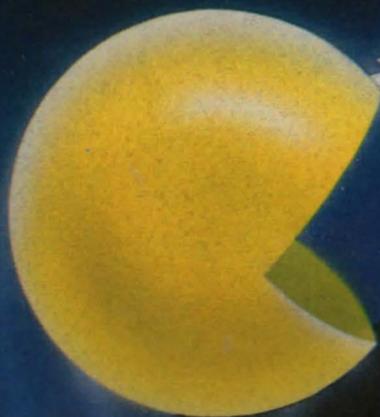


# PAC-MAN™

THE ULTIMATE KEY TO WINNING

-  Patterns Guaranteed To Win
-  Score Over 500,000
-  New Home Video Tips
-  Beat The Legendary "Special" Chip
-  To The Ninth Key-And Beyond



# PAC-MAN™

THE ULTIMATE KEY TO WINNING

**BY JOHN D. MULLIKEN**

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Canadian representatives: John Wiley & Sons Canada, Ltd.  
22 Worcester Road, Rexdale, Ontario M9W 1L1  
International representatives: Kaiman & Polon, Inc.  
2175 Lemoine Avenue, Fort Lee, New Jersey 07024

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Digit on the right indicates the number of this printing.

ISBN 0-89471-173-3 paperback. ISBN 0-89471-174-1 library binding.  
Library of Congress Card Catalog number: 82-50097

Cover design by James Wizard Wilson

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**RUNNING PRESS**  
**Philadelphia, Pennsylvania**

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## Introduction

It seems that everyone, young and old alike, has fallen in love with this cute little creature who has an insatiable appetite for everything from cherries to keys and many a Blue Gremlin in between. For some people, PAC-MAN is as challenging as chess, for others it is as rigorous as football. One thing is for certain; it sure is a lot of fun!

A friend of mine recently told me about his latest excursion to Atlantic City, New Jersey. No, he didn't lose all his money at the tables, or even at the slot machines, but rather as he put it, "I spent \$20.00 on food, \$30.00 on drinks and \$40.00 on PAC-MAN!" Obviously PAC-MAN eats up more than fruits, dots and Blue Gremlins. He eats up our quarters! Hopefully this book will save you from such a fate.

After reading this book and studying the patterns and strategies, you should be able to curb the PAC-MAN's appetite for your quarters, while considerably increasing your scores.

For some players, these patterns will work immediately; for others it will take some practice. You should be able to run through the maze without getting stuck on the walls, otherwise a variation will occur. This is a computer game, so if you have a pattern that works for you at a given point in the game, then the next time you get to that point, it will work again, providing you do exactly the same thing. It should be noted here that the four gremlins are not running about the maze randomly or on totally prearranged patterns, but rather they are reacting to what you are doing. Therefore, you do have some control over them.

At the time of this publication, there were two types of PAC-MAN video arcade machines known to me. One type we will call REGULAR and the other type we will call ADVANCED. This book will show you patterns and strategies which will work on both types of machines. If you are as addicted to PAC-MAN as the rest of us, this book should help to save you some big bucks.

The two types of machines are cosmetically the same, except some of the patterns have been eliminated on the advanced models. There is a simple way to tell the difference between the two machines BEFORE you insert your quarter into the machine. Simply watch the demonstration pattern shown on the screen. If the PAC-MAN runs about the maze eating dots, energizers and a few gremlins, then is caught head on by the Green Gremlin near the lower left energizer, you will be

playing on a regular machine. If the PAC-MAN is caught from behind by the Yellow Gremlin, near the lower left energizer, then you are on an advanced machine. If the PAC-MAN is captured under different circumstances, then you are on a Special Chip machine (see page 38).

On the next page you will find a conversion chart to show which pattern you are actually on when playing an advanced machine. Study the chart and note the mazes where the gremlins stay edible for less than two seconds. I strongly recommend against trying to eat gremlins at this point, unless it is an eat or be eaten situation.

Note: The chart stops at 9th Key; this is because at this point, the machine keeps giving you the same pattern. As you can see, by the time you get to the end of the game, five mazes have been eliminated from the advanced machines.

The following patterns are proven winners. They should help a novice to score approximately 100,000 points after a few hours of practice. They should help a good PAC-MAN player to achieve phenomenally high scores in almost no time. I am sure that an experienced player will want to improvise from time to time. Please feel free to do so.

