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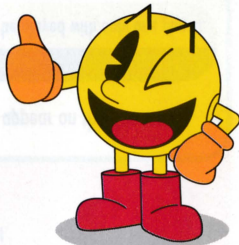
PAC-MAN vs.[®]

Game Play Instructions

All About Pac-Man vs.

Pac-Man vs. is an exclusive Nintendo GameCube™ software title. To play it, you connect a Game Boy® Advance to the Nintendo GameCube and two to four players control Pac-Man and the Ghosts. Players swap the Game Boy Advance and Controllers in a race to see who can earn the set number of points first.

Please read this instruction booklet prior to playing Pac-Man vs. so you can become familiar with the proper controls. Keep this instruction booklet in a safe place and store it together with your Pac-Man vs. Game Disc when not in use. For information about the use of game systems or other software, please refer to the instruction booklets for those products.



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Connecting the Game Boy Advance to the Nintendo GameCube

Before playing, follow the instructions below to link a Game Boy Advance to a Nintendo GameCube using a Nintendo GameCube Game Boy Advance cable.

What You Need

- 1 Game Boy Advance or Game Boy Advance SP
- 1 Nintendo GameCube
- 1-3 Nintendo GameCube Controllers
- 1 Pac-Man vs. Game Disc
- 1 Nintendo GameCube Game Boy Advance cable

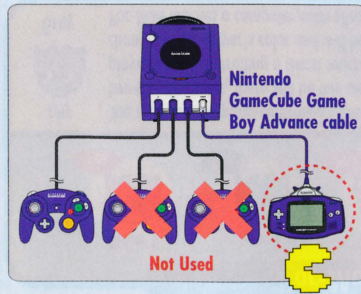


This game does not require a Memory Card.

Connecting the Systems

Check below to make sure you have enough Nintendo GameCube Controllers.

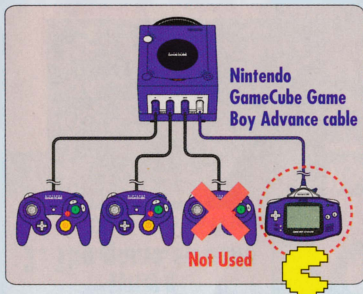
Playing with Two Players



Pac-Man vs. does not include a single-player mode. The game can only be played with two to four players.

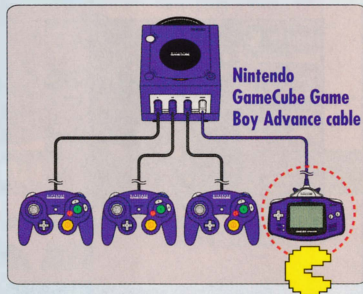
Connect your Nintendo GameCube Game Boy Advance cable to your Game Boy Advance and insert the cable into Controller Socket 4 on the Nintendo GameCube as shown in the diagram on the left. (No Controllers are required for Controller Sockets 2 and 3.) The player who controls Pac-Man does so while watching the Game Boy Advance screen.

Playing with Three Players

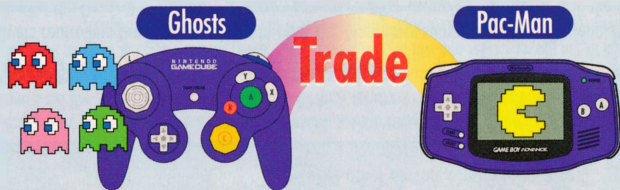


Connect your Nintendo GameCube Game Boy Advance cable to your Game Boy Advance and insert the cable into Controller Socket 4 on the Nintendo GameCube as shown in the diagram above. (No Controller is required for Controller Socket 3.) The player who controls Pac-Man does so while watching the Game Boy Advance screen.

Playing with Four Players



Connect your Nintendo GameCube Game Boy Advance cable to your Game Boy Advance and insert the cable into Controller Socket 4 on the Nintendo GameCube as shown in the diagram above. The player who controls Pac-Man does so while watching the Game Boy Advance screen.



There is no need to remove Controllers or change Controller Sockets to control Pac-Man. Simply follow the on-screen instructions and hand the Game Boy Advance to the player who will control Pac-Man in exchange for that player's Controller.

Notes About Linked Play

The following situations may cause communication failures or may cause the image on the Game Boy Advance screen to vanish.

- Attempting to use a cable other than a Nintendo GameCube Game Boy Advance cable.
- Playing with a Game Pak inserted into the Game Boy Advance.
- Improperly connecting the Game Boy Advance, Nintendo GameCube and Nintendo GameCube Game Boy Advance cable.
- Failing to fully insert the Nintendo GameCube Game Boy Advance cable into Controller Socket 4.
- Disconnecting the Nintendo GameCube Game Boy Advance cable during data transmission.
- Turning the Nintendo GameCube or Game Boy Advance OFF or resetting the Nintendo GameCube during data transmission.

Note: Inserting the Nintendo GameCube Game Boy Advance cable into any Controller Socket other than Controller Socket 4 will prevent the game from functioning properly. Connect only one Game Boy Advance or Game Boy Advance SP to the Nintendo GameCube.

