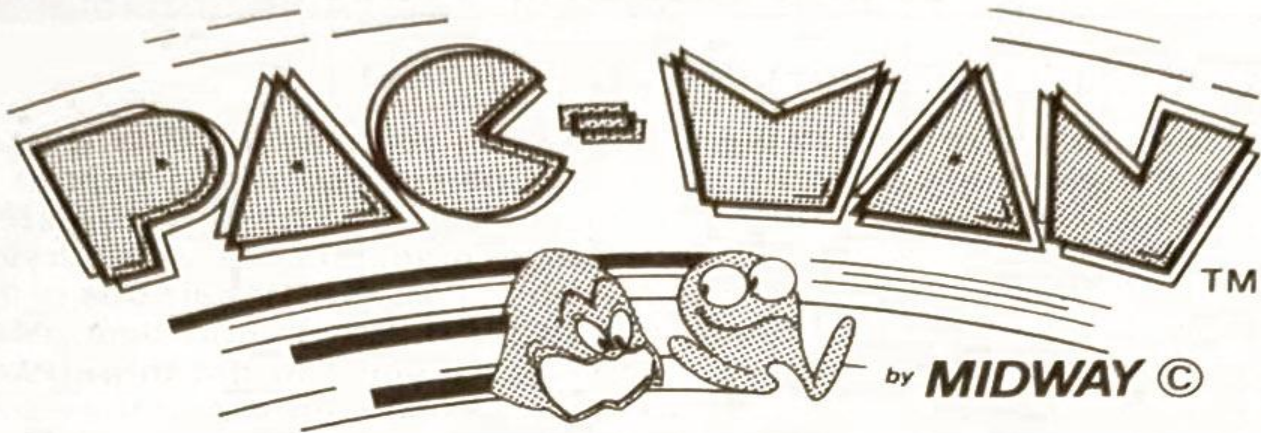


COLECO

Guide No. 76879A



Plays, sounds and scores like the real Pac-Man™ arcade game!



INSTRUCTIONS AND GAME RULES

3 GAMES IN 1

- Pac-Man™
- Head to Head Pac-Man™
- Eat & Run

For Ages 8 to Adult

Model No. 2390

- Arcade style joy stick controls
- Multi-color display
- Records "best score"
- Two skill levels
- For 1 or 2 players

Requires 4 "C" Cell Alkaline Batteries (not included)

COLECO

MANUFACTURED FOR COLECO INDUSTRIES, INC.,
AMSTERDAM, NEW YORK 12010

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GAME DESCRIPTION

PAC-MAN™ (1 Player)

You'll feel like you're right in the arcade when you play **MIDWAY'S PAC-MAN™**, the electronic tabletop game by Coleco. You are in control of PAC-MAN™. He moves through the maze, eating dots and collecting points as he goes. But watch out! **Four hungry monsters** chase him, trying to eat him! But you can turn the tables — when PAC-MAN™ eats one of the **four power capsules**, he becomes **ENERGIZED**. For a short time, PAC-MAN™ can chase the monsters and devour them! You get **three PAC-MEN™** per game — plus a fourth if you earn **10,000 points**. And the game remembers the **BEST SCORE** achieved since it was turned on!

