

Nintendo®

GAME BOY[®] color

DMG-AQCE-USA

MS. PAC-MAN

TM

SPECIAL COLOR EDITION



namco®

INSTRUCTION BOOKLET

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EVERYONE

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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

SAFETY PRECAUTIONS

Ms. PAC-MAN

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Ms. Pac-Man

Ghosties...Yum, Yum!

Who's the best ghost gobbler? Ms. Pac-Man or Pac-Man? This is your chance to prove your point. Race around the four mazes scarfing Pellets in pursuit of the perfect score. For the ultimate challenge go one-on-one with a friend in a no holds chow-down challenge.

GETTING STARTED

1. Insert the **Ms. Pac-Man Special Color Edition** Game Pak into your Nintendo Game Boy Color.
2. Turn on your Game Boy Color. In a few moments, the Ms. Pac-Man Special Color Edition Title Screen will appear.
3. Press **START** to go to the Game Select Menu. Here you will be able to select which game you wish to play.

(Game Boy/Game Boy Pocket users: If the screen remains blank, adjust the contrast dial on your Game Boy.)



Title Screen



GETTING STARTED...CONTINUED

4. At the Game Select Screen, move the selection cursor to **MS. PAC-MAN** by either pressing **SELECT** or up/down on the **CONTROL PAD**. Next, press **START** or the **A** Button. The **MS. PAC-MAN** Main Menu Screen will appear.



