

# PAC-MAN<sup>®</sup>

COLLECTION

パックマンコレクション



FOR USE ONLY WITH  
**COLECOVISION<sup>™</sup>**

namco

Thank you for selecting the Pac-Man Collection  
game cartridge for your ColecoVision game system.

Please read this instruction booklet thoroughly to ensure maximum  
enjoyment of your new game. Save this booklet for future reference.

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## 1. A BRIEF HISTORY



Inspiration sometimes comes from the most unlikely sources. It was hunger that fueled the imagination of Toru Iwatani, a game designer working for Namco in the late 1970s. One night, while sinking his teeth into a piece of corn pizza, Toru looked down at the remaining slices and noticed that his meal looked like a pair of snapping yellow jaws.

Excited by his discovery, the young designer put down his pizza and picked up a pencil, sketching out ideas for his next game. The mighty mouth would be the star, gobbling

everything within reach... but there was something missing. Toru determined that his creation should be stuck in the middle of the food chain, eating all it can find while keeping a safe distance from a quartet of crafty predators.

The finished game, called Puckman, was released in Japan at the end of the 1970s. Puckman was successful in its native country, but was met with skepticism when it made its American debut at the 1980 Consumer Electronics Show. The game-play wasn't intense, and the graphics

weren't cutting edge, prompting industry insiders to ask themselves, "Who would want to play this, anyway?"

The answer? Nearly everyone. Midway took a chance on the game, distributing it in the United States with the name Pac-Man, and was stunned by its immense popularity. Pac-Man's appeal extended far beyond the hardcore gamers to women, children, and even senior citizens, who loved its charming characters and its straightforward yet addictive gameplay.

Midway was quick to capitalize on the game's success. When a team of hackers known as General Computer Corporation offered them a more challenging version of Pac-Man called Crazy Otto, Midway quickly bought the rights to the game and gave it a female-friendly makeover. The finished release, Ms. Pac-Man, was an even

bigger hit than its predecessor, making millions of dollars for Midway and inspiring countless other Pac-Man titles. These ranged from a pinball / video game hybrid to a side-scrolling platformer which eventually laid the foundation for Nintendo's Super Mario Bros.

The popularity of the Pac-Man family hit its peak by the mid 1980s, but the characters are still warmly remembered by many members of Generation X, and appear in the occasional release for modern-day game systems. However, more than twenty five years later, most players agree that Pac-Man's first two games are the best of the bunch. Both Pac-Man and Ms. Pac-Man are presented here as you remember them from the arcades, with faithfully reproduced graphics and arcade-exact gameplay for the ColecoVision game system.

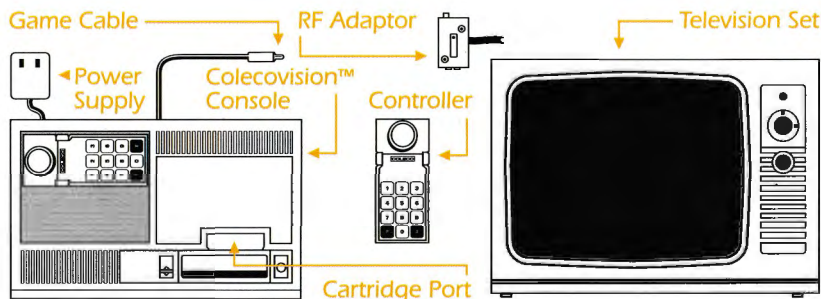


## 2. PREPARE FOR LUNCH!

Put down that fork! Before you take a bite out of Pac-Man Collection, you'll need to take the following steps to bring your ColecoVision™ game system to the dinner table!

- Connect your system to a compatible television set using an RF adaptor. If you need help, please consult the manual included with your ColecoVision game system.
- Insert the ColecoVision power supply into an open power outlet.
- Connect your favorite controller to the system. Pac-Man Collection is compatible with most game controllers that use a 9-pin D-shell connector\*... simply insert the plug of the controller into the first
- Insert Pac-Man Collection into the cartridge port of your ColecoVision, with the label facing you. Press the cartridge down firmly to lock it into place.
- Push the ColecoVision power switch to the on position to begin playing.

**REMEMBER!** Always turn the ColecoVision off before removing or inserting game cartridges. Also, never turn the system on without inserting a cartridge first.



\*CAUTION: We recommend controllers designed for the Atari 2600, ColecoVision, or Sega Genesis. Other third-party controllers have not been tested with the ColecoVision and Opcode cannot guarantee their full functionality. Opcode is not responsible for damage resulting from the use of controllers not specifically designed for the ColecoVision game system.