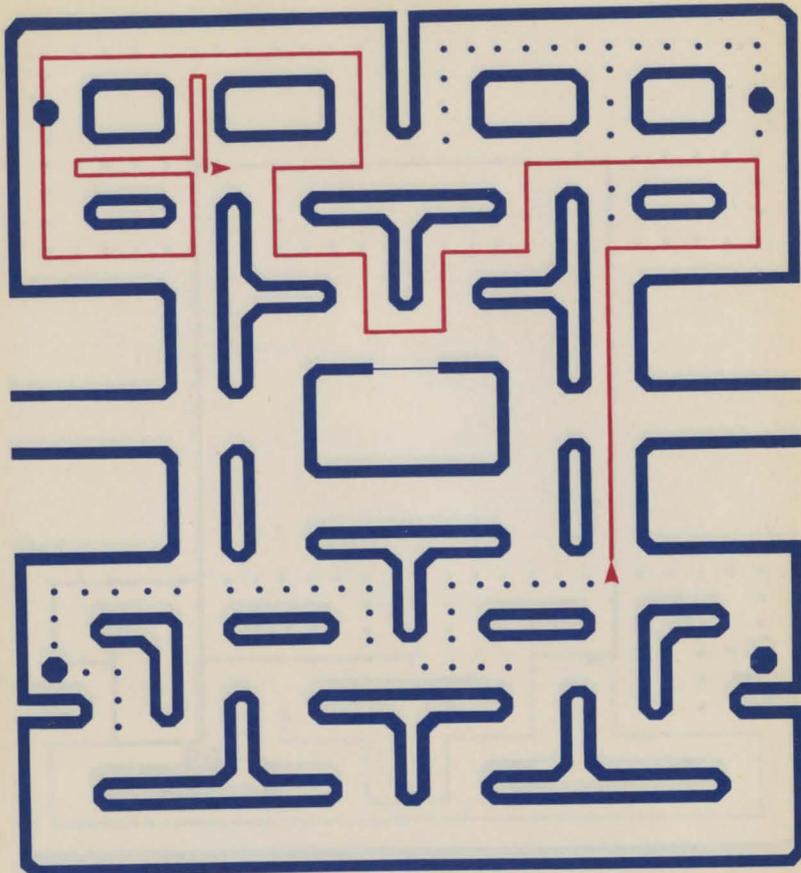
## Conversion Chart

REGULAR MACHINES	ADVANCED MACHINES	EDIBLE DURATION
CHERRY	_____	6 seconds
STRAWBERRY	CHERRY	5 seconds
1st ORANGE	_____	4 seconds
2nd ORANGE	STRAWBERRY	3 seconds
1st APPLE	1st ORANGE	2 seconds
2nd APPLE	_____	5 seconds
1st PINEAPPLE	2nd ORANGE	2 seconds
2nd PINEAPPLE	1st APPLE	2 seconds
1st TORCH	2nd APPLE	1 second
2nd TORCH	1st PINEAPPLE	5 seconds
1st BELL	2nd PINEAPPLE	2 seconds
2nd BELL	1st TORCH	1 second
1st KEY	2nd TORCH	1 second
2nd KEY	1st BELL	3 seconds
3rd KEY	2nd BELL	1 second
4th KEY	1st KEY	1 second
5th KEY	2nd KEY	0
6th KEY	3rd KEY	1 second
7th KEY	_____	0
8th KEY	_____	0
9th KEY	4th KEY	0