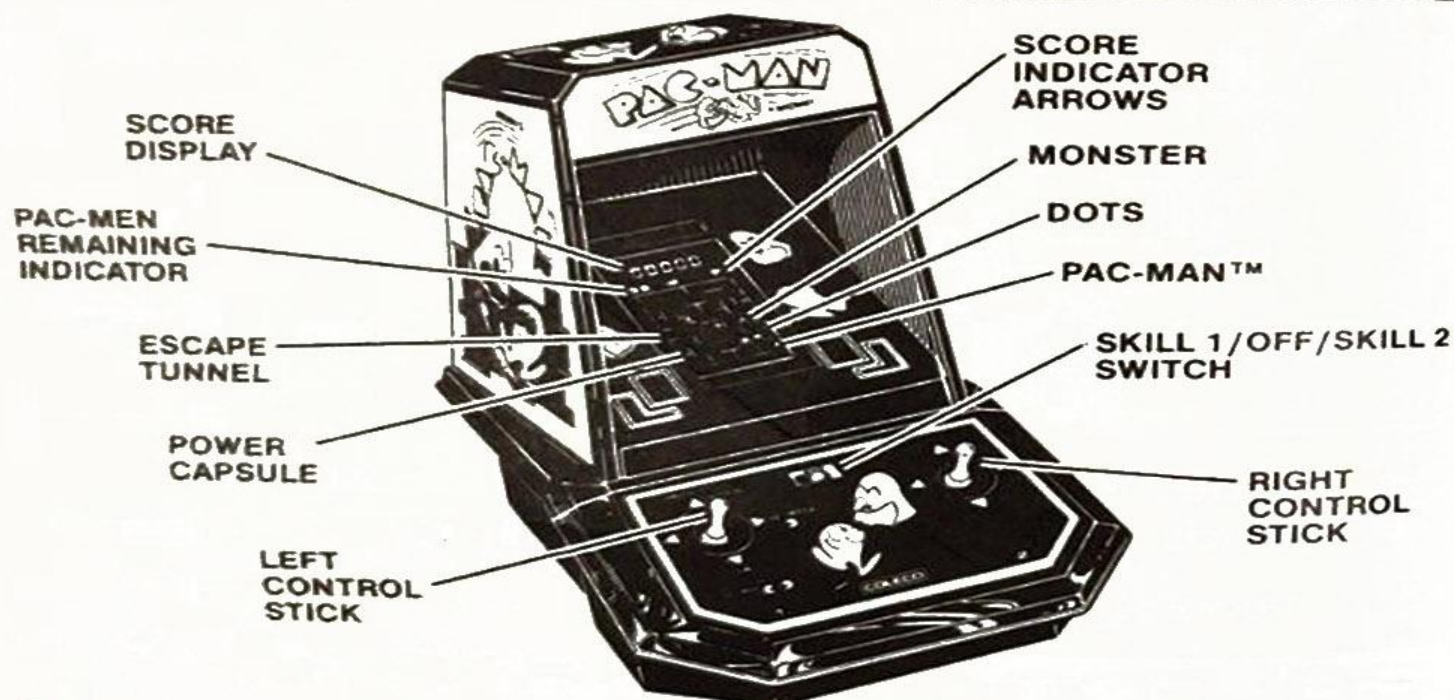
HEAD TO HEAD PAC-MAN™ (2 Players)

The same fast-action fun as PAC-MAN™ — but in this two-player version, you compete against a friend at the same time. The computer keeps track of the **DIFFERENCE** between your scores. How skillful are YOU?

EAT & RUN (1 Player)

In this exciting game, PAC-MAN™ must grab one to four of the capsules, then run back to base before the monsters devour him. The more capsules he grabs at a time, the more points he gets — but only when he arrives back at base! The problem is — the base gate opens and shuts, but you'll never know when. And the monsters are hot on his trail! How long does PAC-MAN™ dare stay in the maze? Only you can decide!

