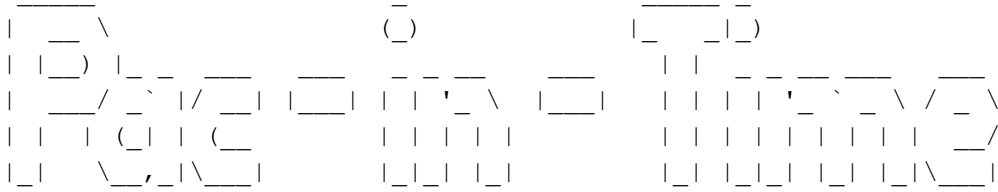


# Pac-In-Time FAQ/Walkthrough

by KeyBlade999

Updated to v0.45 on Aug 28, 2012



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|           Pac-in-Time           |
|           FAQ/Walkthrough       |
|   By KeyBlade999 and RedIsPoetic   |
|                                     |
|           File Size: 47.5 KB     |
|           Current Version: v1.00  |
|   Previous Update: 11:32 PM 6/16/2012 |
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Section Negative One: Donations & Facebook      **PACMAN_-1**  
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[KeyBlade999]

While I do write all of my guides for free, it does take a lot of time and effort to put them together. If you're feeling generous and want to show your appreciation, I am gladly accepting donations. I don't know exactly what the donations will be used for, but just know that you would definitely be helping me make more quality FAQs! Even the smallest donation amounts are appreciated, and are a great way to say how much you appreciate the work I do. If you do decide you'd like to donate, please send the donations through PayPal at the e-mail address listed below. Thank you so very much for considering this!!

keyblade999.faqs@gmail.com

By the way, this is also my contact e-mail, so if you want to contribute something to this or any of my other FAQs, or have a question to ask about one of them, go ahead and use this e-mail.

[RedIsPoetic]

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Thanks lovely people!

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=====  
Section Zero: Table of Contents                **PACMAN_0**  
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~~~~~  
Section One: Intro \*\*PACMAN\_1\*\*  
~~~~~

Welcome to our FAQ/Walkthrough for Pac-In-Time for the GameBoy! Pac-In-Time is a quaint spin-off of the famous arcade game Pac-Man. To put it shortly, it's Pac-Man and Mario mixed together. Classic Pac-Man style is combined with the platforming of Mario, to create a fun little game that can be rather challenging at times.

This FAQ/Walkthrough intends to guide the player through all 50 levels of the game, as well as providing a password list so that you can easily skip to any level that you please.

Major acknowledgement goes to KeyBlade999 for this FAQ, having written the vast majority of it, from Level 1-1 to Level 4-10, with myself (RedIsPoetic) only taking the final 10 levels (I'm just the guy in the corner not doing a lot XD). So props to KeyBlade999!

~~~~~  
Section Two: Version History \*\*PACMAN\_2\*\*  
~~~~~

- v0.10 - Done through Level 2-7. 12:01 AM 5/28/2012
- v0.20 - Done through Level 3-10. 9:48 PM 5/28/2012
- v0.30 - Apparently, it is impossible to beat Level 4-4 (or so my investigations reveal), so... I've documented up through there and can't do any more. So, unless new info comes in, this FAQ is complete. 8:18 PM 5/29/2012
- v0.40 - Apparently, it is beatable. Whoops... Done through 4-10; going to try to get someone else to do this FAQ, because it is getting WAY too hard for me alone. 11:32 PM 6/16/2012
- v0.45 RedIsPoetic here. The guide has been edited to reflect that it's now co-authored. Additionally, the FAQ has been completed up to 5. Enjoy!

