

# PAC-MAN

6809 programming by Nickolas Marentes

You are PAC-MAN, a friendly-looking yellow circle with a little wedge missing. You travel through a maze, eating dots in your path while being pursued by four ravenous monsters. If any of them catch you, you're a goner.

There are four energisers, one in each corner of the maze. Hit the energisers and the monsters are rendered helpless and you can eat them, making them disappear for a few seconds.

If you eat all the dots on the board, you are rewarded with another board, in which the monsters have become smarter and stronger.

## LOADING THE GAME

Place the disk in Drive 0 and close the drive door. Type RUN"PACMAN" and press the ENTER key.

When loading has completed, you will be presented with a Game Setup screen. On this screen will be displayed three game settings which you may alter if necessary.

1. Color Palette - Press "1" to toggle between RGB and CMP color Palettes. Choose RGB if you have an RGB type monitor or are using a Color Computer that operates on the PAL video system (Australia).
2. Screen Refresh - Press "2" to toggle between 50HZ and 60HZ refresh rates. Generally, Color Computers that operate on the NTSC video system (USA) use the 60HZ rate while PAL based Color Computers use the 50HZ rate. PAL based Color Computers can also use the faster 60HZ rate but the monitor image may begin to roll. This usually can be corrected by adjusting the vertical hold on the monitor.
3. Up/Down Keys - Press "3" to toggle between the three sets of Up and Down game control keys. This function was added to allow keyboard users a choice of keys which best suits their game play style. Left and Right movement is always controlled using the Left and Right arrow keys.

Once the settings are set, press ENTER to continue loading.

## KEYBOARD CONTROL

To play using the keyboard instead of the joystick, press the SPACEBAR at the title screen.

## JOYSTICK CONTROL

Make sure a joystick is plugged into the right joystick port.

Press the joystick button to start the game. Move the joystick to move your PAC-MAN up, down, left and right.

Press and hold the BREAK key for about 2 seconds to abort a game in progress and return to the title page.

## SCORING

Dot ..... 10 points  
Energiser ..... 50 points

### *After eating an Energiser*

First ghost ..... 200 points  
Second ghost..... 400 points  
Third ghost..... 800 points  
Fourth ghost ..... 1,600 points

### *Fruit*

Cherries ..... 100 points  
Strawberries ..... 300 points  
Peach ..... 500 points  
Apple ..... 700 points  
Grapes ..... 1000 points  
Thunderbird ..... 2000 points  
Bells ..... 3000 points  
Keys ..... 5000 points

You start with three PAC-MEN. An extra PAC-MAN is awarded at 10,000 points.

## TRICKS AND TREATS

**ENERGIZERS:** Eat a flashing Energiser and the ghosts turn blue and flee. You may now eat the ghosts for higher points. The energisers only take effect for a limited time. Ghosts will begin to flash before they turn back to normal.

**WARP TUNNELS:** Go through these tunnels and you'll appear out on the other side of the maze. Use them to lose a ghost that's hot on your tail. Ghosts travel slower through the warp tunnel.

**Corners:** You can outrun and outmanoeuvre a closely pursuing Ghost by taking many corners.

## DIFFICULTY

As you progress through the mazes, the effect of the Energisers will vary. Ghosts will make fewer mistakes when chasing you.