

Nintendo®

GAME BOY®

PAC-ATTACK



DMG-NO-USA

namco®

INSTRUCTION
MANUAL



TM

**WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION
AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR
NINTENDO® HARDWARE SYSTEM OR GAME PAK.**

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• • • **PAC IS BACK, ON THE ATTACK!** • • •

The ghost-chompin' game legend, PAC-MAN, is back on the attack, snackin' on your GAME BOY now. In *PAC-ATTACK*.

It's a think-fast challenge and a puzzle game, too. And each mode of play offers its own devilish difficulties.

Your basic goal is simple: Clear the screen of falling blocks and ghosts. But to do that, you gotta think fast and move even faster.

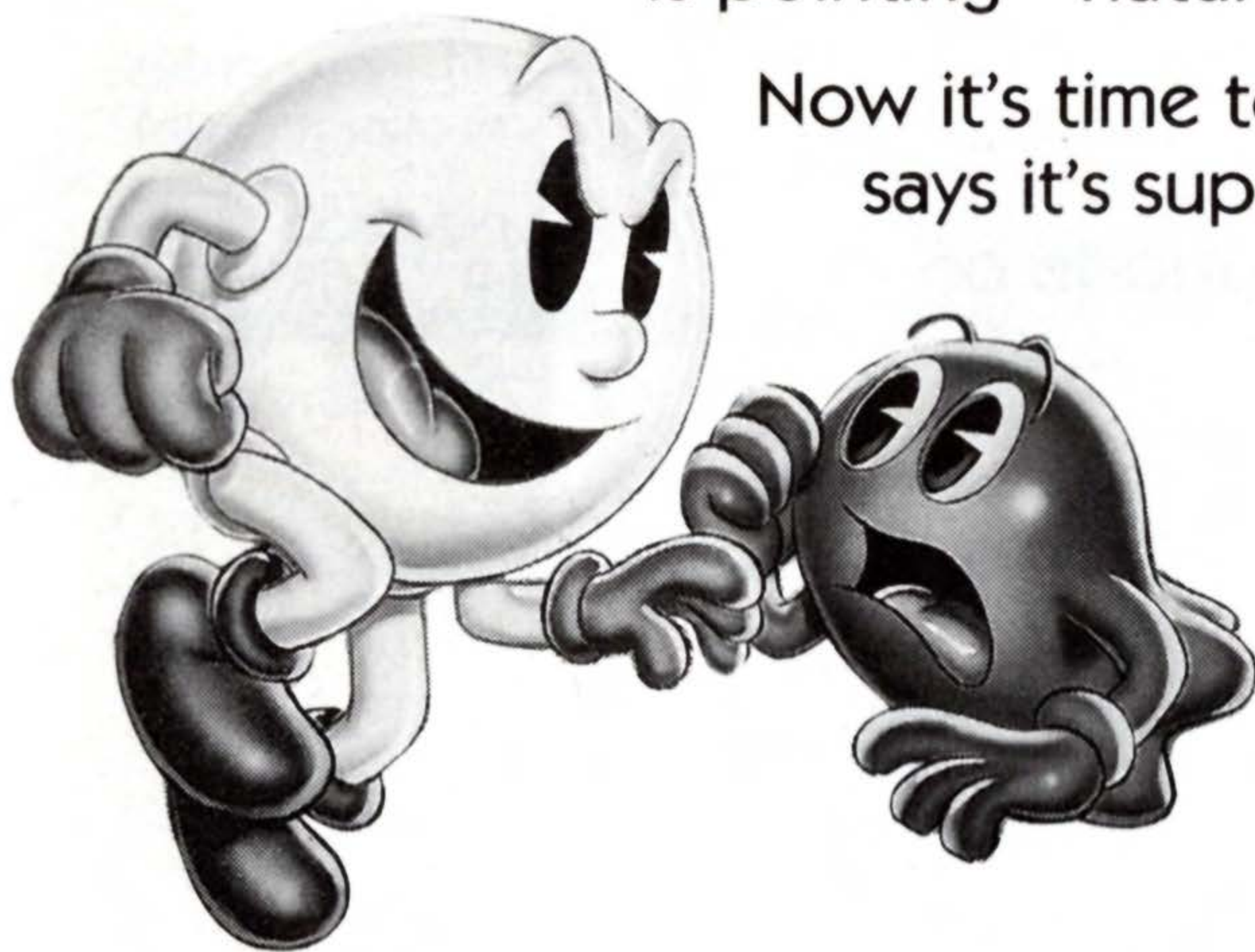
You and PAC-MAN have to work as a team. *You* line up the blocks as they fall to make complete horizontal lines—each complete line will vanish. To clear the ghosts, *you* herd 'em and he eats 'em. Each time he appears, he'll eat any ghost in his way until he runs into a block or he runs out of ghosts. So gather up those



