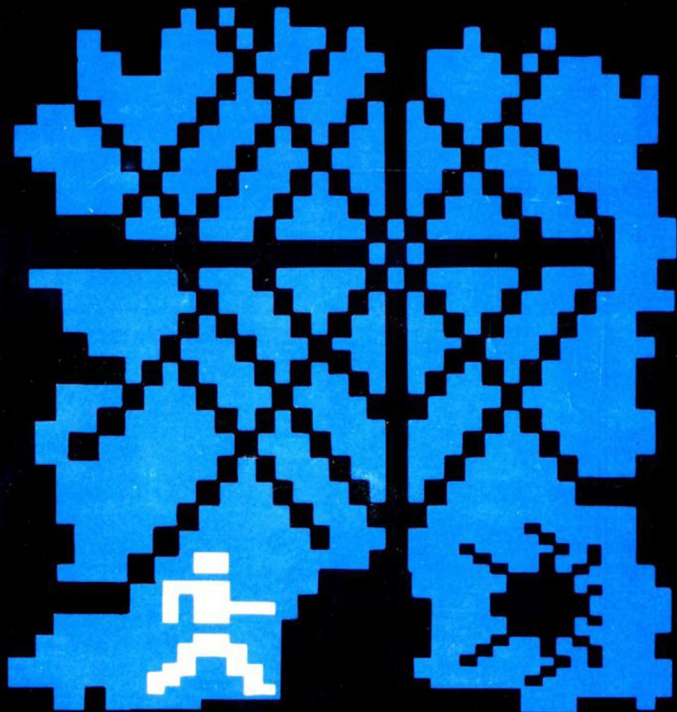


AMCGAMES PRESENTS

# 2X SPECTRUM 48k Edition

## NIGHT STALKER ZX™

TAPE INSTRUCTIONS  
(FOR 1 PLAYER)



FOR GOLOR TV VIEWING ONLY

# NIGHT STALKER ZX



*-image detail from Jerrol Richardson's original packaging artwork.*

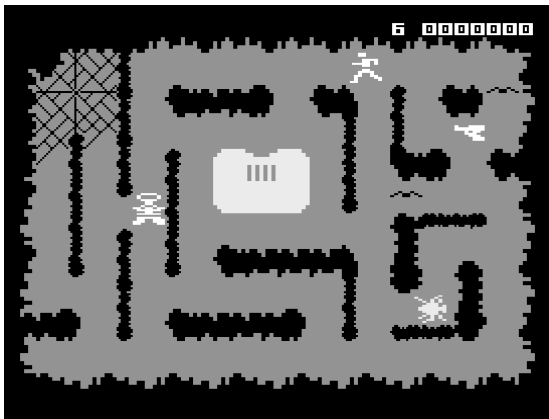
**Night Stalker ZX** is a port of the classic Intellivision game, for the ZX Spectrum 48k. It was made by **AMCgames** in 2018 with the AGDx variant of Arcade Game Designer. **Night Stalker** is the property of IntellivisionLives. **Night Stalker ZX** is a non-commercial product, and is distributed as-is, and for free. It may not be altered or sold without express permission from **AMCgames**.



# Introduction

*"You're on the run. Your attackers are relentless robots. Destroy one and it's replaced by an even smarter, faster robot. It's a nightmare. Your only defenses are avoidance and weapons found somewhere in the labyrinth. When one weapon empties, you avoid robots to find another."*

- Intellivision catalogue entry for **NIGHT STALKER**, 1982



Although, when it came to sports titles, the **Intellivision** had a clear advantage over the **Atari 2600**, the console still found itself in a game of catch-up to the Atari's dominance of arcade-style titles. **Night Stalker** was an attempt by Mattel to bridge that gap. Its success was immediate—along with titles such as **Astrosmash**, and **Space Armada**, it found an audience of Intellivision users eager for arcade action.



# How To Play

**Night Stalker ZX** is a single-screen maze shooter. Playing as a marooned Space Soldier, you are trapped in a nightmare hedge maze. Killer robots and venomous fauna are after you, and your ammunition is limited. Only your bunker in the middle of the play area is a safe retreat from the increasingly difficult waves of enemies.

You start with 6 lives. Keyboard controls are below:

<b>Q</b>	up
<b>A</b>	down
<b>O</b>	left
<b>P</b>	right
<b>Space</b>	fire
<b>M</b>	fire

The game also supports Kempston and Sinclair joysticks.

