

FlashPac II – Pac is back!

“FlashPac II” © 2001-2006 mass:werk – media environments

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“FlashPac II” is a projector application build with Adobe™ Flash Player™ 9 (© 1996-2006 Adobe Macromedia Software LCC).

About

“FlashPac II” is the new edition of “FlashPac”, a Pac-Man like game.

“FlashPac II” presents you a number of new features:

- Bright multi-color mazes.
- Even better ghost-AI (artificial intelligence).
- Varying game-play with 3 different sets of mazes with 5 challenging levels each.
- A unique random maze generator for an unlimited number of different levels to be generated on the fly.
- A built-in level editor to build your own levels.
- A built-in level manager for ordering, renaming, deleting, re-editing.
- Means to import/export your favorite levels and share them with your friends.
- A demo mode.
- User settings allowing you to override level colors, clear the high-score, and other more.
- Built-in help pages.
- Detached window and full screen mode.

For more information and help please refer to the built-in help pages.

You may access them by clicking the info-button (i) at the upper right of the game’s screen or by hitting the H-key.

Game Play

Anyone who doesn't know Pac-Man? Really?

O.K. – That's how to play:

Guide the Pac-Man, that munching yellow ball, through the maze and and eat all the food, the little white dots, in the passages. But be aware of the ghosts, which will try to pursue you.

In each level there are also some bigger pellets: the power pills. Swallow one of these to become invincible for a few seconds. Now – while the ghosts are turned blue – you may haunt and eat those nasty runners for some extra points.

With increasing levels the ghosts will become smarter and the game speed will increase. But it won't get any worse above level 13... The good news: you'll collect an extra life for every 10000 points (but you can't have more than five lives in stock).

Game Controls

Use the cursor keys (arrow keys) or the numeric key-pad to control the Pac-Man.

You may also use the following keys:

Left hand set:



Right hand set:



Extra Levels (v. 2.1)

Extra Levels are a new feature with version 2.1: Now can assemble an entire suite of levels (just as your own user levels) and share them.

Just open a new file in a text editor and type the following:

```
<flashpaclevels menu="myLevels">
</flashpaclevels>
```

Assign a name to your levels using the attribute `menu="..."`. (This is the menu name under which they will be shown in the *Levels Menu*.)

Now paste any level-code – previously exported from the *Level Editor* to your clipboard – between the two lines (cf. the section *Sharing* in the built-in help). Save the file as “flashpac-extralevels.xml” next to your copy of *FlashPac II*. You’re done!

Next time you open *FlashPac II*, you’ll find the new menu item appended to the *Levels Menu*. Select it to play the associated levels.

To remove the extra levels, just move the file “flashpac-extralevels.xml” out of the folder/directory where your copy of FlashPac resides.

(In case you’re using a shortcut or an alias, any “flashpac-extralevels.xml” must reside in the same folder/directory as the actual program.)

In the appendix you’ll find a sample for a “flashpac-extralevels.xml”.

Even more ...

You may collect up to 10 different flashpaclevels-containers (`<flashpaclevels>...</flashpaclevels>`) in one file!

A file containing more than one suite of levels could look like this:

```
<flashpaclevels menu="Just The Best">
... (your level-code here)
</flashpaclevels>
<flashpaclevels menu="Even Better">
....
</flashpaclevels>
```

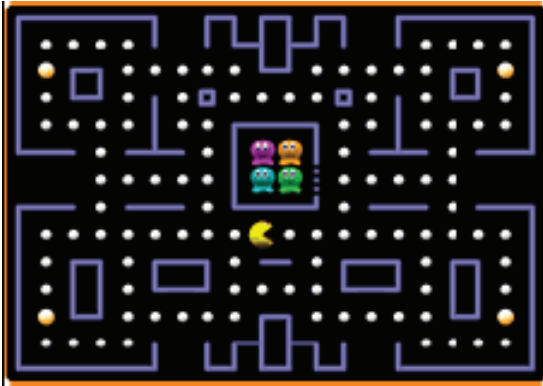
The Dracula Levels

Here are some extra levels for you to practice the sharing of levels.