• • **PAC IS BACK, ON THE ATTACK!** CONT. • •

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!

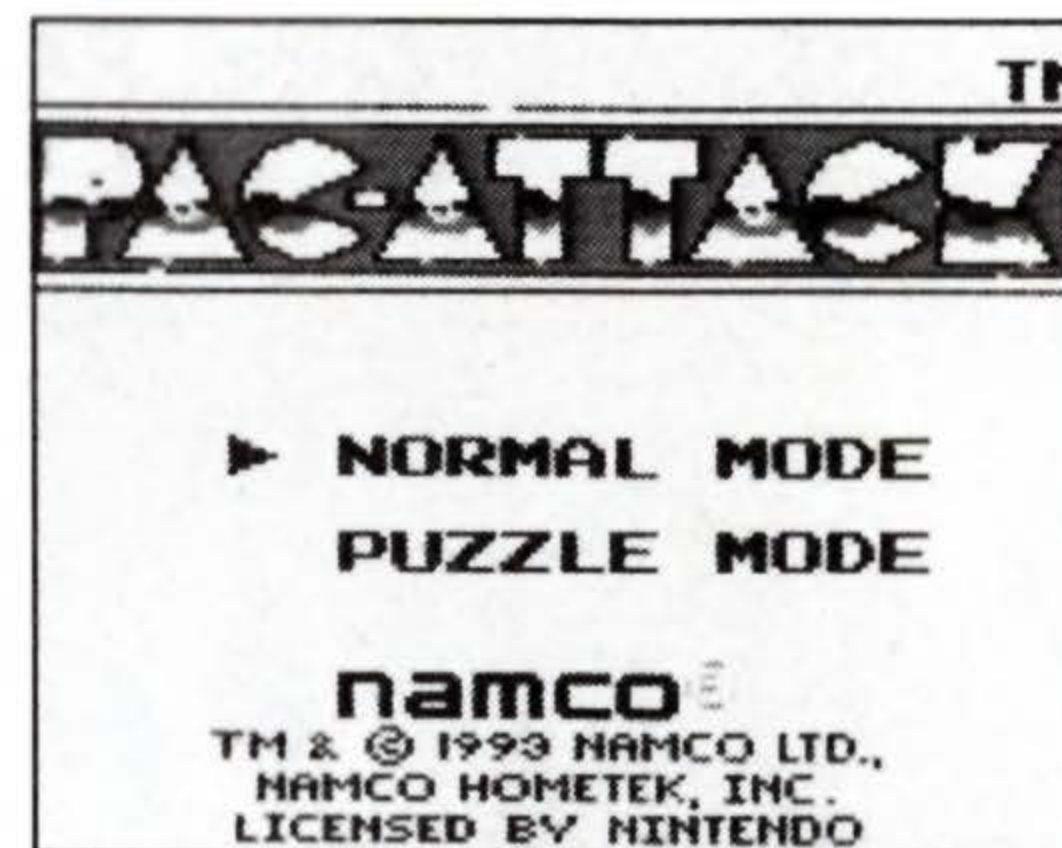
Now it's time to get started—PAC-MAN says it's suppertime!



• • • • • **STARTING THE GAME** • • • • •

To start the game:

1. Put the *PAC-ATTACK* cartridge in the Game Boy
2. Turn on the Game Boy.
3. At the title screen, select a mode of play and press A.

