



NTSC U/C

PlayStation®



SLUS-01018

MS. PAC-MAN

MAZE MADNESS™



namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

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, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously 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.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

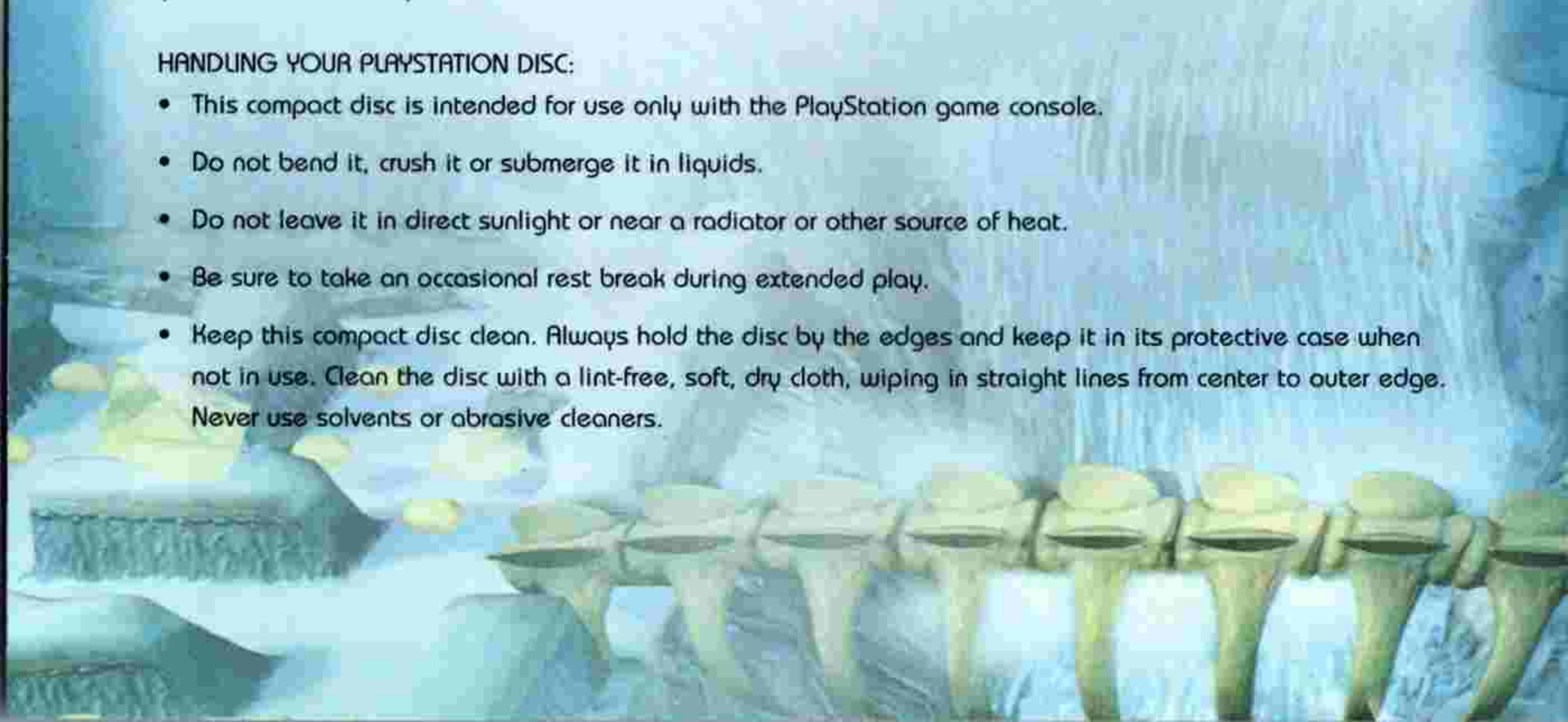
Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.



