

Pac-Master

Eureka's Arcade

The goal of Pac-Master is to clear the Maze Board for as many levels as you can.

Game Play

You start the game with 5 Pac-Master Craft. You get a new Pac-Master Craft after 5,000 points, and every 5,000 after that.

Each level gets progressively harder. The Chasers move faster, and get smarter.

If a Chaser runs into you, your Craft dies.

Located within the Maze are 5 Power-Ups. When your Pac-Master travels over these, the Chasers will change color, and evade your craft. You will only have a few seconds, but you can destroy the chasers by running over them.

Be careful, when they change back, they can once again destroy your craft.

Scoring

Chaser 200, 400, 800, 1600

Each Chaser destroyed after enabling a Power-Up scores twice what the previous one scored.

Options

There is no Mouse option.

Music - Turns on or off music.

Keyboard Controls

The Left, Right, Up and Down keys cause your Pac-Master Craft to change directions within the Maze.

ESC - The Escape Key stops the game, and opens the Options Screen.

