Getting Started

What You Need
- Commodore 64™ and 128™; or IBM® or Tandy® families, or 100% IBM compatible computer
- Monitor or TV (color recommended)
- Disk drive
- Joystick (recommended)
- Enhanced or Color Graphics Adaptor required (IBM and some compatibles only)

Loading Instructions

Commodore
Commodore 128 users: Run| Super Pac-Man | in 64 mode.
1. Plug the joystick into Port 1 of your computer.
2. Turn on the monitor or TV, disk drive and computer.
3. Insert the| **Super Pac-Man** |disk, label side up, into the disk drive and close the drive door.
4. Type **LOAD"*",8,1** and press **RETURN.**
5. The game will load into your computer's memory.

Note to "Fast Load" cartridge users:
This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further. Due to the program's intricate design, the program may not load with certain fast load cartridges attached to your computer. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the fast load cartridge, and then follow the loading instructions already given. With no cartridge attached, the program should load normally.

IBM
1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Insert the DOS disk into the disk drive and close the drive door (or boot DOS from your hard disk and get an **A>** prompt).
3. Turn on the computer and the monitor or TV.
4. Respond to the date and time prompts.
5. At the **A>** prompt, remove the DOS disk and insert the **Super Pac-Man** disk into Drive A and close the drive door.
6. Type **SPACMAN** and press the **Enter** key.
7. The game will load into your computer's memory.

Installing DOS on the Program Disk: One Disk Drive
Use DOS 2.1 or higher
1. Place the DOS disk in Drive A and turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Super Pac-Man** disk as the "diskette for Drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk in Drive A and type **COPY COMMAND.COM B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Super Pac-Man** disk as the "diskette for Drive B."
5. From now on when you want to load the game, just insert the program disk into Drive A, turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing DOS on the Program Disk: Two Disk Drives
Use DOS 2.1 or higher
1. Place the DOS disk in Drive A and the **Super Pac-Man** disk in Drive B. Turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, type **COPY COMMAND.COM B:** and press the **Enter** key.
5. From now on when you want to load the game, just insert the program disk into Drive A, turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing Super Pac-Man on a Hard Disk

After you complete the procedure outlined below, **Super Pac-Man** will run entirely from your hard disk; you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

Note: Once **Super Pac-Man** has been copied onto a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled **Uninstalling Super Pac-Man from a Hard Disk**.

Warning: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Super Pac-Man** on the hard disk, first make sure that you follow the instructions to uninstall **Super Pac-Man.** If you don't, **Super Pac-Man** will no longer be executable from the hard disk, and you won't be able to reinstall the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Super Pac-Man** disk, label side up, into Drive A and close the disk drive door.
3. Type **A:SETFIXED NAME,** where **NAME** is the name you have chosen for the new directory. The name must be no longer than eight characters. When you press the **Enter** key, **Super Pac-Man** will install itself on the hard disk.

Uninstalling Super Pac-Man from a Hard Disk

1. Boot the system, if necessary and get an **A>** prompt.
2. Insert the **Super Pac-Man** disk in Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press the **Enter** key.
4. When the process is complete, **Super Pac-Man** will no longer be executable from the hard disk. To reinstall **Super Pac-Man** on a hard disk, follow the hard disk installation instructions detailed above.

Game Play

All you nasty goblins better watch out, 'cause Super Pac-Man is in town and he's lookin' to do some serious goblin gobbling. Start off the game as a mild-mannered Pac-Man roaming around the maze, looking for snacks. Snarf down keys to unlock the food and goodies trapped inside the maze. On each level the keys unlock different doors. So the key you gobble might not unlock the door next to it; it might open a door at the other side of the maze. Goblins scurry around the maze trying to get in your way. Don't run into one or you'll lose a life. Unlock the yellow power pills and eat 'em down. Then watch those goblins go crazy; now you can gobble the goblins for extra points.

You want to really save the day? Change into Super Pac-Man by snarfing down one of the green super-energy pills. Now you can bash through doors and munch on all the goodies you want; those nasty goblins won't be able to catch you. Press the fire button or spacebar when you move and really fly through the maze. Watch out though, your super-powers only last a short while. Gobble a yellow power pill or another green super-energy pill to restore your strength.

