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INSTRUCTION BOOKLET

MS. PAC-MAN

MAZE MADNESS™

namco

NINTENDO 64

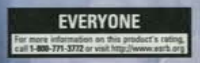
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SETTING UP

• CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



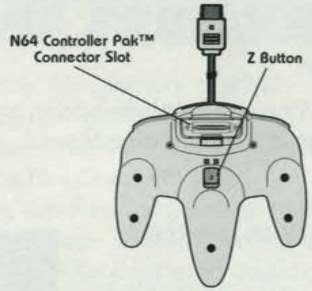
To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.





Back of Controller



To save game settings and results, or continue play on previously saved games, insert a Controller Pak into the Controller in Controller Socket one before starting play. If you do not have a Controller Pak, the game will allow you to play without saving game settings and results.

GETTING STARTED

On the Main Menu press the Control Pad (or Control Stick) Left/Right to select a game mode and press the A Button:



- NEW GAME
  Choose this to play a new game.
- LOAD GAME
  Choose this to load a previously saved game.
- OPTIONS
  Choose OPTIONS to alter game settings.
- CLASSIC
  Choose this to play the original arcade version of Ms. Pac-Man.
- MULTIPLAYER
  Choose this to begin maze action for one to four players.

SETTING OPTIONS

From the Main Menu, choose OPTIONS and press the A Button to enter the OPTIONS screen.

Press the Control Pad Up/Down to select an option, then press the A Button to open a screen or make an adjustment.

SOUND

Press the Control Pad Up/Down to highlight a selection to adjust:



AUDIO - Press the Control Pad Left/Right to select either Stereo or Mono.

MUSIC - Press the Control Pad Left/Right to adjust the Music Volume.

SOUND EFFECTS - Press the Control Pad Left/Right to adjust the Sound Effects Volume.

EXIT - Press the A Button to exit back to the OPTIONS Menu.

CREDITS

Press the A Button to meet the Ms. Pac-Man Maze Madness team.

MS. PAC-MAN BATTLES TO SAVE THE FOUR WONDERS



The four Wonders of Pac-Land are mystical regions separated from everything else in Pac-Land by strange force fields. In each land resides one of the four Gems of Virtue: Generosity, Truth, Wisdom and Courage. Without them, darkness and chaos would fall on Pac-Land. Someone has invaded the Enchanted Castle and turned it into a ghost-ridden haunted house. Worst of all, the Princess has vanished without a trace.

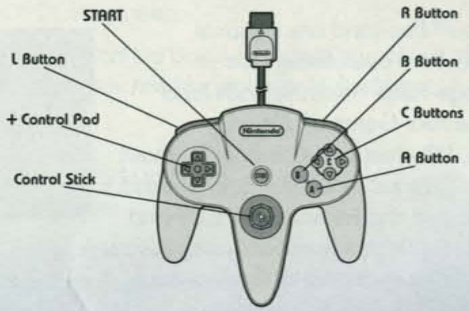


Professor Pac, Pac-Land's resident genius, believes that someone has used dark magic to invade the Enchanted Castle, and is plotting to attack the rest of the four Wonders. Today, he is showing Ms. Pac-Man an intriguing invention called a Pactrometer. With this amazing device, someone could pass through the force fields into any of the four Wonders.

As Professor Pac proudly presents the Pactrometer to Ms. Pac-Man, the mirror in his lab suddenly comes alive with ghostly apparitions. They begin dragging the professor right into the mirror. With a mighty effort he tosses the Pactrometer to Ms. Pac-Man and yells to her, "Save Pac-Land!! Go! Go get the Gems!!!"

CONTROLS

N64 Controller



MENU CONTROLS

Start/Pause/Resume Game.....START

Choose a Mode.....+ Control Pad

Confirm Mode/Command.....A Button

Cancel a Mode/Command.....B Button

GAME CONTROLS

Move Ms. Pac-Man.....+ Control Pad

Fire Projectiles in Bonus Rounds.....A Button or Control Pad Up

Zoom In Camera View.....B Button or C ▲ Button

Zoom Out Camera View.....A Button or C ▼ Button

Advance Screen Dialogue.....A Button or Control Pad

View Stats.....Z Button or R Button

NEW GAME

The most famous female videogame heroine in videogame history is about to embark on her biggest journey ever.

Ms. Pac-Man starts in the first stage, Cleopactra. There's so much to do:

- Search the stage for hidden areas.
- Chomp or be chomped by the Ghosts: Inky, Blinky, Pinky and Sue.
- Chomp or be chomped by brand new enemies.
- Eat all the Pac-Dots.
- Collect all 7 Fruit.

