



GAME

MS. PAC-MAN™

For 2 to 4 players

You're invited to play an exciting maze game with Ms. Pac-Man and her friends. It's lots of fun! Just choose one of the four available colors. Roll the die and the high roller controls Ms. Pac-Man. The other players control the ghost of their chosen color. When you control Ms. Pac-Man, try to gobble up the dots in your color area of the maze. When you control your ghost, try to catch Ms. Pac-Man so you can take control of her and munch a bunch of dots in your color area. Be the first player to remove all of the dots from your color area of the maze and you'll win the game!

OBJECT

Be the first player to gobble up all the dots in your color area of the maze.

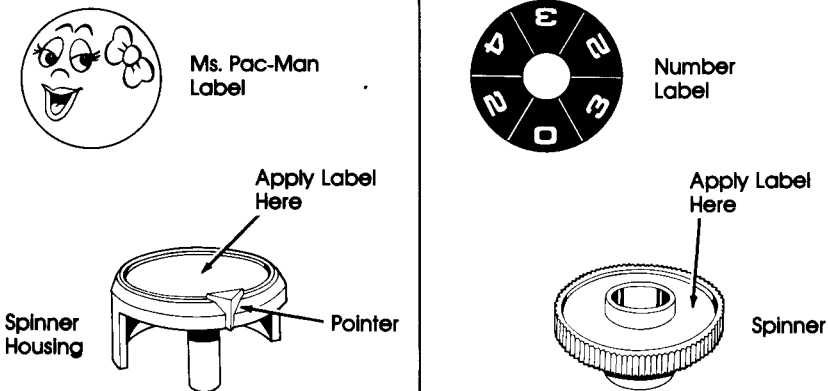
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- 1 gameboard
- 4 plastic ghost pawns
- 1 special die
- 1 plastic Ms. Pac-Man spinner pawn (to be assembled)
- 68 plastic dots
- 1 label sheet
- 1 instruction booklet

HOW TO SET UP THE GAME

1. Open up the gameboard. Place it on a flat surface so it's accessible to all players.
2. Carefully break off the 3 Ms. Pac-Man spinner pawn pieces, the 4 ghost pawns and the dots from the runners.
3. **LABEL APPLICATION:** attach the Ms. Pac-Man label to the spinner pawn housing and attach the number label to the spinner as shown in Figure 1. Just peel off the labels from the sheet and carefully press them into place. **Very Important:** be sure to attach the number label to the smooth side of the spinner. Do not attach the number label to the side of the spinner that has the raised lettering on it.

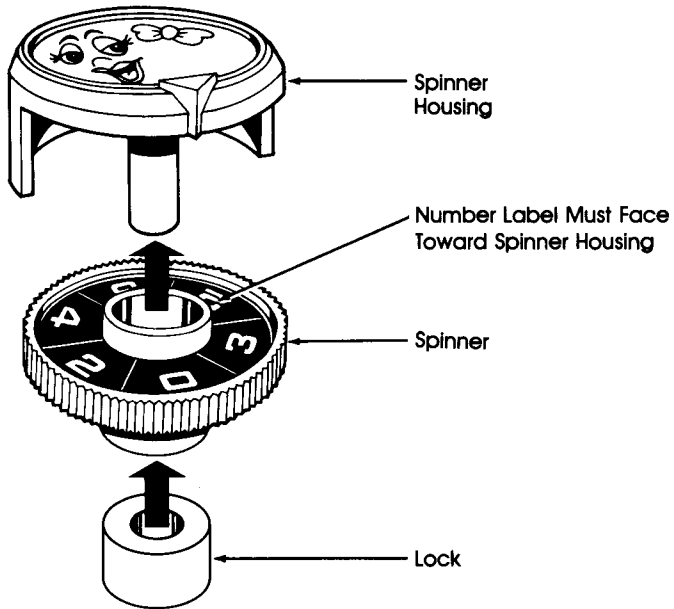
FIGURE 1



Here's how to attach the 8 ghost labels to the 4 ghost pawns. Notice each ghost label is marked by a number and a letter. Just match the "A" label with the "B" label for each number and apply them to opposite sides of each ghost pawn. For example, peel off labels 1A and 1B from the sheet and attach them to opposite sides of the same ghost pawn. *Please Note:* the "A" label side () of a ghost pawn is called the STRONG SIDE. The "B" label side () of a ghost pawn is called the WEAK SIDE. During the game, ghost pawns will flip from strong side to weak side and vice versa depending on the game play. Strong side, weak side and when and why a ghost flips sides is explained later in the instructions.

