

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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SEGA

Dreamcast

MS. PAC-MAN

MAZE MADNESS



namco



7-10044

WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and perfume to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player, doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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SETTING UP

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

Insert the **Ms. Pac-Man Maze Madness™** disc and close the disc door. Insert game controllers and turn on the Sega Dreamcast game console. Follow the on-screen instructions to start a game.

Ms. Pac-Man Maze Madness is a 4-player game. Before turning the Sega Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Sega Dreamcast.

To return to the title screen at any point during game play, simultaneously press and hold the **A**, **B**, **X**, **Y** and **Start** Buttons. This will cause the Sega Dreamcast to soft-reset the software.

SEGA DREAMCAST VISUAL MEMORY UNIT (VMU)

To save game settings and results, or continue play on previously saved games, insert a Memory Card into Slot 1 of the Sega Dreamcast Controller connected to Port A before starting play. If you do not have a Memory Card, the game will allow you to play without saving game settings and results.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

SEGA DREAMCAST HARDWARE UNIT



GETTING STARTED

On the Main Menu, press the Directional Button or Analog Thumb Pad Left/Right to select a game mode and press the A 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.
- **CLASSIC**
Choose this to play the original arcade version of Ms. Pac-Man.
- **MULTIPLAYER**
Choose this to begin maze action for one to four players.



SETTING OPTIONS

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

Press the Directional Button Up/Down to select an option, then press the A Button to open a screen or make an adjustment.

SOUND

Press the Directional Button Up/Down to highlight a selection to adjust:

AUDIO - Press the Directional Button Left/Right to select either Stereo or Mono.

MUSIC - Press the Directional Button Left/Right to adjust the Music Volume.

SOUND EFFECTS - Press the Directional Button Left/Right to adjust the Sound Effects Volume.

EXIT - Press the A Button to exit back to the OPTIONS Menu.

VIBRATION

Press the Directional Button Left/Right to turn ON or Off the Vibration function of the Jump Pack.

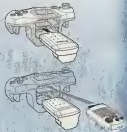
When the Jump Pack is inserted into Expansion Socket 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or otherwise inhibit the game operation.

CREDITS

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



SEGA DREAMCAST JUMP PACK™



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



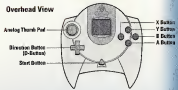
MENU CONTROLS

- Start Game.....Start Button
- Choose a Mode.....Directional Button
- Confirm Mode/Command.....A Button
- Cancel a Mode/Command.....B Button

Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

If the Analog Thumb Pad or Triggers L/R are accidentally moved while turning the Sega Dreamcast power ON, immediately turn the power Off and then ON again making sure not to touch the controller.

SEGA DREAMCAST CONTROLLER



GAME CONTROLS

- Pause/Resume.....Start Button
- Move Ms. Pac-Man.....Directional Button/Analog Thumb Pad
- Fire Projectiles in Bonus Rounds.....A Button or Directional Button Up
- Zoom In Camera View.....Y Button
- Zoom Out Camera View.....A Button
- Advance Screen Dialogue.....A Button or Directional Button
- View Stats.....Left Trigger

NEW GAME



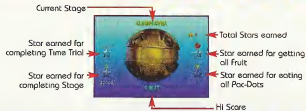
The most famous female videogame heroine in videogame history is about to embark on her biggest journey ever.

Ms. Pac-Man starts in the first stage, Cleopatra. 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



QUEST GAME SCORING

To win points for Pac-Dots, Power Pellets, and fruit, just walk into them. To win 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 - The first Ghost is 200 points. The score doubles for each additional Ghost munched per Power Pellet charge.
- Centipedes.....1600 points (for a whole Centipede that is)

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

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 one, she takes damage and loses some health. If the color drains completely from the meter she loses one life and restarts at the last checkpoint.

LIVES REMAINING

Ms. Pac-Man begins the game with three lives. The game is over when Ms. Pac-Man loses all her lives.

Gain a life:

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

PAC-DOT RADAR

When there are Pac-Dots to munch, the Pac-Dot radar appears. The yellow dots are the Pac-Dot positions. The arrow points in the direction Ms. Pac-Man is travelling. 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 the 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. Remember: There are secret areas that may have Pac-Dots in them.

FRUIT

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

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

THINGS YOU'LL FIND ALONG THE WAY

PAC-DOT

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



POWER PELLETT

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 the color blue and start running for their lives.



FRUIT

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



EXTRA LIFE

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



RED HEALTH HEART

Partially restores health.



GOLD HEALTH HEART

Collect these to increase your maximum Health Meter.



PAC-DOT DOOR

Pac-Dot Doors must be unlocked with a certain number of Pac-Dots. When a Pac-Dot Door is closed, the number of Pac-Dots you need to open it appears on-screen above the door. Check to see how many you already have and go get more if you need them.



MOVEABLE BLOCKS

Push moveable blocks around and use them to solve puzzles and get to new areas in a maze. To push a block, just move Ms. Pac-Man up to it and press the Directional Button. Ice blocks are useful too, but slide a lot farther than moveable blocks. Blocks can also be used to fill in pits that block your way.



TNT BOX

Push TNT boxes next to things you want to blow up. Once you touch a TNT box, its timed fuse starts counting down, then KABOOM! A countdown timer appears over the TNT box to let you know how long until the TNT box explodes. Make sure Ms. Pac-Man is out of the blast area when the TNT box explodes.



NITRO BOX

The skull and crossbones are a warning. If Ms. Pac-Man pushes one of these, it explodes instantly, and Ms. Pac-Man will lose a life.



