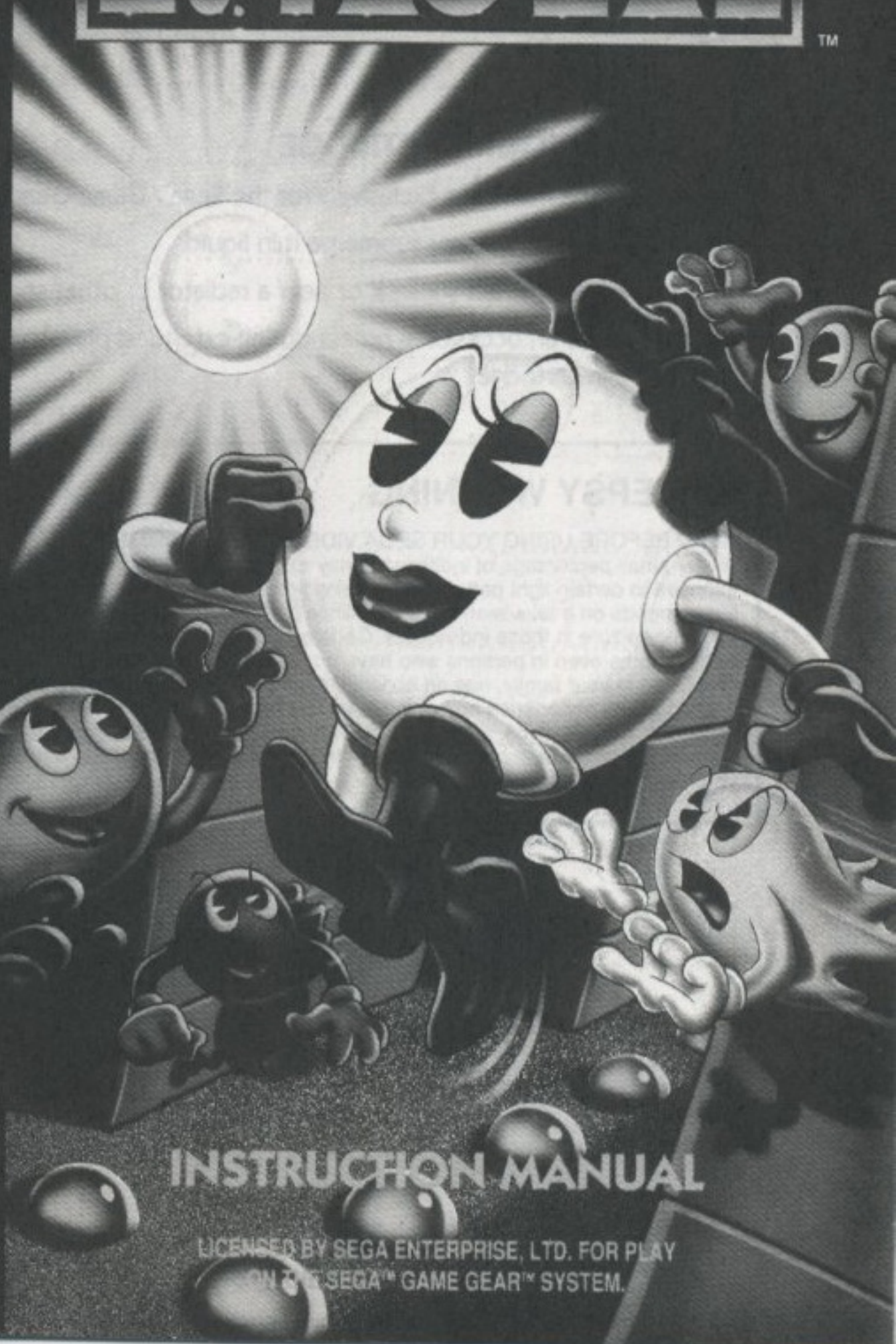


SEGA™

namco®

MS. PAC-MAN™

GAME GEAR



INSTRUCTION MANUAL

LICENSED BY SEGA ENTERPRISE, LTD. FOR PLAY ON THE SEGA™ GAME GEAR™ SYSTEM.



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TM

HANDLING YOUR CARTRIDGE

- This Cartridge is intended exclusively for the Sega™ Game Gear™ System.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other sources of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega cartridge.

EPILEPSY WARNING

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GAME GEAR™ SYSTEM.