GAME CONTROLS AND FEATURES

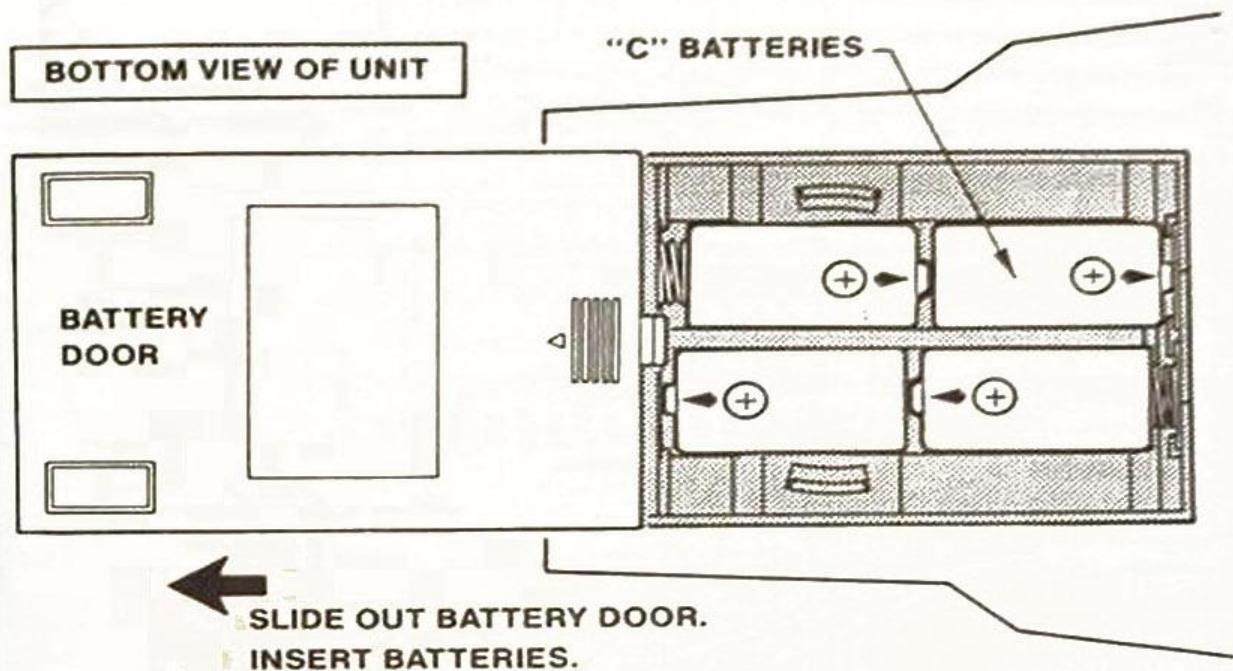


GETTING READY TO PLAY

INSERT GAME BATTERIES

IMPORTANT

Requires 4 "C" cell alkaline batteries or COLECO PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTOR # 2298 (neither included).



To insert batteries, slide out battery door and insert 4 "C" cell alkaline batteries in the order and direction shown. Replace battery door.

NOTE: Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries.

STOP BUYING BATTERIES

COLECO'S PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTOR # 2298 will operate your COLECO games, plus many other manufacturers' products. See your local dealer for details.

PAC-MAN™ DEMONSTRATION

If you would like to see PAC-MAN™ demonstrated before you try it yourself, move the Skill 1/Off/Skill 2 switch to either Skill 1 or Skill 2. The red grid on the display shows that the power is on. Next, press the left control stick to Demo.

Now, enjoy the show. Watch closely and you'll be ready to play an actual game! To end Demo, select another game.

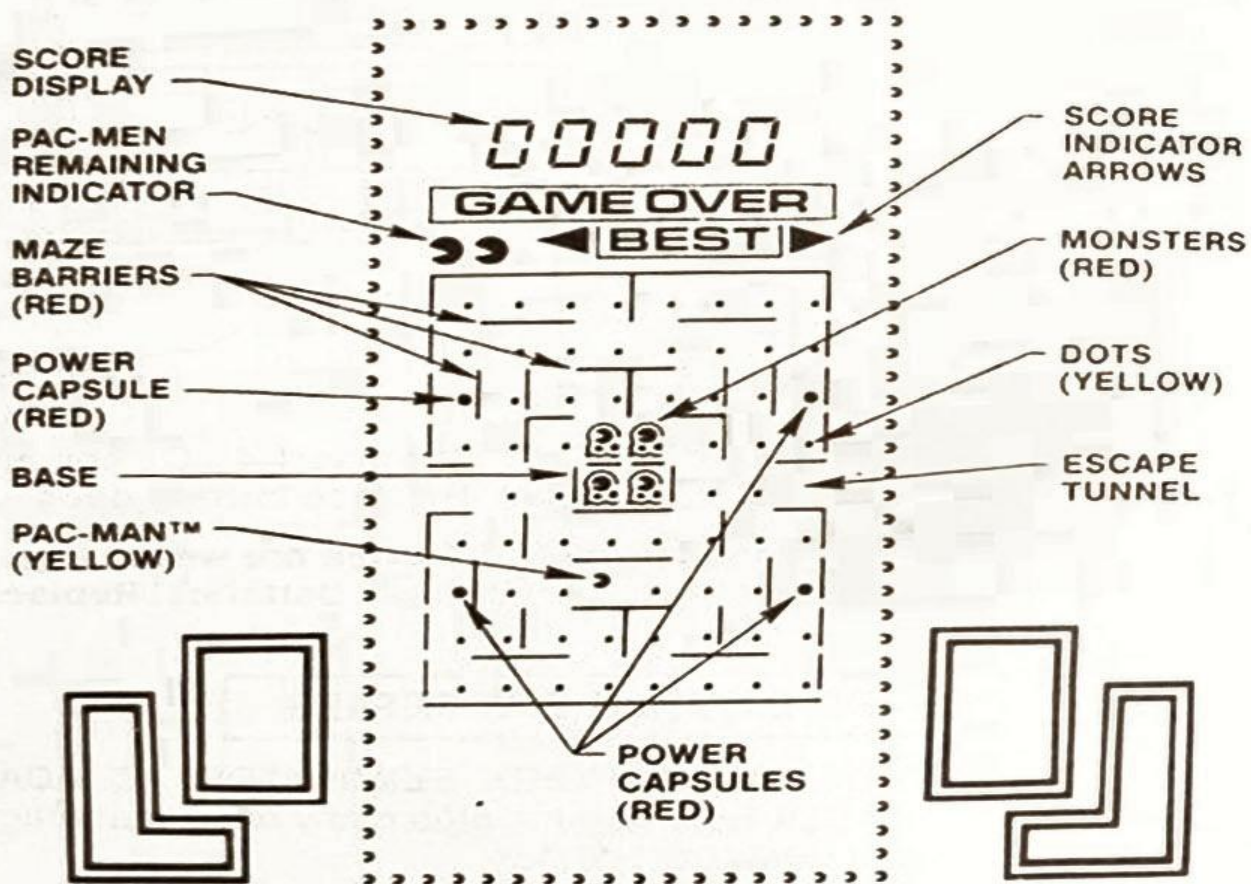
PAC-MAN™ (1 Player)

