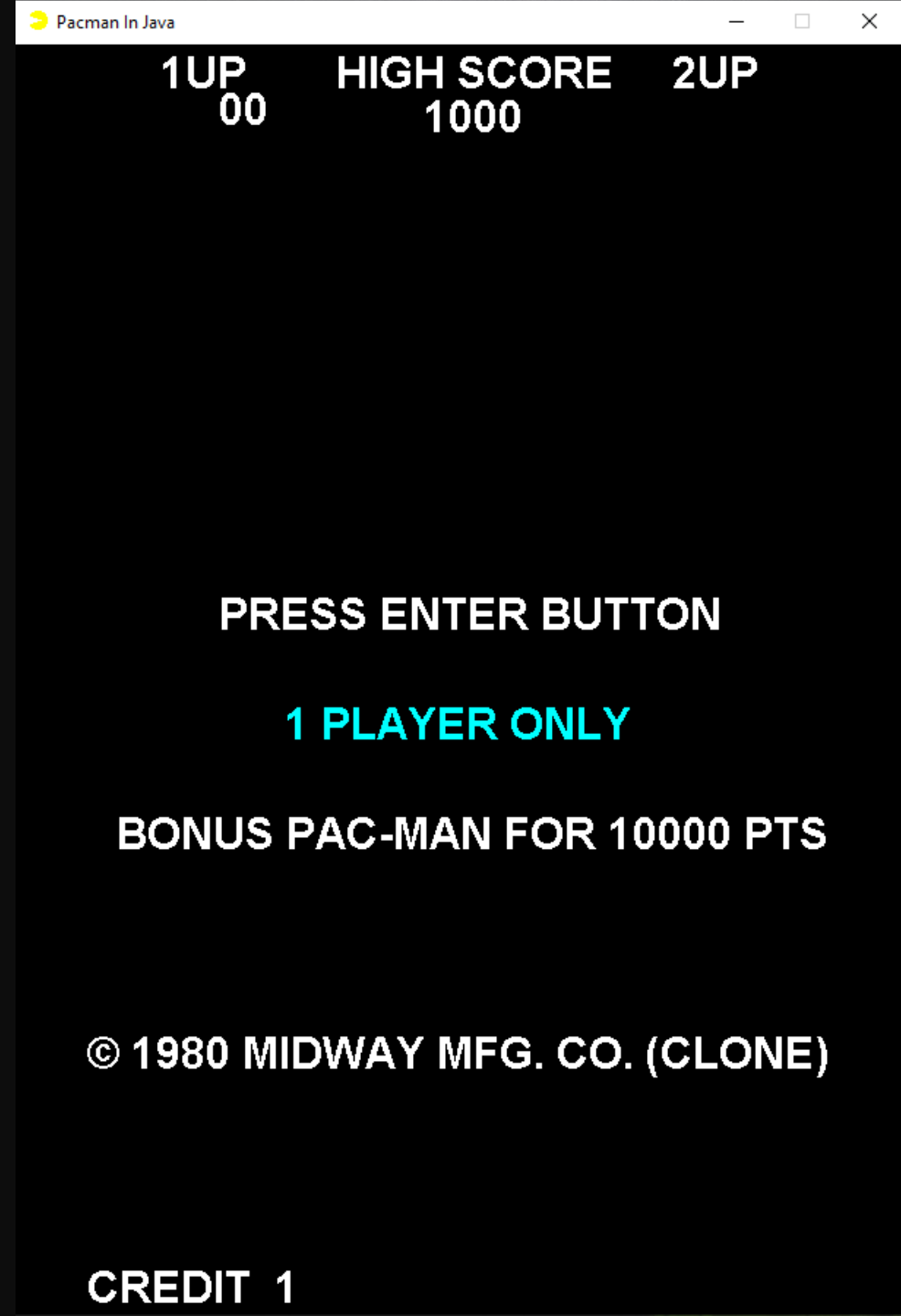# Pacman In Java

User Guide

Getting Started

- 1) Run the Pacman.jar provided

- 2) After the intro sequence you are prompted to press the enter button.