## 3. USING THE CONTROLLER

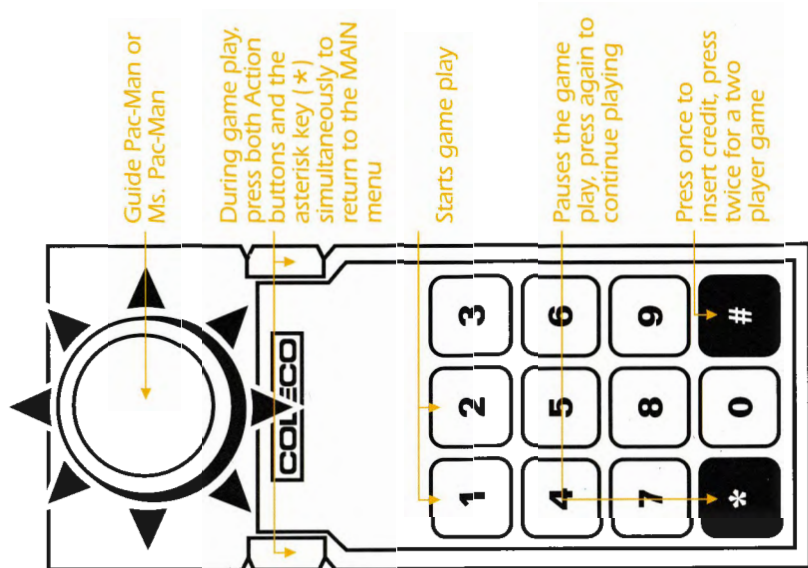
### MENU OPTIONS

- **JOYSTICK UP / DOWN** –  
Moves the on-screen cursor
- **JOYSTICK LEFT / RIGHT** –  
Changes Option settings
- **ACTION BUTTONS** –  
Confirms a selection in the MAIN menu. Returns to the MAIN menu from the OPTIONS Menu

### GAME PLAY OPTIONS

- **JOYSTICK** –  
Guides Pac-Man or Ms. Pac-Man

- **KEYPAD #** –  
Press once to insert credit, press twice for a two player game
- **KEYPAD (\*)** –  
Pauses the game play, press again to continue playing
- **KEYPAD 1 / 2** –  
Starts the game play
- **ACTION BUTTONS + (\*)** –  
During game play, you can return to the MAIN menu by pressing both action buttons and the asterisk key (\*) simultaneously



## 4. WHAT'S ON THE MENU?

After the Opcode logo and opening screen, the MAIN menu will appear. There are three options available to choose from:

**PAC-MAN:** The original Pac-Man arcade game, a classic struggle for survival against four nasty ghost monsters. With every maze you clear, the monsters get smarter and faster, but the prizes increase in value making them even more tempting. Can you reach the fabled iron key before you run out of lives? For more details of Pac-Man gameplay turn to page 6.

**MS. PAC-MAN:** The exciting sequel to Pac-Man, featuring more difficult mazes and a fetching female hero. This time, it's Ms. Pac-Man's turn to shine... when she's not chasing fruit prizes and blue monsters, she's

hunting down the love of her life, Pac-Man! For more details on Ms. Pac-Man gameplay turn to page 8.

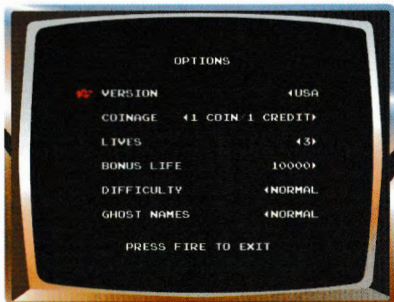
**OPTIONS:** Here you can adjust different options of each game, effectively customizing your gaming experience. Want more lives? How about faster monsters? It's all up to you. Turn to page 11 for more information regarding the OPTIONS menu and customization.

Move the joystick up and down to highlight one of these options, and press either one of the two Action buttons to complete your selection.

