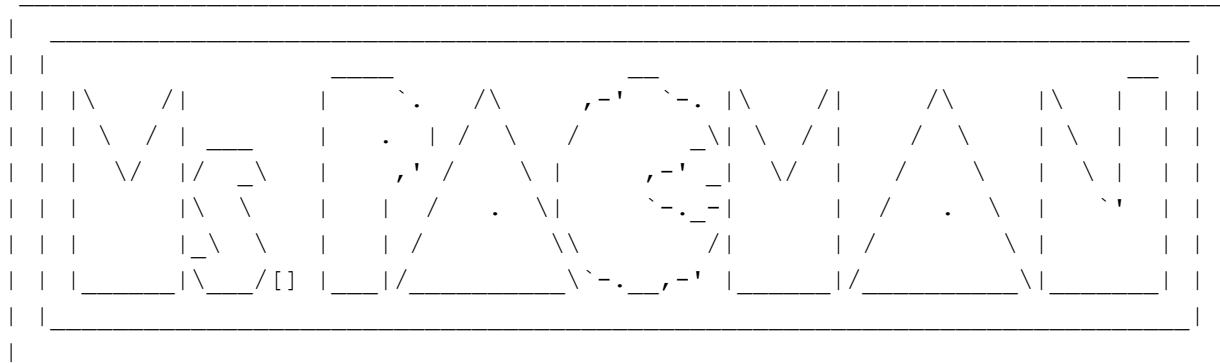


Ms. Pac-Man FAQ

by RandyPandy

Updated to v1.0 on Mar 14, 2006

This walkthrough was originally written for Ms. Pac-Man on the NES, but the walkthrough is still applicable to the SNES version of the game.



Ms. PacMan FAQ/Walkthrough

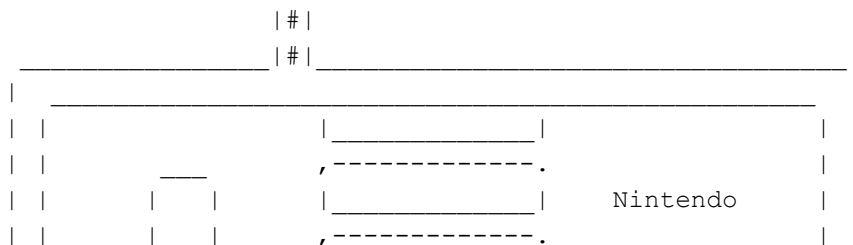
by RandyPandy

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Controls
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Since this game is on an NES, have a look at an NES controller...



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Up: Moves PacMan / Ms. PacMan up

Down: Moves PacMan / Ms. PacMan down

Right: Moves PacMan / Ms. PacMan to the right

Left: Moves PacMan / Ms. PacMan to the left

A: Not used

B: Not used

Start: Pauses / Unpauses the game

Select: Not used

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Mode
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This game has no set number of levels, meaning that they are infinite. However, there has been a glitch in Level 256 that causes the entire right side of the screen to disappear under a mass of random graphics. It is impossible to win this level.

1-Player: The player controls Ms. PacMan throughout the entire duration of the game. This has the storyline.

2-Player: In this mode, Player 1 controls Ms. PacMan, and Player 2 controls PacMan. The storyline still occurs.

Arcade: This sets the difficulty rating to the same difficulty it was on the original arcade games.

Hard: Makes the game much more harder.

The harder the game gets, the faster the ghosts get and the faster the Energizer wears off. At one point, the Energizers won't even affect the ghosts at all.

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Items
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There are certain items that will give you extra points if you collect them, These include:

Dot: These are the basic everyday items that the Pacs must eat in order to finish the level. Each one gives 10 points.

Energizer: These are the super-charged versions of the dot. Each one gives 50 points, and they turn the ghosts blue for a brief amount of time. They also cause the ghosts to reverse direction. As the levels progress and the difficulty gets harder and harder, these Energizers last for shorter amounts of time.

Extra Lives: Each Pac starts off with two lives in reserve. At 10000 points, another life will be gained.

Cherry: Ordinary fruit. Gives 100 points.

Strawberry: Ordinary fruit. Gives 200 points.

Orange: Ordinary fruit. Gives 500 points.

Pretzel: Ordinary food. Gives 700 points.

Apple: Ordinary fruit. Gives 1000 points.

Pear: Ordinary fruit. Gives 2000 points.

Banana: Ordinary fruit. Gives 5000 points.

