



Manufactured and distributed
under contract with
namco[®]

MS. PAC-MAN / GALAGA

Model 9600 - ARCADE SIZE HOME EDITION



For technical support contact Chicago Gaming Company at (708)780-0070
Please DO NOT contact Namco

OWNER'S MANUAL

Chicago Gaming Company, 4616 W. 19th Street, Cicero, IL 60804 (708)780-0070

1. SAFETY PROCEDURES

The following guidelines will help protect you and your *Ms. Pac-Man/ Galaga*.



Caution: For your safety follow these instructions.



Caution: Shock hazard if instructions are not followed.

- Read these instructions.
- Keep these instructions.
- Heed all warnings.
- Follow all instructions.
- Do not use this apparatus near water.
- Clean only with a dry cloth.
- Do not block any ventilation openings. Install in accordance with manufacturer's instructions.
- Do not install near any heat sources such as radiators, heat registers, stoves, or other apparatus (including amplifiers) that produce heat.
- Do not defeat the safety purpose of the polarized or grounding-type plug. A polarized plug has two blades with one wider than the other. A grounding type plug has two blades and a third grounding prong. The wide blade and third prong are provided for your safety. If the provided plug does not fit into your outlet, consult an electrician for replacement of the obsolete outlet.
- Protect the power cord from being walked on or pinched particularly at plugs, convenience receptacles, and the point where they exit from the apparatus.
- Only use attachments/accessories specified from the manufacturer.
- Unplug this apparatus during lightning storms or when unused for long periods of time.
- Refer all servicing to qualified personnel. Servicing is required when the apparatus has been damaged in any way, such as power supply cord or plug is damaged, liquid has been spilled or objects have fallen into the apparatus, the apparatus has been exposed to rain or moisture, does not operate normally, or has been dropped.
- Use with only 115 volts ~ 60Hz
- We recommend using a surge suppresser or UPS (Uninterruptible Power Supply) to safeguard the game from abrupt power spikes or losses.
- **WARNING:** To reduce the risk of fire or electric shock do not expose your system to rain or moisture.
- Do not expose your system to dripping or splashing.
- Be sure to disconnect the power cable before working on the machine.
- Be sure to use fuses which meet the specified rating. (5A, 220V Quick-blow). Using fuses exceeding the specified rating can cause a fire and electrical shock.
- The game's monitor is a source of high voltage. Be **EXTREMELY CAREFUL** when working near it, high voltage charges can still be present even after you've unplugged the unit. **Have a qualified technician perform a monitor repair or replacement.**
- Optimum operating environment is between 50-105° Fahrenheit

2. **FCC COMPLIANCE**

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

--Reorient or relocate the receiving antenna.

--Increase the separation between the equipment and receiver.

--Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

--Consult the dealer or an experienced radio/technician for help.

Changes or modifications not expressly approved in writing by Chicago Gaming Company could void the user's authority to operate the product.

3. SPECIFICATIONS

INPUT POWER: 120 VAC, 60 Hz, 5 Amp, 60 Hz

INSTALLED DIMENSIONS: 33W" x 24"D x 68"H

4. INTRODUCTION

MS PACMAN/GALAGA is an exciting new game developed by Namco America Inc. It contains two of the wildly popular games in game world history, Ms Pac-Man and Galaga.

A more challenging version of the well-known Pac-Man maze game, Ms Pac-Man is sure to be the most popular girl in the game world. Pursued by the familiar Inky, Blinky, Pinky and the newest ghost, Sue, Ms. Pac-Man goes through 4 changing mazes that increase in difficulty and offer varying side exit locations. Each of the 4 mazes has an additional 2 side exits that give Ms. Pac-Man a total of 4 ways out of the maze.

Bonus fruit symbols indicate how many times a player has cleared the screen of dots. Ms. Pac-Man boasts additional bonus fruit symbols that also float freely through the maze and have higher point values when gobbled.

Dots score 10 points each with Power Dots serving 50 points each. Points double for each ghost Ms. Pac-Man munches: 200 points for the first, 400 for the second and 800 and 1600 points consecutively for the third and fourth ghosts. When Ms. Pac-Man is caught herself, she dramatically swoons and falls.

