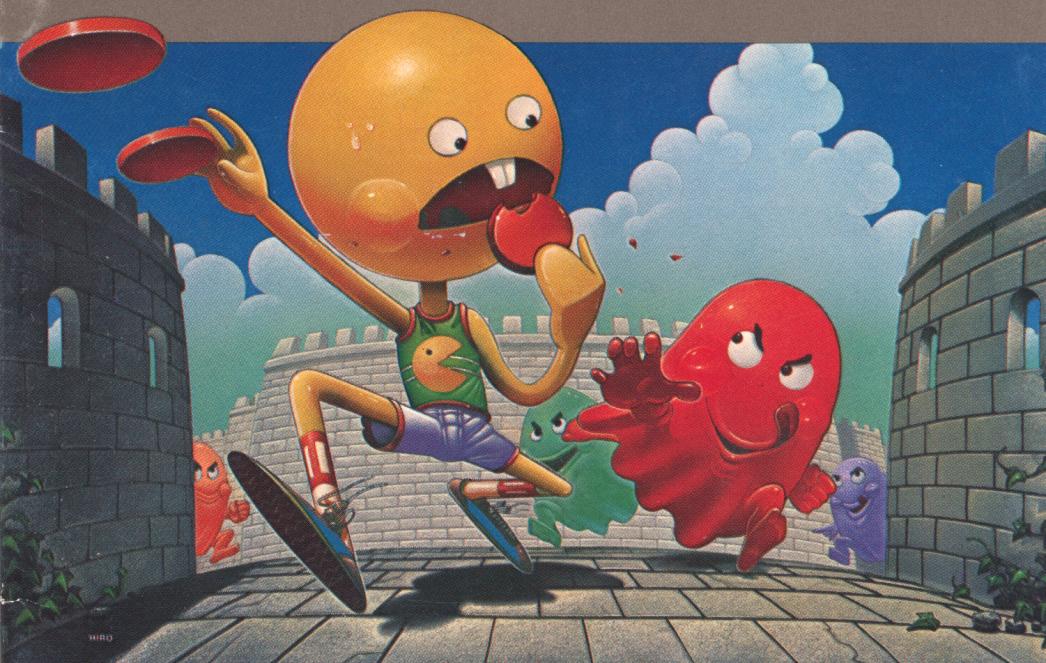


# PAC-MAN\*



A Warner Communications Company 

# THE ESSENTIAL PAC-MAN

At 10 points each, these are a dot-chomper's delight.



## INSERTING THE CARTRIDGE AND JOYSTICK CONTROLLERS

Turn on the ATARI® Home Computer by pressing the power switch on the right side of the console to ON. Pull the release lever towards you to raise the cartridge door. (Whenever you do this the computer automatically turns itself off.)

Insert the PAC-MAN game cartridge into the slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. Close the cartridge door, and the computer turns on again.

For one player, plug a Joystick Controller into Controller Jack 1. For two players, plug a second Joystick Controller into Controller Jack 2. Hold the Joystick so the red button is in the upper left corner.

### THE SELECT KEY

Press the SELECT key on the computer for a two-player game. Press it again to return to a one-player game.

### THE START KEY

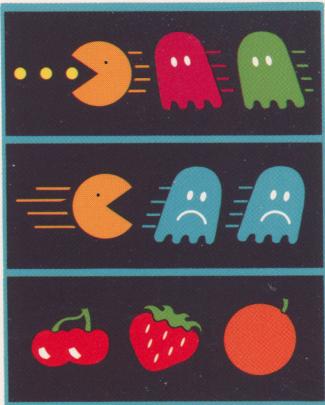
Press the START key on the computer to begin the game or restart the game at any time. The button on the Joystick will also start your race through the maze unless you're in the middle of a game.



Watch out for these gobbling goblins — they're nothing but trouble.

Eat an energy dot and you can gobble those goblins back.

For an extra treat, keep your eyes open for tasty bonus nuggets.



#### THE OPTION KEY CHANGES DIFFICULTY

Press the OPTION key to change the level of difficulty you start at — represented by symbols below the maze. Cherries are the least difficult. Each time you press the option key the symbol changes, from cherries to a strawberry and so on up the scale.



#### THE SYSTEM RESET KEY

The SYSTEM RESET key on the computer resets the game, returning to the one-player selection and the lowest skill-level option. The high score from any previous game is retained on the screen, until the computer is turned off.



#### THE SPACE BAR PAUSES THE GAME

Press the SPACE BAR on the computer if you want to pause in the middle of a game. Press the SPACE BAR a second time to pick up where you left off.

