
PAC-LAND
TM
TURBO
16
GRAFX
TM
NEC

Thank You

...for Buying this Advanced TurboChip Game Card, "Pac-Land."

Before using your new TurboChip game card, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, precautions concerning its use and the proper use of this TurboChip game card. Always operate your TurboGrafx-16 SuperSystem and this TurboChip game card according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-16 Entertainment SuperSystem
TurboChip™ Game Card

WARNINGS

1 Be sure power is turned off when changing game cards.
2 This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
3 Do not forcibly bend your TurboChip game cards.
4 Do not touch the inside of the terminal area or expose the SuperSystem to water, etc., as this might damage the unit.
5 Do not wipe your SuperSystem or TurboChip game cards with volatile liquids such as paint thinner or benzene.

TurboChip game cards are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and will not operate on other systems.

*Any duplication, copying or rental of this software is strictly prohibited.

Inserting the TurboChip Game Card

1 Remove the TurboChip game card from its plastic case.
2 Hold the TurboChip game card with the title side up and gently slide it into the Game Card Port until you feel a firm click (do not bend the game card or touch its metal parts as this could erase the program).
3 Slide the Control Deck Power Switch to the ON position (if your game card is not inserted properly, the Power Switch will not move all the way to the right).
4 The title screen of your particular TurboChip game card should appear on your television.



Oh, oh. There's Trouble in Pac-Land!

A fairy princess has appeared in Pac-Land and it's Pac-Man's job to help her out! Leap over bridges, cross over rivers and face mountains, forests and deserts in your quest to save her.

But watch out! Monsters are everywhere. In this all-new Pac-Man adventure you'll have to use your head as well as your playing skills to reach "Monster Mansion," win back the fairy princess, score points and return home to your Pac-Man family. Hidden secrets, special features and dangerous passageways abound in this all-out, monster-gobbling adventure. Take any of 8 different trips through Pac-Land!

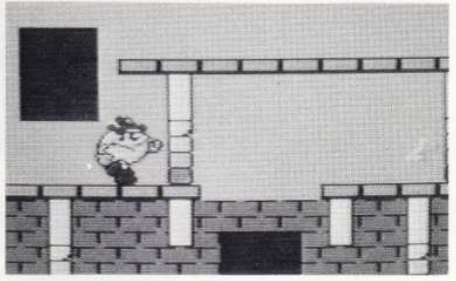
Object of the Game

Rescue the fairy princess from Pac-Land's Monster Mansion and return her to Fairy Land. Avoid rampaging monsters, gobble-up blue ghosts when you eat a power pill, discover hidden secrets and score as many points as possible along the way.

The game is composed of 8 different "trips" through Pac-Land. Each trip is divided into four rounds. The first three rounds involve taking the fairy princess back to Fairy Land. In the fourth round, Pac-Man returns home to his Pac-Family—with some help from the princess.

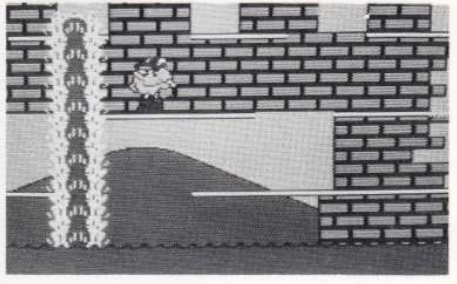
When Pac-Man touches a monster, falls into a pond or off a cliff, you lose one life. The game is over when you lose your last Pac-Man. Highest score wins!

This is Pac-Land!



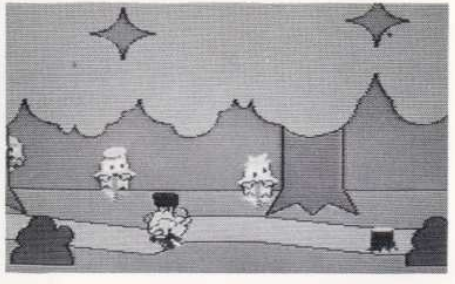
Monster Mansion

This place is full of monsters! Watch out for dead-end passageways that may leave you trapped!



Bridges

Leap along these bridges which are sometimes broken and dangerous. Watch out for water spouts that pop up out of nowhere and drag Pac-Man down!

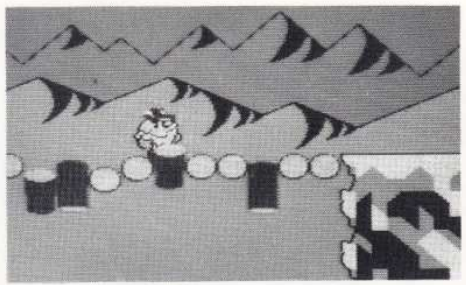


Forests

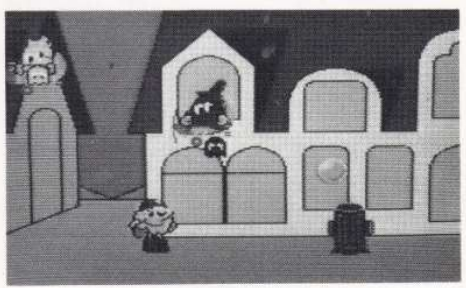
Watch out for the monsters on pogo sticks! They'll leap out at you from bushes and thickets. Look for their eyes.

