

		0	1	2	3	4	5	6	7	8	
	0										
	1		Т			C2					
	2				C1	S	C4				
	3					C3					
	4										
	5										
	6										
	7										
	8										
		TX	TY	SX	SY		X2	Y2	D2		
S = (4, 2)	С										
Left of S	1	1	1	3	2		2	1	5		Shortest Distance To T is C1 so S should move to C1 (3, 2
Up of S	2	1	1	4	1		3	0	9		
Down of S	3	1	1	4	3		3	2	13		
Right of S	4	1	1	5	2		4	1	17		
		0	21	3	17		3	4	25		
		0	0	8	0		8	0	64		
		-3	7	1	2		4	5	41		
											es and call this number Y.

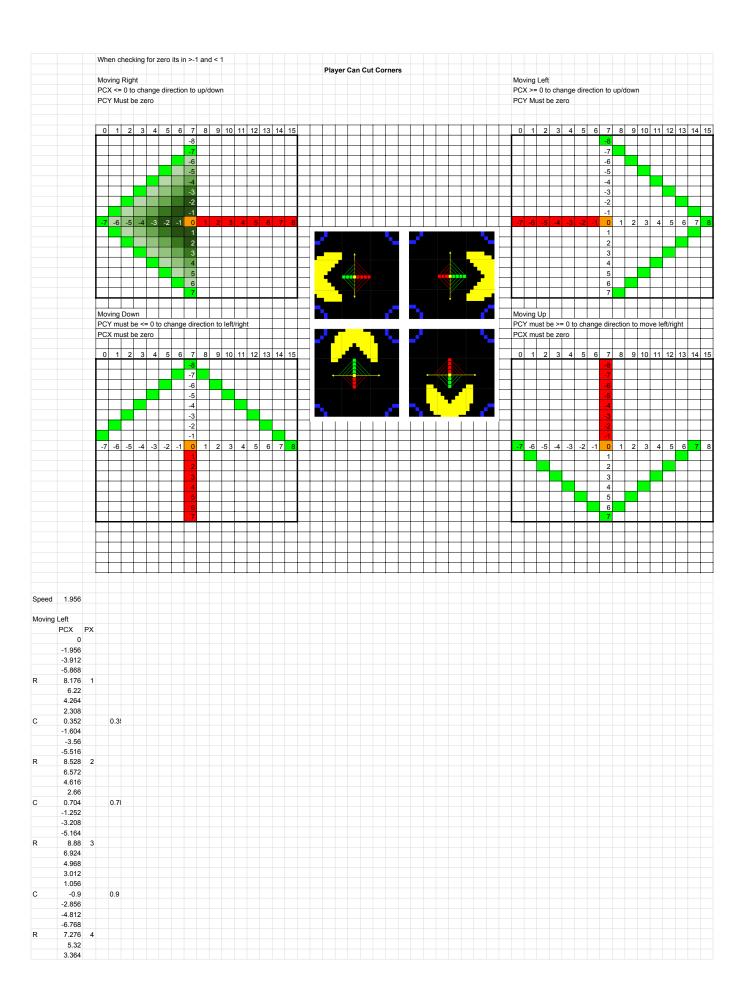
For example, if the two points have coordinates (-3, 7) and (1, 2), then the difference between 7 and 2 is 5, and so Y = 5.

Use the formula D2 = X2 + Y2 to find the squared distance between two points.

For example, if X = 4 and Y = 5, then D2 = 42 + 52 = 41. Thus, the square of the distance between the coordinates is 41.

			PAC-MAN	SPEED			GHOST SPEE	:D					
	LEVEL	NORM	NORM DOTS	FRIGHT	FRIGHT DOTS	NORM	FRIGHT	TUNNEL					
	1	80%	71%	90%	79%	75%	50%	40%					
	2 - 4	90%	79%	95%	83%	85%	55%	45%					
	5 - 20	100%	87%	100%	87%	95%	60%	50%					
	21+	90%	79%	N/A	N/A	95%	N/A	50%					
								PAC-MAN				GHOST SPEED	
F	Phases					LEVEL	NORM	NORM DOTS	FRIGHT	FRIGHT DOTS	NORM	FRIGHT	TUNNEL
	Mode	Level 1	Levels 2-4	Levels 5+		1	80%	71%	90%	79%	75%	50%	40%
1	Scatter	7	7	5		2 - 4	90%	79%	95%	83%	85%	55%	45%
2	Chase	20	20	20		5 - 20	100%	87%	100%	87%	95%	60%	50%
3	Scatter	7	7	5		21+	90%	79%	N/A	N/A	95%	N/A	50%
4	Chase	20	20	20									
5	Scatter	5	5	5									
6	Chase	20	1033	1037									
7	Scatter	5	1/60	1/60									
8	Chase	indefinite	indefinite	indefinite									
	Level	Bonus	Points	ASCII									
	1	Cherries	100	С									
	2	Strawberry	300	s									
	3	Peach 1	500	P									
	4	Peach 2	500	P									
	5	Apple 1	700	Α									
	6	Apple 2	700	Α									
	7	Grapes 1	1000	G									
	8	Grapes 2	1000	G									
	9	Galaxian 1	2000	x									
	10	Galaxian 2	2000	x									
	11	Bell 1	3000	В									
	12	Bell 2	3000	В									
	13+	Key 1	5000	K									
-		5:4 - # 70		470									
		vel, First after 70		er 170									
- 1	ruit appers ur	der the ghost ho	use										