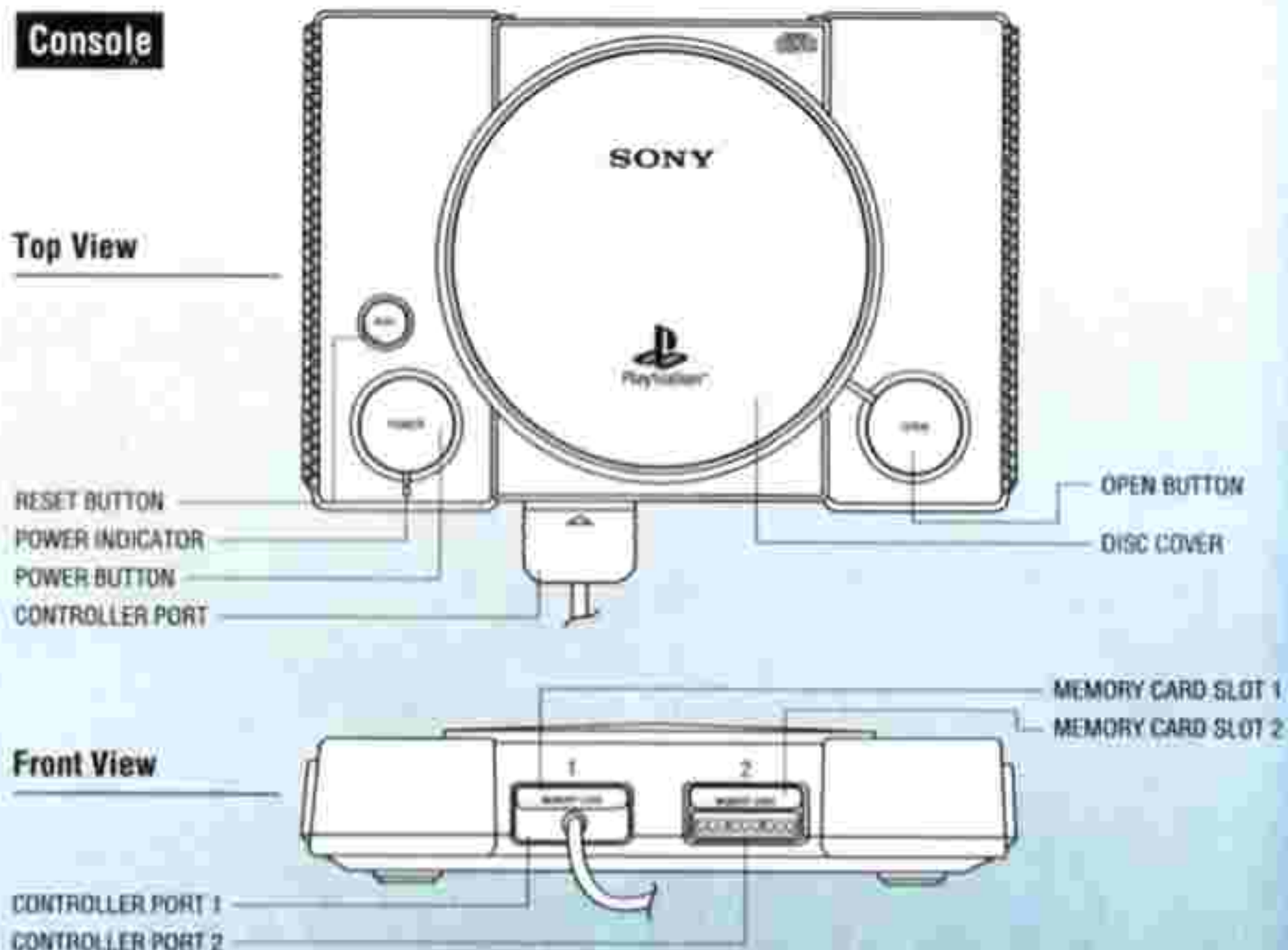
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SETTING UP

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is Off before inserting or removing a compact disc.

