

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

**PAC MEN**

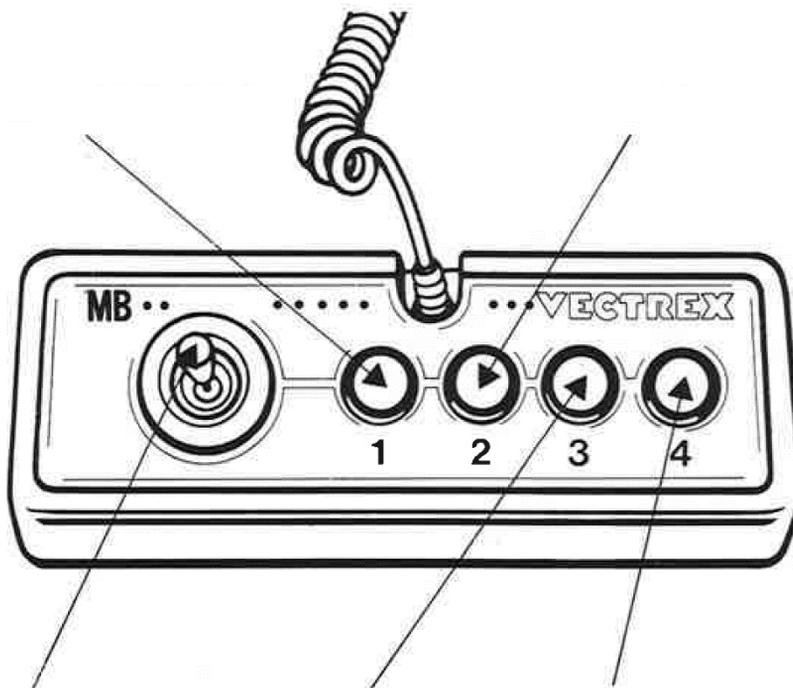
*reloaded*

# PAC MEN

*reloaded*

## GAME CONTROLS

**PAC MEN *reloaded*** is designed to be played with the built-in control panel only. The functions of the controls are:



### **Joystick**

Move your Pacman with the Joystick through the map

# HOW TO PLAY

## PLAYER SELECTION

As multiplayer extension to the classic Pacman, the game can only be played in the two player mode, so a player selection isn't needed. This guarantees twice more fun!

## GAME PLAY

The goal of the game is to gain as much points as possible, and not to get caught by the ghosts while doing so. Every player has three lives. The first one who reaches 100 points, wins the game. If one player gets caught three times in a row during one game, the game ends and the other player wins, regardless of the current score. If one player gets caught, everything is reset, except the current score. You can gain points by eating up the triangular pills.

If you're eating up one pill, your time is running to eat up a second pill while the first pill has not appeared yet again. If you succeed, and eat up a second pill while the first pill has not appeared yet again, your Pacman gets super hungry. You can see how hungry your Pacman is through his current size. While your Pacman is super hungry, it's possible for you to eat up the other player's Pacman, and gain extra points while the other player loses points and even a life, if he gets caught by your Pacman.

Every player is haunted by one ghost at the time. But you have to pay attention, because the ghosts might swap their Pacman of the desire once in a while...

Additionally, you will discover the random spiral which is changing its location from time to time. If you enter the random spiral, you will be beamed to a random location, and gain a few extra points. So if you're stuck in a dead end haunted by a ghost, this might help you to escape. But be careful, you could also be beamed directly into the hands of a ghost...

## SCORING

Points are awarded for achieving the following:

- Eating up the pills → each first pill is worth 2 points, the second pill which is eaten while the first has not appeared yet is worth 3 points, and the third pill is then worth 4 points
- Eating up the opponent player while you're super hungry → worth 6 points
- Entering the random spiral → worth 4 points

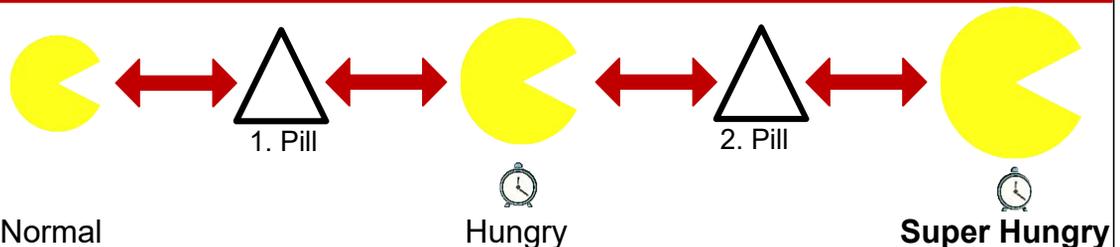
Points are lost again through the following:

