

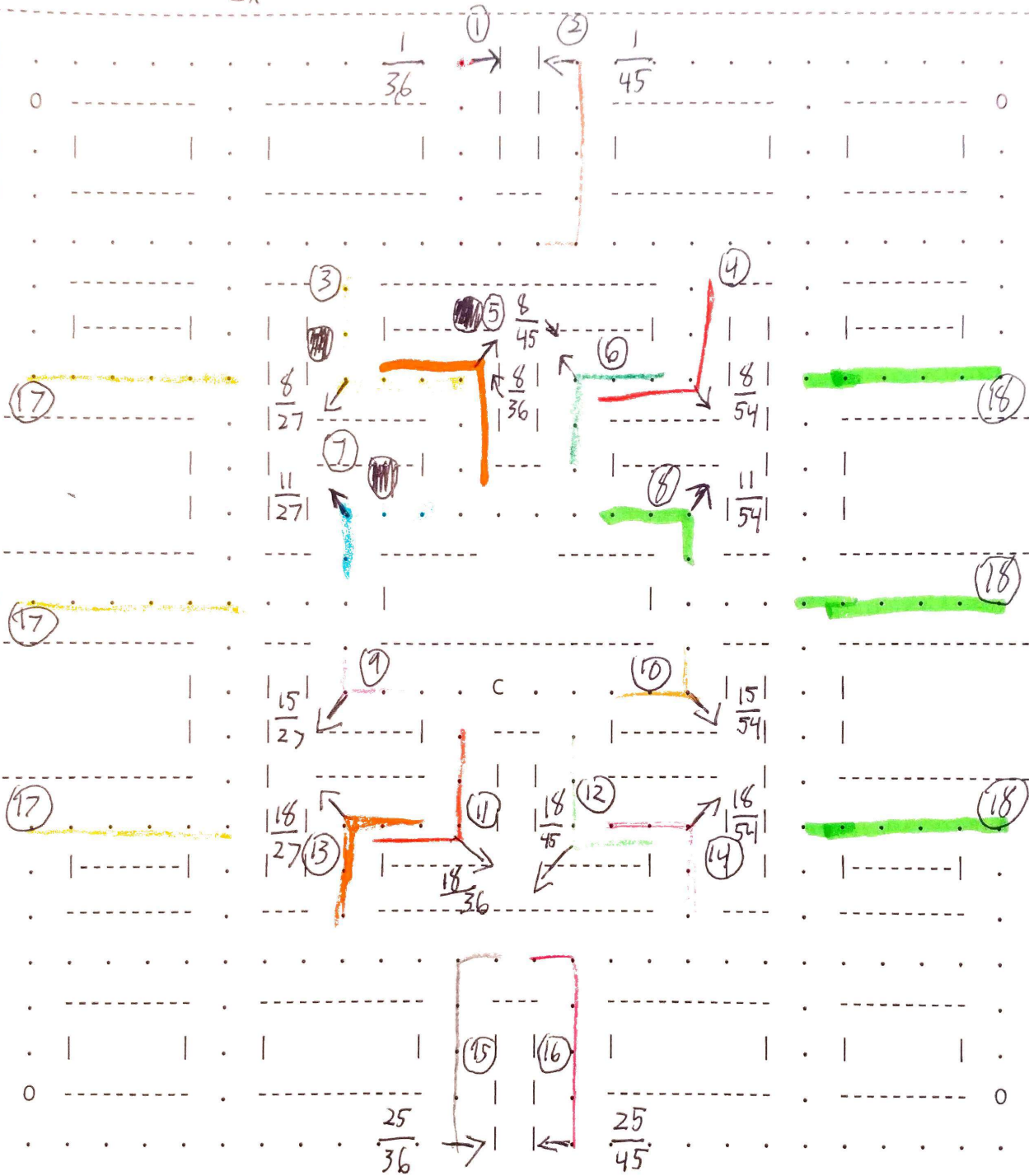
Pacman Enemy Movement Exception Handling

Play: 1 Position: $\frac{CY}{CX}$

LEVEL 1

File: exceptions.h

Score: 0



Lives Remaining: 3

Coins Remaining: 265

Enter Play: ^Z

Exceptions #19-26, target is same verticle/horizontal line

Play: 1	LEVEL 1	Score: 0
11	3 6 9 12 15 18 21 24 27 30 33 36 39 42 45 48 51 54 57 60 63 66 69 72 75 78	
12	U L L R R L L L R R L L R R L L R R 0	
13	D	
14	D	
15 36 39 42 45	
16	U L L R R	
17	U	
18 U	
19 U	
110 D	
111 D	
112 D	
113	< D >	
114 U	
115 U C	
116 U	
117 D	
118 D	
119	. D	
120	. D	
121	
122	. U	
123	. U	
124	0 D 0	
125	

Lives Remaining: 3 Coins Remaining: 265

Enter Play: ^Z