



DATE	30/05/25
DESIGNED BY	MT

320122 (201732) KMART PAC-MAN KEYRING ARCADE IFU
0868 V1-1

☐ **MATT OIL** Please don't use 膠覆膜, use 啞油 instead

☐ **MATT LAMINATION**

☒ **UNCOATED**

☒ SPECIFIED ON SPEC SHEET

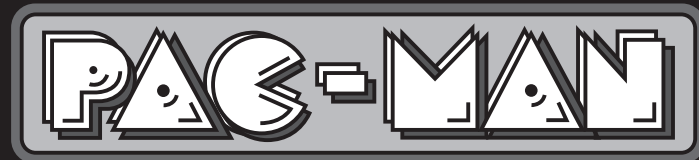
☐ OTHER: XXX

CUT (SOLID) **CREASE (DASHED)**

GLUE AREA

**INK USED FOR THE PRINTING OF THIS PRODUCT OR ITS PACKAGING
MUST BE MINERAL OIL-FREE AS PER THE FRENCH LAW**

根据法国法律，用于印刷本产品或其包装使用的油墨不能含有矿物油成分

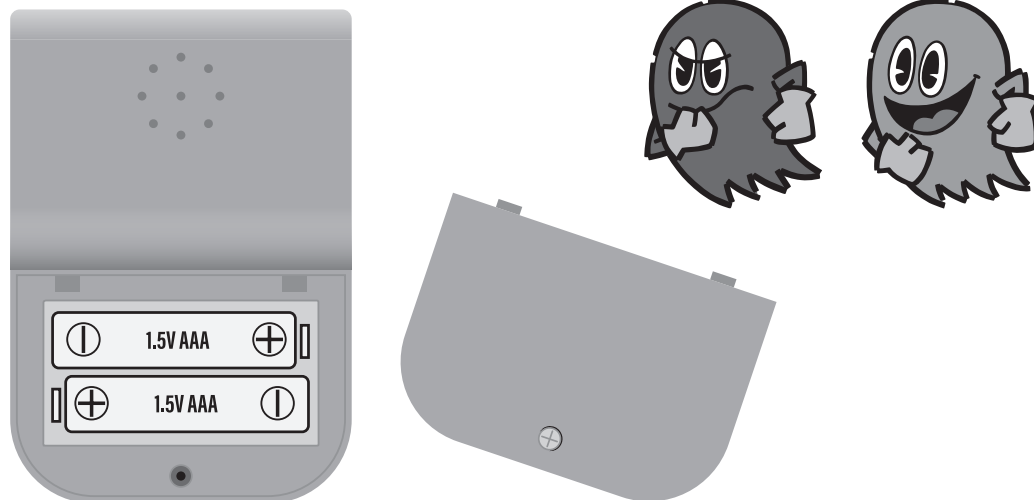


INSTRUCTION MANUAL

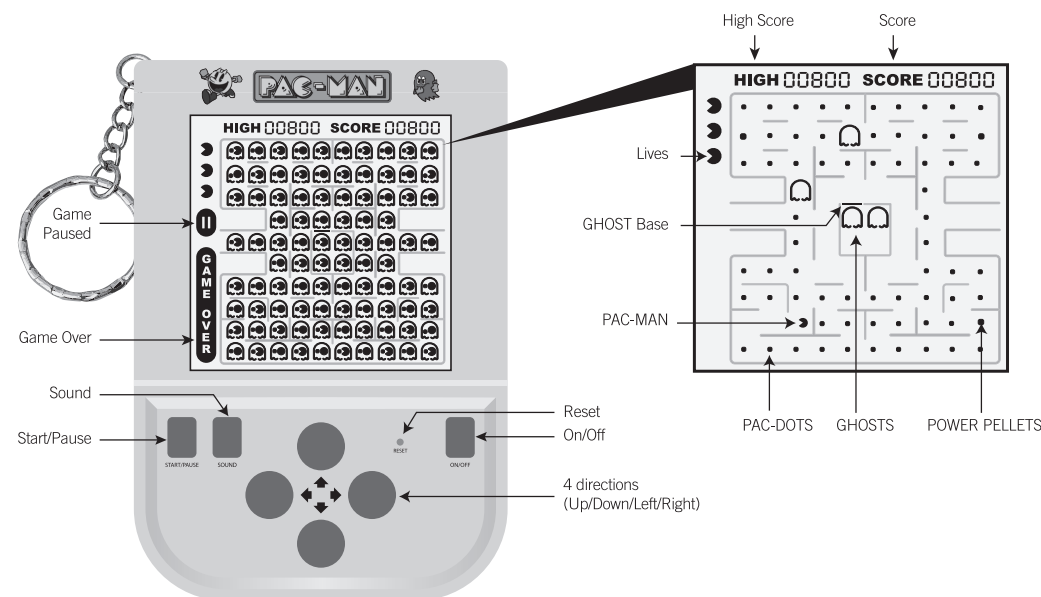
The object of the game is to get PAC-MAN to eat up all the PAC-DOTS in the maze without getting caught by the GHOSTS! Use the directional keys to move PAC-MAN around the maze to start collecting PAC-DOTS to earn points. Watch out for the GHOSTS! PAC-MAN loses a life everytime you get caught by the GHOSTS. Turn the tables by eating one of the four POWER PELLETS located on each corner of the maze. The game ends when all your lives are gone!



BATTERY INSTALLATION



KEY DESCRIPTION



On/Off Press once to turn the unit ON. Press it again to turn it OFF.

Sound Press once to turn the sound on. Press the button 3 times to turn off.

Start/Pause Press this button once to pause gameplay, and again to resume.

Directional Keys Move PAC-MAN up, down, left or right.

WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard. **BATTERY INSTRUCTIONS** Requires 2 X AAA, 1.5V batteries (not included). Read the instructions carefully before use and retain this information for future reference. **HOW TO INSERT BATTERIES.** Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity (+ and -). Exhausted batteries are to be removed from the product. If using rechargeable batteries, charge under adult supervision and remove before charging. Non rechargeable batteries are not to be recharged. The supply terminals are not to be short-circuited. Do not throw batteries into a fire. Batteries should never be left in the product when not in use for a long period of time. For indoor use only.

6+ YEARS

MADE IN CHINA

CUSTOMER SERVICE:
KMART AU: 1800 124 125
KMART NZ: 0800 945 995
TARGET AU: 1300 753 567



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DATE	30/05/25
DESIGNED BY	MT

320124 (201732) KMART TETRIS KEYRING ARCADE GAME IFU
0868 V1-1

☐ **MATT OIL** Please don't use 膠覆膜, use 啞油 instead

☐ **MATT LAMINATION**

☒ **UNCOATED**

☒ SPECIFIED ON SPEC SHEET

☐ OTHER: XXX

CUT (SOLID) **CREASE (DASHED)**

GLUE AREA

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Height:210 x Width:148

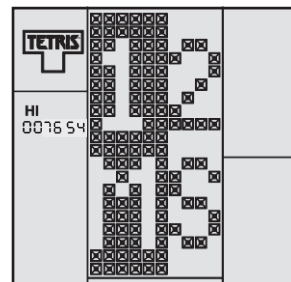


KEYRING ARCADE INSTRUCTION MANUAL

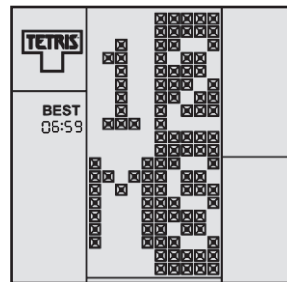
GAME MODES

Marathon: Traditional gameplay with 15 Levels. Can you go the distance?

Sprint: Ready to race? How fast can you clear 25 lines?