	Each cell stores a single value that determins the available directions		Т		Т	T	П		Т				
	that the player or ghosts can move		0	1 2	3	4	5	6 7	7 8	a			
	unat the player or ghosts carrinove	0	Ŭ	1 4		-	J	0 /		9			
		1		-	2	2	2	2 1	1 2	2			
Value	Direction	2		5			2		5				
	Up	3		5				5	5				
	Right	4				2	2			2			
	Down	5		5			2		5				
	Left	6				2	2						
	Lon	7			- 2		_		5				
	If a cell holds a value of 1 then only the upward direction is possible	8						5					
	il a cell floids a value of 1 then only the apward direction is possible	٥						٦	_				
	Multiple directions are stored by added the directions togother		$\dashv$	-	+	+		-	+	1			
	initiable directions are stored by added the directions together	$\vdash$	$\dashv$	$^{+}$	+	+	$\vdash$	+	+	_			
	A cell with value 10 means left and right directions are possible	H	$\dashv$	$^{+}$	+	+	H	+	+	+			
	A cell with value to means left and right directions are possible		$\dashv$	+	+	+	H	+	+				
	15 means all directions	$\vdash$	$\neg$	$^{+}$	+	+	$\vdash$	+	+	+			
	To modific dili dilicolorio		$\neg$	$\top$	+	†	Ħ	$\top$	$\top$	+			
	This array is generated using the maz map tile data and used		$\neg$	$\top$	$\top$	+	$\vdash$	$\top$	$\top$	$\top$			
	within the program player and ghost move routines		$\neg$	$\top$	+	+	$\vdash$	+	+	$\top$			
	main the program player and groot more readines		$\pm$	$\neg$	+	+	$\vdash$	$\top$	+				
	We can use the logical AND operator to test a graph value with a direction to see if it is valid	H	$\forall$	$\top$	$^{+}$	+	$\vdash$	+	+				
	The data doe and regional was operated to doe a graph value with a direction to doe in this value	H	$\neg$	$\top$	+	$^{\dagger}$	$\vdash$	+	+	+			
		H	$\dashv$	$^{+}$	+	+	H	+	+	+			
		H	$\dashv$	+	+	+	+	+	+	_			



C	1.408 -0.548 -2.504 -4.46 -6.416 7.628																
-: R :: C :- -:	-2.504 -4.46 -6.416 7.628																
R :	-4.46 -6.416 7.628																
R :	-6.416 7.628																
C	7.628																
C																	
C		5															
C	5.672																
C	3.716																
-:   R	1.76																
	-0.196		0.19														
R	2.152																
R	4.108																
	6.064																
	7.98	6															
	6.024																
	4.068																
	2.112																
	0.156																
	-1.8																
	3.756																
	-5.712																
	8.332	7															
	6.376	-															
	4.42																
	2.464		0.51														
	0.508		0.50														
	-1.448																
	3.404																
	-5.36	_															
	8.684	8															
	6.728																
	4.772																
	2.816																
	0.86		0.86														
	-1.096																
	-3.052																
	-5.008																
	6.964																
R	7.08	9															
	5.124																
	3.168																
	1.212																
	-0.744																
	-2.7		2.7														
	4.656																
	6.612																
	7.432	10															
	5.476																
	3.52																
	1.564																
	0.392		0.39														
	-2.348																
	4.304																
	-6.26																
	7.784	11															
	5.828																
	3.872																
	1.916																
	-0.04		0.04														
	-0.04		0.04														
	-3.952																
	-5.908	10															
	8.136	12															
	6.18																
	4.224																
	2.268																
	0.312		0.3														
	-1.644																
	-3.6																
	-5.556																
	8.488	13															
	6.532																
	4.576																