http://www.replacementdocs.com

GAME BOY ADVANCE

AGB-APCE-USA

PAC-MAN COLLECTION™



INSTRUCTION BOOKLET

namco®

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

EVERYONE

CONTENT RATED BY ESRB

EVERYONE

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY

Nintendo

NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

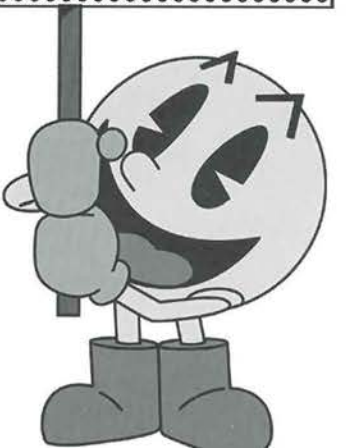
CONTENTS

PAC-MAN REARRANGEMENT 6

PAC-MAN 10

PAC-ATTACK 13

PAC-MANIA 17



GETTING STARTED

1. Plug the PAC-MAN COLLECTION™ Game Pak into your Game Boy® Advance.



2. Turn on your Game Boy® Advance. In a few moments, the main Title Screen appears.

TITLE SCREEN - When the **A Button** or **START** is pressed, the Main Menu appears.



MAIN MENU

Controls on the Main Menu:

- You can select a game by pressing the ◀ or ▶ on the **+ Control Pad.** The games available are:

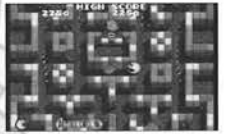
1. Pac-Man Arrangement
2. Pac-Man
3. Pac-Attack
4. Pac-Mania

- Pressing the **A Button** starts the selected game and displays its Title Screen.



How to Play the Game - The purpose of the game is to have Pac-Man chomp all the Pac-Dots from each maze while avoiding the attacks of the four ghosts. When all the Pac-Dots are eaten up you can proceed to the next round. Defeat the Final Boss and you win the game.

Rules



- If you touch a ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- An extra life is awarded by scoring 40,000 points. (This value is set in the initial setting and it can be changed with the Bonus Option.)

Power Pellets - Chomp down on a power pellet and Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the Ghost Home and the ghost is regenerated. The more ghosts Pac-Man eats in succession, the more points they are worth.

Fruit - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

Pac-Dash Arrows - Gobble up one of these arrows and Pac-Man gets a huge burst of speed in the direction indicated.

Warp Gate - Go through a gate and Pac-Man is shot to the opposite gate of the same color. These gates can also be used for quick getaways.

Large Ghosts - The large ghosts were given special abilities to catch Pac-Man, so watch out! Some large ghosts can rush like a bull, jump across the maze like a rabbit or even be in two places at the same time.

Power Ups - These items can be used to help Pac-Man advance to the next maze.

Brown Sack..... Holds the ghosts for a short period of time.
Magic Wand..... Turns all the ghosts into presents.
Pink Power Up..... Traps ghosts in a brown sack.
Blue Power Up..... Allows Pac-Man to be in two places at the same time.
Red Power Up..... Gives Pac-Man a speed boost.
Orange Power Up..... Can be eaten for extra points.

How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Pac-Man Arrangement Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:



Difficulty - Choose to play the game on: Easy, Normal, Hard, Very Hard or Ultra Hard.
Lives - Choose to start with 2, 3, 4, 5 or 6 lives.
Bonus - Sets the point value that must be reached to earn an extra life.

1. 40,000 points and 100,000 points
2. 40,000 points only
3. None

Tips - This option opens up a list of tips for Pac-Man Arrangement. Scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** controls the movements of Pac-Man.
- During game play, hold the **L Button** to view the map's top half. Hold the **R Button** to view the map's bottom half.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

  Continue
  Quit Game
  Main Menu

PAC-MAN

How to Play the Game - The purpose of the game is to eat all the Pac-Dots from each maze while avoiding the attacks of the four ghosts. When all the Pac-Dots are eaten up you can proceed to the next round.



Rules

- If you touch a ghost, Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points. (This value is set in the initial setting and can be changed with the Bonus Option.)