Insert the **Ms. Pac-Man Maze Madness™** disc and close the disc cover. Insert one or more game controllers and turn on the PlayStation game console. Follow the on-screen instructions to start a game.



MEMORY CARDS

To save game settings and results, or continue play on previously saved games, insert a MEMORY CARD into MEMORY CARD Slot 1 of the PlayStation game console before starting play. If you do not have a MEMORY CARD, the game will allow you to play without saving game settings and results.



GETTING STARTED

On the Main Menu press the Directional Buttons or Analog Stick left/right to select a game mode and press the **X** Button:

- **NEW GAME**
Choose this to play a new game.
- **LOAD GAME**
Choose this to load a previously saved Game.
- **OPTIONS**
Choose **OPTIONS** to alter game settings (See Setting Options).
- **CLASSIC**
Choose this to play the original Ms. Pac-Man.
- **MULTIPLAYER**
Choose this to begin maze action for one to four players.
With more than two players, you will need the Multi Tap and extra controllers. Up to four controllers can be connected with one Multi Tap. The Multi Tap must be connected into Controller Port 1. When connecting controllers to a Multi Tap, always connect a controller to Controller port 1-A of the Multi Tap first, followed by Controller Ports 1-B, 1-C, and 1-D.



SETTING OPTIONS



From the Main Menu, choose OPTIONS and press the **X** Button to enter the OPTIONS screen.

Press the Directional Buttons up/down to select an option, then press the **X** Button to open a screen or make an adjustment.

SOUND

Press the Directional Buttons up/down to highlight a selection to adjust:

AUDIO - Press the Directional Buttons left/right to select either Stereo or Mono.

MUSIC - Press the Directional Buttons left/right to adjust the Music Volume.

SOUND EFFECTS - Press the Directional Buttons left/right to adjust the Sound Effects Volume.

EXIT - Press the **X** Button to exit back to the OPTIONS Menu.



ADJUST SCREEN

Press the Directional Buttons to move the screen position on your Monitor/TV.

Press the  Button to return to the default setting.

Press the  Button to undo your changes and return to the OPTIONS Menu.

Press the  Button to save your changes and return to the OPTIONS Menu.

NORMAL TV

Press the Directional Buttons left/right to change between NORMAL TV display or WIDESCREEN TV display.

VIBRATION

Press the Directional Buttons left/right to turn the Vibration function on or off.

CREDITS

Press the  Button to meet the **Ms. Pac-Man Maze Madness** team.

MS. PAC-MAN BATTLES TO SAVE THE FOUR WONDERS



The four Wonders of Pac-Land are mystical regions separated from everything else in Pac-Land by strange force fields. In each land resides one of the four Gems of Virtue: Generosity, Truth, Wisdom and Courage. Without them, darkness and chaos would fall on Pac-Land. Someone has invaded the Enchanted Castle and turned it into a ghost-ridden haunted house. Worst of all, the Princess has vanished without a trace.



