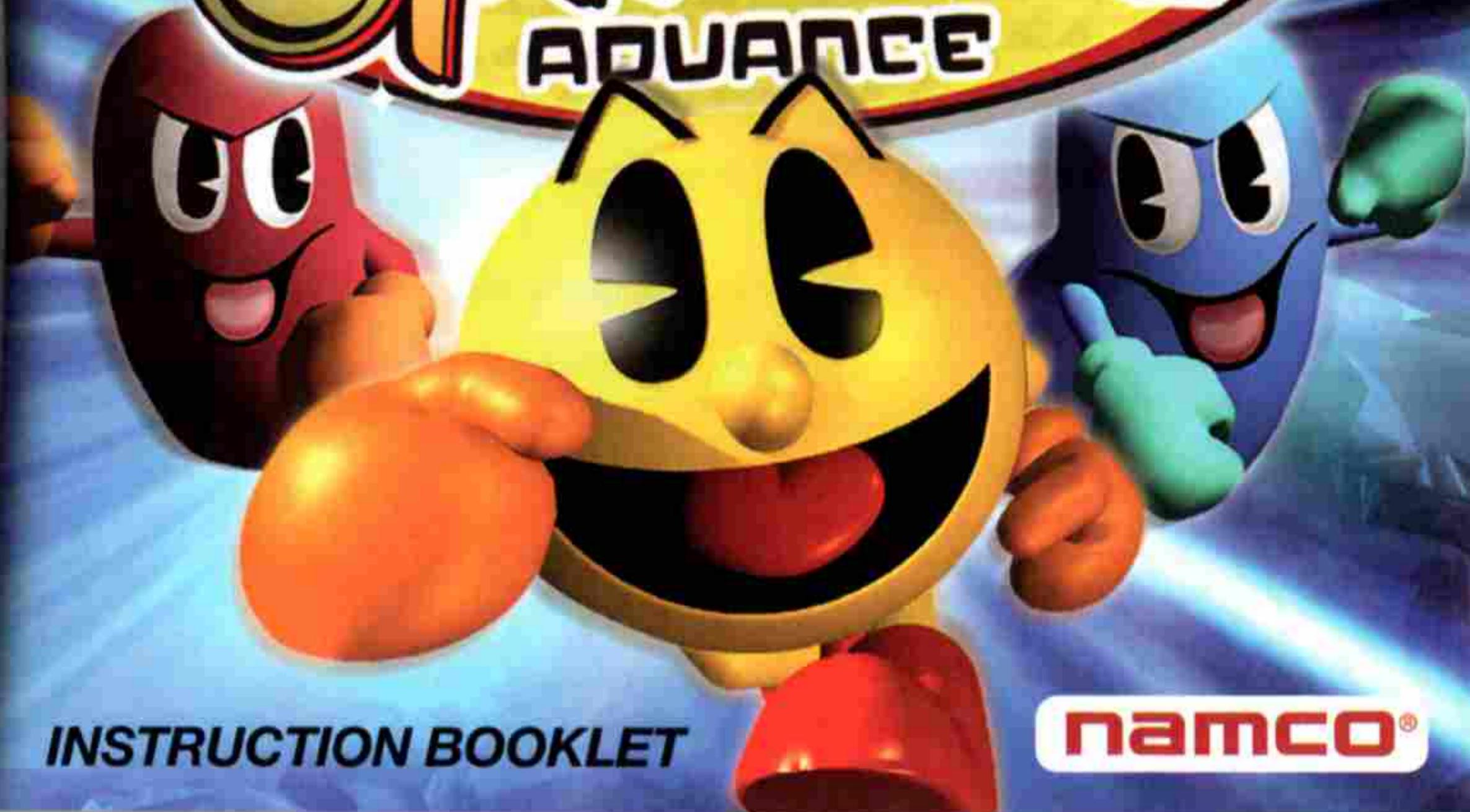


GAME BOY ADVANCE

AGB-BP8E-USA

RAGS. MAMAM **PINBALL** **ADVANCE**



INSTRUCTION BOOKLET

namco

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND 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 or patterns, 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
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
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.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND THE NINTENDO
DS™ VIDEO GAME SYSTEMS.**