Game Select Screen

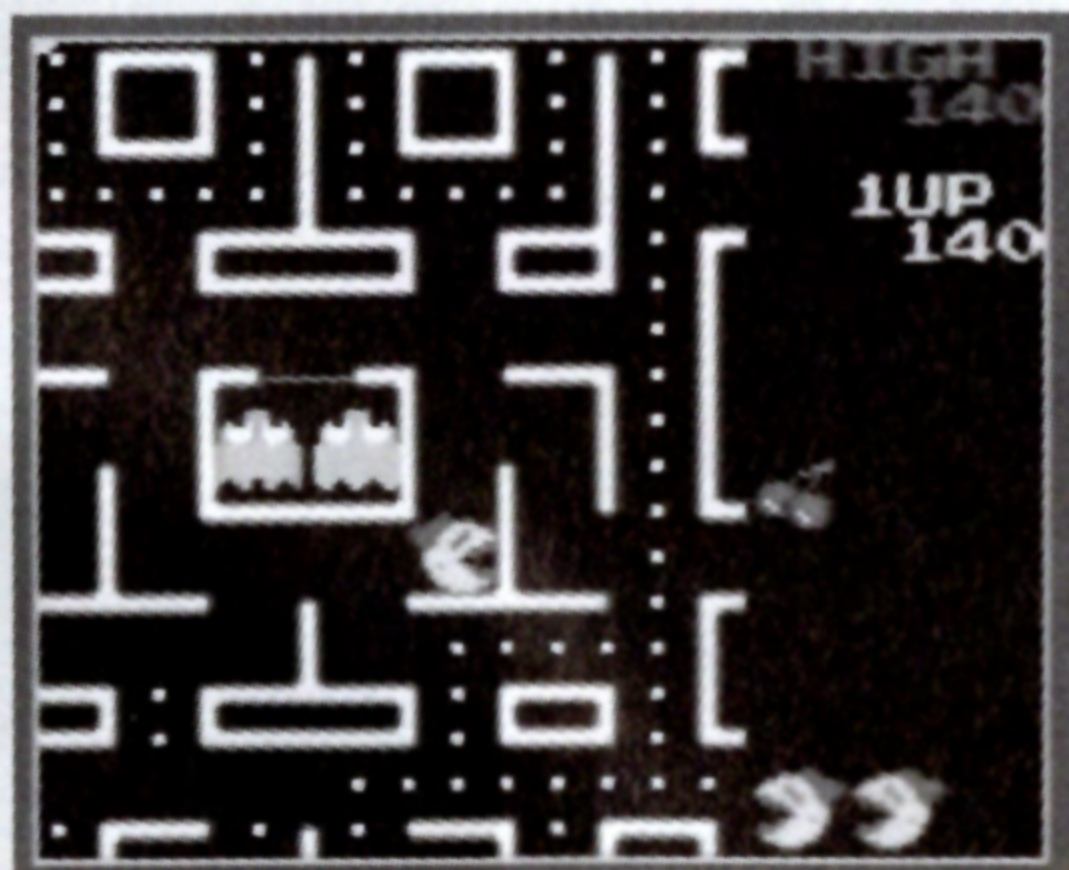


Ms. Pac-Man Main
Menu Screen

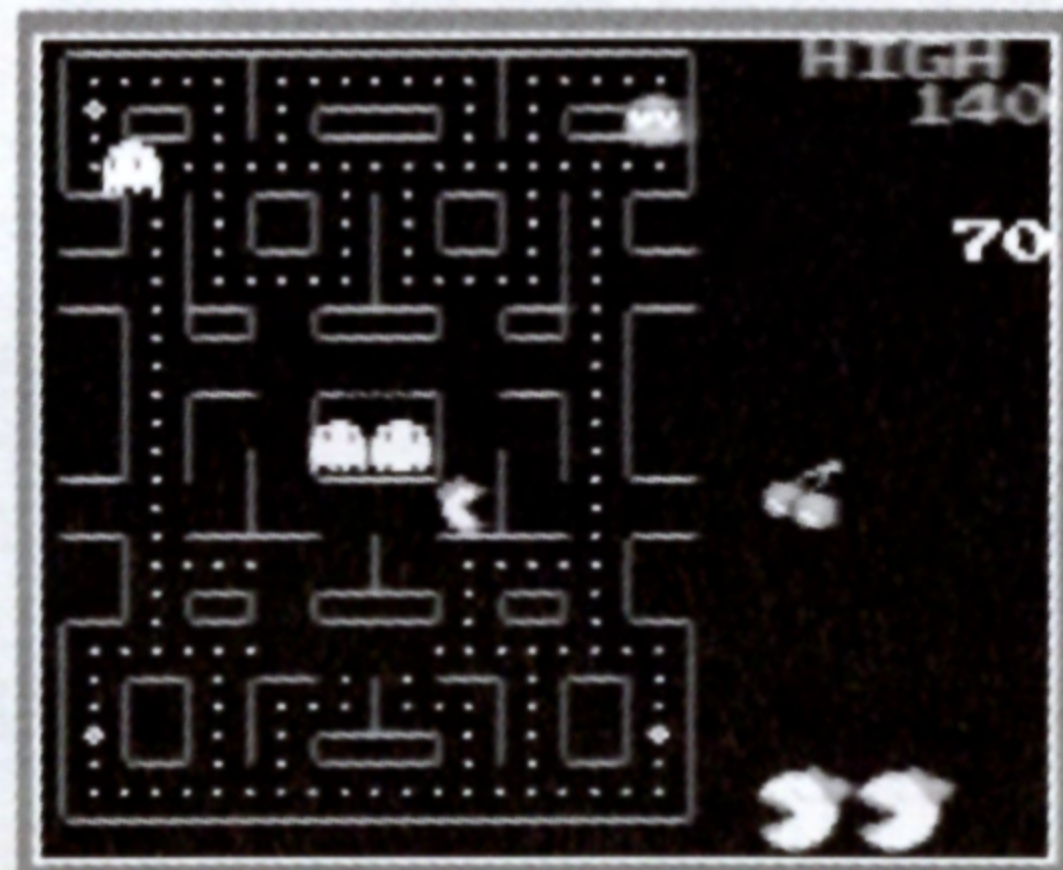


SCREEN SIZE

You can choose from two different maze views! Read on to learn how!



Zoom Maze Screen



1/2 Maze Screen

- The default screen size for Ms. Pac-Man is the zoom view so you don't have to do anything if you wish to play in the zoom maze.



SCREEN SIZE...CONTINUED

- Press the **Control Pad** left or right to choose your game screen size. The Zoom Maze screen will give you a close up of Ms. Pac-Man's location in the maze at once. When you choose 1/2 maze screen, a symbol appears to the right of "1 PLAYER" on the Main Menu.
- Press **START** to begin your game.
- Press **START** at any time to pause your game. Press it again to resume play.
- To quit the game, hold down **START, SELECT**, the **A** and **B** Button simultaneously.
- To return to the Game Select Screen, press the **B** Button from the Ms. Pac-Man Main Menu.