~~~~~  
Section Three: Legalities \*\*PACMAN\_3\*\*  
~~~~~

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If you wish to contact us about this FAQ/Walkthrough, the authors' e-mails can be found below:

- Daniel Chaviers: key\*blade999.faqs@gm\*ail.com
- Jesse Paech : redis\*poetic@hotm\*ail.com

[Remove the asterisks. Spam Bot avoidance FTW.]

\* Given the various circumstances around which this FAQ was created, for matters concerning the content of this FAQ, you should only use Jesse's e-mail at this time.

Alternatively you can PM (Private Message) us on the GameFAQs message boards making either of our aliases the recipient of the PM.

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

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| 0-----0                           | 0-----0                            |

=====  
Section Four: Controls \*\*PACMAN\_4\*\*  
=====

- ~~ D-Pad : Move around.
- ~~ A Button : Jump; hold for higher jumps.
- ~~ B Button : Use equipped special item. Hold to be able to either charge aforementioned item or use D-Pad to pull objects if using the swinging specialitem.
- ~~ Start Button : Pause/unpause game.
- ~~ Select Button: Swap special items.
- ~~ L/R Buttons : These only have functions on the GBA SP and GameBoy Player ways of playing the game. They will widen/narrow the screen, respectively. Otherwise, N/A.

=====  
Section Five: Walkthrough \*\*PACMAN\_5\*\*  
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-----  
Level 1-1 \*\*PACMAN\_511\*\*  
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- ~~ Password : ZFNDW
- ~~ Time Limit: 75 seconds

Go right to the dip in the path blocked by the block. High-jump onto the block, then right onto another. Collect the two dots there, then high-jump left to another with four dots on it.

Go right to the spike pit. Get the dot on the left side, then high-jump to the right side of the gap, getting the dot there. Proceed right to the exit.

-----  
Level 1-2

\*\*PACMAN\_512\*\*  
-----

~~ Password : MRWHQ

~~ Time Limit: 75 seconds

Go right to the far end of the path, grabbing the thirty-four dots on the way. Get onto the moving platform and ride to the top. There, go left to exit; be sure to run, for the path will begin to crumble beneath you at some points.

-----  
Level 1-3

\*\*PACMAN\_513\*\*  
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~~ Password : VRMFZ

~~ Time Limit: 79 seconds

Go right to the second pile of cracked bricks and use a special item to eat through them. At the bottom, go left and get two dots on the way, then right and through the hole in the ground. Go left and up the incline.

Once near the water, switch your special item to the bubble one and get into water. Swim to the far bottom-left; use the special item to fire bubbles if you need to attack. Then go right and along the path to leave the water.

Go into the gap on the right, then left to the exit, getting six dots on the way.

-----  
Level 1-4

\*\*PACMAN\_514\*\*  
-----

~~ Password : DLZFR

~~ Time Limit: 79 seconds

Use your special item to swing to the right and hang onto the moving platform. Swing to the right over the scorpion. Get the two dots nearby and go right onto the platform. Swing for four more dots, then swing left once on the upper level. Go over the spikes pits and get two dots as you continue to the exit.

-----  
Level 1-5

\*\*PACMAN\_515\*\*  
-----

~~ Password : RJBVL

~~ Time Limit: 12 seconds

Use your special item to swing to the far right side of the spike pit; be sure to grab the time pickup on the way. Jump over the next spike pit to the right (you need to take a large run up and jump before the ground begins sloping down to make the jump), then go further right to the exit.

-----  
Level 1-6

\*\*PACMAN\_516\*\*  
-----

~~ Password : LLCQX  
~~ Time Limit: 79 seconds

Go to the right, onto the ledge, then jump left onto another higher one. Go right onto another higher one, then go right and get the four dots. Go even further right and get the special item there.

Go to the right and swing over the spikes, getting the dots as you do, then go right for more. Go further right onto the moving platforms. Use them and go right to the exit.

-----  
Level 1-7

\*\*PACMAN\_517\*\*  
-----

~~ Password : DZLGX  
~~ Time Limit: 32 seconds

Go right onto the hill, then jump right and onto the platform. Continue to the special item, then fall into the water. Cross to the other side. Swing onto the platform above. Walk into the warm sparkles, then get on the ground.

Swing right to find the extra life, then swing left, over the cacti, to the exit platform. There, hang onto the underside of the above platform and lengthen the line. Swing to the right and, when you're above the exit platform, shorten the line and stop swinging.

With some luck, you'll be on the exit platform. Go left to the exit.

-----  
Level 1-8

\*\*PACMAN\_518\*\*  
-----

~~ Password : NVWXT  
~~ Time Limit: 79 seconds

Dig beneath the unstable rocks near the start and go right and grab the special item. Then go right and onto the ledges. Proceed onto the moving platform and jump left, landing near the cactus, getting some dots on the way.

Swing left of the cactus and go left for some more dots. Eat through the cracked brick near the end to reach the extra life. Exit this hole and go left to the exit.

-----  
Level 1-9

\*\*PACMAN\_519\*\*  
-----

~~ Password : FGHTV  
~~ Time Limit: 99 seconds

Get on the right side of the brick nearby and run into it, thereby pushing it to the left. Continue to hold Left on the D-Pad as you fall. After landing, go left, then up and left with the aid of the swinging special item. Go left, down, right, down, right and into the water.

Swing onto the moving platform and hang there until you reach the right side of the water. Swing right and get off, then go right for the exit.

-----  
Level 1-10

\*\*PACMAN\_51X\*\*  
-----

~~ Password : BNKBC

~~ Time Limit: 75 seconds

Go right while you jump onto the platform to the right to avoid the enemy near the skull-and-crossbones sign. Go further right when the scorpion is out of the tunnel. Go into the tunnel and hitch onto the roof on the other side. Go right and into the sparkling warp.

Go right and grab the extra life. Then go left to the special item. Go further left, using the new special item to defeat the enemy on the way. Go further to the left and swing onto the ledge above and to the right.

Go right while swining over the cacti, then go right some more. Once it is possible, jump onto an above platform. Go left and jump over the cactus, then go further left to the exit.