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that this product is licensed or
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video game systems,
accessories, games
and related
products.*



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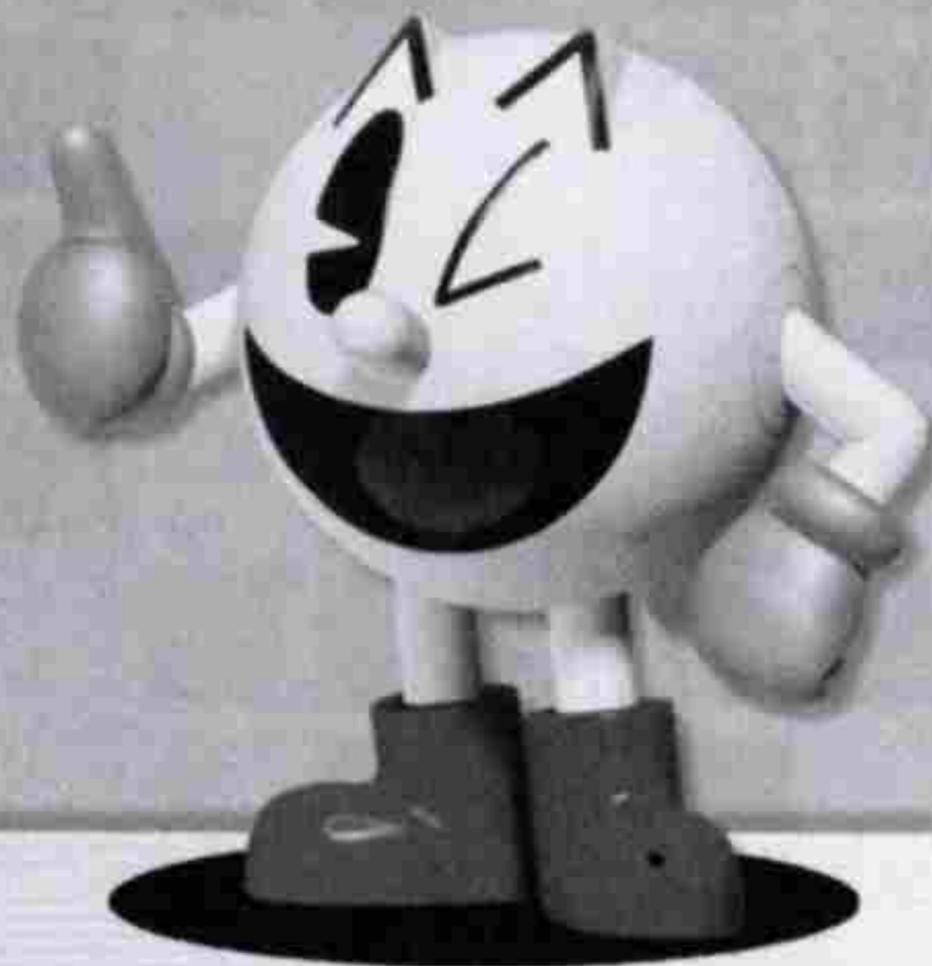
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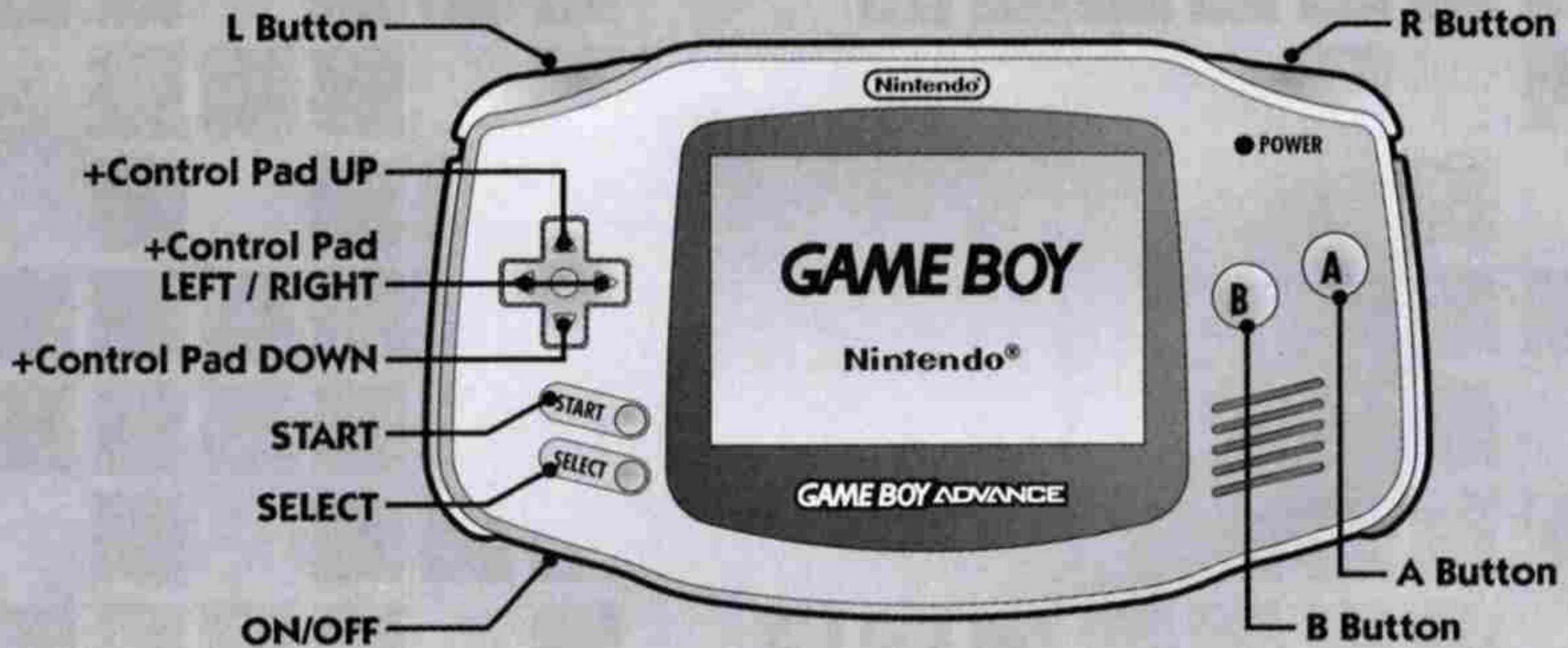
GETTING STARTED