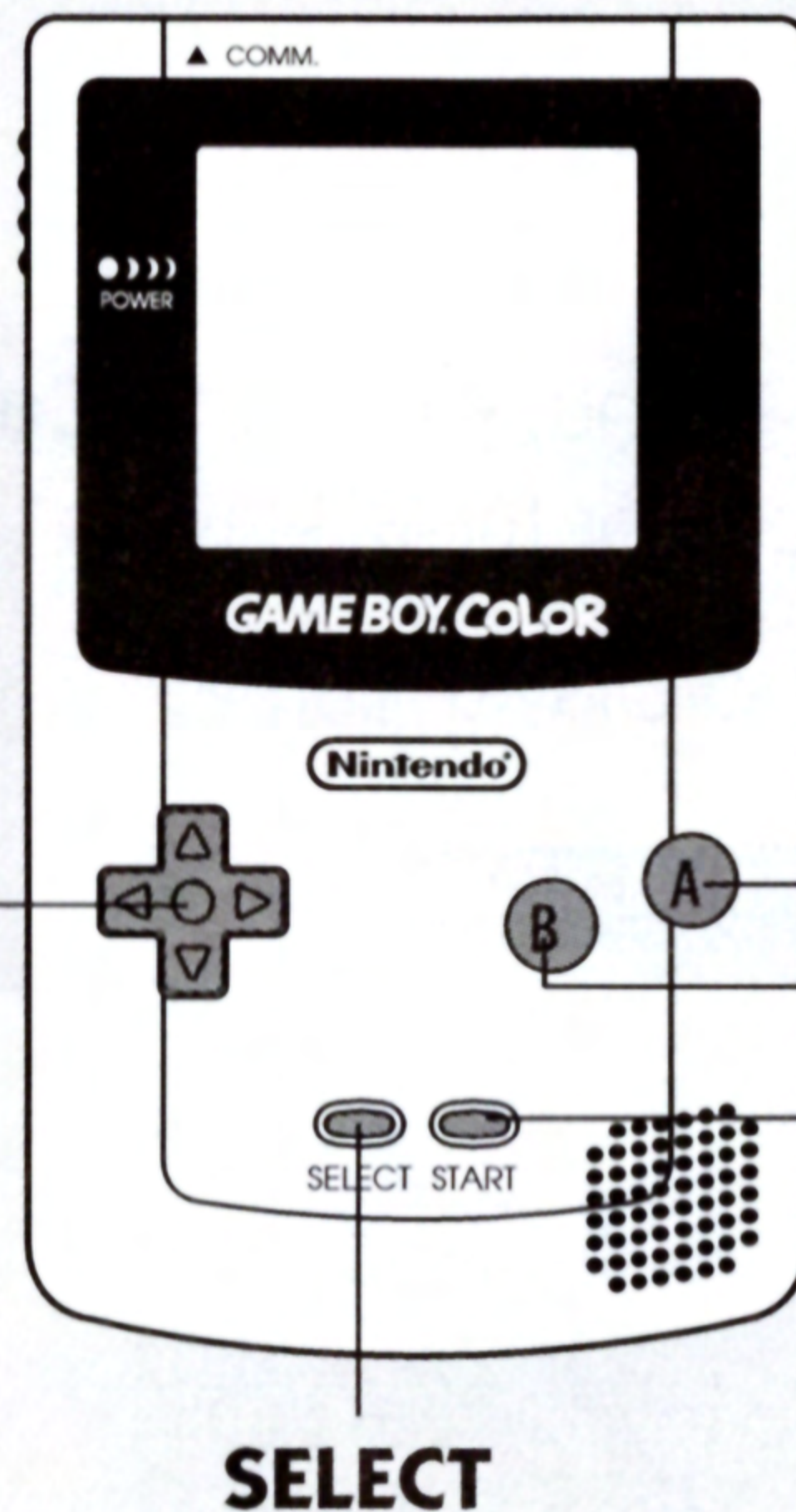
1/2 Screen Symbol

CONTROL

Read this section to learn all the moves!

Control Pad:

Press to move Ms. Pac-Man through the maze.



A Button:
No function.

B Button:
No function

START Button:
Press to pause during
game play.



TWO PLAYER GAME

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

