

SEGA™

**namco**

**PAC-ATTACK™**

GENESIS™

INSTRUCTION  
MANUAL



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## HANDLING YOUR CARTRIDGE

- The Sega Genesis Cartridge is intended for use exclusively with the Sega™ Genesis™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Cartridge.

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.

## EPILEPSY WARNING

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – **IMMEDIATELY** discontinue use and consult your physician before resuming play.



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## • • • • INTRODUCTION • • • •

It's the return of a ghost-chompin' game legend, and aren't you happy to be here?

But *PAC-ATTACK* is a think-fast challenge and a puzzle game, too. With three different modes of play, each one with its own devilish difficulties.

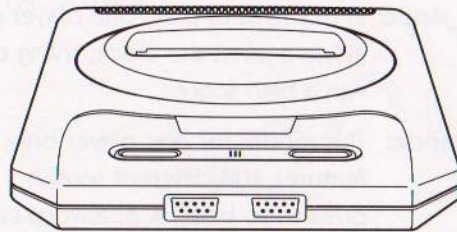
In every mode, your basic goal is simple: Clear the screen of falling blocks and ghosts. Simple? Who said so!?!

To clear the blocks, you gotta think fast and move even faster, lining 'em up as they fall to make complete horizontal lines. Each complete line will vanish.

To clear the ghosts, you and PAC-MAN have to work as a team. You herd 'em and he eats 'em. Each time he appears, he'll eat any ghost in his way until he runs into a block or he runs out of ghosts. So line up those spooks with care. PAC only moves down and horizontally, never up. And on a flat surface, he goes the way his mouth is pointing—naturally!

That's it for the basics. Now stay tuned for some fine points ... or dive right in, at your peril!

## • • • • GETTING STARTED • • • •



1. For one-player *PAC-ATTACK*, plug a Genesis Controller into the "Control 1" port on your Sega Genesis. Plug a second controller into the "Control 2" port for two-player *PAC-ATTACK*.
2. Make sure that your Sega Genesis System is turned off, and place the *PAC-ATTACK* cartridge securely in the cartridge slot on the Genesis.
3. Turn on your Genesis. After the title screen appears, the game goes into a demonstration mode. Press **START** at any time to go on to the Play Mode Menu.

## • • • • MODES OF PLAY • • • •

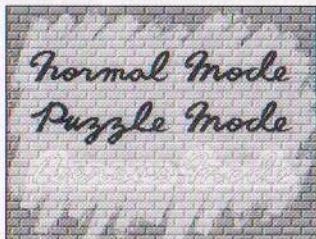
On the Play Mode Menu, you have three choices:

**Normal Mode:** In this kind of play, one player plays alone against the clock, trying to win a high score.

**Puzzle Mode:** This mode, for one player only, features 100 different screen puzzles to beat. A password system lets you record your progress through the puzzles, and resume play later at the highest stage you've reached.

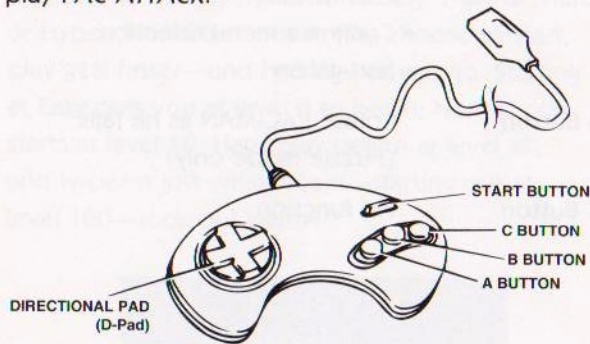
**Versus Mode:** In this mode of play, you can go head to head against a friend in a ghost-gobbling grudge match.

- **To select a mode of play,** use the Directional Pad up and down buttons to highlight your choice, and press the A Button.



## • • • • GAME CONTROLS • • • •

Use your Sega Controller as shown here to play *PAC-ATTACK*.

