ATARI(R) 5200(TM)
*PAC-MAN and characters are trademarks of Bally Midway Mfg. Co.
licensed by Namco-America, Inc.

To insert your 5200(TM) game cartridge, hold the cartridge so the
name on the label faces you and reads right-side-up. Then carefully
insert the cartridge into the slot in the center of the console. Be
sure the cartridge is firmly seated, but do not force it in. The
POWER ON/OFF switch is located on the bottom right side of the 5200
console unit. Press this switch to turn the power on AFTER inserting
your game cartridge. See your Owner's Manual for further details.

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CATCH ME...IF YOU CAN!

1. PAC-MAN COMES HOME

PAC-MAN has won the hearts of men, women, and children all over the
world. So, ATARI has created a PAC-MAN game for your ATARI 5200
system. This PAC-MAN game has all the excitement and challenge of
the arcade game. And now you can play it in the comfort and
convenience of your own home.

Why, PAC-MAN and Shadow, the red ghost, even provide half-time
cartoon entertainment.

If challenge is what you're after, try playing the key game
difficulty level. And, if you're new to PAC-MAN, don't worry.
It's so easy to learn, you'll be a pro in no time.

So relax, read on, and enjoy the game.

2. GAME PLAY

Keep PAC-MAN alive. Guide him and guard him; protect him from the
ghosts. Gobble dots, energy pills, fruit, bells, ATARI logos, keys,
and ghosts to score points. Eat all the dots on the screen and the
maze starts all over. Score 10,000 points and earn a bonus PAC-MAN.

The game starts with three PAC-MAN lives, which are indicated by
three small PAC-MAN symbols at the lower left corner of the screen.
When game play begins, PAC-MAN moves to the starting position at the
center, close to the bottom of the screen. Use the joystick to
guide PAC-MAN around the maze. As PAC-MAN passes over the dots, he
gobbles them up and you score points (see SCORING). Also in the
maze are four large energy pills and four ghosts (see Figure 1).
The ghosts are out to devour PAC-MAN, but the energy pills give
PAC-MAN the necessary power to gobble up the ghosts before the
ghosts gobble him up.

[Screen shot]
Figure 1
[Screen shot after eating energy pill]
Figure 2

When PAC-MAN eats an energy pill, the ghosts turn blue with fright
(see Figure 2). PAC-MAN can then chase the ghosts and gobble them
up. But watch out, when the ghosts start blinking, run quickly;
they're about to change back to their true colors. The more ghosts

you gobble up with one energy pill, the more points you score.

For a tasty bonus treat, PAC-MAN delights in munching fruit.
Cherries, strawberries, oranges,apples, and melons appear at the
center of the screen (see Figure 1). They only last a few seconds,
so grap the fruit quickly to score bonus points. After munching all
the fruit, PAC-MAN can collect these other valuable bonus prizes:
bells, ATARI logos, and keys. (See SCORING, for the specific points
you can score thorughout the game.)

3. USING THE 5200(TM) CONTROLLERS

Use your 5200 controllers with this ATARI game cartridge. Be sure
to plug the controller cables firmly into the jacks at the front of
the 5200 console. Use jack 1 for one-player games, and jacks 1 and
2 for two-player games. The player using jack 1 controls game
selection and starts the game in two-player games.

KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this
game. Slip the tabs into the slots above and below the keypad on
your controller (see Figure 4).

GAME SELECTION

Press * (1-2 PLAYER) to choose a one or two-player game.

Press # (GAME LEVEL) to choose the game difficulty level you wish to
play. You can play PAC-MAN at the easiest leve - cherries - or the
most difficult level - key - or anything in between. Regardless of
the level you start with, the game becomes increasingly more
difficult with each new maze. If you don't make a selection, the
program automatically sets to the cherries level.

[Photo of 5200 controller]
Figure 3
[Graphic of overlay]
Figure 4

GAME CONTROL KEYS

START

Press START to begin a game.

PAUSE

Press PAUSE at any time to freeze the action. Press PAUSE again to
resume game play.

RESET

Press RESET to reset the game.

CONTROLLING PAC-MAN

Use the joystick to maneuver PAC-MAN up, down, right, or left around
the maze. Use the joystick to slide PAC-MAN in and out of the
openings on either side of the maze (see Figure 2). If PAC_MAN exits
on the right, he re-enters on the left; if he exits on the left, he
re-enters on the right. But beware, the ghosts can travel these
routes too!

4. GAME LEVELS

You can start playing PAC-MAN at any one of eight game levels:
cherries, strawberry, orange, apple, melon, ATARI logo, bell or key.

Regardless of the game level you start with, you will automatically go on to the next level after PAC-MAN eats all the dots on the maze. All levels can be played by one or two players.

The cherries level is a good choice for beginning PAC-MAN players. In this game, the ghosts move slowly and stay blue for a longer time.

At certain points between game levels, PAC-MAN provides half-time cartoon entertainment. We won't tell you exactly when the cartoons appear, but we will tell you to relax and enjoy the show.

5. SCORING

Scores appear at the top of the screen. The score for player 1 is on the left; player 2 score is on the right. The highest score is displayed at the center of the screen, and will continue to accumulate points until the 5200 console is turned off. (See Figure 2 for highest score.)

Dot 10 POINTS
Energy Pill 50 POINTS
Cherry 100 POINTS
Strawberry 200 POINTS
Orange 500 POINTS
Apple 700 POINTS
Melon 1000 POINTS
Atari Logo 2000 POINTS
Bell 3000 POINTS
Key 5000 POINTS
First Ghost 200 POINTS
Second Ghost 400 POINTS
Third Ghost 800 POINTS
Fourth Ghost 1600 POINTS

6. SURVIVAL TACTICS

* Novice PAC-MAN players should practice eating all the dots to clear the maze before trying to eat ghosts.

* Stay close to an energy pill before you eat it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many of them as you can.

* Use the side openings of the maze like escape tunnels. Move to either side while quickly evading the ghosts.

* Use strategy, and try to save your energy pills until you absolutely need them. When you are in a hurry, travel a route already cleared of dots. You move 20 percent faster if there are no dots in your path.

* Look for patterens in the maze. When you find one that works well, memorize it.

7. YOUR BEST GAME SCORES
Name Date Score