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**Nintendo**

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**INSTRUCTION BOOKLET**



*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.*



**CAUTION:** This Game Pak may only be used with the MATTEL or NES VERSIONS of the Nintendo Entertainment System.

Thank you for purchasing the " PAC-MAN ★ " game pak for your Nintendo Entertainment System™.

Please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet and warranty in a safe place for future reference.

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## PRECAUTIONS

- 1) This is a high precision Game Pak. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- 2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the Game Pak and/or the Control Deck.
- 3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
- 4) Store the Game Pak in its protective sleeve when not in use.
- 5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

**Note:** In the interest of product improvement, Nintendo Entertainment System specification and design are subject to change without notice.

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## • • • • • GHOSTIES. . .YUM, YUM! • • • • •

### GHOSTIES....YUM, YUM!

Who's the best ghost gobbler? Pac-Man! Race around the maze scarfing pellets in pursuit of the perfect score. For the ultimate challenge go head-to-head with a friend in a no holds barred chow-down challenge.



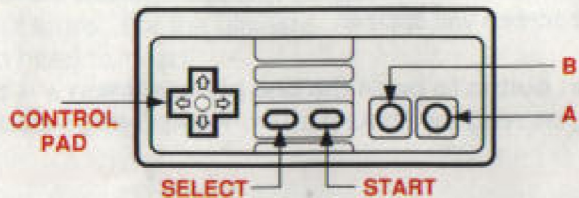
## • • • • • GETTING STARTED • • • • •

1. Insert the Pac-Man Game Pak into your Nintendo Entertainment System™.
2. Turn on your Nintendo Entertainment System. In a few moments, the Pac-Man Title screen will appear.
3. Press the Start button to begin the one player game.  
(For two players read the Starting a Two-Player Game section.)



## CONTROL

Read this section to learn all the moves!



**Start button:** Press to pause during game play.

**Control Pad:** Press to move Pac-Man through the maze.

**A button:** No function.

**B button:** No function.

## TWO-PLAYER GAME

Pac-Man has a 2 player feature just like the arcade original. Players take turns competing for the highest score in non-stop ghost chomping action! Find out who is the ghost chowing czar!

1. From the Title screen press the Select button to highlight 2 Players.
2. Press the Start button to begin the two player game.



## THE GAME SCREEN

### One Player Games

All the important information is on the right side of the screen.



**High Score**  
**Score**

**Maze**

**Lives**

**High Score:** Indicates the current high score.

**Score:** Indicates your current score.

**Maze:** Indicates the current maze.

A fruit is displayed for each maze.

**Lives:** Indicates remaining lives.



## THE GAME SCREEN CONT.

### Two Player Games

Keep an eye peeled on your buddy's score so you can tell who the Pac-champion really is.



**High Score**  
**1P Score**  
**2P Score**

**High Score:** Indicates current high score.

**1P Score:** Indicates player one's current score.

**2P Score:** Indicates player two's current score.

- When each player is up, their round and lives remaining will be displayed just like the one player game.



## RULES

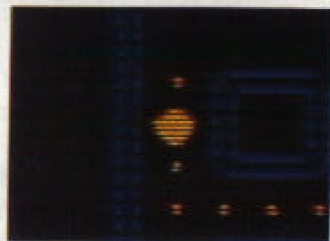
### Short and simple

- Your goal is to clear each maze by eating all the pellets.
- You start a game with 3 Pac-Man lives.
- When a ghost catches Pac-Man, he loses a life.
- If Pac-Man loses all his lives the game is over.

## TRICKS AND TREATS

Use the tricks and treats to your best advantage to fool the ghosts and grab high scores!

**Power Pellets:** Eat a Power Pellet and you'll have the power to gobble ghosts! You can only eat ghosts when they change shape and turn to a darker shade. The power pellets only take effect for a limited time so you'll have to eat and run. Ghosts start flashing before they turn back to their normal color, so watch out!



**Fruit Treats:** Fruits appear twice in each maze. Scarf them down for big bonus points. The more mazes you complete, the more the fruit is worth.

**Warp Tunnels:** Go through these tunnels and you'll shoot out on the other side of the maze. Use them to zip around and lose a ghost that's hot on your tail.

## SCORING

The more you eat, the more you score!

- Pellets:** 10 points  
**Power Pellets:** 50 points  
**Ghosts:** Munch ghosts for big points. The more you eat the more they're worth!
- First ghost* 200 points
  - Second ghost* 400 points
  - Third ghost* 800 points
  - Fourth ghost* 1,600 points
- Fruit:** More mazes, more points!
- Maze 1, Cherry* 100 points
  - Maze 2, Strawberry* 300 points
  - Maze 3, Orange* 500 points
- Extra Life:** You gain an extra Pac-Man at 10,000 points. Keep eating and you'll get more!

## HINTS

- You move faster through paths that you've already cleared of pellets.
- The more mazes you clear the faster the game becomes. Your Power Pellet will wear off sooner as well.
- Trick the ghosts by leading them away from the section you want to clear. Then dash back and chow down the dots.
- Watch out for sneaky ghost tricks!



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 **WARNING** 

**DO NOT USE WITH FRONT OR REAR PROJECTION TV**

Do not use a front or rear projection television with your Nintendo Entertainment System™ ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

## NINTENDO HOTLINE

Do you have a question about game play?  
Are you being stomped by a Thwomp in Mario 3?  
Or do gargoyles gang up on your Game Boy?

If your answer to these questions is yes, then why not call the

### NINTENDO HOTLINE

**WE ARE OPEN 12 P. M. -- 8 P.M. MONDAY TO FRIDAY  
10 A.M. -- 3 P.M. SATURDAY AND SUNDAY**

Why not telephone now, and one of our expert counsellors will be more than happy to answer your call.

**THE NUMBER TO CALL IS  
0703 652222**



## 90-DAY LIMITED WARRANTY

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Nintendo Entertainment System GAME PAKS

Nintendo UK Entertainment Limited ("Nintendo") warrants that this Nintendo Entertainment System game pak shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during the 90-day limited warranty period, Nintendo will repair or replace the defective pak, at its option free of charge. To receive this warranty service, contact the Nintendo Service Centre on (0329) 243300.

Proof of purchase is required to claim under this warranty. This warranty shall not apply if the Nintendo Entertainment System Game Pak has been damaged by negligence, accident, unreasonable use, modification, tampering or by other causes unrelated to defective materials or workmanship. This warranty does not interfere with your statutory rights.

## NINTENDO TECHNICAL SUPPORT

Nintendo provides an out-of-warranty repairs service for installation, maintenance and service of Nintendo products. For full details of the charges and services available, please contact the Nintendo Service Centre on (0329) 243300.

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