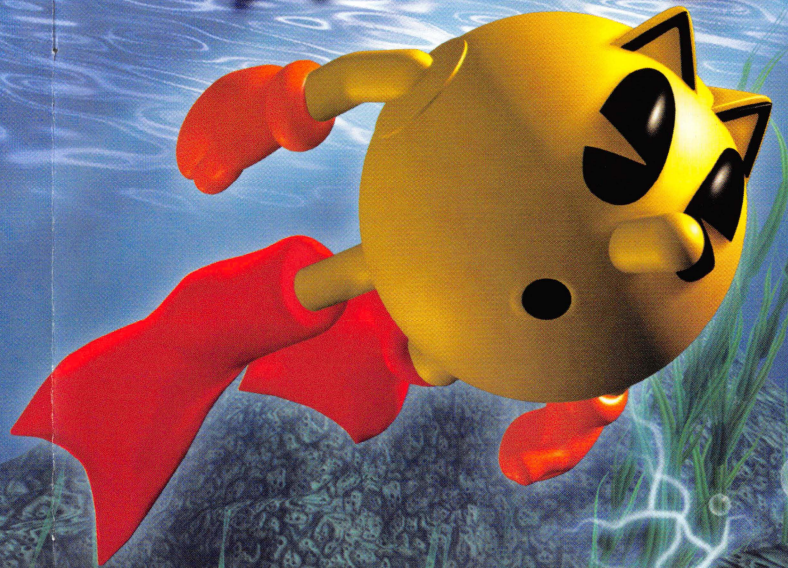
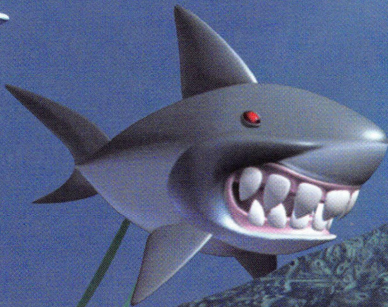
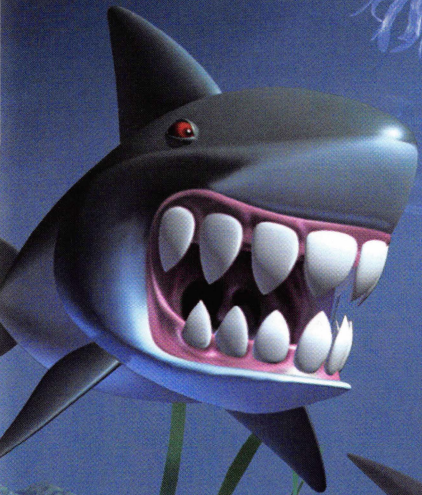


# PAC-MAN WORLD 2



Namco Hometek Inc.  
2055 Junction Avenue  
San Jose, CA 95131  
PRINTED IN U.S.A

**namco**®

INSTRUCTION BOOKLET



NINTENDO  
GAME CUBE™

**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**▲ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
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- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
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To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



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1 Player

**THIS GAME SUPPORTS  
GAME PLAY USING  
ONE PLAYER AND  
CONTROLLER.**



Memory Card  
Uses 16 Blocks

**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
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Mild Violence



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35

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## PAC-MAN WORLD 2 MAZE ARCADE

### Rules:

- If you touch a Ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.

### Power Pellets:

Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

### Fruit:

Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

### Warp Tunnels:

Go through these tunnels and Pac-Man will appear out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

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To start playing **Pac-Man World™2**, first make sure that your Nintendo GameCube™ console is turned OFF. Insert the Nintendo GameCube™ Game Disc into the system. Press the Power Button to turn ON the console.

### **YOUR NINTENDO GAMECUBE™ CONTROLLER AND ACCESSORIES**

#### **Controller**

Before playing, plug your Controller into Nintendo GameCube™ Controller Socket 1. When turning the Nintendo GameCube™ power ON, do not move the Control Stick from its neutral position on the Controller. The Control Stick is a precision instrument. Make sure not to spill liquids or place any foreign objects into it.