- Getting caught by a ghost → losing 5 points
- Getting caught by the opponent player if he's super hungry → losing 10 points

The 3 lives can be lost through the following:

- Getting caught by a ghost → losing 1 life
- Getting caught by the opponent player while he's super hungry → losing 2 life

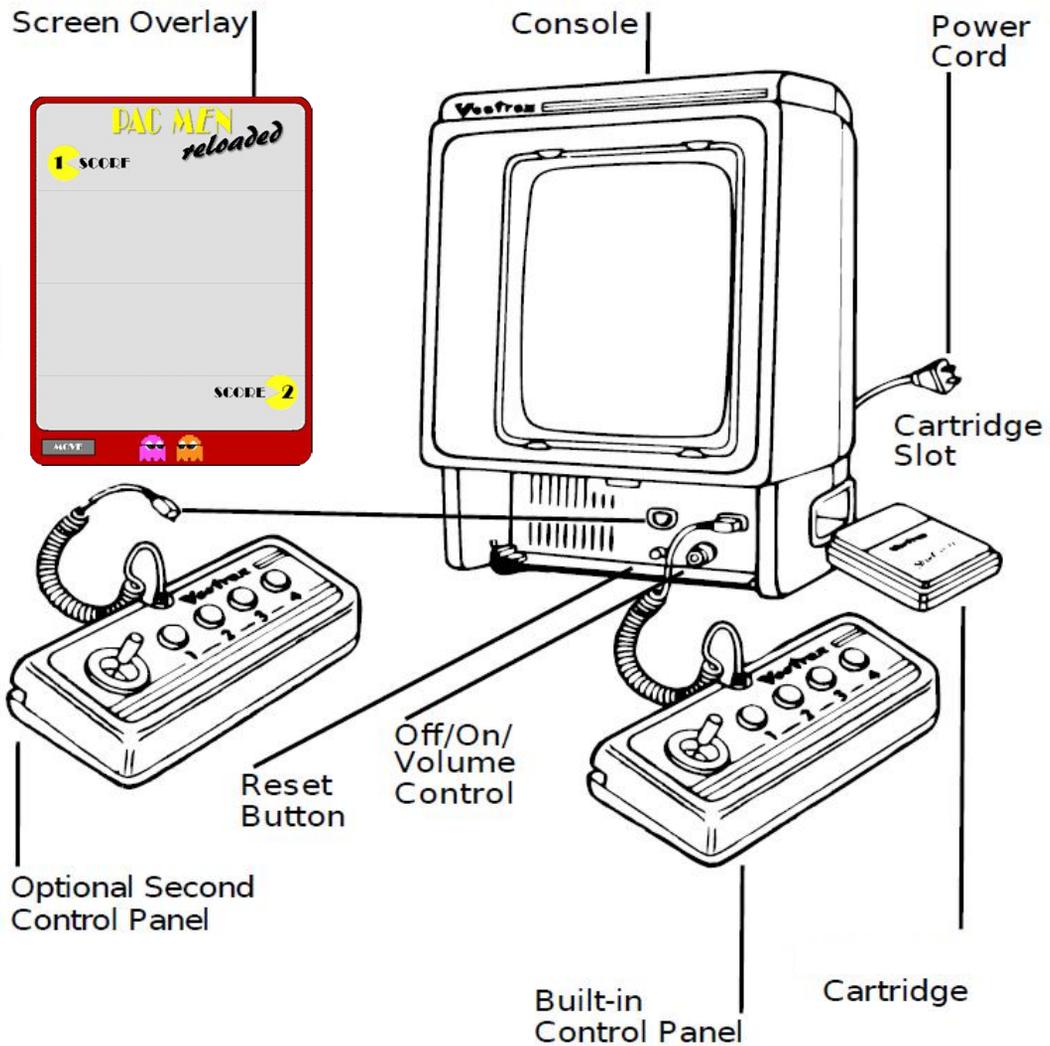
## PACMAN ILLUSTRATED



## RESTARTING THE GAME

The game is automatically restarted after one player gained hundred points or has died three times. If you wish to restart the game before it is completed, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by Manuel Debic and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2017, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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