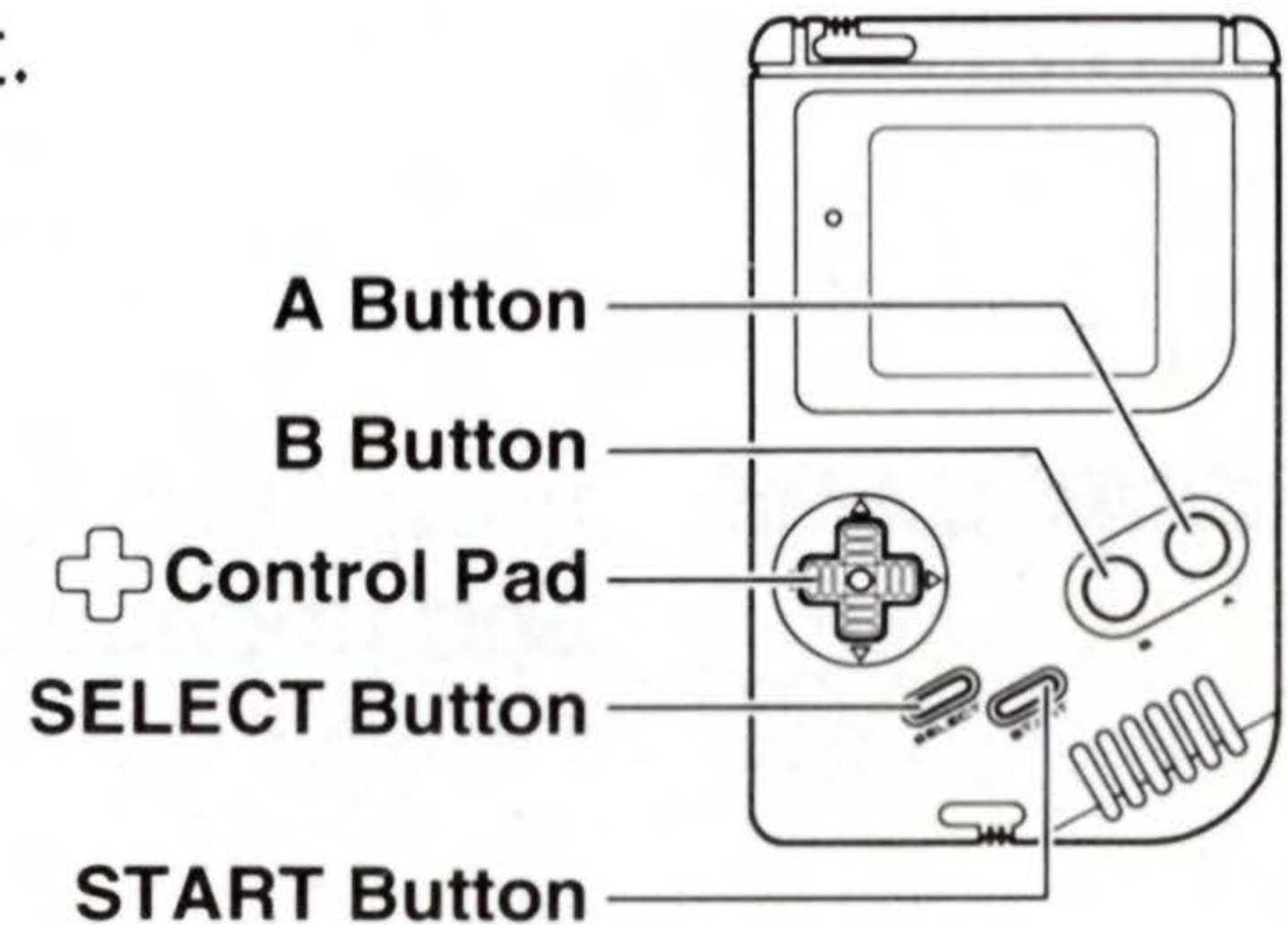


Title Screen



• • • • • GAME CONTROLS • • • • •

- > Move falling blocks and ghosts right.
- < Move falling blocks and ghosts left.
- ^ No effect during play; select game mode or level of difficulty.
- ▼ Accelerate movement straight down; select game mode or level of difficulty.