**Pac-Man World™2** also supports the Nintendo GameCube™ Memory Card and requires 16 blocks of memory to save up to three games. It is strongly advised that you insert a Memory Card so you can save your progress. Insert a Memory Card into Memory Card Slot A on the front of the unit before powering ON the console. Make sure that the Nintendo GameCube™ is turned OFF when inserting or removing accessories.

If you do not have a Nintendo GameCube™ Memory Card inserted into the Nintendo GameCube™ console, a screen will appear and warn you that you will not be able to save your progress. While you can play **Pac-Man World™2** without a Memory Card, we strongly advise that you use one. If a Memory Card is inserted, this warning screen will not appear.

### **PAC-ATTACK ARCADE**

In Pac-Attack, blocks fall from the top of the play screen. Twist and turn the blocks to line them up from left to right. When you fill up a line of blocks, they vanish. Oh, but nasty Ghosts keep popping up to wreck the lines. You have to line them up, too. Then your old friend Pac-Man pops in for some ghostly gobbling. Put him in the right place and he'll chomp Ghosts 'til there aren't any more or he hits a block.

Choose between Beginner, Novice, Standard and Veteran difficulty levels.

- **Sneak Preview:** This box lets you look ahead to see the upcoming cluster containing blocks, Ghosts, Fairies and Pac-Man.
- **Fairy Meter:** Each time Pac-Man chomps a Ghost, a bit of gold dust goes into the Fairy Meter. When the Fairy appears, press the +Control Pad to move the Fairy. The Fairy throws a spell that knocks off all the Ghosts below it!

## PAC-MANIA ARCADE

### Rules:

- If you touch a Ghost, Pac-Man will lose a life.
- The game is over when all lives are lost.
- At 100,000 points Pac-Man receives an extra life.

### Power Pellets:

Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

### Fruit:

Fruit appears in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

### One-Way Areas:

Each round has one-way areas where Ghosts never come from. Learn the patterns so you can find the shortcuts.

Pac-Man can jump over Ghosts, but be careful - there are Ghosts out there that can jump too!



### GENERAL CONTROLS

- Control Stick or +Control Pad** = Select Options
- A Button** = Confirm a command
- Y Button** = Cancel a command
- START/PAUSE** = Start or Pause

### BASIC MOVEMENT (MAP, LEVELS)

- Control Stick or +Control Pad** = Move Pac-Man  
Pac-Man runs, walks or tiptoes depending on how much pressure is applied to the stick
- A Button** = Jump
- A Button + A Button** = Butt-Bounce
- A Button + B Button** = Flip Kick
- B Button (hold and release)** = Rev Roll
- Y Button** = Action (Use, Talk, Open)

**CAMERA CONTROLS****C STICK =**

- Left rotates camera clockwise
- Right rotates camera counter-clockwise
- Up/Down adjusts the pitch of camera

**L Button (held) =** Rotates camera behind Pac-Man, and moves in close (look around mode)

**L Button (held) + Control Stick =** Rotates camera close behind Pac-Man and allows him to walk slowly

**L Button =** Quickly rotate camera behind Pac-Man

**R Button =** Cycle camera distances to Pac-Man

**SWIMMING CONTROLS**

**Control Stick =** Move Pac-Man

Pac-Man swims slowly or quickly, depending on how much pressure is applied to the stick

**A Button =** Swim Up

**B Button =** Swim Down

Surfaced: **A Button =** Jump out of water

**PAC-SUB CONTROLS**

**Control Stick =** Move Pac-Sub

**A Button =** Fire Torpedo

**B Button =** Fire Gatling Gun

**X Button =** Fire Smart Bomb

**SWIMMING WITH FLIPPERS**

**Control Stick =** Move Pac-Man

**B Button =** Flipper Torpedo Attack

**SHIMMY (HANGING ON A LEDGE)**

**Control Stick =** Move Pac-Man

**A Button =** Flip up to a ledge

**B Button =** Jump backward off ledge

**MS. PAC-MAN ARCADE****Rules:**

- If you touch a Ghost, Ms. Pac-Man will lose one life.
- The game is over when all the lives are lost.
- An extra life is awarded by scoring 10,000 points.