-----  
Level 2-1

\*\*PACMAN\_521\*\*  
-----

~~ Password : GLFFR

~~ Time Limit: 99 seconds

Uhhh...

Go right. That's all, really, though you can swim to some underwater dots.

-----  
Level 2-2

\*\*PACMAN\_522\*\*  
-----

~~ Password : KFHGJ

~~ Time Limit: 99 seconds

Go right for a while and onto land. Then go into the water pit to the right and swim along the path to the switch. Trigger it and go right and wait for the water level to go down. Once you can, switch special items and eat through the cracked pillar to the right.

QUICKLY switch back to the bubble item so you can swim. Go right for a fair while to soon reach the exit.

-----  
Level 2-3

\*\*PACMAN\_523\*\*  
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~~ Password : BZBCM

~~ Time Limit: 99 seconds

Go right and into the white gap. There, go right and collect four dots, then, at the right ledge, jump and fireball the red block a few times to get the water to rise.

Go left and onto the moving platform. As it goes down, you'll get the special item. Go into the narrow alcove on the left and pull the red block away, which will let the water flow. Repeat this in the other alcove below.

Get back onto the red moving platform and go into the empty area on the left. Fall down the gap to the water below, then go right to the exit.

-----  
Level 2-4

\*\*PACMAN\_524\*\*  
-----

~~ Password : ZRPBD

~~ Time Limit: 99 seconds

Very simple. Go right on the pipes to the diving board. Jump and go along the right path underwater to the red brick and the exit.

Seriously, it's simple. I did this on my first try in six seconds!

-----  
Level 2-5

\*\*PACMAN\_525\*\*  
-----

~~ Password : TBJRS

~~ Time Limit: 99 seconds

First, go left and eat away the ground there. Then return to the starting area. Go right a bit and, left of where you enter the dark area, you'll see a sparkling warp. Use it and go left to another. Use that.

Up here, push the red brick off to the right, then swing right to the other side of the area and repeat that there. Work on pushing both bricks into the big pool of water left of the special item barrier. Also push the block near the special item barrier.

Then cross the water to the exit.

-----  
Level 2-6

\*\*PACMAN\_526\*\*  
-----

~~ Password : KSMTK

~~ Time Limit: 99 seconds

Cross the water to the right and get sucked into the "water anti-fall". Go right and onto the tall platform, then push the red block into the water. Ride it to the exit -- you'll have to jump to it, though.

-----  
Level 2-7

\*\*PACMAN\_527\*\*  
-----

~~ Password : CCKFD

~~ Time Limit: 99 seconds

Get the key from the water, then go right and trigger the door and unlock it. Go right and into the gap (avoid the falling red brick!) and eat through the cracked bricks until you hit ground level. Go right and through one special item barrier to gain it.



Jump and hitch onto the roof, then swing right and land. Go right and trigger the switch, then return to the item barriers and go right. Ride the moving platforms up onto the stationary platform and use the far left warp.

Take this block and push right into the gap, then left. Go to the water warps now and use the nearest warp. Use a combination of munching bricks and pushing the red brick that nearly crushed you earlier to push it down onto the one from before.

Now, you should have two bricks on top of each other. Push the top one left to the edge of the ledge and stand on it. Use it to reach the nearby moving platform. Ride it to the key, then return to ground level and head left to unlock the door.

Go left some more to the exit.

-----  
Level 2-8

\*\*PACMAN\_528\*\*  
-----

~~ Password : DZQWV  
~~ Time Limit: 99 seconds

First, pull that red block near the starting area to the left a little. Next, get onto the ledges left of the acid pool. Do a high jump and hitch onto the platform above the acidic pool. Swing right across a few more to the other side.

Go right and into the gap. Go along the path, jumping to the key on the way. (If you miss it, you can come back and get it.) Also try to push the red block to the left.

Once it reaches the left uprising, pull the red square nearby to the right. Then go left, trigger the lock on the door, and continue to the exit.

-----  
Level 2-9

\*\*PACMAN\_529\*\*  
-----

~~ Password : MDBSD  
~~ Time Limit: 99 seconds

Swim to the bottom of the area, past the moving blocks, then go right into the warp. Upon exiting, go left, onto the high platform on the left. Cross the platforms to the far right side while avoiding the bubbles, then ride the red block down.

What you need to do is cross the far left side of this area, out of the anti-gravity field. Then walk right onto the field's generator to get a high-speed boost up. And with high speed comes high momentum; use it to go left and bop the switch.

Then use the field again to use the red block to the right. Ride on up and go into the gap on the left. Then proceed to the exit.

And how THAT functions as an exit, I'll never know.

-----  
Level 2-10

\*\*PACMAN\_52X\*\*  
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~~ Password : WXDXJ  
~~ Time Limit: 99 seconds

Go left and grab the hammr special item, then go further left into the water. Swim down and left to the switch. Trigger it to make the water fall, then eat through the cracked wall.

Use the swinging special item to return to the special item barriers from before. Go back through the upper one, then through the lower one to gain the fireball. Return to where you triggered the switch.

Go through the gap and fireball the oyster. Go up the stairs further left and swing over the acid pool. On the other side, swim to the sparkling warp. After exiting from it, go right. Push the brick aside and continue to the exit.

-----  
Level 3-1

\*\*PACMAN\_531\*\*  
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~~ Password : ZQMMR  
~~ Time Limit: 99 seconds

Jump high and swing across the roof to the right for a while. When you land, to your left, there should be a gap. Ignore it and continue right to the exit.

-----  
Level 3-2

\*\*PACMAN\_532\*\*  
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~~ Password : VJHMC  
~~ Time Limit: 99 seconds

Simple. Continue swinging your way up to the top where the exit is. Fireball any bee that gets in your way.

-----  
Level 3-3

\*\*PACMAN\_533\*\*  
-----

~~ Password : FTSLG  
~~ Time Limit: 99 seconds

Go right for a bit to the gap past the water and go down. Get in the water to the left. Inch left until the piranha continuously jumps up and down out of the water. Hitch onto the roof and swing left when you'll be safe and let go.

