

BATTERY INFORMATION

- Do not mix alkaline, standard (carbon-zinc), and/or rechargeable batteries.
- Do not mix old and new batteries.
- 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.
- Dispose of used batteries properly.
- Do not incinerate used batteries.
- Dispose of battery in accordance with your local battery recycling or disposal laws.
- You can return an old product to your retailer when you buy a similar new one. For other options,

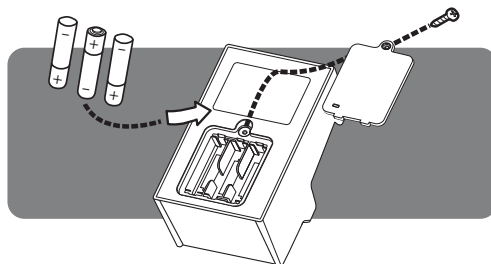
- please contact your local council.
- Do not dispose or discard batteries as unsorted municipal waste, otherwise, it can leach toxic components, contaminate groundwater and spread through the food chain, impacting the environment and human health.
- Please check with your local or state solid waste authority to know how to handle the waste batteries safely.
- Do not dispose of used batteries with other household waste. Please send the used batteries to battery recyclers or local collection points. For more information, please consult your municipal collection point or national collection scheme.

CARE AND MAINTENANCE:

- Always remove batteries from the product when it is not being used for a long period of time.
- Keep the product away from direct heat. Do not submerge the product in water. This can damage the electronic assemblies.

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#
09674



Batteries or battery packs must be removed for recycling and proper disposal. When this product has reached the end of its useful life, it should not be disposed of with other household waste. EU legislation for Electrical and Electronic Equipment and Batteries, required these to be sent to local collection points or recycling centre so that they can be treated using the best available recovery and recycling techniques. This will minimize the impact on the environment and human health from soil and water contamination by any hazardous substances, decrease the resources required to make new products and avoid using up landfill space. Please do your part by keeping this product out of the municipal waste stream! The "wheeled bin" symbol means that it should be collected as "waste electrical and electronic equipment" You can return an old product to your retailer when you buy a similar new one. For other options, please contact your local council.



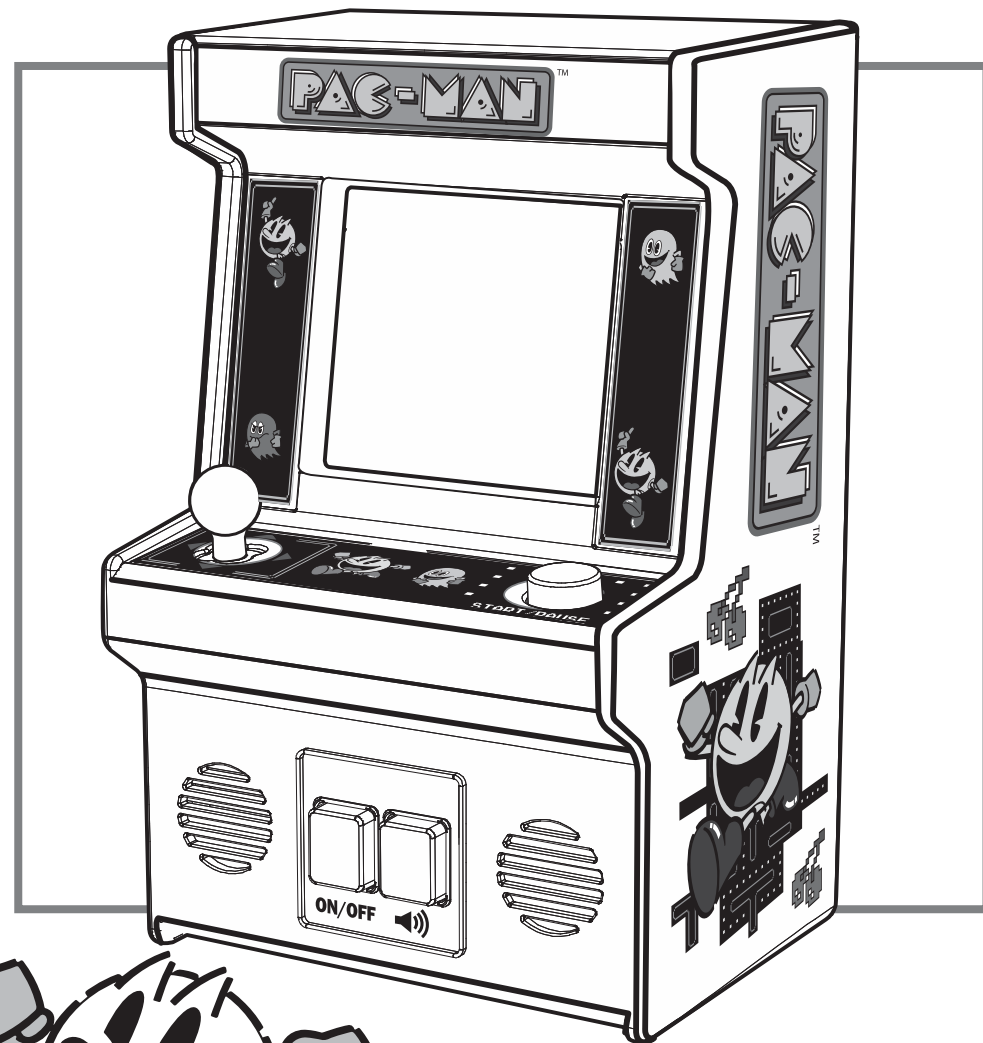
PAC-MAN™ &
©Bandai Namco Entertainment Inc.
Basic Fun, Inc.
Boca Raton, Florida 33431, USA
TEL: 1-561-997-8901
MADE IN CHINA
CAN ICES-3(B)/NMB-3(B)

K'NEX UK LTD., 200 BROOK DRIVE,
GREEN PARK, READING,
RG6 2UB, ENGLAND.
K'nex/Basic Fun C/O
Regional Express GmbH, Darmstadter Landstr.
116, 60598 Frankfurt, Germany.