OBJECT OF GAME



SCORE POINTS WHILE AVOIDING THE MONSTERS. Move PAC-MAN™ through the maze, trying to eat all the dots and avoiding contact with the ravenous monsters. Neither PAC-MAN™ nor monsters can go through maze barriers! When PAC-MAN™ eats a power capsule, the tables turn for a moment, and PAC-MAN™ can go after and eat monsters! Can PAC-MAN™ rack up a high score — or will the monsters devour him first? Your score keeps track of your skill!

DISPLAY FOR PAC-MAN™



HERE'S HOW TO PLAY

STEP 1: Ready, set, go!

Start the game by setting the Skill 1 /Off/ Skill 2 switch to either Skill 1 or Skill 2. Game play is harder in Skill 2. Next, press the left control stick toward PAC-MAN™. Use this control to move PAC-MAN™.

STEP 2: PAC-MAN™ is always hungry!

After the PAC-MAN™ song, PAC-MAN™ automatically moves to the left, unless you press the control stick in a different direction. The left control stick is used to direct PAC-MAN™ around the maze. Avoid the monsters! As PAC-MAN™ runs, he eats yellow dots, earning points.

STEP 3: Revenge.

You can turn the tables on the monsters by moving PAC-MAN™ to one of the four red power capsules. When PAC-MAN™ eats a power capsule, he becomes **ENERGIZED** for a short time, causing monsters to change appearance and run away. Now PAC-MAN™ can chase and eat monsters for points. Move PAC-MAN™ toward a monster — when PAC-MAN™ overtakes a monster, he eats it. Eat as many monsters as you can during each energized period. During energized period, an eaten monster can reappear and eat PAC-MAN™.

STEP 4: Turnabout is fair play.

At the end of the energized period, the monsters blink a warning, then begin to chase PAC-MAN™ again. Until PAC-MAN™ eats another power capsule, he must once more avoid the hungry monsters to survive.

STEP 5: Is there any escape?

Use the escape tunnel with exits at sides of the maze. PAC-MAN™ can exit from one side of the maze and reappear on the other side. But so can the monsters!

STEP 6: All clear!

If PAC-MAN™ eats all the dots and power capsules on the maze, a "maze refilled" song plays, and all dots and capsules reappear in their original positions. And the game goes on, but faster.

STEP 7: A sad turn of events.

When PAC-MAN™ is devoured, a new PAC-MAN™ and the old monsters appear in their starting positions. The PAC-MEN™ Remaining Indicator shows the number of PAC-MEN™ left in the game (not including the one presently in the maze). You get three PAC-MEN™ per game, plus a bonus PAC-MAN™ (and a special song!) if you earn 10,000 points. THE GAME ENDS WHEN ALL YOUR PAC-MEN™ HAVE BEEN EATEN.