PLAYING QUEST



QUEST GAME SCORING

To win points for Pac-Dots, Power Pellets, and Fruit, just walk into them. To win points for enemies, eat a Power Pellet and touch the enemy while it is colored blue or flashing blue.

- Pac-Dot.....10 points
- Power Pellet.....50 points
- Cherry.....100 points
- Strawberry.....200 points
- Peach.....500 points
- Pretzel.....700 points
- Apple.....1000 points
- Pear.....2000 points
- Banana.....5000 points
- Ghosts – The first Ghost is 200 points. The score doubles for each additional Ghost munched per Power Pellet charge.
- Centipedes.....1600 points (for a whole Centipede that is)

There are even tougher enemies worth big points if you manage to defeat them.

THE QUEST GAME SCREEN



HEALTH METER

The Health Meter represents one of Ms. Pac-Man's lives. When an enemy attacks or she runs into one, she takes damage and loses some health. If the color drains completely from the meter she loses one life and restarts at the last checkpoint.

LIVES REMAINING

Ms. Pac-Man begins the game with three lives. The game is over when Ms. Pac-Man loses all her lives.

Gain a life:

- Every time your score increases by 10,000 points.
- By finding an Extra Life Power-up.

PAC-DOT RADAR

When there are Pac-Dots to munch, the Pac-Dot Radar appears. The yellow dots are the Pac-Dot positions. The arrow points in the direction Ms. Pac-Man is traveling. In the example shown, there is a Pac-Dot to the North and also one to the West of Ms. Pac-Man. The arrow means that Ms. Pac-Man is facing East.



SCORE

Total points earned for the Level.

PAC-DOTS COLLECTED / TOTAL FOR STAGE

The number on the left is the number collected so far. The number on the right is the total for this Stage. Remember: There are secret areas that may have Pac-Dots in them.

FRUIT

Each piece of Fruit Ms. Pac-Man finds is displayed across the bottom of the screen. Collect all the Fruit in one Stage and win a Gold Star.

KEYS

Any colored keys found in the mazes will be displayed in the lower left corner of the game screen. Use these colored keys to open colored doors.

THINGS YOU'LL FIND ALONG THE WAY

PAC-DOT

Chomp up every Pac-Dot. They're worth 10 points each and they open Pac-Dot Doors to important places. Get every Pac-Dot in a Stage to receive a Gold Star.



POWER PELLET

Power Pellets look like big glowing Pac-Dots. They give Ms. Pac-Man the power to chomp her enemies and score points each time she munches an enemy. As soon as she is Power Pellet charged, her enemies turn the color blue and start running for their lives.



FRUIT

Hidden throughout each Stage are seven Fruit. Get all seven Fruit in a Stage and win a Gold Star.



EXTRA LIFE

Ms. Pac-Man begins the game with three lives, not a lot for these dangerous mazes. Collect these to increase your current total number of lives.



RED HEALTH HEART

Partially restores health.



GOLD HEALTH HEART

Collect these to increase your maximum Health Meter.





PAC-DOT DOOR

Pac-Dot Doors must be unlocked with a certain number of Pac-Dots. When a Pac-Dot Door is closed, the number of Pac-Dots you need to open it appears on-screen above the door. Check to see how many you already have and go get more if you need them.



MOVEABLE BLOCKS

Push moveable blocks around and use them to solve puzzles and get to new areas in a maze. To push a block, just move Ms. Pac-Man up to it and press the Control Pad. Ice blocks are useful too, but slide a lot farther than moveable blocks. Blocks can also be used to fill in pits that block your way.



TNT BOX

Push TNT boxes next to things you want to blow up. Once you touch a TNT box, its timed fuse starts counting down, then KABOOM! A countdown timer appears over the TNT box to let you know how long until the TNT box explodes. Make sure Ms. Pac-Man is out of the blast area when the TNT box explodes.



NITRO BOX

The skull and crossbones are a warning. If Ms. Pac-Man pushes one of these, it explodes instantly, and Ms. Pac-Man will lose a life.



RESET TOKENS

These appear as soon as Ms. Pac-Man moves a block, TNT box, or walks across collapsing floors. Walking into a reset token puts moveable blocks, exploded TNT boxes, and floors back in their original positions. Be careful though, once a block has been pushed into a pit, that block can no longer be reset.



