

SEGA
GENESIS

MS. PAC-MAN™



TENGEN

EmuMovies

CONGRATULATIONS on your purchase of Ms. Pac-Man, the sensational arcade hit now for play on your Sega™ Genesis™! Ms. Pac-Man gets to run around in 36 unique, mind-boggling mazes — some small enough to fit on one screen; some so big you'll have to scroll around; some that are mighty strange; and some that are straight out of the arcades!

Whether you're a beginner or expert, Ms. Pac-Man will have you running ragged. There's even a Pac Booster button to really let her shake those pesky ghosts.

Play Ms. Pac-Man by yourself or take turns with a friend. Better yet, two can play at the same time: one as the divine Ms. Pac-Man; the other, as the original Pac-Man!

CONTROL FUNCTIONS

Ms. Pac-Man is for one or two players.

To begin, plug your controller into Port 1.

For 2 players, plug a second controller into Port 2.

Use the controller or a joystick to maneuver Ms. Pac-Man around the maze.

A and C are used to control the Pac Booster, if it's turned on.








START pauses the game. When paused, the word **PAUSE** will appear in the ghost box. You can then perform the following special function:

Press **UP** to view the dots and ghosts at the top of the playfield. Press **DOWN** to view the bottom of the playfield.

THE GAME

To get to the Option Screen, press **START**. On the Option Screen, select game options using the control pad. To change option settings, use **A** or **C**. Here are all the options:

Game Type:

- 1 PLAYER:** You are on your own as Ms. Pac-Man. 
- 2 PLAYER ALTERNATING:** You and a friend take turns as Ms. Pac-Man.  
- 2 PLAYER COMPETITIVE:** You and a friend can play at the same time. Player 1 is Ms. Pac-Man, Player 2 is Pac-Man. When one player dies, both go back to the starting point. If one player eats an energizer, the other becomes weak and cannot eat dots or ghosts. To get back to normal right away, the weakened player can wait until the opponent's energizer wears off or eat another energizer.  
- 2 PLAYER COOPERATIVE:** Same as competitive, except you cannot become weak and a total score is displayed.  

NOTE: When Pac-Man and Ms. Pac-Man bounce into one another, they get sent off in the opposite direction at high speed until they hit a wall.

Game Difficulty:

NORMAL, EASY, HARD AND CRAZY: Controls the speed of the players and the speed of the ghosts.

Pac Booster:

Gives you extra speed to outrun those pesky ghosts. Speed streaks are displayed behind Ms. Pac-Man and Pac-Man when the Pac Booster is turned on.

OFF: No Pac Booster.

USE A OR C: To turn on the Pac Booster, hold down **C** or hit **A**. To turn off the Pac Booster, hit **A** again.

ALWAYS ON: The Pac Booster is always on.

Maze Selection:

ARCADE: Four mazes from the original arcade game.

MINI: Smaller mazes to cut down on vertical scrolling.

BIG: Extra big mazes.

STRANGE: Many different mazes; some are really strange.

There are 36 entirely different mazes in the game.

Can you find them all?

Starting Level:

Allows you to begin on any level from one through seven.

On the higher levels, the ghosts move faster and you will see new mazes.

SCORING

Extra Lives:  

You get an extra life at 10,000 points. Additional extra lives are available at 50,000, 100,000 and 300,000 points, but only if you select the mini, big or strange mazes.

Fruits:   

Eat the bouncing fruits for bonus points. If you select the strange mazes, fruits will appear starting at level 8. Some of these aren't fruits at all, but they are worth big bonus points just the same.

CREDITS

Game Programmer:
Stephane Leblanc

Graphics:
Mike Bazzell

Sounds/Music:
Earl Vickers

Sound Driver:
Lisa Ching

Thanks to:
Jeff Yonan, Franz Lanzinger

Manual and Package Art:
Louis Saekow Design

HANDLING THE SEGA GENESIS™ CARTRIDGE

- The Sega Genesis Cartridge is intended exclusively for the Sega Genesis System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- **WARNING TO OWNERS OF PROJECTION TELEVISIONS:** Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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PROBLEMS or QUESTIONS?

We recommend that you read this instruction booklet to learn and master the operation of this game. Should you have any further problems or questions about playing this game or any of Tengen's games, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM-6:00PM Pacific Time.

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ARCADE HITS THAT HIT HOME

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