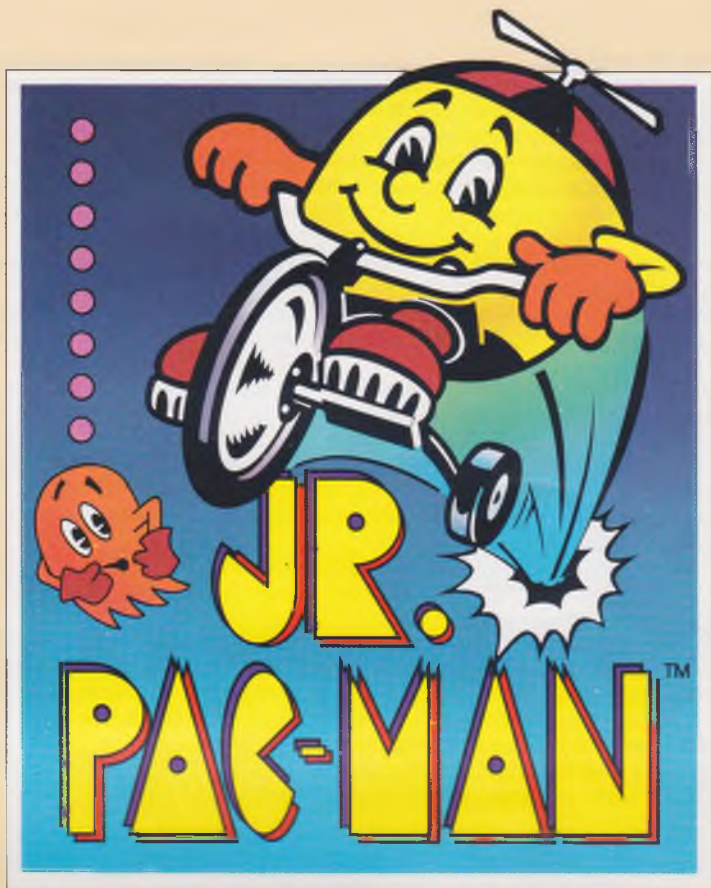




Getting Started

What You Need

- Commodore 64™ or 128™; or IBM® or Tandy® 1000 families, or 100% IBM compatibles, 256K minimum required
- Monitor or TV, color recommended
- Disk Drive
- Color or Enhanced Graphics Adaptor required (IBM and some compatibles only)
- Joystick recommended

Loading Instructions

Commodore

*Commodore 128 users: Run **Jr. Pac-Man** in 64 mode.*

1. Plug the joystick into Port 1 of your computer.
2. Turn on the monitor or TV, disk drive and computer.
3. Insert the **Jr. Pac-Man** disk, label side up, into the disk drive and close the drive door.
4. Type **LOAD****, **8,1** and press **RETURN**.
5. The game will load into your computer's memory.

Note to "Fast Load" cartridge users:

This program has its own "fast load" system to minimize loading time. The presence of any type of fast load cartridge will not accelerate loading any further. Due to the program's intricate design, the program may not load with certain fast load cartridges attached to your computer. If you use a fast load cartridge and experience problems loading the program, turn off the computer and disk drive, remove the fast load cartridge, and then follow the loading instructions already given. With no cartridge attached, the program should load normally.

IBM

Using DOS 2.1 or higher

1. If you are using a joystick, make sure it is plugged into the game port of your computer.
2. Insert a DOS disk into Drive A and close the drive door (or boot DOS from your hard disk and get an **A>** prompt).
3. Turn on the monitor or TV and the computer.
4. Respond to the date and time prompts.
5. At the **A>** prompt, remove the DOS disk and insert the **Jr. Pac-Man** disk, label side up, into Drive A and close the drive door.
6. Type **JRPACMAN** and press the **Enter** key.
7. The game will load into your computer's memory.

Installing DOS on the Program Disk: One Disk Drive

Use DOS 2.1 or higher

1. Place the DOS disk in Drive A and turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Jr. Pac-Man** disk as the "diskette for Drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk in Drive A and type **COPY COMMAND.COM B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for Drive A" and the **Jr. Pac-Man** disk as the "diskette for Drive B."
5. From now on when you want to load the game, just insert the program disk into Drive A, turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing DOS on the Program Disk: Two Disk Drives

Use DOS 2.1 or higher

1. Place the DOS disk in Drive A and the **Jr. Pac-Man** disk in Drive B. Turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, type **COPY COMMAND.COM B:** and press the **Enter** key.
5. From now on when you want to load the game, just insert the program disk into Drive A, turn on the monitor or TV and the computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing Jr. Pac-Man on a Hard Disk

After you complete the procedure outlined below, **Jr. Pac-Man** will run entirely from your hard disk; you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

Note: Once **Jr. Pac-Man** has been copied onto a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled **Uninstalling Jr. Pac-Man from a Hard Disk**.

