SONY
COMPUTER
ENTERTAINMENT

Pac-Man World 2 –
Overview and Key Features

Summary

Pac-Man World 2 sees the return of the world's most popular Power Pellet muncher in a friendly, colourful and hugely entertaining 3D platform game, combining a great retro look with state-of-the-art 3D programming and intuitive playability, to produce one of the first truly great platform adventures on PlayStation®2.

Storyline overview

Deep in the heart of Pac-Land lies the small, hidden village of the Pac-People. In the centre of the village grows an ancient tree with five Golden Fruit. Legend has it that as long as the Golden Fruit remain undisturbed, Pac-Land will be bountiful and everyone, even the littlest Pac, will be happy.

The adventure begins at night when all the Pac-People are asleep and a silvery moon shines from behind gathering clouds. Several ghosts sneak into Pac-Village to cause mischief and they unwittingly pick the Golden Fruit. Suddenly, the tree begins to shake and lightning flashes across the sky. The tree begins to rise up and from the darkness beneath, red eyes open and an evil laugh echoes out. Spooky has been released from his prison! The ghosts cower as Spooky commands them to hide the Golden Fruit throughout the land. Without the Golden Fruit, Pac-Village will be helpless to resist Spooky and the Ghosts.

Join Pac-Man on his quest to find the Golden Fruit and save Pac-Land!

Key features
Instant playability

Despite the fact that it's a fully-fledged 3D platform adventure, Pac-Man has retained the spirit of simplicity of movement that was the trademark of the original arcade game, all those years ago. With one big difference… in the original game you merely moved in

four directions on a single plane, Pac-Man's new abilities will see you by ice-skating, underwater swimming, in-line skating and even driving a submarine that shoots missiles, across a number of free-roaming levels.

Special weapons and abilities
As you progress through the game, searching for the Golden Fruit, Pac-Man's abilities will increase as you collect special weapons. Amongst other things, he'll be able to swim underwater; to rev-roll; butt-bounce baddies; gain a Pac-Dot suck chain and a steel power-up to enable him to walk underwater.

Longevity
The longevity of the gameplay almost matches that of Pac-Man himself. You'll play for a minimum of 4-6 hours simply to complete the game; to unlock everything hidden in the game will take upwards of 15 hours, even if you knew exactly what to do in advance, and in which order.

Retro gaming heaven
While making your way about Pac-World, you can visit the Amusement Arcade in Pac-Village to play perfect recreations of the original Pac-Man games, including (of course) Pac-Man (circa 1980); Ms Pac-Man (circa 1981); Pac-Mania (circa 1988) and Pac-Attack – released on consoles in 1993.

The classic retro appeal, perfect emulation and sheer, unmatched addictiveness of these games alone should be enough to see you coming back to the game over and over again.

Meanwhile the main game features all the classic Pac-Man characters, including Pac-Man, Professor Pac and of course Inky, Blinky, Pinky and Clyde.

A world of exploration
There are 18 different levels in the game, including six boss rounds. They're all free-roaming and provide a number of different big, bright and colourful landscapes, Pac-Village, Pac-Dot Pond, Treewood Forest, Ice River Run, Avalanche Alley and Blade Mountain. Needless to say, you'll be called upon to travel about by different means according to the environment.

Each level also has a number of hidden mini-games for you to discover and complete, before you move on to the next adventure.

Background: The history of Pac-Man

Pac-Man first hit the arcades in 1980. Namco game designer Tohru Iwatani had tired of the glut of shoot-em-ups that littered the arcades and wanted to create something more cartoon-like, which appealed to women as much as men.

Despite some of the more bizarre myths that have sprung up around its invention (one suggests that the game was based on an incident of cannibalism), Pac-Man's inception was rather more straightforward: 'Paku' is a Japanese folk-hero, known for his appetite; 'pakupaku' means to flap one's mouth open and shut; it was always intended that the game would be based on eating.

In fact, the original game design called for an animated pizza with a slice missing to form the mouth. It was only the technological restraints of the time that led to a simplification of the graphics into a simple, solid yellow circle with a gulping mouth.

Gameplay saw you guiding Pac-Man around a series of mazes, trying to eat every dot in the maze while avoiding your pursuers – four Ghosts called Blinky, Pinky, Inky and Clyde. Each had varying degrees of hunting ability, but all came from a cage in the middle of the screen. If they caught you, you died and had to start again. However, distributed about each maze were larger dots which, when you ate them, turned the tables – suddenly you were temporarily invulnerable and could hunt and eat the Ghosts. Simple in theory, but devastatingly addictive in practice.

As you made it to higher levels, the Ghosts got quicker; the time you had to eat them while invulnerable got progressively shorter; tension grew; life became more frantic; you stopped talking to your friends and got a funny look at the back of your eyes.

The game was such a massive hit on its release in Japan that, like Space Invaders before it, it caused a national yen shortage – all the coins were stuffed into tens of thousands of Pac-Man machines.

After its release in North America, the game went on to become the most popular arcade game of all time – and was the first videogame to spawn merchandising. There were Pac-Man t-shirts, jackets, sweaters, coffee cups, stuffed dolls, bed sheets, cereal, board-games, books, towels… the list was endless. In 1982, US TV station ABC even made an

animated cartoon series that ran for two years. Since then Pac-Man licenses have been granted to more than 250 companies, for products ranging from Pac-Man cereal and pasta, to Pac-Man drum kits and even Pac-Man air fresheners.

Over the years, versions of Pac-Man have been released on almost every gaming format in existence, from Atari 5200, through Sega Master System and Genesis, Nintendo NES and SNES to GameBoy, GameBoy Colour and PSOne. Now it's here on PS2 – and not before time.

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Developer: Namco **Genre**: 3D platform **No. of Players:** 1-2 **Platform:** PlayStation 2
Peripherals: Dual Shock®2 Analogue Controller, 8 MB PS2 Memory card **Release Date:** Quarter 3 2002