PACMAN

PACMAN (c) M.Meyer

Loading the program

Rewind tape ,
type LOAD:RUN (return)

Chargement du programme

Rebobinez la cassette
tapez LOAD:RUN (return)

Laden van het programma

Spoel de cassette terug,
tik LOAD:RUN (return)

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DAIPACMAN by MICHEL MEYER

Description of the game :

The aim of the game is to crunch the vitamines
(little points) all around the maze without getting caught
by one of the four ghosts. The large pink points are ener-
gizers: when you bite one of them, the ghosts are for a
certain time vulnerable and you eat them (they look blue
and get quite afraid or mad).
The first ghost eater awards 200 points, the second
400 pts, the third 800 and the fourth 1600 pts. So if you
succeed in eating all of the four ghosts, you get 3000 BONUS points.
(all the points are 3410 pts worth)
Sometimes, there appear also bonus fruits at the
center of the maze (the number of times they appear, the
delay after which they appear and the time they keep in sight
are all random (but in a certain measure only) for each
new board.

Each ghost is quite different from the others in his
reactions :

    # the RED ghost is well called STICKY and is theoreti-
      cally the most agressive.
    # TRICKY, the green ghost is in fact also well named
      because of his quite smart reactions.(sometimes,
      he will wait you at the other end of the crossing).
    # PINCKY is so called because of his colour, but he
      is not very agressive.
    # POKEY does almost everything he wants but beware:
      he's often where you don't expect him!...

At the beginning of the game, you have 3 PACMAN's and
the speed is rather slow.
But later in the game the speed is much greater and the ghosts
more agressive.
The time of vulnerability (when YOU can eat the ghosts) is
also decreasing in the long run ....!
You can get an extra PACMAN at 10000,20000,50000,
100000,200000,500000 pts and so on ...(if you reach 500000
points congratulations ! my actual high-score is 229010 pts)

The value of the fruit bonus are as follows:

BOARD #	FRUIT	VALUE (pts)
1	Cherry	100
2	Grapes	200
3	Apricot	300
4	Apple	500
5	Pear	1000

6	Orange	2000
7	Strawberry	3000
8	Banana	5000
9	Melon	10000
10	random type	random value between
11	" "	5000,10000,20000,
12	" "	30000,50000)

USE OF THE PROGRAM :
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1. presentation
2. Entry of game parameters
        * use of paddle (0) and (1)
             or keyboard (CURSOR-keys)
        * number of players (1 to 4)
           name of the players (up to 16 characters each)
3. game itself

* If you use a paddle, begin with one of the pushbuttons
* If you use the keyboard, begin by presssing 'space'

During the game :

* you can make a pause by pressing 'P'
* you can also abort and go to the sorted results
  by pressing SHIFT S.

At the end of the game you can

* play another game in the same conditions by pressing SPACE
* change the parameters of the game   C
* make a warm-boot of the program   R

Michel Meyer   (c) DAInamic -84-

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