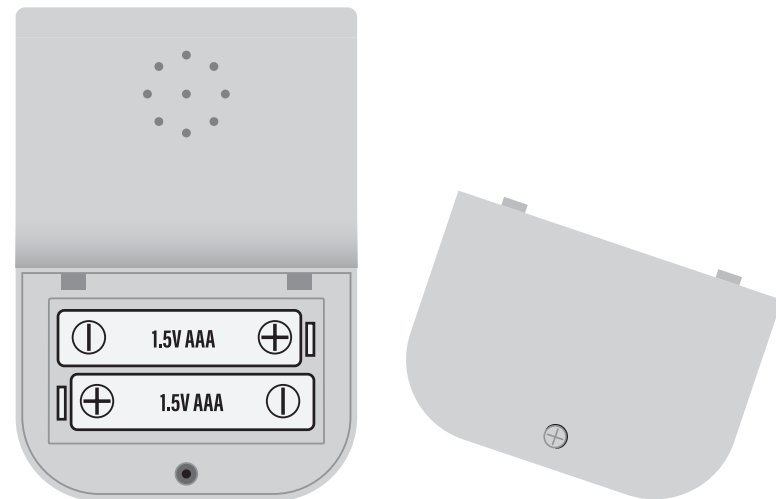


SELECT GAME MODE 1 (MARATHON)

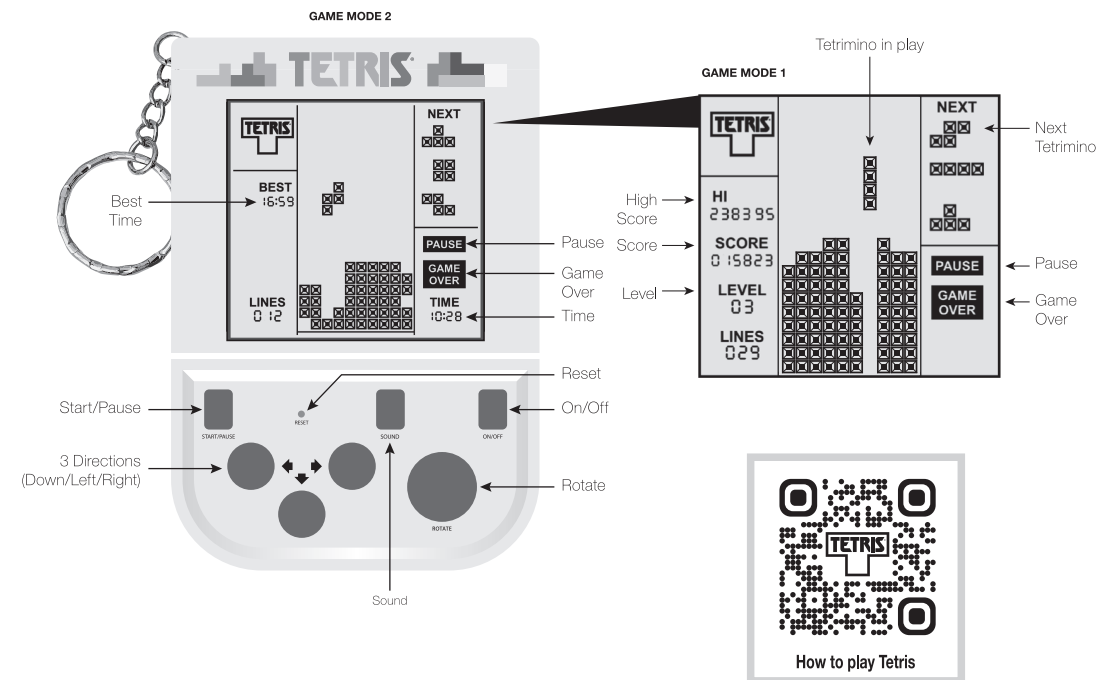


SELECT GAME MODE 2 (SPRINT)

BATTERY INSTALLATION



CONTROLS



On/Off	Press once to turn the unit ON. Press it again to turn it OFF.
Start/Pause	Press this button once to pause gameplay, and again to resume.
Sound	Press this button to turn sound on or off.
Directional Keys	Press to move the falling Tetrimino left, right or down faster.
Rotate	Press to rotate the falling Tetrimino clockwise.

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6+ YEARS

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