Repeat with the other piranhas. On the other side, go left to the exit. Be sure to avoid the weird flower-like enemies. That 1-Up may be tempting, but it's not exactly worth losing a life over.

-----  
Level 3-4

\*\*PACMAN\_534\*\*  
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~~ Password : GZLWR  
~~ Time Limit: 99 seconds

Use the pink leaf to the left as a springboard to reach the top of the tree. Stand on the trunk and do a high jump. Swing left and hit the gap in the

top-left corner of the area to find the exit.

-----  
Level 3-5

\*\*PACMAN\_535\*\*  
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~~ Password : ZCMMP

~~ Time Limit: 99 seconds

Uhh... Ride the leaf nearby and you'll hit the exit almost dead-on.

On the way, you'll need to deal with a bug and a piranha. Use charged fireballs for each.

-----  
Level 3-6

\*\*PACMAN\_536\*\*  
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~~ Password : GRKHM

~~ Time Limit: 99 seconds

Go right. Jump over the spikes and, further right, you'll find a sign with a skull-and-crossbones. If you go right a bit more, you'll encounter a large enemy; high-jump over it. Go further right and at a high speed; as you go out from under the branch, chestnuts (?) will fall to hit you.

After the last one nearest you settles, go left to the grouping of two chestnuts. High jump from there onto the branch, then simply go left to the exit. The enemy near the end flies in a regular pattern and won't deviate from it, so don't worry.

-----  
Level 3-7

\*\*PACMAN\_537\*\*  
-----

~~ Password : SSHTF

~~ Time Limit: 99 seconds

Go right and onto the moving platform. Get on the right half of the platform to the right to avoid the chestnut. Then high-jump from it to the platforms to the left. Cross them to the other side of the big tree trunk.

Once you hit the ground near the tree trunk, go left to trigger the falling of another chestnut. Use it like before to go left onto another tree trunk. There, hit the (actual) ground and go left to a moving platform. Use it to go up, then near the chestnut to trigger its falling. Also get the nearby 1-Up.

Hit the ground and push the chestnut that fell to the right, next to the metallic structure. Get on the chestnut and high-jump through the gap in the structure to the sparkling warp on the other side.

Go to the right and push the red block ALMOST, BUT NOT QUITE, into the acid pool. Get on it and high to the right and, with some luck, you'll manage to make it to the other side. Continue to the exit.

-----  
Level 3-8

\*\*PACMAN\_538\*\*  
-----

~~ Password : ZLFXH

~~ Time Limit: 99 seconds

Go to the right and avoid the frogs somehow. At the other side, hitch onto the roof above and swing onto the branch on the left. Go left quickly and through the special item, then face right and destroy that bee.

Go left some more to the bushes at the end. Hitch onto one, get close to it, then let go and hitch onto the branch above. Then get onto the branch to the right and fireball the bee.

Use a high-momentum swing at the end of the path to the right to get on the platform. Then speed left to the exit; fireball any bees that try to impede you.

-----  
Level 3-9

\*\*PACMAN\_539\*\*  
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~~ Password : LJVJJ

~~ Time Limit: 99 seconds

Swing right for a while until you see that big red bee. When you see it, drop. Go right and you'll see the exit sign. Just hitch onto the end of its platform and swing around with a moderate-length string, shortening it as you go. With some luck, you'll safely hit the exit.

-----  
Level 3-10

\*\*PACMAN\_53X\*\*  
-----

~~ Password : PPBPT

~~ Time Limit: 99 seconds

Go right at a high speed until you manage to dodge the egg bomb the flying enemy drops. There, high-jump and hitch onto the roof and swing to the end of the roof. Lengthen the string and swing to the right. With luck, you'll land unharmed. Proceed carefully to the right to reach the exit.

-----  
Level 4-1

\*\*PACMAN\_541\*\*  
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~~ Password : FRGRK

~~ Time Limit: 99 seconds

Go right to the spike pit, then swing over it. As you go right, you'll notice an opening letting you to the platform above. Use it and go left. Trigger the switch at the end, then go to the far right and into the gap.

There, go left to the sign with the skull-and-crossbones. Swing to the left and trigger the switch there, then swing back to the far right. You'll notice a new path available, so use it.

Eat through the fragile bricks at the end of the path, then go right. You'll notice a platform with spikes on its underside. Get on top and push the brick there left into the warp. Follow it into the warp.

Upon exiting the warp, push the brick right into the acid pool. Then swing to the left and trigger the falling of another red block from the roof. Like before, push it right and then left into the warp. Push it also into the acid

pool.

Then jump across the bricks to the exit.

-----  
Level 4-2

\*\*PACMAN\_542\*\*  
-----

~~ Password : JVZLB

~~ Time Limit: 85 seconds

Go right along the corridor. Whenever the roof goes off-screen, hitch onto it and shorten the string as much as possible to avoid the boulder coming by. Do this three times. After the third time, speed to the right to the time pickup.

Speed along the path to the end, where two time pickups are above you. Do a high-jump and hitch onto the roof, then swing next to the red blocks. Fireball the bottom one until it is gone.

Now, you'll have to speed back along the path like you did at the very start. This time, though, don't go after every boulder that passes beneath you; instead, do so with each three. Then speed along the path until you notice some more boulders above and repeat until you reach the start. Then go left to the exit; push the block out of the way to reach it.

-----  
Level 4-3

\*\*PACMAN\_543\*\*  
-----

~~ Password : PBZXH

~~ Time Limit: 99 seconds

First, head to the top-left corner and trigger the switch.

Then simply go towards the top-right corner. You'll notice a spiked ceiling at one point. Push into the red block near it and start jumping at the end to get on it. Go along the path to the end with the next red block. Jump up and left, then simply go right to the exit.

-----  
Level 4-4

\*\*PACMAN\_544\*\*  
-----

~~ Password : XJQJL

~~ Time Limit: 99 seconds

Credits to Phil Singleton for telling me how to get past this level!!

