

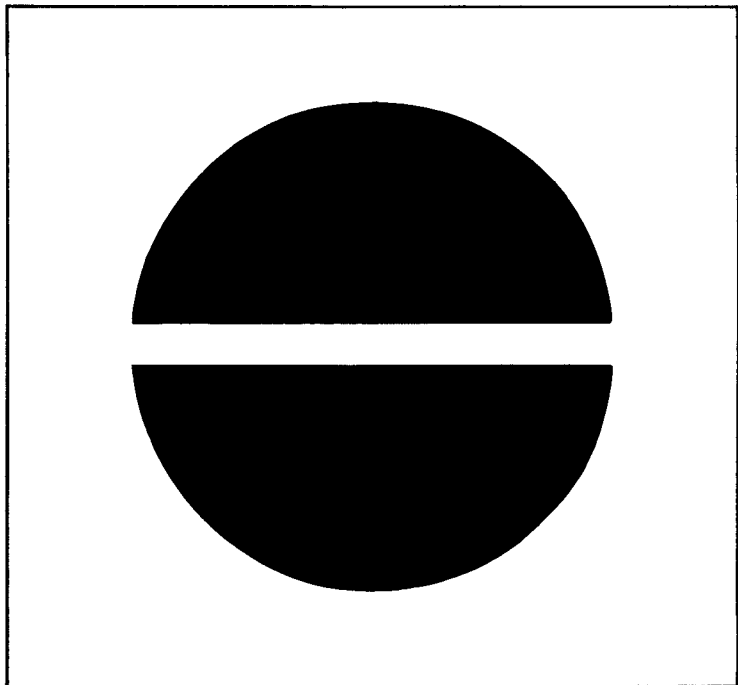
No. 6037



Pac-Man²TM

SELECT ☆ A ☆ GAMETM MACHINE

INTERCHANGEABLE CARTRIDGE GAME SYSTEM



©1981 Entex Industries, Inc. Compton, CA 90220
Made in Taiwan Patent Pending

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game and cartridge 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 or cartridge 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 Boulevard, Compton, CA 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, as follows: SELECT-A-GAME MACHINE UNIT \$50.00
SELECT-A-GAME CARTRIDGE \$15.00

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 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 Boulevard
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

Should you wish to order the Entex No. 6060 6V adapter, or replace any game overlay you have lost, use the following Order Form:

HELEN PARTS
ENTEX INDUSTRIES
303 WEST ARTESIA BLVD.
COMPTON, CA 90220

Please send the following for my Entex No. 6037
SELECT-A-GAME™ MACHINE

	QUANTITY	PRICE EACH	TOTALS
No. 6060 AC Adapter	_____	\$7.00	_____
Cartridge overlay	_____	\$2.00	_____
specify game name:	_____		_____
		California residents add 6%	_____
(Cost includes handling and postage) TOTAL			_____

SEND TO: Name _____
No./Street _____
City/State/Zip _____

BE SURE TO READ THE MAIN SELECT-A-GAME™ INSTRUCTION BOOKLET BEFORE YOU PROCEED.

INTRODUCTION

Many different maneuvering variations are possible while playing PacMan2™. Attempt to maneuver the good red PacMan against the evil green Ghosts. Capture as many Bugs, Energizers and Ghosts as possible. High scoring display and numerous sound effects highlight the exciting play of PacMan2™.

1. CARTRIDGE

To insert your PacMan2™ cartridge, be sure the SELECT-A-GAME™ switch is in the OFF position. Firmly insert the cartridge into the game receptacle, making sure that the game label on the cartridge faces up. (See fig. 1)

