



INTELLIGENTVISION

PROGRAMMED BY : Carl Mueller, Jr.

MAZE DESIGNS BY : David Harley & Carl Mueller, Jr.

TITLE SCREEN LOGO BY : Arnauld Chevallier

REV. A 2015



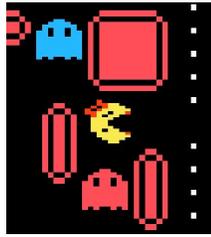
INTELLIGENTVISION PRESENTS

MR. PAC-MAN



CARTRIDGE INSTRUCTIONS (FOR 1 OR 2 PLAYERS)

Pac-Man introduced the world to eating dots and ghosts. Ms. Pac-Man took the game play to the next level, making her the most popular game girl! Ms. Pac-Man for the Intellivision takes the game to an even higher level! Prepare yourself as you experience all the excitement of the arcade game plus more!



MAKE SURE

- MASTER COMPONENT is connected to the TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at GAME.
- TV SET is plugged in and properly adjusted.
- **Ms. PAC-MAN** cartridge is placed firmly in the cartridge slot.
- OFF/ON SWITCH is turned ON.

PRESS RESET BUTTON

Title will appear on the TV screen.



- Each character has special abilities. 
- Ms. Pac Man receives a slight speed boost when she eats an energy pill. 
- Pac Man can store an energy pill to be used later. Store the energy pill by holding the top side button. The energy pill is activated once you let go of the button. 
- Junior can hide out in the ghost box. He also gets a speed boost when traveling through a tunnel. 

SCORING

Object Eaten	Points
Dots	10 points
Energizer dot	50 points
1 st Ghost	200 points
2 nd Ghost	400 points
3 rd Ghost	800 points
4 th Ghost	1600 points
Cherry / Bunch / Donut / Key	100 points
Strawberry / Hamburger / Shoe	200 points
Orange / Corn / Egg / Bell	500 points
Pretzel / Peach / Pretzel / Clover	700 points
Apple / Pie / Galaxian	1000 points
Pear / Melon / Cup / Present	2000 points
Banana / Mushroom / Star	5000 points



Unfortunately, the effect of eating an energy pill is short-lived, so you'll have to move fast. After the ghosts are gobbled up, their eyes head back to the chamber in the center of the screen for reincarnation. If you don't quickly gobble up the ghosts, they start to blink just before they turn back to their original colors and come after you again.



HIGH SCORE



The high score is shown on the title screen. It is set to 3200 points the first time you play the game. You will hear a “ding-ding” sound when you pass the high score.

TIPS

- Practice clearing the maze of dots before trying to gobble up the ghosts. 
- Hang out near an energy pill before eating it and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up all the ghosts.
- The openings in the maze are escape tunnels. Go through the tunnels to move quickly to the other side of the maze.
- Don't forget, different mazes have different tunnels and not all mazes have tunnels! Some are stranger than others!



EXAMINE YOUR CONTROLS



Keypad:

- Select Options
- Pause the game

Action Keys:

- Increase movement speed (see Options)

Control Disc:

- Move Player



STARTING GAME

On the title screen, you may start the game for one player, two players, or change how the game plays. Use the disc to highlight your selection. Then press the ENTER key or side button to start the game, or go to the options screen.

SELECTING OPTIONS

Change how the game plays on the options screen. Choices are the character you play with, difficulty of game, amount of lives you have, score you get a bonus life at, if you can speed up, how ghosts think, game rules, and mazes played. Use the disc to navigate up and down and change the option by going left and right. Press the side key to return to the title screen.



- 1P and 2P: Change which character you play with. Choose between **Ms. Pac**, **Pac-Man**, and **Junior**.
- Mode: This determines difficulty. Select between **NORMAL** and **HARD**. 
- Lives: Amount of lives you have in the game. Select **1,2,3**, or **5** lives.
- Bonus: The amount of points you need to reach to earn a life. Select **10,000**, **15,000**, **20,000** or no bonus.
- Speed: Your character can move quickly or normal speed. **OFF** disables this ability, **ON** makes you move fast all the time, and **BUTTON** allows you to use the top side button to move fast. 
- Ghosts: Select how the ghosts move. Choose between **red, pink, cyan, orange** (they move as the arcade) and **purple, tan, gray, light blue** (they move slower than the arcade).
- Rules: Play the game using **Ms. Pac-Man** game rules or **Pac-Man** game rules. 
- Mazes: **ARCADE** plays the original 4 arcade mazes, **EXTRA** continues the arcade feel, **WIDE** mazes use more of the screen so you may not see the border walls, **STRANGE** mazes may not have symmetry or have other interesting designs, and **RANDOM** will select the next maze from all the mazes in the game. 

GAME PLAY

Your goal is to score as many points as you can while you eat dots, bonus objects bouncing around the maze, energy pills and ghosts. Score 15,000 points (*see Options*) and earn a bonus life.

The game starts with you having three lives (*see Options*), which are indicated by Pac-Man symbols at the right side of the screen. When the game play begins, your character is located close to the center of the screen, just below the ghosts' reincarnation chamber in the center of the maze. Use your controller's DISC to move through the maze. When you pass over dots, you gobble them up, and you score points. If you eat all the dots on the screen, the maze flashes momentarily, and you move on to the next level. 



Ms. Pac-Man encounters bouncing objects traveling around the maze. Gobble up these munchies and you score bonus points.

But watch out! Fearful ghosts scurry about trying to gobble you up. Your only recourse is to eat an energy pill and then go after the ghosts. The pills are generally located in the corners of the maze, are much larger than the other dots, and blink. As soon as you gulp down an energy pill, the ghosts turn blue with fright. This is your chance to eat them! 

You earn 200 points for the first ghost, 400 points for the second ghost, 800 for the third ghost and a whopping 1600 points for the fourth ghost, all on the same energy pill. 