1. From the Ms. Pac-Man Main Menu, press the **Control Pad** down or press **SELECT** to move the cursor to "2 Players".
2. Press **START** to begin the two player game.



THE GAME SCREEN

One Player Games

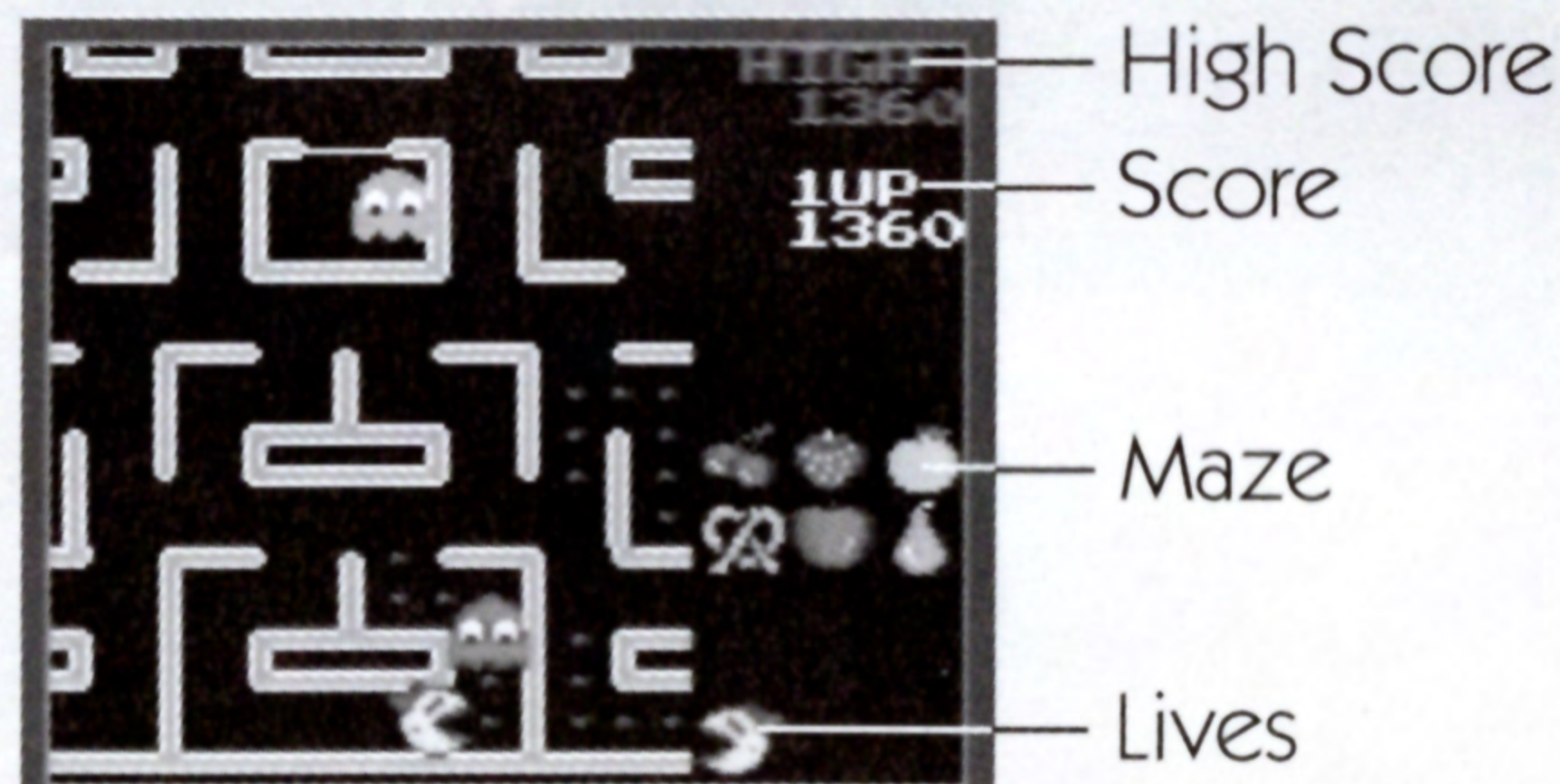
All the important information is on the right side of the screen.