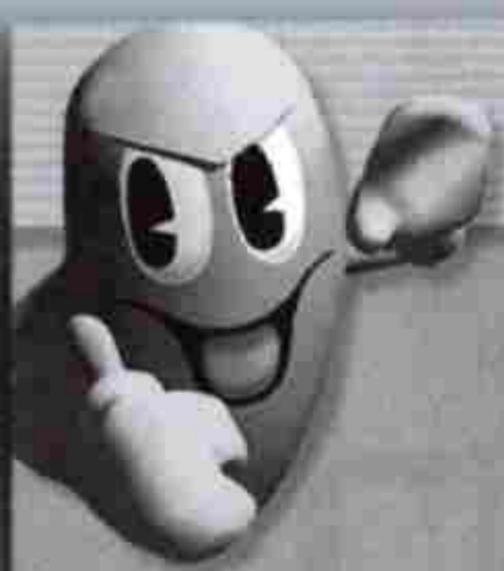
1. Switch the Nintendo® Game Boy® Advance system OFF. Never insert or remove a Game Pak while the Game Boy® Advance is ON.
2. Insert the **PAC-MAN PINBALL™ Advance** Game Pak into the slot on the Game Boy® Advance. Press firmly to ensure the Game Pak is correctly inserted.
3. Switch the Game Boy® Advance ON. The Title Screen should appear. If the Title Screen fails to appear, return to step 1.
4. Press START to enter the Main Menu.



CONTROLS



GAME CONTROLS



Bump right side of table

Bump left side of table

Left Flipper

Right Flipper

Pause the game



Right Flipper

Bump bottom of table

NOTE: Using any flipper button will switch the lights at the top of the table.

