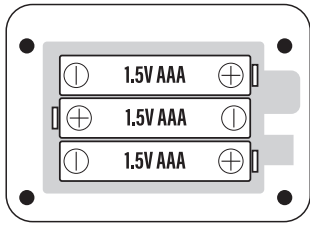
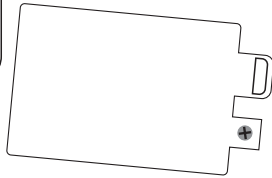


HOW TO INSERT BATTERIES



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.



WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard.

Insert the USB cable into the USB-A socket on a suitable device. This product is not to be directly connected to the mains supply. If this product is used with an adaptor or power bank, please ensure it is UKCA / CE / UL recognised, approved and suitable.

Only use the USB cable provided.

BATTERY INSTRUCTIONS. Requires 3 X AAA, 1.5V batteries (not included). **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.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

Instruction sheet and packaging must be retained since it contains important information.

CAN ICES-3(B)/NBB-3(B)

FCC ID: 2AIPD-320115



Manufactured for Fizz Creations Inc.
123 Resource Avenue, Oakland, MD 21550,
usa@fizzcreations.com
+1-972-528-7847
USASupport@fizzcreations.com
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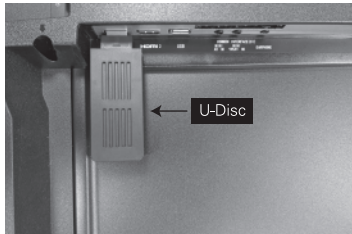
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Made in XXXXX, China
320115 (320115) FIZZ-0868-V2



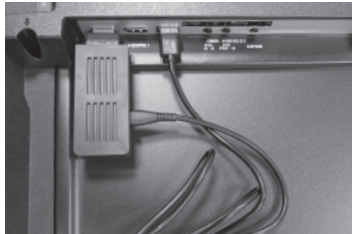
PLUG AND PLAY INSTRUCTION MANUAL

HOW TO CONNECT TO A TV

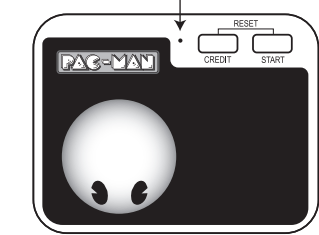
Take the U-Disc game, remove the cap, and plug it into an available HDMI port on your TV.



Attach the USB-C power cable to the U-Disc and connect the other end to a USB port on your TV.



A red light will turn on when the game is ready to play.



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- Do NOT go to mass production without written approval.
- Do NOT edit the artwork or die cut without consent from the designer.
- All artwork is copyright of Fizz Creations Ltd.

ARTWORK SPECIFICATIONS: PAPER PRODUCT

DATE 6/2/25

DESIGNED BY CP

INFORMATION

320115 (320115) FIZZ US PAC-MAN PLUG AND PLAY IFU 0868 V2

FINISH

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

☐ MATT LAMINATION

☒ UNCOATED

MATERIAL

☒ SPECIFIED ON SPEC SHEET

☐ OTHER: xxx

KEY

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

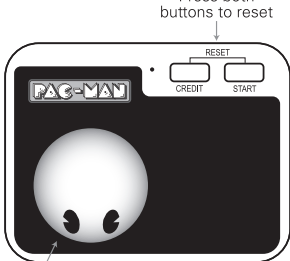
Height:148 x Width:210

US ARTWORK

AIM OF THE GAME

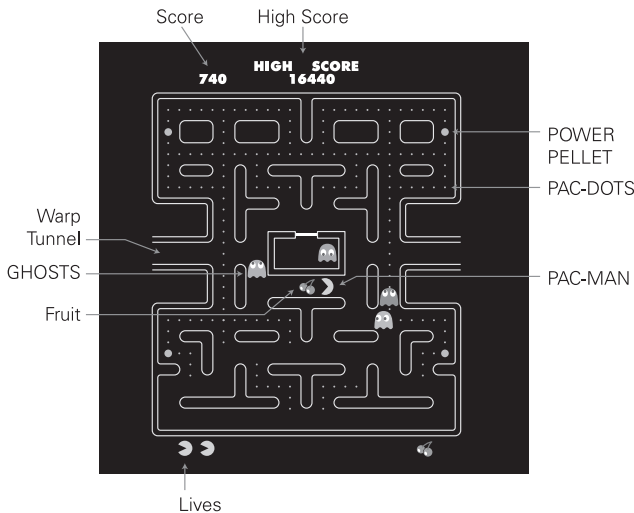
The aim of PAC-MAN is to navigate the maze, eating all the PAC-DOTS scattered throughout while avoiding the four GHOSTS — Blinky, Pinky, Inky, and Clyde. Eating a POWER PELLETT temporarily allows PAC-MAN to chase and eat the GHOSTS for bonus points. To succeed, you must clear each level, earn high scores and collect fruits!

CONTROLS



Joystick

Joystick controls - Up, right, down, left.
CREDIT - Press once to give yourself credit. These are what you need to play the game.
START - Press once to start. Press once more to pause.



SCORING

Eat more to score more!

PAC-DOTS: 10 points

POWER PELLETS: 50 points

GHOSTS: Once you've eaten the POWER PELLETS you'll be able to eat the GHOSTS, the more GHOSTS you eat the more they're worth.

First GHOST: 200 points

Second GHOST: 400 points

Third GHOST: 800 points

Fourth GHOST: 1,600 points

Fruit: The more mazes you're able to complete the more points you'll receive for the fruit.

Maze 1 – Cherry: 100 points

Maze 2 – Strawberry: 300 points

Maze 3 – Orange: 500 points

Extra Life: You will gain an extra life for PAC-MAN at 10,000 points.

GAMEPLAY ADVICE

Get the highest score possible by following these hints and tips!

- You move faster through paths that no longer have PAC-DOTS on them.
- Eat a POWER PELLET and you'll have the ability to eat the GHOSTS!
- Ghosts are safe to eat when they are dark blue.
- The POWER PELLETS only take effect for a limited time, so you'll need to be quick.
- Eat multiple GHOSTS in a row to get more points.
- The game play gets faster as you progress through each maze.
- Fruits appear twice in each maze.
- Go through the warp tunnels to lose the GHOSTS and appear on the other side of the game!

