

Nintendo

GAME BOY[®] color

DMG-AACE-USA

PAC-MAN

SPECIAL COLOR EDITION

TM
Includes
Bonus Game
Pac-Attack!



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).

Namco is very pleased to present **PAC-MAN SPECIAL COLOR EDITION** for the Game Boy Color. Not only is Pac back, he's better than ever! In addition to PAC-MAN, we've included a special color version of PAC-ATTACK, our wacky, ghost-chompin' puzzle game.

So what are you waiting for? Whether you play PAC-MAN or PAC-ATTACK, it's chomp time all around!!

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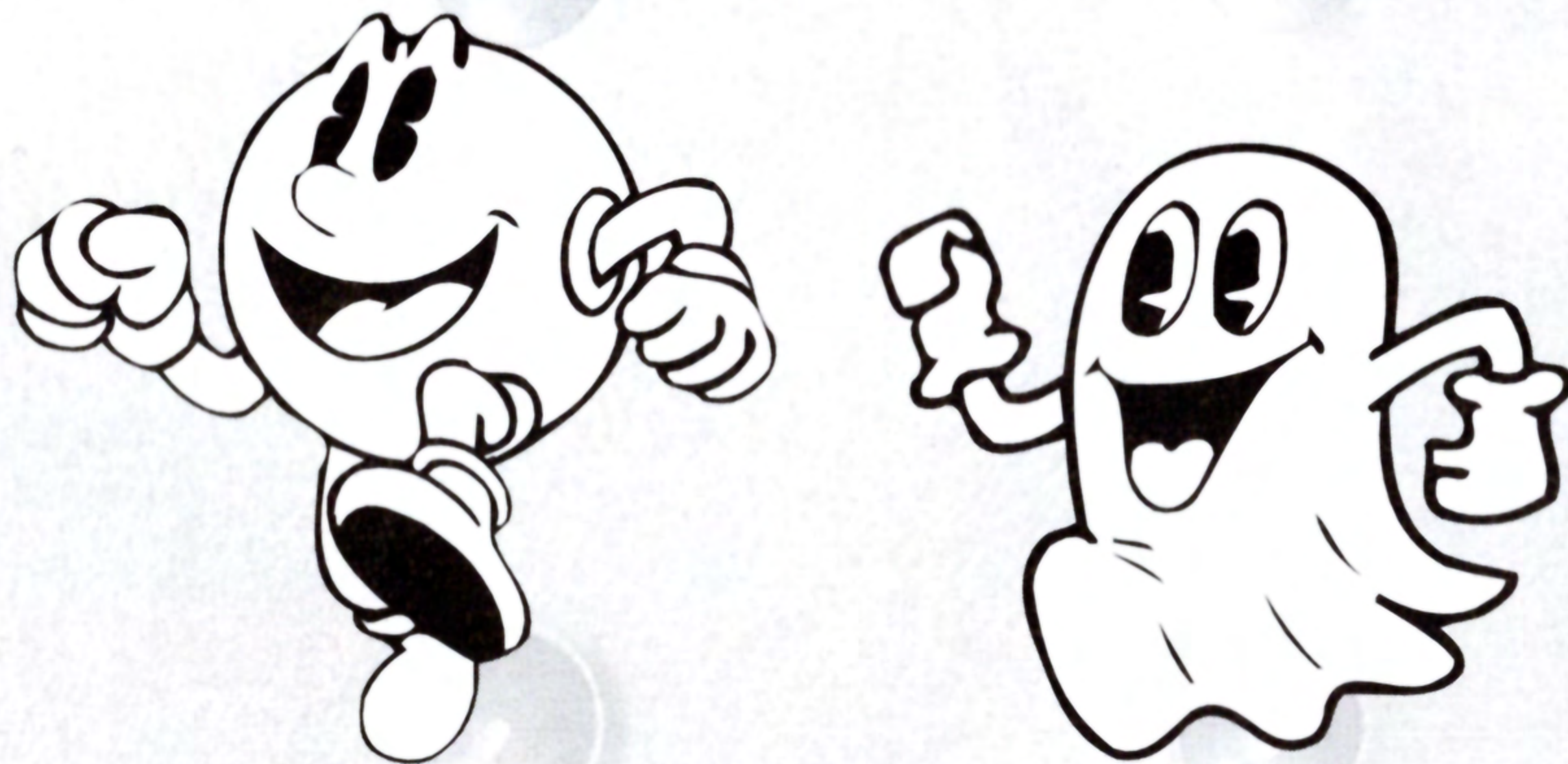
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GALLOP AND GOBBLE!