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After properly connecting the Game Boy Advance and Nintendo GameCube, insert the Pac-Man vs. Game Disc into the Nintendo GameCube. Next, turn both the Game Boy Advance and Nintendo GameCube ON.

Data will then be sent to the Game Boy Advance.

Getting Started

Once data has been transferred to the Game Boy Advance, "Press START" will appear on the title screen.

Select the number of players!

Use the Control Stick to select 2 PLAYERS, 3 PLAYERS or 4 PLAYERS. This game cannot be played with only one player.

Confirm **A** **B** Back

Choose a score!

Pick the number of points a player must earn to win the game. Choose between 7,000, 10,000, and 15,000 points.

A **B**

Select a stage!

Choose one of the available mazes to play your match in.

A **B**

Who will be Pac-Man?

The first player to control Pac-Man will be chosen randomly. Once Pac-Man is chosen, swap Controllers as necessary.

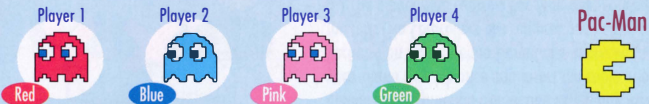


TV Screen (Ghosts)

Game Boy Advance Screen (Pac-Man)

LET THE GAME
BEGIN!

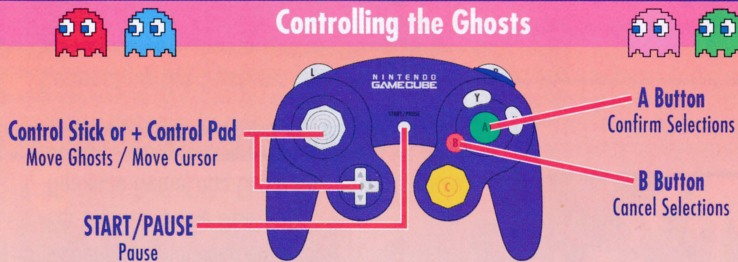
Pac-Man vs. the Ghosts



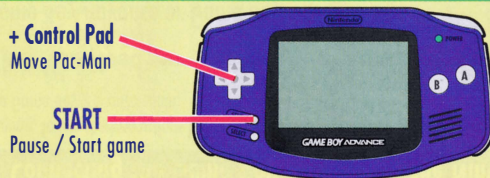
You may see computer-controlled Ghosts appear depending on the number of people in your game. In two-player games, there will be two computer-controlled Ghosts. Three-player games will have one. If a player who is controlling a Ghost touches a gray computer-controlled Ghost, the computer Ghost will change to the player's color and will be that player's ally. Allied Ghosts chase Pac-Man on their own. If Pac-Man touches a computer-controlled Ghost while it is still gray, he'll pass through it.

• Even after swapping Controllers, the color of the Ghost you control will not change. Your points will not be mixed up.

Controlling the Ghosts



Controlling Pac-Man



Game Rules

Pac-Man vs. is a maze game in which players compete to be the first to earn enough points to win the game.

When the screen on the right appears, the player who caught Pac-Man trades his or her Controller for the Game Boy Advance. The other players continue to use the Controllers they've been using.



1. Catch Pac-Man to become Pac-Man!

The players controlling the Ghosts must try to catch Pac-Man. Once someone catches Pac-Man, he or she trades a Controller for the Game Boy Advance, as shown on-screen. After swapping, the player with the Game Boy Advance presses START to begin the next round. When it's your turn to be Pac-Man:



2. The game screens

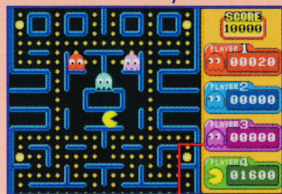
Ghosts watch the TV screen.



Score

Each Ghost has its own section of the screen.

Pac-Man watches the Game Boy Advance screen.



Score

3. Controlling Pac-Man

When controlling Pac-Man, do your best to avoid the Ghosts and try to eat all the Pac-Dots in the maze. The more Pac-Dots you eat, the more points you earn. If you eat all the Pac-Dots, you'll get an extra bonus.

4. What to do in a pinch

If you're Pac-Man and the Ghosts are closing in, find a Power Pellet and eat it. When Pac-Man eats a Power Pellet, the Ghosts turn blue and the hunters become the hunted as Pac-Man can now eat the Ghosts! Eat more Ghosts in succession to earn more points.



5. Eat the fruit to get an advantage!

Both Pac-Man and the Ghosts can eat the fruit. When the Ghosts eat the fruit, their range of vision increases.



6. Who wins?

As soon as one player earns the pre-selected number of points required for victory, the game ends. At the end of each round, pay careful attention to everybody's points, then play to win!



Helpful Hints



- When Pac-Man eats a Power Pellet, the ghosts move slower.
- Eating Ghosts in succession doubles the bonus points earned. Eating Power Pellets in succession lengthens the affect.
- When Ghosts travel through the warp zone, they move more slowly.
- When there are less than 25 Pac-Dots remaining, the Pac-Dots vanish from the TV screen.
- If the player controlling Pac-Man eats all the Pac-Dots in a maze, that player earns a 1600-point bonus and gets to continue playing as Pac-Man.