High Score: 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.



1 Player Game



THE GAME SCREEN...CONTINUED

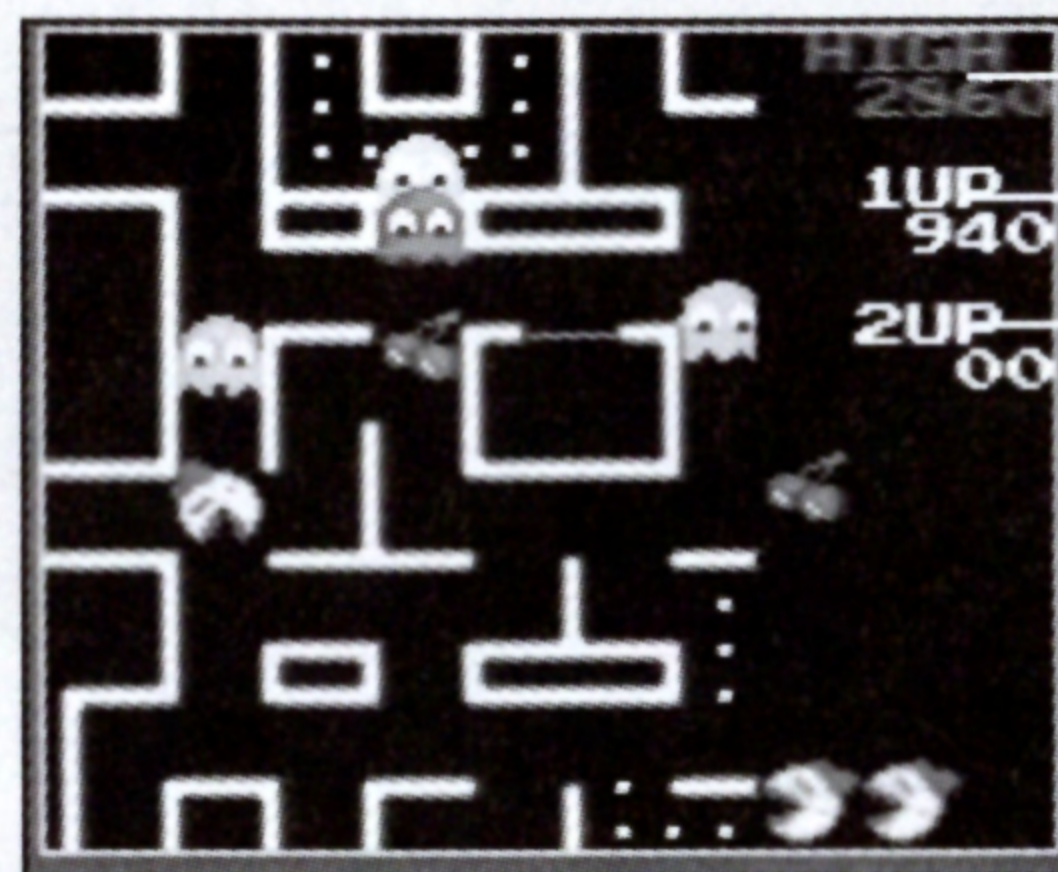
Two Player Games

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

High Score: Indicates current high score.

1P Score: Indicates Player One's current score.

2P Score: Indicates Player Two's current score.



High Score

1P Score

2P Score

2 Player Game



THE GAME SCREEN...CONTINUED

- When each player is up, their round and lives remaining will be displayed as in the one player game.
- Player Two will play as Pac-Man!

RULES

Short and simple

- Your goal is to clear each maze by eating all the Pellets.
- You start a game with 3 Ms. Pac-Man lives.
- When a ghost catches Ms. Pac-Man, she loses a life.
- If Ms. Pac-Man loses all her 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 blue. The Power Pellets only take effect for a limited time so you'll have to eat and run. Ghosts start flashing before they revert 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 value of the fruit goes up.

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 higher your score! If only life were that simple!

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 200 points

Maze 3, Orange 500 points

Extra Life: You gain an extra Ms. Pac-Man at 10,000 points.
Keep eating and you'll get more!



HINTS

- 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!
- Ghosts always move down when they leave their lair, so stay on top of things.