- A:** Confirm selected mode or level of difficulty; start play; also turns falling block clusters.
- B:** Turn falling cluster of blocks & ghosts—one quarter turn counter clockwise each press.

• • • • • **GAME CONTROLS** CONT. • • • • •

SELECT: No effect.

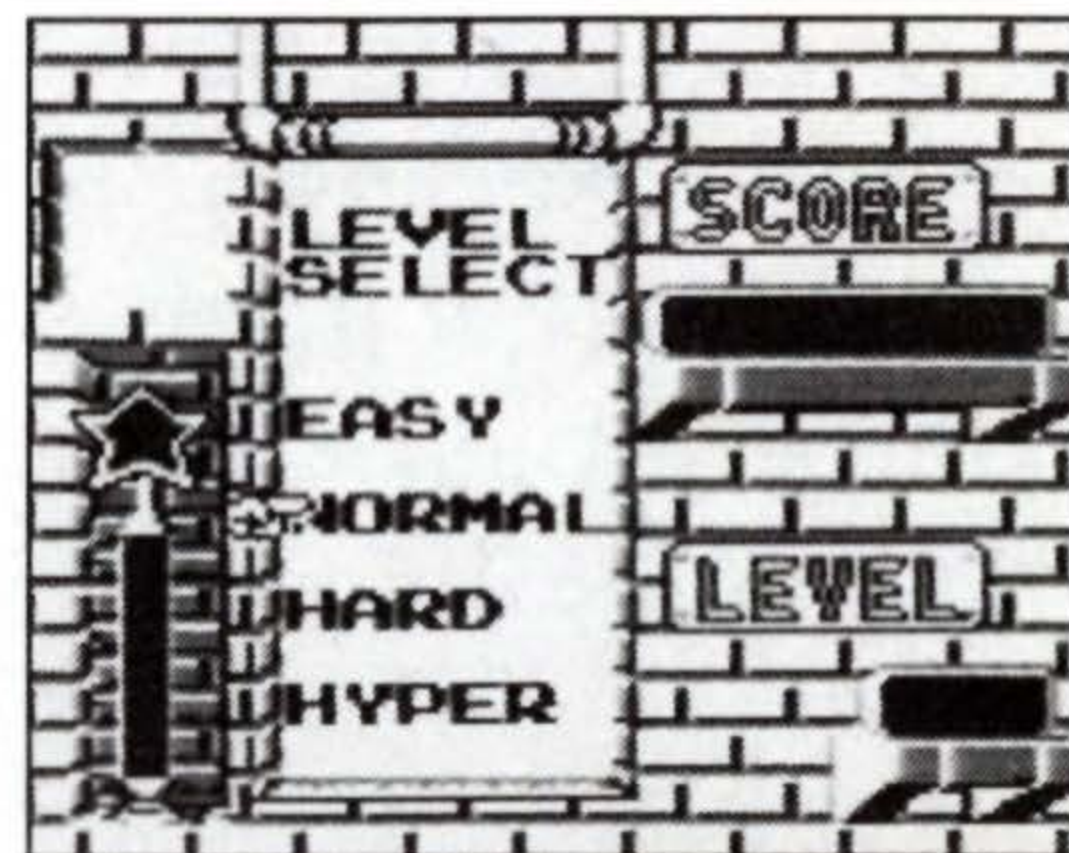
START: Confirm selected mode or level of difficulty;
start, pause or unpause game.

QUIT GAME: Press Start to pause, then hold down Select
and unpause.



• • • • • **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!