- 3) Press enter to start a one player game.
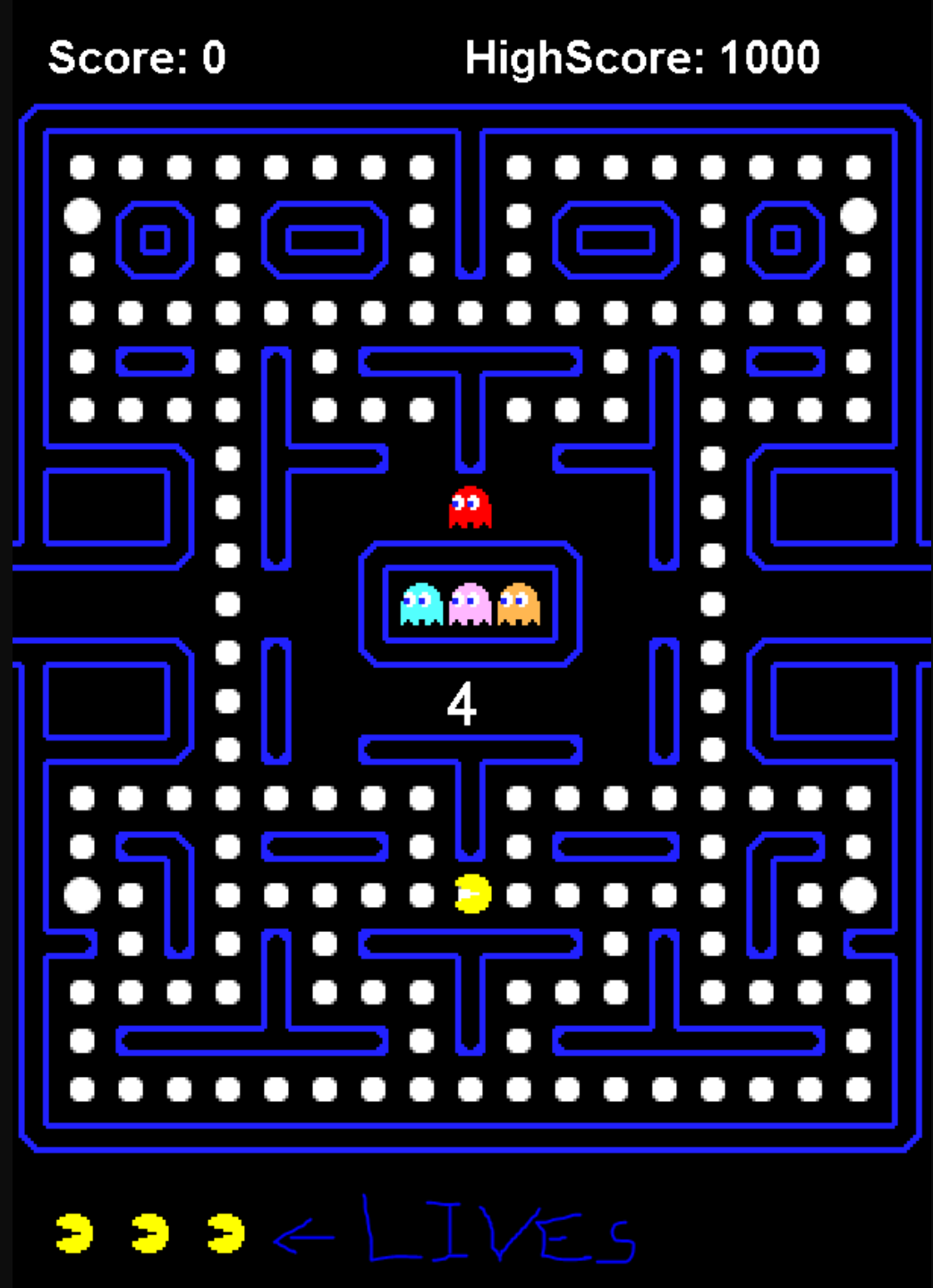
Controls

- Enter: Press to start the game when prompted

- WASD: Move in all four directions

NOTE: Movement is in a free roam state, make sure to watch the corners so you don't stop moving and get caught!

The Game Screen

- Score: Indicates your current score

- HighScore: Indicated the current high score.

- Lives: Represented as pacman, represents your current lives.