~~~

Go right and stand on the top block of the ramp. You'll notice a saw come down. When possible, go right and avoid it. Once successfully pass it, begin to jump to the far right at a high speed and do not stop. You'll soon reach an acid pool.

Here, walk right off of the ledge supposedly into the acid. However, you'll be saved by some air currents if you continue holding Right on the D-Pad. At the next ledge, go into the gap on the right. Upon landing, go left and enter the impeding blocks.

Go left for a bit, grabbing four dots on the way. Further left, jump over the spike pit. Further left, you'll be caught in some strange, messed-up gravity field. Exit to the top-left to leave this hellish level.

-----  
Level 4-5

\*\*PACMAN\_545\*\*  
-----

~~ Password : QSKGM

~~ Time Limit: 99 seconds

Go down to ground level, then head left. You'll notice a red block. Bombard it with fireballs, then continue left. Here, you'll want to go to the warp in the narrow hall above. Using the up-and-over swinging technique, do so and use the warp.

As you go down, you'll, at one point, get below the white water. You'll be near two weird-looking statues when you do this. To the right, just beneath the water, is a hall. Go along it and pull out the red brick and go back to the two statues.

Go to the very bottom here, where you'll notice a warp to the left. First, go into the small hall to the right and pull out the red brick to loosen up the red block. Then wait for the water to drain out to a height of two blocks, then use the warp.

Here, get against the right wall. Hold A and Right on the D-Pad to reach the exit.

-----  
Level 4-6

\*\*PACMAN\_546\*\*  
-----

~~ Password : BWDHD

~~ Time Limit: 99 seconds

Go left on ground level to find what appears to be two warps. Ignore that fact; the lower half doesn't affect you at all, so just worry about the top half. (Much like with Bowser in Super Mario Bros. :) )

Anyways, use the warp and go right. Push the brick into the warp there. There is a brick above this overhang, a red one. Bop into it to bring it down, then put it into the warp. Go left and onto the higher ledge, hit the red brick from above, and bring it to the warp.

Now, push each of the three red bricks, one at a time, left onto the white water. Watch as, each time, hydraulics works and eventually puts the white water above the spikes above. Go to where you started the level and swing up onto the white water and watch Pac-Man walk on it!

Cool. Go along the linear path for a bit. Note, however, to tread carefully. Once the ledge above you ends, and you go past that overhang, you'll be blown up -- if you went too far to the right, Pac-Man will be more like swiss cheese. Now, swing, carefully, to the far left. If you fall before the end wall, you will die and be forced into spikes, and it will scare the crap out of you. At the wall, fall to reach the exit.

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Level 4-7

\*\*PACMAN\_547\*\*  
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~~ Password : VVGKJ  
~~ Time Limit: 99 seconds

Fireball both of the pots near you until they are destroyed. Grab the key that fell out of one and go left into the gate and unlock it. Go left and, at the gap in the overhang above, jump and you'll hit an anti-gravity field. Exit by touching the right wall. Go in and out repeatedly to the second hall on the right side.

Go along it to the special item. Get on the ledge to the left and go left, jumping over the spikes and eating through the darker bricks at the left side. Go down the right wall in the anti-gravity field and go into the next hall down from there.

Here, fireball that white ghost until he goes away, then go right at ground level to find a white-water pit. Stand on it and the water will evaporate. Eat through the cracked brick and leave to the left.

