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Printed in Japan

Nintendo

GAME BOY

Ms. PAC-MAN™



DMG-N4-USA

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INSTRUCTION MANUAL

MS. PAC-MAN™

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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• • • • 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 head-to-head with a friend in no holds barred chow-down challenge.



• • • • • GETTING STARTED • • • • •

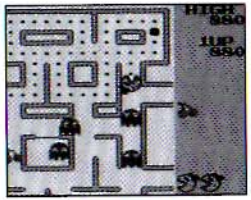
1. Insert the Ms. Pac-Man Game Pak into your Nintendo Game Boy.
2. Turn on your Game Boy. In a few moments, the Ms. Pac-Man Title screen will appear.
3. Press the Start button to begin the one player game. (For two players read the Starting a Two-Player Game section.)



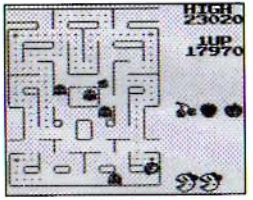
Title Screen

SCREEN SIZE

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



Zoom Maze

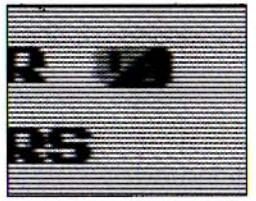


1/2 Maze

- 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 with the zoom maze.

SCREEN SIZE CONT.

- From the Title screen press the Control Pad up/down to highlight 1 Player.
- Press the Control Pad left/right to select the 1/2 screen symbol.
- Press the Start button to begin your game.



1/2 Screen Symbol

CONTROL

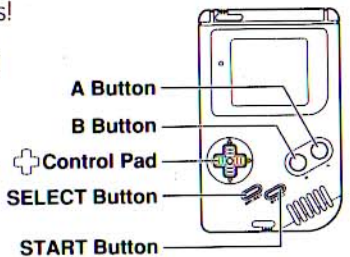
Read this section to learn all the moves!

Start button – Press to pause during game play.

Control Pad – Press to move Ms. Pac-Man through the maze.

A button – No function.

B button – No function.



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 Title screen press the Select button to Highlight 2 Players.
2. Press the Start button to begin the two player game.

• • • • • THE GAME SCREEN • • • • •

One Player Games

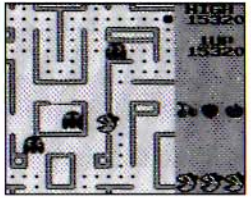
All the important information is on the right side of the screen.

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.



• • • • THE GAME SCREEN CONT. • • • •

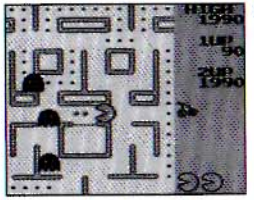
Two Player Games

Keep an eye peeled 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.



THE GAME SCREEN CONT.

- When each player is up, their round and lives remaining will be displayed just like the one player game.
- Player two will play 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 to a darker shade. The power pellets only take effect for a limited time so you'll have to eat and run. Ghosts start flashing before they turn back to their normal color, so watch out!

• • • • TRICKS AND TREATS CONT. • • • •

Fruit Treats: Fruit appear twice in each maze. Scarf them down for big bonus points. The more mazes you complete, the more the fruit is worth.

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 more you score! If only life was 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

SCORING CONT.

Fruit: More mazes, more points!

Maze 1, Cherry	100 points
Maze 2, Strawberry	300 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

- You move faster through paths that you've already cleared of pellets.
- 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.

CARING FOR YOUR GAME PAK

1. Use your Game Pak in a Game Boy only.
2. Always make sure the Nintendo Entertainment System's power is off before inserting or removing the Game Pak. Insert the Game Pak firmly into the Nintendo Entertainment System, but don't force it.
3. Never touch the terminals on your Game Pak. Before inserting it into your Game Boy, check if 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.

• • • • • LIMITED WARRANTY • • • • •

Namco Hometek, Inc. warrants to the original purchaser that this Namco Hometek, Inc. Game Pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective Game Pak or component part, at its option, free of charge.

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