## FIRST PATTERN

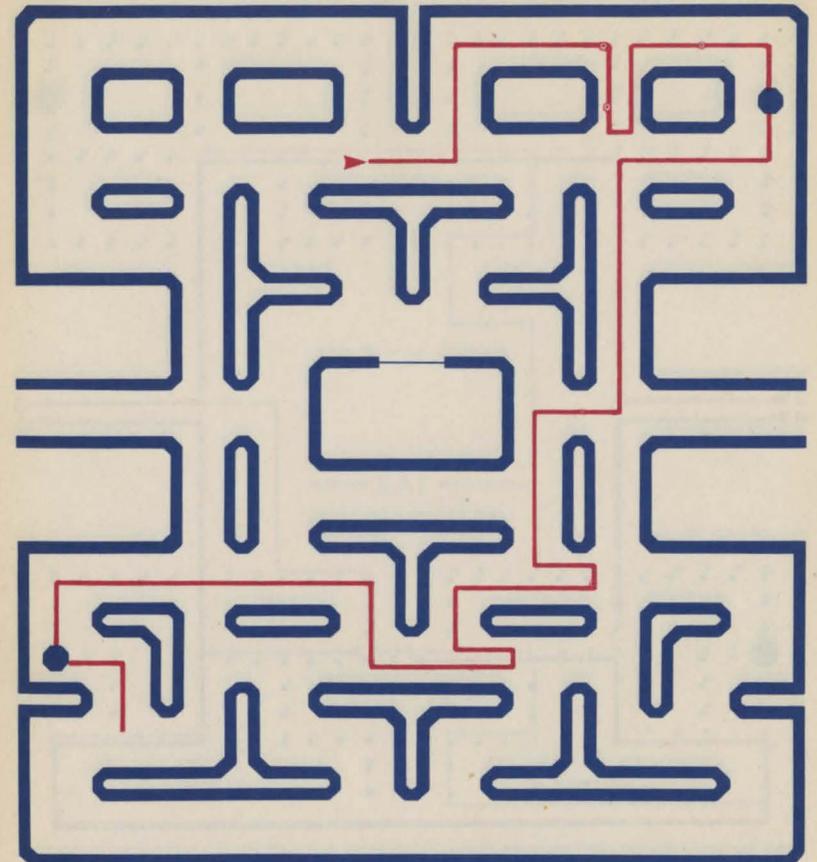
Figure 3



Follow the pattern around until you get to the upper left energizer. At this point you can wait till the gremlins get close, then eat the energizer and go for them. Happy hunting! Be sure to clean up your remaining dots in this area, so don't go too far out of your way.

## FIRST PATTERN

Figure 4



The rest of this pattern is very easy, just proceed to follow the pattern over to the upper right energizer and run through it as shown. If you are a beginner, I do not recommend eating Blue Gremlins at this point, unless of course they are in your way. Follow the pattern down to the lower left energizer and wait for the gremlins to get close, then eat the energizer and go hunting. Be sure to leave at least one dot so that you can go hunting, but even more importantly, be sure that you don't go too far out of your way. You still have a few dots to clean up. It doesn't pay to be greedy at this point!