**Power Pellets:**

Chomp down on a Power Pellet and Ms. Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts will start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return back to the Ghost Home, then the Ghost will be regenerated. The more Ghosts you eat in succession, the more points they are worth.

**Fruit:**

Fruit appears twice in each maze. Munch these moving treats for bonus points. The more mazes you complete, the more the Fruit is worth.

**Warp Tunnels:**

Go through these tunnels and you'll appear on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.



The purpose of Pac-Man, Ms. Pac-Man and Pac-Mania is to eat all the Pac-Dots from each maze while avoiding the attacks of the Ghosts. When all the Pac-Dots are eaten, you can proceed to the next round.

## PAC-MAN ARCADE

### Rules:

- If you touch a Ghost, Pac-Man will lose one life.
- The game is over when all lives are lost.
- An extra life is awarded by scoring 10,000 points.

### Power Pellets:

Chomp down on a Power Pellet and Pac-Man will have the power to eat Ghosts. When a Power Pellet is eaten, the Ghosts change to a dark blue color for a short time. The Ghosts start flashing before they turn back to their normal color, so watch out! After a Ghost has been eaten, its eyes return to the Ghost Home and the Ghost is regenerated. The more Ghosts Pac-Man eats in succession, the more points they are worth.

### Fruit:

Fruit appears twice in each maze. Munch these for bonus points. The more mazes you complete, the more the Fruit is worth.

### Warp Tunnels:

Go through these tunnels and Pac-Man will appear out on the other side of the maze. Use them to slow down a Ghost that's hot on your tail.

Deep in the heart of Pac-Land lies the small, hidden village of the Pac-People. In the center of the village grows an ancient tree with five Golden Fruit. Legend has it that as long as the Golden Fruit remain undisturbed, Pac-Land will be bountiful and everyone, even the littlest Pac, will be happy.

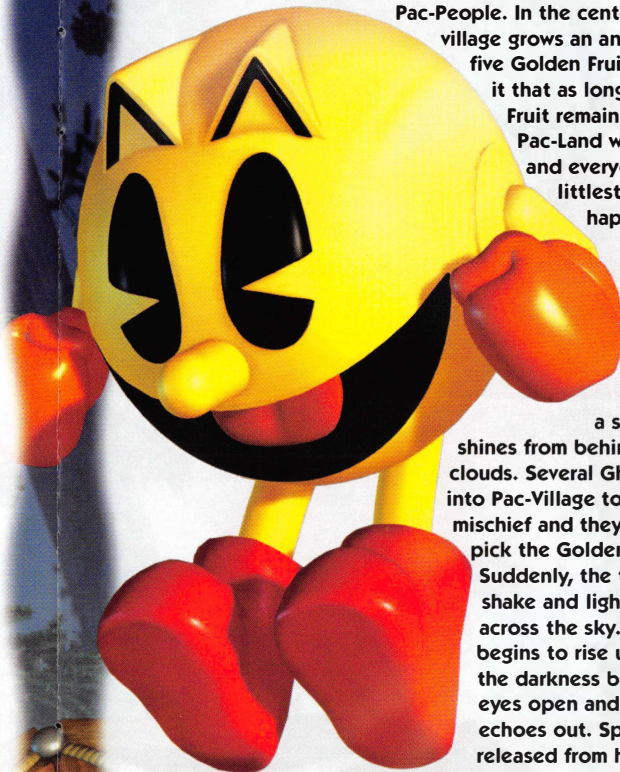
The adventure begins at night when all the Pac-People are asleep and a silvery moon

shines from behind gathering clouds. Several Ghosts sneak into Pac-Village to cause mischief and they unwittingly pick the Golden Fruit.

Suddenly, the tree begins to shake and lightning flashes across the sky. The tree begins to rise up and from the darkness beneath, red eyes open and an evil laugh echoes out. Spooky has been released from his prison!

The Ghosts cower as Spooky commands them to hide the Golden Fruit throughout the land. Without the Golden Fruit, Pac-Village will be helpless to resist Spooky and the Ghosts.

Join Pac-Man on his quest to find the Golden Fruit and save Pac-Land!