Main Menu



Options Menu





## 5. PAC-MAN

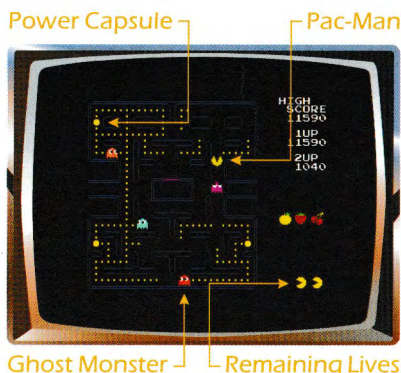
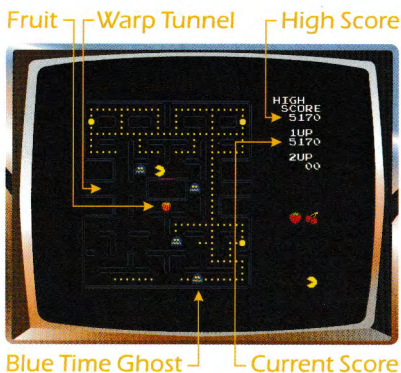
Meet Pac-Man. He's a round yellow creature with only one thing on his mind... filling his belly with food! He's lucky to live in a town where the incredible edibles he craves are never in short supply. The streets are littered with mouth-watering morsels, and there's a nutritious power capsule around every corner to keep our hungry hero in shape. When Pac-Man is ready for dessert, plump cherries and oranges are waiting for him in the town square.

If life seems a little too perfect for Pac-Man, well, you'd be right. The truth is that our unsuspecting hero is being fattened up by a quartet of ghost monsters haunting the streets. There's only one thing Inky, Pinky, Blinky, and Clyde want for dinner...

and the more Pac-Man eats, the more determined they are to catch him! It's up to you to keep Pac-Man out of the reach of these not-so-friendly ghosts... until he can gobble up a power capsule and add the menacing monsters to his menu!

When you select Pac-Man from the MAIN menu, you'll be taken to an attract mode which shows you how the game is played. Once you're ready to begin, first press the # key on the ColecoVision keypad to drop in credits, then press either the 1 key or the 2 key to start the game. Press the 1 key to play Pac-Man by yourself, or the 2 key to take turns with a friend.

After the game starts, a blue maze



appears on the screen, packed with tasty dots. There's a blinking power capsule tucked in each corner of the maze, and a nest of ghost monsters set in the center. Pac-Man, a small yellow creature, appears below this nest. After the game's theme song, Pac-Man is set loose to clear the dots in the maze.

Guide Pac-Man through the maze by pressing up, down, left, and right on the ColecoVision controller. As he


runs, he gobbles up the dots in his path. When Pac-Man eats enough dots, a bonus fruit appears in the center of the screen... if he can reach it before it disappears, he'll earn extra points. When he eats all the dots in the maze, including the power capsules in the corners, Pac-Man moves on to a new, more challenging maze.

Pac-Man's enemies are the ravenous ghost monsters which live in the center of the maze. Each of the monsters

### PAC-MAN SCORE TABLE

|      |        |               |
|------|--------|---------------|
| 10   | points | Single Pellet |
| 50   | points | Power Capsule |
| 200  | points | First Ghost   |
| 400  | points | Second Ghost  |
| 800  | points | Third Ghost   |
| 1600 | points | Fourth Ghost  |

### PAC-MAN BONUS FRUIT

|   |      |        |                   |
|---|------|--------|-------------------|
|    | 100  | points | Cherry            |
|    | 200  | points | Strawberry        |
|    | 500  | points | Orange            |
|   | 700  | points | Apple             |
|  | 1000 | points | Melon             |
|  | 2000 | points | Galaxian Flagship |
|  | 3000 | points | Bell              |
|  | 5000 | points | Iron Key          |

has a different color and personality, but getting caught by any of them has the same tragic result. Our hero's only defense is swallowing one of the power capsules in the corners of the maze. When Pac-Man eats a power capsule, he's given a temporary boost in strength, and the ghost monsters turn blue with fright. The monsters won't stay vulnerable for long, so gobble them quickly!

When he's surrounded by ghost monsters and all hope seems lost, Pac-Man has one other trick up his sleeve. There are entrances to a warp tunnel on either side of the maze. If Pac-Man runs into one of them, he'll emerge from the other side, far from his pursuers. Be careful, though! If the ghost monsters are guarding the warp tunnel, there's no escape!

## 6. MS. PAC-MAN

Those luscious lips! Those dreamy eyes! That pink silk bow! It can only be the lovely Ms. Pac-Man. She's the girl everyone in Pac-Land wants, especially those pesky ghost monsters. It won't be easy for her to stay one step ahead of Inky, Pinky, Blinky, and that sneaky newcomer Sue, but with a little luck, Ms. Pac-Man might just make it out of the maze and into the arms of her sweetheart!

When you select Ms. Pac-Man from

Pac-Man begins with three lives (this setting can be changed in the OPTIONS menu). A life is lost when Pac-Man is caught by a ghost monster... when all of his lives are lost, the game is over. However, he'll be awarded with an extra life if he scores 10,000 points (again, this can be changed in the OPTIONS menu to make the game more difficult).