This is Pac-Land!

Mountains
Climb over cliffs by using log ladders or floating on clouds. Watch out for enemy airplanes!



Streets
Watch out! Look closely and you'll see monsters lurking inside of windows, doors and cars.



Desert
Here you'll encounter quick-sand skulls. Come too close and you'll be dragged into a sandy prison!



Starting the Game

Before the game begins, you select the operating mode and the starting "trip" you want to take.

Select an Operating Mode
In Pac-Land, you can choose one of two ways to control the movement of Pac-Man. "Lever Control" allows you to use the Direction Key of your TurboPad Controller to move Pac-Man left and right. "Button Control" allows you to use Buttons I and II to move Pac-Man left and right (see "Operating Controls" in the next section). From the title screen, use the SELECT Button to choose the method of control you want, and enter your selection using the RUN Button.

Select a Trip
After you've selected an Operating Mode, you must select a trip. If you've chosen "lever" control, use the Direction Key to move the fairy to one of the trips numbered 1 through 5. If you've chosen "button" control, use Buttons I and II to move the fairy. Press the RUN Button to enter your choice. The game begins immediately following your selection.

Pausing the Game
During play, press the RUN Button to pause the game.

Resetting the Game
During play, the game can be reset to the title screen by holding down the RUN Button and pressing the SELECT Button at the same time.

Extended Play

You get an extra Pac-Man when your score reaches certain amounts. The first extra player comes at 30,000 points, the next at 100,000 points and from that point on you receive an extra player at every 100,000 point interval (no extra players after 1,000,000 points).

Continuing Play

When the game is over selecting "YES" and pressing the RUN Button allows you to continue the game from the beginning of the last round. Again, if you've chosen "lever" control use the Direction Key to indicate "YES." If you've chosen "button" control use Buttons I and II.

Registering Your Score

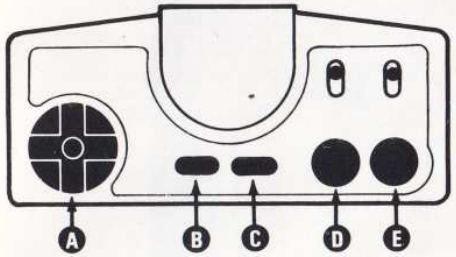
When the game is over, and your score is among the five highest, you can enter your name and record your score by using either the Direction Key (if you've chosen "lever" control) or Buttons I and II (if you've chosen "button" control). Use the RUN Button to enter your selections. The "Continue" screen will then appear.

Operating Controls

Pad Operation

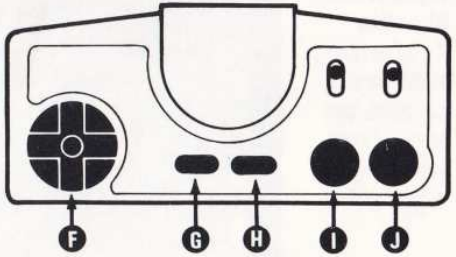
The movements of Pac-Man are controlled with your TurboPad Controller. As previously mentioned, there are two ways to operate the controls and you should choose the method that is easiest for you.

Lever Control



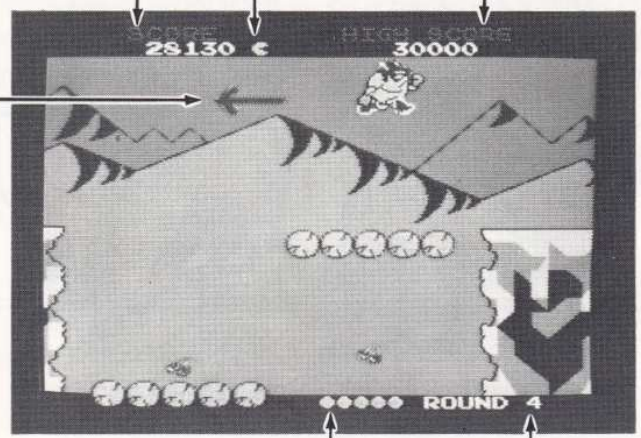
- **A Direction Key**
  Press the right side to move right, and the left side to move left. Hold the key down to move faster.
- **B SELECT Button**
- **C RUN Button**
  Used to enter selections and for pausing the game.
- **D Button II**
- **E Button I**
  For jumping.

Button Control



- **F Direction Key**
  For jumping.
- **G SELECT Button**
- **H RUN Button**
  Used to enter selections and for pausing the game.
- **I Button II**
  Moves you to the left. Hold button down to move faster.
- **J Button I**
  Moves you to the right. Hold button down to move faster.

Screen Displays



Right/Wrong Direction
If you're going in the wrong direction, this arrow shows you the right way to go!