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Level 4-8

\*\*PACMAN\_548\*\*  
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~~ Password : CMCSS  
~~ Time Limit: 99 seconds

Go along the linear path and you'll eventually reach a pot-filled room. (Not the plant. Sorry.) Swing around and destroy them until you find a key; I found mine with the top-right pot. Swing across to the top-left and touch the gate to unlock it.

Go along the linear path some more to a fork in the path. Go along the upper path and you'll reach a gap past the U-turn to the upper level; the gap leads to a spike pit, so get away. See that skull-and-crossbones sign above you? It has a second purpose: the ledge on the right will have some kind of sentry-bot come out when you're near.

You'll need to either blast it away (which \*may\* be possible) or creep over it and hope you get lucky. Also beware the rapidly-moving saw. Drop off over the other side of the sentry-bot ledge. Fireball the ghost to the left.

Further left, you'll notice a skull buried in the ground. Maybe that's where the ghost came from. Whatever it may be, it means death: that saw from earlier passes over to that spot on occasion. You'll need to quickly swing from the underside of the ledge to the left to the roof above to the exit.

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Level 4-9

\*\*PACMAN\_549\*\*  
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~~ Password : XPQPH  
~~ Time Limit: 99 seconds

When you start, immediately hold Left on the D-Pad, for you'll have to dodge a large fiery ball. When you hit a lower ledge, go right and into the water. Go to the ledge on the other side of the water and hit the ground at the bottom of the gap to the right.

Now go left. You'll notice a torch sticking out of the wall, unlit. Use your fireballs to light it. This will heat up and evaporate the water pit from

before. Swing your way back into the drained area and eat through the brick on the lower-right side. Go along the path to the next big, open space.

Get on the ledge nearby and ride up the moving platform to the top. Go along the hallway until you reach a double-snake block past the big curve. Be careful there, because a sentry-bot can come up on the second one. Carefully swing to the top-left hall and go along.

Eventually, you'll reach a fork. The upper path, the one with the mummy, is the one you'll need to use. Go there and swing over the mummy to the warp. After using it, go right to the exit.

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Level 4-10

\*\*PACMAN\_54X\*\*  
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~~ Password : GXTJM

~~ Time Limit: 99 seconds

When you begin, despite the physics it defies, and the cliches it clarifies, fight those fires with fireballs! Keep firing until all three are destroyed. Then get on the path above you and head right. Once you fall into the gap, you will lose you fireballs and gain the swinging item.

Use it to go up and left, onto the ledge. Ignore the gap; it leads nowhere. Head left and over the pillar, and go left to the edge of the ledge. Jump over and left of the overhang and swing to the left with the utmost speed, and drop down at the left wall. Go right into the gap and you'll be safe from mummies and flying pigs' arrows alike.

Go along the path to the switch, trigger it, then go back to the arrow-and-mummy area. You'll have to reach the ledge you entered this area, then backtrack right to the gap you skipped over earlier. You can go down the hall to the left to reach the exit.

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Level 5-1

\*\*PACMAN\_551\*\*  
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[Note: RedIsPoetic takes over the FAQ/Walkthrough at this point. Any changes in writing style are due to this.]

~~ Password : ZRDQL

~~ Time Limit: 79 seconds

Move right. Perform a large jump and grab the dots that form a 'T' at the end. Once collected, perform as large a jump as you can and use your rope to connect to the ceiling above. Swing onto the platform to your left. Move left and stand under the gap in the ceiling. Use the rope and pull yourself up into the gap, quickly moving out of the way of the cannon's bullets coming from your right.

Once you're hugging the ceiling, swing along it to your right, not dropping into range of the cannon. Once you reach the next gap, swing into it and fire your rope up to the ceiling above. Immediately pull yourself through before the second cannon's bullets can hit you.

From there, swing left and attach the rope to the higher ceiling. Pull yourself up and drop onto the girder that you were just connected to. Move over so that you're underneath the gap, perform a large jump and connect to the ceiling



above. Pull yourself up through the gap and drop do the girder to your left.

Move left. There's an enemy throwing sliding bombs through the gap above you. Stay to the right of the gap, connect to the ceiling to the right of the gap, swing so that you're underneath the gap, then fire a second rope onto the ceiling above the gap. Pull yourself through before you get hit by a bomb, then swing into the next gap and use the rope and the ceiling above to pull yourself through once more. Drop to the platform to your right.

Move right. Connect to the ceiling next to the gap. Swing back and forth and use the momentum to move through the gap and land on the ground above it. Move left. Connect to the ceiling to the right of the gap and swing up into the gap until you can connect to the ceiling above the gap. Then simply swing left over the obstacle and drop down to the exit. Make sure you land on the right side of the area or a crate will drop down and crush you.

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Level 5-2

\*\*PACMAN\_552\*\*  
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~~ Password : PPVWP

~~ Time Limit: 79 seconds

Run right and drop down to the ground below. Continue right until you reach the acid. Perform a large jump onto the platform moving up and down to your left when it's at its lowest point. Jump to the next one when you're high enough then jump onto the ground to your right.