Along with a cool sound track, players may witness the touching love story of Ms. Pac-Man's meeting Pac-Man himself, their courtship and marriage and even the delivery of Pac-Baby in the three act, between-maze cartoon series.

In Galaga, players control the fighter's movements left and right and defend against the missiles and suicide attacks of the Galaga aliens and the Galaga Commander through infinite levels of play, with every third level having a challenging stage! Retrieve captured fighters from the descending Galaga Commander tractor-beam and double your firepower.

5. GAME PLAY

MS. PAC-MAN

The object of the game is to score as many points as you can while Ms. Pac-Man eats dots, fruit, pretzels, energy pills and ghosts. Score 10,000 points and earn a bonus Ms. Pac-Man life.

The game starts with three Ms. Pac-Man lives, which are indicated by three Ms.Pac-Man symbols at the lower left corner of the screen. When game play begins, Ms. Pac-Man is located close to the center of the screen, just below the ghosts' reincarnation chamber in the center of the maze.

Use your joystick controller to guide Ms. Pac-Man around the maze. When she passes over dots, she gobbles them up, and you score points. If she eats all the dots on the screen, the maze flashes momentarily, and you start playing on a new maze.

Ms. Pac-Man encounters floating fruit and pretzels while traveling around the maze. Gobble up these munchies and you score bonus points. But watch out! Fearful ghosts scurry about trying to gobble up Ms. Pac-Man. Her only recourse is to eat an energy pill and then go after the ghosts.

As soon as she gulps down the energy pill, the ghosts turn blue with fright. You earn 200 points for the first ghost, 400 points for the second ghost, 800 for the third ghost, and a whopping 1600 points for the fourth ghost, all on the same energy pill.

Unfortunately, the effects of the energy pills are short-lived, so you'll have to move fast. After the ghosts are gobbled up, their eyes head back to the chamber in the center of the screen for reincarnation. If you don't gobble up the ghosts, they start to blink just before they turn back to their original colors.

HINTS FOR SURVIVAL

Practice clearing the maze of dots before trying to gobble up the ghosts.

Stay close to an energy pill before eating it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many ghosts as you can.

Use the openings in the maze as escape tunnels. Move to either side to quickly evade the ghosts. Don't forget, different mazes have different tunnels.

GALAGA

Score - The player gets points by defeating the "Galaga". Points scored vary depending on the type of attacks and the condition of the enemy. It may be in the waiting position, an offensive mode, or flying in formation.

Galaga - It takes two hits for the player to destroy the boss Galaga. Among the many other "Galagas" is one special hidden "Galaga" which changes shape and can split into many pieces. Destroy all of the transformed Galaga and gain 1,000 - 3,000 additional bonus points!

Challenging Stage -The player has a chance to obtain bonus points every third stage. A total of nine different "Galaga" appear on the screen, and they all fly in unexpected directions. If you destroy all of them, 10,000 perfect score bonus points will be added to your score.

Tractor-Beam -When the fighter is struck by the tractor-beam of the boss Galaga, the fighter will be captured. When the attacking boss "Galaga" is destroyed, any captured fighter will be released and become a dual fighter, doubling your firepower. (When you are captured and there are no fighters left, the game is over).

Hit Ratio -When the game ends, the score board indicates the number of missiles fired, the number of "Galaga" destroyed and the percentage number of targets hit.

The number of stages is indicated in the lower right hand corner of the screen. The number of remaining fighters is indicated on the right side of the screen.

At scores of 30,000, 70,000, and every 70,000 points thereafter, one additional fighter is added.

CHARACTERS

Fighters -Fighters are the spaceships operated by the player. They move to the right and left and can destroy "Galaga" by firing a series of missiles. "Dual fighters" can shoot the enemy with two parallel missiles.

Galaga -The "Galaga" are an unknown alien, which has an insect shape. They fly in formation and begin attacking. The boss "Galaga", in the highest position, is the only one capable of shooting the tractor-beam. If the boss "Galaga" is destroyed, the remaining "Galagas" attack power is temporarily weakened.

WINNING STRATEGIES

Fire when "Galaga" is weakened (unable to fire missiles) -When the player destroys the boss "Galaga", the enemy is temporarily weakened. You should take advantage of this moment and attempt to destroy the remaining "Galaga". You need only to avoid the "Galaga" crashing into you.