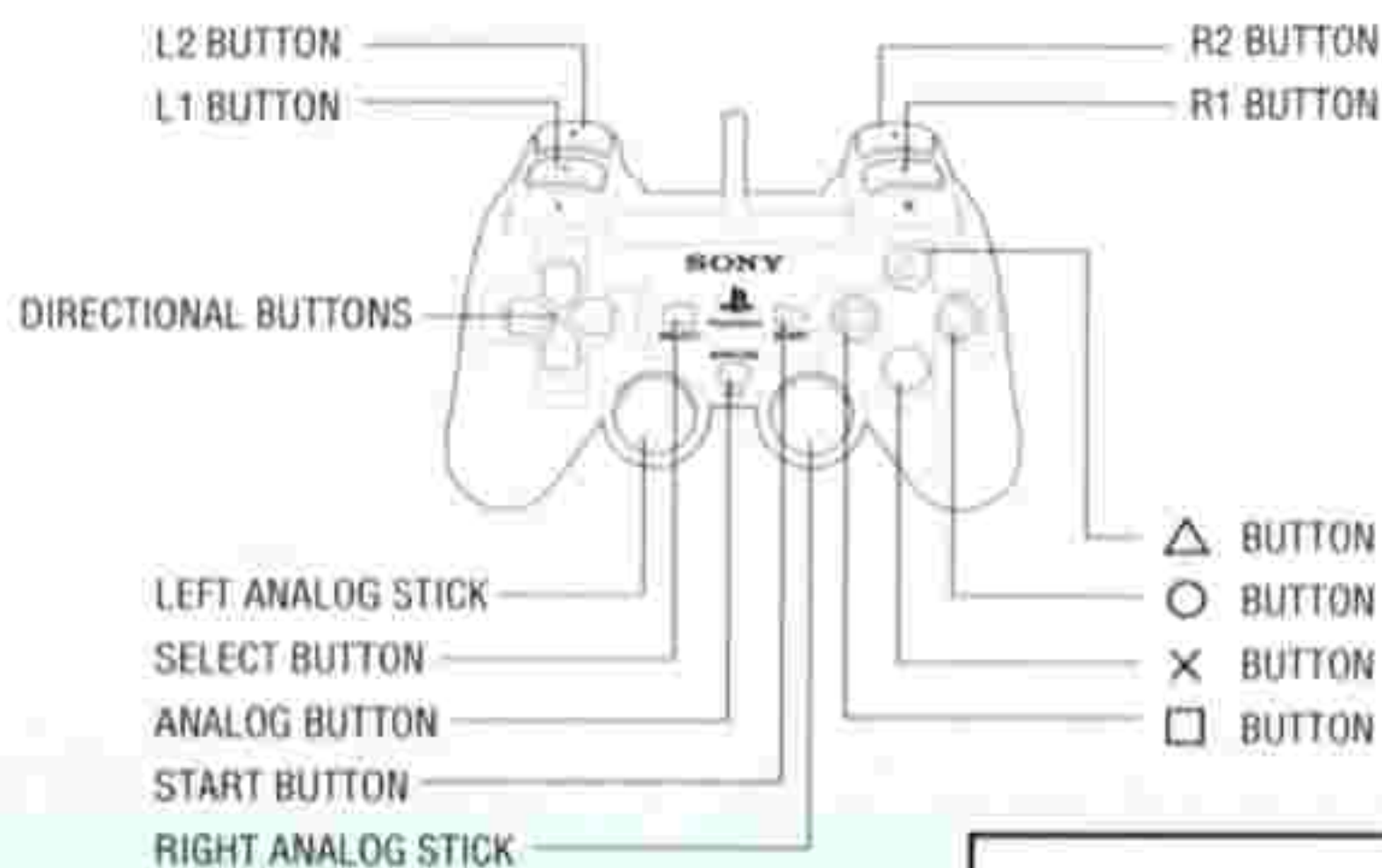
Professor Pac, Pac-Land's resident genius, believes that someone has used dark magic to invade the Enchanted Castle, and is plotting to attack the rest of the four wonders. Today, he is showing Ms. Pac-Man an intriguing invention called a Pactrometer. With this amazing device, someone could pass through the force fields into any of the four Wonders.

As Professor Pac proudly presents the Pactrometer to Ms. Pac-Man, the mirror in his lab suddenly comes alive with ghostly apparitions. They begin dragging the professor right into the mirror. With a mighty effort he tosses the Pactrometer to Ms. Pac-Man and yells to her, "Save Pac-Land!! Go! Go get the Gems!!!"