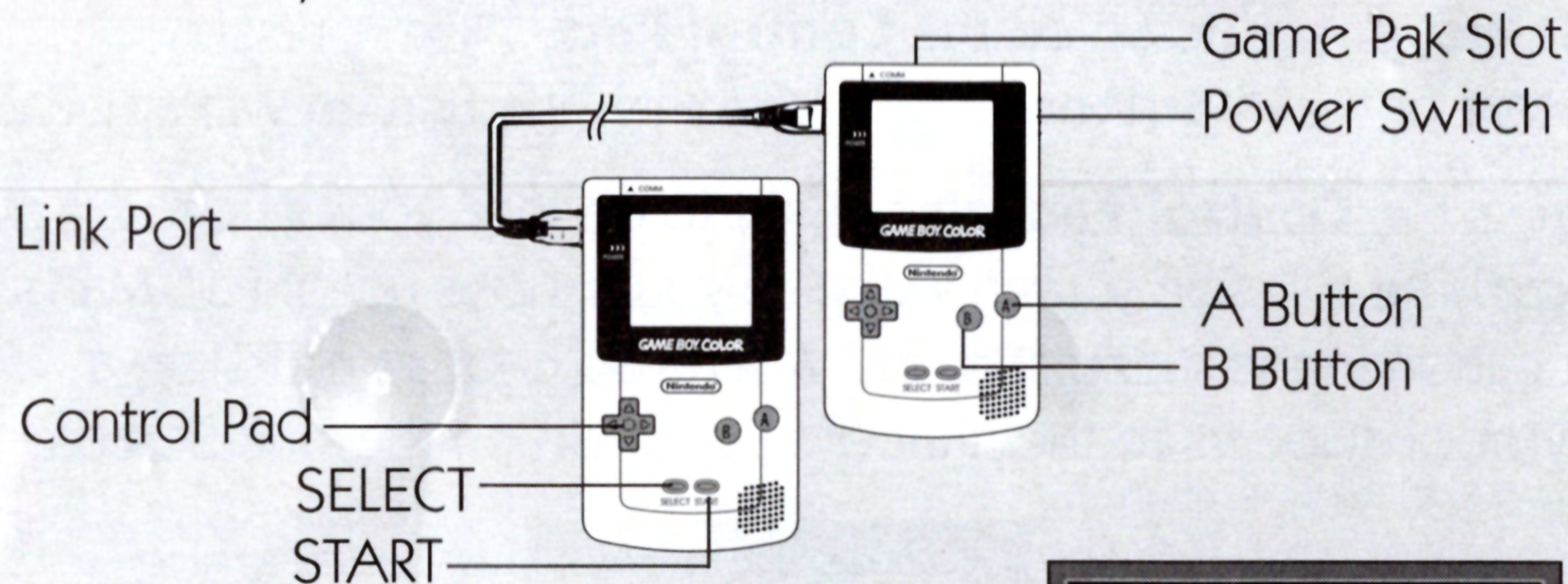
Pac-Man's on the run! He's galloping through a maze filled with food dots. He gobbles them down fast, because the ghosts are right behind! If they catch him, he's ghost toast!

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 up again on the next maze. And so do the ghosts, even faster and hungrier than before!



GETTING STARTED

1. Plug the **PAC-MAN SPECIAL COLOR EDITION** Game Pak into your Game Boy Color.



2. Turn on your Game Boy Color. In a few moments, the PAC-MAN SPECIAL COLOR EDITION main Title Screen appears.
(Game Boy/Game Boy Pocket users: If the screen remains blank, adjust the contrast dial on your Game Boy.)



Title Screen



3. Press **Start** on the main Title Screen. A screen with the PAC-MAN and PAC-ATTACK logos will appear.
4. Move the selection cursor to PAC-MAN by either pressing **Select** or up/down on the **Control Pad**. Next, press **Start** or the **A Button**. The PAC-MAN Title Screen will appear.
5. Press the **Control Pad** 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 at once. When you choose half-size, a symbol appears to the right of "1 PLAYER" on the Title Screen.

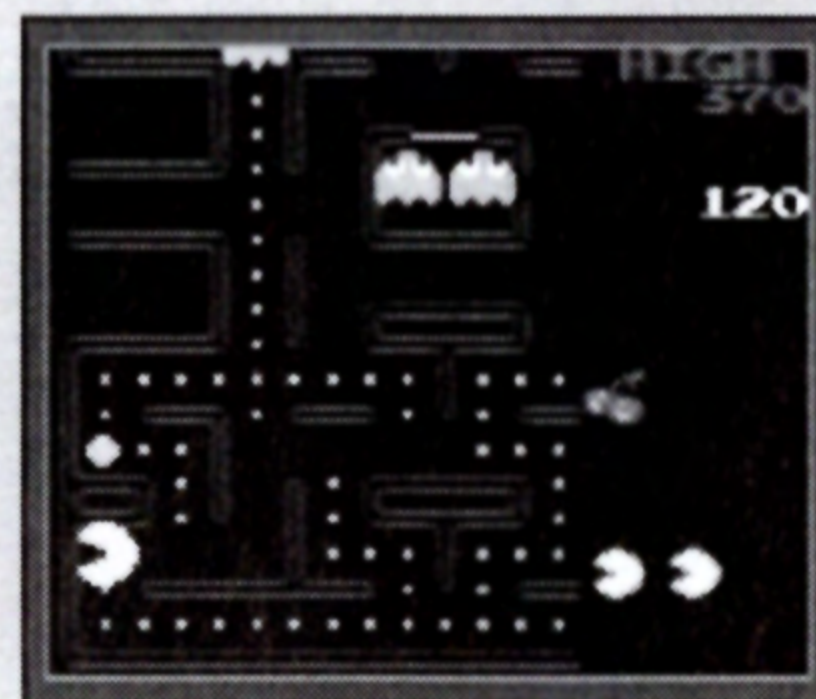


Half-Size Screen Symbol

6. For one player, leave the cursor at "1 PLAYER". (For two players, read the section on *Starting a Two-Player Game* on page 6.)
7. Press **Start** or the **A Button** to begin Pac-Man's race around the maze!
8. Press **Start** at any time to pause the game. Press it again to resume play.
9. To quit the game, hold down **Start** and **Select** and press the **A Button** or the **B Button**, or the **Control Pad**.
10. You can always return to the main Title Screen from the PAC-MAN Title Screen by pressing the **B Button**.