• • • • • CONTENTS • • • • •

Ghosties...Yum, Yum!4

Getting Started5

Screen Size6

Difficulty7

Control8

Two Player Game9

The Game Screen10

Rules11

Tricks and Treats12

Scoring13

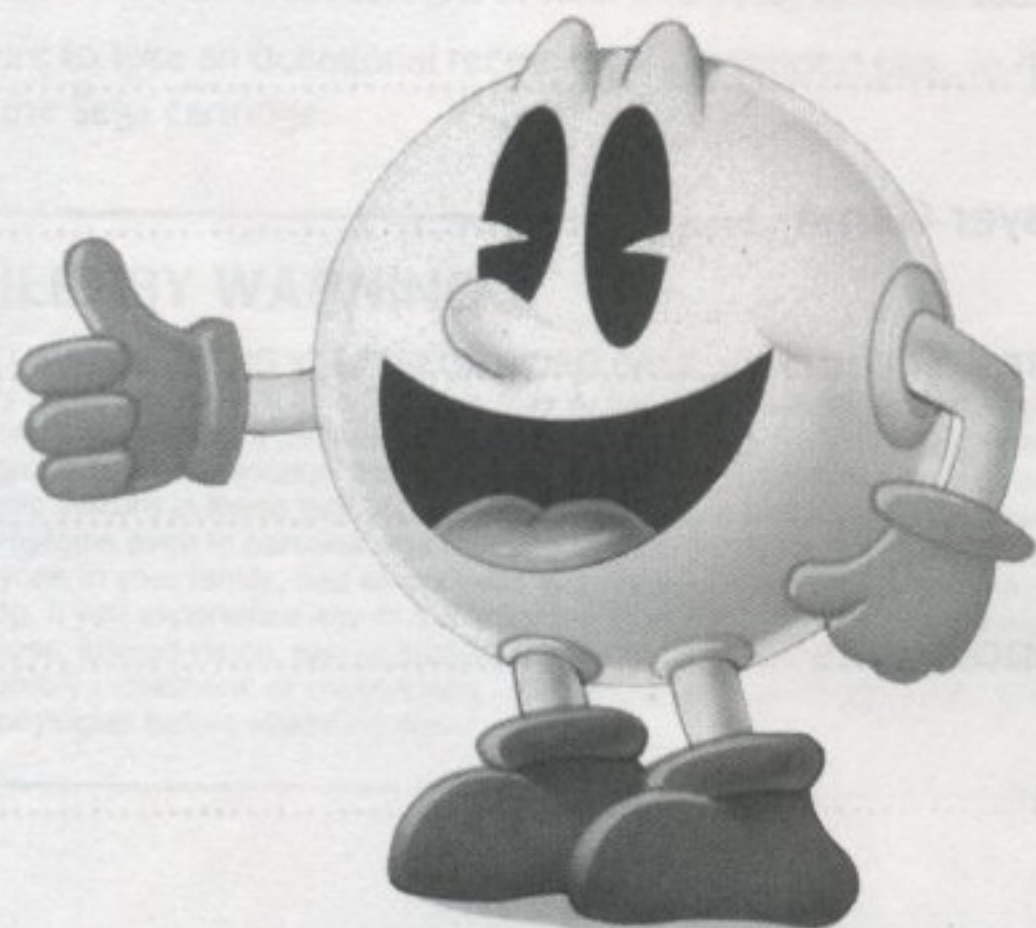
Hints14

Limited Warranty15



• • • GHOSTIES . . . YUM, YUM! • • •

Who's the best ghost gobbler? Ms. Pac-Man or Pac-Man? This is your chance to prove your point. Race around the four mazes scarfing pellets in pursuit of the perfect score. For the ultimate challenge go head-to-head with a friend in non holds barred chow-down challenge.



• • • • GETTING STARTED • • • •

1. Insert the Ms. Pac-Man game cartridge into your Sega Game Gear System.

2. Turn on your Game Gear. In a few moments, the Ms. Pac-Man Title screen will appear.

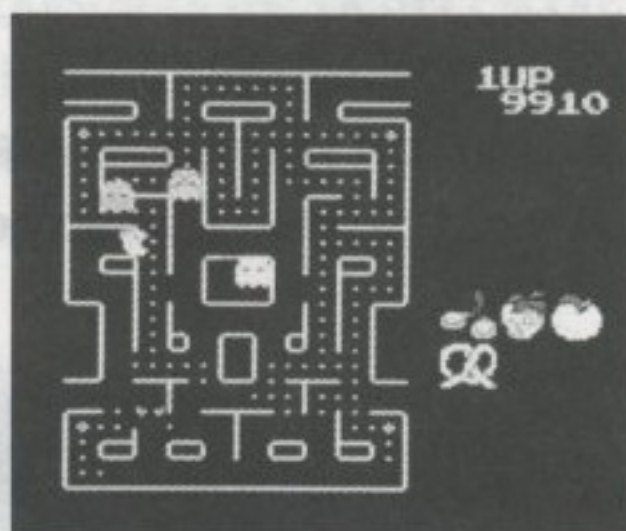
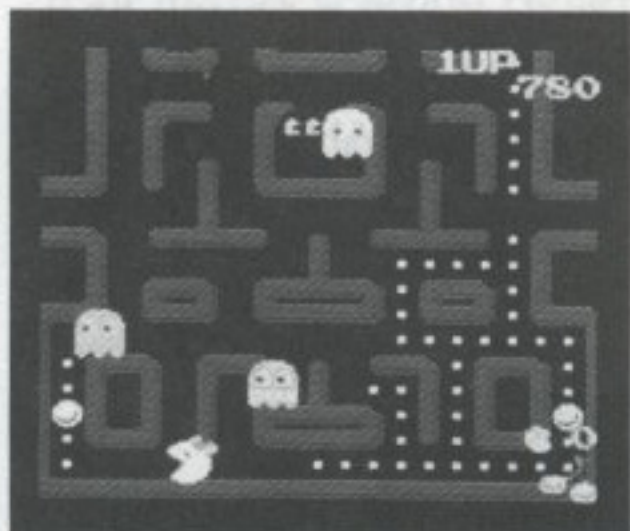