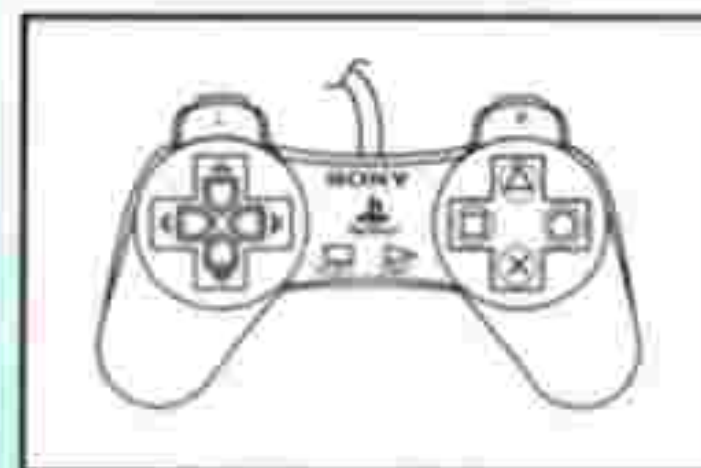


CONTROLS

DUALSHOCK™ analog controller



NOTE: You may have a controller that looks like this. Button functions on a digital controller are the same as those on an analog controller.

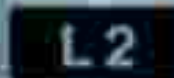


Note: DUALSHOCK™ analog controller only: Toggle the Vibration function on/off by using the Option mode → Vibration Setting (see page 5). The Vibration function is available regardless of the on/off position of the controller's analog mode switch.

MENU CONTROLS

- Start/Pause/Resume game..... START
- Choose a mode..... Directional Buttons
- Confirm mode/command..... Button
- Cancel a mode/command..... Button

GAME CONTROLS

- Move Ms. Pac-Man..... Directional Buttons or
Analog Control Sticks
- Fire projectiles in Bonus Rounds..... Button or
Directional Button up
- Zoom In Camera View.....  Buttons
- Zoom Out Camera View.....  Buttons
- Advance Screen Dialogue..... Button or
Directional Buttons
- View stats.....  Button



NEW GAME



The most famous female videogame heroine in videogame history is about to embark on her biggest journey ever.

Ms. Pac-Man starts in the first stage, Cleopactra. There's so much to do:

- Search the stage for hidden areas.
- Chomp or be chomped by the Ghosts, Inky Blinky, Pinky and Sue.
- Chomp or be chomped by brand new enemies.
- Eat all the Pac-Dots.
- Collect all 7 fruit.

PLAYING QUEST



THE QUEST GAME SCREEN



HEALTH METER

The Health Meter represents one of Ms. Pac-Man's lives. When an enemy attacks or she runs into an enemy, she loses some health and the meter begins draining. If the color drains completely from the meter, she loses one life.

LIVES REMAINING

Ms. Pac-Man begins the game with three lives. She loses a life each time her Health Meter drains. The game is over when Ms. Pac-Man loses all her lives.

You gain a life:

- Every time your score increases by 10,000 points.
- By collecting an Extra Life Power-up.

PAC-DOT RADAR

When there are Pac-Dots to munch, the Pac-Dot radar appears. The small yellow dots around the arrow show where a Pac-Dot exists. In the example shown, there is a Pac-Dot to the North and also one to the West of Ms. Pac-Man. The arrow means that Ms. Pac-Man is facing East.



SCORE

Total Points earned for that Stage.

PAC-DOTS COLLECTED / TOTAL FOR STAGE

The number on the left is the number collected so far. The number on the right is the total for this Stage. For example, 30/393 means you've collected 30 Pac-Dots out of the total of 393 in the Stage. Remember: Find and search secret areas that may have Pac-Dots in them.

FRUIT COLLECTED

Each piece of fruit Ms. Pac-Man finds is displayed across the bottom of the screen. Collect all the fruit in one Stage and win a Gold Star.

KEYS HELD

Any Colored Keys found in the mazes will be displayed in the lower left corner of the game display. Use these Colored Keys to open colored doors.