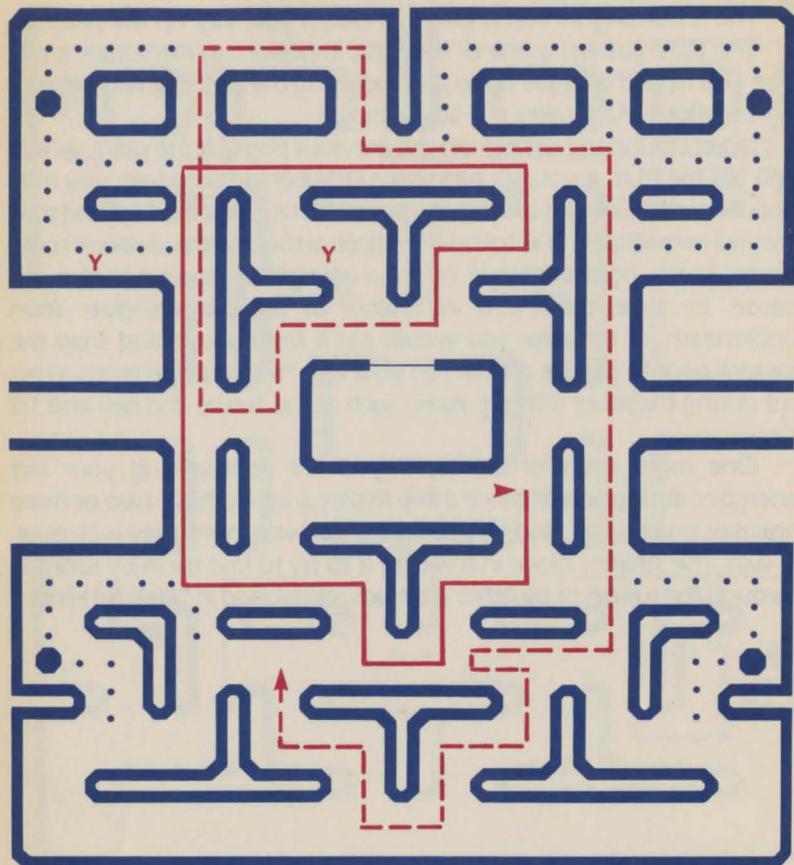








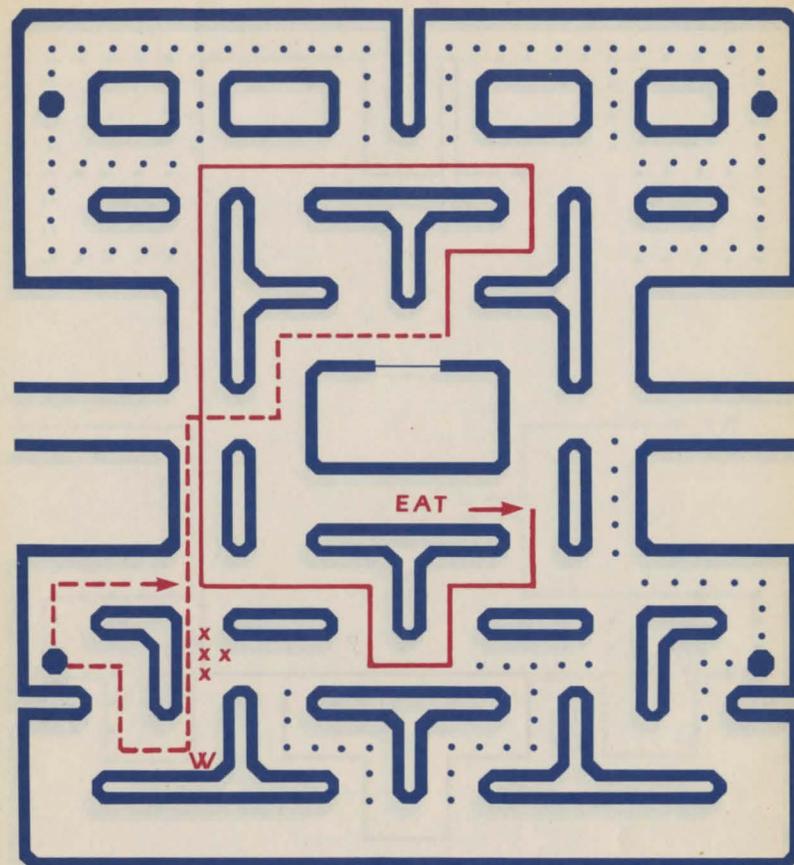
### THIRD PATTERN Yellow Variation



This Yellow Variation is common when you first start to use the third pattern, because it is caused by getting stuck on the walls early in the pattern. Practice will help eliminate this variation.

When a Yellow Variation occurs, the Yellow Gremlin is usually found at the points labeled "Y." The new path you should take is shown by a dotted red line. This should take you safely back on the pattern; then you can continue normally.

### THIRD PATTERN Greed Variation



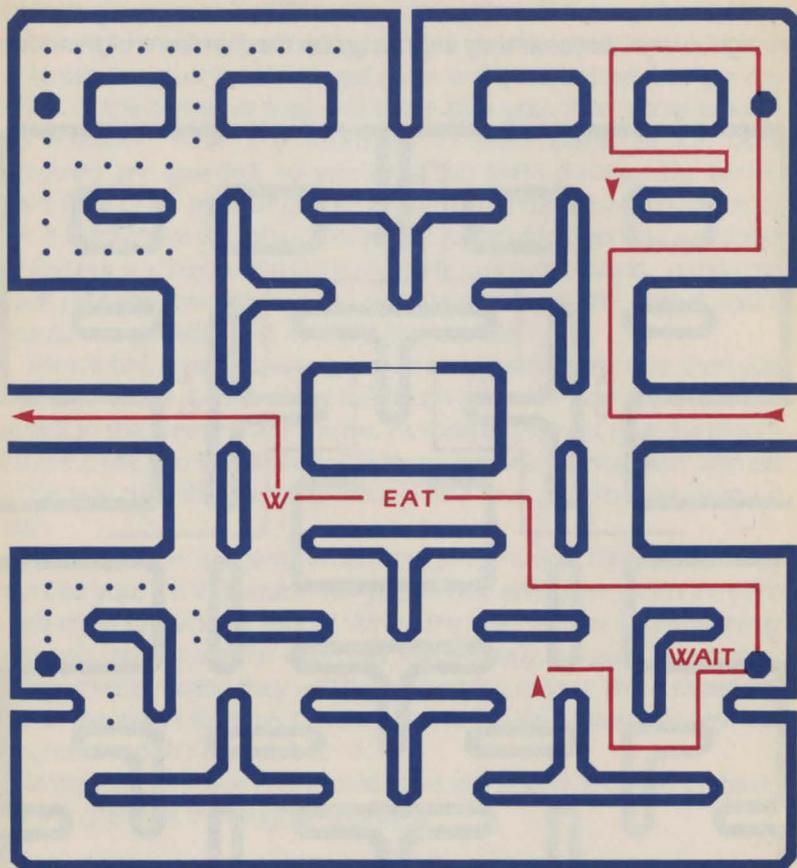
This optional greed pattern is recommended for 2nd Apple and 2nd Torch on regular machines (1st Pineapple on advanced machines). It can be used by a very good player on all third pattern mazes, with the exception of 1st Torch, 2nd Bell and 1st Key.

We will pick up the third pattern at Figure 2. The Greed Variation is shown in a dotted red line. Be sure to wait at point "W." You should let the gremlins get very close, then run directly through the energizer and eat them from above. With practice, you should be able to get all four of them in the area labeled with the "X's." The rest of the pattern is up to you. Happy hunting!



