

What You Need

- Apple® IIe, IIc, or II+, Commodore 64™ or 128™, or IBM® PC/PCjr or true compatible computer
- Single disk drive
- Monitor or TV (color recommended)
- Color Graphics Adaptor (IBM and some compatibles only)
- Joystick (required for Commodore, optional for Apple and IBM)

Loading Instructions

APPLE

1. If you plan to use a joystick, make sure it is plugged into the game port of the computer.
2. Turn on the monitor or TV.
3. Insert the *PAC-MAN* disk, label side up, into the disk drive and close the disk drive door.
4. If you have an Apple IIe computer, make sure the CAPS LOCK key is down.
5. Turn on the computer. The program will load into the computer's memory.

COMMODORE

1. Make sure that a joystick is plugged into port 2 of the computer.
2. Turn on the monitor or TV, the disk drive, and the computer.
3. Insert the *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 program will load into the computer's memory.

IBM

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

APPLE CONTROLS

GAME MENU SELECTION

The following keys are active:

- 1** Keyboard Mode
- 2** Joystick Mode

DEMONSTRATION SCREEN CONTROLS

On the demonstration screen, the following keys are active:

- 1-5** Selects the number of players.
- Esc** Pauses the demonstration.
- Space bar** Takes you back to the demonstration.

GAME CONTROLS

During the game, the following keys are active:

- Esc** Pauses the game.

- Control-S** Toggles the sound off or on.
- Reset** Quits the game.
- Joystick** Push the joystick left, right, up, or down to move Pac-Man accordingly.
- ←, →, A, Z** In Keyboard Mode, moves Pac-Man left, right, up or down, respectively.

Note: You can customize the keyboard controls to your own liking.

COMMODORE CONTROLS

MAIN MENU

On the main menu, the following keys are active:

- f1** Starts the game.
- f3** Selects the number of players (one or two). Each press of the key alternates between one- and two-player games as indicated on the screen. A one-player game is the default setting.
- f5** Changes the difficulty level as indicated by the kind of fruit displayed on the screen. When the cherries appear on the screen, the least difficult game is selected. Starting with the cherries, each press of the key increases the level of difficulty.

GAME CONTROLS

- Joystick** Push the joystick left, right, up, or down to move Pac-Man accordingly.
- Fire button** Pauses a game during play. Starts a new game after a game has been completed.
- Restore** Causes a total restart, including the resetting of the high score.

IBM CONTROLS

MAIN MENU

- F1** Selects the number of players (one or two). Each press of the key alternates between one- and two-player games as indicated on the screen. A one-player game is the default setting.
- F2** Changes the difficulty level as indicated by the kind of fruit displayed on the screen. When the cherries appear on the screen, the least difficult game is selected. Starting with the cherries, each press of the key increases the level of difficulty.
- Space bar** Starts game in Keyboard Mode.
- Fire button** Starts game in Joystick Mode.

GAME CONTROLS

- Joystick** Push the joystick left, right, up, or down to move Pac-Man accordingly.
- ←, →, ↑, ↓** In Keyboard Mode, moves Pac-Man left, right, up, or down, respectively.
- Space bar** Pauses game. Press the space bar again to resume play.
- S** Toggles the sound off or on.
- F3** Restarts game.

Game Play

It's a dot-eat-dot world, Pac-Man. And competing for your place in this man-eating maze are four ghastly goblins: Blinky, Pinky, Inky, and Clyde. They think you're a pretty good catch, Pac-Man, and they'll go the distance just to gobble you up. Good thing you have a great, big appetite for action!

Better keep an eye out for Blinky. This goblin turns his energy on and off. When you blink, he may be ready to bite! Pinky is sneaky

and quick as your little finger. Pinky's slim enough to slip through the shortcuts. Inky is the smartest of all. The only mark he leaves is on you, Pac-Man. And Inky's mark is permanent. Clyde is sharp—his skill is cutting corners.

Get going before the goblins start gaining, Pac-Man. Dig into dots! At just 10 points a crack, you've got a long way to travel. And, if you earn 10,000 points, you'll get a whole extra turn. But, get eaten three times along the way, Pac-Man, and you become left-overs—and that's garbage to goblins!

Here's some food for thought, Pac-Man: When you skip across a special energy dot, you can safely attack the goblins. They get so mad, they turn blue in the face and you earn 50 more points! And the more you munch them, the more points you earn...200, 400, 800, then 1600! But when the goblins start flashing, you better take off. That's when their true colors come back!

Keep on eating, Pac-Man, and you'll earn dessert. A tasty bonus nugget will pop on the board as you clean up the dots. You've got just eight seconds to finish dessert...better eat and run!

And, if you still crave adventure, keep going. But whatever direction you take, Pac-Man, you'll always be the main course.

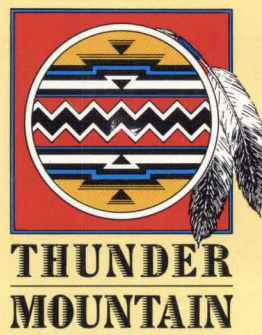
Scoring

Energy dot	10
Energy dot when goblins turn blue	50
1st goblin	200
2nd goblin	400
3rd goblin	800
4th goblin	1600

BONUS NUGGETS

Cherries (1st maze)	100
Strawberry (2nd maze)	300
Peach (3rd, 4th mazes)	500
Apple (5th, 6th mazes)	700
Lemon (7th, 8th mazes)	1000
Pineapple or Logo (9th, 10th mazes)	2000
Bell (11th, 12th mazes)	3000
Key (13th maze and up)	6000

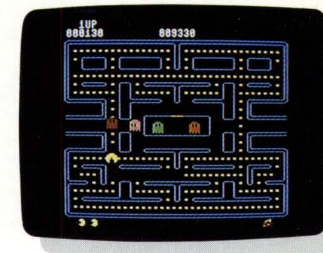
Bonus nuggets pop up every so often in the middle of the maze. Pac-Man earns an extra life every 10,000 points. The bottom left of your screen shows how many lives remain.



Arcade Game—Ages 10 and Up

PAC-MAN*

It's a dot-eat-dot world. Are you hungry for action? Guide dot-hungry PAC-MAN through amazing mazes to gobble up the dots without getting gobbled by the gruesome ghosts. Better get going before the goblins start gaining, or Blinky, Pinky, Inky, and Clyde may have you for dinner!



The most addictive arcade game of all time just came home.

Features:

- Ghosts, mazes, bonuses, and more
- The original mazes from the arcade
- Arcade-quality graphics and sound
- Classic action and fun

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