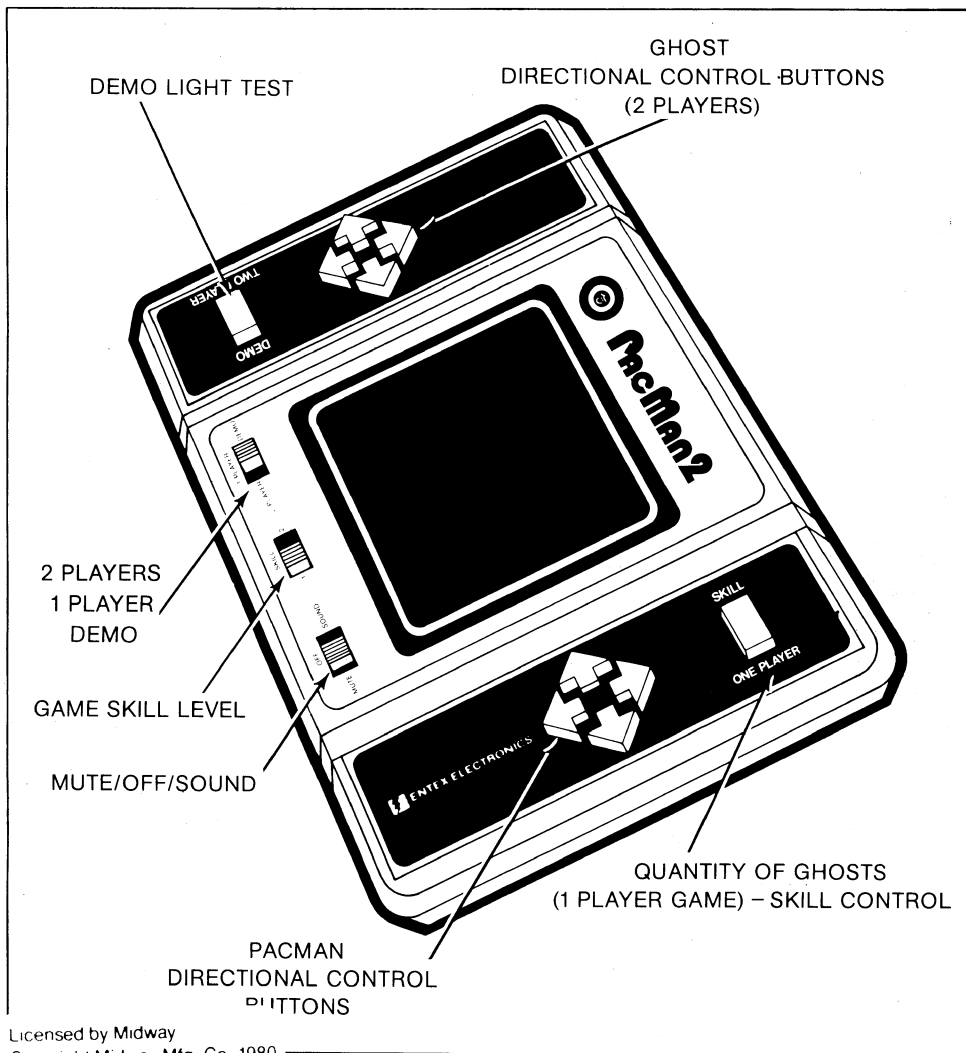




ELECTRONIC HAND-HELD GAME

MacMan2™



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TM Midway Mfg Co

, INC. COMPTON, CA 90220 □ Printed in Taiwan □ Patent Pending

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd., Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$40.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

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

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:

Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220

3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6060 6V Adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

You can obtain the Entex Adapter by sending in the coupon below.

Helen Parts
ENTEX Industries Inc.
303 West Artesia Blvd.
Compton, CA 90220

Please send the following
for my No. 6068 PacMan game:

	QUANTITY	PRICE	TOTAL
6060 6V Adapter _____	_____	\$7.00	_____
California residents add 6%			_____
		TOTAL	_____

SEND TO:

CHECK ENCLOSED
(Cost includes handling and postage)

Name: _____

No./Street: _____

City/State/Zip: _____

INTRODUCTION

Two game skill levels are available. A digital display keeps you completely informed as to the accumulated score. ENTEX PacMan2™ provides one of the most modern and complete status displays ever produced in a hand-held game to visually present all of the important elements showing the condition and progress of your play.

1. INSERT BATTERIES

Turn game upside down. Press battery cover locking tabs in the direction of arrow and lift battery covers up. Insert 4 "C" batteries, in the positions shown, two in each battery compartment. Secure battery compartment cover. (Alkaline batteries are recommended for longer playing life.)

2. BASIC FEATURES

A. PLAYERS

PacMan2™ is a two color game of strategy, tactical pursuit and destruction pitting PacMan against the large evil Ghost. To make life more difficult for PacMan, the large Ghosts have also adopted the green color. The 89 stationary Bugs are red and the 4 Power Energizers are green.