Super Pac-Man

Ghost Tricks

The ghosts have played a horrible trick on Pac-Man. They've put all of Pac-Man's food behind locked gates. How will Pac-Man get all his food back? Have no fear, Super Pac-Man is here to save the day. Strong and invulnerable, Super Pac-Man can help save Pac-Man's food, or can he?



GETTING STARTED

1. Plug the **Ms. Pac-Man Special Color Edition** Game Pak into your Game Boy Color.
2. Turn on your Game Boy Color. In a few moments, the Ms. Pac-Man Special Color Edition Title Screen will appear. (Game Boy/Game Boy Pocket users: If the screen remains blank, adjust the contrast dial on your Game Boy.)
3. Press **START** at the Title Screen, this will take you to the **Game Select Screen**.



Game Select Screen

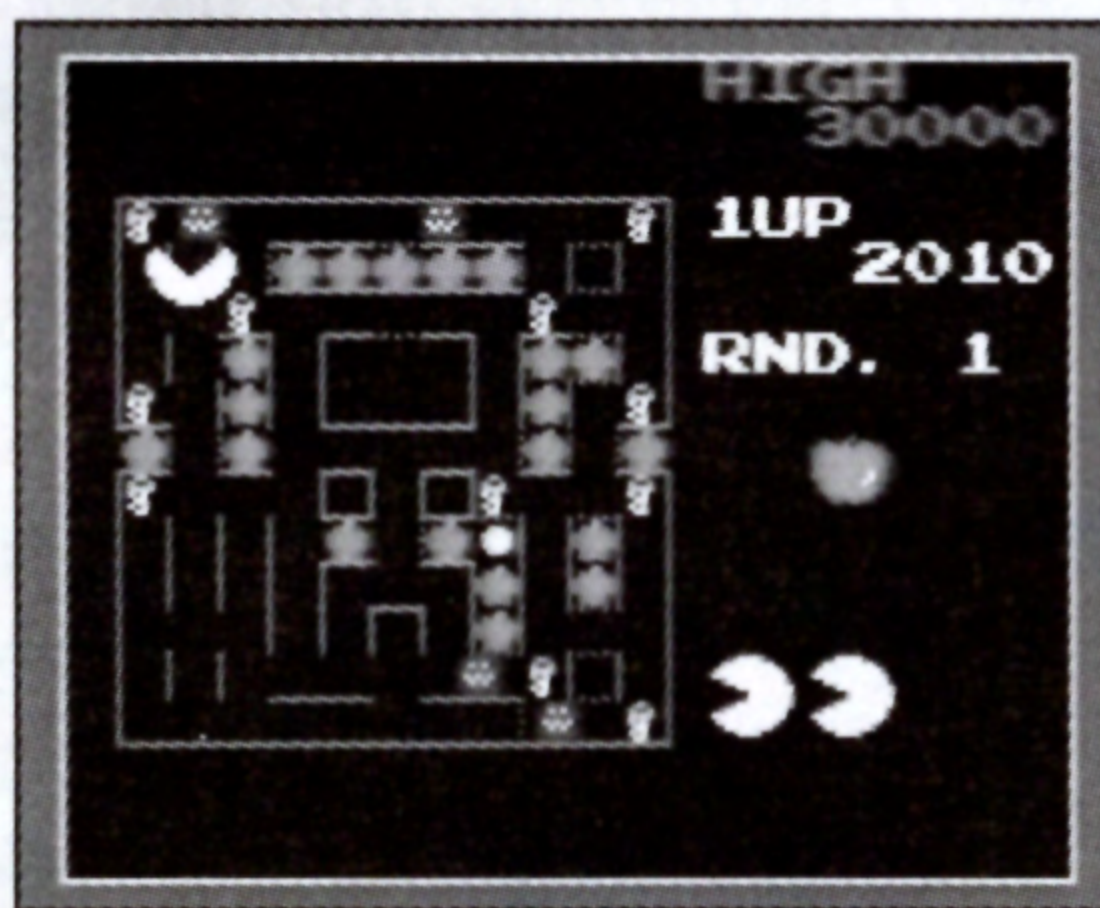


GETTING STARTED...CONTINUED

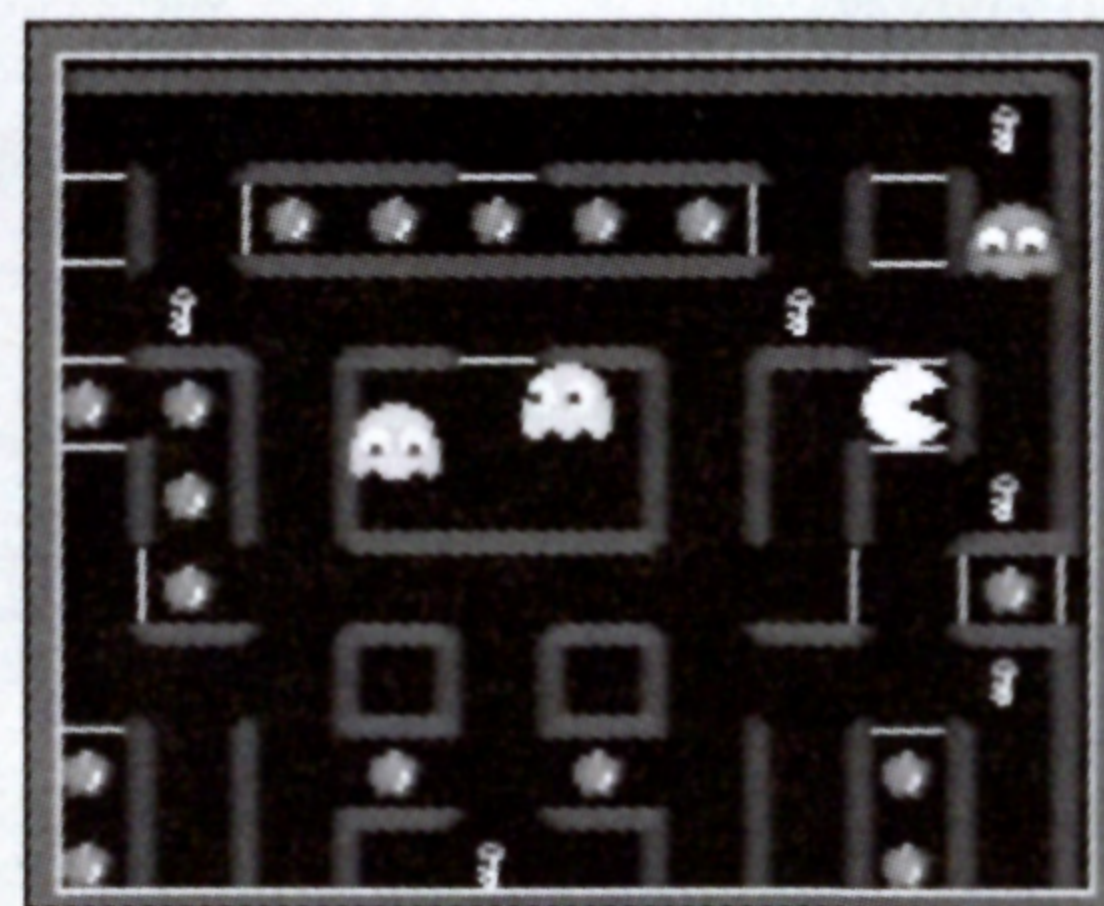
4. Move the selection cursor to **Super Pac-Man** by either pressing **SELECT** or up/down on the **Control Pad**. Next press **START** or the **A** Button. The Super Pac-Man Main Menu Screen will appear.
5. At the Super Pac-Man Main Menu Screen, select which screen size you wish to display by pressing left or right on the **Control Pad**, then press **START**.



