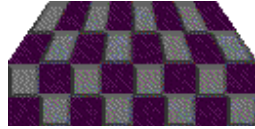


Pac-Guy 2, Part 2:

PAGOON



A game by Astral Entertainment

How to Play Pagoon:

Keyboard Commands:

- F1:** Opens this help file.
- F2:** Restarts the game from the intro.
- ESC:** During the intro this will start the game.
- Alt+F4:** Quits the game at any time.
- C:** Allows you to switch from keyboard to joystick mode or customize keyboard mode.
- J:** Allows you to take a shortcut to any level without having to pass through all the levels before it.
- M:** Turns the game's music on or off.
- P:** Pauses the game at any time.
- S:** Turns sound effects on or off.
- Arrow Keys:** Move Pac-Guy.
- Space Bar:** Shoot.
- Enter:** Exits the level's introduction screen and starts the level.

Joystick Commands:

- Up, Down, Left, Right:** Move Pac-Guy.
- Fire Button 1:** Shoot.
- Fire Button 2:** Exits the level's introduction screen and starts the level.

There is no F8 menu in Pagoon.



The Game:

Before each group of 2 to 3 levels, you get a short description of the levels and what number levels you will be playing. These numbers are useful if you want to use "Jump to Level" to come back to one of these levels later. Once you're ready to begin hit [Enter], or joystick button 2.

Somewhere on the screen, during the game, will be displayed your number of lives, your score in points, and your number of shots. Touching something dangerous, such as a nasty, a spike or a flame causes you to lose a life. When you run out of lives you are sent to a screen where you can choose to continue from the level before the one you died on, restart the game, jump to another level or quit. After you lose a life, you are invincible for a fraction of a second. This is to prevent nasties from killing you several times in rapid succession.

For doing various things points are added to your score, and when your score gets to 1000 points you get an extra life and your score is reset.

To activate a lever overlap it for a moment. To use a spring jump just walk over it. To use a door, simply touch it, and if it is unlocked it will open. Traps come in all shapes and sizes, and are very deadly, so you should try your hardest to avoid them.



This is **Pac-Guy**. When you play this game, you are him as he navigates through the various mazes.



This is a **pellet**. In most levels you must collect them all, and then find a way to get to the next level, which is usually as simple as passing through an area where a block has disappeared after you got all the pellets. Each pellet gives you 10 points. Do not confuse it with a **poison pellet** which also gives you 10 points, but kills you. Distinguish the good pellets from the poison ones by their appearance, and how many there are. There will always be more pellets than poison pellets, and poison pellets are a darker color. You do not need to collect all the poison pellets to complete the level.



This is a **power pellet**. For every time you collect one of these you can shoot once. The number you have collected is shown somewhere on the screen as a bar after the word "Shots". The more times you can shoot the longer this bar is. Each power pellet gives you 25 points. Watch out

for odd looking power pellets, they might explode!



This is a **nasty**. Nasties come in many different shapes, sizes and colors, but they all share a common purpose; to stop Pac-Guy at any cost! If a nasty hits you, you lose a life. Deal with nasties by shooting at them, though some cannot be hit and you have to shoot other things to destroy or misdirect them. Destroying a nasty gives you 25 points.

Secret Areas:

On every level there is a "soft spot" in the blocks, meaning that there is one block that you can walk through. Once outside the maze, you can get one of several power-ups. Each one of these listed below gives you 50 points when collected.



This is **extra shots**. Collecting it will give you between one and ten extra shots that you can use as normal. Extra shots last until you use them all.



This is a **shield**. Collecting it will create a forcefield around you that will protect you from nasties, so long as you don't push your luck. If you lose a life when you have the shield it remains at your previous position, until you get it again by touching it. Shields last until the end of the level.



This is a **cloaking device**. Collecting it will make you partially invisible, so that nasties will totally ignore you, unless you move, in which case they find out where you are and kill you. Cloaking devices last until the end of the level.



This is **infinite shots**. Collecting it will give you unlimited shots for the rest of the current level, and you will start the next level with one shot.



This power-up is called **man-mode** for some reason. When you collect it, all the nasties turn dark blue for a limited amount of time. Touching a dark blue nasty will not kill you, rather it will

kill the nasty. And for each nasty you kill in this way, you get progressively more points, 200, 400, 800, etc.



This is a **speed boost**. Collecting it will temporarily double your speed so that you can avoid traps and nasties better.



This is an **extra life**. Collecting it will raise your score to 1050, leaving you with an extra life and 50 points.



This is a **detonator**. To activate it simply touch it. When you activate a detonator, it destroys a block somewhere on the level, which gives you a handy shortcut.

Thank you for playing Pagoon!

Disclaimer: Any resemblance between Pac-Guy and that Namco character (I forget the name, but he sure was cool) is purely coincidental.