Warning: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Jr. Pac-Man** on the hard disk, first make sure that you follow the instructions to uninstall **Jr. Pac-Man**. If you don't, **Jr. Pac-Man** will no longer be executable from the hard disk, and you won't be able to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Jr. Pac-Man** disk, label side up, into Drive A and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must be no longer than eight characters. When you press the **Enter** key, **Jr. Pac-Man** will install itself on the hard disk.

Uninstalling Jr. Pac-Man from a Hard Disk

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert the **Jr. Pac-Man** disk in Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press the **Enter** key.
4. When the process is complete, **Jr. Pac-Man** will no longer be executable from the hard disk. To reinstall **Jr. Pac-Man** on a hard disk, follow the hard disk installation instructions detailed above.

Playing The Game

Game Play

Move Jr. Pac-Man around the maze using the joystick or the keyboard controls. Gobble up dots as you try to avoid the angry goblins chasing you. If you get caught you lose a life. Once you see those goblins creeping up on you, head for one of the flashing Power Pellets and start munching. Then watch those goblins turn blue and gobble them up for extra points.

Keep your eyes open for Bonus Makers (kites, tricycles or other small objects) which move around the maze. When a Bonus Maker passes over them, the dots turn into extra point doughnuts. Watch out, though. If the Bonus Maker runs into one of the Power Pellets he'll be destroyed along with the Power Pellet. Another Bonus Maker will pop up from the center of the maze. If you lose a life before you get the chance to gobble up all the extra point doughnuts, they'll disappear. If you're quick enough, you can gobble all the dots and move on to the next level.

You start the game with 5 lives. At the bottom of the screen you'll see a little Jr. Pac-Man for each remaining life. Also at the bottom of the screen is a picture of the current level Bonus Maker. Keep track of what levels you have mastered by how many Bonus Makers are lined up. At the top of the screen are the scores for both players.

After you've eaten all the dots, you move on to the next maze. A brief animated intermission appears between mazes to give you a chance to recover and get psyched for the next grueling level. If you want to proceed without seeing the animation, press the spacebar or the fire button on the joystick.

Game Options

After the game has loaded, the Option Screen will appear:

Commodore

- f1** –select starting stage (5 available from option screen)
- f3** –select 1 or 2 Players
- f5** –select joystick or keyboard control
- f7** –select normal or turbo (fast) speed

Other Options:

RUN/STOP—pause

Spacebar/Fire Button—resume play

IBM

J—Joystick control

K—Keyboard control

1—One player

2—Two player

Other Options:

F1—Sound off/on

F3—Pause

F4—Return to options screen

F5—Change background color (during option screen only)

F6—Change palette

F7—Exit to DOS

Game Control

Joystick

Move the joystick in the direction you would like Jr. Pac-Man to go.



Keyboard

Use the keyboard controls below to maneuver Jr. Pac-Man through the maze.

	Commodore	IBM
Up	Q	↑
Down	Z	↓
Left	I	←
Right	P	→
Fire Button	Spacebar	Spacebar

JR. PAC-MAN™



Action/Arcade—All ages

Commodore 64™/128™ version

Here comes that chip off the old dot, Jr. Pac-Man, chomping his way through maze after maze. Mom and Pop have sent Jr. packing, and now Jr. needs some dot-to-dot resuscitation. Gobble all the dots to earn lots of points. Watch out for gobblin' goblins; they'll sneak up on you and—ZAP! Munch on energy pills and watch those goblins freak-out! Hurry up and get 'em while you can, or they'll spoil your appetite.

Features:

- Fast-paced action—just like the arcade classic.
- Colorful graphics and exciting sound effects.
- Lots of challenging mazes and sneaky goblins.
- High-scoring fun for one or two players.

Copyright © 1988, 1984 Namco.

Jr. Pac-Man is a trademark of Namco.

All rights reserved.

Commodore 64 and 128 are trademarks of Commodore Electronics Ltd.

IBM is a registered trademark of International Business Machines Corp.

Tandy is a registered trademark of Tandy Corp.

Printed in the U.S.A.

THUNDER MOUNTAIN
P.O. Box 1167
Northbrook, IL 60065-1167