Power Pellets - Chomp down on a power pellet and Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghosts change to a dark-blue color for a short time. The ghosts will start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return back to the Ghost Home and the ghost is regenerated. The more ghosts you eat in succession, the more points they are worth.

Fruit - Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels - Go through these tunnels and you'll shoot out on the other side of the maze. Use them to slow down a ghost that's hot on your tail.

How to use the Controller:

START GAME: Press the **A Button** to play in Full Screen Mode. Press the **B Button** to play in Scroll Mode.

- Before the game begins, you can press **START** to bring up the Pac-Man Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:

Lives - Choose to start with 1, 2, 3 or 5 lives.
Bonus - Sets the point value that must be reached to earn an extra life.



1. 10,000 points
2. 15,000 points
3. 20,000 points
4. None

Tips - This option opens up a list of tips for Pac-Man. You can scroll through by pressing ◄ or ► on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** will control the movements of Pac-Man.
- During game play in Scroll Mode, hold the **L Button** to view the map's top half. Hold the **R Button** to view the map's bottom half.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

  Continue
  Quit Game
  Main Menu



How to Play the Game - Blocks fall from the top of the play screen. Twist and turn the blocks to line them up from left to right. When you fill up a line of blocks, they vanish. Oh, but nasty ghosts keep popping up to wreck the lines! You have to line them up too. Then your old friend Pac-Man pops in for some ghostly gobbling. Put him in the right place and he'll chomp ghosts 'til there aren't any more or he hits a block.



Normal Mode
This mode features you, Pac-Man and an occasional Fairy against the ghosts and an endless flock of falling blocks. Choose between Easy, Normal, Hard and Hyper difficulty levels.

Sneak Preview - This box lets you look ahead to see the upcoming cluster containing blocks, ghosts, Fairies and Pac-Man.

Fairy Meter - Each time Pac-Man chomps a ghost a bit of gold dust goes into the Fairy Meter. When it's filled, a Fairy appears in the Sneak Preview box (this doesn't occur on the Easy level). When the Fairy appears, press the **+ Control Pad** to move the Fairy. When she stops, she throws a spell that knocks off all the ghosts below it!

Score - Your score so far.

Level - Your current speed level.

Fairies - You have more help in this game than just a voracious Pac-Man.

Puzzle Mode

Puzzle Mode is 100 stages of Pac-Attack madness. Complete a stage and you get a Password. The next time you play, the Password lets you continue from a previous game position so you don't have to start all over again. Choose Password on the Puzzle Prompt to input a password. In Puzzle Mode, you can turn Pac-Man ◀ or ▶ with the **L Button** or **R Button**.



Next - Lets you look ahead to see the upcoming cluster of blocks, ghosts, and Pac-Man.

Rest - Keeps track of how many more times Pac-Man will appear in the stage.

Stage - Shows the current Puzzle stage.

Password - Shows the Password for the stage.

Appendix for Puzzle Mode - Appendix lets you play Puzzle Mode with Pac-Man appearing less often but the clusters are consistent rather than random. To play Appendix, highlight Puzzle, hold ▶ on the **+ Control Pad**, and press the **A Button**. The Appendix graphic will appear.

How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Pac-Attack Options. The following options appear:

Continue - This will return you to game play.

Tips - This opens up a list of tips for Pac-Attack. Scroll through by pressing ◀ or ▶ on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Main Menu - Allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play, press ◀ or ▶ on the **+ Control Pad** to move block clusters.
- Press ▼ on the **+ Control Pad** to slide block clusters down quickly.
- The **A Button** rotates block clusters clockwise.
- The **B Button** rotates block clusters counter-clockwise.
- The **L Button** and **R Button** make Pac-Man face ◀ or ▶ in Puzzle Mode.
- To Pause during the game, press **START**. This will bring up the Pause Options where you will have the following choices:

  Continue
  Quit Game
  Main Menu



How to Play the Game - Move Pac-Man around the maze, avoiding ghosts and eating all Pac-Dots. Munch all the Pac-Dots, and you clear the round. The secret to winning is wise use of jumping and munching the power pellets.



Rules

- If you touch a ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- At 100,000 points Pac-Man receives an extra life. (This value is set in the initial setting and can be changed with the Bonus option.)