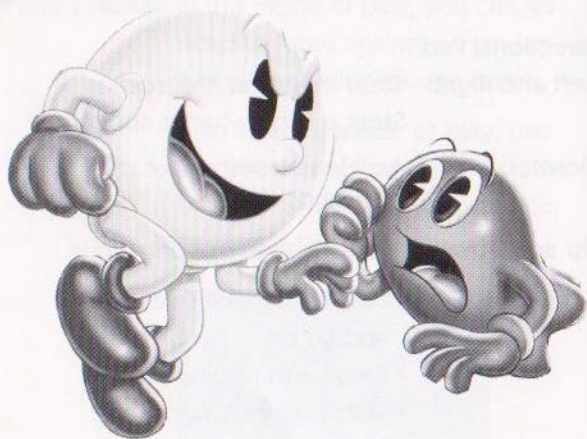


### Directional Pad

- Left and Right:** Steer cluster as it descends  
Steer a fairy (when it appears)
- Down:** Accelerate descent of cluster till it lands
- Up and Down:** Move through option menus
- START:**
- Confirm a menu selection and go on
  - Pause and resume play
  - Start play in Puzzle Mode
  - Return to Mode Menu from High Score screen

## • • • GAME CONTROLS CONT. • • •

- A Button**
  - Rotate cluster (one quarter turn each press)
  - Confirm a menu selection and go on
- B Button** Rotate PAC-MAN as he falls (Puzzle mode only)
- C Button** No function



## • • • • NORMAL MODE • • • •

When you choose this mode, you then get to pick the level of difficulty you want: Easy, Normal, Hard, or Hyper. No matter where you choose to start, play gets faster—and harder—as you go. Starting at Easy puts you at level 0 to begin; Normal play starts at level 10; Hard play begins at level 40; and Hyper is just what it says—starting out at level 100—look out below!

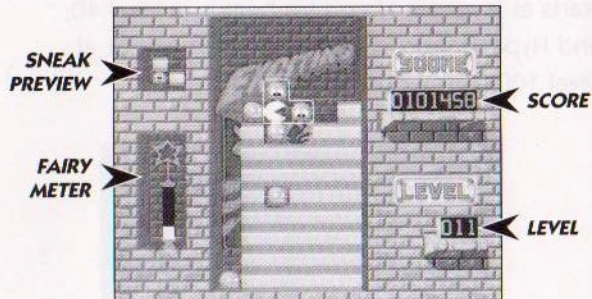


- To select a level of difficulty, use the Directional Pad up and down buttons to highlight your choice, and press the A Button.

Play begins automatically a few moments later.

## • • • NORMAL MODE CONT. • • •

Scope out the play screen—keeping your eye on a few items shown can be a big help in the thick of battle:



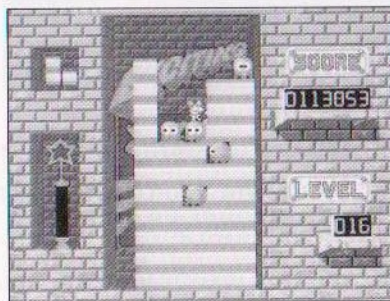
The **Score** and **Level** boxes show you your current score and level, of course.

The **Sneak Preview** window lets you see what the next cluster of blocks and ghosts will look like. It can help you plan strategy on the fly.

The **Fairy Meter** fills with gold as PAC-MAN gobbles ghosts. When it fills up, a very friendly fairy appears to help you out in a big way, as follows ...

## • • • NORMAL MODE CONT. • • •

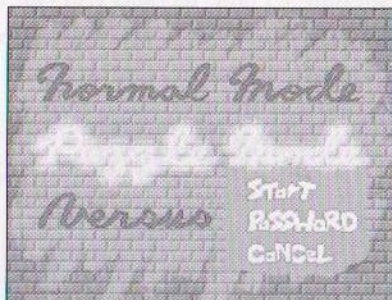
**Fairies.** In a one-player Normal game (and during two-player Versus play, also), friendly fairies appear from time to time to help you out. In fact, you actually help bring fairies to your aid by playing well: each time PAC-MAN eats a ghost, it adds a little more gold to the fairy meter. When the meter fills up, a fairy appears.



Each fairy descends until stopped by a block or a ghost. Then she casts a spell that destroys several rows of ghosts below her. You may steer a fairy in flight using the Directional Pad left and right on your controller.

## PUZZLE MODE

When you choose this mode, a pop-up menu gives you three choices:



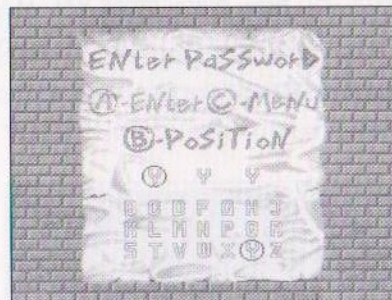
**Start:** Choose this to begin at Stage 1. The first time you choose this mode, you must start at Stage 1.

