

Index [\(Click a topic to learn about it\)](#)

257522_PixelRule.tiff ↗

A 1PixelRule_Index.tiff ↗

;Customization.rtf;;↗ alert panels

;Author.rtf;;↗ author, contacting

B 913680_PixelRule_Index.tiff ↗

;Pausing.rtf;;↗ background images

;BasicPlay.rtf;;↗ basics

bonus

;Fruit.rtf;;↗ fruit

;Bugs.rtf;;↗ bugs

C 285316_PixelRule_Index.tiff ↗

;Changes.rtf;;↗ changes from previous versions

;BasicPlay.rtf;;↗ controls

;Customization.rtf;;↗ customizing PacMan

D 233683_PixelRule_Index.tiff ↗

;Customization.rtf;;↗ demo sound

E 854927_PixelRule_Index.tiff ↵
;Suggestion.rtf;;↵ email a suggestion

F 213102_PixelRule_Index.tiff ↵
fruit
;FruitBasket.rtf;;↵ basket
;Fruit.rtf;;↵ bonus
;Future.rtf;;↵ future possibilities for PacMan

G 922556_PixelRule_Index.tiff ↵
;BasicPlay.rtf;;↵ game play, basics

H 249151_PixelRule_Index.tiff ↵
high scores
;Customization.rtf;;↵ changing servers
;StatsPanel.rtf;;↵ current
;NetHighScores.rtf;;↵ network server

I 32130_PixelRule_Index.tiff ↵

J 281899_PixelRule_Index.tiff ↵

K 867553_PixelRule_Index.tiff ↵

L 556892_PixelRule_Index.tiff ↵
level
;FruitBasket.rtf;;↵ display of current image
;StatsPanel.rtf;;↵ display of current number
;License.rtf;;↵ license
;StatsPanel.rtf;;↵ lives, remaining

M 421483_PixelRule_Index.tiff ↵
;Pausing.rtf;;↵ music

N 506328_PixelRule_Index.tiff ↵
new game
;Pausing.rtf;;↵ on launch
;BasicPlay.rtf;;↵ starting

O 730050_PixelRule_Index.tiff ↵
;Customization.rtf;;↵ options for customization

P 55774_PixelRule_Index.tiff ↵
;Pausing.rtf;;↵ pausing the game
;BasicPlay.rtf;;↵ power dots

Q 565289_PixelRule_Index.tiff ↵

R 956766_PixelRule_Index.tiff ↵

;README.rtf;;↵ release notes (°README°)

S 258566_PixelRule_Index.tiff ↵

;StatsPanel.rtf;;↵ score, current

;Pausing.rtf;;↵ size (screen)

;Customization.rtf;;↵ sound

;Customization.rtf;;↵ during demo mode

;Customization.rtf;;↵ speed, changing

;StatsPanel.rtf;;↵ Statistics panel

;Suggestion.rtf;;↵ suggestion, e-mailing

T 70598_PixelRule_Index.tiff ↵

U 228564_PixelRule_Index.tiff ↵

;Pausing.rtf;;↵ unpausing the game

;Customization.rtf;;↵ automatically

V 86115_PixelRule_Index.tiff ↵

W 790199_PixelRule_Index.tiff ↵

X 419343_PixelRule_Index.tiff ↵

Y

91917_PixelRule_Index.tiff ↗

Z

396344_PixelRule_Index.tiff ↗