RESET TOKENS

These appear as soon as Ms. Pac-Man moves a block, TNT box, or walks across collapsing floors. 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.



KEYS

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



MAZE

If you check more R D

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Secret

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SOFTWARE REGISTRATION CARD

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WITCH'S KEY

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



POPPER PAD

Walk onto these for a quick jump to those tough-to-reach places.



MOVING PLATFORMS

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



SWITCHES

Walking into alcoves with switches and pressing the Directional Button Left/Right, will throw them to either an open or closed position. Sometimes, they activate something. Push on the green side to open the switch or the red side to close it. Be careful though. Sometimes hitting a switch unleashes a bunch 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 hit 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 Button in the direction you want to exit it from. All the sides of the gate (except for the exit side) will protect you from creatures and Ghosts.



WARP PORTAL

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



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 Button to select one of the completed Stages.
 - 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.
 - Eating a blue enemy will add 3 Seconds to the countdown clock.
 - You can only earn one Gold Star per Stage by winning the Time Trial.
 - Speed through the Time Trials to earn Gold Clocks to open hidden features.



MULTIPLAYER GAMES

Up to four players can compete in tough maze showdowns. Hidden multiplayer maps can be unlocked in the one player Quest Mode.

To start a Multiplayer game:



1. On the Main Menu, select Multiplayer and press the A Button.
and press the A Button.
2. Move the Directional Button to select a mode and press the A Button. Maps are different mazes to play the games on.
 - Select RANDOM MAP if you want just any maze.
 - Select CHOOSE MAP, press the Directional Button Left/Right and press the A Button to choose the specific maze you want to play on.
3. Select the number of games to play before the winner is declared. Press the Directional Button Left/Right and press the A Button.
4. Select a Game Mode by pressing the Directional Button Up/Down and press the A Button.
5. Select a game character by pressing the Directional Button Left/Right and press the A 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 that you collect only last for a short time.

Cake – Become indestructible and bigger so you can damage other players by running over them!



Money Bag – Grab this bag and you gain Pac-Dots, all other players will lose Pac-Dots.



Lightning – You 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, go for Ms. Pac-Man. Catch her and now you'll 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 eat 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 and pass 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 non-ghost player wins.

THE PAUSE SCREEN

To Pause the game, press the Start Button. Press the Directional Button Up/Down to choose an option and press the A Button.



- **BACK TO GAME**
Resume gameplay.
- **EXIT STAGE**
Select this and you can select CONTINUE or QUIT and return to the Stage Select screen. Note: Selecting this during a Multiplayer game will return you to the Multiplayer Game Mode screen.
- **OPTIONS**
Opens the Options screen to make adjustments.

SAVING & LOADING GAME DATA

After completing a Stage, you will be given the option to save your current game. You must have a Memory Card inserted into slot 1 of the Controller connected to Port A to save a game.



To Save a Game:

1. Complete a Stage in the Quest game or Time Trial. When the Score screen appears, press the A Button.
2. Select SAVE and press the A Button.
3. Press the Directional Button Left/Right to select the slot you want to save the game to. If the slot already has game info, you will be asked if you want to overwrite it.
4. Press the A Button to save the game data.

To Load a Saved Game:

1. On the Main Menu, select LOAD GAME and press the A Button.
2. Press the Directional Button Left/Right to select a saved game slot and press the A Button to re-enter the game.

PLAYING CLASSIC MS. PAC-MAN

On the Main Menu choose CLASSIC and press the A Button.

- Start 1-player game.....A Button
- Start 2-player game.....X or B Button
- Add Credits.....Y Button



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 you can go to the next round.

RULES

If a Ghost touches Ms. Pac-Man, she loses a life. The game ends when all of your lives are gone. You can 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 turn back to normal. Before the Ghosts return back to normal, they will start flashing. After eating a Ghost, its eyes return to the Ghost Zone, and a new Ghost is generated. Eating Ghosts in succession scores more points!

FRUIT

Fruit appears twice in each round. Chomp these to get bonus points. Fruit 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.



THE FOUR WONDERS OF PAC-LAND

Each of the Wonders of Pac-Land is a level with several Stages to complete. Completing a Stage will grant you access to the next Stage. Return to completed Stages to unlock more secrets.

CLEOPACTAR

Help Ms. Pac-Man avoid spell-casting anubis', sphinxs, snappy alligators and marauding centipedes in her quest to find the Gem of Generosity.



CRYSTAL CAVES

Ms. Pac-Man has to watch out for the various inhabitants of these icy caves. As she travels further inside the icy caverns, she will encounter deep molten lava rivers, which she can cross with the help of ice blocks in her quest for the Gem of Truth. Watch out for falling boulders and ice corridors!



PAC-PING HARBOR

With the Ghosts spreading gunpowder everywhere and the fire-breathing dragons ready to set the whole place ablaze, Ms. Pac-Man needs your help in finding the Gem of Wisdom. Avoiding Roman Candles, she can use rocket launchers to help clear a path through one of the toughest and most challenging maze areas.



HAUNTED HALLOWEEN

This is Ms. Pac-Man's last chance to store up lives before meeting the Witch. Here she must search for the Gem of Courage, fending off Bat-Draculas and Franken-Pacs, while avoiding the numerous bolts of lightning. In this nightmarish castle, safely guide Ms. Pac-Man as she avoids evil Gargoules and vicious Hellhounds.



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This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other cause not related to defective material or workmanship.

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