## Welcome to Pac-Land



### PAC-VILLAGE

Pac-Village is the center of Pac-life and the starting point of **Pac-Man World™2**. Pac-Man can encounter a cast of characters here, both old and new, who can help him out throughout his adventures. At the center of it all rests the revered Golden Fruit Tree that once imprisoned Spooky.



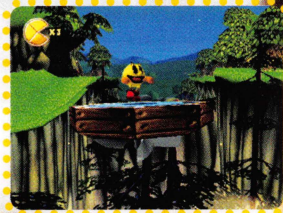
### FOREST

A lush meadow forest where Pac-Man must search for the first stolen fruit. Here he encounters a variety of forest enemies, including Pac-Bears, Beetles, and even a Ghost carrying a Blunderbuss. Little does Pac-Man know that the Ghosts are expecting him.



### TREE TOPS

Don't look down! Far up in the dizzying heights of the rainforest canopy, Pac-Man looks for the next Golden Fruit. Pac-Man must be wary and avoid the Saw Blades while he seeks out the B-Doings to help him find his way out.



## Maze Mode

The rules are slightly different than the original arcade game:

1. You have three chances to complete the level.
2. You do not lose any lives from game play.
3. Pac-Dots and Fruit collected add to the level score and the grand score, but not toward 100% completion.

## Arcade Games

As you collect Tokens in the game levels, the machines in the arcade become active. There are four arcade games and the game music jukebox that can be opened for free play, and all of the **Pac-Man World™2** game play mazes that you've found will also be available for replay in the arcade.

To play any one of the arcade games that are opened up, enter the arcade in Pac-Village, walk up to the arcade machine you want to play, and press the Y Button.

### ARCADE GAME MENUS

**A Button** = 1 Player Game  
**B Button** = 2 Player Game  
**START/PAUSE** = Options

### GENERAL CONTROLS

**Control Stick or +Control Pad** = Move Character or Menu Selection  
**A Button** = Jump (only in Pac-Mania)

### PAC-ATTACK CONTROLS

**+Control Pad** ◀ or ▶ = Move cluster left or right  
**+Control Pad** ▼ = Move cluster down  
**A Button** = Rotate cluster counterclockwise  
**X Button** = Rotate cluster clockwise

## Time Trial Mode

During Time Trial Mode Pac-Man cannot lose a life. If Pac-Man dies in the level from falling into a chasm or taking damage from enemies, he automatically starts at the beginning of the level. Once back at the beginning of the level, you have a few different choices: you can choose to enter Time Trial Mode again, go through the level normally, or exit back to the World Map.

If you reach the end of the level with a better time than the Best Time Trial time, you are rewarded with a Token.

See if you can beat all of the Best Time Trial times!

## Maze Mode



### CONTROLS

**Control Stick or +Control Pad** = Move Pac-Man

**R Button** = Change Camera Distance

**START/PAUSE** = Options

As you play through the levels of the game, you will find Galaxians that will transport you into Maze Mode. In Maze Mode, your goal is to complete the maze with the highest score possible. Run through the maze chomping Pac-Dots while avoiding the Ghosts. Game play is the same as the original Pac-Man Arcade game, but with a few differences.

## Welcome to Pac-Land 9

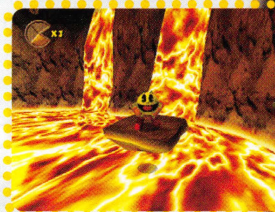
### SNOW MOUNTAIN

Got your earmuffs on? Pac-Man heads for the mountain where giant snowballs and a bad case of winter stand in his way. Can he successfully cross an ice river, jump deep crevasses and dangerous avalanches, all while dodging giant snowballs?



### LAVA

Hot! Hot! Hot! Pac-Man travels into an active volcano and discovers a host of fire creatures. The only thing that can protect Pac-Man from the heat of the lava is the Steel Ball Power-Up, so he'll have to make sure to use them wisely.



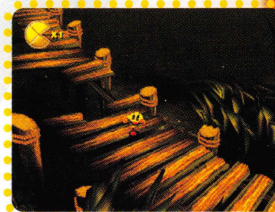
### OCEAN

Down to the very depths of the deep, Pac-Man dons a pair of Flippers to swim through two different levels and avoid terrors of the deep ... sharks, jellyfish and eels! Professor Pac has been up to his experimenting self and has even created a Pac-Sub to help Pac-Man get to Ghost Island in one piece.