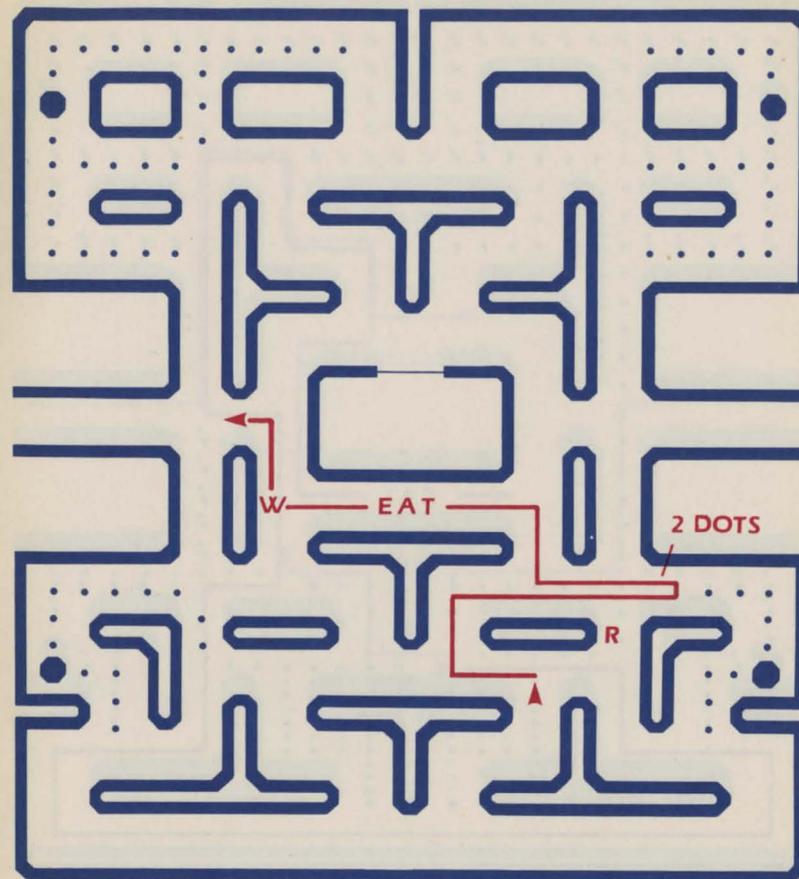


## The Left Tunnel System FIFTH PATTERN



The fifth pattern is very similar to the previous one. It is run at 5th, 7th and 8th Key mazes (2nd Key on advanced machines). We will pick up the pattern at the point where you have just gone around the bottom T. Go up to the barrier labeled "WAIT" and wait for the Green Gremlin as before. After eating the energizer, go eat the key and proceed straight to point "W." Wait here. Do not panic if the Pink Gremlin is charging down the corridor above you, because he will turn out the passage ahead of you, thus passing safely by on the other side of the barrier. Wait until the Red Gremlin gets close enough so you can lead him through the tunnel; then do so. In most cases, the Red Gremlin will be coming from below or behind you at the same time the Pink Gremlin is coming from above. This makes it simple to lead them both through the tunnel, so you can use the previous mentioned system to finish the maze.

