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[Home](#) / [Reverse Engineering](#) / Pacman God Mode

Pacman God Mode

August 27, 2016

Reverse Engineering

disassembleflasmpacmanreverse engineerzeall

This post is about how I used Flasm to achieve Pacman god mode. “Flasm disassembles your entire SWF including all the timelines and events” — <http://flasm.sourceforge.net/>. It is available for Windows, Mac and Linux. You can find the flash file I used at: www.ondasdealegria.com/pacman.swf.

Step 1: disassemble the swf file and direct the output to a text file.

 [step1](#)

Step 2: Poke around. While looking through pacman.out there is various fields being set in the init function.


There are hardcoded values for levelNum, pacmanSpeed, and most importantly lives. lives was originally set to 3 but I went ahead and changed it to 100.


```
push 'score', 0.0
setVariable
push 'lastScore', 0.0
setVariable
push 'lives', 100
setVariable
push 'level', 0.0
setVariable
push 'fruitNum', 1
```

Step 3: Reassemble the file:

 [step3](#)

Step 4: Use a browser with Flash installed to open up the .swf file and the lives will be changed. I went as far as giving myself 100,000 lives without any problems.

lives = 3 

lives = 100 

Step 5: If that's not easy enough lets go ahead and remove the ghosts as well. Open up pacman.out again and in the same init function you can where the ghosts original coordinates are being set.



Step 6: reassemble the file and run it and you will have Pacman god mode. You can see the bottom of the ghosts in the top left corner. Then you realize the game is no fun without the ghosts and you never play it again. Enjoy!



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