Move right, over to the spring. Perform a large jump on the spring so that you peak at a point just below the ceiling. Jump right as far as possible and you will land on a girder with the rope special item. Grab it. You now have two options, you can continue to grab two 1-Ups (not recommended as it's not worth it) or you can backtrack and complete the level.

-----  
| Early Completion |  
|-----|

| Backtrack, using your rope to swing along the ceiling. Once |  
| you're back near the beginning of the level, follow the arrows |  
| that point left, underneath the girder that you began on. Swing |  
| along it until you reach the exit sign. Dig through the block |  
| blocking it and complete the level. |  
|-----|

[The rest of this level walkthrough covers how to grab the two 1-Ups, if you so wish to]

Jump to the platform to your right. Use the springs to jump up from platform to platform until you reach the top one.

This bit's tricky. Jump up to lure the enemy above over to you then land to the right of the spring. The enemy should be above. Make sure the rope special item is selected. Now move left and let the spring fire you into the air. Use your rope to grab a hold of the middle block of the three just above the enemy. Immediately lower yourself with the rope so that you can't swing into the enemy.

You now need to swing back and forth between the two walls to either side. When you swing left, shorten the rope so that you don't hit the wall and instead fly

up above the block where the rope is attached. Immediately attach yourself to the ceiling above. Swing left, hugging the ceiling as much as possible over the spikes. Once you're past them, drop down onto the ground next to them.

Drop down the hole. When you hit the bottom, move left. You'll reach more acid. Now use your rope and swing from the ceiling to the blocks. Use the blocks to swing back over so that you're above solid ground so that you don't die if you fall. From there, work your way up to the ceiling at the very top of the area. Connect to it, then swing left along it until you reach the top left corner. Grab the key but under no circumstances touch the sparkles (sparkles BAD, they send you to the beginning of the level without your reward).

Swing back to the top right corner and swing into the small gap. Open the locked block and move through. Use the hammer special item to dig through the blocks here. Touch the sparkles. Grab the two 1-Ups then swing up into the next set of sparkles to move back to the beginning of the course.

Simply move right and drop to the platform below. This time, go right, the way the arrows point. Swing along the ceiling here until you reach the end, then dig your way through the block blocking the exit.

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Level 5-3

\*\*PACMAN\_553\*\*  
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~~ Password : CFGVJ

~~ Time Limit: 99 seconds

Although there's a number of ways to do this, the easiest is to allow the hook to move left then grab onto the block to your right. Swing around and throw yourself up onto the platform to your right. Quickly move right, collect the dots and drop down onto the ground just past it before the hook move back along. When you drop down be careful, as there as spikes just to your right. Move into the sparkles.

You left and swim underwater. Hit the switch at the bottom left of the pool then jump out at the bottom right. Swing along the lights above the pool until you've gotten over it. Hit the sparkles at the end to go back to where you were.

Use the ceiling just above where you are to swing out and grab the higher ceiling. Move over to the right side of the the room, past the spikes below and drop down. Move through the electric thing that takes away your rope item.

Jump over the rat to your right and collect the two dots. Jump up onto the boxes with the moveable crate. Move it right, until it's hanging slightly off the boxes that it's sitting on. Don't push it off the boxes otherwise the level will need to be restarted. Perform a large jump off of the crate onto the lip of the wall that has the key sitting on it. Drop down and open the locked block to your right. Move through and you'll reach the exit.

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Level 5-4

\*\*PACMAN\_554\*\*  
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~~ Password : NLCWT

~~ Time Limit: 79 seconds

Move right and jump onto the moving platform. Wait until it moves right and starts moving up again. When it reaches the top right corner of its path, jump up onto the left side of the platform held up by the chain. This will cause a platform to your right to drop down. Simply ride the platforms around again and jump onto this. From there, perform a large jump up onto the platform with the sparkles and touch them.

You'll receive the fireball item. Run right and hit the sparkles to go back to the beginning of the level. Drop to the platform below and immediately jump left underneath the platform that you were just on. You need to jump over the enemy when you do this, otherwise you'll die. Stop on the elevated platform, then move over to the exit sign to finish.

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Level 5-5

\*\*PACMAN\_555\*\*  
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~~ Password : GQCXX  
~~ Time Limit: 82 seconds

Move right and collect the dots. Past them, you'll see lava. Swing along the ceiling above this lava, being careful not to touch the puffs of smoke rising from them or the lava itself, obviously. Once you're past it, move up onto the girder that you were just using to get over the lava. It has two enemies above it which you need to be wary of.

Quickly run left, grabbing the dots and watching out for the enemies' bullets until you reach the end. Grab the key there and run back right. You need to dodge the enemies' bullets (which takes a massive amount of luck) until you reach the end. Once you're back out of range, swing up to the gap blocked by the locked block and use the key to open it.

Move right, watching out for lava spilling from the pipes. Move past them when it's safe, grabbing the dots in between each one. Once you reach the end, dig through the cracked block and drop down to the ground below. Move left and hit the sparkles. You'll teleport past the chain. Grab the dots here and move to the exit sign.