## Game Levels

<b>Level</b>	<b>Points</b>	<b>Enemies</b>
1	0-1000	Grey robot, Spider, Bats
2	1000-5000	Blue Robot, Spider, Bats
3	5000-10000	Red Robot, Spider, Bats*
4	10000-50000	Magenta Robot, Grey Robots, Spider
5	50000-	Invisbile Robot, Grey Robots, Spider

\* beginning with Level 3, when bats are shot they will respawn as Grey Robots.

\*\* the player receives an extra life at 10000 points.





# Enemies

There are many enemies wandering the maze, each more deadly than the last.



**The Spider** Though not deadly, the Spider has a paralyzing bite that will render you temporarily defenseless. **50 pts.**



**Bats** Like the Spider, the bats have a paralyzing bite. In later rounds they are replaced by Grey Robots when shot. **10 pts.**



**Grey Robot** The first robot you will encounter, Greys are the slowest. Their shots are still deadly, however, so use caution. **100 pts.**



**Blue Robot** Faster than the Greys, Blue Robots are harder to hit, and they spawn faster after being hit. **200 pts.**



**Red Robot** Much harder to kill than either the Blue or Grey Robots, the Red Robot has a powerful shot that absorbs the player's laser before it can do any damage. **500 pts.**



**Magenta Robot** With the same firepower as the Red Robot, but more speed, the Magenta Robot will aggressively seek you out. Truly a dangerous foe. **1000 pts.**





**Invisible Robot** At 50000 points you'll face your deadliest enemy yet—the Invisible Robot. With only the robot's laser blasts to give away its position, you'll have to tread cautiously to take out this enemy. **2000 pts.**

Your score is shown in the top right corner of the screen. Next to the score is the number of your remaining lives.

## History

**Night Stalker** was released on May 6, 1982, and quickly became a fan favourite. It was a rare in-house arcade-style hit that wasn't based on another game (like **Space Armada** or even **Astrosmash**, which began as an Asteroids clone).



*Box art, Canadian release, 1982*



## DETAILS:

CARTRIDGE #5305

Release #29 May 6, 1982

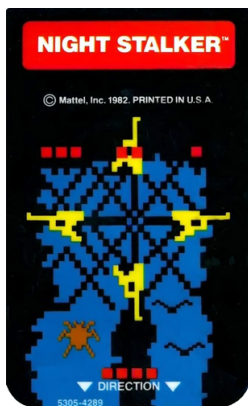
Working Title: Attacker

Design & Program: Steve Montero

Graphics: Peter Allen

Sound: Russ Lieblich

Package illustration: Jerrol Richardson



*Controller overlay*

**Steve Montero** is an expert on robotics, so it was natural for him to program **Night Stalker**. In development late in 1981, the game was a favorite with other programmers, who didn't need their arms twisted to spend hours testing it. Unfortunately, the first time Marketing brought in some 12-year-old kid to try it out, he got further than any of the programmers had. A new, tougher robot had to be added to the game, at the cost of losing one of the best features: the spider's web



(the game was only 4K in size). Originally, as the spider crawled around the maze it left a web that would slow you down considerably as you ran through it. You could shoot the web away, but you'd use up bullets. Without the web, the spider became like the bats: just a nuisance.

After **Night Stalker** was finished, game cartridges began getting larger in size, so Steve proposed **Ms. Night Stalker**, a 12K sequel that would include the web and all the other features he had wanted, including multiple weapons (bazookas to blast through walls!), multiple scrolling mazes and smarter robots. Marketing shelved the idea and Steve was assigned to program Space Shuttle instead, which may have been a contributing factor toward Steve leaving Mattel and the game industry not long after.

Mattel Electronics released M Network versions of Night Stalker for the Atari 2600, the Apple II and the IBM PC. (The Atari 2600 version was called **Dark Cavern**.) A version was also released for the Aquarius Home Computer System.



***Night Stalker**, AKA **Dark Cavern**, on the Atari 2600*



# Credits

History text from [www.intellivisionlives.com](http://www.intellivisionlives.com)

Programmed in **AGDx** by AMCGames (Aleisha Cuff),  
based on design and graphics by **Steve Montero** and  
**Peter Allen**.

The loading screen incorporates artwork from the original  
box, by **Jerrol Richardson**.

Additional code by **Allan Turvey**.

Special thanks to: **Allan Turvey**, **Jonathan Cauldwell**,  
**AGDx Studios**, the **Facebook AGD users' group**,  
**World of Spectrum**, and **Clive Sinclair** for making the  
ZX Spectrum happen all those years ago.

This manual's design, layout, and text (except where noted  
otherwise) by Aleisha Cuff.

This game is free to be distributed, without alteration and  
with credit to the author.

More AMCGames can be found at: [goo.gl/dUzctE](http://goo.gl/dUzctE)

Thanks for trying my game, I hope you enjoy it!