Half-Size Screen



Full-Size Screen

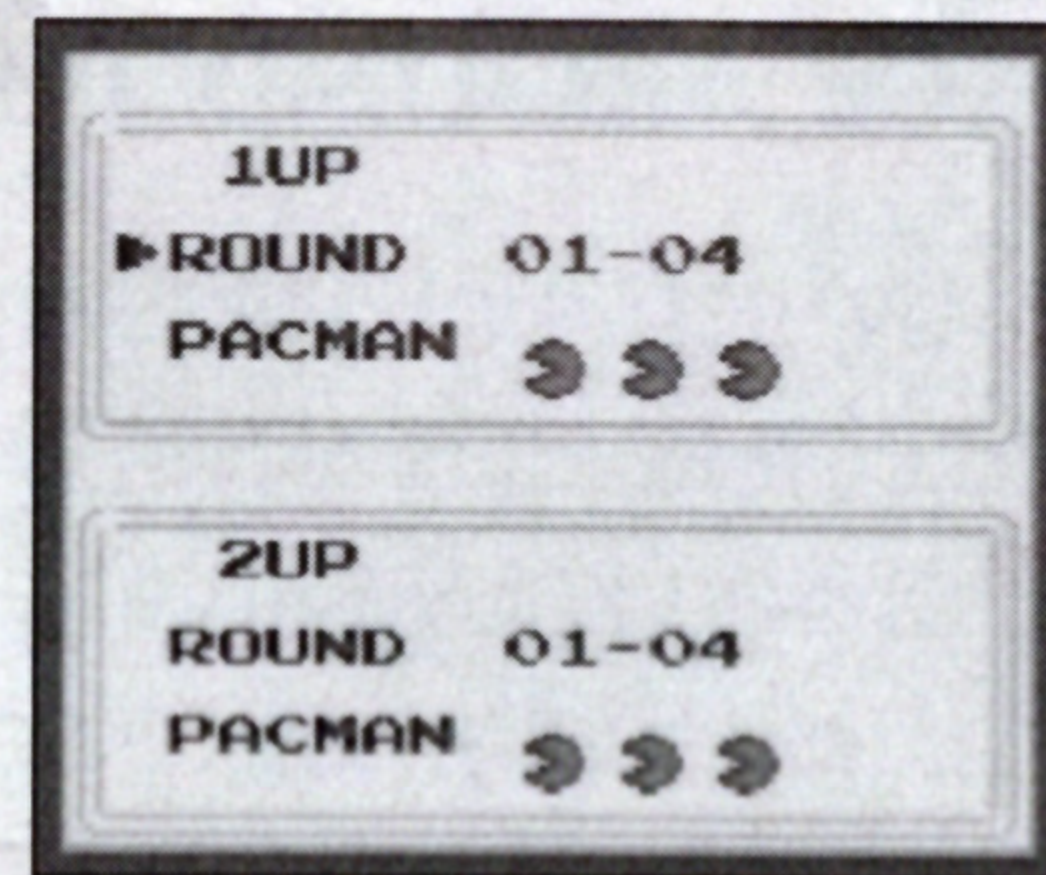


STARTING A TWO-PLAYER GAME

1. Connect two Game Boy (Color) units with your Game Link cable.
2. Plug the **PAC-MAN SPECIAL COLOR EDITION** Game Pak into each Game Boy Color.
3. Turn on both Game Boy Color units. In a few moments, the PAC-MAN SPECIAL COLOR EDITION main Title Screen appears.
4. Follow steps 3 and 4 on page 4.
5. With the cursor on "1 PLAYER", press the **Control Pad** left or right to choose your game screen size. Players can each choose the size they want.
6. Both players press the **Control Pad** down (or press **Select**) to move the cursor to "2 PLAYERS".
7. Press **Start**. 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.



8. Press the **Control Pad** left or right to choose the rounds (mazes) you will 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.)



Options Screen

9. Press the **Control Pad** down (or press **Select**) to move the cursor to "PACMAN". Then press the **Control Pad** 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.)
10. When both players are ready, each player needs to press **Start** to begin the gobbling contest!



RACE AROUND THE MAZE!

Ready, set, run! Press the **Control Pad** 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

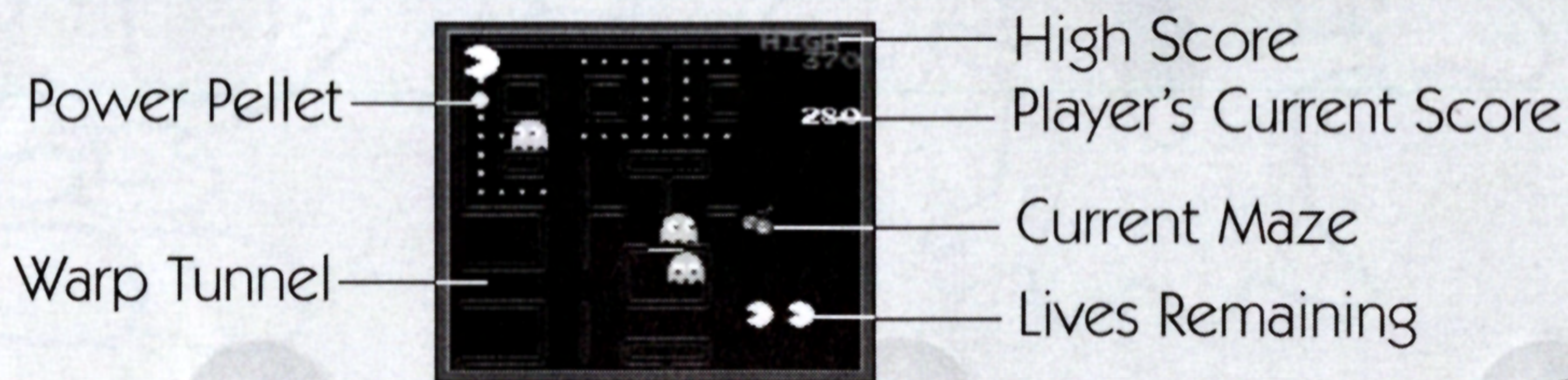
The right side of the game screen has scoring information. Glance at it every so often to see how you're doing.