The score display flashes your score, then flashes the best score earned at PAC-MAN™ since you started playing.

STEP 8: One more time!

To start another game, press the left control stick toward the game you want to play.

GENERAL INFORMATION AND SCORING

HOW MONSTERS MOVE AND ATTACK

The monsters are in the center of the maze as each round begins. They begin to follow PAC-MAN™ after the opening song.

(CONTINUED ON NEXT PAGE)

Old monsters never die. When PAC-MAN™ eats a monster, the monster reappears in its starting position, and after a delay begins to chase PAC-MAN™ again. When PAC-MAN™ is eaten, the monsters reappear in their starting positions to begin another round. When the last PAC-MAN™ is eaten the game ends immediately. Monsters chase PAC-MAN™, unless PAC-MAN™ is ENERGIZED by eating a power capsule — then monsters flee!

SCORING

You score points when PAC-MAN™ eats dots, power capsules or, best of all, monsters. When PAC-MAN™ eats a monster, the point value for that monster is momentarily displayed. The point value for monsters depends on the number of monsters already eaten DURING THE SAME ENERGIZED PERIOD. The highest score is earned when PAC-MAN™ eats four monsters during a single energized period (see chart below).

If you earn 10,000 points, you get a fourth "bonus PAC-MAN™", along with a special song. (If you can clear all dots and power capsules from the display, you get a "refilled maze" song!) And the computer will remember the BEST SCORE EARNED since power was turned on!

SCORING CHART

OBJECT EATEN BY PAC-MAN™	POINTS SCORED
Dot	10
Power Capsule	50
1st Monster	Eaten during a single energized period
2nd Monster	
3rd Monster	
4th Monster	
	100
	200
	400
	800

HEAD TO HEAD PAC-MAN™ (2 Players)

OBJECT OF GAME



Just like in PAC-MAN™, you direct your PAC-MAN™ through the maze, first avoiding monsters, then chasing them, eating dots and power capsules as you go! But now you **compete against a friend** to see who can **get more points**. Each of you has your **own PAC-MAN™** on the **screen**. Who can hold out longer?

HERE'S HOW TO PLAY

Game play is the same as in PAC-MAN™, except now it's designed for two players!

STEP 1: Get ready!

Start the game by setting the Skill 1/Off/Skill 2 switch to either Skill 1 or Skill 2. Next, press the left control stick toward HEAD TO HEAD PAC-MAN™.

STEP 2: Cut-throat.

Each player has a PAC-MAN™ on the display. Left player uses the left control stick to move the PAC-MAN™ whose starting position is toward the left of the maze. The right player uses the right control stick to move the PAC-MAN™ whose starting position is toward the right.

STEP 3: Anything you can do, I can do . . .

Just like in PAC-MAN™, the PAC-MEN™ in HEAD TO HEAD PAC-MAN™ eat dots as they go. (In this game, 2 PAC-MEN™ may even occupy the same space at the same time!) When one PAC-MAN™ eats a power capsule, BOTH PAC-MEN™ BECOME ENERGIZED and may chase and eat monsters.

STEP 4: And then there was one.

When one PAC-MAN™ is eaten by a monster, the round continues until the other PAC-MAN™ is eaten, then both new PAC-MEN™ begin at the starting positions.

STEP 5: And then there were none.