KEYS

Locked doors sometimes block the way. Find a key to open the door of the same color as the key. For example, a red key opens a red door.



MAZE CHECKPOINTS

If you lose a life, you will re-enter the game at the last checkpoint reached (as long as you have at least one more life).



GOLD STARS

Win Gold Stars to be able to enter the Bonus Rounds and Secret Stages.



You win a Gold Star when you:

- Complete a Stage the first time.
- Get all the Pac-Dots in a Stage.
- Collect all seven Fruit in a Stage.
- Finish the Stage within the time limit during Time Trial mode.

PROFESSOR PAC

The professor's hologram will show up early in the game to give you tips on traveling through the mazes. To read what he has to say, just press the A Button, or press the Control Pad Left/Right to move through the dialog boxes.



WITCH'S KEY

Mesmeralda, the witch behind the plan to steal the Gems, holds a key to secret areas in the Wonders of Pac-Land. If you can get this valuable item, you'll be able to unlock special doors hidden throughout the Stages, and gain access to secret areas.



POPPER PAD

Walk onto these for a quick jump to those tough-to-reach places.



MOVING PLATFORMS

Walk onto these platforms to help you get around the mazes. Be careful not to fall off or miss a platform when moving onto it.



SWITCHES

Walking into alcoves with switches and pressing the Control Pad Left/Right, will throw them to either an open or closed position. Sometimes, they activate something. Push on the green side to open the switch or the red side to close it. Be careful though. Sometimes hitting a switch unleashes a bunch of Ghosts.



BUTTONS

Walking across the buttons will change their color and activate something in the maze. A red button is in the "Off" position and a green one is in the "On" position. When you see multiple buttons, they might have to be turned on in a certain order.

- BUTTON "OFF"



- BUTTON "ON"



GATE

Gates that are closed when you walk up to them are usually opened, by a switch or button, somewhere in the maze. Some gates are timed, so you just have to wait for them to open, then you can pass through. There are also some gates that will only open temporarily when hit with a bolt of electricity.



ROTATING GATE

Certain mazes have special rotating gates. To operate a rotating gate, walk inside of it, then press the Control Pad in the direction you want to exit it from. All the sides of the gate (except for the exit side) will protect you from creatures and Ghosts.



WARP PORTAL

Look for a group of swirling lights. Walk into this, and you will instantly warp to someplace else in the maze.



TIME TRIALS



Time Trials give you a chance to collect another Gold Star.

To begin a Time Trial.

1. Go to the Stage Select screen with the Pactrometer and press the Control Pad to select one of the completed Stages.
2. Press the Control Pad down to select TIME TRIAL mode and press the A Button.
   - Go as fast as you can through the Stage trying to beat the countdown clock at the top of the screen.
   - Getting attacked by an enemy subtracts time from the countdown clock.
   - Grab Clock Power-ups to add 10 Seconds to the countdown clock.
   - Eating a blue enemy will add 3 Seconds to the countdown clock.
   - You can only earn one Gold Star per Stage by winning the Time Trial.



MULTIPLAYER GAMES



Up to four players can compete in tough maze showdowns. Hidden multiplayer maps can be unlocked in the one player Quest Mode.

To start a Multiplayer game:

1. On the Main screen, select Multiplayer and press the A Button.
2. Move the Control Pad to select a mode and press the A Button. Maps are different mazes to play the games on.
   - Select RANDOM if you want just any maze.
   - Select CHOOSE MAP and press the Control Pad Left/Right and press the A Button to choose the specific maze you want to play on.
3. Select the number of games to play before the winner is declared. Press the Control Pad Left/Right and press the A Button.
4. Select a Game Mode by pressing the Control Pad Up/Down and press the A Button.
5. Select a game character by pressing the Control Pad Left/Right and press the A Button to select the character.
   - There is a 15 second countdown to give all players a chance to choose a game character.

DOT MANIA

The first one to eat 80 Pac-Dots wins. Dash around grabbing Pac-Dots and Power-ups while dodging Ghosts. If you get hit, you return to your starting corner with a loss of 10 Pac-Dots. The effects of the various Power-ups that you collect only last for a short time.

Cake – Become indestructible and bigger so you can damage other players by running over them!



Money Bag – Grab this bag and you gain up to 5 Pac-Dots from all other players. All other players will lose 5 Pac-Dots.



Lightning – You generate lightning that shoots along the paths shocking whoever it hits.



Sneakers – Makes you run faster.



Chili Pepper – Leaves a trail of fire wherever you go. Whoever touches the fire gets cooked.