3. Press the Start button to begin the one player game. (For two players read the Starting a Two-Player Game section.)



• • • • • SCREEN SIZE • • • • •

You can choose from two different maze views! Read on to learn how!



- The default screen size for Ms. Pac-Man is the zoom view so you don't have to do anything if you wish to play with the zoom maze.
- From the Title screen press the Control Pad up/down to highlight 1 Player.
- Press the Control Pad left/right to select the half screen symbol. 
- Press the Start button to begin your game.

• • • • • DIFFICULTY • • • • •

If you're up for a challenge keep on reading! Ms. Pac-Man plays just like the arcade original, but if you think you're really good, try the hard mode. Here's how.

- From the Menu screen press the Control Pad to highlight Arcade/Hard.
- Press the Control Pad to the right to highlight Hard.
- Begin the game for either One or Two players.



• • • • • CONTROL • • • • •

Read this section to learn all the moves!

Start button - Press to pause during game play.

Control Pad - Press to move Ms. Pac-Man through the maze.

1 button - No function

2 button - No function

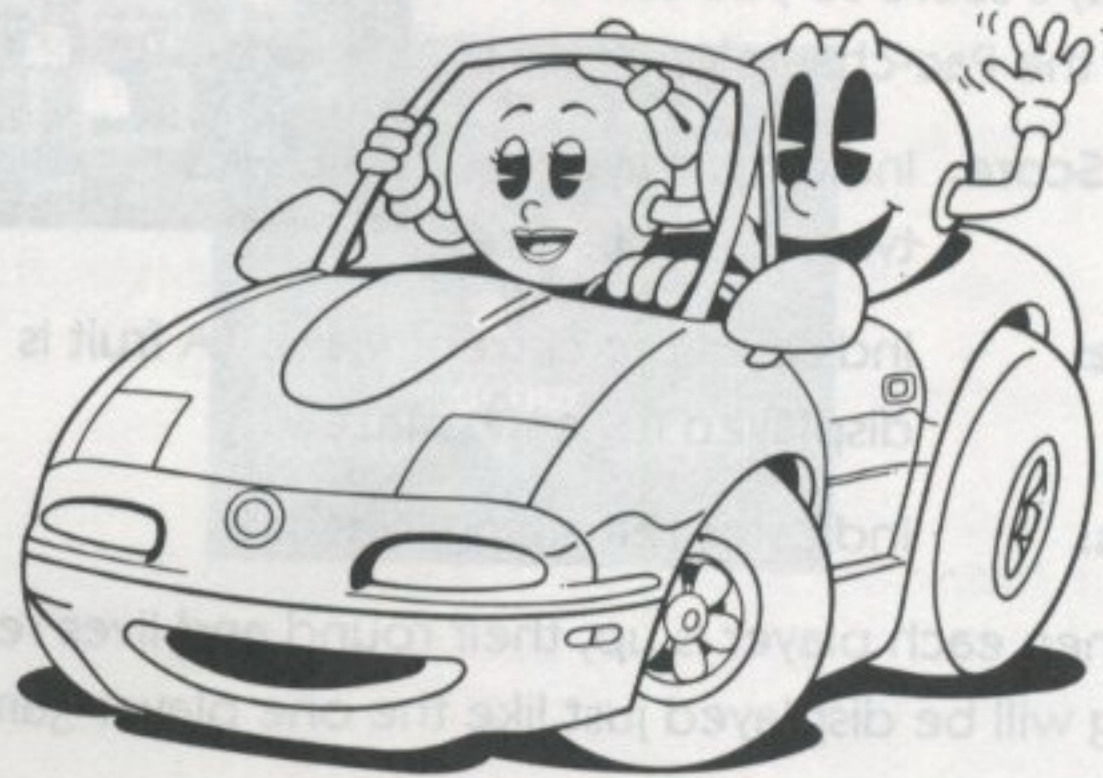


• • • • TWO-PLAYER GAME • • • • •

Ms. Pac-Man has a 2 player feature just like the arcade original. Players take turns competing for the highest score in non-stop Ms. Pac-Man ghost chomping action! Player one is Ms. Pac-Man and player two is Pac-Man. Find out who is the ghost chomping czar!