GOLD STARS

Gold Stars are really useful to get! You can use them to unlock Bonus Rounds and Hidden Stages later in the game.

You get a Gold Star by doing one of the following:

- Completing a Stage
- Eating all 7 fruit
- Eating all the Pac-Dots in a Stage – some Stages may contain a Witch Door. You will need to find the Witch Key later on in the game to unlock it, so there may be fruit or Pac-Dots in these areas that you cannot get to straight away
- Playing Time Trial – See Page 20



THINGS YOU'LL FIND ALONG THE WAY

PAC-DOT

Chomp up every Pac-Dot. They're worth 10 points each and open Pac-Dot Doors to important places. Get every Pac-Dot in any Stage of the game to receive a Gold Star.



POWER PELLET

Power Pellets look like big glowing Pac-Dots. They give Ms. Pac-Man the power to chomp her enemies and score points each time she munches an enemy. As soon as she is Power Pellet charged, her enemies turn blue and start running for their lives. If she chomps them when they're blue, she scores points.



FRUIT

Hidden throughout each Stage are seven fruit. Get all seven fruits in a Stage and win a Gold Star.



EXTRA LIFE

Ms. Pac-Man begins the game with only three lives, not a lot for these dangerous mazes. Collect Extra Life power-ups to increase your current total number of lives.



RED HEALTH HEART

Partially restores health.



GOLD HEALTH HEART

Increase your maximum Health Meter.



STAGE COMPLETE

This at the end of a Stage. When you collect it, Ms. Pac-Man has completed one Stage of the current level.



PAC-DOT DOOR

Collect a certain number of Pac-Dots to open Pac-Dot Doors. The number of Pac-Dots you need to open it appear on-screen above the door. Check to see how many you already have and go get more if you need them.



TNT BOX

Once you touch a TNT box, its timer starts to count down. Push TNT boxes next to things you want to blow up. But watch the timer – when it reaches zero – KABOOM! Make sure Ms. Pac-Man is out of the blast area before the TNT box explodes.



NITRO BOX

The skull and crossbones is a warning. If Ms. Pac-Man pushes one of these boxes, it explodes instantly, and Ms. Pac-Man loses a life.



RESET TOKENS

These appear as soon as Ms. Pac-Man moves a block or TNT box, or walks across a collapsing floor. Walking into a Reset token puts moveable blocks, exploded TNT boxes and floors back in their original positions. Be careful though, once a block has been pushed into a pit, that block can no longer be reset.



COLOR KEYS

Locked doors sometimes block the way. Find a Color Key to open the door of the same color as the Key. For example, a Red Key opens a red door.



- RED DOOR



MAZE CHECKPOINTS

Make it to one of these and then, if Ms. Pac-Man loses a life, she will start re-start at the last checkpoint reached (as long as she has one more life).



PROFESSOR PAC

The professor's hologram will show up early in the game to give you tips on traveling through the mazes. To read what he has to say, press the  Button, or press the Directional Button down to move through the dialog boxes.



WITCH'S KEY

Mesmeralda, the Witch behind the plan to steal the Gems, holds a Key to secret areas in the Four Wonders of Pac-Land. If you can get this valuable Key, you'll be able to unlock special doors hidden throughout the Stages, and gain access to secret areas.



MOVING PLATFORMS

Walk onto these platforms to help you get around the mazes. Be careful not to fall off or miss a platform when moving onto it.



SWITCHES

Switches appear in alcoves. Walk into an alcove and press the Directional Buttons left or right to throw the switch. Push on the green side to open the switch, or the red side to close it. Sometimes switches activate something. But stay alert – sometimes they release a gang of Ghosts!



BUTTONS

Walking across the buttons will change their color and activate something in the maze. A red button is in the off position and a green one is in the on position. When you see multiple buttons, they might have to be turned on in a certain order.

