









## ILLUSTRATION 6

	BAIT	- 2 Points
	STAR	- 50 Points plus power
	CHERRIES	- Bonus Points
	FIRST MONSTER	- 100 Points
	SECOND MONSTER	- 200 Points
	THIRD MONSTER	- 400 Points
	2000 POINTS	- One additional PAC MAN
	GOOD	- Reaching the fifth segment

### TAKING CARE OF YOUR GAME

Your PAC MAN uses a micro-processor so handle it as you would any electronic game.

- \* Don't expose it to excessive cold or excessive heat; for example, in the glove compartment of a car on a hot, sunny day or near a heater vent.
- \* Avoid getting it wet or dirty.
- \* Don't take it apart.
- \* Don't shake or drop it.
- \* Turn the game off when not in use and remove batteries if you plan to store the game. Don't leave any dead batteries in your game.

If the batteries become weak the display screen will become dark and show incorrect action.



[www.handheldmuseum.com](http://www.handheldmuseum.com)

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PRINTED IN JAPAN

# TOMYTRONIC™ バックマン PAC MAN™

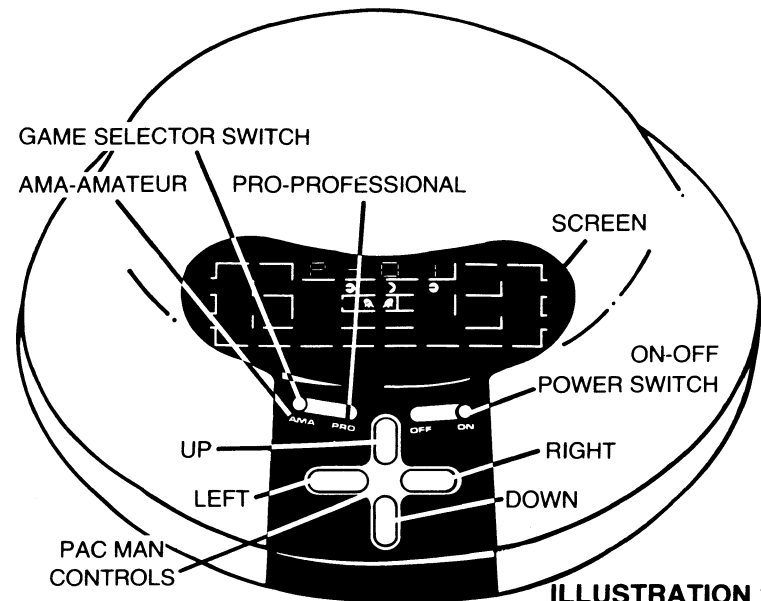


ILLUSTRATION 1

### INSERT BATTERIES

Turn power switch off. Turn the game over and push the battery cover in the direction of the arrow to slide open. See ill. 2.

Insert four "C" batteries, not included. For longer play, long-life or alkaline batteries are recommended. An AC adapter (not included) may also be used.

#### Recommended AC Adapters:

Archer Cat. No. 270-1551 A  
Recoton Model No. AD-IOUL

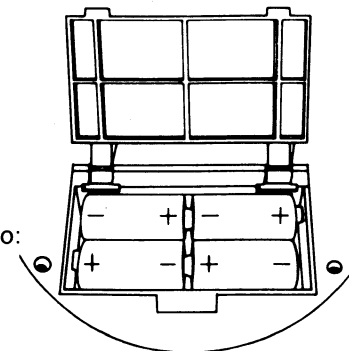
#### AC Adapter Requirements:

Output: 7.5 V DC 200mA  
Plug: 2.1mm ID Coaxial Type  
Tip (Center) Polarity: Negative

If the required AC adapter is not available in your area write directly to:

TOMY CORPORATION  
901 E. 233rd Street  
Carson, CA 90745  
Attn: Consumer Relations

ILLUSTRATION 2



**IMPORTANT NOTICE:** When not in use, unplug the adapter plug. Do not use any other adapter than the ones recommended.

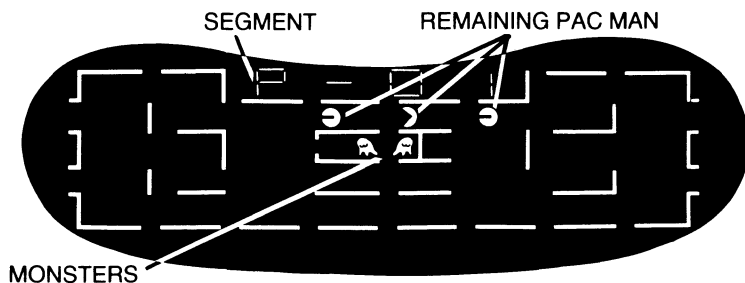
## OBJECT OF THE GAME

Your goal is to score the highest number of points by eating the bait, stars, cherries and monsters while avoiding being eaten by the monsters.