1. From the Title screen press down on the control pad to highlight 2 Players.

2. Press the Start button to begin the two player game.



• • • • THE GAME SCREEN • • • •

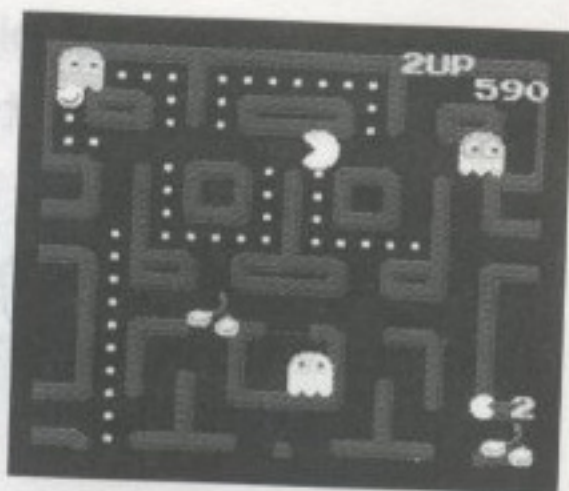
One Player Games

All the important information is on the right side of the screen.

1up: Indicates your current score.

Maze: Indicates the current maze. A fruit is displayed for each maze.

Lives: Indicates remaining lives.



Two Player Games

Keep an eye peeled on your buddy's score so you can tell who the Pac-champion really is.

2up Score: Indicates player two's current score.

Maze: Indicates the current maze. A fruit is displayed for each maze.

Lives: Indicates remaining lives.

- When each player is up, their round and lives remaining will be displayed just like the one player game.

- Player two will play Pac-Man!



• • • • RULES • • • •

Short and simple

- Your goal is to clear each maze by eating all the pellets.
- You start a game with 3 Ms. Pac-Man lives.
- When a ghost catches Ms. Pac-Man, she loses a life.
- If Ms. Pac-Man loses all her lives the game is over.



• • • • **TRICKS AND TREATS** • • • •

Use the tricks and treats to your best advantage to fool the ghosts and grab high scores!

Power Pellets: Eat a Power Pellet and you'll have the power to gobble ghosts! You can only eat ghosts when they change shape and turn to a darker shade. The power pellets only take effect for a limited time so you'll have to eat and run. Ghosts start flashing before they turn back, so watch out!

Fruit Treats: Fruits appear twice in each maze. Scarf them down for big bonus points. The more mazes you complete, the more the fruit is worth.

Warp Tunnels: Go through these tunnels and you'll shoot out on the other side of the maze. Use them to zip around and lose a ghost that's hot on your tail.

• • • • • **SCORING** • • • • •

The more you eat, the more you score! If only life was that simple!

Pellets: 10 points

Power Pellets: 50 points

Ghosts: Munch ghosts for big points. The more you eat the more they're worth!

First ghost 200 points

Second ghost 400 points

Third ghost 800 points

Fourth ghost 1,600 points

Fruit: More mazes, more points!

Maze 1, Cherry 100 points

Maze 2, Strawberry 300 points

Maze 3, Orange 500 points

Extra Life: You gain an extra Ms. Pac-Man at 10,000 points. Keep eating and you'll get more!

HINTS

- You move faster through paths that you've already cleared of pellets.
- The more mazes you clear the faster the game becomes. Your Power Pellet will wear off sooner as well.
- Trick the ghost by leading them away from section you want to clear. Then dash back and chow down the dots.
- Watch out for sneaky ghost tricks!
- Ghosts always move down when they leave their lair. So stay on top of things.

Limited Warranty

Majesco Sales, Inc. warrants, to the original purchaser, that this Sega Game Gear cartridge shall be free from defects in materials and workmanship for ninety (90) days from the date of purchase. Defective media returned by the purchaser during the ninety (90) day period will be replaced without charge, provided that the returned media has not been subject to misuse, damage or excessive wear.

Return defective media to point of purchase. You must include a dated proof of purchase, a brief statement describing the defect, and your return address.

Majesco Sales, Inc. does not warrant that the Sega Game Gear cartridge will meet the purchaser's specific requirements.

Any statement made concerning the utility of the Sega Game Gear cartridge are not to be construed as expressed or implied warranties. This warranty is in lieu of all other warranties, whether oral or written, expressed or implied. Any implied warranties, including implied warranties of merchantability and fitness for a particular purpose, are excluded.

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