- BUTTON "OFF"



- BUTTON "ON"



GATE

Gates that are closed when you walk up to them are usually opened by a switch or button somewhere in the maze. Some gates are timed, so you just have to wait for them to open. Then you can pass through. There are also some gates that will only open temporarily when zapped with a bolt of electricity.



ROTATING GATE

Certain mazes have special rotating gates. To operate a rotating gate, walk inside of it, then press the Directional Buttons or Analog Stick in the direction you want to exit from. All the sides of the gate (except for where the exit side is) will protect you from creatures and Ghosts.



ROCKET LAUNCHER

In some mazes you will come across a Rocket Launcher. You can use the Rocket Launcher to destroy breakable walls and even use them to destroy TNTs, Nitros and enemies. To operate a Rocket Launcher, first walk inside of it, then press the Directional Buttons or Analog Stick in the direction you want to fire a rocket. Now press the Directional Button or Analog Stick again in the same direction, to fire a rocket.



WARP PORTAL

Look for a group of swirling lights. This is a warp portal. Walk into this, and you will instantly warp to someplace else in the maze.



SCORING

Collect Pac-Dots, Power Pellets and Fruit by walking into them and earn points. To earn points for enemies, eat a Power Pellet and touch the enemy while it is colored blue or flashing blue.

- Pac-Dot.....10 points
- Power Pellet..... 50 points
- Cherry.....100 points
- Strawberry.....200 points
- Peach.....500 points
- Pretzel.....700 points
- Apple.....1000 points
- Pear.....2000 points
- Banana.....5000 points
- Ghosts – Score points for munching Ghosts. The first Ghost is 200 points. The score doubles for each additional ghost munched. When Ms. Pac-Man munches a new Power Pellet, the scoring starts over at 200 points for the first Ghost.
- Centipedes..... 1600 points
(for a whole centipede that is)

There are even tougher enemies worth big points if you manage to defeat them.

TIME TRIALS

Time trials give you a chance to collect another Gold Star.

To begin a time trial.

1. Go to the Stage Select screen with the Pactrometer and press the Directional Buttons or Analog Stick to select one of the completed Stages.
2. Press the Directional Buttons or Analog Stick down to select TIME TRIAL mode and press the  Button.
 - Go as fast as you can through the Stage trying to beat the countdown clock at the top of the screen.
 - Getting attacked by an enemy subtracts time from the countdown clock.
 - Grab Clock power-ups to add 10 seconds to the countdown clock.
 - Watch out for the roving Witch's Hat! If you chomp this, it will slow Ms. Pac-Man down.
 - You can only earn one Gold Star per Stage by winning the time trial.



THE PAUSE SCREEN ● ● ● ● ● ● ● ● ● ●

To pause the game, press the Start Button. Press the Directional Buttons or Analog Stick up/down to choose an option and press the  Button.

- **BACK TO GAME**

Resume gameplay.

- **EXIT STAGE**

Select this and you can select CONTINUE or QUIT and return to the level select screen.

Note: Selecting this during a Multiplayer game will return you to the Multiplayer game mode screen.

- **OPTIONS**

Opens the Option Screen to make adjustments.



SAVING & LOADING GAME DATA ● ●

After completing a Stage, you can save your current game. You must have a MEMORY CARD inserted in your PlayStation game console in order to save a game.

To save a game:

1. Complete a Stage in the Quest game. When the Score screen appears, press the **X** Button.
2. Select SAVE and press the **X** Button.
3. Press the Directional Buttons or Analog Stick left/right to select the slot you want to save the game to. If the slot already contains game info, you will be asked if you want to overwrite it.
4. Press the **X** Button to save the game data.

To load a saved game:

1. On the Main screen, select LOAD GAME and press the **X** Button.
2. Press the Directional Buttons or Analog Stick left/right to select a saved game slot and press the **X** Button to re-enter the game.



MULTIPLAYER GAMES

Up to four players can compete in tough maze showdowns.

