

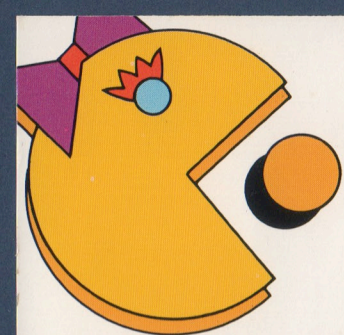
An illustration of Ms. Pac-Man, a yellow-orange fruit-like character with a large red bow, blue eyes, and a pink fuzzy collar. She is peeking from behind a grey corner. To her right are two red cherries. The text 'IBM PC' is written diagonally across the grey corner.

PAC-MAN[®]

MS. PAC-MAN[®]

FROM
ATARI**SOFT**[™]

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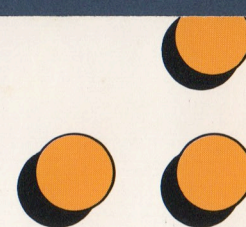


THE AUDIENCE ENTERS

Insert the MS. PAC-MAN diskette into the disk drive and boot your IBM-PC as explained in your computer owner's guide. Plug a joystick into the controller jack. To go immediately to game play, press F1.

If you wish to set options, press the F2 key to bring up the Option Screen. Press F5 to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game, and press F3 again to return to a one-player game. You can play from either the keyboard, the joystick, or from both. F9 or F10 will center the screen. Press S to switch the sound effects on or off, and press X to calibrate your joystick. Once you have chosen the options you desire, press F1 to initiate play.

THE ONE AND ONLY!



THE PLOT

PAC-MAN is in love! And what a star his sweetheart is, with her red hair ribbon and long eyelashes. Just like her leading man, MS. PAC-MAN chomps her way through mazes as she battles four ghosts. Round and round, back and forth, across the stage she races as she gobbles up dots, energizers and tantalizing goodies. Can she escape the marauding ghosts? Will it be the final curtain for her? Will PAC-MAN ever see his lady love again?

THE CURTAIN RISES

MS. PAC-MAN appears at center stage. To earn her curtain call, she must eat all the dots in each maze before she is gobbled up herself by the four ghosts.

But can she stall them? If she swallows one of the four energizers, the ghosts change into blue costumes. With only seconds to act, she must chase them down and devour them before they change back into their everyday clothes.

As MS. PAC-MAN finishes each round, a new fruit or goodie appears on the screen, and the chase continues. Faster and faster she runs as she turns a corner here, avoids a trap there. The ghosts aren't far behind! Quickly she swallows an energizer, then turns back on them. But before she can bat her eyelashes, the ghosts change back and the chase is on again.

THE PLOT THICKENS

This is one tough performance! MS. PAC-MAN must scramble through four different maze patterns. And the mouth-watering treats that bounce across the stage try to lure her toward the ghosts.

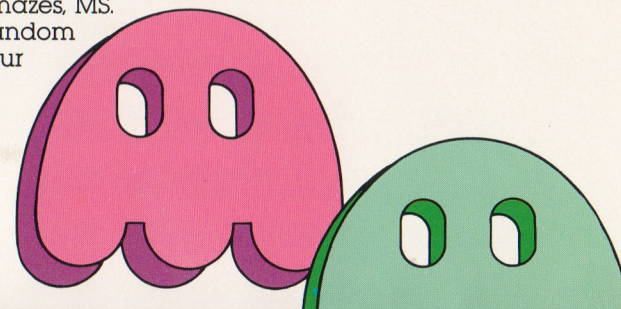
Fortunately, she has three lives in this show. But once they're gone, her performance is over — and so is the game! But she can earn an encore. If she gets through the bandna mazes, MS. PAC-MAN enters the random fruit mazes. So hold your applause until the final curtain.

STAGE DIRECTIONS

Here are some tips on strategy:

□...Make sure MS. PAC-MAN eats the dots as quickly as she can. But don't let her take the energizers too early, or she'll lose her only edge over the ghosts. Wait until they start to gain on her. Then she can tease them toward the energizer before she gobbles it up and turns the chase on them.

□...Remember, each maze has escape tunnels that lead off stage and back on again and safe spots where MS. PAC-MAN can hide. They could save her life.



SCORING

Maze	Scoring	Points
1		100
2		200
3		500
4		700
5		1,000
6		2,000
7		5,000
8	Random Fruit	100 to 5,000

Level	Points
Dot	10
Energy pill	50
First ghost	200
Second ghost	400
Third ghost	800
Fourth ghost	1,600
First 10,000 points	one extra life

Level	Maze Pattern
Cherry Strawberry	Red 1
Orange/Apple Pretzel	Green 1
Banana/Pear 2 Random Fruit	Red 2
Random Fruit	Green 2

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Printed in U.S.A.

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