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ATARI® 7800™ VIDEO GAME CARTRIDGE

BABY
PAC-MAN



7800™ Game Manual

Getting Started

1. Insert the Baby Pac-Man™ cartridge into your ATARI® 7800™ ProSystem as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player, and another into the right controller jack for two players.
3. Move the controller handle forward or backward to select an option. Move the controller handle to the left or right to change the selection for that option (i.e. one or two players, the starting number of lives, etc.).
4. Press [Reset] or the left controller button to start the game.
5. Press [Pause] to pause the game; press it again to resume play.
6. Baby Pac-Man will move in the direction you move the controller handle.
7. In pinball mode, the left button controls the left flipper, and the right button controls the right flipper when using the ProLine controller. When using the CX-40, moving the joystick left will activate the left flipper, and moving the joystick right will activate the right flipper. Moving the joystick up will activate both flippers. For either controller, moving the joystick down serves the ball.

Options

Upon displaying the 'Selection' screen, you are given a menu of options:

- ◆ The number of players, 1 or 2. The default is 1.
- ◆ The beginning number of lives, from 2 to 5. This option dictates the number of lives you start with. Beginners might want to select 5, which the experts could start at 2. The default is 3.
- ◆ Keeping the energizers or not after losing a Baby. After a player dies, if this option is set to 'No', the energizers will need to be earned again. If this option is set to 'Yes', they will remain for the next turn. The default is 'Yes'. Note that this option has no effect if you are playing in 'Video Mode only' (see next option).
- ◆ You can choose to play the full game, only the Maze portion, or only the Pinball portion. This can help you learn skills if you are better in one mode or the other. In Video only mode, you always a maze with all energizers, and the fruit advances with each cleared maze. In Pinball only mode, the number of lives dictates how many pinballs you start out with. The default is 'Full Game'.
- ◆ You can choose the behavior of the monsters with this option. With the 'Arcade' selection, the monsters act like they do in the arcade. They can reverse direction at will, and are generally more difficult than 'Classic' mode. With 'Classic' mode, the monsters do not reverse direction, and they take on the characteristics of the colors in all other Pac-Man variants. The only exception to this is Pinky, who is the Green monster in this version.

Scoring (Maze Mode)

Score points by having Baby Pac-Man eat the monsters. The more monsters he eats per power pill, the more points you score.

Player One's score appears on the top-left of the screen. Player Two's score (if playing a two-player game) appears on the top-right.

The number of turns you have left appears at the lower middle of the screen.

First blue Monster	2000 points
Second blue Monster	4000 points
Third blue Monster	8000 points
Fourth blue Monster	16000 points



Cherries	1000 points
Strawberry	3000 points
Peach	5000 points
Apple	7000 points
Pear	10000 points
Orange	20000 points
Watermelon	30000 points
Banana	50000 points



Dot	100 points
Energy pill	500 points



Clearing first maze	10000 points
Clearing second maze	20000 points
Clearing third maze	30000 points
Clearing fourth maze	40000 points
Clearing fifth maze	50000 points
and every maze thereafter	

Bonus Lives

You earn a bonus baby when you clear the third maze, or by advancing all of the center arrows in the pinball field, and then advancing the arrows once more. You also earn a bonus baby when you reach 10,000,000 points.

Differences in 'Pinball Only' Option

If you have selected the 'pinball only' option, the following changes are in place:

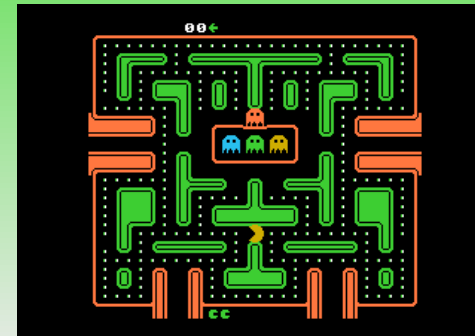
- ♦ You will not be taken back to the maze when you either lose a ball, or shoot the ball in a saucer while the blue light is lit.
- ♦ The indicator for 'tunnel speed' is now the indicator of the number of remaining turns the player has.
- ♦ Earning energizers, Spelling 'Fruits' and 'Tunnel', no longer have any effect on the game (other than earning points).

Scoring (Pinball Mode)

There are many ways to score points in Baby Pac-Man. In pinball mode:

- Bumpers are worth 10 points each
- Drop down targets at the top of the pinball playfield are worth 500 points each, except for the center drop down target (see next point)
- The center drop down target is worth:
 - 1st time scores 500 points
 - 2nd time scores 2000 points
 - 3rd time scores 4000 points
 - 4th time scores 6000 points
 - 5th time scores 8000 points
 - 6th time scores 10000 points and earns an extra baby.
- Knocking the top trapped ball to the opposite side: 1000 points and an energizer (1 or 4, depending on the side the ball originated from)
- Two top spinners are worth 10 points per complete spin, unless the red arrow under them is lit. Then they are worth 100 points per complete spin.
- Two saucers are worth 500 points, and spot a 'FRUITS' or 'TUNNEL' letter, whichever side the ball is on.
- The rollovers immediately behind the front bumpers score 500, but score 1000 when the corresponding yellow light above the lane is lit.
- The 'FRUITS' and 'TUNNEL' rollovers on either side of the pinball playfield score 500 points.

