

ATARI[®] 2600[™]

MS. PAC-MAN*



*MS. PAC-MAN and characters are trademarks of Bally Midway Mfg. Co.
sublicensed to Atari, Inc. by Namco-America, Inc.

ATARI welcomes your comments. Please address all correspondence to:

ATARI Customer Relations
1312 Crossman Avenue
Sunnyvale, California 94086

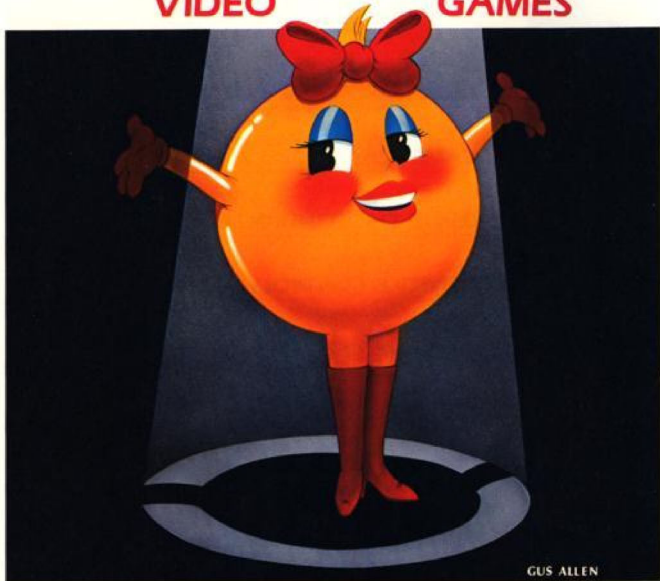
NOTE: Always turn the console **POWER** switch **OFF** before inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600™ Video Computer System™ game.

©1982 ATARI, INC. ALL RIGHTS RESERVED

TABLE OF CONTENTS

1. THE BEAUTY QUEEN OF VIDEO GAMES	1
2. GAME PLAY	2
3. USING THE CONTROLLER	3
4. CONSOLE CONTROLS	3
5. GAME VARIATIONS	4
6. SCORING	5
7. HINTS FOR SURVIVAL	6
8. YOUR BEST GAME SCORES	7

1. THE BEAUTY QUEEN OF VIDEO GAMES



GUS ALLEN

By now you've probably spent some time playing the master of mazes—PAC-MAN*. Well, lookout PAC-MAN lovers, ATARI is proud to bring you the "femme fatale" of the video game world—MS. PAC-MAN!

That's right, she's here in all her shining glory. MS. PAC-MAN is sure to steal your heart with her grace and charm.

And she's all dolled up with a ribbon in her hair. Just like the arcade MS. PAC-MAN, this ATARI home version has multiple mazes, floating fruit, pretzels, an end-of-game cartoon, and four fearless ghosts—Inky, Blinky, Pinky, and Sue.

Get ready to feast your eyes on the original video beauty queen. She's ready to bring you many delightful hours of fun and excitement. So, sit back, relax and have a good time playing MS. PAC-MAN.

*Trademark of Bally Midway Mfg. Co.
licensed by Namco-America, Inc.

2. GAME PLAY

The object of the game is to score as many points as you can while MS. PAC-MAN eats dots, fruit, pretzels, energy pills, and ghosts. Score 10,000 points and earn a bonus MS. PAC-MAN life.

The game starts with three MS. PAC-MAN lives, which are indicated by three  MS. PAC-MAN symbols at the lower left corner of the screen. When game play begins, MS. PAC-MAN is located close to the center of the screen, just below the ghosts' reincarnation chamber in the center of the maze (see Figure 1).

Use your Joystick controller to guide MS. PAC-MAN around the maze. When she passes over dots, she gobbles them up, and you score points. If she eats all the dots on the screen, the maze flashes momentarily, and you start playing on a new maze.



Figure 1

MS. PAC-MAN encounters floating fruit and pretzels while traveling around the maze. Gobble up these munchies, and you score bonus points. But watch out! Fearful ghosts scurry about trying to gobble up MS. PAC-MAN. Her only recourse is to eat an energy pill and then go after the ghosts.

As soon as she gulps down the energy pill, the ghosts turn blue with fright. You earn 200 points for the first ghost, 400 points for the second ghost, 800 points for the third ghost, and a whopping 1600 points for the fourth ghost, all on the same energy pill. (See Section 6, **SCORING**, for details about point values.)



Unfortunately, the effects of the energy pill are short-lived, so you'll have to move fast. After the ghosts are gobbled up, their eyes head back to the chamber in the center of the screen for reincarnation. If you don't gobble up the ghosts, they start to blink just before they turn back to their original colors.



3. USING THE CONTROLLER



Use one Joystick Controller with this ATARI Game Program cartridge. Be sure to plug the controller cable firmly into the **LEFT CONTROLLER** jack at the back of your ATARI 2600 Video Computer System console. Hold the controller with the red button to your upper left, toward the television screen. (See your Owner's Manual for further details.)

