

PAC-MAN

TM

INSTRUCTIONS & GAME RULES

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!

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.

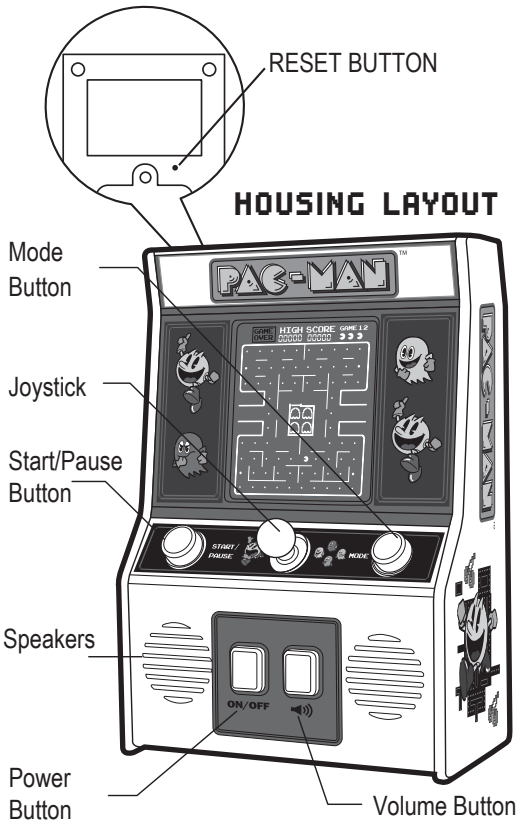
CHASE MODE

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!

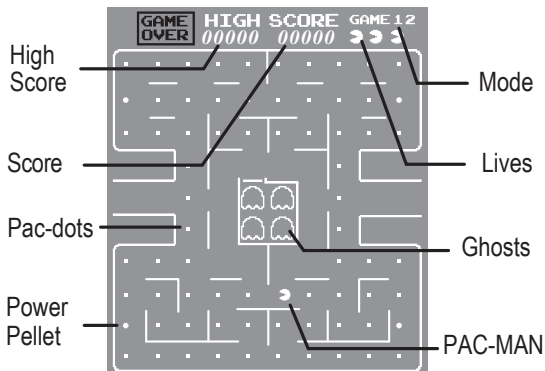
The more Power Pellets you collect on each run, the more points you receive. Four successful runs equals one round, and with each round, the speed increases.

If you leave the game inactive, it will go to sleep. To restart from sleep mode, press Start/Pause button. To end the "Try me" mode, remove the "Try me" pull tab in the back of the unit.

HOUSING LAYOUT



SCREEN LAYOUT

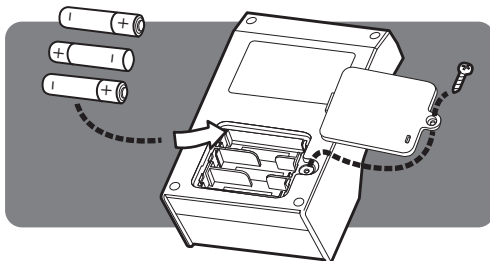


BATTERY INFORMATION

- 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.
- The supply terminals are not to be short-circuited.
- 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.
- Dispose of batteries safely.
- Do not dispose of batteries in fire. Batteries may explode or leak.

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 3 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.

In case of environmental electrostatic discharge, game may malfunction and lose memory/high score information. In this case, reset the game by turning off then on again, or press the reset button.

Item#
09530



Basic Fun!

PAC-MAN™ & ©2019
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TEL: 1-561-997-8901
MADE IN CHINA
CAN ICES-3(B)/NMB-3(B)

WARNING! Not suitable for children under 3 years. Small Parts. Choking hazard.

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