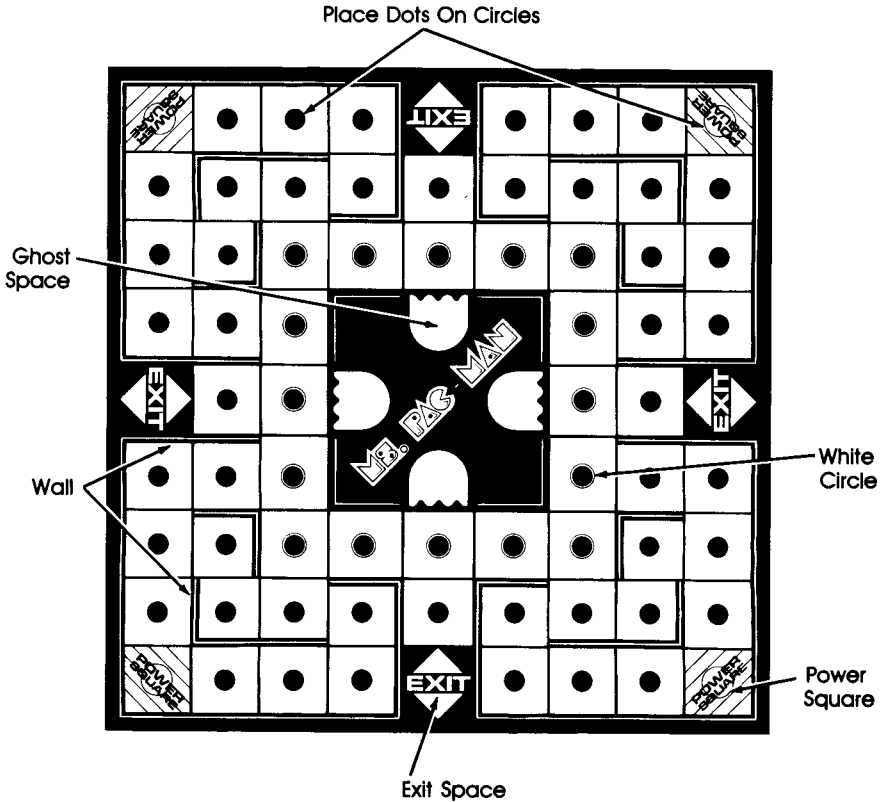
4. ASSEMBLY OF THE MS. PAC-MAN PAWN: assemble the spinner housing and the spinner then lock them into place as shown in Figure 2.

FIGURE 2



5. Each player chooses a ghost pawn and places it, STRONG-SIDE UP, on the ghost space that matches its color in the center of the gameboard. Your color area of the maze is the same color as your ghost. Figure 3 on page 4 shows all the different parts of the gameboard.

FIGURE 3



6. Place a yellow dot on each gameboard square, including those with white circles, and the Power Squares. Do not put dots on Exit Spaces. There should be 17 dots in each color area of the maze. These are the dots that must be removed from your color area for you to win the game.

7. Each player spins the Ms. Pac-Man spinner. To do so, just hold the spinner housing against the gameboard with one hand and spin the spinner with the other hand. The pointer will point to a number. If you spun the highest number, you control Ms. Pac-Man. If you control Ms. Pac-Man, remove your ghost pawn from the gameboard then place the Ms. Pac-Man spinner pawn on any square containing a white circle near the middle of the gameboard. *Suggestion:* always try to start Ms. Pac-Man on a square containing a white circle in your color area of the maze to make it easier for you to gobble up dots in your own area of the maze.

HOW TO PLAY THE GAME

1. The player who controls Ms. Pac-Man always plays first followed to the left by the other players.

2. **BASIC TURN FOR THE MS. PAC-MAN PLAYER:** on your turn, spin the Ms. Pac-Man spinner and move the Ms. Pac-Man spinner pawn the number of squares you spun. When Ms. Pac-Man moves OFF of any square in your area OR an opponent's area that has a dot, you **MUST** remove the dot from the gameboard and set it aside. For example, you spin a 3 and move Ms. Pac-Man 3 squares and remove 3 dots from the gameboard (1 dot from each square Ms. Pac-Man moved OFF of during your turn). Be sure to count every square you land on as part of your move whether it has a dot on it or not. *Reminder:* you are trying to clear all of the dots from your color area of the maze.