If you need a break from the game, press the asterisk key (\*) on the bottom of the ColecoVision controller. The game will pause, letting you grab a bite to eat for yourself while Pac-Man and the ghost monsters rest. When you're ready to return to the game, press the asterisk key (\*) again and the characters will spring to life, ready for more manic munching action.

the main options screen, you'll be taken to an attract mode which introduces you to Ms. Pac-Man and the ghost monsters. Once you're ready to start, first press the # key on the ColecoVision keypad to add credits, then press either the 1 key or the 2 key to start the game. Press the 1 key to play Ms. Pac-Man by yourself, or the 2 key to take turns with a friend.

When the game begins, Ms. Pac-Man is dropped inside a colorful maze

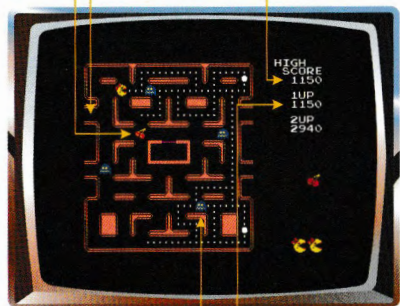
filled with dots. You'll find a blinking power capsule in each corner of the playfield, and a nest filled with ghost monsters in the center. Once the game's cheerful theme song is finished playing, it's time to start the show! Ms. Pac-Man is now free to roam through the maze, gobbling all the goodies she can find.

She'll need your help, though! Press the ColecoVision controller up, down, left, or right, and Ms. Pac-Man will run in those directions. As she wanders through the maze, the dots in her path are swept from the screen and into her mouth. When Ms. Pac-Man gobbles up enough of the tasty morsels, a bonus fruit target enters from one of the warp tunnels on either side of the screen. If she catches the fruit before it escapes, she'll earn extra points. When all the dots, including the power capsules, are cleared from the maze, Ms. Pac-

Man will move on to a new maze with more valuable fruit targets.

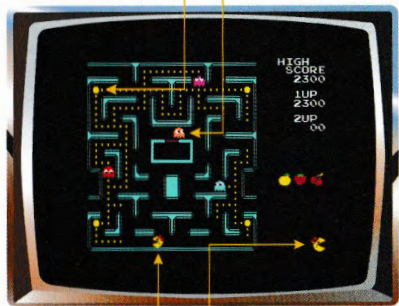
The ghost monsters that chased Pac-Man are back for a second helping, and they don't discriminate... they're just as happy to catch female prey! Luckily, Ms. Pac-Man can fight back by munching the power capsules in the corners of the maze. When the lady Pac-Man swallows a power capsule, the ghost monsters become vulnerable, turning blue and scattering in all directions. Now's the time to strike back before the capsule wears off and the ghost monsters change back into their more dangerous colors! Even after she runs out of power capsules, Ms. Pac-Man isn't completely helpless. She can take a detour through one of the warp tunnels on either side of the maze. When she enters one of the tunnels, Ms. Pac-Man pops out of the other side, leaving those nasty ghost monsters in

Fruit Warp Tunnel High Score



Blue Time Ghost Current Score

Power Capsule Ghost Monster



Ms. Pac-Man Remaining Lives

her dust! However, entering a tunnel isn't always a smart move, especially if there's a ghost monster waiting on the other side.

Ms. Pac-Man begins with three lives (this setting can be changed in the OPTIONS menu). If she's caught by a ghost monster, Ms. Pac-Man will lose one of her lives. When they're all gone, the game is over. However, Ms. Pac-Man will win an extra life if she earns 10,000 points (again, this can

be changed in the OPTIONS menu to make the game more difficult).

If you need a break, simply press the asterisk key (\*) on the bottom of the ColecoVision controller. The game will pause, letting you catch your breath while Ms. Pac-Man takes a short beauty nap. When you're ready to return to the game, press the asterisk key (\*) and Ms. Pac-Man will once again be ready to outsmart those nasty ghost monsters!

