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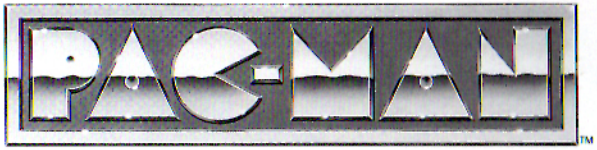
GAME BOY



DMG-PC-USA

INSTRUCTION MANUAL

namco
The Game Creator







LICENSED BY
Nintendo

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Gallop and Gobble! . . . . . .

Pac-Man's on the run! He's galloping through a maze filled with food dots. He gobbles them down fast, because the ghosts are right behind! If they catch him, he's ghostflakes!

But he can munch a Power Pellet and catch them! Catching the ghosts and gobbling all the food earns high points and clears the maze! Then Pac-Man starts right in again on the next maze. And so do the ghosts, even faster and hungrier than before!



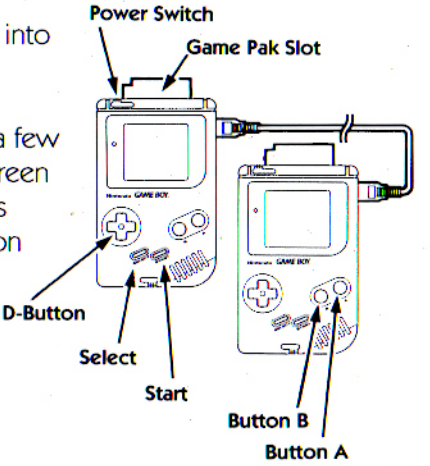


Getting Started . . . . . .

1.Plug the Pac-Man™ Game Pak into your Nintendo® Game Boy®

2. Turn on your Game Boy. In a few moments, the Pac-Man Title screen appears. (If the screen remains blank, adjust the contrast dial on your Game Boy.)





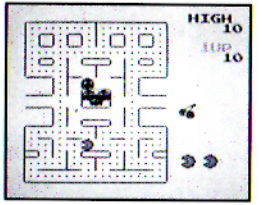
3. Press the **D**-Button left or right to choose your game screen size. The full-size screen will give you a close-up of Pac-Man's location in the maze. The half-size screen will show you the entire maze at once. When you choose half-size, a symbol appears to the right of "1 Player" on the Title screen.

4. For one player, leave the marker at "1 Player." (For two players, read Starting a Two-Player Game.)

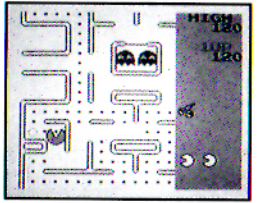
5. Press the **Start** Button to begin Pac-Man's race around the maze!



Half-Size Screen Symbol



Half-Size Screen



Full-Size Screen

6. Press **Start** at any time to pause the game. Press it again to resume play.

7. To reset the game, hold down **Start** and **Select** and press Button **A**, Button **B**, or the **D**-Button.

8. To end the game at any time, turn off your Game Boy.

Starting a Two-Player Game . . . . . .

1. Connect two Game Boys with your Game Link cable.

2. Plug a Pac-Man Game Pak into each Game Boy.

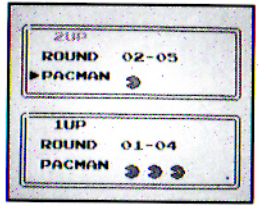
3. Turn on your Game Boys. In a few moments, the Pac-Man Title screen appears on both units.

4. With the marker on "1 Player," press the D-Button left or right to choose your game screen size. Players can each choose the size they want.

5. Both players press the D-Button down (or press the Select Button) to move the marker to "2 Players."

6. Press the **Start** Button. The Options screen appears, with your position (1 UP or 2 UP) at the top. The player who pressed Start first is the 1 UP player.

7. Press the **D**-Button to choose the rounds (mazes) you'll play. The first number is the maze you'll start at. The second number is the last maze of the game. You'll play four rounds in all. (As the round numbers get higher, the action gets faster. To even up the competition, the more experienced player should start at a higher round.)



8. Press the **D**-Button down (or press **Select**) to move the marker to "Pac-Man." Then press the **D**-Button left or right to choose the number of extra lives (from one to four) you'll start with. (More experienced players can choose fewer lives for a more evenly matched game.)

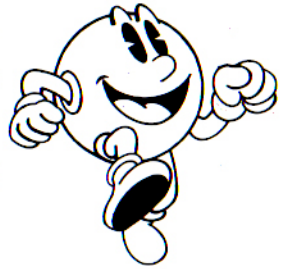
9. When both players are ready, press **Start** to begin the gobbling contest!

Race Around the Maze! . . . . . .

Ready, set, run! Press the **D**-Button to move Pac-Man around the maze. He zips along the path, chomping down food dots. But before he knows it, the ghosts slip out of their nest and dash after him. He really has to scoot! If the ghosts catch him, he's ghost lunch!

Quick! Get Pac-Man to a Power Pellet so he can gobble it up. Yum! Now he can gulp down a ghost or two and keep going! Ghosts that get eaten hurry back to the nest, where they revive and return to the chase. (In two-player games, when you gobble a ghost, it pops up on your opponent's screen! Then your opponent has double trouble!

Eat all the food dots and keep chomping ghosts to clear the maze and go on to the next one. See how many mazes you can win! See how big a score you can earn! Each time you play, try to go further and get an even higher score!



The Game Screen

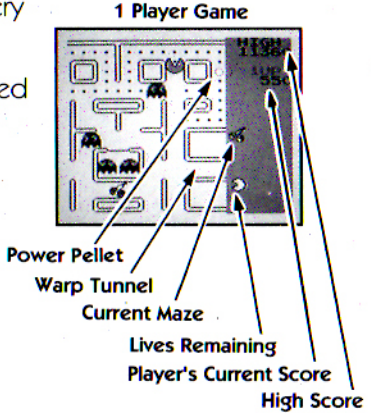
One Player Games

The right side of the game screen has scoring information. Glance at it every so often to see how you're doing.