3. **BASIC TURN FOR A GHOST PLAYER:** on your turn, roll the die and move your ghost pawn the number of squares shown on the die. If you roll "F2" on the die, immediately flip your ghost to WEAK-SIDE UP then move 2 squares. On your next turn, flip your ghost back to STRONG-SIDE UP again BEFORE you roll the die. *Please Note:* if your ghost pawn is already WEAK-SIDE UP (because Ms. Pac-Man gobbled up a Power Dot) and you roll "F2" on the die, immediately flip your ghost to STRONG-SIDE UP and move 2 spaces. Do not flip your ghost again on your next turn (unless you roll another "F2"). **Important:** your ghost pawn has two sides, a STRONG side and a WEAK side, as shown below.



This is the STRONG side of your ghost pawn. When your ghost is STRONG-SIDE UP, it is stronger than Ms. Pac-Man and your ghost has the power to capture Ms. Pac-Man.



This is the WEAK side of your ghost pawn. When your ghost is WEAK-SIDE UP, it is weaker than Ms. Pac-Man and Ms. Pac-Man has the power to capture your ghost.

Reminder: you are trying to catch Ms. Pac-Man so you can control her.

4. RULES OF MOVEMENT:

- A. Ms. Pac-Man or a ghost can move in any direction through the maze.
- B. Ms. Pac-Man or a ghost can change direction and retrace its steps on the same turn.
- C. Ms. Pac-Man or a ghost CANNOT pass through or jump over any of the yellow walls in the maze.
- D. If your ghost lands on a square that's occupied by another ghost, by exact count, just move your ghost to the next open square.
- E. EXIT SPACES: there are 4 Exit Spaces in the maze. Ms. Pac-Man or a ghost can move off the gameboard from any Exit Space and then come back on any other Exit Space. Each Exit Space you land on counts as part of your move.

5. **POWER DOTS:** the yellow dot on each Power Square is a Power Dot. There are only 4 Power Dots in the entire maze and each of them has the power to force all ghost pawns to flip WEAK-SIDE UP. Here's what happens. When Ms. Pac-Man moves OFF of a Power Square that has a Power Dot and removes the Power Dot from the gameboard, you must IMMEDIATELY flip your ghost WEAK-SIDE UP (if your ghost is already WEAK-SIDE UP it remains WEAK-SIDE UP). Your ghost stays WEAK-SIDE UP on your next turn, then you flip it back to STRONG-SIDE UP again at the beginning of your following turn. *Please Note:* when Ms. Pac-Man moves OFF of a Power Square that DOES NOT have a Power Dot on it, the ghosts DO NOT flip to weak-side up.

6. If Ms. Pac-Man lands on your WEAK-SIDE UP ghost pawn, your ghost is captured and you are penalized. You must immediately return your ghost to its starting space. Place your ghost, STRONG-SIDE UP, on the ghost space that matches its color in the center of the gameboard. Your ghost remains in the game, of course, and you can move it back into the maze on your next turn. Ms. Pac-Man receives ONE EXTRA TURN as a reward for catching a ghost (if Ms. Pac-Man catches more than one ghost on the same turn, ONLY one extra turn is awarded). *Please Note:* if your WEAK-SIDE UP ghost pawn lands on Ms. Pac-Man, you are penalized. You must immediately return your ghost to its starting space as outlined above BUT Ms. Pac-Man DOES NOT receive an extra turn.

7. If your STRONG-SIDE UP ghost pawn lands on Ms. Pac-Man OR if Ms. Pac-Man lands on your STRONG-SIDE UP ghost pawn, you have captured Ms. Pac-Man. Now you become the new Ms. Pac-Man player and you take control of the Ms. Pac-Man spinner pawn. Here's what to do. Remove your ghost pawn from the gameboard then place the Ms. Pac-Man spinner pawn on any square containing a white circle near the middle of the gameboard. The former Ms. Pac-Man player places his or her ghost pawn, STRONG-SIDE UP, on the ghost space that matches its color in the center of the gameboard. All other ghost pawns remain where they are and the game continues. The new Ms. Pac-Man player plays first followed to the left by the other players.

Strategy Hint: when you control a ghost, try to chase Ms. Pac-Man into your color area of the maze. This can force an opponent to help you clear the dots from your area. Remember, it doesn't matter who removes the dots from your area. If you're the first player with all 17 dots cleared from your color area of the maze, you win the game.

HOW TO WIN THE GAME

Be the first player to gobble up all the dots in your color area of the maze and you'll win the game!

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