What You Need

- Apple® IIe, IIc, or II+; Commodore 64™ or 128™; or IBM® PC/PCjr
  or true compatible computer
- Single disk drive
- Monitor or TV (color recommended)
- Color Graphics Adaptor (IBM and some compatibles only)
- Joystick (required for Commodore, optional for Apple and IBM)

Loading Instructions

APPLE
1. If you plan to use a joystick, make sure it is plugged into the
   game port of the computer.
2. Turn on the monitor or TV.
3. Insert the PAC-MAN disk, label side up, into the disk drive and
   close the disk drive door.
4. If you have an Apple IIe computer, make sure the CAPS LOCK
   key is down.
5. Turn on the computer. The program will load into the computer’s
   memory.

COMMODORE
1. Make sure that a joystick is plugged into part 2 of the computer.
2. Turn on the monitor or TV, the disk drive, and the computer.
3. Insert the PAC-MAN disk, label side up, into the disk drive and
   close the disk drive door.
4. Type LOAD™,8,1 and press RETURN. The program will load into
   the computer’s memory.

IBM
1. If you plan to use a joystick, make sure it is plugged into the
   game port of the computer.
2. Turn on the monitor or TV.
3. Insert the PAC-MAN disk, label side up, into the disk drive and
   close the disk drive door.
4. Turn on the computer. The program will load into the computer’s
   memory automatically.

APPLE CONTROLS

GAME MENU SELECTION
The following keys are active:

1  Keyboard Mode
2  Joystick Mode

DEMONSTRATION SCREEN CONTROLS
On the demonstration screen, the following keys are active:

1-5  Selects the number of players.
Esc  Pauses the demonstration.
Space bar  Takes you back to the demonstration.

GAME CONTROLS
During the game, the following keys are active:

Esc  Pauses the game.
Control S  Toggles the sound off or on.
Reset  Quits the game.
Joystick  Push the joystick left, right, up, or down to move Pac-Man accordingly.
←, →, A, Z  In Keyboard Mode, moves Pac-Man left, right, up or down, respectively.

Note: You can customize the keyboard controls to your own liking.

COMMODORE CONTROLS
MAIN MENU
On the main menu, the following keys are active:

f1  Starts the game.
f3  Selects the number of players (one or two). Each press of the key alternates between one- and two-player games as indicated on the screen. A one-player game is the default setting.
f5  Changes the difficulty level as indicated by the kind of fruit displayed on the screen. When the cherries appear on the screen, the least difficult game is selected. Starting with the cherries, each press of the key increases the level of difficulty.

GAME CONTROLS
Joystick  Push the joystick left, right, up, or down to move Pac-Man accordingly.
Fire button  Pauses a game during play. Starts a new game after a game has been completed.
Restore  Causes a total restart, including the resetting of the high score.

IBM CONTROLS
MAIN MENU
F1  Selects the number of players (one or two). Each press of the key alternates between one- and two-player games as indicated on the screen. A one-player game is the default setting.
F2  Changes the difficulty level as indicated by the kind of fruit displayed on the screen. When the cherries appear on the screen, the least difficult game is selected. Starting with the cherries, each press of the key increases the level of difficulty.
Space bar  Starts game in Keyboard Mode.
Fire button  Starts game in Joystick Mode.

GAME CONTROLS
Joystick  Push the joystick left, right, up, or down to move Pac-Man accordingly.
←, →, ↑, ↓  In Keyboard Mode, moves Pac-Man left, right, up or down, respectively.
Space bar  Pauses game. Press the space bar again to resume play.
S  Toggles the sound off or on.
F3  Restarts game.

Game Play
It’s a dot-eat-dot world; Pac-Man. And competing for your place in this man-eating maze are four ghastly goblins: Blinky, Pinky, Inky, and Clyde. They think you’re a pretty good catch, Pac-Man, and they’ll go the distance just to gobble you up. Good thing you have a great, big appetite for action!

Better keep an eye out for Blinky. This goblin turns his energy on and off. When you blink, he may be ready to bite! Pinky is sneaky
Arcade Game – Ages 10 and Up

PAC-MAN*

It's a dot-eat-dot world. Are you hungry for action? Guide dot-hungry PAC-MAN through amazing mazes to gobble up the dots without getting gobbled by the gruesome ghosts. Better get going before the goblins start gaining, or Blinky, Pinky, Inky, and Clyde may have you for dinner!

The most addictive arcade game of all time just came home.

Features:
- Ghosts, mazes, bonuses, and more
- The original mazes from the arcade
- Arcade-quality graphics and sound
- Classic action and fun

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