

See reverse side for instructions

# PAC-LAND™



ATARI®

# LYNX™

VIDEO GAME CARD

ATARI®

# PAC-LAND



## GETTING STARTED

1. Plug in your Lynx and insert the Pac-Land game card as described in the Lynx Owners Manual.
2. Turn on the Lynx.
3. Press A to clear the title screen.
4. Press A for a one-player game. Press B for a two-player game. If you select a two-player game, both players will share the same Lynx. The game will tell you whose turn it is.
5. Use the joystick to select a trip. Trip 1 is the easiest. Trip 5 is the toughest. After you select your trip, the game starts.



## PLAYING THE GAME

LIFE	HIGH SCORE
0	80000
CC	TRIP NUMBER
1	2 3 4 5
00	50,000 150,000 250,000 400,000
SELECT BONUS	
PLAYER 1	

Though the landscape of Pac-Land is full of rolling hills and green trees, all is not well. Dangerous ghosts lurk around every bend.

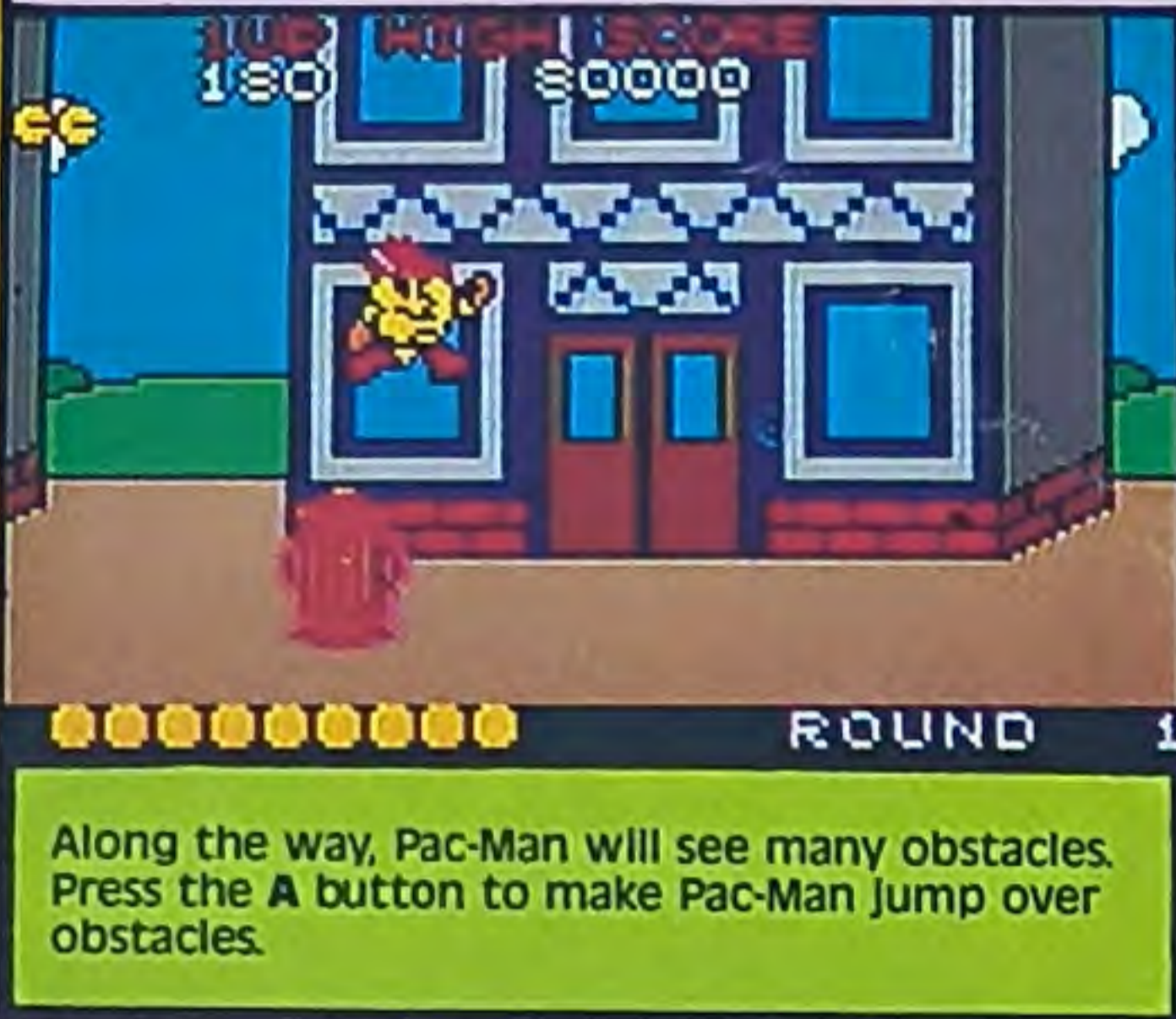


Sometimes jumping on an obstacle will reveal hidden treasure to help Pac-Man on his way.