You are given four Multiplayer Maps, and extra maps are hidden in the regular game.

To start a Multiplayer game:

1. On the Main screen, select Multiplayer and press the **X** Button.
2. Move the Directional Button to select a Map mode and press the **X** Button. Maps are different mazes to play the games on.
 - Select RANDOM if you want just any maze.
 - To choose a specific maze, select CHOOSE MAP, press the Directional Buttons or Analog Stick left/right and press the **X** Button.
3. Select the number of games to play before the winner is declared. Press the Directional Buttons or Analog Stick left/right and press the **X** Button.
4. Select a Game Mode by pressing the Directional Buttons up/down and press the **X** Button.
5. Select a game character by pressing the Directional Buttons left/right and press the **X** Button to select the character.



There is a 15 second countdown to give all players a chance to choose a game character.

DOT MANIA

The first one to eat 80 Pac-Dots wins. Dash around grabbing Pac-Dots and power-ups while dodging Ghosts. If you get hit, you return to your starting corner with a loss of 10 Pac-Dots. The effects of the various power-ups only last for a short time.

Cake – Become indestructible and bigger so you can bully and shove other players around.



Money Bag – Grab this bag and you gain up to 5 Pac-Dots from all other players. The other players will lose 5 Pac-Dots.



Lightning – Generate lightning that shoots along the paths shocking whoever it hits.



Sneakers – Makes you run faster.



Chili Pepper – Leaves a trail of fire wherever you go. Whoever touches it gets cooked.



GHOST TAG

All players start as Ghosts! When you see the Ms. Pac-Man icon, beat the other Ghosts to it to transform into Ms. Pac-Man. Once you turn into Ms. Pac-Man, start munching Pac-Dots as fast as you can. If you're one of the Ghosts, chase Ms. Pac-Man. Catch her and you turn into Ms. Pac-Man. The former Ms. Pac-Man returns to the starting point as a ghost.

The Winner is the first one to successfully get 50 Pac-Dots.

DA BOMB

You're a bomb! A randomly chosen player holds a bomb counting down from 30 seconds. Tag another player to get rid of the bomb by passing it on to them. Whoever has the bomb when the count reaches zero gets blown up. Blown up players turn into Ghosts who can move around the map and block other players. The last player alive wins.



PLAYING CLASSIC MS. PAC-MAN ● ●

1. On the Main Menu, choose CLASSIC and press the  Button.
2. Press the Start Button two times to begin the game.



GOAL

The goal of the game is to eat all of the Pac-Dots in the maze, while avoiding the attacks of the four roaming ghosts. When all of the Pac-Dots are eaten, the player can go to the next round.

RULES

If a ghost touches Ms. Pac-Man, she loses a life. When all of her lives are gone, the game ends. Gain an extra life by scoring 10,000 points.

POWER PELLETS

Eat a Power Pellet and Ms. Pac-Man can chomp the ghosts for points. After eating a Power Pellet, the ghosts will turn blue for a short period of time. Eat them before they change back to a normal color. Before the ghosts return to normal, they will start flashing. After eating a ghost, its eyes return to the ghost zone, and a new ghost is generated. Eat ghosts in succession to score more points!



FRUITS

Fruits appear twice in each round. Chomp these to get bonus points. Fruits in later rounds are worth more points.

WARP TUNNELS

Go through these to get away from ghosts. Enter the tunnel from one side, and you will emerge on the other side of the maze.



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Ms. Pac-Man has added a pink ribbon to her wardrobe by partnering with the National Alliance of Breast Cancer Organizations (NABCO), the leading non-profit resource for information and education about breast cancer. With her a-MAZE-ing ability to communicate across generations and demographics, Ms. Pac-Man has been named the first official celebrity spokesperson by NABCO. Additional information on NABCO can be obtained by calling (888) 80-NABCO or visiting <http://www.nabco.org>



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