

# PACDUDE MONSTER MAZE

( 3 - D PACDUDE )

**LOADING THE GAME:** To start the game, first type LOADM"PAC3D". The program will auto execute and the fun will begin.

**PLAYING THE GAME:** Use the left joystick for game play. The first button is used to pause the game during play. The object of 3-D PACDUDE is to score as many points as possible. You get points by running over the dots ( thereby eating them ) and also but eating ghosts. Ghosts are rendered harmless by eating power dots. When you eat a power dot, all the ghost are colorless, PACDUDE will score points by eating them. When the ghosts are colored, however, PACDUDE should avoid them because they will eat PACDUDE instead if the catch up to him.

**SCORING:** 1 point for eating dots (600 on the screen)  
50 points for eating power dots (8 on the screen)

**GHOST POINTS:**

500 for eating first ghost
750 for eating second ghost
1000 for eating third ghost
1500 for eating fourth ghost
2000 for eating fifth ghost
6000 for eating sixth ghost
10000 for eating seventh ghost

**EXTRA LIVES:**  
For each 15000 points accumulated, PACDUDE gets an extra life.  
For each level completed, PACDUDE gets an additional life.

**LEVELS OF PLAY AND MAZES:** There are 12 levels in 3-D PACDUDE. The colors and wall styles will vary from level to level. Within each level, there are 6 mazes which are the same on each level.

**JUMPING:** For each life over 6, any light blue, purple, red, or pink ghost will have the capability of jumping. When the maze starts, if a ghost is jumping inside the holding box, then that indicates that the ghost will jump when PACDUDE does too !

**USING THE JUMP BUTTON:** If the going gets tough and there are lots of ghost breathing down PACDUDE's neck, don't panic. Jump! Try out the Jump Button to see how it works. Remember that there are times when the ghost can jump as well. If you try to jump over a ghost that can jump you will be caught in mid air. The jump button is the button on the top.

**ROLLING THE JOYSTICK:** As you approach corners where you plan to turn PACDUDE, turn your joystick ahead of time. The program will keep PACDUDE's current heading until he reaches the corner at this time the heading will change in the same direction as you have done with your joystick. Mastering this technique will give you an added edge in the game.

Use the <SPACE BAR> or second joystick button to pause the game, any other key or button will resume the game.