



**THUNDER
MOUNTAIN**

MS. PAC-MAN*



THUNDER MOUNTAIN
P.O. Box 1167
Northbrook, IL 60065-1167

Copyright © 1983 Namco
All rights reserved.
*PAC-MAN, MS. PAC-MAN and characters are trademarks of Bally Midway Mfg. Co.,
sublicensed by Namco-America, Inc.
Manufactured in the U.S.A.

ISBN 0-7911-0037-5



MS. PAC-MAN*

Arcade Game - Ages 10 and Up

It was love at first byte. PAC-MAN*, arcade superstar, meets the love of his life, MS. PAC-MAN, new kid on the block. MS. PAC-MAN is more than PAC-MAN with a bow. All new mazes, bonuses, and surprises await in this home version of the arcade hit.

Features:

- Four thrilling and treacherous mazes
- Dots, energy pills, ghosts, fruit, pretzels, and even cinnamon bears
- Danger and fun in the amazing mazes



MS. PAC-MAN*



What You Need

- Commodore 64™ or 128™, or IBM® PC (at least 128K) or true compatible computer
- Disk drive
- Color monitor or TV
- Color Graphics Adaptor (IBM and some compatibles only)
- Joystick (required for Commodore, optional for IBM)

Loading Instructions

Commodore:

- 1) Make sure that a joystick is plugged into port 1 of the computer. For a two-player game, plug a second joystick into port 2.
- 2) Turn on the monitor or TV, the disk drive, and the computer.
- 3) Insert the *Ms. Pac-Man* disk, label side up, into the disk drive and close the disk drive door.
- 4) Type **LOAD**8,1** and press RETURN. The game will load into the computer's memory.

IBM:

- 1) If you plan to use a joystick, make sure it's plugged into the game port of the computer.
- 2) Insert the *Ms. Pac-Man* disk, label side up, into the disk drive and close the disk drive door.
- 3) Turn on the monitor or TV and the computer. The game will load into the computer's memory.

Options

Commodore:

- | | |
|-----------|---|
| f1 | Starts the game. |
| f3 | Press to select a two-player game as indicated on the screen. Press again to return to a one-player game. |
| f5 | Press to select the difficulty level, as indicated on the screen. |

IBM:

After the game loads, press **F1** to start the game, or press **F2** to bring up the options screen. On the options screen, the following keys are active:

- | | |
|----------------|---|
| F1 | Starts the game. |
| F3 | Press to select a two-player game as indicated on the screen. Press again to return to a one-player game. |
| F5 | Press to select the difficulty level as indicated on the screen. |
| F9, F10 | Centers the screen. |
| S | Press to turn the sound effects off as indicated on the screen. Press again to turn the sound back on. |
| X | Press to calibrate your joystick. |

Controls

Use the joystick to move MS. PAC-MAN around the maze. IBM keyboard users should use the arrow keys on the numeric keypad to move MS. PAC-MAN. In addition, during play in the IBM version, the **F1** key restarts the game and the **F2** key returns you to the options screen.

The Plot

PAC-MAN is in love! And what a star his sweetheart is, with her red hair ribbon and long eyelashes. Just like her leading man, MS. PAC-MAN chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energizers, and tantalizing goodies. Can she escape the marauding ghosts? Will it be the final curtain for her? Will PAC-MAN ever see his lady love again?

The Curtain Rises

MS. PAC-MAN appears at center stage. To earn her curtain call, she must eat all the dots in each maze before she is gobbled up herself by the four ghosts.

But can she stall them? If she swallows one of the four energizers, the ghosts change into blue costumes. With only seconds to act, she must chase them down and devour them before they change back into their everyday clothes.

As MS. PAC-MAN finishes each round, a new fruit or goodie appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energizer, then turns back on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again.

The Plot Thickens

This is one tough performance! MS. PAC-MAN must scramble through four different maze patterns. And the mouth-watering treats that bounce across the stage try to lure her toward the ghosts.

Fortunately, she has three lives in this show. But once they're gone, her performance is over—and so is the game! But she can earn an encore. If she gets through the banana mazes, MS. PAC-MAN enters the random fruit mazes. So hold your applause until the final curtain.



Stage Directions

Here are some tips on strategy:

- Make sure MS. PAC-MAN eats the dots as quickly as she can. But don't let her take the energizers too early, or she'll lose her only edge over the ghosts. Wait until they start to gain on her. Then she can tease them toward the energizer before she gobbles it up and turns the chase on them.
- Remember, each maze has escape tunnels that lead off stage and back on again and safe spots where MS. PAC-MAN can hide. They could save her life.

Scoring

Energy dot	10
Energy pill	50
1st ghost	200
2nd ghost	400
3rd ghost	800
4th ghost	1600
1st 10,000 points	1 extra life

BONUS NUGGETS

Cherries (1st maze)	100
Strawberry (2nd maze)	200
Orange (3rd maze)	500
Apple (4th maze)	700
Pretzel (5th maze)	1000
Pear (6th maze)	2000
Banana (7th maze)	5000
Random Fruit (8th maze)	100-5000

MAZE PATTERNS

Cherry, Strawberry	Red 1
Orange, Apple, Pretzel	Green 1
Banana, Pear, 2 Random Fruit	Red 2
Random Fruit	Green 2

Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.
IBM is a registered trademark of International Business Machines Corp.
Printed in the U.S.A.