STARTING THE GAME



Press START on the Title Screen. Select START GAME from the Main Menu, then press the A Button to confirm your selection. Press Right, Left, Up or Down on the +Control Pad to highlight the table you wish to play on, then press the A Button to load the table.

MAIN MENU

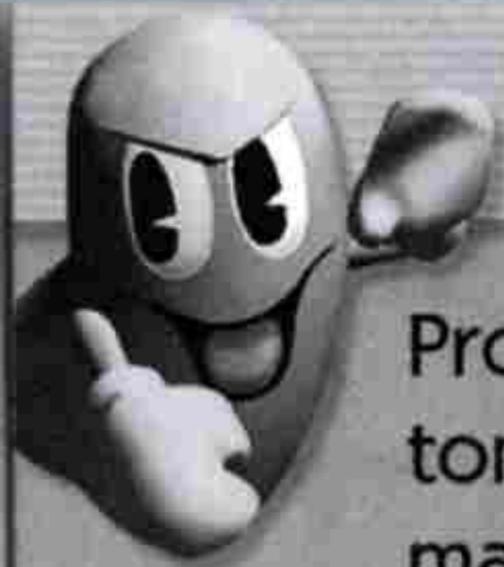
START GAME = Starts a new game of **PAC-MAN PINBALL™ Advance**.

TUTORIAL = Learn how to play the game.

OPTIONS = Turn sound effects and music on/off.

CREDITS = View the names of the people who created the game.





THE STORY

Professor Pac is very excited to try out his new invention tomorrow, the Pac-Finder! The Pac-Finder is a huge machine that can locate any resident of Pac-Land in all of Pac-World, and instantly transport them to the Pac-Finder. Late at night, Professor Pac goes to sleep.

Pac-Man wakes up early in the morning, unable to sleep any longer because he's so excited to see the Pac-Finder activated for the first time. Something seems odd...

Pac-Land seems strangely quiet. All of the Pac-Land residents have disappeared!

Pac-Man finds a note scribbled in bad handwriting on the door to his house:

PAC-MAN

PAC-MAN
PINBALL
ADVANCE

Dear Pac-Man,

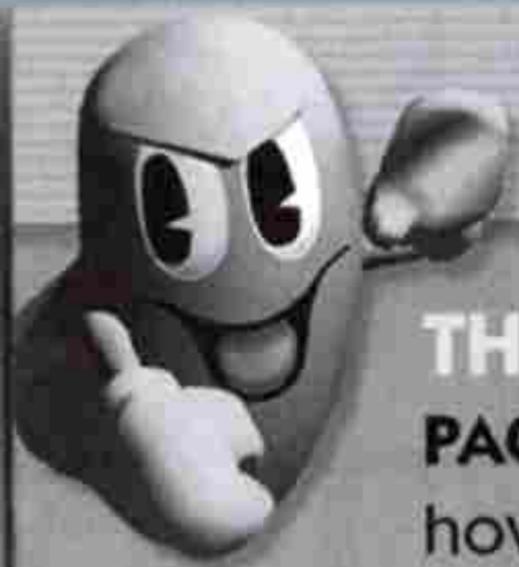
We have taken all the residents
of Pac-Land and you'll never see
them again!

Sincerely,

Blinky, Pinky (XOXO), Inky, & Clyde

It's time for me to give
the Pac-Finder a try, and
rescue my friends!





PLAYING THE GAME

THE GOAL

PAC-MAN PINBALL™ Advance allows the player to approach pinball how they desire. You may try to rescue the 8 kidnapped residents of Pac-Land, or play purely to achieve your highest score possible.

GAME OVER

The game ends when Pac-Man loses all of his lives. If all 8 residents are rescued, the game will start over but you will retain your high score and the number of remaining lives.



THE HUD

1. Balls/Lives remaining
2. Pac-Dots collected/
current score
3. Digital display (appears when
special events occur)
4. Pac-Man Spinner meter



THE TABLE

ITEM	POINT VALUE	DESCRIPTION / RULE
Pac-Dots	10	Collect Pac-Dots and trade them in at Professor Pac's house for a reward.
Power Pellet	50	Eat a Power Pellet to activate Ghost Chase Mode, then gobble those Ghosts for extra points!
Target	N/A	Hit a target to make a Power Pellet appear.
Professor Pac's Home	N/A	The Professor has built a scale model of his house and placed it inside of the Pac-Finder.





