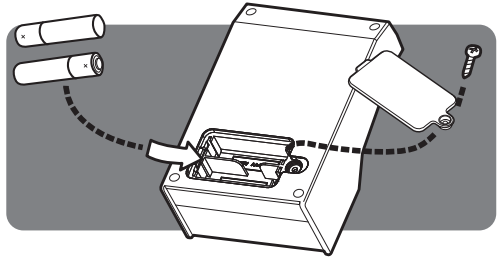


BATTERY INFORMATION

- Non-rechargeable batteries are not to be charged.
- Rechargeable batteries are only to be charged under adult supervision.
- Rechargeable batteries are to be removed from the toy before being charged.
- Different types of batteries or new and used batteries are not to be mixed.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the toy.
- The supply terminals are not to be short-circuited.

BATTERY INSTALLATION

Using a Phillips/crosshead screwdriver (not included), loosen the screws in the battery compartment cover (screws stay attached to cover.) Remove the cover. Insert 2 x 1.5V "AA" or LR6 size batteries. Alkaline batteries recommended. Replace cover and tighten screws.



FCC STATEMENT

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) the device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy, and if not installed and used in accordance with the instructions, may cause harmful interference to radio communication. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.



Item#
9521



The wheeled bin symbol indicates that the product and the batteries must not be disposed of with other household waste as they may contain elements which can have a harmful effect on the environment and human health. Please use designated collection points of recycling facilities when disposing of the item and the batteries. To help locate your nearest facility see: www.recyclenow.com



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©BANDAI NAMCO Entertainment Inc.
ALL RIGHTS RESERVED.
Basic Fun, a Div. of The Bridge Direct, Inc.
Boca Raton, FL 33431, USA
MADE IN CHINA

WARNING! Not suitable for children under 3 due to small parts.

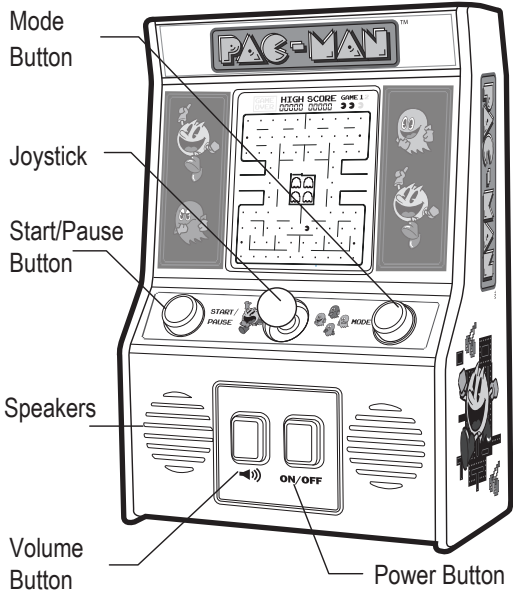
The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this package for future reference.



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INSTRUCTIONS & GAME RULES

HOUSING LAYOUT



GAME SET-UP

The object of the game is to get PAC-MAN to eat up all the dots in the maze without getting caught by the ghosts!

GAME PLAY

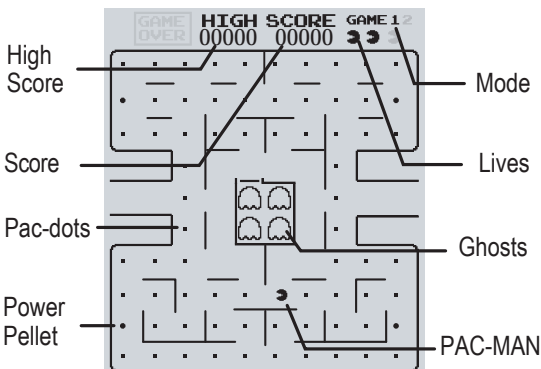
REGULAR GAME MODE

Use the joystick to move PAC-MAN around the maze to start collecting dots to earn points. Watch out for the ghosts – PAC-MAN loses a turn everytime you get caught by one. Turn the tables by eating one of the four Power Pellets, located on each corner of the maze. When PAC-MAN eats a Power Pellet, he becomes temporarily energized, causing the ghosts to flash and run away. Now PAC-MAN can chase and eat the ghosts for points.

After the effect ends, PAC-MAN will have to avoid the ghosts again, until he eats another Power Pellet. When you finish a round, the game resets all the Pac-dots and Power Pellets in place. With each level up, the effect of the Power Pellets begins to lessen.

When PAC-MAN is eaten, PAC-MAN and the ghosts reset to their starting positions, and the number of lives decreases by one. You can earn one extra PAC-MAN life after 10,000 points. The game ends when all your lives are gone!

SCREEN LAYOUT



The game will return to the start screen shortly. To start another game, just press the START/PAUSE button on the left of the control panel.

CHASE MODE

During Chase Mode, PAC-MAN must grab the power pellets, and race back to the base to score points! But watch out for the ghosts -- if PAC-MAN gets captured before making it back to base, you receive no points. To add to the challenge, the base will open and close randomly, so move fast!

The more Power Pellets you collect on each run, the more points you receive. Four successful runs equals one round, and with each round, the speed increases.