Playing the Game (Maze Mode)



This is where you begin each game. In maze mode, Baby Pac-Man runs like mad, eating every dot in sight while trying to avoid four monsters. You start the game with two to five turns (depending on your selection), and lose a turn every time a monster catches Baby!

You also have no defenses against the monsters in the beginning, as you must 'earn' the power pills in the pinball mode of the game.

The side tunnel functions as it does in all Pac-Man variants; it takes you to the opposite side of the maze. The speed at which it takes you there, however, varies. You begin at speed '1' which is normal speed. In the pinball mode of the game you can increase this speed to a maximum of 8, at which Baby moves like lightening through the side tunnels!

At the bottom of each maze there are two 'one-way' exits. These exits bring you to 'pinball mode'. You then stay in 'pinball mode' until you drain the ball, tilt the table, or earn an energizer and shoot the ball into the corresponding saucer (see 'Playing the Game (Pinball Mode)' section for an explanation).

When you drain the ball, you are brought back to the maze and both pinball exits are sealed. When you earn an energizer and shoot the ball into the corresponding saucer (Energizers 1 and 2 for the left, and energizers 3 and 4 for the right), you are brought back to the maze on the side you hit the ball in. The opposite pinball exit is sealed. You start each maze from that pinball exit until you lose a life, or drain the ball after re-entering pinball mode. Note that when playing 'Video only' mode, the exits are always sealed.

You earn points upon clearing the maze of dots (not counting any energizers you have earned). The 'Scoring' section shows you the point value table. You also earn an extra turn after completing the third maze.

Playing the Game (Pinball Mode)



While in Pinball Mode, you must earn energizers by spelling 'PAC-MAN' under each yellow drop down column. Spelling 'PAC-MAN' in the first column gives you the 1st energizer (top-left corner in the maze), the second column gives you the second energizer (bottom-left corner in the maze), the third column gives you the third energizer (bottom-right corner in the maze), and the fourth column gives you the fourth energizer (top-right corner in the maze, and shown as acquired in the above screen shot).

You can also quickly earn an energizer by hitting the ball at the top of the playfield. Hitting the ball from the left side to the right immediately earns the player energizer 1. Hitting the ball from the right side to the left immediately earns the player energizer 4. Note that whatever side the ball is on, the drop-down target stays down for the duration.

The center arrows lead you to a bonus baby. Each time you either hit the blue drop target (which will appear for shorter periods the more arrows that are lit), or spell 'FRUITS' or 'TUNNEL', this will spot (light up) the next center arrow and awarded points. If all 5 center arrows are lit or flashing, advancing them again awards the player with a bonus baby. However you are only awarded one bonus baby per turn this way, noted by the 'PAC-MAN' symbol between and just above the two flippers.

The lane just between the 'FRUITS' lane and the bumper will only award points, unless the yellow light just above it is lit. If it is, rolling the ball through this lane will compare 'PAC-MAN' columns 1 and 2. Whichever column has more lights lit, the other column will be matched. If they are both equal, they both will be advanced. If an energizer is earned in one column, the other one will be earned as well. The same thing also applies to the lane just between the 'TUNNEL' lane and the right bumper, except that it affects 'PAC-MAN' columns 3 and 4.

Be aware, however, as if the yellow light is only lit on one side, it will change sides with every rebound of the bumper!

The far left lane spots the next letter in the word 'FRUITS'. After the last letter is flashing, if the ball passes through the lane again it advances the bonus fruit in the maze. You start the maze on the Cherry (shown in the bottom left of the pinball field just above Pac-Man's head), but you can advance it to the Strawberry, Peach, Apple, Pear, Orange, Watermelon, and Banana. Each bonus fruit also grows in point value (see SCORING section). Spelling the word 'FRUITS' will spot the next center arrow as well. You will see that you are about to advance the center arrow when the green light is lit under the word 'FRUITS'.

The far right lane spots the next letter in the word 'TUNNEL'. After the last letter is flashing, if the ball passes through the lane again it increases the speed the player moves through the side tunnel. You start the game on speed '1' (shown in the bottom right of the pinball field just above Ms. Pac-Man's head), and can advance to a maximum speed of 8. Spelling the word 'TUNNEL' will spot the next center arrow as well. You will see that you are about to advance the center arrow when the green light is lit under the word 'TUNNEL'.

The two green saucers above the apex of the bumpers will spot you a letter in the closest outside lane (e.g. the left saucer will spot you a letter in 'FRUITS' and the right one will spot you a letter in 'TUNNEL'). They will also light the corresponding 'Even Up' yellow light, and the red arrow pointing to the spinner on that side. When the red spinner light is lit, each turn of the spinner is worth 100 points instead of the standard 10.

If the blue arrow is flashing under each corresponding saucer (which happens after you earn an energizer), you will be taken back to the maze, with the entrance you came through open and the opposite one closed. The left saucer arrow is lit when you have energizers one or two earned, and the right saucer arrow is lit when you have energizers three or four earned.

Also, when playing in pinball mode, you can 'bump' the table by hitting the joystick in the desired direction (ProLine) or pressing the button and hitting the joystick in the desired direction (CX-40). Be careful not to bump it too much or too quickly, or you will 'tilt' the machine!