

Pacman

Pacman is an arcade video game released in 1980. The goal is to explore a maze in order to eat all the “pacgums” in it while avoiding ghosts.

Some “*pacgums*” let the player invert roles: **Pacman** can, for a short period of time, eat ghosts instead of being eaten.

Eaten ghosts do not disappear: their eyes head back to an inaccessible zone in the middle of the maze.

They change back to normal ghosts after a short period.

Core rules

- The game area has a specific size. Going through one side of the area makes the player appear on the opposite side. All cells that are not walls may be walked through and contain “pacgums”.
- In the middle of the map is a small 5-cell-wide and 4-cell-high area that contains ghosts.
- Ghosts can get out of their box 10 seconds after the game starts.
- Pacman starts the game right under the ghosts.
- Some special, larger “pacgums” let Pacman eat ghosts. This effect lasts 10 seconds. During this period, ghosts become blue and flee Pacman instead of hunting him. Their movement speed is slower during this time. There are only 4 “pacgums” of this kind on the map.
- When Pacman eats a ghost, only its eyes remain. These eyes quickly go back to the ghost box, where the ghost is healed after a short period of time.
- The player wins when Pacman eats all the “pacgums”. A new map is loaded after that, or the current one is reloaded and movement is accelerated.
- On screen, Pacman and ghosts must not move cell by cell, but smoothly.

Bonus ideas

- Food appears after a short period of time at Pacman’s starting position. It provides a powerup or huge score bonus.
- Pacman and some ghosts can jump, like in **Pacmania**.
- The game speed increases over time.
- The game features a camera, like in **Pacmania**.