*Menu Screen
of Difficulty*

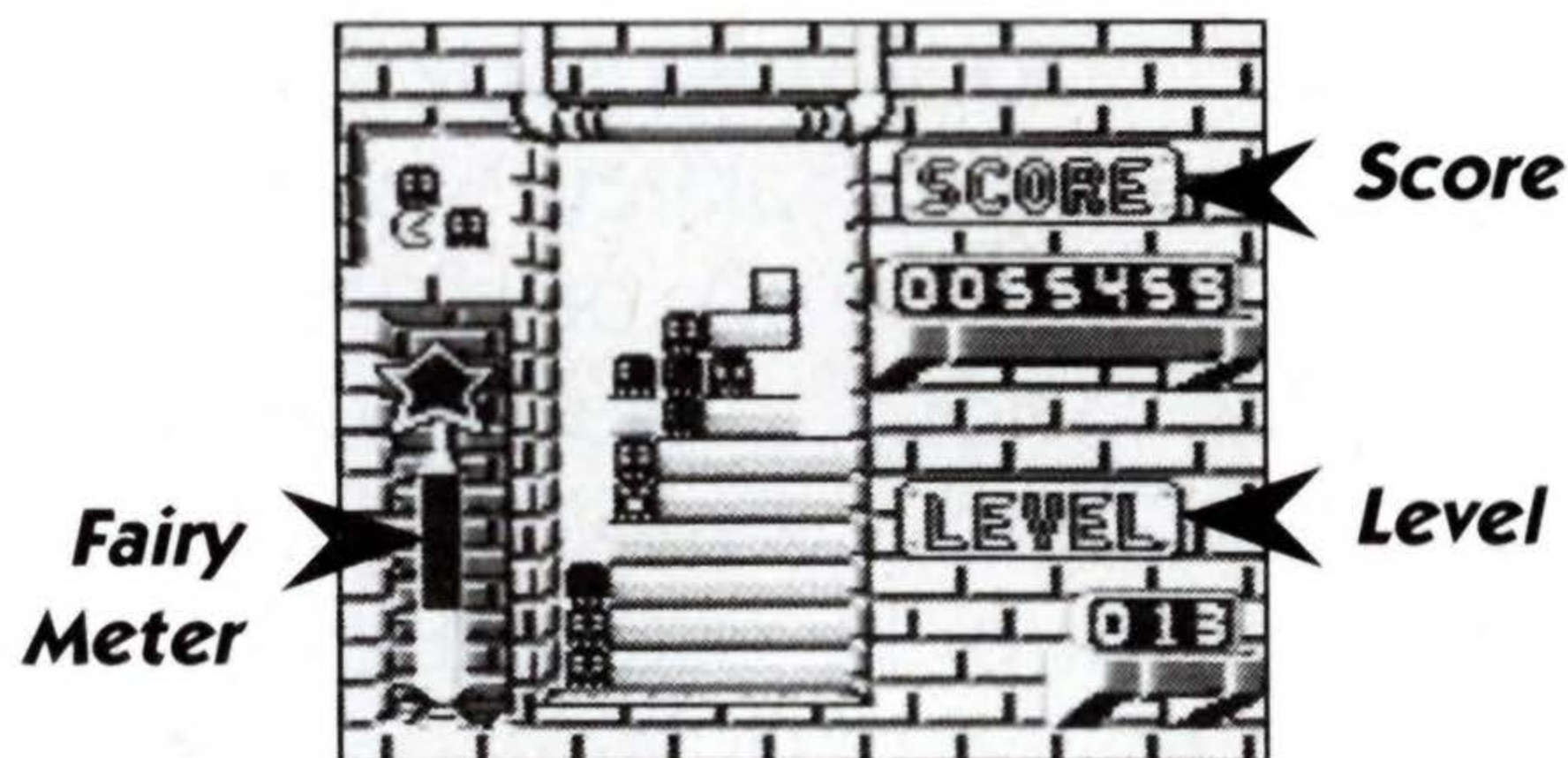
To select a level of difficulty, use the Directional Pad up and down buttons to move the pointer to your choice, then press the A Button.

Press A again to begin play.



• • • • • **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:



Sneak Preview

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

• • • • • **NORMAL MODE** CONT. • • • • •

it fills up, a very friendly fairy appears to help you out in a big way.