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

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

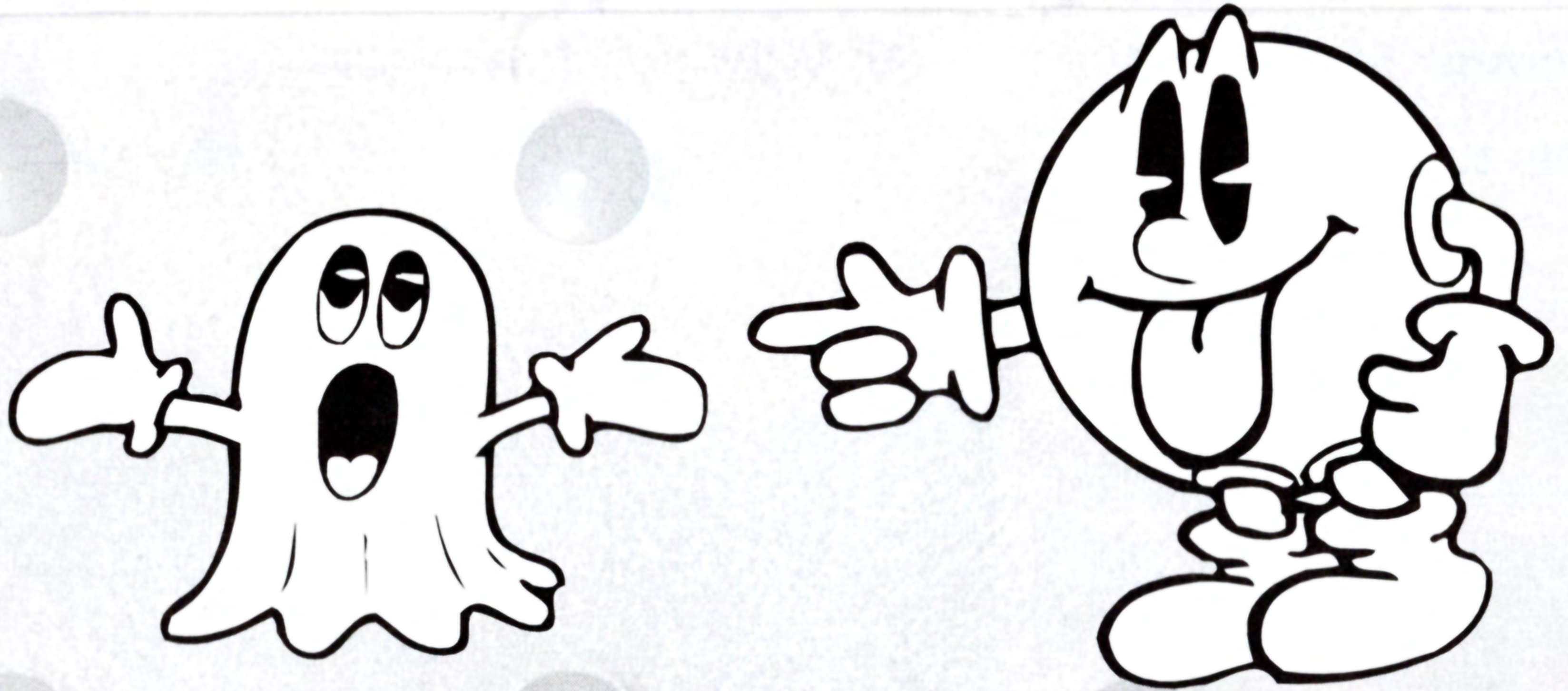
Current Maze: The number of the maze you're in now, shown by the number of fruits.

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



1 Player 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, it's game over.



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 round number your opponent is playing.

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



A Two-Player Game Ends When:

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



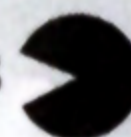
PAC-MAN'S TRICKS AND TREATS

Pac-Man can play plenty of tricks to fool the ghosts and rack up 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 ghosties who get munched can revive and come back!

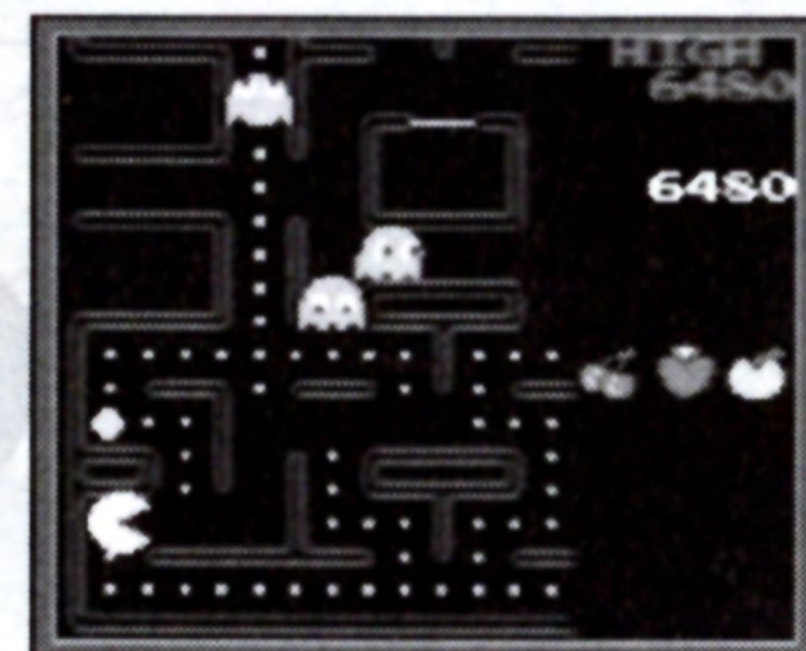
Run from the ghosts until you're close to a Power Pellet. Move back and forth until more than one ghost is close by (don't wait too long). Then quickly gulp down the Power Pellet, chase the ghosts, and chomp them all. The more ghosts Pac-Man eats, the more big scores you earn!