**Password:** Each time you clear a level, you get a password. Passwords allow you to resume play at the Stage you achieved last time you played in Puzzle mode.

- **To enter a Password** and resume play at a stage you earned during previous play, select **Password** from the pop-up menu that appears when you choose Puzzle Mode. Then use the buttons on your controller as shown

## PUZZLE MODE CONT.

on the screen to enter your password: A to enter a selected letter, B to position the selection circle on the alphabet, and C to return to the play menu.



*Be sure to write down each password you want to remember, along with the stage you completed when you got the password.*

**Cancel:** Choose this if you decide not to play in Puzzle mode after all.

## • • • PUZZLE MODE CONT. • • •

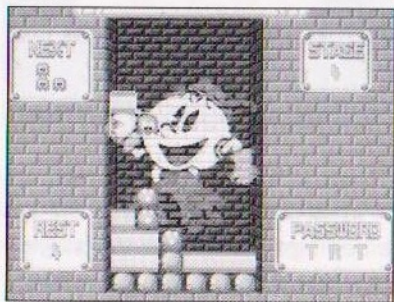
To begin each stage of Puzzle play, you must press the A or START Button.

On the game screen, keep your eye on—

**NEXT:** Here you'll see what the next falling cluster will look like.

**REST:** Shows you how many more PAC-MAN appearances you can count on in this Stage.

**STAGE** and **PASSWORD** are just what they say they are.



And remember—during Puzzle play, you can turn PAC-MAN right and left, while he is falling.

- To turn PAC-MAN, press the B Button.

## • • • • VERSUS MODE • • • •

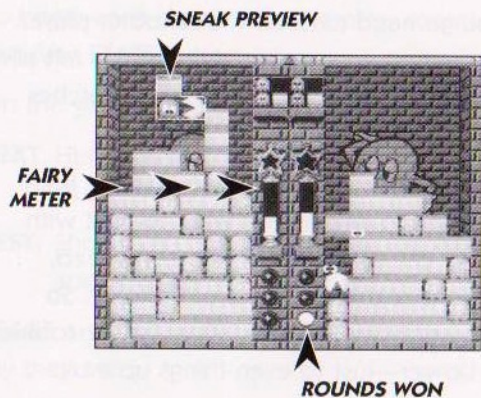
Here, you go head to head with another player. The goal: outlast your opponent. Last guy left alive wins the match. Best two out of three matches wins the game.

When you choose Versus Mode, you must then select the speed of play you want to start with. Each player can select his or her own speed, independent of the other player's choice. So come on, hotshots: start off fast while the rookies go a bit slower—just to even things up a bit.



On the play screen, in addition to the familiar Sneak Preview and Fairy Meter—one for each player—you can also keep track of the number of games each player has won.





**Take that!** If PAC-MAN devours more than five ghosts on your side, some of them will be dropped smack into your opponent's side. So chow down fast and furiously!

### In General

- PAC-MAN will move in the direction his mouth is pointing.
- Think several moves ahead. Try to place ghosts in lines, for the MAN to mow down.
- Don't think vertically! Lining up ghosts in vertical stacks makes it very difficult to clear rows of blocks. Make horizontal or diagonal lines of ghosts for PAC-MAN to gobble, and you'll have an easier time.

### Normal Mode

- Practice. Watch the demo for hints on how to line up ghosts for maximum munching.
- Avoid boxing ghosts in.
- If you cover a ghost by mistake, try not to place any more layers of blocks on top of it. The more blocks you bury it with, the more rows you must clear before you can uncover it.

## • • • HINTS AND TIPS CONT. • • •

### *Puzzle Mode*

- Think. You have a limited number of PACs to work with, so you always have to maximize the damage each one does.
- Try not to build vertical rows.

### *Versus Mode*

- Practice in Normal Mode to develop your skills and perfect your tactics.
- Keep your screen as clear as possible.
- Eat as many ghosts at one time as you can, to do greatest damage to your opponent.
- Use the fairy to zap ghosts trapped near the bottom of the screen.
- Play as fast as you can, to bury your opponents with ghosts and bring more fairies to keep your own screen clear.

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