

OVERVIEW

Pac Man's back and he's badder than ever. Join Pac-Man in this 20th year Anniversary Edition. You'll cruise through level after level you're chased by those baddy ghosts. It's classic arcade action all the way, exclusively on your Game Boy Advance® game console!

STORYLINE

Over the years, Pac-Man's starring role in one of the greatest games ever has made him Pac-Land's most popular celebrity. Twenty years later, Pac-Man is on a new Quest to defeat Toc-Man and save his friends from the perils of Ghost Island. Pac-Man arrives to celebrate his 20th anniversary and finds his house deserted!

Toc-Man had his ghostly minions kidnap Pac-Man's friends. One by one, they vanished - Ms. Pac-Man, Pac Jr., Baby Pac, Professor Pac, Pooka and even Chomp-Chomp the dog were nowhere to be found... Now Toc-Man has the hostages hidden away throughout Ghost Island and his henchmen have orders to get rid of Pac-Man. Pac-Man's Quest will take him from mine shafts to factories to deep space outposts. Pac-Man will pull out every maze-busting trick and quick-witted escape he has learned throughout his career - plus a whole bunch of slick new moves nobody's ever seen! So get ready to chomp into action as the legendary Pac-Man battles to save his friends in the Quest of a lifetime!

FEATURES

- Pac-Man's 20th Anniversary Edition
- 100% pure game play
- Over 16 Endless levels and Boss's
- Explore and develop the game plot, as you battle to save your friends!
- Full isometric graphics, detailed like the Playstation version
- Game Battery Back-up feature
- Real Audio

GAME GENRE

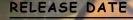
Arcade / Platform Game

PLATFORM INFORMATION

Nintendo® Game Boy Advance®, 8MB cart, 64 KBIT EEPROM Battery backup

TARGET AUDIENCE

All Ages (4+)



August '04 (TBC)

ESRB RATING (esrb.org)

Titles rated **Everyone** have content that may be suitable for persons ages six and older. These titles will appeal to people of many ages and tastes. They may contain minimal violence, some comic mischief (for example, slapstick comedy), or some crude language