### GHOST ISLAND

Only legends describe the horrors that exist on Ghost Island... It is a lonely place of torrential rains and lightning storms where every step and walkway can be treacherous... and deadly!



## Game Description

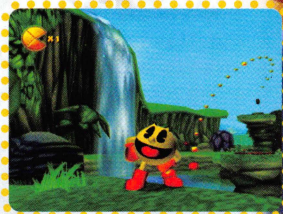
**Pac-Man World™2** is an action game in which Pac-Man's adventures consist of clearing various levels and battling formidable Bosses. The basic game contents will be explained below.

Pac-Man is back! The Ghost Gang has snatched the Golden Fruit of Pac-Land. Pac-Man must explore the vast world of Pac-Land in an attempt to retrieve what was stolen, meeting a zany cast of characters along the way. Little does he know, the Ghost Gang has mistakenly unleashed something wicked that will soon threaten Pac-Land!

**Pac-Man World™2** is a fast, fun and furious linear 3D traversal action platform game.

## What are Levels?

The modes in which you control Pac-Man and enjoy the game are called levels. There are two types of levels: one where you defeat enemies and collect items, and another that consists only of Boss Battles.



## Time Trial Mode



Bonus Time Clock

Current Time

Time Trial Mode is a race against the clock to earn Bonus Tokens. Each level in the game, with the exception of the Boss Levels and Pac-Village, has a Time Trial Mode.

Time Trial Mode can only be accessed in a level that has been previously completed. At the start of the completed level, a Stopwatch will appear floating on the ground. Here, you have the choice of touching the Stopwatch to start the Time Trial Mode or bypassing it to re-traverse the level to obtain additional fruit, lives or find hidden items. If you bypass the Stopwatch and walk into the level, the Stopwatch disappears. To start Time Trial Mode on the level, Pac-Man just needs to touch the Stopwatch. At that point, a Timer appears in the lower right corner of the screen.

Throughout the level in Time Trial Mode, you will find various Bonus Time Clocks. These clocks are used to freeze the Timer for a period of time. There are 2- and 4- second Bonus Time Clocks. Gobbling Ghosts also freezes the timer. Each Ghost gobbled freezes the Timer for 4 seconds. The items that freeze the Timer are not cumulative.

## Enemies

### SPIDER

Arachnophobia? These spiders will give you nightmares for weeks!



### STONY

Stony is a magical rock creature that shoots rocks or fireballs out of its mouth. Stony is a great guardian for the ancient races and never moves from the area that it blocks. Commonly, Stony matches the terrain that surrounds it, and can be difficult to distinguish.



## What is the World Map? 11

Pac-Man can move freely over the World Map and choose which levels to play. You can replay levels over again to achieve 100% completion, beat the high score, or go through Time Trial Mode. You're free to choose the path that appeals to you most.



## New to Pac-Man World™2

In addition to the regular levels in **Pac-Man World™2**, there are levels that take place while on ice skates, swimming with flippers, in-line skates, or in a submarine. These levels allow you to enjoy adventures of a slightly different flavor.



## Getting Started

After the opening movie, the Main Menu appears. If you select **NEW GAME**, you can play from the beginning. If you want to continue playing from a previous save, select **LOAD GAME**. You can also change the game settings by selecting **OPTIONS**.

## Main Menu

### NEW GAME

In the New Game Screen, select a game slot to save to. Select one of three game slots to create a saved game, and press the A Button to accept. At this time, if you select a file with data already in it, it will move to the Overwrite Save File Screen. To overwrite the file, select Yes, and press the A Button. Return to the New Game Screen by selecting NO, or pressing the Y Button.

### LOAD GAME

Select **LOAD GAME** to start from a previous save. First select a file to load in the Load Game Screen. Each save game slot displays the saved game information. Now select a game to load and press the A Button to accept.