**Super Pac-Man
Main Menu Screen**



1/2 Maze Screen

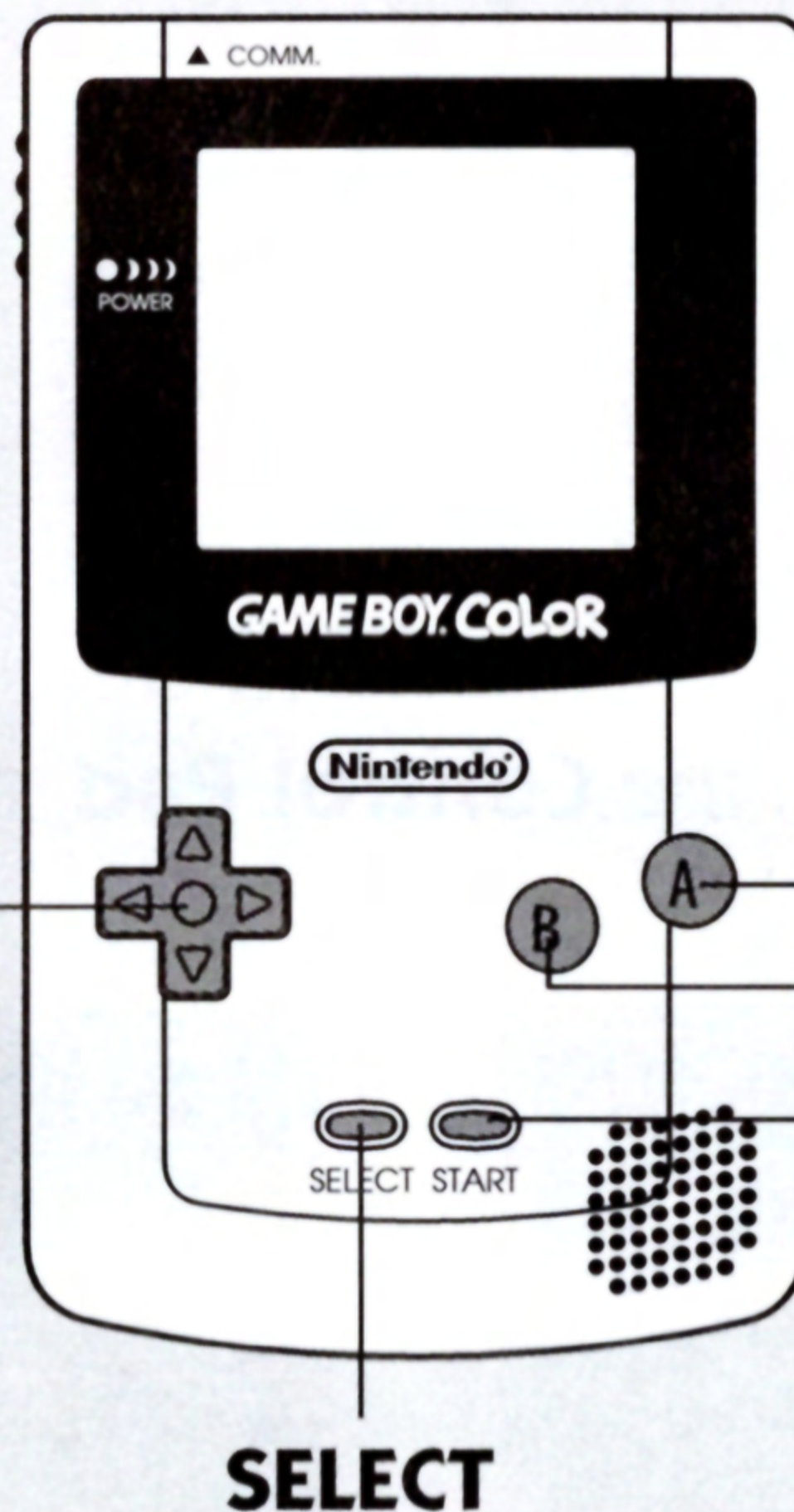


Zoom Maze Screen



GAME CONTROL

Control Pad:
Moves Pac-Man
around the maze.



A Button:
SUPER Button. When you become Super Pac-Man, pressing the **SUPER** Button allows Pac-Man to move faster through the maze.

B Button:
Same as the **A** Button.

START:
Pauses the game during gameplay.

To quit the game, hold down the **START**, **SELECT**, the **A** and **B** Button simultaneously.



BONUS POINT SETTINGS

- You can change the amount of points required to earn an extra life.
- To change the Bonus Point Setting, press **SELECT** at the Super Pac-Man Main Menu Screen. By pressing left/right on the **Control Pad**, you can set the amount of points needed to earn extra lives.



**Bonus Point
Setting Screen**



GAMEPLAY FEATURES

Food:

These items are locked behind gates. Open the gates and eat all the food to advance to the next round.

Gates:

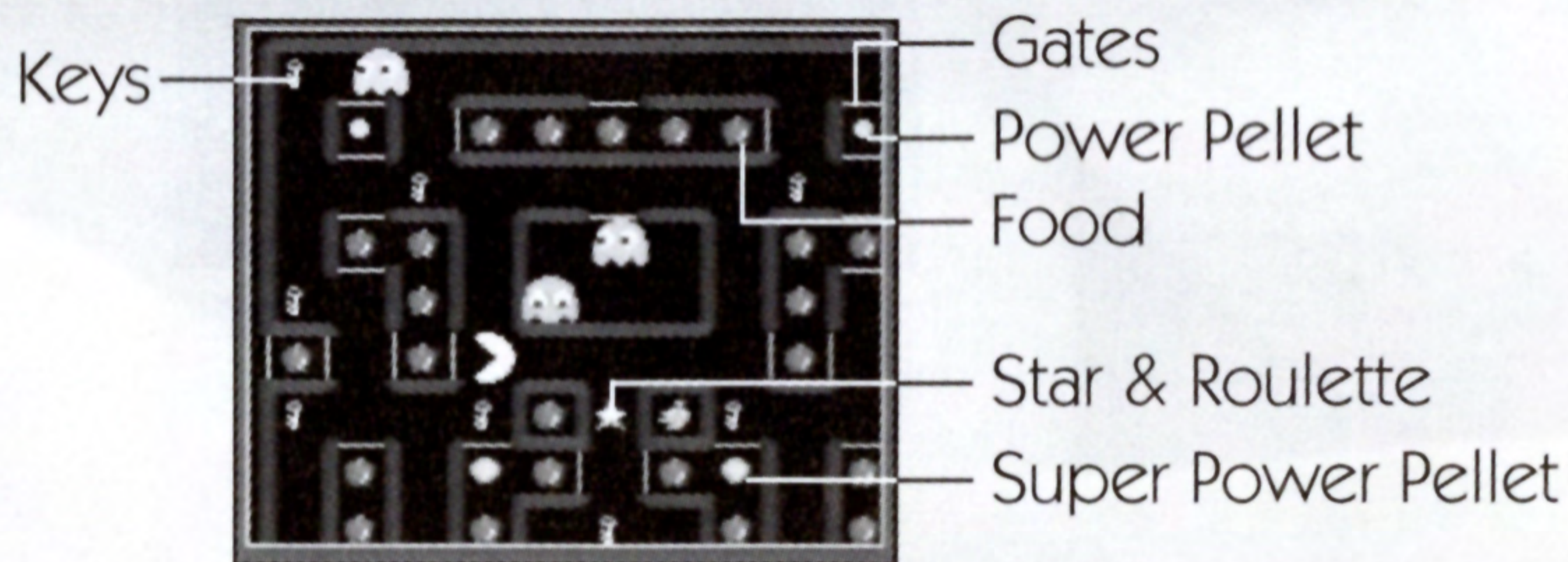
The ghosts have played a trick on Pac-Man by locking up all his food. You need to find a way to open the gates and get Pac-Man's food back.