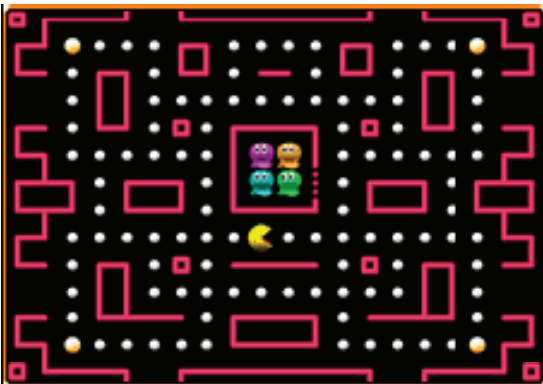
To import a level

1. Copy the code at right of a preview image to your clipboard.
2. Open FlashPac 2 and go to the Level Editor.
3. Select “Import Level” and paste the code into the import window.

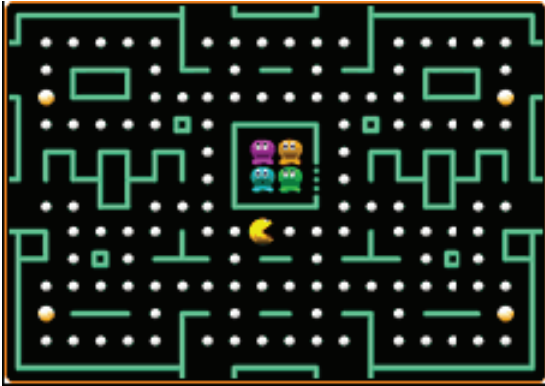
Level 1: Dracula's castle



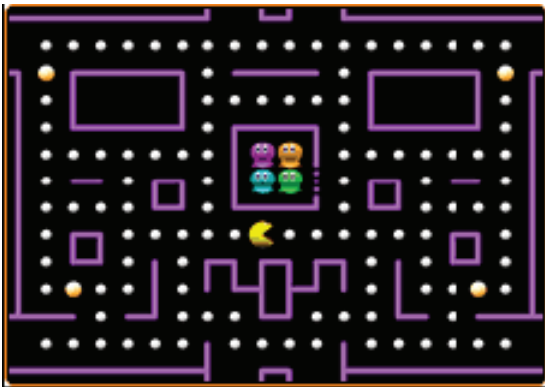
Level 2: Dracula's drawing room



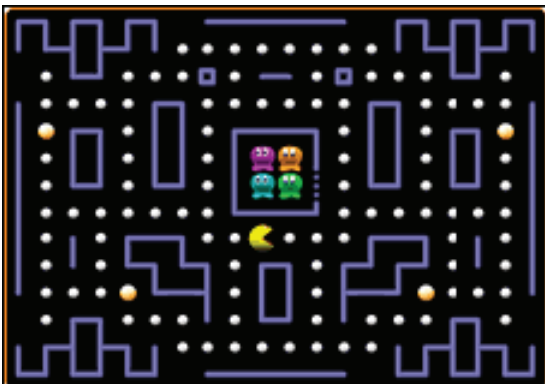
Level 3: Dracula's terrace



Level 4: Dracula's library



Level 5: Dracula's crypt



Pac-Man Trivia

The original *Pac-Man* arcade game was first released by Namco™ (licensed and distributed by Midway™) in 1980. It was originally named “Puck-Man” (from Japanese slang *paku paku* – describing the motion of the mouth opening and closing while a person eats), and was renamed for the North American market. Eventually Pac-Man became the most successful video game ever, causing even a coin shortage in Japan. It is listed as the all time number one in »Top 100 Videogames« of the *Killer List of Videogames*.

One of its most important offsprings was *Ms. Pac-Man* (1981 by Midway/GCC, later Namco), which introduced changing mazes and some random to the ghost’s movements for varying game play.

In fact – even if there are many differences – “FlashPac II” owes more to *Ms. Pac-Man* than to the original *Pac-Man* game.