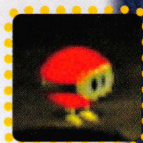
### OPTIONS

Before you start a new game, you can change the options for the music or sound in the game and turn the Rumble Feature on or off. The Options are explained in the levels section on page 15.

## Enemies

### POOKA

The Pooka's are the underground version of a Pigeon: they bounce around, bumping into each other and objects in the environment. Pookas never stray far from their burrows (hole in the ground), and are often prey to the Pooka Plants. Be careful not to touch them or come too close!



### POOKA PLANT

The Pooka Plant is a plant creature that eats Pookas to survive. The Pooka Plant is nearly blind and has been known to attack and devour any other creatures that enter its path.



### REV ROLL RAM

High in the Snow Mountains is where the Rev Roll Ram can be found. Be very weary of its rolling attacks or you'll be knocked off the side of the mountain.



### RGB'S

At first glance, these creatures look rather dumb, but get too close and they'll show you why they are ferocious.



### SHARK

The Shark is a huge predator of the deep ocean. Feared by all mammals in the water, the Shark feeds upon the fear of its prey to attack with stealth and vigor.



### SKELETON

Think Skeletons are scary in real life? Try these ones on for size. They don't have anything to fear, because they don't have a brain!



## Enemies

### JELLYFISH

The Jellyfish simply floats in the water, but beware of its stinging tentacles.



### JUMPING FISH

The Jumping Fish is native to the cold waters of the Snow Mountain region. The Jumping Fish jumps out of the water in an attempt to catch low flying birds and other small morsels that come across their water habitat.



### NEANDER-PAC

Ever wonder what the Pac-People evolved from? This club-carrying enemy is definitely a block-head!



### PAC-ASITES

Pac-asites are a strange combination of a velociraptor and Pit-Bull. They have the pack hunting instincts of velociraptors, with the size and ferocity of a Pit-Bull. Watch out for the fiery Pac-asite deep in the lava tubes!



### PAC-BEAR

The Pac-Bear is one of the largest natural creatures in Pac-Land and has little to fear. Pac-Bears are large enough to eat any of the Pac-People, but prefer to play with their food before eating it. Pac-Bears can be found in various climates.



### PAC-CUB

Pac-Cub is a baby of the Pac-Bear. They are a little easier to deal with, but still have a whallop of a punch!



## Winning the Game

Complete the game by finishing all of the Boss Levels, collecting the Golden Fruit and imprisoning Spooky again.

## Completing 100% of the Game

There are a few things that you need to do to achieve 100% in the level. To achieve 100% completion, you need to do the following in each level of the game:

1. Collect all Pac-Dots.
2. Collect all the Fruit.

## World Map

The World Map is used to move from level to level. Pressing START/PAUSE while on the World Map will display the Options Screen. Use the World Map to move Pac-Man around and select levels to play. Move Pac-Man to a particular point using the Control Stick or +Control Pad, then enter the level by pressing the A Button. As Pac-Man stands on a point, the statistics for that level are displayed on the screen. More levels become accessible as you complete levels in the game.

### WORLD MAP SCREEN

The following items are displayed on the World Map Screen.

- Grand Score
- Total Tokens
- Level Name
- Level Pads - Displays where Pac-Man can stop on the World Map.
- Paths



**LEVEL STATISTICS**

Want to know how you have done in a level? If Pac-Man stands on a level pad of a previously completed level, the following information is displayed:

- % Complete
- Tokens
- Bonus Tokens
- High Score
- Best Time Trial
- Fruit Collected
- Pac-Dots Collected

**OPTIONS SCREEN**

Press START/PAUSE while on the World Map to display the following options:

- Sound
- Rumble Feature
- Back To Game
- Exit Game

Select EXIT GAME to quit the game and return to the Main Menu. To return to the World Map, select BACK TO GAME and press the A Button, press the Y Button, or press START/PAUSE.

Pac-Land is populated with a variety of different creatures, both hostile and friendly. Finding a way to defeat the enemies is your challenge.

**BAT**

The Bat is the most common flying predator in Pac-Land ... at night. They are very territorial creatures that will attack anything that enters their domain. Bats aren't very smart, but will fight to the end.

