

PAC-MAN

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6 Ghosts

Basic Controls

Move	+
Start/Pause/Confirm	START
Select	SELECT

2

Getting Started

Use SELECT to change the number of players and then press START to start.

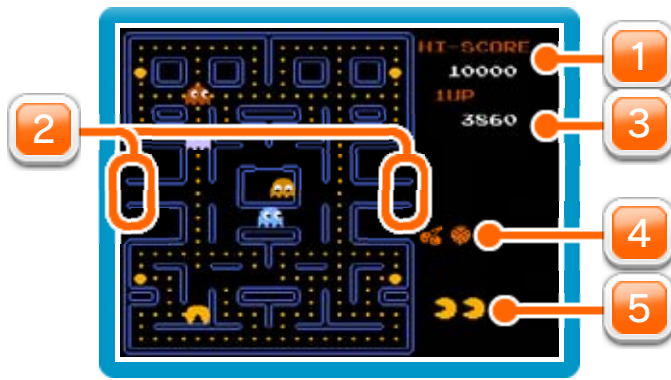


3

Basic Play

Guide Pac-Man through the maze and eat all the Pac-Dots to clear the stage. If a ghost catches you, you lose a life, and when you run out of lives, your game ends. By eating Pac-Dots, Power Pellets, fruits and ghosts, you can build up your score, and in-turn your number of lives.





1 High score

2 Warp Tunnels

Use Warp Tunnels to travel to the other side of the maze.

3 Player 1's score

4 Current stage

5 Remaining lives

5

Power Pellets

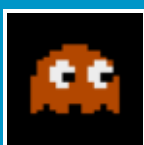
If you eat a Power Pellet, the ghosts will weaken for a little bit, and you'll be able to eat them. Eating consecutive ghosts will boost your score. Ghosts that have been eaten will return to the centre of the screen and reappear in their normal state.

- ◆ Ghosts that have not been eaten will return to normal once the Power Pellet wears off, so be careful.



1 Power Pellet

2 Weak ghost



Shadow 'Blinky'

He aggressively pursues Pac-Man.



Speedy 'Pinky'

He tries to ambush Pac-Man.



Bashful 'Inky'

His movements are more whimsical.



Pokey 'Clyde'

He does things at his own pace. He likes to play dumb.