

## PACKMAN PROGRAM DESCRIPTION

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### SCREEN LAYOUT

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The score appears at the upper left. The screen number is shown at the far right. The remaining PACKMEN are also shown in the upper right. The prompt area is in the center of the status area above the center "tunnel" exit. The prompts indicate readiness to start/resume play, display bonus points for capturing a monster or prize, etc.

### CONTROLS

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The player controls PACKMAN's direction using either the four arrow keys (make sure [NumLock] is not accidentally pressed!) or, optionally, via joystick. The player indicates his choice simply by pressing either a cursor key or joystick "fire" button to start/resume play in response to the READY! prompt. Thus, it is even possible to alternate between keyboard and joystick(s) during the game. The joystick button may also be used to respond affirmatively to the new game prompt.

Pressing [CTRL][END] during play causes the program to end immediately and return to DOS.

Note: This program assumes the joysticks are wired such that resistance values increase from left to right and top to bottom, following the convention for screen pel coordinates.

### SCORING

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Dots:.....10 points  
Power Capsules:.....50 points  
"Scared" Monsters:.....200,400,800, or 1600 points  
Prizes:  
    Screen 1:.....100 points (Cherries)  
    Screen 2:.....300 points (Strawberry)  
    Screen 3:.....500 points (Apple)  
    Screen 4:.....700 points (Grapes)  
    Screen 5:.....1000 points (Key)  
    Screen >=6:.....2000 points (Randomly chosen symbol)

A bonus PACKMAN is awarded at each 10,000 point plateau.

### GAME DESCRIPTION

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The objective is for PACKMAN to score as many points as possible by devouring dots, prizes, power capsules, and "scared" monsters, while avoiding fatal collisions with "mean" monsters. A screen ends when all 180 dots and four power capsules are cleared. The game ends when the player loses his last PACKMAN.

As play starts/resumes, the four monsters emerge from their "pen" in the center and begin searching for PACKMAN. At first, they move randomly about the maze, checking out the corridors ahead and to the sides. As soon as a monster sees PACKMAN, it begins to chase him. PACKMAN may be spotted even if only partially visible in a corridor.

Chasing basically entail this: If PACKMAN is in sight, the monster will head directly toward him. If PACKMAN then ducks out of sight, the monster will remember where he was last seen and the direction he turned, and will try to proceed to that point and turn the same way, after which it reverts to its searching algorithm. The monsters also forget the trail when exiting the tunnels or passing in front of the pen exit.

The monsters normally do not look backwards or reverse their directions arbitrarily. Therefore, PACKMAN can follow a monster without being seen. However, since the monsters cannot run over each other, collisions between monsters may result in one or both suddenly reversing their course, unexpectedly trapping PACKMAN if he is careless.

When PACKMAN eats a power capsule, all monsters outside the pen turn blue, slow to half-speed, and attempt to flee if they see PACKMAN. The first monster PACKMAN catches is worth 200 points, doubling for each subsequent monster. When a monster is captured, its disembodied eyes make a beeline back to the pen, where it is reincarnated and re-emerges. After a short time, the blue monsters flash white three times and revert to their normal dangerous state.

The prize appears twice per screen, staying for a time for PACKMAN to claim it, then disappearing. The first appearance is sometime after one-third to two-thirds of the dots are cleared from the screen.

Each screen is progressively more difficult than the last. For the first several screens, PACKMAN is considerably faster than the monsters in open corridors, so he can usually out-run them unless he gets himself trapped or is slowed by eating a long string of dots (eating slows his speed by one-third). However, with each screen, the monsters become faster relative to PACKMAN, and remain frightened for shorter length of time. By the tenth screen, the power capsules cease to have any effect at all. Also, the prizes appear for progressively shorter intervals.

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