**BEETLE**

Beetles are predators that live in various regions of Pac-Land. When an enemy enters the area where a Beetle lives, it will try to attack with its massive pincers.

**EEL**

The Eel is a predator that lurks in the dark caves of the Coral reefs. Be careful, because the Eel gives off an electrical charge in a small radius around it.

**GHOSTS**

There are a variety of different Ghosts that can be found in Pac-Land and can carry a variety of different weapons. Just make sure to avoid their touch!!!





## PROFESSOR PAC



## PAC-RANGER

## HANDY-PAC

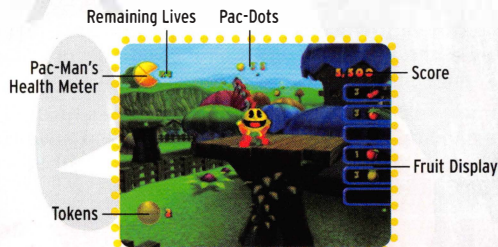


## SUE

Here is an overview on how to view the level and boss rounds, as well as the basic level rules.

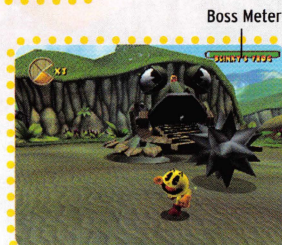
## LEVEL SCREEN

Pac-Man's health, number of lives, Pac-Dots collected, Tokens collected and score are displayed on the Level Screen.



## BOSS LEVELS

Entering a Boss Level will cause a Boss Battle to begin. Decrease the Boss' health meter by hitting the Boss with various methods. Complete the level by reducing the Boss' health meter to zero and retrieving the Golden Fruit.



## PAUSE MENU

Press START/PAUSE during a level to display the Pause Menu. On the Pause Menu are the following options:

- Back To Game
- Exit Level (go back to Map Screen)
- Sound
- Rumble Feature

## SOUND

The Sound settings allow you to change the volume of the Music and Sound Effects. Use the Control Stick or +Control Pad to select, and then press the A Button to accept.

## RUMBLE FEATURE

Press the A Button to toggle the Rumble Feature on or off. Select the individual game options to change the settings, select EXIT LEVEL to go back to the Map Screen. Select BACK TO GAME or press START/PAUSE to resume game play.

## Game Play Rules

- Pac-Man's Health Meter decreases when he takes damage. Pac-Man can take damage four times before he loses a life. If Pac-Man has another life in reserve, the game continues from the last Checkpoint that was reached.
- If Pac-Man falls off a ledge, touches lava, or falls into the icy water he will lose a life, regardless of his Health Meter.
- Picking up Health Wedges will restore Pac-Man's Health Meter by a one Health Wedge. Completing a level will restore Pac-Man's Health Meter completely.
- The game ends if Pac-Man loses a life and has no additional lives remaining. At the Game Over Screen, you have the option to Continue the game with five lives, Load Saved Game, or Quit to the Main Menu.

## Saving or Game Over

Your progress can be saved after you complete a level or select CONTINUE when Pac-Man loses all remaining lives during the middle of a level.

### SAVING

Completing a level will take you to the Confirm Save Screen. Select YES with the +Control Pad and press the A Button to save your game. You can continue without saving by selecting NO and pressing the A Button. You can only save on the file that was originally loaded at the start of the game. Only MEMORY CARD Slot A is utilized for saves.

### GAME OVER

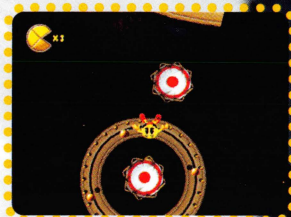
Even if all of the remaining lives are used up, select CONTINUE to start that level over, with three lives. To end the game, select QUIT. Use the Control Stick or +Control Pad to select and press the A Button to accept. You can Continue an unlimited number of times. You can also load a saved game from here.

## Mechanics

### B-DOINGS

Butt-Bounce on these for a quick launch into the air. It's like jumping on a trampoline. There are three different types of B-Doings.

- **B-Doing** - This B-Doing will launch Pac-Man straight up in the air to a short distance.
- **Super B-Doing** - This B-Doing launches Pac-Man into orbit!
- **Angled B-Doing** - The angled B-Doing launches Pac-Man in the direction that the arrow points.