PLAYING THE GAME Continued...

THE TABLE CONTINUED...

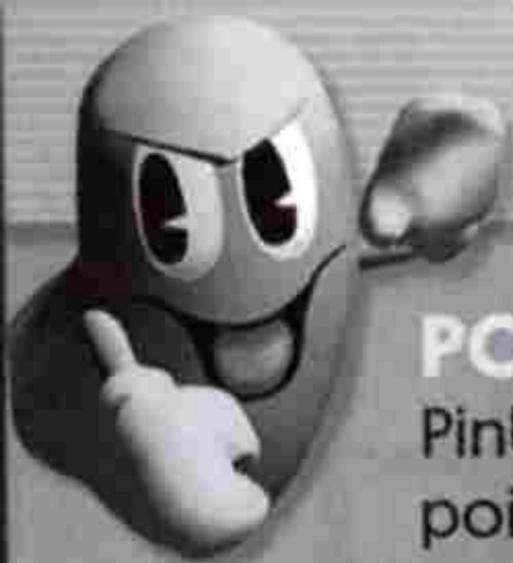
ITEM	POINT VALUE	DESCRIPTION / RULE
Helivator	N/A	A platform that raises Pac-Man up to a higher location on the table and drops him into a ramp.
Fruit	Various (see chart)	There are 8 types of Fruit. Fruit appears on the table each time Pac-Man rides on the ramp. The fruit will change whenever Pac-Man rides the ramp 4 times.
Ghosts	Various (see chart)	The Ghosts wish to cause general mischief. While they begin every level in the Ghost Home, they quickly move to the bottom of the table once the B'doing (ball saver) is no longer available and wait patiently for Pac-Man to fall.
Ball saver	0	Ball savers are like a trampoline that Pac-Man will bounce off when he hits it.



THE TABLE CONTINUED...

ITEM	POINT VALUE	DESCRIPTION / RULE
Pooka	5	A creature that lives in the ground. They act as traditional pinball bumpers.
P-A-C-M-A-N Letters	N/A	<p>The letters to spell Pac-Man's name are displayed on the surface of the table. Light up the letters to earn bonus points. To light the letters, activate all 3 switches located directly above the Pooka's.</p> <p>– If all the letters are lite up, Pac-Man receives a x4 bonus, which multiplies every point he earns until he loose his actual life.</p>
Pac-Man Spinner	10 (per rotation)	Opens the door of Professor Pac's house.





PLAYING THE GAME **Continued...**

POINTS

Pinball is all about improving your skill to earn the maximum number of points; **PAC-MAN PINBALL™ Advance** is no different.

	ITEM	POINTS	DESCRIPTION
	Pooka (Bumper)	5	
	Slingshot Bumper	5	
	Pac-Dot	10	
	Pac-Man Spinner	10	per rotation
	Power Pellet	50	
Ghosts	1st Ghost	200	
	2nd consecutive Ghost	400	
	3rd consecutive Ghost	800	
	4th consecutive Ghost	1600	
Fruit	Cherry	200	Level 1 – Chomp Chomp
	Strawberry	300	Level 2 – Super Pac-Man
	Peach	500	Level 3 – Pac-Ranger
	Apple	700	Level 4 – Sue
	Grapes	1000	Level 5 – Handy Pac
	Galaxian	2000	Level 6 – Pac-Man Jr.
	Bell	3000	Level 7 – Fisher Pac
	Key	5000	Level 8 – Professor Pac