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

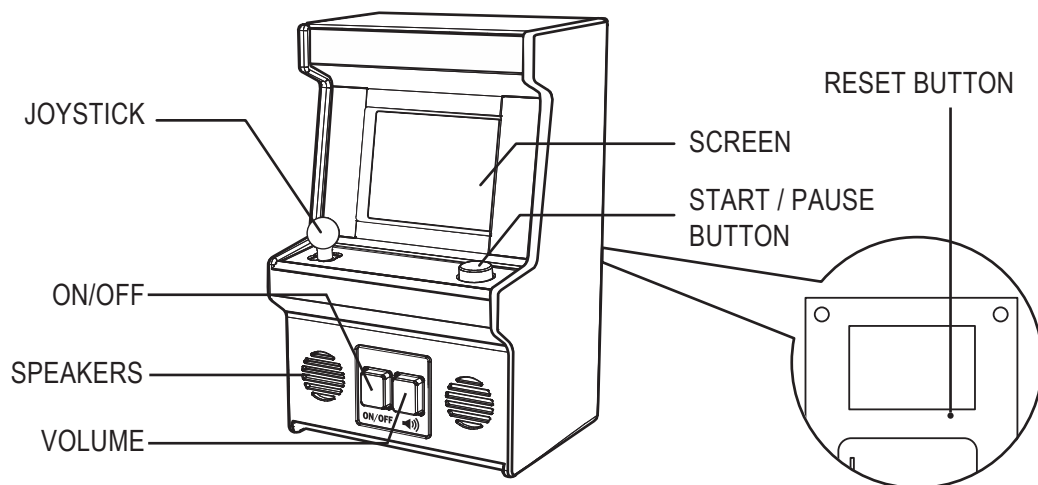
The colors and decorations of products enclosed may sometimes vary from the pictures on the packaging. Please retain this instruction sheet for future reference.



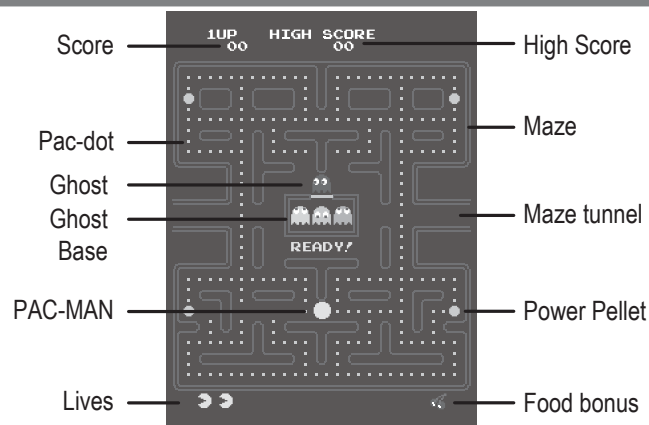
INSTRUCTIONS & GAME RULES

8+

CONTROLS



SCREEN LAYOUT



GAMEPLAY

Use the joystick to move PAC-MAN around the maze to start collecting Pac-dots to earn points. Watch out for the ghosts – PAC-MAN loses a life 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. As you go onto higher levels, the power up time limit gets shorter.

GAMEPLAY

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 life after 10,000 points. The game ends when all your lives are gone!

During gameplay, you can get bonus food to boost your score! As you progress through the levels, a new food item appears, and will bounce around the maze. After Level 12, when all the food has been unlocked, only the key will appear in the maze.

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

SCORING

10 points are awarded for each Pac-Dot PAC-MAN eats.

50 points are awarded for each Power Pellet PAC-MAN eats. When PAC-MAN eats a Power Pellet, he can chase after the ghosts and get points.

For each ghost, the score will increase incrementally:

200 bonus points for the first ghost / **400 bonus points** for the second ghost /

800 bonus points for the third ghost / **1600 bonus points** for the fourth ghost.

On each level there is a bonus food that will appear on the maze. If PAC-MAN eats the bonus food as it moves around the maze, the player is awarded bonus points.

100 bonus points Cherries / **300 bonus points** Strawberry / **500 bonus points** Orange

700 bonus points Apple / **1000 bonus points** Melon / **2000 bonus points** for Galaxian Boss

3000 bonus points Bell / **5000 bonus points** Key

TIPS

Don't risk your lives trying to get the bonus food! Focus on clearing the dots in the maze - if the food is clear for the taking from ghosts, go for it.

Keep in mind that at the higher levels, the Power Pellet effect essentially stops working for longer than 1 second, so you'll need to be extra cautious!