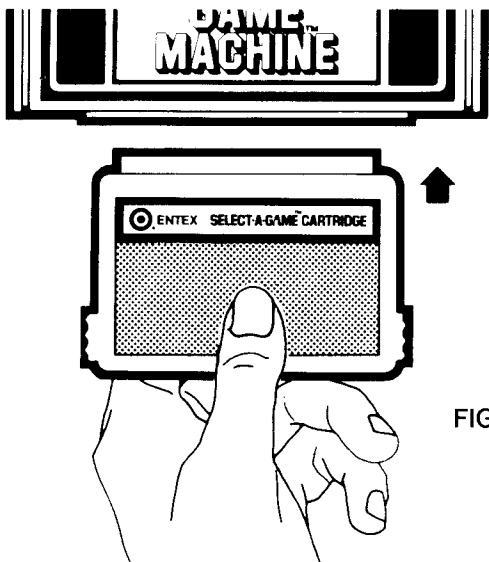


FIG. 1

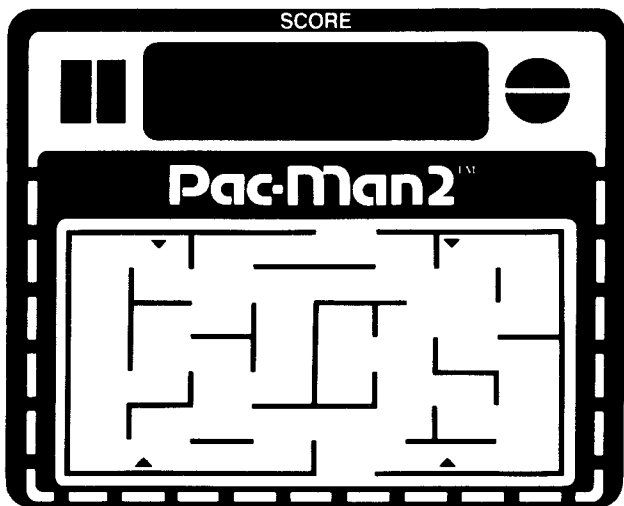
NOTE: Do not force or jam the cartridge into the receptacle. Now set the MUTE/OFF/SOUND switch to MUTE or SOUND and the game is ready to play.

NOTE: If the game does not operate per instructions or otherwise shows erratic operations or displays, place game switch to OFF and remove the cartridge by pulling it straight out of the receptacle. Reread the main instruction booklet on the game operation, on BATTERIES, and this cartridge instruction to make sure that you understand the operation of the game, then reinsert cartridge and operate normally. Always keep a cartridge installed, even when the game is not in use. Be sure that the game switch is OFF to prevent the draining of the batteries.

Never insert anything except an ENTEX SELECT-A-GAME cartridge into the receptacle, as it may permanently damage your SELECT-A-GAME MACHINE.

2. GAME OVERLAY

Each game cartridge is provided with its own color overlay (fig. 2), which is placed on the SELECT-A-GAME MACHINE screen, to provide the playing field and scoring display.



IMPORTANT NOTE:

There is a protective covering on the top and bottom of the overlay. Carefully remove these adhesive sheets before using.

Fig. 2 OVERLAY

3. BASIC FEATURES

A. **PLAYERS:** PacMan2™ is a two-color strategy, tactics and pursuit game. PacMan is a flashing red oval dot that is controlled by the VISITOR'S side control board. The GHOSTS are green oval dots controlled either by the computer in a ONE-PLAYER game or by the second player in a ONE-ON-ONE TWO-PLAYER game. The second player uses the opposite control panel to maneuver the GHOSTS. PacMan's score is displayed in digital form on the upper portion of the screen. No score is shown for the GHOSTS; however, the number of remaining PacMen is temporarily displayed during the game. The game is over when the GHOSTS have captured all of the PacMen.

B. **PLAYING FIELD:** The playing field consists of seven rows of lights, having as many as eight red dots per row, a total of 53 red dots. The green GHOSTS' home occupies a portion of three rows in the middle of the grid. The overlay provides the physical boundaries of the GHOSTS' enclosure, as well as the various passageways for maneuvering both PACMAN and the GHOSTS. PACMAN cannot enter the GHOSTS' home and, once a GHOST leaves its enclosure, it cannot return. There are four critical power Energizers located on the field next to the small red triangles. When PACMAN captures an ENERGIZER, the GHOSTS' green color flickers for a short period of time. During this flickering period, PACMAN is able to capture and destroy the GHOSTS. There are two opposing escape ports in the field. Moving through either escape port will cause PACMAN or the GHOSTS to reappear at the opposite port, traveling in the last programmed direction.

C. **SKILL:** (1) Amateur (2) Professional

The flickering time which results from PACMAN's capture of an ENERGIZER remains constant when the game is played at the SKILL 1, Amateur level. Thus, PACMAN is allowed a set period of time to destroy a fleeing GHOST after capturing any one of the four ENERGIZERS. When the SKILL 2, Professional level is selected, this charging time is reduced after the field is cleared two times, and shortened again after the third clearing of the field. This decreases the time available for PACMAN to destroy the GHOSTS. In addition, both PACMAN and the GHOSTS move at a greater speed as players become more proficient.