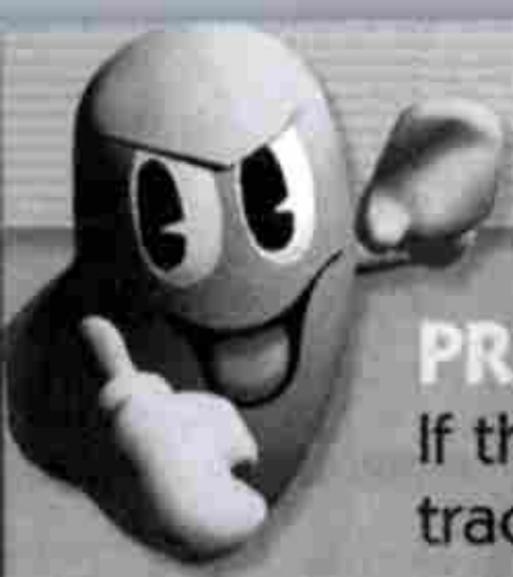
HOW TO COMPLETE A LEVEL

To complete a level, Pac-Man must activate the Pac-Pad.

1. Knock down the three targets. Pac-Man only has 30 seconds to complete step 2 before the targets reset.
2. While the targets are down, open the door to Professor Pac's house by making the Pac-Man Spinner rotate enough times to fill up the meter. The targets will remain down if the door is opened within the time limit. Pac-Man now only has 30 seconds to complete step 3.
3. Knock Pac-Man into Professor Pac's house. The kidnapped resident will appear, and the resident will begin walking toward the door to Professor Pac's house while being chased by a Ghost. Ms. Pac-Man will appear and help Pac-Man chase down the Ghost (multiball).
4. A Power Pellet should appear. Munch the Power Pellet then gobble the Ghost before it catches up with the running resident.

If Pac-Man fails to rescue the resident after this sequence of events, the targets are reset and the sequence of events must be reproduced again.





PLAYING THE GAME Continued...

PROFESSOR PAC'S HOUSE

If the door to Professor Pac's house is open, Pac-Man can enter and trade in Pac-Dots collected to activate certain events on the table.

PROFESSOR PAC'S HOUSE	PAC-DOT COST	DESCRIPTION
Activate Power Pellet Dispenser	30	An extra Power Pellet will appear for 10 seconds.
Activate Fruit	20	An extra Fruit will appear for 20 seconds.
Ms. Pac-Man	40	Ms. Pac-Man will appear for multiball play.
Activate Ball Saver	50	Lasts for 30 seconds.
From 3 to 1	75	A shell game with Pac-Man.
Escape from maze	100	Help Pac-Man out of the maze.
Activate x4 Bonus Round	300	All points are multiplied by 4 for 20 seconds.
Extra Ball	500	An extra ball to use.

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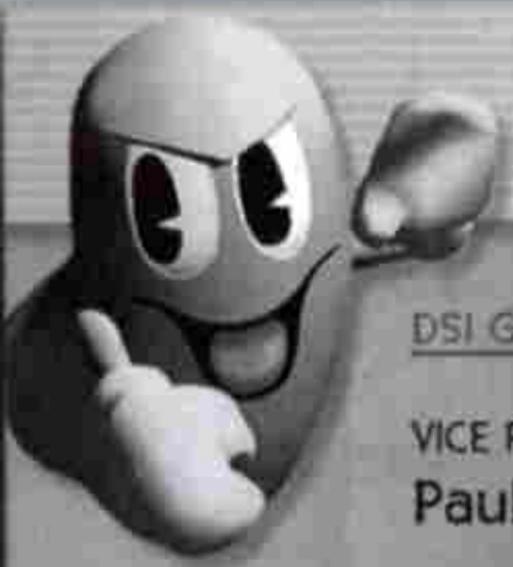
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LIVE HELP NOW AVAILABLE ONLINE!

Ever get stuck and just need that extra edge to beat the level? Having problems getting your game to work properly? Now you can get one-on-one help from Namco using your web browser! **Simply go to livehelp.namco.com for more details.** Live Counselors available from 9am-5pm Monday-Friday Pacific Time.

Namco Hometek Inc. ATTN: Customer Service 4555 Great America Parkway Suite 201 Santa Clara, CA 95054

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PROVE YOUR SKILLS.

Klonoa's floppy ears perk up as the Dream Champ Tournament is announced. Packed with traps, hoverboard races and wacky puzzles, this looks to be the beginning of an extraordinary adventure. The competition is fierce, but Klonoa is determined!



EVERYONE



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