Escape Plans -Attack the right and left sides of the enemy formation while they are trying to organize to create escape zones for your fighters. If not, you may be surrounded by the enemy and lose opportunities to escape. (Caution: "Galaga" may still attack in the escape zones).

"Dual fighters" are the key -If you attack with the "dual fighters", your fire power doubles. When the enemy attack escalates, it will be very difficult to defend your position or obtain a perfect score, particularly during the "challenge stage", without dual fighters.

The Blue Boss is your best chance. When you hit the boss "Galaga" with your missile and turn it blue, it will be easier for you to destroy it even if it has captured fighters.

6. PACMAN/GALAGA TEST SCREEN

TO ENTER TEST MODE: PRESS TEST BUTTON LOCATED BEHIND THE FAUX COIN DOOR.

SELECT EACH SUB MENU WITH JOYSTICK - EXECUTE WITH ANY CONTROL PANEL BUTTON

TEST MENU

- 1 MS. PACMAN ADJUSTS
- 2 GALAGA ADJUSTS
- 3 GENERAL ADJUSTS
- 4 SHOW AUDITS
- 5 SWITCH TESTS
- 6 MONITOR ALIGNMENT
- 7 FACTORY DEFAULTS
- 8 EXIT

MS. PACMAN ADJUSTS

MS. PACMAN PER GAME1,2,3, or 5

BONUS MS. PACMANNONE, 10K, 15K, 20K

DIFFICULTYNORMAL, HARD

SPEED.....NORMAL, FAST

DEFAULT SETTINGS.....FACTORY DEFAULTS: 3-PACMAN, 10K BONUS
NORMAL, NORMAL

EXIT

MONITOR ALIGNMENT

CROSS HATCH

FACTORY DEFAULTS

ALL SETTINGS TO DEFAULTS

(NOTE: GAME REVERTS BACK TO UPRIGHT SETTING, RETURN TO 3. GENERAL ADJUSTS- CABINET, TO RESTORE A COCKTAIL MODE)

EXIT

EXIT TO GAME MODE

7. **BONUS GAMES:**

In freeplay, pushing any start button will bring up the game select screen.

To enable **Pacman**:

At the select screen, push the joystick up, up, up down, down, down, left, right, left, right, left, then press the start button.

To enable **Speedy Ms. Pacman & Rapid Fire Galaga**:

At the select screen, push the joystick left, right, left, right, up, up, up, fire then the start button.

- This enables the speed setting for one game only.

To enable **Speedy Pacman**:

At the select screen, push the joystick up, up, up, down, down, down, left, right, left, right, left, left, right, left, right, up, up, up, fire then the start button

The speed settings in the setup menu are overridden with these codes. If the game settings are set to normal speed these codes will change them to fast speed for one game only.

If the game settings are set to fast, these codes will change them to normal speed for one game only.