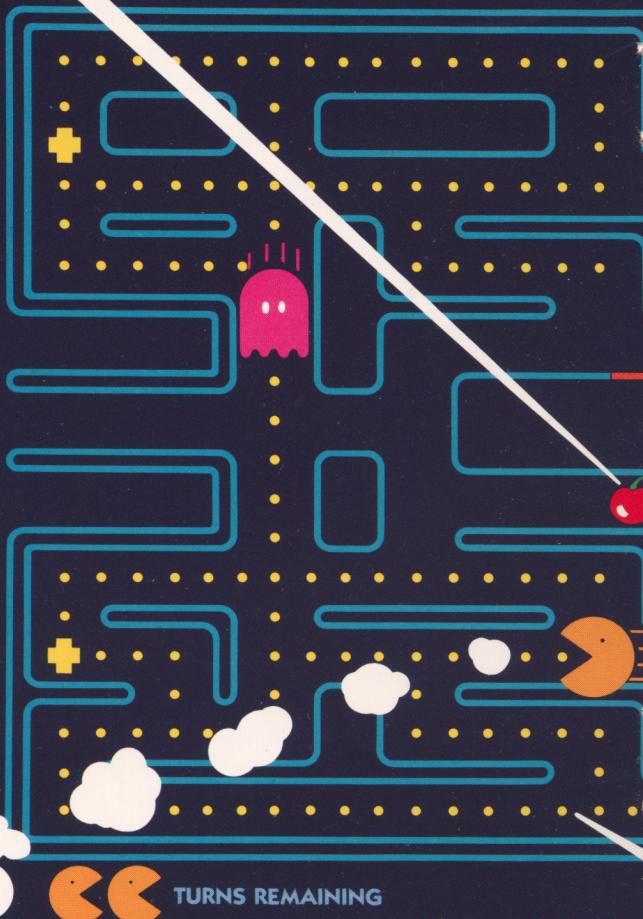


**Try one  
of these  
Pac-Man!**

These tasty bonus  
nuggets are valuable  
prizes,  
Clear out the maze  
and their value rises.  
Every half-minute,  
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)
- ◁ 2000  
(9th, 10th maze)
- 🔔 3000  
(11th, 12th maze)
- 🔑 5000  
(13th maze on)

**Over here,  
Pac-Man!**



**Get movin',  
Pac-Man!**

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.

	200
	400
	800
	1600



SKILL LEVEL



**Keep goin',  
Pac-Man!**

There's plenty of **dots** in the goblin neighborhood!  
And at **10 points each**, they're lip-smacking good!

## Look out, Pac-Man!

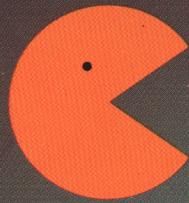
The goblins are coming,  
they're on the  
attack, man.  
You like to chomp  
dots, but they like  
chomping PAC-MAN.

Blinky is fastest,  
so watch where  
he goes.

Pinky is sneakier  
than anyone knows.

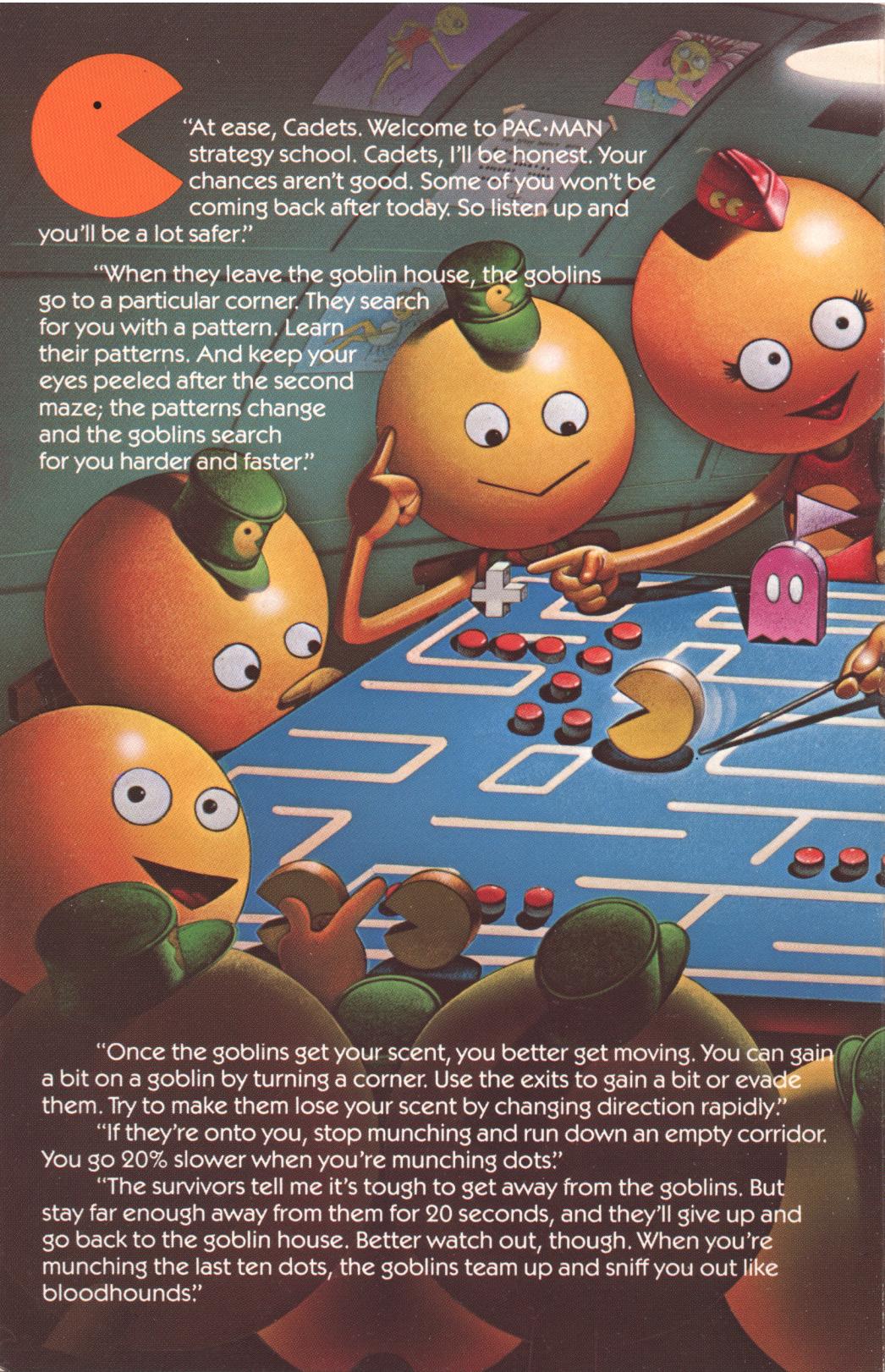
Inky has quite a  
few tricks up his  
cape.