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Level 5-6

\*\*PACMAN\_556\*\*  
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~~ Password : KSHMH  
~~ Time Limit: 81 seconds

Ride the cart until you reach the gap in the ceiling. Use the cart as a platform to jump up onto the ledge to your right. Swing from the ceiling and catapult yourself up to the top left platform above you. Move through the small tunnel until you come upon a stack of boxes. Grab the dot behind them, then move back to the main area. Watch out for the bullets shot by the turret moving back and forth along the conveyer.

\*More Coming In Later Updates!\*

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-- Level 1-1 ..... ZFNDW
-- Level 1-2 ..... MRWHQ
-- Level 1-3 ..... VRMFZ
-- Level 1-4 ..... DLZFR
-- Level 1-5 ..... RJBVL
-- Level 1-6 ..... LLCQX
-- Level 1-7 ..... DZLGX
-- Level 1-8 ..... NVWXT
-- Level 1-9 ..... FGHTV
-- Level 1-10 ..... BNKBC

-- Level 2-1 ..... GLFFR
-- Level 2-2 ..... KFHGJ
-- Level 2-3 ..... BZBCM
-- Level 2-4 ..... ZRPBD
-- Level 2-5 ..... TBJRS
-- Level 2-6 ..... KSMTK
-- Level 2-7 ..... CCKFD
-- Level 2-8 ..... DZQWV
-- Level 2-9 ..... MDBSD
-- Level 2-10 ..... WXDXJ

-- Level 3-1 ..... ZQMMR
-- Level 3-2 ..... VJHMC
-- Level 3-3 ..... FTSLG
-- Level 3-4 ..... GZLWR
-- Level 3-5 ..... ZCMMP
-- Level 3-6 ..... GRKHM
-- Level 3-7 ..... SSHTF
-- Level 3-8 ..... ZLFXH
-- Level 3-9 ..... LJVVJ
-- Level 3-10 ..... PPBPT

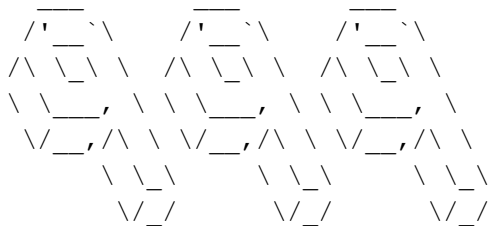
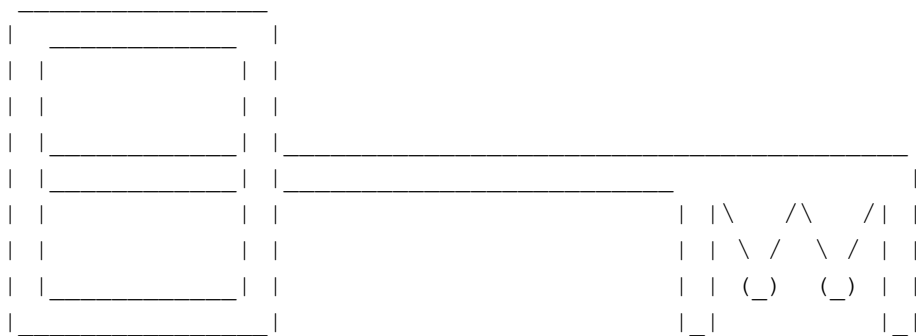
-- Level 4-1 ..... FRGRK
-- Level 4-2 ..... JVZLB
-- Level 4-3 ..... PBZXH
-- Level 4-4 ..... XJQJL
-- Level 4-5 ..... QSKGM
-- Level 4-6 ..... BWDHD
-- Level 4-7 ..... VVGKJ
-- Level 4-8 ..... CMCSS
-- Level 4-9 ..... XPQPH
-- Level 4-10 ..... GXTJM

-- Level 5-1 ..... ZRDQL
-- Level 5-2 ..... PPVWP
-- Level 5-3 ..... CFGVJ
-- Level 5-4 ..... NLCWT
-- Level 5-5 ..... GQCXX
-- Level 5-6 ..... KSHMH
-- Level 5-7 .....
-- Level 5-8 .....
-- Level 5-9 .....
-- Level 5-10 .....

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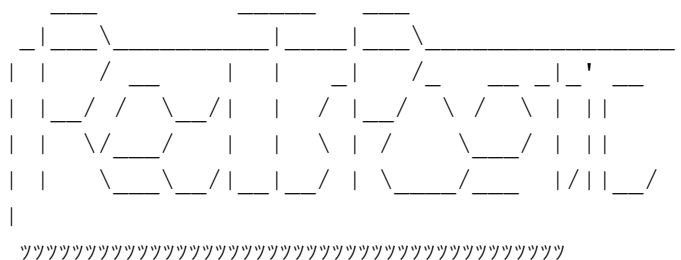
This is the end of KeyBlade999's  
and RedIsPoetic's  
FAQ/Walkthrough for the GameBoy game  
Pac-in-Time.

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KeyBlade999

A N D



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