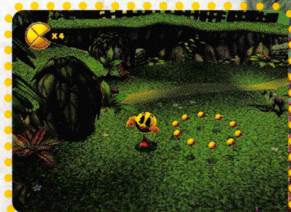
### CHESTS AND CRATES

Break open every one of these you can find. They may contain Extra Lives, Fruit, Power-Ups and other useful items ... or enemies! Crates can be opened by Butt-Bouncing on, Rev Rolling into, or Flip Kicking them, but Chests cannot be opened until you have the fruit type that is displayed on it.



### PAC-DOT CHAINS

Sometimes switches will unlock Pac-Dot Chains that allow Pac-Man to fly to areas normally inaccessible. Eat the first red Pac-Dot and the Pac-Dot Chain will automatically carry Pac-Man to his final destination.



Take advantage of various mechanics to get Pac-Man through his adventure, but keep in mind that each mechanic has unique properties.

### SWITCHES

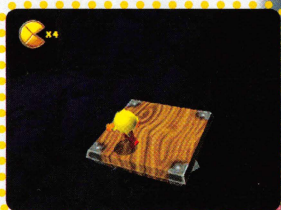
Butt-Bounce on switches to activate them.

- **Green** - Used only once, these usually start moving platforms or make items appear.
- **Orange** - Used multiple times, these timed switches activate Power-Ups or Mechanics. Watch your timing with these, as they reset after a while.
- **Blue** - These switches are toggles. At one point, they may activate something obvious, but what does the second switch do?

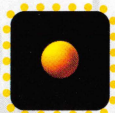


### MOVING PLATFORMS AND HELIVATORS

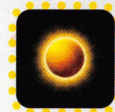
Jump on these platforms to move across areas that you normally might not be able to cross. There is a slight difference between the two. Moving platforms move on their own, but Pac-Man must power the Helivator to move it. Just jump on the Helivator and Rev Roll (hold the B Button) to ride it. The Helivator will stop moving when it reaches its destination.



There are a variety of different items that can be found in the game. Some are in plain sight, and others are hidden in Chests and Crates. Some enemies may carry items, but the only way to find out is to defeat them!



Pac-Dot



Power Pellet



Fruit



Extra Life



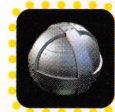
Health Wedge



Golden Fruit



Token



Power-Up

**POWER-UPS**

There are a few different Power-Ups in the game that will help Pac-Man travel through the game.

**STEEL BALL POWER-UP**

There aren't many things that can hurt Pac-Man when he's using the Steel Ball Power-Up. This Power-Up makes him heavy enough to walk around underwater and bust open underwater Chests or Crates with a Butt-Bounce or Rev Roll. Wait until it wears off to jump out of deep water.

**POWER PELLETT**

Ghosts can no longer harm Pac-Man when he gains the power of the Power Pellet. In fact, the Ghosts turn blue and run! After munching a Power Pellet, quickly chase down all the Ghosts you can. The more Ghosts you chomp with a single Power Pellet, the more points you are awarded.

**SHRINK POWER-UP**

There are areas of the game that Pac-Man cannot enter due to his size. Pac-Man shrinks down to a miniscule size when he touches the Shrink Power-Up. Be careful when using a Shrink Power-Up, because Pac-Man can easily be squashed like a bug!

**MORE ITEMS THAT CAN BE PICKED UP****CHECKPOINT**

Make it to one of these and Pac-Man will start again from this position if he loses a life. Galaxians also count as checkpoints.

**EXTRA LIFE**

You can always use an Extra Life. The more lives you have, the longer you can play.

**FRUIT**

Fruit allows you to open Fruit Chests and is also counted at the end of the level to determine how much of the level was completed.

**TOKENS**

Tokens are used to activate the arcade games in Pac-Village. Collect as many tokens as you can to activate each of the arcade games.

**HEALTH WEDGES**

During each level, pie-shaped wedges will appear which replenish Pac-Man's Health Meter. Each wedge picked up adds one Health Wedge to the Health Meter.