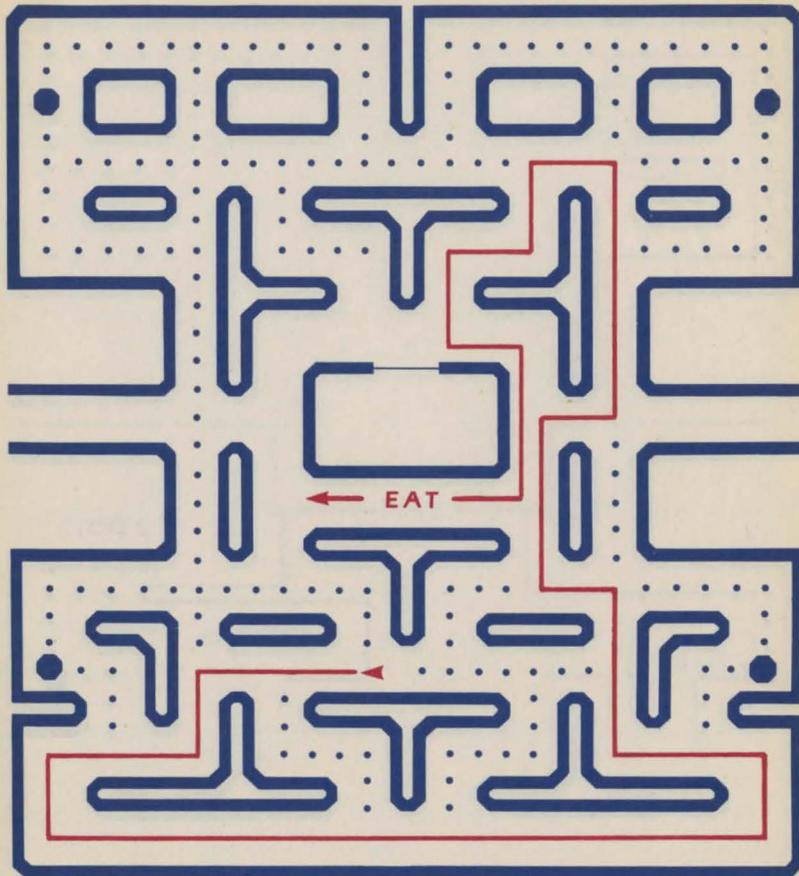
## FIFTH PATTERN Red Variation



There is one minor variation to the fifth pattern. We will call it the Red Variation. In this case, as you come around the bottom T and get to the arrow, you will notice the Red Gremlin at point "R." Here you should make a quick left and follow the pattern. Note: Be sure to eat the two dots shown or the key will not appear. After eating the key, follow the system and clean up.

## The Forever Pattern 9th KEY PATTERN

Figure 1



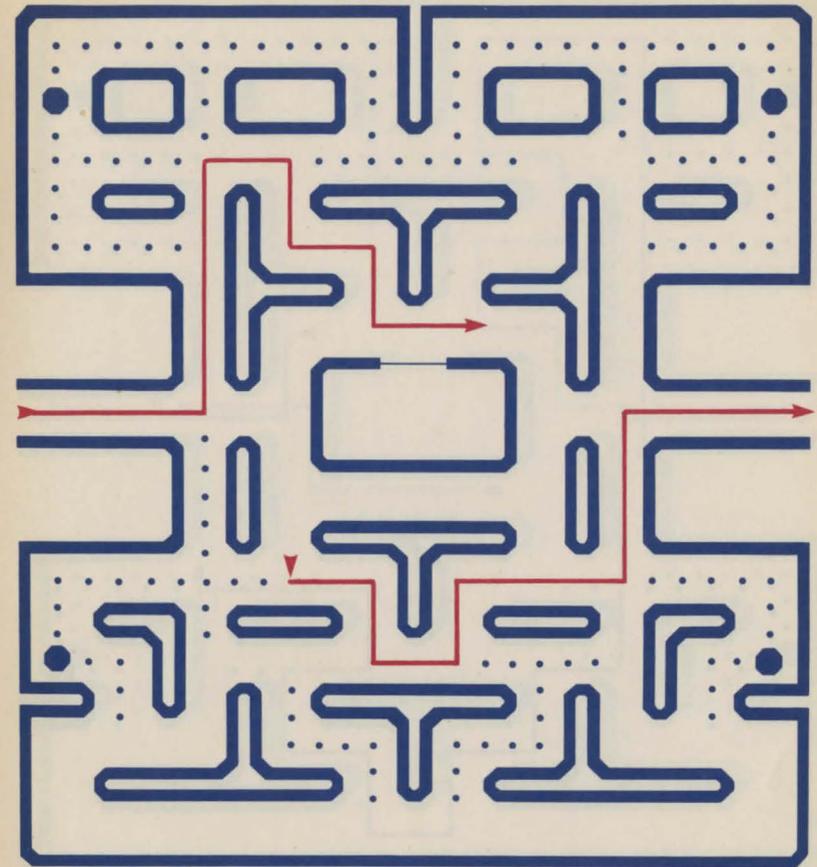
At this point you have all but conquered the machine. This final pattern will enable you to do just that. During the 9th Key pattern (4th Key on advanced machines), you will notice some radical changes. First, your PAC-MAN is moving slower than on the previous patterns and the gremlins are moving just as fast as ever. At this point in the game, the gremlins are between 20 to 40% faster than the PAC-MAN, who is even slower when eating dots. Another change you will notice is that all the gremlins seem to have gotten smarter. Even the Yellow Gremlin is dangerous at this point.

This pattern must be run correctly, without hesitation. Remember: He who hesitates is lost! If you are talented enough to get to this point in the game, that usually isn't a problem.

Simply run through the pattern as shown and do not be alarmed by the speed of the gremlins.

