

# 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 ↗