GHOST TAG

All players start as Ghosts! When you see the Ms. Pac-Man icon, beat the other Ghosts to it to transform into Ms. Pac-Man. Once you turn into Ms. Pac-Man, start munching Pac-Dots as fast as you can. If you're one of the Ghosts, go for Ms. Pac-Man. Catch her and now you'll turn into Ms. Pac-Man. The former Ms. Pac-Man returns to the starting point as a Ghost.

The winner is the first one to successfully eat 50 Pac-Dots.

DA BOMB

You're a bomb! A randomly chosen player holds a bomb counting down from 30 seconds. Tag another player to get rid of the bomb and pass it on to them. Whoever has the bomb when the count reaches zero gets blown up. Blown up players turn into Ghosts who can move around the map and block other players. The last non-ghost player wins.

THE PAUSE SCREEN



To Pause the game, press START. Press the Control Pad Up/Down to choose an option and press the A Button.

- BACK TO GAME
  Resume gameplay.
- EXIT STAGE
  Select this and you can select CONTINUE or QUIT and return to the level select screen. Note: Selecting this during a Multiplayer game will return you to the Multiplayer Game Mode Screen.
- OPTIONS
  Opens up the Option Screen to make adjustments.

SAVING & LOADING GAME DATA



After completing a Stage, you will be given the option to save your current game. You must have a Controller Pak inserted into the Controller in Controller Socket one in order to save a game.

To Save a Game:

1. Complete a Stage in the Quest game.
   When the Score screen appears, press the A Button.
2. Select SAVE and press the A Button.
3. Press the Control Pad Up/Down to select the slot you want to save the game to. If the slot already has game info, you will be asked if you want to overwrite it.
4. Press the A Button to save the game data.

To load a saved game:

1. On the Main screen, select LOAD GAME and press the A Button.
2. Press the Control Pad Up/Down to select a saved game slot and press the A Button to load the game.

PLAYING CLASSIC MS. PAC-MAN



1. On the Main Menu, choose CLASSIC and press the A Button.
2. Press the A Button to begin the game.

GOAL

The goal of the game is to eat all of the Pac-Dots in the maze, while avoiding the attacks of the four roaming Ghosts. When all of the Pac-Dots are eaten the player can go to the next round.

RULES

If a Ghost touches Ms. Pac-Man, she loses a life. The game ends when all of your lives are gone. You can gain an extra life by scoring 10,000 points.

POWER PELLETS

Eat a Power Pellet and Ms. Pac-Man can chomp the Ghosts for points. After eating a Power Pellet, the Ghosts will turn blue for a short period of time. Eat them before they turn back to normal. Before the Ghosts return back to normal, they will start flashing. After eating a Ghost, its eyes return to the Ghost Zone, and a new Ghost is generated. Eating Ghosts in succession scores more points!

FRUIT

Fruit appears twice in each round. Chomp these to get bonus points. Fruit in later rounds are worth more points.

WARP TUNNELS

Go through these to get away from ghosts. Enter the tunnel from one side, and you will emerge on the other side of the maze.



THE FOUR WONDERS OF PAC-LAND

Each of the Wonders of Pac-Land is a Level with several Stages to complete. Completing a Stage will grant you access to the next Stage. Return to completed Stages to unlock more secrets.

CLEOPACTRA

Help Ms. Pac-Man avoid spell-casting anubis', sphinxs, snappy alligators, and marauding centipedes in her quest to find the Gem of Generosity.



CRYSTAL CAVES

Ms. Pac-Man has to watch out for the various inhabitants of these icy caves. As she travels further inside the icy caverns, she will encounter deep molten lava rivers, which she can cross with the help of ice blocks in her quest for the Gem of Truth. Watch out for falling boulders and ice corridors!



PAC-PING HARBOR

With the Ghosts spreading gunpowder everywhere and the fire-breathing dragons ready to set the whole place ablaze, Ms. Pac-Man needs your help in finding the Gem of Wisdom. Avoiding Roman Candles, she can use rocket launchers to help clear a path through one of the toughest and most challenging maze areas.



HAUNTED HALLOWEEN

This is Ms. Pac-Man's last chance to store up lives before meeting the Witch. Here she must search for the Gem of Courage, fending off Bat-Draculas and Franken-Pacs, while avoiding the numerous bolts of lightning. In this nightmarish castle, safely guide Ms. Pac-Man as she avoids evil Gargoyles and vicious Hellhounds.



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