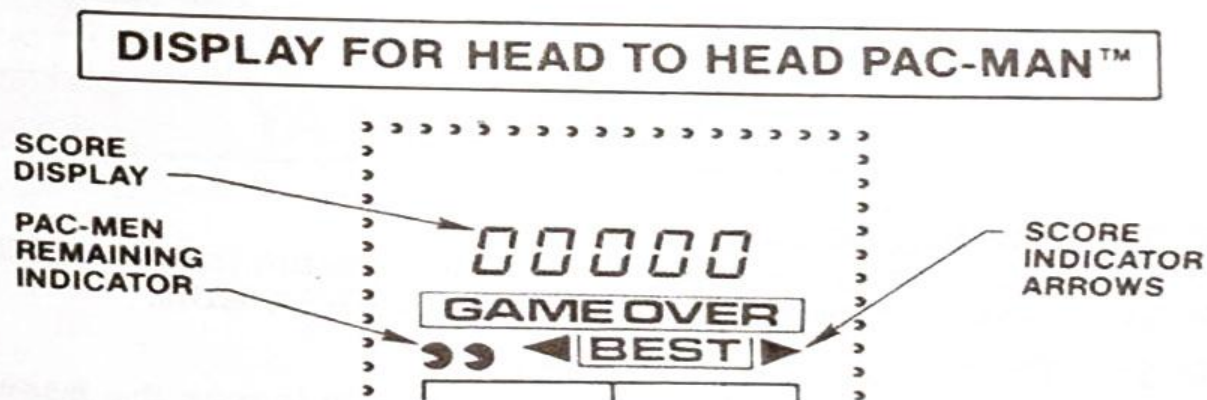
As in PAC-MAN™, each player has three PAC-MEN™. The game ends when both players have used all their PAC-MEN™.

STEP 6: Do it again!

To select another game, press the left control stick toward the game you want to play next.

SCORING

The score display shows the DIFFERENCE between the two players' scores. A Score Indicator Arrow points toward the player with the most points: In case of a tie, BOTH arrows light, and the Score Display reads "00000".



NOTE: Point awards for monsters, power capsules and dots are the same as in PAC-MAN™. Best score earned is not remembered in Head to Head PAC-MAN™.

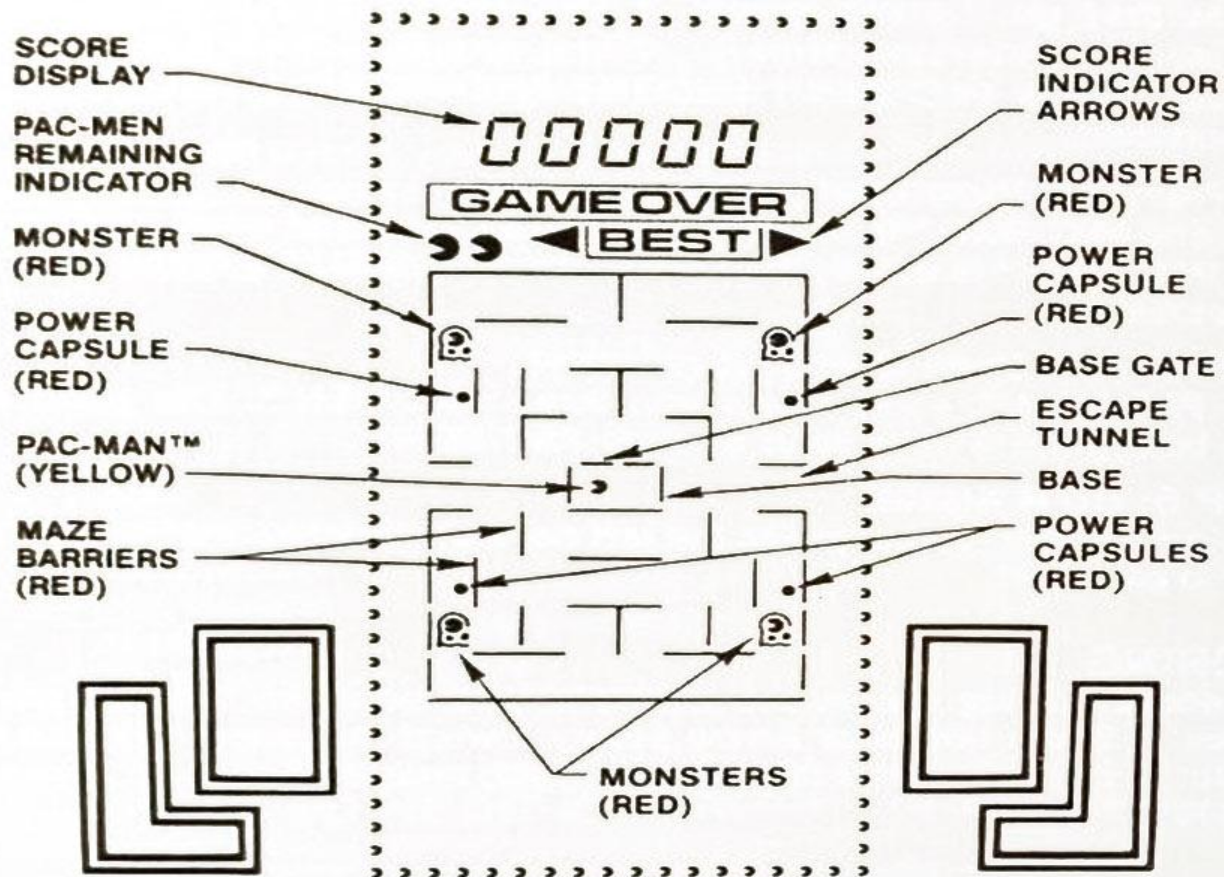
EAT AND RUN (1 Player)