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

During play, each complete line of blocks will disappear, so you want to try to turn each group of falling blocks to form horizontal lines. You also want to try to keep the ghosts together, and out in the open, so that PAC-MAN can gobble 'em up. Each time he appears, he'll eat any ghost in his way until he runs into a block or he runs out of ghosts. But he only moves down and horizontally—never up. Keep that in mind as you maneuver him towards his favorite snacks as he descends!

• • • • • FAIRIES • • • • •

In Normal Mode play, 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.

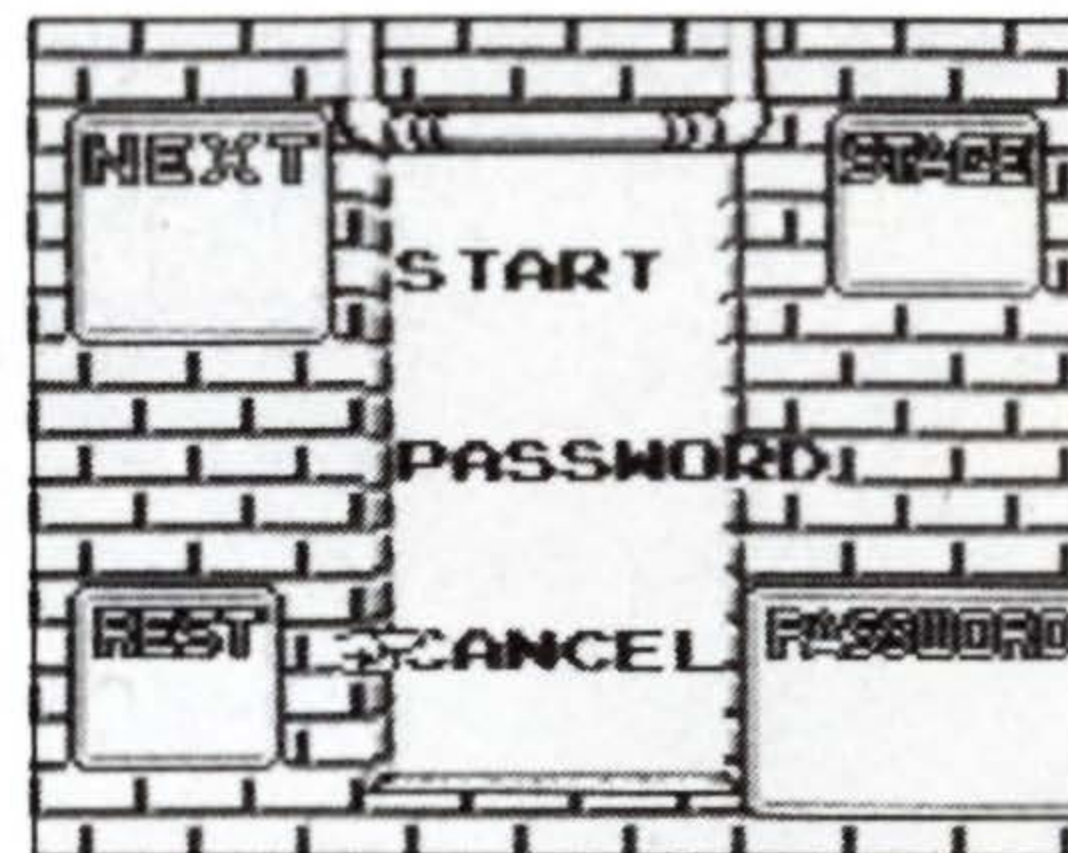
Each fairy descends until stopped by a block or a ghost. Then she casts a spell that destroys several rows of ghosts below her. You may steer a fairy in flight using the Directional Pad Left and Right Buttons on your controller.

• • • • • PUZZLE MODE • • • • •

This mode features 100 different 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.