The object of PacMan2™ is for PacMan to attain as high a score as possible by capturing and destroying Ghosts, Bugs and Energizers without being himself destroyed by the Ghosts. Many different tactical maneuvering variations are possible in this game where PacMan is maneuvered with the directional buttons on the ENTEX label control panel. In the 2-PLAYER mode the second player directs the Ghosts with the opposite control panel directional buttons. When playing the 1-PLAYER game, the computer automatically controls and maneuvers the number of selected Ghosts pursuing PacMan. The SCORE display and the GAME STATUS display provide a constant read-out of PacMan's performance.

B. PLAYING FIELD

The Ghosts' home is situated near the middle of the field. PacMan cannot enter the Ghosts' home and once a Ghost leaves his enclosure,

he cannot return. Four critical power Energizers (green) are located near each corner of the field. In order for PacMan to capture and destroy one or more Ghosts, he must first capture a power Energizer which starts the Ghosts flickering for a brief period of time. It is *only* during this *flickering period* that the Ghosts may be destroyed.

Two escape ports are provided on the edges of the field near the Ghosts' home. (see figure 2) Escaping through either one side or the other, will cause PacMan or the maneuvering Ghost to reappear at the opposite escape port.

C. DEMO MODE

The DEMO Mode has been provided to show you both PacMan and the Ghosts in action. It allows you to see PacMan capture the Bugs and the Energizers. It also shows the Ghosts flickering whenever PacMan captures an Energizer and shows PacMan pursuing the Ghosts. Alternately it shows the Ghosts chasing and capturing PacMan. The DEMO game will continue to demonstrate play as long as the switches are not changed.

D. SKILL: 1 Standard 2 Advanced

The level of difficulty of the PacMan game is varied by both the selected SKILL level and the quantity of Ghosts which are programmed in the 1-PLAYER game.




When the game is played at SKILL 1, the flickering charging period which results after PacMan captures any one of the four Energizers, is always the same length of time (during which the Ghosts may be captured).

When the game is played at SKILL 2, the flickering time is reduced slightly after the field has been cleared two times, and again after the third clearing of the field. Thus, the time available for PacMan to destroy the Ghosts is reduced and the pace of the game quickens as PacMan and the Ghosts start traveling more rapidly.

E. CONTROL

The directional buttons are used to control movement of the Ghosts and PacMan. A different directional button must be pressed to continue motion whenever a Ghost or PacMan has been stopped by an obstructing wall.

F. LEVEL OF DIFFICULTY (See figure 1)

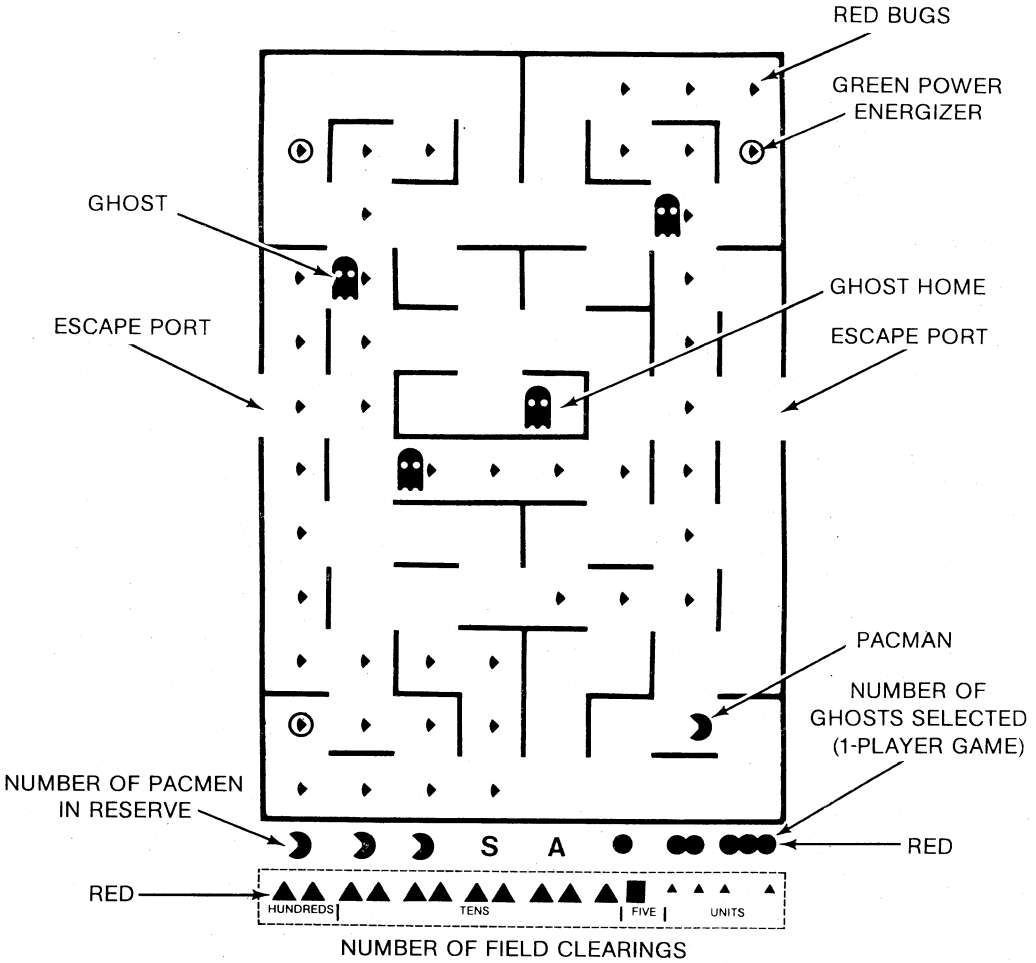
1-PLAYER	GAME DISPLAY	QUANTITY
		2 Ghosts
		3 Ghosts
		4 Ghosts