OBJECT OF GAME



PAC-MAN™ must grab capsules — then run back into the base to score points! Of course, hungry monsters are hot in pursuit. **PAC-MAN™** is daring — but he **won't be safe** until he **slides** in through the **base gate** which **opens and closes at random!**

DISPLAY FOR EAT & RUN



HERE'S HOW TO PLAY

STEP 1: The fun begins!

Start the game by setting the Skill 1/Off/Skill 2 switch to either Skill 1 or Skill 2. Next, press the left control stick toward EAT & RUN.

STEP 2: There's no turning back.

After the opening song, **PAC-MAN™** automatically leaves the base, and the base gate **shuts** behind him. Press the left control stick in the direction you want **PAC-MAN™** to move. **AVOID THE MONSTERS AT ALL TIMES!**

STEP 3: Grab a bite to eat.

PAC-MAN™ must grab at least one capsule and return safely to base in order to score points. To grab a capsule, move **PAC-MAN™** into the same position as the capsule. If you dare, you may try to have **PAC-MAN™** grab two, three or four capsules. The more you grab, the higher your score when you return to base. Use the escape tunnel with exits at the sides of the maze to leave one side and emerge on the other.

STEP 4: Open door policy.

The base gate can open only after **PAC-MAN™** has grabbed at least one capsule. But watch out! The gate may not open immediately and it will open and close at the oddest times.

If **PAC-MAN™** is eaten by a monster before he gets back to base, all the capsules are restored to their original positions and a new **PAC-MAN™** must try.

STEP 5: Run-a-round.

A successful run occurs when **PAC-MAN™** grabs at least one capsule and returns to base. When **PAC-MAN™** returns to base, he scores points and all the capsules reappear in their original positions.

Four successful runs equal a round. After each round, the game speeds up and all capsules are worth more. This process continues for the first four rounds.

STEP 6: A sad ending.

You get three **PAC-MEN™** per game. The **PAC-MEN™ Remaining Indicator** shows how many **PAC-MEN™** you have left, not including the one in the maze. **THE GAME ENDS WHEN ALL YOUR PAC-MEN™ ARE EATEN.**

STEP 7: And start all over again.

To start another game, press the left control stick toward the game you want to play next.

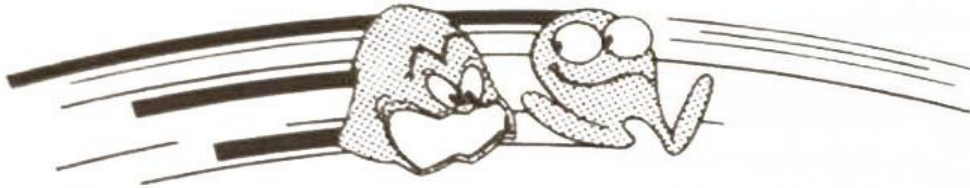
SCORING

You score points when **PAC-MAN™** eats capsules and returns to base. Best score earned is not remembered in EAT & RUN.

(See Scoring Chart on Page 10)

SCORING CHART

	1	2	3	4 CAPSULES EATEN
ROUND 1	100	200	400	800
ROUND 2	200	400	800	1600
ROUND 3	300	600	1200	2400
ROUND 4	400	800	1600	3200
ROUND 5 (through game end).	500	1000	2000	4000



SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when **not in use**.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "C" cell alkaline batteries**.
3. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE**

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

"How to Identify and Resolve Radio TV Interference Problems"

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

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