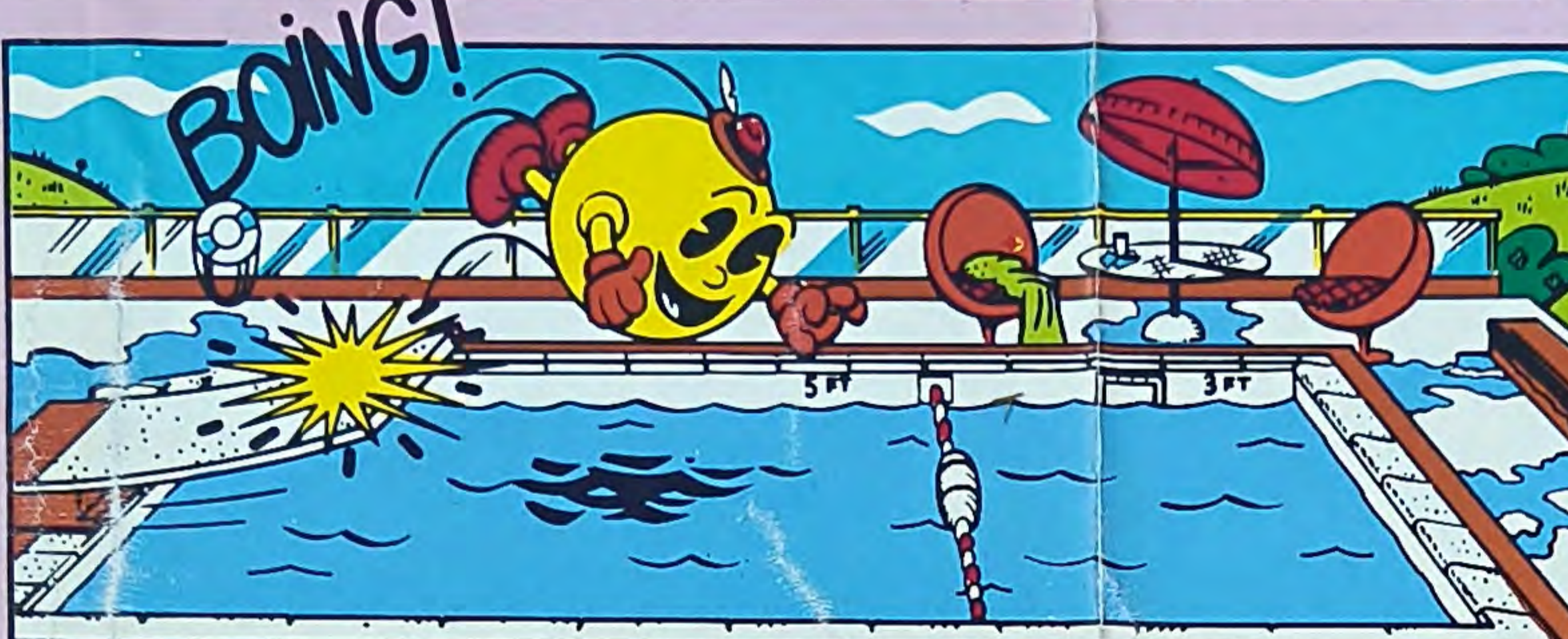
WHEN THE GAME STARTS, PAC-MAN IS WALKING DOWN THE STREET IN PAC-TOWN. THE SCREEN SHOWS THE CURRENT SCORE, THE HIGH SCORE, THE NUMBER OF PAC-MEN REMAINING AND THE NUMBER OF TIME TABLETS LEFT. PAC-MAN MUST COMPLETE EACH LEVEL BEFORE THE TIME TABLETS DISAPPEAR. PAC-MAN CAN WALK SLOWLY THROUGH PAC-LAND AND ENJOY THE BEAUTIFUL SCENERY. IF HE DOES THIS, THOUGH, HE WILL NOT SURVIVE LONG. PRESS THE JOYPAD TWICE TO MAKE PAC-MAN RUN.

## THE RETURN OF PAC-MAN

Pac-Man™ is back for his most dangerous mission yet. He must avoid deadly ghosts and perilous obstacles to help the beautiful fairy princess Buttercup find her way through Pac-Land. If he can find the mysterious Power Pellets, he will have the strength to defeat the ghosts and complete his quest. But where are the Power Pellets? And does Pac-Man have enough time to find them?



Along the way, Pac-Man will see many obstacles. Press the A button to make Pac-Man jump over obstacles.



WHEN PAC-MAN COMES TO A POOL, HE MUST JUMP AT THE END OF THE JUMPING RAMP. PUMP THE JOYPAD AS FAST AS YOU CAN TO GIVE PAC-MAN ENOUGH POWER TO CLEAR THE DANGEROUS WATERS! PAC-MAN CAN'T SWIM, YOU KNOW.