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 blue (or a darker shade if you're not playing on a Game Boy Color). They start flashing white 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 which might be waiting to gobble you!

SCORING

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

Food Dots	10 points each
Power Pellets	50 points each
Ghosts	Munch more than one ghost after eating a Power Pellet to rack up more points: 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. Points 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.

PAC-ATTACK

PAC IS BACK, ON THE ATTACK!

PAC-ATTACK is a fun-filled puzzle game that'll keep you on your toes. Each game mode offers its own brand of devilish fun.

Your basic goal is simple: Clear the screen of falling blocks and ghosts. To do that, you gotta think fast and move even faster.

You and Pac-Man have to work as a team. You line up the blocks as they fall to make complete horizontal lines. Each complete line will vanish. To clear the ghosts, you herd 'em and he eats 'em. Each time he appears, he'll eat any ghost in his way until he runs into a block or he runs out of ghosts. So gather up those ghosts with care. Pac-Man only moves down and horizontally, never up. On a flat surface, he goes the way his mouth is pointing—naturally!

Now it's time to get started—Pac-Man says it's suppertime!



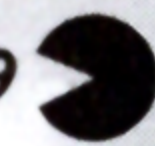
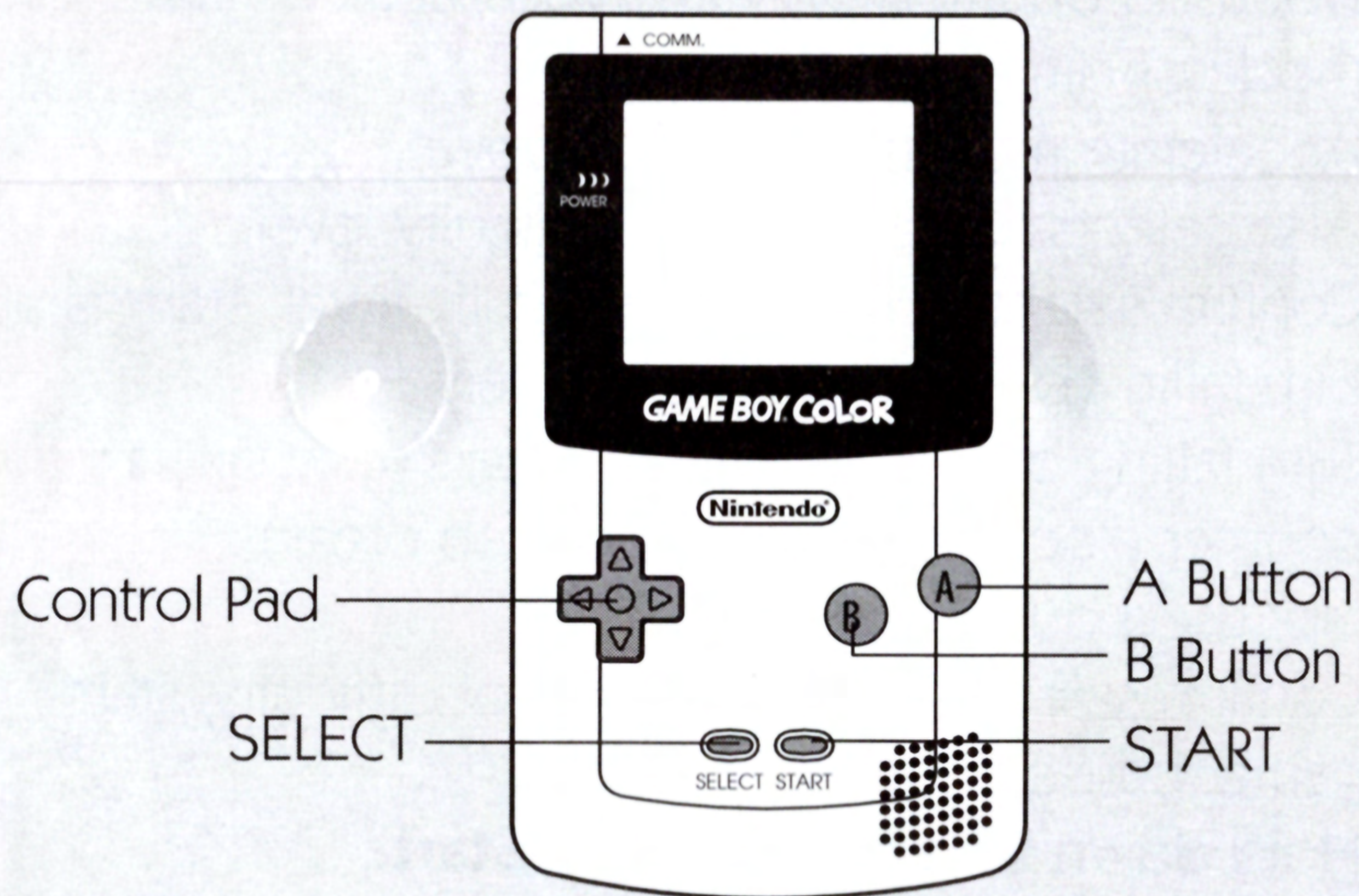
GETTING STARTED

1. Plug the **PAC-MAN SPECIAL COLOR EDITION** Game Pak into your Game Boy Color.
2. Turn on your Game Boy Color. In a few moments, the PAC-MAN SPECIAL COLOR EDITION main Title Screen appears. (Game Boy/Game Boy Pocket users: If the screen remains blank, adjust the contrast dial on your Game Boy.)
3. Press **Start** on the main Title Screen. A screen with the PAC-MAN and PAC-ATTACK logos will appear.
4. Move the selection cursor to PAC-ATTACK by either pressing **Select** or up/down on the **Control Pad**. Next, press **Start** or the **A Button**. The PAC-ATTACK Title Screen will appear.
5. At the Title Screen, select a game mode and press the **A Button**.