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

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

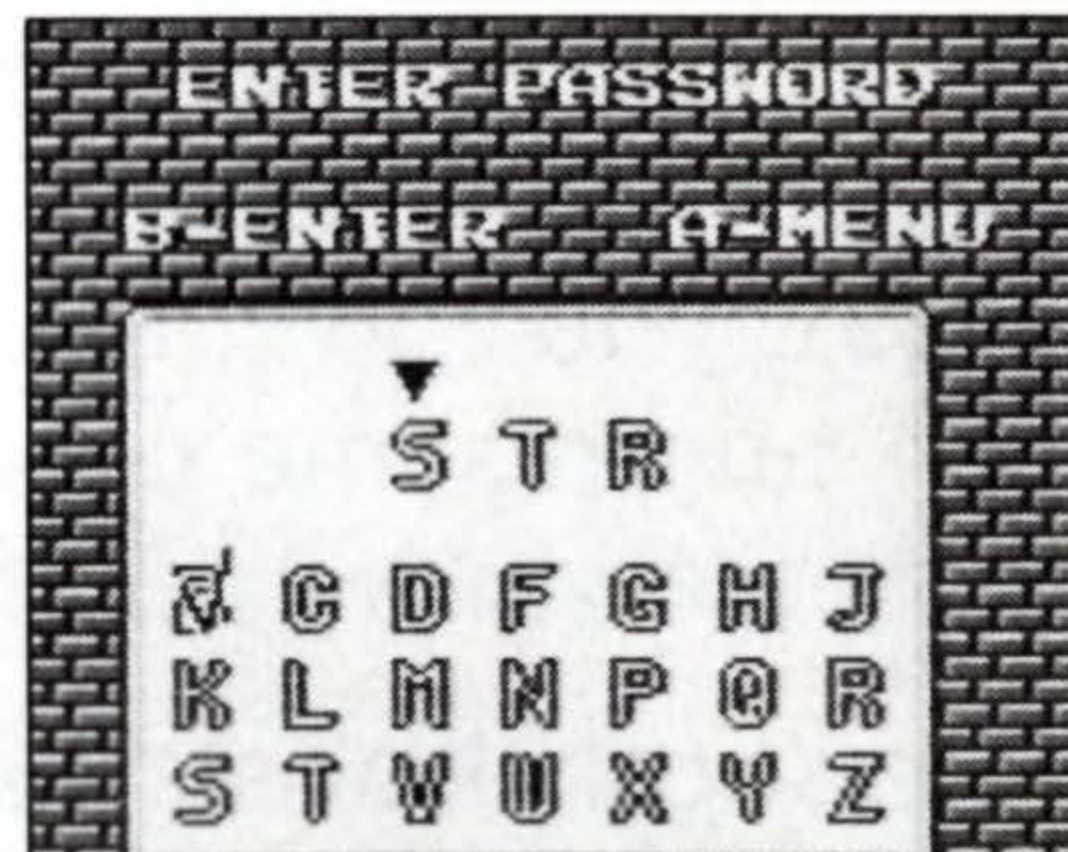


*Start, Password,
Cancel Menu*

• • • • • **PUZZLE MODE** CONT. • • • • •

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 menu that appears when you choose Puzzle mode. Then use the directional buttons on your controller to select each letter and press B to enter each selected letter in your password. Or press A to return to the Puzzle Mode Menu.