### MS. PAC-MAN SCORE TABLE

|      |        |               |
|------|--------|---------------|
| 10   | points | Single Pellet |
| 50   | points | Power Capsule |
| 200  | points | First Ghost   |
| 400  | points | Second Ghost  |
| 800  | points | Third Ghost   |
| 1600 | points | Fourth Ghost  |

### MS. PAC-MAN BONUS FRUIT

|   |      |        |            |
|---|------|--------|------------|
|    | 100  | points | Cherry     |
|    | 200  | points | Strawberry |
|    | 500  | points | Orange     |
|   | 700  | points | Pretzel    |
|  | 1000 | points | Apple      |
|  | 2000 | points | Pear       |
|  | 5000 | points | Banana     |

## 7. OPTIONS

Whether you're a novice with an acute fear of ghosts, or a hotshot gamer who's hungry for a challenge, Pac-Man Collection has you covered. First select Options from the title screen, then use the controller to select and adjust the following settings:

**VERSION:** Select either JAPAN for the original Japanese game Puckman, or USA for Midway's localization, titled Pac-Man. Ms. Pac-Man also changes slightly, with the Japanese and English versions bearing different logos. The default setting for the version option is USA.

**CREDITS:** Select between FREE PLAY, 1 COIN/2 CREDITS, 1 COIN/1 CREDIT, and 2 COINS/1 CREDIT. In both Pac-Man and Ms. Pac-Man, this determines the number of credits needed to start a game. Free play lets you begin both games without pressing # to insert credits. The default setting for this option is 1 COIN/1 CREDIT.

**LIVES:** Select between 1, 2, 3, or 5 lives. This determines the number of lives you'll be given when you begin Pac-Man or Ms. Pac-Man. Increase the number to give beginners a fighting chance... or decrease it to push your skills to the limit! The default setting for this option is 3.

**BONUS LIFE:** Select between 10000, 15000, or 20000 points. This is the number of points the player needs to earn an extra life in both Pac-Man and Ms. Pac-Man. Leave the setting at 10000 points for an authentic arcade experience, or crank it up to 20000 to test your endurance. The default setting for this option is 10000.

**DIFFICULTY:** Select between NORMAL or HARD. NORMAL is the standard arcade difficulty, with the player starting at the first, least difficult maze and progressing through every stage. HARD offers a steeper progression in difficulty, in both Pac-Man and Ms. Pac-Man, making the gameplay more satisfying for experienced players. The default setting for this option is NORMAL.

**GHOST NAMES:** Select between NORMAL or ALTERNATE. The names of the ghost monsters in Pac-Man change according to this option setting. This affects Pac-Man in both the USA and JAPAN modes (with different results) but does not affect Ms. Pac-Man at all. The default setting for this option is NORMAL.

## 8. HINTS AND STRATEGIES

- The “blue time,” or length of time the ghost monsters are vulnerable after a power capsule is eaten, decreases after every round. However, you’re rewarded with a boost in blue time after reaching an intermission.
- The ghost monsters scatter in all directions after eating a power capsule, making it tough to catch them. Trick them into clustering together as they chase you, making them easy targets.
- Learning the ghost monsters patterns of movement will ensure your safety in later stages, when the game increases in speed.
- The warp tunnels are a handy way to leave the ghost monsters in your dust, but beware! There’s no way out if they block both exits.
- A more challenging and unpredictable version of Pac-Man, called Pac-Man Plus, was released shortly after Ms. Pac-Man. Why mention it? No reason... although knowing how to use a phone is a PLUS...

## 9. CREDITS

PROGRAM: Eduardo Mello

MANUAL WRITTEN BY: JessCREATIONS\* Co.

PACKAGE, LABEL AND MANUAL ARTWORK: Doc4 (Doc4Design.com)

EXECUTIVE PRODUCER: Luc Miron

MEGACART DEVELOPED BY: Bryan Edewaard

BETA TESTERS: Jess Ragan, Luc Miron

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**PAC-MAN COLLECTION IS DEDICATED TO TORU IWATANI  
AND THE CREATIVE MINDS AT NAMCO.**

## GAME CARTRIDGE NINETY DAY LIMITED WARRANTY

Opcode warrants to the original purchaser of this cartridge that it will be free of defects in material or workmanship for ninety days from the date of purchase under normal use.

If your cartridge fails to operate properly DURING THE FIRST NINETY DAYS AFTER ITS PURCHASE, return it postage prepaid and insured, with your name, address, proof of the date of purchase, and a brief description of the problem, to

Opcode Games, Customer Service,  
CP 17, Mairinque -SP, Brazil, 18120-970.

If your cartridge is found to be defective up to ninety days after its purchase, it will be repaired or replaced at no cost to you. If the cartridge is found to have been abused or damaged by its owner it will not be covered by the warranty and you will be informed in advance of the cost to repair or replace it.

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# **Pac-Man Collection Manual Addendum**

## **Changes to chapter 9. Credits:**

BETA TESTERS: Jess Ragan, Ole Nielsen, Troy Whelan,  
Luc Miron, Vincent van Dam

OPENING TUNE BY: Wolf

**PIN: J1E-Q1T-CMP-N1P**