Title Screen

GAME CONTROLS



On the Control Pad:

Right

Move falling blocks and ghosts right.

Left

Move falling blocks and ghosts left.

Up

Not used during play. Otherwise, selects game mode or difficulty level.

Down

Accelerate movement straight down.

Also selects game mode or difficulty level.

A Button

Confirm selected mode or difficulty level, start game, turn falling block and ghost clusters.

B Button

Turn falling block and ghost clusters (one quarter turn counter clockwise per each button press).

Select

Not used during play.

Start

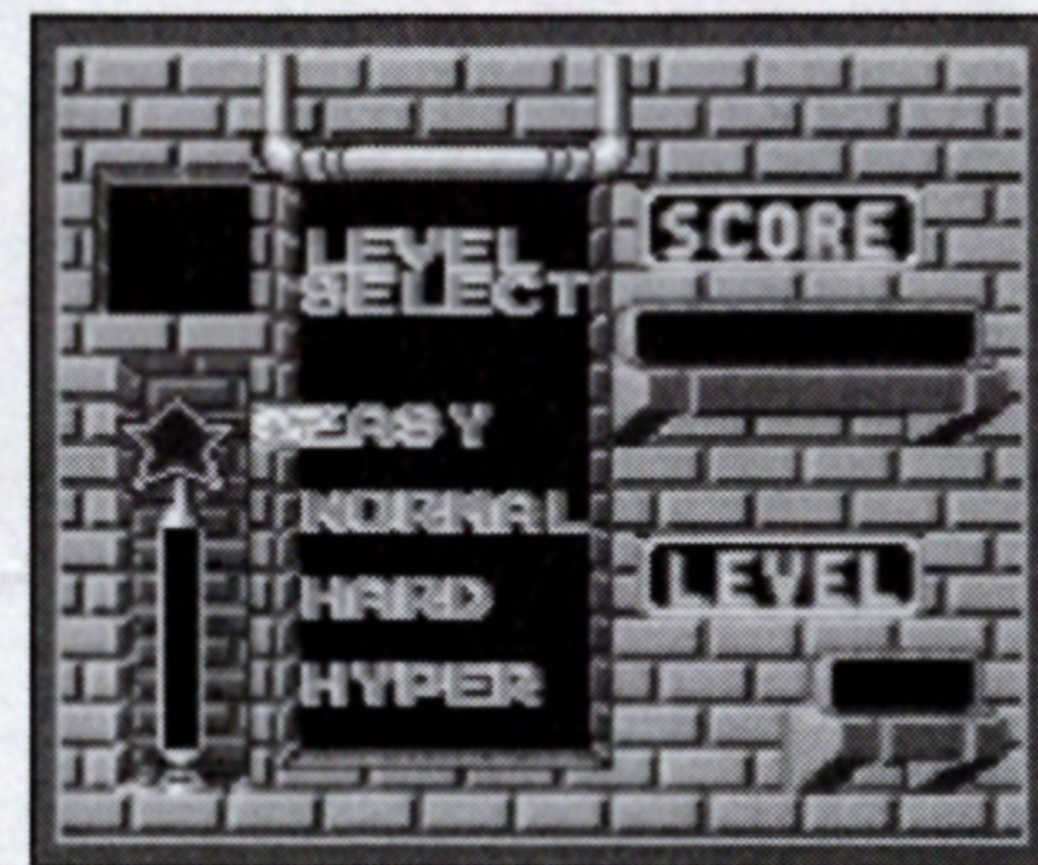
Confirm selected mode or level of difficulty, start game, pause or unpause game.

Quit Game Hold down **Select**, then press **Start**.

NORMAL MODE

When you choose this mode, you get to pick the level of difficulty you want: EASY, NORMAL, HARD, or HYPER. No matter where you choose to start, play gets faster and harder as you go. Starting at EASY puts you at level 0 to begin, NORMAL at level 10, HARD at level 40, and HYPER is just what it says: level 100!