Clyde cuts you  
off so there's  
just no escape.



"At ease, Cadets. Welcome to PAC-MAN strategy school. Cadets, I'll be honest. Your chances aren't good. Some of you won't be coming back after today. So listen up and you'll be a lot safer."

"When they leave the goblin house, the goblins go to a particular corner. They search for you with a pattern. Learn their patterns. And keep your eyes peeled after the second maze; the patterns change and the goblins search for you harder and faster."



"Once the goblins get your scent, you better get moving. You can gain a bit on a goblin by turning a corner. Use the exits to gain a bit or evade them. Try to make them lose your scent by changing direction rapidly."

"If they're onto you, stop munching and run down an empty corridor. You go 20% slower when you're munching dots."

"The survivors tell me it's tough to get away from the goblins. But stay far enough away from them for 20 seconds, and they'll give up and go back to the goblin house. Better watch out, though. When you're munching the last ten dots, the goblins team up and sniff you out like bloodhounds."



"One last word, Cadets. Use your energizers wisely. Lure all the goblins into an energizer, then gobble 'em all down. Gobbling the first one is worth a measly 200 points, but the fourth adds a whopping 1,600 points to your score."

"Be extra careful with your energizers after the second maze: the goblins stay blue for less and less time."

"Good gobbling and good luck."

# PAC-MAN

## EXPERTS' CORNER

MAZE #	BONUS NUGGET	NUGGET VALUE	PAC-MAN'S SPEED	BLINKY'S SPEED	OTHER GOBLINS' SPEED	GOBLINS ARE BLUE	BLUE GOBLINS FLASH
1	Cherry	100	50	40	40	4 sec	5 times
2	Strawberry	300	50	40	40	3 sec	5 times
3	Orange	500	50	50	50	2 sec	5 times
4	Orange	500	60	50	50	1 sec	5 times
5	Apple	700	70	70	60	0 sec	5 times
6	Apple	700	70	70	60	3 sec	5 times
7	Green Apple	1000	70	70	60	0 sec	5 times
8	Green Apple	1000	70	70	60	0 sec	5 times
9	Blue Apple	2000	70	70	60	0 sec	3 times
10	Blue Apple	2000	70	70	60	3 sec	5 times
11	Red Bell	3000	70	70	60	0 sec	5 times
12	Red Bell	3000	70	70	60	0 sec	3 times
13	Red Key	5000	70	70	60	0 sec	3 times
14	Red Key	5000	70	70	60	1 sec	3 times
15	Red Key	5000	70	70	60	0 sec	5 times
16	Red Key	5000	70	70	60	0 sec	3 times
17	Red Key	5000	70	70	60	0 sec	0 times
18	Red Key	5000	70	70	60	0 sec	3 times
19 and up	Red Key	5000	70	70	60	0 sec	0 times

SCORE

NAME

DATE

WITNESS

★ HIGH ★  
SCORES