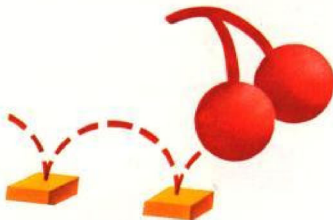
Use the Joystick to maneuver MS. PAC-MAN up, down, right, and left around the maze. Use it also to slide MS. PAC-MAN in and out of tunnels on both sides of the maze.



Figure 2

If MS. PAC-MAN exits on the right, she re-enters on the left; if she exits on the left, she re-enters on the right (see Figure 2).

4. CONSOLE CONTROLS



GAME SELECT SWITCH

Use the **GAME SELECT** switch to

choose the game variation you want to play. Press this switch and the game variation changes as indicated by the number in the lower right corner of the screen. Read Section 5, **GAME VARIATIONS**, for more information about different game variations. (See Figure 3.)

GAME RESET SWITCH

Once you have selected the game variation you want to play, press the **GAME RESET** switch to start



Figure 3

the game. Pressing the red controller button also starts the game.

DIFFICULTY SWITCHES

RIGHT and **LEFT** DIFFICULTY switches are not used in this game.

TV TYPE SWITCH

Set this switch to **COLOR** if you're playing on a color television set. Set it to **B-W** to play the game on a black and white television.

5. GAME VARIATIONS

The ATARI MS. PAC-MAN includes the following four game variations:

CHERRIES:

An arcade version MS. PAC-MAN. Just like the original game, MS. PAC-MAN is pursued by four ghosts.



ONE BEAR:

A good choice for beginners. MS. PAC-MAN is pursued by only one ghost.



TWO BEARS:

A novice player's choice. MS. PAC-MAN is pursued by two ghosts.



THREE BEARS:

An intermediate player's choice. MS. PAC-MAN is pursued by three ghosts.

All four game variations start at the easiest level, cherries. Games then progress to the highest level, banana. If you survive the banana level, the mazes alternate between maze three and maze four. Every two times the maze is cleared of dots, the fruits are randomly selected, and the time the ghosts stay blue decreases.

6. SCORING

You begin the game with three MS. PAC-MAN lives which are indicated at the lower left side of the screen. Your score is displayed at the bottom center of the screen (see Figure 4).

You earn a bonus MS. PAC-MAN life after the first 10,000 points you score.

Here's how points are scored:



Score

Figure 4

DOT  10 POINTS	ENERGY PILL  50 POINTS	CHERRY  100 POINTS	
STRAWBERRY  200 POINTS	ORANGE  500 POINTS	PRETZEL  700 POINTS	
APPLE  1000 POINTS	PEAR  2000 POINTS	BANANA  5000 POINTS	
FIRST GHOST  200 POINTS	SECOND GHOST  400 POINTS	THIRD GHOST  800 POINTS	FOURTH GHOST  1600 POINTS

7. HINTS FOR SURVIVAL

- Practice clearing the maze of dots before trying to gobble up the ghosts.
- Stay close to an energy pill before eating it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many ghosts as you can.
- Use the openings in the maze as escape tunnels. Move to either side to quickly evade the ghosts. Don't forget, different mazes have different tunnels.



8. YOUR BEST GAME SCORES

Name: _____

Date:

Game Variation:

Score:

This image shows a single sheet of white paper with horizontal red ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. A small, dark mark or smudge is present near the center-right of the page. The paper appears slightly aged or off-white.

Name:

Date:

Game Variation:

Score:

_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

ATARI®
PROOF OF PURCHASE

MS. PAC-MAN®



ATARI SERVICE
FACTORY AUTHORIZED NETWORK

Call toll-free:
(800) 672-1404 (in California)
(800) 538-8543 (Continental U.S.)

MS. PAC-MAN®

GAME CARTRIDGE LIMITED NINETY DAY WARRANTY

ATARI, INC. ("Atari") warrants to the original consumer purchaser that your ATARI® Game Program cartridge is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari's sole obligation will be to replace the cartridge free of charge on receipt of the cartridge (charges prepaid, if mailed or shipped) with proof of date of purchase at either the retail store where the cartridge was purchased or at one of the ATARI Regional Service Centers listed below:

Atari, Inc.
1312 Crossman Ave.
Sunnyvale, CA 94086

Atari, Inc.
5400 Newport Dr.
Suite 1
Rolling Meadows, IL 60008

Atari, Inc.
12 B World's Fair Dr.
Somerset, NJ 08873

Atari, Inc.
2109 East Division St.
Arlington, TX 76001

This warranty shall not apply if the cartridge (i) has been misused or shows signs of excessive wear, (ii) has been damaged by being used with any products not supplied by ATARI, or (iii) has been damaged by being serviced or modified by anyone other than an ATARI Regional Service Center.

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE. CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM A BREACH OF ANY APPLICABLE EXPRESS OR IMPLIED WARRANTIES ARE HEREBY EXCLUDED.

Some states do not allow limitations on how long an implied warranty lasts or do not allow the exclusions or limitations of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state.



ATARI, INC., Consumer Division, P.O. Box 427, Sunnyvale, CA 94086  A Warner Communications Company