Rules

Simple rules:

- Your goal is to clear the entire maze by eating all the pellets

- You start the game with 3 Lives and gain a life every 10,000 points

- When a ghost catches Pac-Man, he loses a life

- If all lives are lost the game is over!
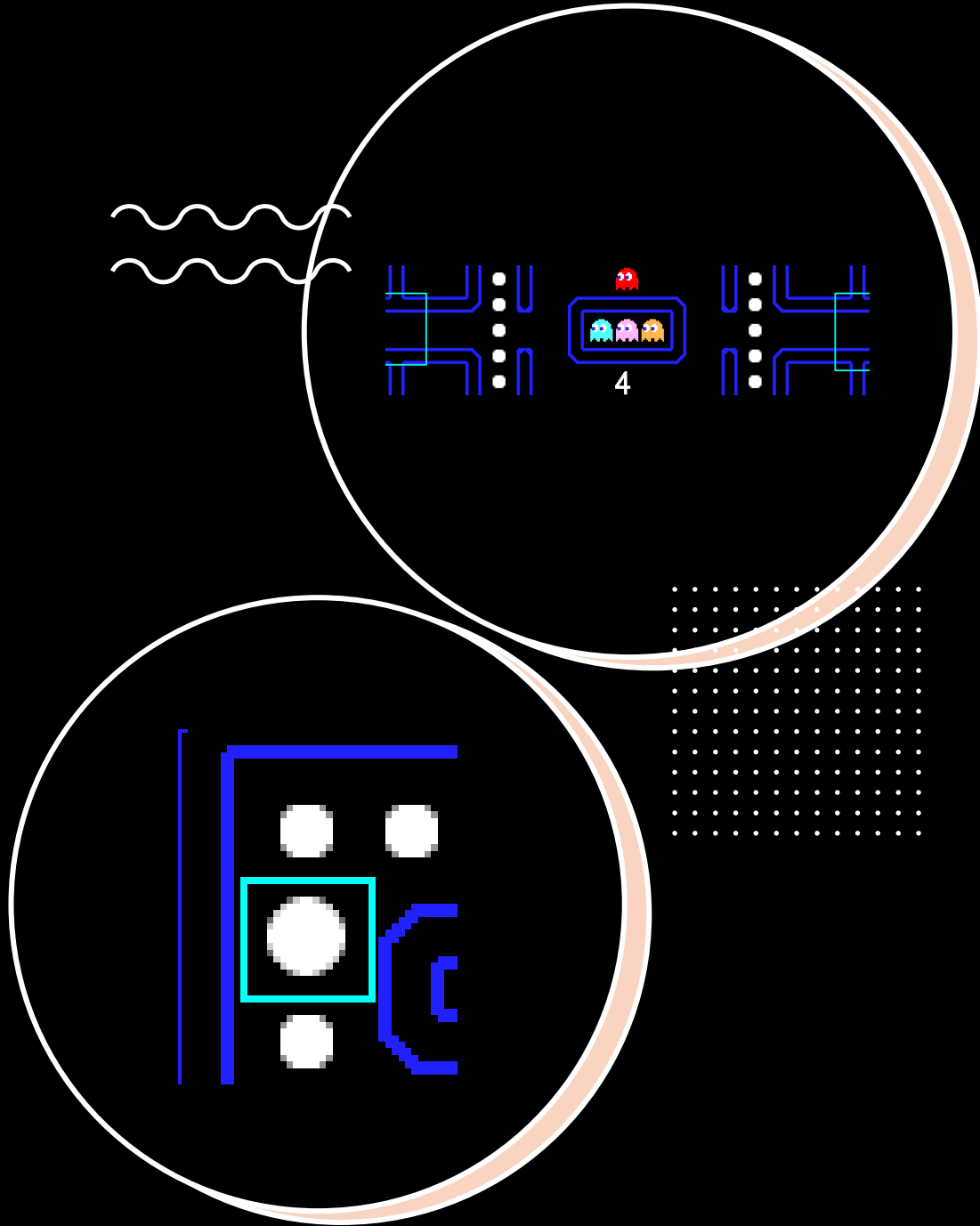
Tips and Tricks!

- Power Pellets: Consuming a Power Pellet will cause the ghosts to change shape and run. In this weakened state they can be eaten! However, they are only vulnerable for a short time so be careful!

- Warp Tunnels: Go through these tunnels to warp to the other side! Useful to lose a ghost hot on your tail.

- Trick ghosts by leading them away from where you want to go, then get there fast!

Scoring
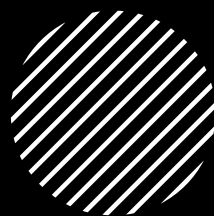
- Pellets: 10 Points
- Power Pellets: 50 Points
- Ghosts: 100 Points
- Extra Life: You gain an extra life for every 10,000 points!