High Score: The highest score earned in this playing session.

Current Score: Your score so far in the current game.

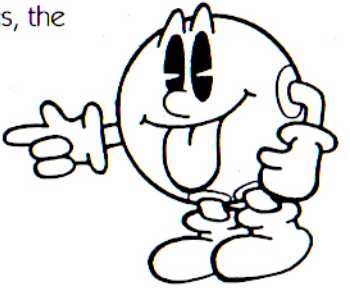
Current Maze: The number of the maze you're in now, shown by the number of fruits.



Lives Remaining: How many lives Pac-Man has left in the game.

You start a game with three Pac-Man lives. When a ghost catches Pac-Man, he loses one life. He can revive, and keep chomping, as long as he has lives left. If Pac-Man loses all his lives, the game ends.





Two-Player Games

In two-player games, you can also see how the other player is doing. Don't let your opponent catch up!

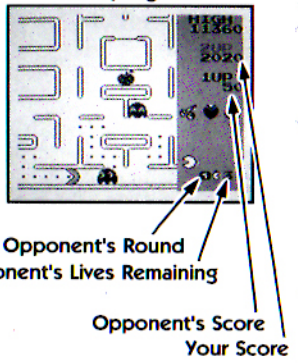
Your Score: Your score will always be on top, whether you're the 1 UP or 2 UP player.

Opponent's Score: Check this to see how many points your opponent has.

Opponent's Round: The maze number your opponent is playing.

Opponent's Lives Remaining: How many lives your opponent has left.

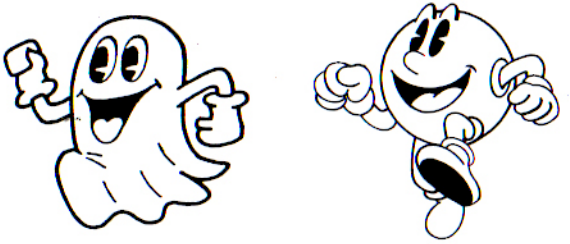
2 Player game



A two-player game ends when:

- One player clears four mazes. The player with highest score wins! In a tie game, the player who cleared the four rounds wins.

- One player loses all his or her Pac-Man lives. The other player wins! If both players lose all their lives at the same, time the player with the higher score wins.



Pac-Man's Tricks and Treats . . . . . .

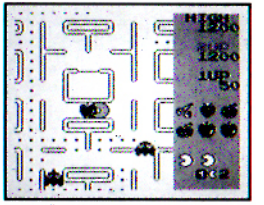
Pac-Man can play plenty of tricks to fool the ghosts and get high scores. Here's how:

Power Pellets: Gobbling a Power Pellet gives Pac-Man the energy to munch ghosts. There are only four Power Pellets in a maze, but any little haunters who get munched can revive and come back!

Run from the ghosts until you're close to a Power Pellet. Move back and forth until more than one ghost is close by (don't wait too long.) Then quickly gulp down the Power Pellet, chase the ghosts, and chomp them all. The more ghosts you eat, the more big scores you earn!

Look and listen to know when you're a chaser and not a "chasee." When you eat a Power Pellet, the game sounds change and the ghosts turn a darker shade. They start flashing when they're about to become dangerous again.

Fruit Treats: These appear twice in each maze, under the ghosts' nest. Gobble them up, if you can, for big bonus points. Fruit Treats appear on the Scoring side of the screen to show what maze you're playing. The number of treats is the same as the number of the maze.



Warp Tunnels: When the ghosts are close behind, escape through a Warp Tunnel. There's one on either side of the maze. You can run faster through the tunnels than the ghosts can, and you pop up on the other side. Just watch out for ghosts who might be waiting to gobble you!

Scoring . . . . . .

The more Pac-Man eats, the more points you'll score!

Food Dots Worth 10 points each

Power Pellets Worth 50 points each

Ghosts Munch more than one ghost after eating a Power Pellet to score high:



First ghost ..... 200 points
Second ghost ..... 400 points
Third ghost ..... 800 points
Fourth ghost ..... 1600 points

Fruit Treats

Scarf up Fruit Treats for big bonus points! Scores increase as the mazes get higher:

Maze 1, Cherry.....100 points
Maze 2, Strawberry....300 points
Maze 3, Orange.....500 points
(and so on)



Extra Life

You gain an extra Pac-Man life at 10,000 points. More lives may be given at even higher scores. Keep playing and find out!

Gobbling Hints

- You can move faster through paths that you've cleared of food dots. And so can the ghosts!
- Everything speeds up as the levels get higher. The ghosts get faster, and Pac-Man's Power Pellet energy wears off sooner.
- Trick the ghosts by leading them away from the food dots. Then scoot back to gobble up the dots and clear the maze.
- The ghosts will try tricks on you, too. Watch them to learn their pranks, then outwit them for big scores.
- When ghosts leave their nest, they always move down first. Stay above them to gain time.

Caring for Your Game Pak

1. Use your Game Pak in a Nintendo Game Boy only.

2. Always make sure the Game Boy's power is off before inserting or removing the Game Pak. Insert the Game Pak firmly into the Game Boy, but don't force it.

3. Never touch the terminals on your Game Pak. Before inserting it into your Game Boy, check it for dust. If your Game Pak is dirty, clean it with a soft, dry cloth.

4. Don't try to take your Game Pak apart. Don't bend it, crush it, or let it get wet. Keep it safe from direct sunlight, high heat, and extreme cold. Store it in its protective case when it's not being used.

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