When you're Super Pac-Man you get the chance to rack up loads of extra points. Gobble the star in the middle of the maze when the two goodies in the boxes on either side of the star are the same. For instance, if both goodies are pies when you gobble the star, you get thousands of extra points!

Earn extra points in the bonus rounds, too. For every three levels you complete, you get the chance to play a bonus round. Here you race against the clock as you try to snarf down all the goodies you can. Remember, you can tear through the maze by holding down the fire button or spacebar when you're moving.

Game Options

After the game loads, the Option Screen will appear.

Commodore
On the title screen, you are able to select from the following options:
f1–select starting stage (level)
f3–select 1 or 2 players
f5–select joystick (one or two) or keyboard control
f7–start game (or press fire button)

Other Options:
RUN/STOP–pause
Spacebar/Fire Button–resume play

IBM
J –Joystick control
K–Keyboard control

1–One player
2–Two player

Other Options
F1–Sound off/on
F3–Pause
F4–Return to options screen
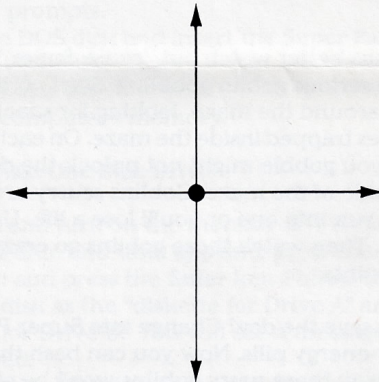**F5**–Change background color (during option screen only)
F6–Change palette
F7–Exit to DOS

Game Control

Joystick–
Use the joystick to maneuver Super Pac-Man around the maze. After gobbling a
super energy pill and turning into Super Pac-Man, press the fire button while moving
and tear off at super-speed!

Keyboard–

	Commodore	IBM
Up	Q	↑
Down	Z	↓
Left	I	←
Right	P	→
Fire Button	**Spacebar**	**Spacebar**

S.U.P.E.R Pac-Man ™
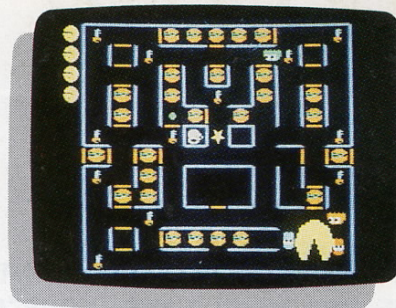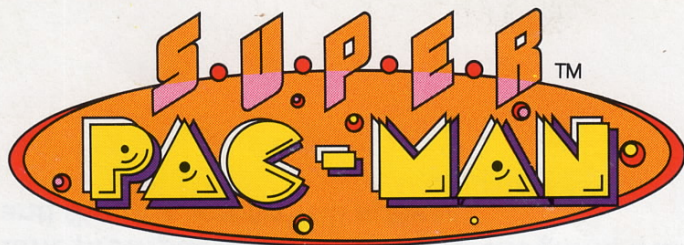
Action/Arcade—All ages

Screen shots taken from the Commodore 64™/128™ version.

Look. Up on the screen! It's a lemon! It's a U.F.O.! No, it's Super Pac-Man! Fighting his way through maze after maze, Super Pac-Man is in search of truth, justice and a snack. Disguised as a mild-mannered Pac-Man, Super Pac-Man roams the maze searching for keys to unlock stores of goodies while evil goblins attempt to foil his plans. As he munches super energy pills, he's instantly transformed into a super-strong dot of steel, able to smash through goblins and save the day.

Faster than a speeding goblin, able to gobble gobs of goodies in a single swoop, it's Super Pac-Man—the most challenging Pac-Man game yet!

Features:

- All the great action from the arcade brought to your home computer.
- Lots of animation, sound effects and graphics.
- Super-challenging mazes. Super-fiendish enemies.
- Non-stop, high-scoring fun for one or two players.

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