

INTELLIGENTVISION

REV. A 2014



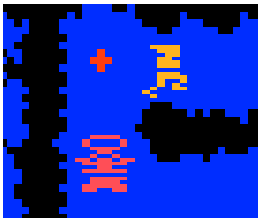
INTELLIGENTVISION PRESENTS

Ms. Night Stalker



CARTRIDGE INSTRUCTIONS (FOR 1 PLAYER)

You are not trapped in a maze, you want to be there! Face the robots head on and watch the bats and spiders shiver knowing you are nearby. They will be relentless in their attacks on you, so play it smart. Be patient, and wait for the right opportunity to attack. The fight will be a long one, but then, you are Ms. Night Stalker!



MAKE SURE

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- **Ms. Night Stalker** cartridge is placed firmly in the cartridge slot.
- OFF/ON SWITCH is turned ON.







PRESS RESET BUTTON

Title will appear on the TV screen.



- Better yet, use the side buttons to shoot!
- Use the intersections and corners to ambush robots. As your points go up, you will want to be further away from them as their bullets will be moving faster.
- The robots will be confused as to where you are after you die. Run as soon as you appear in the bunker as the robots will not shoot at you for a few seconds.
- As your score goes up, it is more likely that the black and invisible robot will shoot energy bolts that destroy the bunker.

SCORING

Adversary		Points
	Spider	100 points
	Light Blue robot and Bats	300 points
	Red robot	400 points
	Blue robot	500 points
	White robot	1000 points
	Black robot	2000 points
	Invisible robot	4000 points

BATS, like the spider, will stun and paralyze you. To shoot them, you must be more accurate with your shots. Do not be surprised when you miss them. After they are shot, they will either regenerate or become a light blue robot similar in shape to the red robot.

There are 5 different **ROBOTS** with different characteristics. Their objective is to track you down at all cost. They have an unlimited amount of shots. The *red*, *blue* and *light blue* robots are aggressive in tracking you down. The *white* robot has a shield which requires 3 shots to destroy. The *black* robot adds an energy bolt which absorbs your bullet. If the energy bolt is yellow, it could begin to destroy the bunker. The most challenging robot is the *invisible* robot which comes out after 50,000 points. Track it by its bullets, when it travels through the web, over another robot, bats, or the spider.



After you destroy a robot, a randomly selected robot will replace it. Your heartbeat will increase with the difficulty of robot that appears.

TIPS

- Shooting bats may be easy points but keep in mind that you could have additional robots hunting you down shooting at you from different angles.
- Use one controller to fire the gun and the other controller to move. This allows you to move and shoot at the same time!

EXAMINE YOUR CONTROLS



Keypad:

- Select Level
- Fire the gun
- 2 is "Shoot Up"
- 4 is "Shoot Left"
- 6 is "Shoot Right"
- 8 is "Shoot Down"

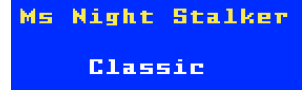
Control Disc:

- Move Player



SELECTING THE MAZE

On the title screen, you have the option to play 1 of 9 mazes. Pressing the keys 1 thru 9 will change your selection. The default maze is the **CLASSIC** maze. To start the game, press the ENTER key. Get to know the different mazes by playing each one.



STARTING THE GAME

When the game starts, Ms. Night Stalker is located inside the bunker in the center of the screen. There is only one exit and entrance, located at the top of the bunker.



GET MOVING

Your first objective is to retrieve the gun flashing somewhere in the maze. Run! Use the **DISC** to move up, down, left, or right. Taking the shortest path may not be the best way to track the gun down.



Once you have the gun in hand, the amount of bullets the gun has is displayed in black on the bottom left of the screen. Each gun you pick up will have 3 to 9 bullets. Make sure you watch this number. Your life may depend on it!



With the gun in hand, it is now time to hunt down robots, bats, and spiders. Use the keypad to shoot the gun in the **UP**, **LEFT**, **RIGHT**, or **DOWN** directions. Make sure you time your shot!



A word of caution: you can not run and shoot at the same time unless you use a hidden feature. The controller side buttons may be used to shoot while you press the disc to move!

- To shoot left, press the lower left side button.
- To shoot right, press the lower right side button.
- The upper side buttons are used to shoot up and down but the direction must be set prior to pressing the side button. To set the direction, press “1” on the keypad to set the direction to **UP**, and press “7” on the keypad to set the direction to **DOWN**. The color of the number that shows how many bullets are left in the gun will be black when set to up and red when set to down.



THE MAZE

For you to succeed, it is important to understand everything in the maze.



MS. NIGHT STALKER has 5 lives at the start of the game. Each time she dies, the remaining amount of lives is briefly displayed in yellow at the bottom left of the screen (where the bullet count is shown). You earn additional lives every 10,000 points.

The **BUNKER** is your “safe” house. This is where you start off at the beginning of the game and after each time you are killed. It protects you from the spider and bats and most bullets. It is not advised to hang out in it for long.



Your **GUN** is your only tool to destroy the robots, bats, and spider. It is powerful but needs time to recharge. Therefore, you can only have one shot in the air at a time. Make each shot count! When the gun runs out of bullets, a new gun will appear in a random location on the screen.



The **SPIDER** can be your friend! Even though the spider will stun you and paralyze you for a few seconds, the web it leaves behind can provide protection by stopping bullets from robots.



Only the robots can destroy the web. A new spider will always show up on the top left corner of the maze after you shoot the spider in the maze.