D. CONTROL: The directional buttons are used to control the contestants within the field. The PACMAN and GHOSTS travel in the programmed direction and stop, either when a grid wall is encountered or when another directional button is pushed to travel along another passage. If PACMAN is stopped by a wall, another directional button **MUST** be pushed to continue its movement.

E. NUMBER OF GHOSTS: In the ONE-PLAYER mode you may select the number of GHOSTS that will appear on the screen. Turn the game to MUTE or SOUND and the digital display will show a repeating sequence of numbers 1, 2, 3, depicting the number of GHOSTS.

DISPLAY	QUANTITY
1	2 GHOSTS
2	3 GHOSTS
3	4 GHOSTS

Press Button [5] at the desired display sequence to program the quantity of GHOSTS for your game. Be patient, however, it takes the GHOSTS a few seconds for all the GHOSTS to appear.

4. THE GAME:

To start the game, select 1 or 2 PLAYERS and move the control switch to SOUND or MUTE. For 1-PLAYER game, press the number [5] button on the VISITORS' control panel. (end panel with name Entex). When the number corresponding to the desired quantity of GHOSTS appears in the digital display, release the button and the game will begin. One flashing red PACMAN appears next to the GHOSTS' enclosure when the game is turned ON. The game's purpose is for PACMAN and his backup PACMEN to score as many points as possible before being destroyed by the evil green GHOSTS. The running score shows PACMAN's tally and, as it runs to more than 99, the display continues in the left set of digits up to a maximum score of 9999.

PACMAN is credited with ONE point per RED BUG, FIVE points each time an ENERGIZER is captured. After the PACMAN captures an ENERGIZER, the GHOSTS flee and start to flicker,

which allows the PACMAN to capture them. Depending upon the number of GHOSTS present, PACMAN will score 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, providing they are all destroyed while they are still flickering. When another ENERGIZER is captured, the cycle starts over and 20 points are scored for the capture of the first GHOST. Whenever a PACMAN is destroyed by the evil green GHOSTS, the running score display is temporarily interrupted to briefly display one digit, depicting the number of PACMEN remaining. When the last PACMAN is captured, the display will show "O" followed by the final game-ending PACMAN score. If in SOUND the "game over" tune will be heard. Once all the Red Bugs are captured, the display recycles and the game continues until PACMAN and his two reserve PACMEN are destroyed by the GHOSTS. If a player scores 1000 points, one additional reserve PACMAN is provided for fighting the GHOSTS. Every time PACMAN destroys a flickering green GHOST, a new one appears in the GHOSTS' enclosure, ready to do battle. Remember this very important characteristic of PACMAN: The only time PACMAN can destroy a GHOST is during the short period of time that the GHOST is flickering.

5. SOUND EFFECTS:

- 1) Start of Game
- 2) End of Game
- 3) PACMAN capturing red BUG
- 4) PACMAN capturing red ENERGIZER
- 5) PACMAN capturing GHOST
- 6) GHOST capturing PACMAN
- 7) Recycle grid after all red BUGS and ENERGIZERS are captured.

6. CARE OF YOUR CARTRIDGE AND OVERLAY:

1) When not in use, you should leave the cartridge inside the game. This will prevent foreign material from entering the game or cartridge, which should be avoided at all times. If you have more than one cartridge, store them in their original box to prevent damage.

- 2) **DO NOT** insert any object into the cartridge or the game. This will severely damage the game/cartridge. Any signs of this will void your warranty.
- 3) Avoid dropping your cartridge.
- 4) Avoid getting it wet or leaving it in moist places.
- 5) Avoid leaving it in hot places.
- 6) **DO NOT** try to take the cartridge apart. **THERE ARE NO USER-SERVICEABLE PARTS.**
- 7) Avoid touching the cartridge on any part except the convenient grips provided on the sides of the cartridge.
- 8) Simply treat your cartridge and game as you would any electronic device, such as a calculator.
- 9) When not using the overlays, keep them in the original box and always avoid bending them or leaving them in a hot place, which may distort them.

NOTE: If your **SELECT-A-GAME** does not operate properly, turn switch to **OFF**, then re-check the cartridge to ensure it is properly inserted. If, after rereading the instructions carefully and reinserting the cartridge, your game still does not work properly most likely there is something wrong with the cartridge. See Warranty Instructions.

7. BATTERIES

Be sure to turn your game **OFF** whenever it is not in use to maximize battery life. **IF DISPLAYS OR CONTROLS BECOME ERRATIC, REPLACE BATTERIES** with new units.

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