

An illustration of Ms. Pac-Man, a yellow-orange fruit character with a large red bow, blue eyes, and a pink fuzzy collar. She is peeking over a metallic, reflective surface. The word "APPLE II" is written on the surface in a bold, black, sans-serif font. To the right of the text, there are some red cherries and a small red object.

APPLE II

PAC-MAN MS. PAC-MAN*

FROM
ATARISOFT™

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AND ONLY!



As MS. PAC-MAN finishes each round, a new fruit or goodie appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energizer, then turns back on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again.

THE PLOT THICKENS

This is one tough performance! MS. PAC-MAN must scramble through four different maze patterns. And the mouth-watering treats that bounce across the stage try to lure her toward the ghosts.

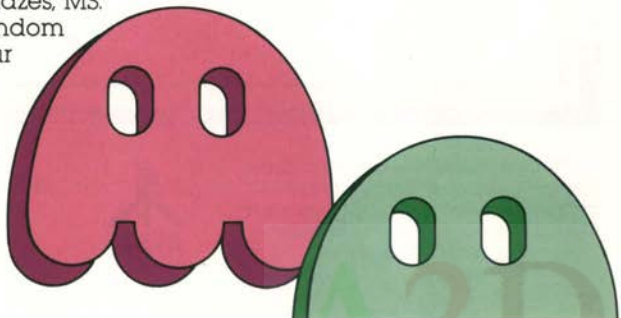
Fortunately, she has three lives in this show. But once they're gone, her performance is over — and so is the game! But she can earn an encore. If she gets through the banana mazes, MS. PAC-MAN enters the random fruit mazes. So hold your applause until the final curtain.

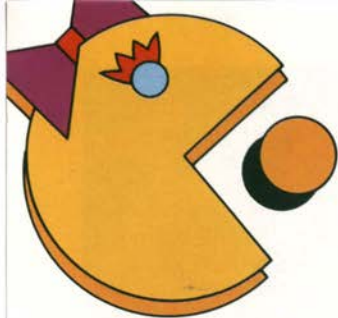
STAGE DIRECTIONS

Here are some tips on strategy:

☐...Make sure MS. PAC-MAN eats the dots as quickly as she can. But don't let her take the energizers too early, or she'll lose her only edge over the ghosts. Wait until they start to gain on her. Then she can tease them toward an energizer before she gobbles it up and turns the chase on them.

☐...Remember, each maze has escape tunnels that lead off stage and back on again and safe spots where MS. PAC-MAN can hide. They could save her life.





THE AUDIENCE ENTERS

Insert the MS. PAC-MAN diskette into the disk drive and boot your APPLE computer as explained in your computer owner's guide. If you are using joystick control for the game, plug your joystick into the controller jack.

At the Options Screen, you may press K to select Keyboard Control or J to select Joystick Control. Press 1 or 2 to select a one or two player game. Press Return to select the desired difficulty level. From the Options Screen, press the Space Bar to begin game play. During the game, CTRL-S will switch the sound off and on again; CTRL-Q will take you back to the Options Screen. To move MS. PAC-MAN around the maze, press the A key to go up, the Z key to go down, and the ← and → to move left and right.

THE ONE

THE PLOT








PAC-MAN* is in love! And what a star his sweetheart is, with her red hair ribbon and long eyelashes. Just like her leading man, MS. PAC-MAN chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energizers and tantalizing goodies. Can she escape the marauding ghosts? Will it be the final curtain for her? Will PAC-MAN ever see his lady love again?

THE CURTAIN RISES

MS. PAC-MAN appears at center stage. To earn her curtain call, she must eat all the dots in each maze before she is gobbled up herself by the four ghosts.

But can she stall them? If she swallows one of the four energizers, the ghosts change into blue costumes. With only seconds to act, she must chase them down and devour them before they change back into their everyday clothes.

SCORING

Maze	Scoring	Points
1		100
2		200
3		500
4		700
5		1,000
6		2,000
7		5,000
8	Random Fruit	100 to 5,000

Level	Points
Dot	10
Energy pill	50
First ghost	200
Second ghost	400
Third ghost	800
Fourth ghost	1,600
First 10,000 points	one extra life

Level	Maze Pattern
Cherry Strawberry	Pink 1
Orange/Apple Pretzel	Blue 2
Banana/Pear 2 Random Fruit	Yellow 1
Random Fruit	Green 2

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