Round Number

Time Remaining
When this is up, you don't lose your player but the monsters start chasing you much, much faster!

Operating Techniques

The following are the basic techniques used in playing the game. Master these (and discover others!) to obtain the highest scores possible.

High Jump
If you jump while running, you can jump twice the normal distance.

Long Jump
When jumping off of springboards, press Button I repeatedly if you are using "Lever Control" or press the lever repeatedly if you are using "Button Control." This will allow you to jump farther than normal.

Riding on Heads
When you come into contact with a monster, you normally lose one player. However, you can ride on a monster's head, allowing you to travel without danger from the ghost you are on.

Abrupt Stop
When you release the button which is making Pac-Man go in one direction, he normally comes to a gradual halt. You can make Pac-Man come to an abrupt stop by pressing the button in the reverse direction.

Magic Stop
When you return the fairy to Fairy Land, you receive a pair of magic shoes as a reward. When you put these shoes on, you will be able to fly by jumping repeatedly.

The Secrets of Pac-Land (Part I)

Each time you discover one of Pac-Land's "secrets," your score increases and it becomes easier to clear the game.

Power Pill
Pac-Man's energy source is the yellow balls floating in the air. The instant you eat one of these balls, the monsters turn blue and run away. This is your chance to attack! The more monsters you eat in succession, the higher their value and the higher the number of points you will score!

Fruit
Eating the fruit that appears during your quest gives you another chance at bonus points. In addition to those fruits appearing on the ground, fruit will appear in mid-air and on top of obstacles.

Victory Dance Points
Bonus points can be earned by performing a victory dance (jumping up and down at the right location) just before the end of each round.

Boats
Whenever there are bridges to be crossed, boats appear. By capturing the boat power-up, a bridge is extended over wide gaps, and it becomes easier to cross gaps. The boats are small, so be sure not to overlook them.

Keys
In the Monster Mansion, you will come across dead-end passageways here and there. If you pick up the keys you find along the way, you can open the doors that block your path.

The Secrets of Pac-Land (Part II)

Under certain circumstances, hidden items can be made to appear in the game. For example, try pushing a fire hydrant, stump or cactus in the direction opposite from which you are moving. Some of these objects can be moved and one of the hidden items below may appear.

Helmets
Wearing a helmet protects you from small monsters falling from the sky. You can retrieve bonus points when the small ghosts hit your head.

Upside-Down Pac-Man
Now Pac-Man walks on his head! During the time Pac-Man is flipped upside down and backwards, your "progress points" are doubled.

Invisible Pac-Man
When Pac-Man is invisible, he cannot be harmed by the enemy. Water columns also have no effect on an invisible Pac-Man, but don't fall off ledges!

Lucky Pac-Man
Acquire a Lucky Pac-Man and the "time-remaining" is entered as bonus points. The time is also reset to the initial, full amount.

Galaxian
Find this and it's your lucky day! You'll receive 7,650 points!

Balloons
Six balloons appear at once. Each balloon is worth 100 points except one hidden balloon which is worth 7,650 points!

Special Pac-Man
Gives you one extra player.

Playing Tips

There are many ways to uncover hidden items. Experiment!

Practice with both modes of control and find out which is more comfortable for you.

Always examine all of the fire hydrants, cacti and tree stumps. They often yield the beneficial enhancements that you'll need to complete your quest. These power-ups are often in the same location from round to round so explore and remember which items are hidden under which obstacles.

Try manipulating your jumping at the end of each level. By skillfully jumping right as the round comes to an end, you'll be given bonus points. Similar techniques will reward you with up to 7,650 points in many areas.

Put Button I TurboSwitch on high to easily traverse the lakes. After you jump on the end of the springboard, hold the button down and you will glide over the water with the greatest of ease!

You can time your jumps to land on the ghosts and ride on their heads to higher areas on the screen. This makes it easier to travel in some rounds and becomes necessary in higher levels to get over wide lakes without springboards. Remember, you can ride on the ghosts' heads, but don't touch their bodies!

When racing back to your Pac-Home at the end of each level, don't forget that you can repeatedly jump in place and fly as well as run across the landscape.

If you complete all 8 trips through Pac-Land successfully, you'll be challenged to try your skills in 8 Pac-Land Pro trips! Good luck!

Call the TurboGrafx Hotline at (708) 860-3648 for additional game-playing tips!

NEC TurboChip™ 90-Day Limited Warranty

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This product is warranted for 90 days from the date of the first consumer purchase.

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   b) repair or attempted repair by anyone not authorized by NECT;
   c) any shipment of the product (claims must be submitted to the carrier);
   d) removal or installation of the product;
   e) any other cause that does not relate to a product defect.

HOW TO OBTAIN WARRANTY SERVICE
For warranty information or game support, call (708) 860-3648, Monday-Friday 8:30 a.m. to 5:30 p.m. Central Time.

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HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Have you tried these other TurboChip™ game cards?

- World Court Tennis™
- Galaga™ '90
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