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*Thank you for buying a Tecmagik product.  
Congratulations on becoming an owner of the Master  
System conversion of the arcade classic PACMANIA.*

## THE STORY SO FAR .....

Pac-Man the munching arcade hero is back. After a relaxing vacation in Tahiti our little round friend returns to find some big changes and not just a few surprises.

A new craze is sweeping across Pacworld - PACMANIA - and it looks like Pac-Man had better take some action fast! Clyde, the leader of those pesky ghosts has recruited the talents of two new ghosts, Sue and Funky whose fiendish tricks are sure to keep Pac-Man on his toes . If this is not enough to contend with the whole of Pacworld has completely changed. Now there's Block Town, Pac-Man's Park, Sandbox land, Jungly Steps and a secret land that's full of food but not always that easy to find !

Pac-Man has a challenge ahead but, not all the surprises are unpleasant ones. You will soon discover new special powers that allow Pacman to jump and change direction in mid air as well as now being able to leap over those ghostly ghosts! As usual there are power pills that drain all the power from Clyde and his crew leaving Pac-Man free to manoeuvre without ghostly interruptions. Now there are new power pills that turbo boost our little round friend into high speed mode or double his points with every munch.

With new Pacmania 'super powers ups' the odds are evened. Pacman in PACMANIA enters a new bright and colourful 3D playing field. Pac-Man is ready to play to the crowd using his added speed and cunning to outwit his formidable creepy opposition and get on with his favourite hobby... eating!

## LOADING THE GAME

Place your cartridge in the Master System.  
Have a Control pad plugged into Control Port 1.

Turn on your Master System

After the opening credits, press START at either the Pacmania title screen or the high score screen.

Highlight your desired starting level by pressing the up and down arrows on control pad.

Press start when you are ready to play the highlighted level.

Get off to a running start !

Pacman will be travelling to the left as you begin the game.

## PLAYERS CONTROLS

Use the control pad to travel up, down, left or right at any intersection.

Pressing either button will cause Pacman to jump. (Pacman cannot jump over walls).

## THE DISPLAY

The number of Pacmen remaining is shown on the lower left of the screen . When your last Pacman dies the game is over.

If your score is within the TOP 8, you can enter your initials in the High Score Table. Press up and down on the control to select your initials and press any button to advance to the next letter.

At any time you may press the pause button to pause the game. Pressing the pause button will reactivate the game.

Press the reset button to go back into the high score screen.

## PLAYING PACMANIA

Pacmania is a one player game in which you must manoeuvre Pacman through a world of 3D mazes.

Use your fire button to activate Pacman's unique BOUNCE power as you guide him through the four lands of Block Town, Pac-Man's Park, Sandbox and Jungly Steps.

There is a fifth SECRET LEVEL unique to Master System players . We could tell you where..... but, it is up to you to discover it.

Your objective is to eat all the pills on each level and you

must avoid the ghosts at all costs or lose a life. Eating the large yellow power pills will help you, munch on one and watch those ghosts shiver! While they are blue you have a chance to defeat them, once they change back again - run for it !

In addition to the yellow power pills you have the help of 3 other special pills. The first is a green power pill which will increase your speed ( but only for a limited time). The second is a red power pill which doubles all your points (only for a limited time). The third is magic items which appear on screen and should be eaten quickly for bonus points on your score.

Each yellow dot Pacman eats is worth 60 points.

If you eat a yellow power pill and then eat the blue ghosts each ghost you eat before your special power pill runs out is worth twice as much as the one before.

If you eat 1 ghost you gain 200 points the next ghost you eat gives you 400 points , the next 800 points and so on.

Just look at the extra points you can gain from eating the magic items.

Corn	= 1,000
Strawberry	= 2,000
Apple	= 3,000
Cherry, Ice cream II	= 4,000
Banana, Ice cream, Cup I, Burger	= 5,000

Peach, Cup II, Candy	= 6,000
Bell	= 7,000

Don't forget if you find that secret world there is a bonus of further points to collect.

If those ghastly ghosts take all of your three lives the 'Game Over' message will appear. If you have scored enough points you will be invited to enter your name in the High Score List. If you have not scored enough the high score list will appear automatically showing you how many points you have to gain to be a Pacmania champion next time you play.

The loading screen will then be displayed.

Press fire to call up the select screen and have another go or simply sit back and watch the Master System demonstrate Pacmania for you.

## DEVELOPMENT CREDITS

Pacmania was converted for the Master System by:  
Steve Lamb, Dan Duncalf, Simon Freeman, Jeff Gamon and  
Muffy Vashele at Tecmagik Inc, Menlo Park, California, U.S.A.  
August - October 1990

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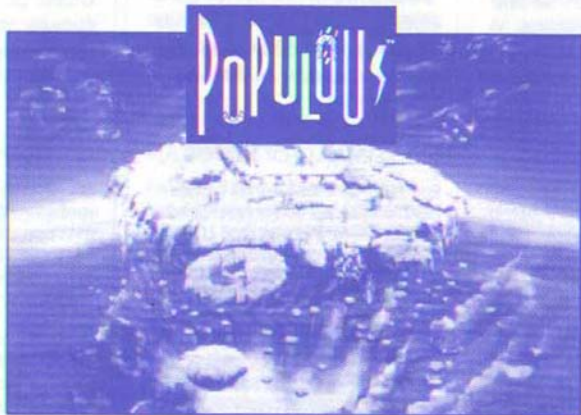
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HALL GREEN, BIRMINGHAM B11 3EA.  
TECMAGIK INC. (USA) 3000 SAND HILL ROAD, BUILDING 2,  
SUITE 180, MENIO PARK, CALIFORNIA, 94025 (USA).  
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