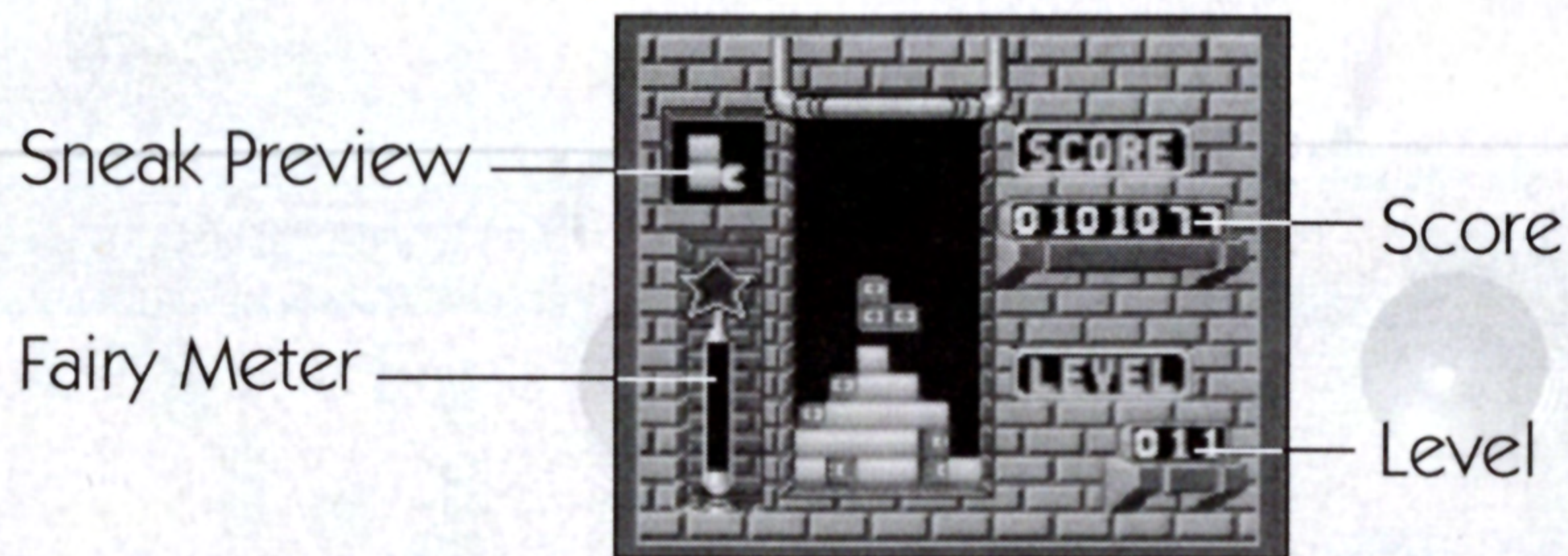
To select a level of difficulty, press up or down on the **Control Pad** to move the cursor to your choice, and then press the **A Button**. Press the **A Button** again to begin play.



Level Select Screen



Check out the play screen. Keeping your eye on a few items shown can be a big help in the thick of battle:



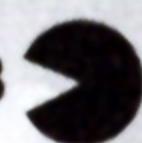
Normal Mode Game Screen

The **Sneak Preview** window lets you see what the next cluster of blocks and ghosts will look like. It can help you plan strategy on the fly.

The **Fairy Meter** fills with gold as Pac-Man gobbles ghosts. When it fills up, a friendly fairy appears to help you out in a big way.

The **Score** and **Level** boxes show your current score and level.

During a game, each complete line of blocks will disappear, so try to turn each group of falling blocks to form horizontal lines. You also want to try to keep the ghosts together and out in the open, so Pac-Man can gobble 'em up. Each time he appears, he'll eat any ghosts in his way until he runs into a block or runs out of ghosts. But Pac-Man never moves up, only down and horizontally. Keep that in mind when you maneuver him towards his favorite snacks as he descends.



FAIRIES

In a Normal Mode game, friendly fairies appear from time to time to help you out. In fact, you actually help bring the fairies to your aid by playing well: Each time Pac-Man eats a ghost, it adds a little more gold to the fairy meter. When the meter fills up, a fairy appears.

Each fairy descends until stopped by a block or a ghost. Then she casts a spell that destroys several rows of ghosts below her. You may steer a fairy in flight by pressing left or right on the **Control Pad**.

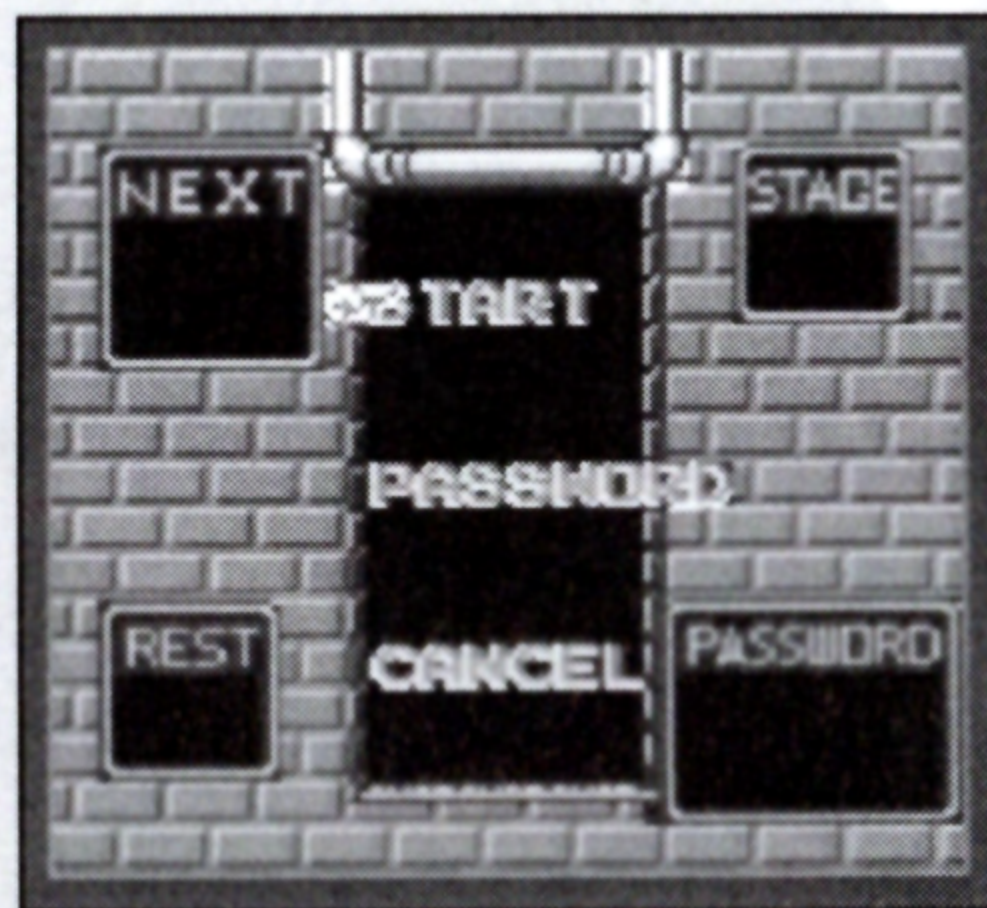
PUZZLE MODE

This mode features 100 different puzzles to beat. A password system lets you record your progress through the puzzles and resume play later at the highest stage you've reached.

