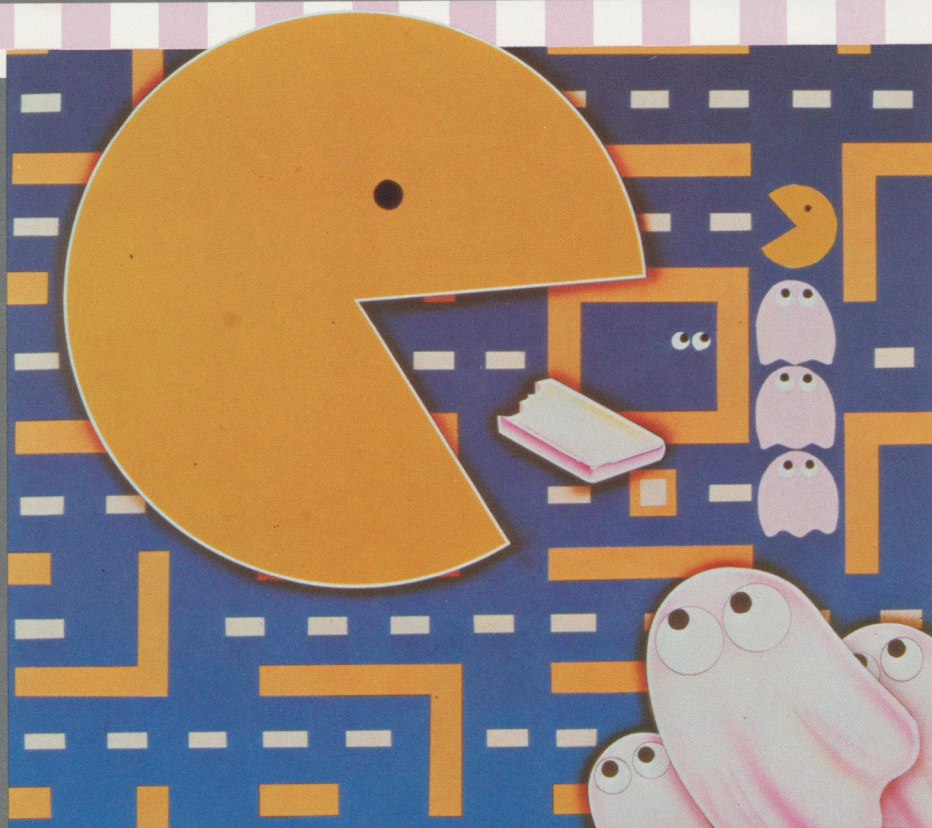


# PAC-MAN<sup>\*</sup>

FROM **ATARISOFT**™

Now, the Thrill of the Arcade Game at Home





# DOT-CHOMPER'S DELIGHT

## LOADING INSTRUCTIONS

**TURN OFF** your IBM Personal Computer (or compatible equipment). Insert the Pac-Man diskette into the default disk drive (usually Drive A).

**TURN ON** the Computer. Once the memory checks have been completed, Pac-Man will autoboot and start running.

## PROGRAM OPTIONS

**Number of Players** - can be selected by pressing F1 to change from one player to two players or back to one player. Two players will have to share the joystick or the keyboard. Each player's turn is shown at the top of the screen by "1 UP" or "2 UP".

**Difficulty Level** - can be changed by pressing F2 until the symbol of the level you wish to play at appears. Each press of F2 will change the symbol.

**Start the Game** - by pressing the joystick button for joystick mode or the space bar for keyboard mode.

**Reset the Game** - by pressing the F3 key.

Pac-Man in the joystick mode is controlled by the joystick direction. In the keyboard mode, Pac-Man is controlled by the four arrow keys in the keypad area of the keyboard.

**To Pause the Game** - press Space Bar in either mode. To begin playing again, press Space Bar once more.

MAZE #	BONUS NUGGET	NUGGET VALUE	PAC-MAN'S SPEED	BLINKY'S SPEED	OTHER GOBLINS' SPEED	GOBLINS ARE BLUE	BLUE GOBLINS FLASH
1		100	50	40	40	4 sec	5 times
2		300	50	40	40	3 sec	5 times
3		500	50	50	50	2 sec	5 times
4		500	60	50	50	1 sec	5 times
5		700	70	70	60	0 sec	5 times
6		700	70	70	60	3 sec	5 times
7		1000	70	70	60	0 sec	5 times
8		1000	70	70	60	0 sec	5 times
9		3000	70	70	60	0 sec	3 times
10		3000	70	70	60	3 sec	5 times
11		5000	70	70	60	0 sec	5 times
12		5000	70	70	60	0 sec	3 times
13		5000	70	70	60	0 sec	3 times
14		5000	70	70	60	1 sec	3 times
15		5000	70	70	60	0 sec	5 times
16		5000	70	70	60	0 sec	3 times
17		5000	70	70	60	0 sec	0 times
18		5000	70	70	60	0 sec	3 times
19 and up		5000	70	70	60	0 sec	0 times



# SCORING

These tasty bonus nuggets are valuable prizes. Clear out the maze and their value rises. Every once-in-a-while, they're yours for free. But you've got just 8 seconds, to grab one and flee.



..... 100 (1st maze)



..... 300 (2nd maze)



..... 500 (3rd, 4th maze)



..... 700 (5th, 6th maze)



..... 1000 (7th, 8th maze)



..... 3000 (9th, 10th maze)



..... 5000 (11th maze on)

Two big lips smacking in the middle of your face, Chomping on those dots to stay ahead in this race. Stay ahead of those goblins, cause they're trouble no doubt. Get yourself nabbed just three times and you're out. But there's good news for you when you rack-up the score! **REACH 10,000 POINTS AND YOU GET ONE TURN MORE!**


Bite an energy dot and the goblins turn blue, And that means 50 more points for you. It's also your chance to turn the table, so chase those goblins and bite while you're able. The more goblins you grab, the more points you score. 200, 400, 800, then more! But when they start blinking, you better turn track, Cause that's when the goblins true colors come back.

The goblins are coming, they're on the attack, man. You like to chomp dots, but they like chomping PAC-MAN.

Blinky is fastest, so watch where he goes. Pinky is sneakier than anyone knows. Inky has quite a few tricks up his cape. Clyde cuts you off so there's just no escape.

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