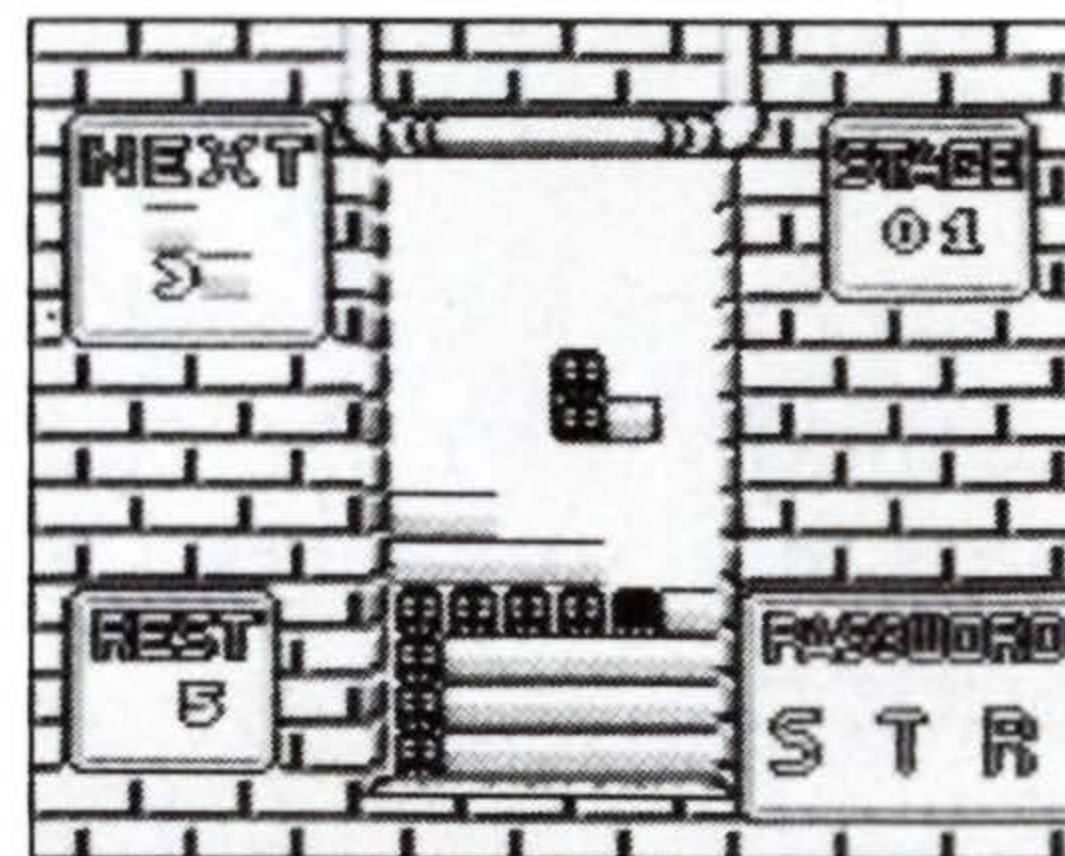
Password Entry Screen

• • • • • **PUZZLE MODE** CONT. • • • • •

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

CANCEL: Choose this if you decide not to play in PUZZLE mode after all.

To begin each stage of PUZZLE play, you must press the A, B or Start Buttons.



Puzzle Play Screen

• • • • • **PUZZLE MODE** CONT. • • • • •

During Puzzle Mode play, 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 just as during NORMAL play, you can turn the clusters back and forth, and move them right and left, while they're falling. To turn the clusters, press the B Button.

NOTE: Only in the Puzzle game, pressing the A Button will turn Pac-Man as he is falling. This allows you to control the direction PAC-MAN will move.

• • • • • **HINTS AND TIPS** • • • • •

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.

• • • • • **HINTS AND TIPS** CONT. • • • • •

NORMAL Mode

- Practice, practice, practice.
- 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.

• • • **CARING FOR YOUR GAME PAK** • • •

1. Use your Game Pak in a Game Boy only.
2. Always make sure the Game Boy System's power is off before inserting or removing the Game Pak. Insert the Game Pak firmly into the Game Boy System, but don't force it.
3. Never touch the terminals on your Game Pak. Before inserting it into your Game Boy, check it for dust. If your Game Pak is dirty, clean it with a soft, dry cloth.
4. Don't try to take your Game Pak apart. Don't bend it, crush it, or let it get wet. Keep it safe from direct sunlight, high heat, and extreme cold. Store it in its protective case when it's not being used.

• • • • • **LIMITED WARRANTY** • • • • •

Namco Hometek, Inc. warrants to the original purchaser that this Namco Hometek, Inc. Game Pak shall be free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day limited warranty period, Namco Hometek, Inc. will repair or replace the defective Game Pak or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

• • • **LIMITATIONS ON WARRANTY** • • •

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Send inquiries to:

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• • • • **GHOST GOBBLING NOTES** • • • •

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