When you choose this mode, a menu gives you 3 choices:

START

Choose this to begin at Stage 1. The first time you choose PUZZLE MODE, you must start at Stage 1.



PUZZLE MODE Menu



PASSWORD

Each time you clear a level, you get a password. Passwords allow you to resume play at the stage you achieved last time you played in PUZZLE MODE.

To enter a password and resume a game at a stage you earned during your last game, select PASSWORD from the menu that appears when you choose PUZZLE MODE. Then use the

Control Pad on your controller to select each letter and press the **A Button** to enter each selected letter in your password, or press the **B Button** to return to the PUZZLE MODE menu.

Be sure to write down each password along with the stage you were on when you get the password.



Password Entry Menu

CANCEL

Choose this if you decide not to play in PUZZLE MODE.

To begin each stage of a PUZZLE MODE game, you must press the **A Button**, **B Button**, or **Start**.

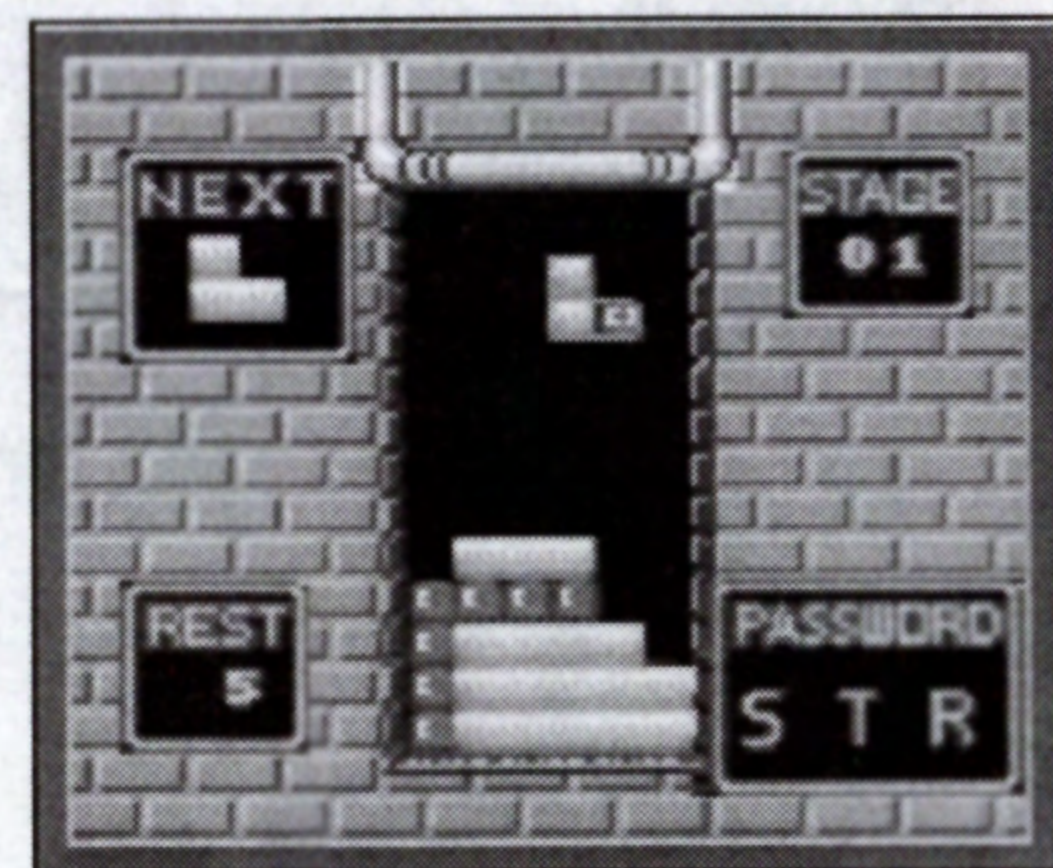
During the game, keep your eye on:

NEXT

Shows what the next falling cluster will look like.

REST

Shows how many more times Pac-Man will appear in this stage.



PUZZLE MODE Game Screen

Just as during a NORMAL MODE game, you can turn the clusters around and move them right and left while they are falling. To turn the clusters, press the **B Button**.

Note: Only in PUZZLE MODE, pressing the **A Button** will turn Pac-Man as he is falling. This allows you to control the direction Pac-Man will move.



HINTS AND TIPS

In General

- Pac-Man will move in the direction his mouth is pointing.
- Think several moves ahead. Try to place ghosts in lines for Pac to chow down.
- Don't think vertically! Lining up ghosts in vertical stacks makes it very difficult to clear rows of blocks. Make horizontal or diagonal lines of ghosts for Pac to gobble, and you'll have an easier time.

NORMAL MODE

- Practice, practice, practice.
- Avoid boxing ghosts in.
- If you cover a ghost by mistake, try not to place any more layers of blocks on top of it. The more blocks you bury it with, the more rows you must clear before you can uncover it.

PUZZLE MODE

- Think. You have a limited number of PAC's to work with. Therefore, you always have to maximize the damage each one does.
- Try not to build vertical rows.
- Write down your passwords!



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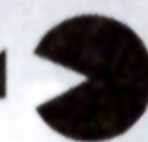
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