## MUNCH TIME!



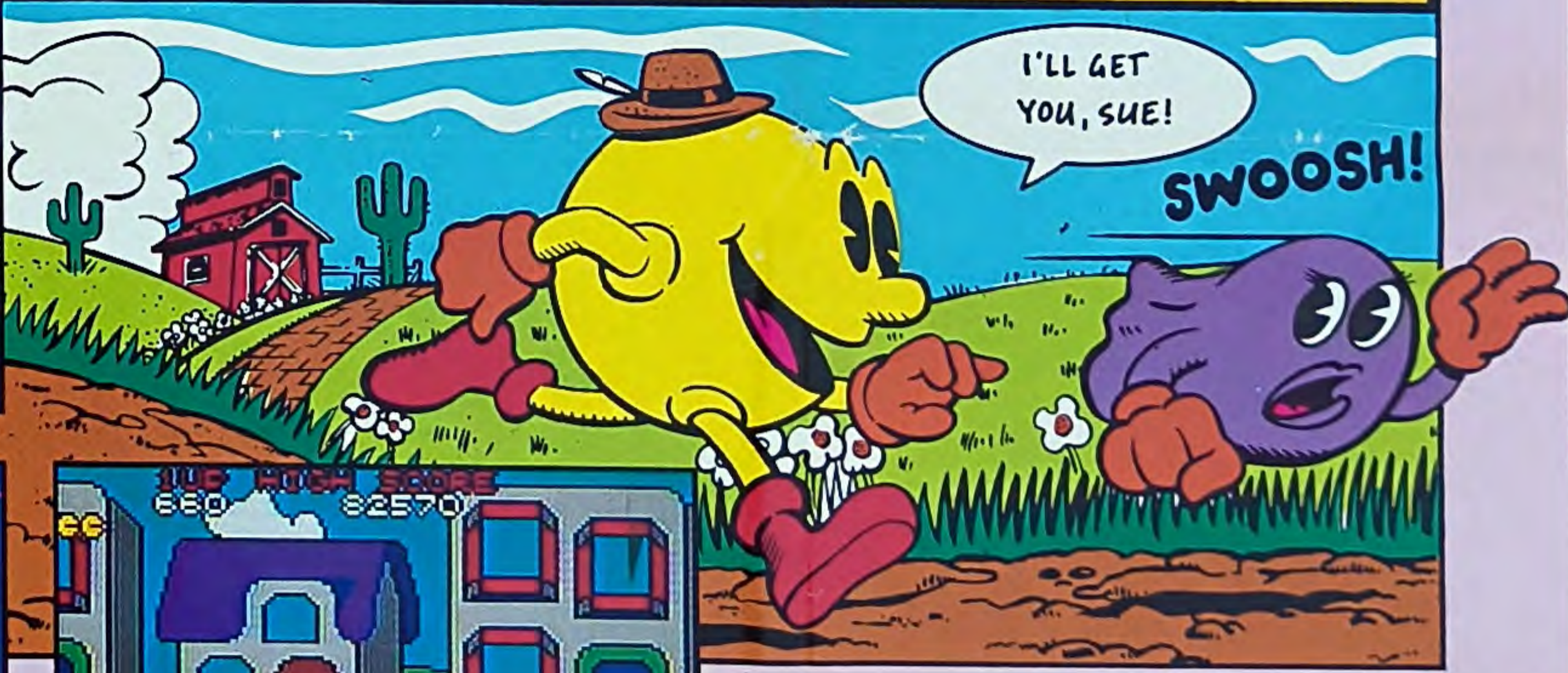
Pac-Man can even push some things to find special treasures. If he pushes the right objects, he can find hard hats that protect him from falling baby ghosts, invisible powers so he can run through ghosts unharmed, balloons for bonus points, even a special warp to take him to more advanced rounds!

THIS HERO STUFF IS HUNGRY WORK. HELP PAC-MAN GET FRUIT. IT GIVES HIM VALUABLE BONUS POINTS.



Pac-Man's favorite food is fruit. And Pac-Land is full of delicious cherries and strawberries! But he's got to find them, so keep your eyes open as you run through Pac-Land.

SUE IS THE PURPLE GHOST WHO ALWAYS CHASES PAC-MAN EVERYWHERE HE GOES. IF PAC-MAN CAN CATCH HER, AFTER CATCHING FOUR OTHER GHOSTS, A TIMER CAPSULE WILL APPEAR AWARDED HIM POINTS FOR HIS REMAINING TIME AND GIVING HIM A NEW TIME BAR.



Yellow Power Pellets make Pac-Man invincible for a few seconds. That means he can munch ghosts, especially Sue, for big points.



But don't be fooled. Like the other ghosts in Pac-Land, she'll be back!



If Pac-Man survives long enough, he takes Buttercup to her home. Then, one more round and Pac-Man will see his own Pac-Family.



OF COURSE, BUTTERCUP WILL GET INTO TROUBLE AGAIN. THEN PAC-MAN MUST GO ON ANOTHER RESCUE MISSION. UNFORTUNATELY, EVERY RESCUE MISSION IS A LITTLE MORE DANGEROUS THAN THE LAST.



So prepare yourself to face the ghosts of Pac-Land again and again and again!



It takes skill and nerves of steel to cross the rolling logs. Careful, one false step and it's curtains for Pac-Man!