Appendix

A Sample “flashpac-extralevels.xml”

These are some levels compiled as a Xmas-bonus in 2006 ...
(The attribute “info” is optional and not used in any way.)

```
<flashpaclevels menu="Xmas Levels" info="(c) mass:werk 2006">
<flashpaclevel name="xmas level 1" color="forest">
  <row>ahhhigxbhhhdxeihhbc</row>
  <row>vs..bd.....bd..sv</row>
  <row>v.z....lhhhm....z.v</row>
  <row>v...ac.....ac...v</row>
  <row>ec.adbc.ahhc.adbc.ag</row>
  <row>fd.bhhd.vxxq.bhhd.bf</row>
  <row>x.....vxxt.....x</row>
  <row>c.ahhbm.bhhr.lhhhc.a</row>
  <row>v.ec.....x.....ag.v</row>
  <row>v.bd.ac.ahhc.ac.bd.v</row>
  <row>v....bd.vxxv.bd...v</row>
  <row>v.lm....bhhd....lm.v</row>
  <row>vs...nx.....xn...sv</row>
  <row>bhhhhgxahhhhcxeihhhd</row>
</flashpaclevel>
<flashpaclevel name="xmas level 2" color="ice">
  <row>ahhhhhhdxbdxbhhhhhbc</row>
  <row>vs.....sv</row>
  <row>v.ac.acw.zz.wac.ac.v</row>
  <row>d.bd.vv.....vv.bd.b</row>
  <row>x....bd.ahhc.bd...x</row>
  <row>c.ac....vxxq....ac.a</row>
  <row>v.vbc.z.vxxt.z.adv.v</row>
  <row>v.vad.z.bhhr.z.bcv.v</row>
  <row>v.bd.....x.....bd.v</row>
  <row>v....zac.zz.acz....v</row>
  <row>v.ac.adv....vbc.ac.v</row>
  <row>v.bd.bhd.zz.bhd.bd.v</row>
  <row>vs.....sv</row>
  <row>bhhhhhhcxacxahhhhhhd</row>
</flashpaclevel>
<flashpaclevel name="xmas level 3" color="desert">
  <row>ahhhdxeihhhhhgxbhhhbc</row>
  <row>vs....o.....o...sv</row>
  <row>d.ahc...lhhm...ahc.b</row>
  <row>x.vxehc.....ahgxv.x</row>
  <row>c.bidxv.ahhc.vxbid.a</row>
  <row>v..vxxv.vxxq.vxxv..v</row>
  <row>ec.bhhd.vxxt.bhhd.ag</row>
  <row>eg.....bhhr.....eg</row>
  <row>ed.lhhm..x...lhhm.bg</row>
  <row>d.....lhhm.....b</row>
  <row>x.ahc.n.....n.ahc.x</row>
  <row>c.bhd.bm.lm.ld.bhd.a</row>
  <row>vs.....sv</row>
  <row>bhhhhcxahhhhhhhcxahhhhd</row>
</flashpaclevel>
```

continued at next page ...

```

<flashpaclevel name="xmas level 4" color="cyan">
  <row>ahhhhhdxbhhdxbhhhhhc</row>
  <row>vs.....sv</row>
  <row>v.ahc.am.lm.lc.ahc.v</row>
  <row>v.bhd.o.....o.bhd.v</row>
  <row>v.....ahhc.....v</row>
  <row>bc.ac.n.vxxq.n.ac.ad</row>
  <row>hd.bd.o.vxxt.o.bd.bh</row>
  <row>xx.....bhhr.....xx</row>
  <row>hhhhc.n..x...n.ahhhh</row>
  <row>ahhhd.bm.lm.ld.bhhhc</row>
  <row>v.....v</row>
  <row>v.lhm.z.lhbm.z.lhm.v</row>
  <row>v.s.....s.v</row>
  <row>bhhhhhcxahhcxahhhhd</row>
</flashpaclevel>
<flashpaclevel name="xmas level 5" color="gold">
  <row>ahhhhhihcxxahihhhhhc</row>
  <row>vs....bhfcafd....sv</row>
  <row>v.ahc....bd....ahc.v</row>
  <row>d.bhd.ac....ac.bhd.b</row>
  <row>x.....byihhiyd....x</row>
  <row>ic.ac..bgxxud..ac.ai</row>
  <row>eg.byc..vxxt..ayd.eg</row>
  <row>eg.ayyc.bhhr.ayyc.eg</row>
  <row>fd.bdbd..x...bdbd.bf</row>
  <row>x.....ahhc.....x</row>
  <row>c.ac.ac.bhhd.ac.ac.a</row>
  <row>v.bd.bd.....bd.bd.v</row>
  <row>vs.....ahhc.....sv</row>
  <row>bhhhhhhhdxxbhhhhhhhd</row>
</flashpaclevel>
</flashpaclevels>

```