Press the blue SKILL button at the desired display symbol to program the quantity of ghosts for your game.

2-PLAYER – One Ghost at a time –

FIGURE 1

2578 ← PACMAN'S SCORE



MODE/SKILL SELECTION

S A 1-PLAYER SKILL 2

S 1-PLAYER SKILL 1

A 2-PLAYER SKILL 2

2-PLAYER SKILL 1

A ● DEMO SKILL 2

● DEMO SKILL 1

3. THE GAME

To start the game, select SKILL 1 or 2; select 1 or 2 PLAYERS, and set the game control switch to SOUND or MUTE.

FOR THE 1-PLAYER GAME

Press the blue rectangular SKILL button on the ENTEX label control panel to select the desired number of Ghosts as shown in the Game Status Display. The game will then start. One green distinctively shaped PacMan appears next to the Ghosts' home and starts moving along the maze capturing Bugs along the way. PacMan (assisted by his back up PacMen) attempts to score as many points as possible by capturing Bugs, Energizers and Ghosts before being destroyed by the Ghosts.

Once all the Bugs and Energizers are captured the game continues to repeat until the last PacMan is captured. If a player scores 1,000 points, a reserve PacMan is provided. The number of reserve PacMen (including the additional PacMan awarded at 1,000 points) is always shown in the Game Status Display (figure 1). Every time PacMan destroys a Ghost, a new Ghost appears in the Ghosts' house.

NOTE: The only time PacMan can capture and destroy a Ghost is during the short period while the Ghosts are flickering. This flickering only occurs after PacMan has captured one of the four Energizers. At all other times when PacMan meets a Ghost, the Ghost wins and destroys PacMan. When the last PacMan is destroyed, the game is over.

4. SCORING

PacMan is credited with one point per red Bug and five points for every Energizer that is destroyed. After PacMan captures an Energizer, the Ghosts start to flicker which allows PacMan to destroy them. Depending upon the quantity of Ghosts available, PacMan scores 20 points for the destruction of the first Ghost, 40 points for the second Ghost, 80 points for the third Ghost and 160 points for the fourth Ghost – provided this destruction occurs in short order while they are all flickering from the capture of the same Energizer. When another Energizer is captured, the cycle starts over.

Whenever PacMan captures all the Bugs and Energizers, the field is cleared and a complete new set of Bugs and Energizers appear on the screen. Every time this happens, a new symbol appears in the Game Status display so that you know exactly how many times the field has been cleared. (see figure 1)

For each field clearing, a small green triangle appears on the Game Status Display. At the fifth clearing, the four small green triangles are

replaced with a green rectangle which is equal to 5 clearing cycles. The small green triangle then reappears signaling up to 9 field clearings. The tenth clearing is depicted by a single large green triangle. There are a total of 9 large green triangles in the Game Status Display, each depicting 10 clearings for an indication of a total of 90 clearing cycles. 100 clearing cycles are shown by a larger red triangle. Two red triangles are provided on the Game Status Display. The ultimate pinnacle of PacMan's potential – the grand total capacity of the Game Status Display consists of 299 field clearings or 300 individual PacMan fields.

5. CARE OF YOUR GAME

- A. Treat your game as you would any calculator.
- B. Avoid dropping it.
- C. Avoid getting it wet.
- D. Avoid leaving it in hot places.
- E. Don't leave dead batteries in the game. Remove batteries if you plan to store game.
- F. Do not unscrew back. There are no user-serviceable parts.
- G. Remove batteries before using the ENTEX Adapter.
- H. Unplug the adapter when not in use.

6. NOTE ON BATTERIES

BATTERY LIFE: Be sure to turn your game OFF whenever it is not in use. We have done all we can to make your game economical, but microcomputers get hungry.

If lights or scoring device become erratic replace the batteries with fresh ones.

IMPORTANT:

Do not leave your game near very hot locations such as car window on a sunny day, or a fire or heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game OFF when not in use to save batteries.

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