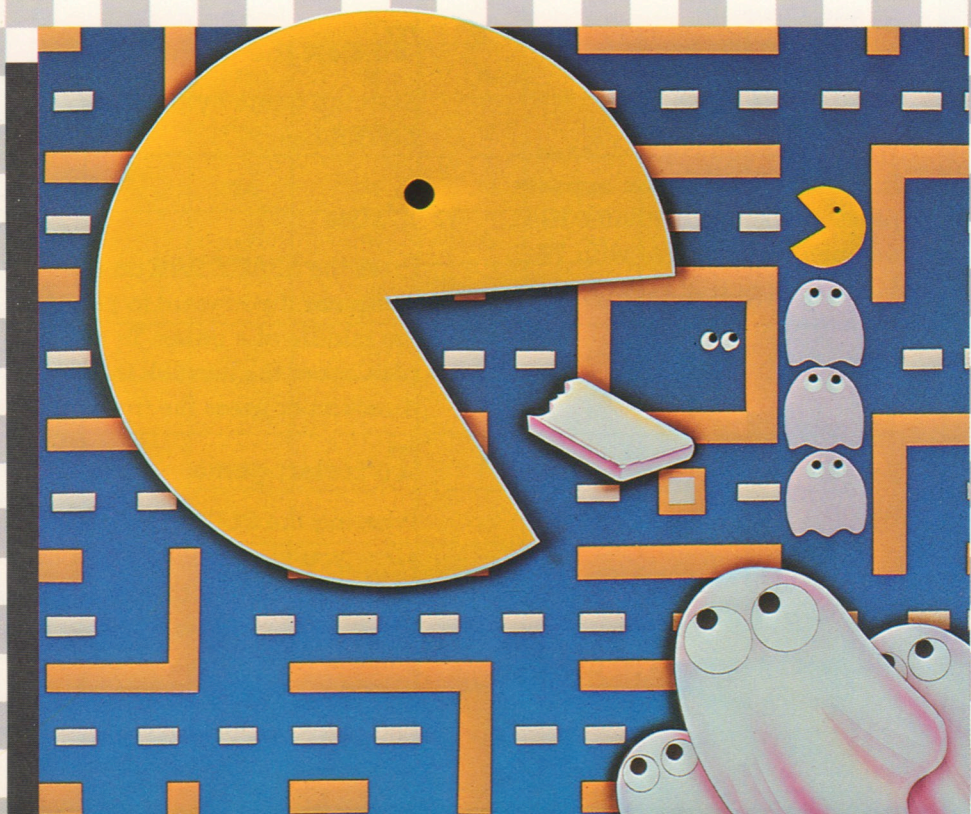


PAC-MAN^{*}

FROM **ATARISOFT**[™]

Now, the Thrill of the Arcade Game at Home



DOT-CHOMPER'S DELIGHT



Inserting the cartridge and joystick controllers

Insert the PAC MAN game cartridge into the cartridge slot on the top right of the console with the label side up. Push in carefully and firmly.

Turn on the Texas Instrument Home Computer by sliding the power switch on the front of the console to the right. The red light will turn on when the computer is on.

Plug the joysticks into the joystick port on the left side of the console.

Selecting the game

When the multi-colored Texas Instrument title screen appears, press any key to continue. Next, the menu will appear with PAC-MAN as option 2. Press 2 on the keyboard.

Players

For one player type 1. For two players, type 2.

Level of difficulty

To select level, press (+) plus key to choose a level from 1 to 9.

To start the game

Start the game by pressing ENTER key.

Pause

Press the SPACE BAR on the computer if you want to pause in the middle of a game. To resume play, move the joystick in any direction or press the firebutton.

To restart game

Pressing the PLUS (+) key will allow you to start PAC-MAN over at anytime during the game play. The high score from any previous game is retained on the screen until the computer is turned off. The FUNCTION QUIT key will not maintain high score.

MAZE #	BONUS NUGGET	NUGGET VALUE	PAC-MAN'S SPEED	BLINKY'S SPEED	OTHER GOBLINS' SPEED	GOBLINS ARE BLUE	BLUE GOBLINS FLASH
1		100	50	40	40	4 sec	5 times
2		200	50	40	40	3 sec	5 times
3		500	50	50	50	2 sec	5 times
4		500	60	50	50	1 sec	5 times
5		700	70	70	60	0 sec	5 times
6		700	70	70	60	3 sec	5 times
7		1000	70	70	60	0 sec	5 times
8		1000	70	70	60	0 sec	5 times
9		2000	70	70	60	0 sec	3 times
10		2000	70	70	60	3 sec	5 times
11		3000	70	70	60	0 sec	5 times
12		3000	70	70	60	0 sec	3 times
13		5000	70	70	60	0 sec	3 times
14		5000	70	70	60	1 sec	3 times
15		5000	70	70	60	0 sec	5 times
16		5000	70	70	60	0 sec	3 times
17		5000	70	70	60	0 sec	0 times
18		5000	70	70	60	0 sec	3 times
19 and up		5000	70	70	60	0 sec	0 times



SCORING



These tasty bonus nuggets are valuable prizes. Clear out the maze and their value rises. Every once-in-a-while, they're yours for free. But you've got just 8 seconds, to grab one and flee.



..... 100 (1st maze)



..... 200 (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)

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.

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.

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