Keys:

Get the keys to open the gates in the maze.

Power Pellets:

Chomp on a Power Pellet, and suddenly you will be chasing the ghosts. Munch on them quickly!



GAMEPLAY FEATURES...CONTINUED

- Super Power Pellet:** There are only two Super Power Pellets per maze. By eating a green Power Pellet, Pac-Man turns into Super Pac-Man. As Super Pac-Man, Pac-Man is invulnerable and can eat through locked gates. Be careful though, just like the Power Pellet, your super powers will only last for a certain period of time. (Note: You can't munch on a ghost unless you eat a Power Pellet.)
- Star & Roulette:** Eat the Star when the roulette spins in the middle of the maze. Pac-Man will receive bonus points for eating the Star. Match the food on both sides of the Star and receive a huge bonus.
- Warp Tunnel:** Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down and lose a ghost that's hot on your tail.



THE GAME SCREEN

High Score: Displays highest score earned in current game session.

Current Score: Displays your current score in the game.

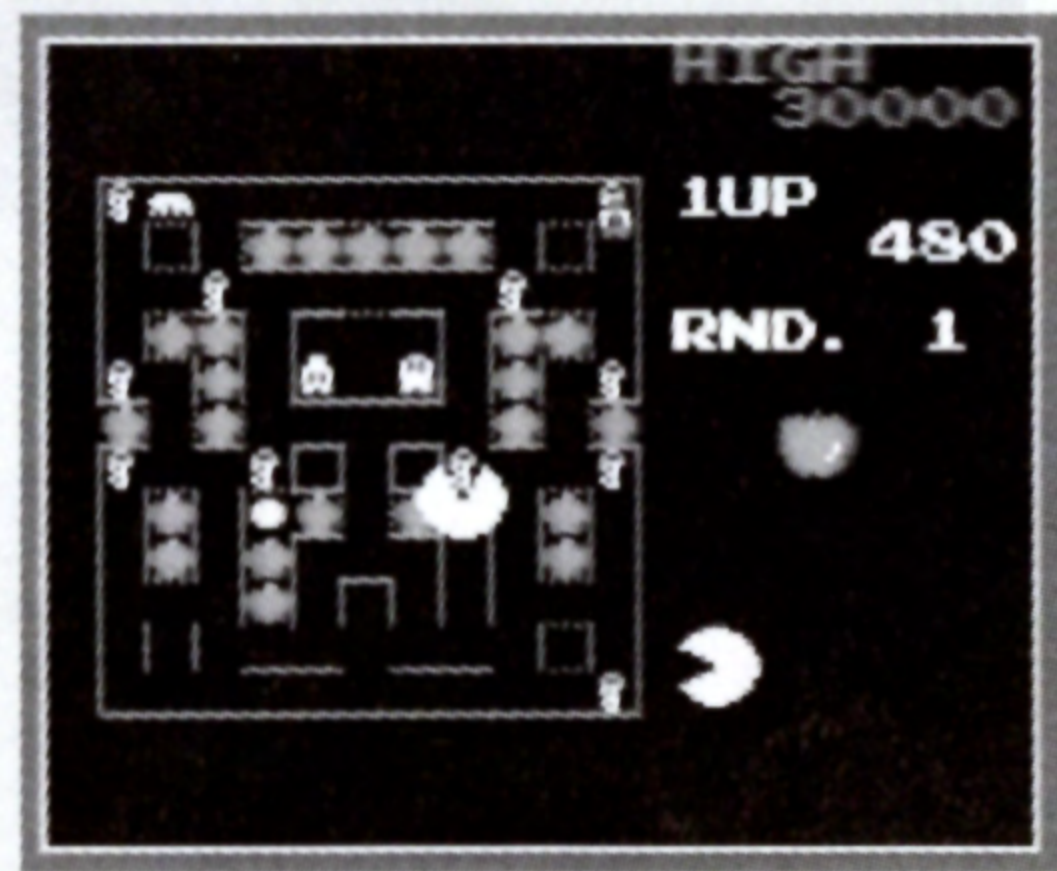
Round Number: Shows you what Round you are on and what food is displayed in the maze.

Lives Remaining: Shows how many lives you have remaining in the game.

* To view your score in the Zoom Maze, you must pause the game.



Zoom Maze Screen



1/2 Maze Screen



SCORING

Food:	Varies with each level.
Power Pellets:	100 pts
Super Power Pellets:	100 pts
Keys:	50 pts
Gates:	200 pts
Ghosts:	Chomp ghosts after eating a Power Pellet.
First Ghost:	200 pts
Second Ghost:	400 pts
Third Ghost:	800 pts
Fourth Ghost:	1600 pts
Star & Roulette:	If you do not match the food: Round 1-3: 200 pts Round 4-6: 400 pts If you match the food, you can be awarded up to 5000 pts.



SUPER HINTS

- The ghosts move slower in the warp tunnels and the pathway underneath the ghosts' nest.
- Use the Super Power Pellet to break through locked gates.
- Don't forget to use the **SUPER** Button when you are Super Pac-Man. By using the **SUPER** Button, Pac-Man will soar through the mazes at a very fast pace.



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All the hints and tricks!

Under 18, please have your parent's permission.

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GHOST GOBBLING NOTES

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