## HOW TO PLAY

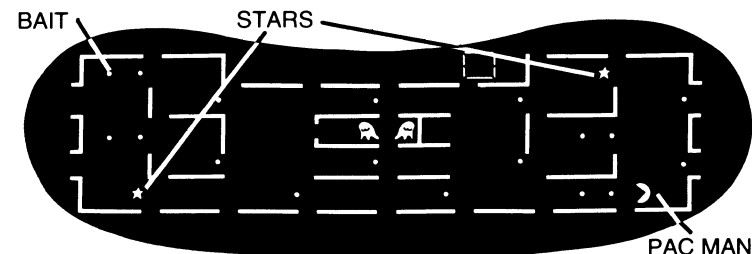
First choose AMA (Amateur) or PRO (Professional) setting on the game selector switch. Turn on the power switch and a fanfare will be played.

The first screen that appears will show P-01 to indicate the first segment. See ill. 3. A segment ends when all of the bait and stars are eaten. Your number of available PAC MAN characters are indicated near the top. The number of monsters in that segment is shown in the center of the screen.



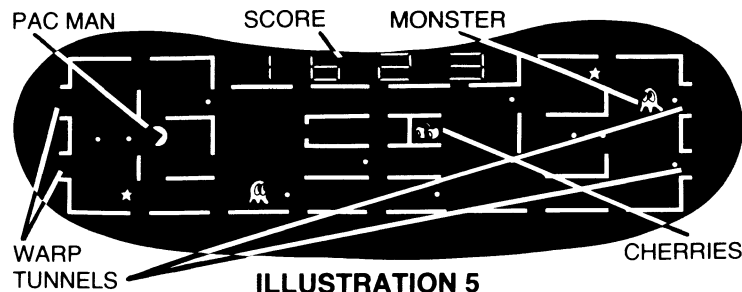
**ILLUSTRATION 3**

The second screen is the playing field. See ill. 4. Your PAC MAN begins in the bottom right corner of the screen. The game begins when the monsters start flashing.



**ILLUSTRATION 4**

By pressing the PAC MAN control button, you can move your PAC MAN either up, down, left or right around the screen. See ill. 5. The warp tunnel can be used to move both your PAC MAN



**ILLUSTRATION 5**

and the monsters either off the right edge of the screen onto the left side or off from the left side of the screen onto the right. The monster might suddenly appear out of the tunnel to eat your PAC MAN.

By moving your PAC MAN around the screen you can score points by eating the bait, stars, monsters and cherries. PAC MAN cannot eat any bait located behind it. While scoring points your PAC MAN will be chased by monsters who will try to eat your PAC MAN. When your PAC MAN and the monster are next to each other it means it has been eaten.

After eating a star, your PAC MAN will have seven seconds of extra power to eat the monsters. Your PAC MAN can eat a monster located behind it.

If your PAC MAN eats all of the bait and stars on the screen, a new segment begins with a new screen and the game continues.

In segments 1-3 on the AMA setting there will be two monsters. From segment 4 and on there will be three monsters. For PRO setting there are three monsters from segment 1 and on.

If all of your PAC MAN characters are eaten by the monster the game is finished. The game screen will flicker until the power switch is turned off. Always turn the power switch off at the end of the game.

## SCORING

Eating each bait is worth two points. Eating each star is worth 50 points plus "power" to eat the monsters. Eating the cherries is worth bonus points. After you eat a star, the monsters will tick faster. If you eat the monsters while they are ticking faster you get additional points. If you eat the monsters in succession you get 100 points for the first, 200 points for the second, and 400 points for the third monster. After 7 seconds the monsters will tick slower and once again they can eat your PAC MAN. If you get over 2000 points the game is increased by one PAC MAN. If your PAC MAN eats all the bait and the stars in five segments a "GOOD" sign will appear in the score section. See ill. 6.