Blue Ghosts: The four ghosts become a dark blue color with strange expressions on their faces if Ms. PacMan or PacMan chomp an Energizer. These ghosts can be chomped while in this state. The first ghost chomped will yield 200 points, the second ghost 400 points, the third ghost 800 points, and the fourth ghost 1600 points. Chomping a ghost will return him to the ghost box.

Ghost Box: The ghosts start off here, which is in the middle of the screen. In the beginning, they are let out one by one. When a ghost is chomped due to an Energizer, they are sent back here, and then, unhindered by the Energizer, are released back almost immediately. Ghosts in the Ghost Box are not affected by Energizers.

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Levels
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Maze	Fruit	Energizer Time (in seconds)
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A	Cherry	6
A	Strawberry	5

ACT I: They Meet

B	Peach	4
B	Pretzel	3
B	Apple	2

ACT II: The Chase

C	Pear	5
C	Banana	2
C	Random	2
C	Random	1

ACT III: Junior

D	Random	4
D	Random	2
D	Random	1
D	Random	1

Afterwards, it switches between the 'C' maze and the 'D' maze. At Level 17, Level 19+ the Energizer Time will be 0 seconds, so don't depend on them two much!

In each level there are four Energizers, and each Energizer is placed near a separate corner on the board. In the middle, there is the Ghost Box.

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Characters
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The Ghosts

The Ghosts are the main 'villains' in this game. They pursue the Pacs using their own methods, but if a Pac gets ahold of an Energizer, the ghosts turn dark blue and get scared stiff...

Blinky: Blinky is the red ghost, and he is sometimes called Shadow. Blinky will find out a Pac's current position, and then find the shortest distance (in pixels) to the location. Blinky will speed up once a certain number of dots are eaten. If Blinky is chasing you, stopping can prove to be fatal.

Pinky: Pinky is the pink ghost, and he is sometimes called Speedy. Pinky finds the spot four dots ahead of a Pac in the direction that it is facing. This can sometimes confuse players and cause them to run right into Pinky. Pinky is almost always found following Blinky.

Inky: Inky is the light blue ghost, and he is sometimes called Bashful. He is perhaps one of the most smartest ghosts. He will find out the spot two spaces ahead of where the Pac is heading, and then he will try to move to that position. This can trap the Pac between Inky and Blinky.

Clyde: Clyde is the orange ghost, and he is sometimes called Pokey. Clyde will act exactly like Blinky until a certain situation. This situation is when Clyde is within an 8-dot radius of PacMan. When this happens, Clyde will retreat to the lower-left corner of the screen, and this can confuse players and either cause them to run into Clyde or Clyde to run into him.

The Pacs

The Pacs are the main heroes of the game. Apparently, they all have very large appetites.

Ms. PacMan: The star of this game.

PacMan: The husband of Ms. PacMan, and the original PacMan.

Junior PacMan: The baby of PacMan and Ms. PacMan, who is brought by a stork in Act III.

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Storyline
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Act I: They Meet

This occurs after you beat Level 2.

PacMan runs across the top of the screen being chased by Inky, and Ms. PacMan is being chased by Pinky on the bottom of the screen. They run towards each other in the middle of the screen, still being chased by the ghosts. They dodge to the north, and the ghosts bump into each other. Ms. PacMan and PacMan look at each other with hearts over their heads as they fall in love.

Act II: The Chase

This occurs after you beat Level 5.

PacMan and Ms. PacMan chase each other several times on and off the screen, moving faster each time they appear.

Act III: Junior

This occurs after you beat Level 9.

A stork flies towards PacMan and Ms. PacMan, carrying a small blue bundle. It drops the bundle in front of them before flying away. The bundle opens to reveal a tiny PacMan with a line for a mouth. This baby PacMan was named Junior (shortened to "Jr.") PacMan.

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Tips
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> Pacs are able to move around corners much faster than ghosts. Use this to your advantage if the ghosts are right behind your tail. Many times you will be able escape.

> Take note of the movement patterns of the ghosts. This can help you avoid them.

- > Whenever possible, try to eat all four ghosts AND both of the fruit in the first few levels to rack up points, as this gets much harder to do in the later levels.

- > If a ghost is on your tail, dodge into one of the tunnels and come out on the other side. The Pacs can move through them unhindered, but a ghost slows down considerably when they go through a tunnel.

- > Even if it looks like your dead, don't give up! There have been a few situations where Ms. PacMan or PacMan have walked right into ghosts and remained unharmed.

- > Avoid eating the Energizers too early; you might not get points, and it might be a last resort if you have trouble avoiding the ghosts.

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Credits
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Me, for writing this FAQ

Osrevad, for making the ASCII art.

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Copyright
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