8. WARRANTY

**REMOVAL OF SERIAL NUMBERS AND/OR BAR-CODES FROM PRODUCT OR
COMPONENTS WILL VOID THE WARRANTY**

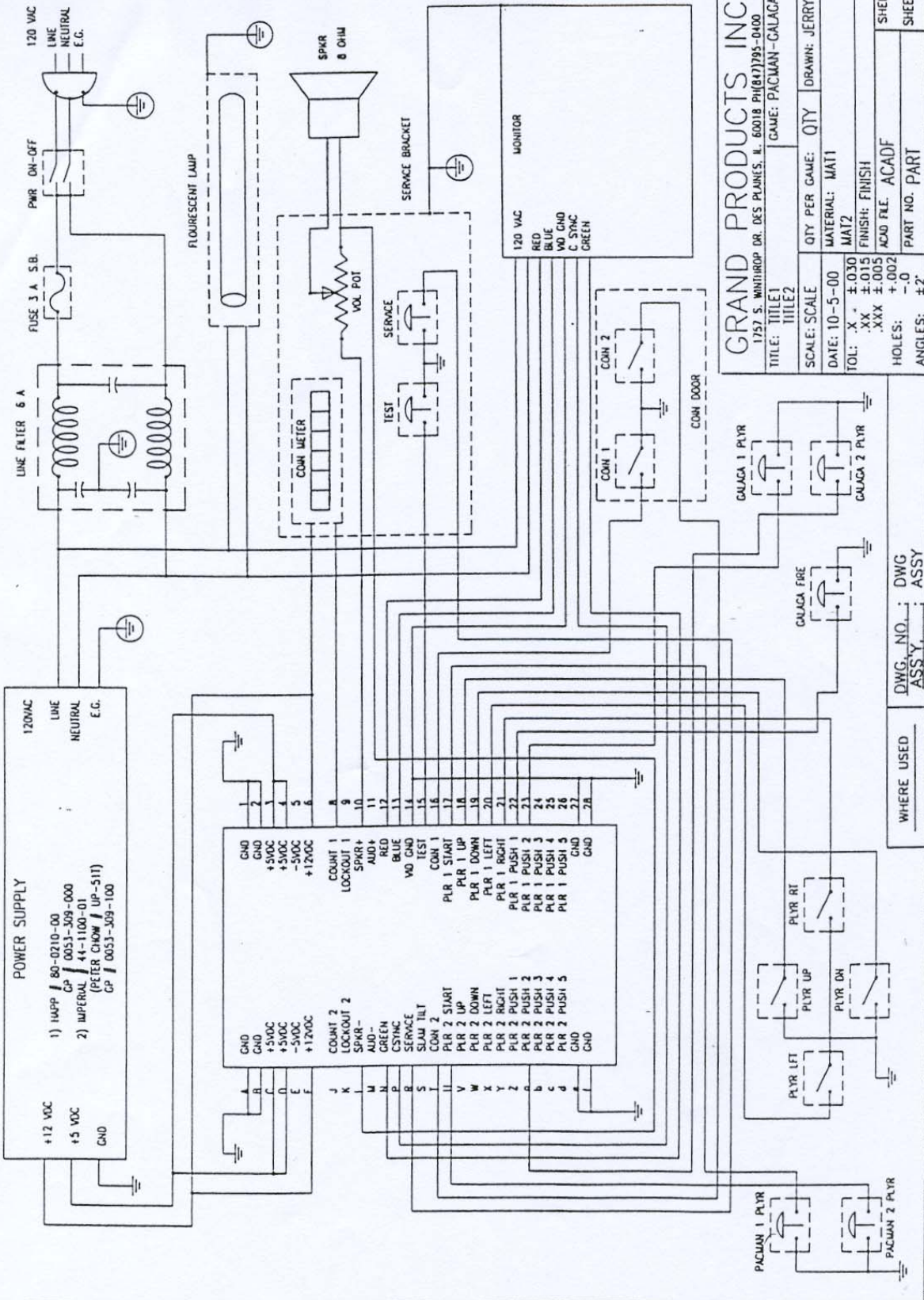
Chicago Gaming Company will repair or replace, at our discretion, any items that fail due to defects in materials or workmanship for a period of 180 days after the date of purchase.

- Warranty registration card must be received no later than two weeks after the date of purchase.
- Terms of warranty commence from date of purchase.
- Be sure to include a copy of your receipt with the warranty registration card.
- Warranty applies to home use only.
- Product must be purchased through an authorized Chicago Gaming Company Dealer.
- Warranty is extended to the original owner and is not transferable.

9. TECHNICAL SUPPORT:

Free technical support is provided for Ms. Pacman/Galaga. Technical support is available from 9:00am to 5:00pm central time, Monday through Friday. Call 1(708)780-0070 and select extension 4851.

APPENDIX A: WIRING DIAGRAM



GRAND PRODUCTS INC.
 1757 S. WHITHROP DR. DES PLAINES, IL. 60018 PH(817)795-0400

TITLE: III1E1
 III1E2

SCALE: SCALE
 DATE: 10-5-00
 TOL: X ±.030
 .XX ±.015
 .XXX ±.005

QTY PER GAME: QTY
 MATERIAL: MAT1
 MAT2
 FINISH: FINISH
 ACAD FILE: ACADF

GAME: PACMAN-GALAGA
 DRAWN: JERRY

ANGLES: ±2

SHEET
 SHEET

WHERE USED
 DWG. NO.: DWG
 ASSY.: ASSY