Power Pellets - Chomp down on a power pellet and Pac-Man will have the power to eat ghosts. When a power pellet is eaten, the ghosts change to a dark blue color for a short time. The ghosts start flashing before they turn back to their normal color, so watch out! After a ghost has been eaten, its eyes return to the Ghost Home and the ghost is regenerated. The more ghosts Pac-Man eats in succession, the more points they are worth.

Fruit - Fruit appears in each maze. Munch these for bonus points. The more mazes you complete, the more the fruit is worth.

One-Way Areas - Each round has one-way areas where ghosts never come from. Learn the patterns so you can find the shortcuts.

How to use the Controller:

START GAME: Press the **A Button**.

- Before the game begins, you can press **START** to bring up the Pac-Mania Options. You have the following options:

Continue - This will return you to game play.

Settings - This screen allows you to change the following settings:



Difficulty - Choose to play the game on: Easy, Normal, Hard or Very Hard.
Lives - Choose to start with 1, 2, 3, 4 or 5 lives.
Bonus - Sets the point value that must be reached to earn an extra life.

1. 50,000 points
2. 100,000 points
3. 150,000 points
4. None

Game End - Sets when the game should end: 23rd Round, 11th Round, or Endless.

Tips - This option opens up a list of tips for Pac-Mania. Scroll through by pressing ◄ or ► on the **+ Control Pad**. This option can be exited by pressing the **B Button** at any time or by highlighting **Done** and pressing the **A Button**.



Main Menu - This option allows you to return to the Main Menu by pressing the **A Button** while this option is highlighted.

- During game play the **+ Control Pad** controls the movements of Pac-Man.
- During game play, press the **A** or **B Button** to jump. Pac-Man can jump over ghosts, but be careful, there are ghosts out there that can jump too!
- To Pause during the game, press **START**. This will bring up the Pause Options where you'll have the following choices:

Continue
Quit Game
Main Menu

CREDITS...

Published by: *Namco Hometek Inc*
Developed by: *Mass Media*

Producer: *Mike Lescault*
Associate Producer: *Jon Kromrey*
Product Marketing Manager: *Jim Atkiss*

Quality Assurance Manager: *Brian Schorr*
Quality Assurance: *Dae Kim, Adrian Escultura, Eric Van Pelt, Ryan Chennault*
Package and Manual Design: *Price Design Team*

Special Thanks:
Yoshi Homma
Jesse Taylor
Dai Matsumoto
Berry Kane
Yas Noguchi
Roman Scharnberg

Special Thanks to Namco Ltd:
Masaya Nakamura
Shigeru Yokoyama
Takefumi Hyodo

Mass Media
Executive Producer: *David Todd*
Producer: *Bernie Whang*
Programming: *Robert Toone, Andy Green, Bob Hickman and Colby Koch*
Shell Programmer: *Nigel Spencer*
Lead Artist: *Robin Karlsson*
Software Tools Guru: *Ken Jordan*
Additional Tools: *Dan Pinal*
Music: *Jim Andron*
Additional Artwork/SFX Conversion: *Bernie Whang*
Pac-Man Arrangement/SFX Conversion: *Andrew Burg*
Interactive Studio Management: *Bob Jacob, Clyde Grossman and Stewart Kosoy*
Testing: *Donald Mendoza*

Special Thanks: *Charlene Bohnhoff*

Namco Tip Line
1-900-737-2262

$.95/minute for automated tips.
$1.15/minute for live counseling.
9-5 M-F Pacific Time.

All the hints, tricks and cheats!
Under 18, please have your parent's permission.
Touchtone phones only.

For questions and information not listed on the 900 line, write to:

Namco Hometek Inc.
2055 Junction Avenue
San Jose, CA 95131

Namco Online: http://www.namco.com
Visit our Website to get information about our new titles.

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
Any applicable implied warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety (90) days from the date of purchase and are subject to the conditions set forth herein. In no event shall Namco Hometek Inc. be liable for consequential or incidental damages resulting from the possession or use of this product.

The provisions of the limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This limited warranty provides you with specific legal rights. You may have other rights which vary from state to state.