## 9TH KEY PATTERN

Figure 2



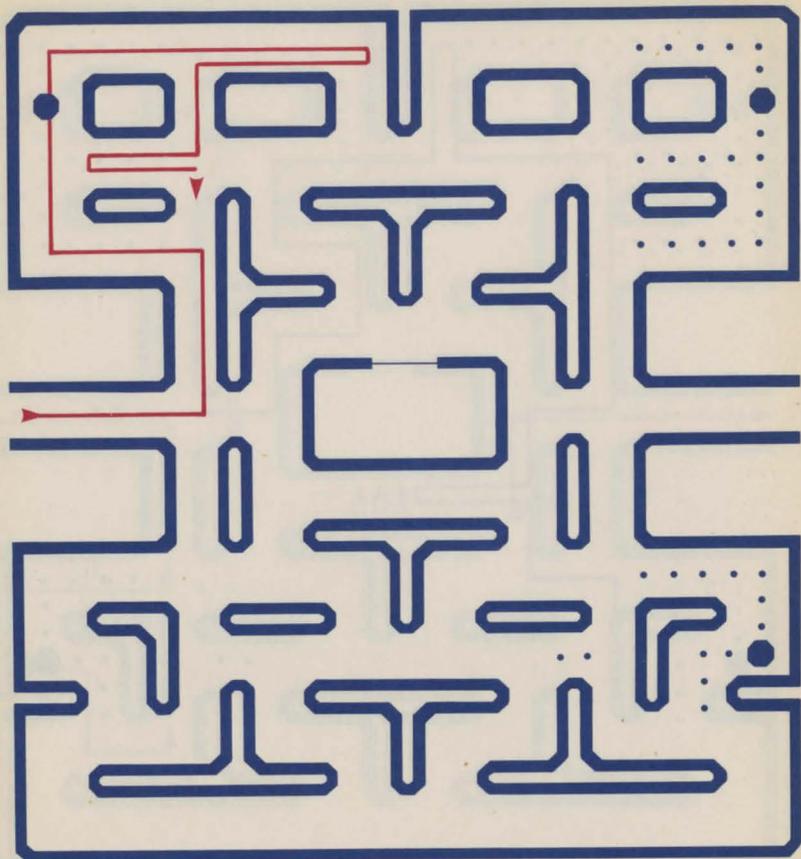
Continue the pattern and run directly through the tunnel without hesitation. The Red and Green Gremlins should both follow you through the tunnel.





## 9TH KEY PATTERN

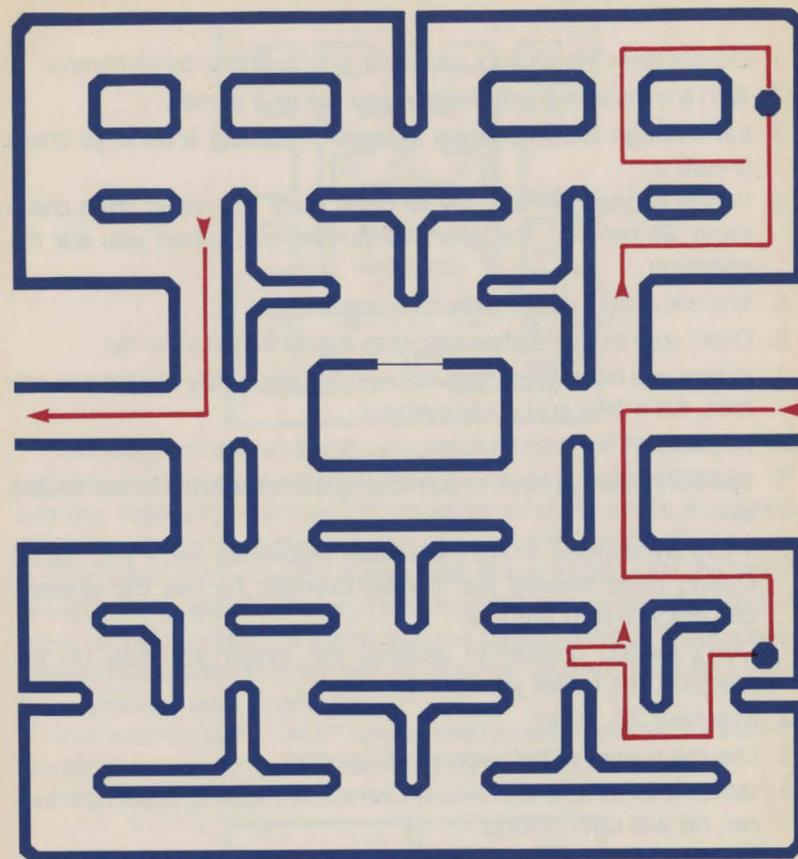
Figure 7



Proceed with the pattern as shown. It is very important that this pattern, in the upper left corner, is run without pause.

## 9TH KEY PATTERN

Figure 8



You should continue this pattern and exit through the left tunnel. As you exit, it may be necessary to shake the joystick briefly to get the gremlins to follow, then run directly through the tunnel and continue as shown.

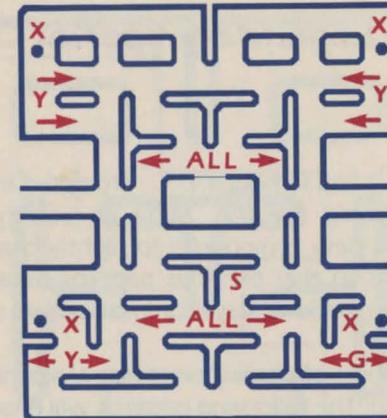
My 9th Key pattern is very safe and predictable when it is run correctly. It is so safe that on many occasions, I have racked up over a half million points on my first man. At this point, I would like to thank my friend Dan, who is a topnotch PAC-MAN player, for letting me borrow his partial 9th Key pattern, which I later perfected into this pattern.

After a little memorization and some practice, this pattern will become easy. When you have mastered it congratulations are in order, because you have literally BEATEN THE MACHINE! You will join the ranks of the top PAC-MAN players in the country. GOOD LUCK!

## Helpful Hints, Tips, and Observations

1. Do not hold the joystick too tight, you will lose some control.
2. Turn the joystick a little before you get to a corner.
3. Eat through the energizers instead of turning around to chase gremlins.
4. When eating gremlins, try to head them off rather than chase them. Remember: The gremlins will reverse when you eat the energizer.
5. You are a little slower when eating dots.
6. Don't stay in a straightaway with a gremlin on your tail.
7. When you have many dots to clean up, don't stay too long in one area; eat a few and go elsewhere.
8. Be patient.
9. You don't always have to be moving, sometimes it is better to stay still.
10. If you are trapped, shake the joystick vigorously and if you have a choice, head toward the Yellow Gremlin; he has the greatest tendency to turn around.
11. Don't be too greedy! In general, the longer you stay on the machine, the better you will do.
12. Matthew 22: 36-40.
13. Use the tunnel to help you clean up dots.
14. When it looks as if the Yellow Gremlin is trapping you in the tunnel, he will turn around.
15. Avoid the tunnel when the Green Gremlin is coming out of the den.
16. Watch the Green and Pink Gremlins carefully when using the tunnel.
17. In the early mazes, I have found it better to eat the lower energizers from below and the upper ones from above.
18. During certain situations, point "S" is safe. The gremlins will never find you. Experiment and find out when it is safe.
19. Learn the gremlins' tendencies and their individual personalities.
20. Watch others play, learn from their mistakes or successes. When watching others play, try to view the whole maze, what the gremlins are doing, as well as where the PAC-MAN is going.

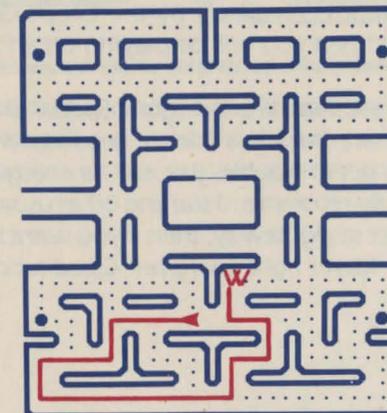
Many of these tips are useful on the home video versions of PAC-MAN, even though their mazes are somewhat different.



This diagram shows some very helpful tidbits of information. For instance, in the upper corners, the PAC-MAN is represented by "X" and the Yellow Gremlin by "Y." In either of these cases, the Yellow Gremlin will run by without going after the PAC-MAN.

The same is true on the lower half of the maze with the Yellow Gremlin ("Y") and the Green Gremlin ("G") in the situation shown. There is one exception. It seems that the Green Gremlin is like a bully; he gets brave when his friends are around, so don't trust him when other gremlins start to get close.

The two T's with "ALL" and arrows under them show that the gremlins cannot go up there when they are dangerous colors.



This brief pattern is useful when you need a break in the middle of the game. Perhaps you feel the urge to have a cheeseburger, french fries and a shake. All you have to do is run this pattern at the beginning of any new maze and the gremlins will never find you. Have fun!













# Easy To Understand Fast-Winning Patterns

Now, with this clear and simple book you can walk up to a PAC-MAN™ machine and play like an expert. John Mulliken, Master PAC-MAN™ player shares all his valuable patterns, tricks, tips and strategies.

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## A FEW SAMPLE TIPS FROM THE BOOK:

"Don't stay in a straightaway with a gremlin right on your tail."

"Eat through energizers and head off gremlins instead of turning around to chase them."

"When you have many dots to clean up don't stay too long in one area—eat a few and go elsewhere."

"When it looks as if the yellow gremlin is trapping you in the tunnel he will turn around."

Plus much, much more.

## ABOUT THE AUTHOR:

John D. Mulliken is twenty-three. He is a Master PAC-MAN™ player. Every time he enters a store or arcade to play PAC-MAN™ he exits a legend. He leaves with the reputation as the man to beat. They talk about his score and dream about beating it.