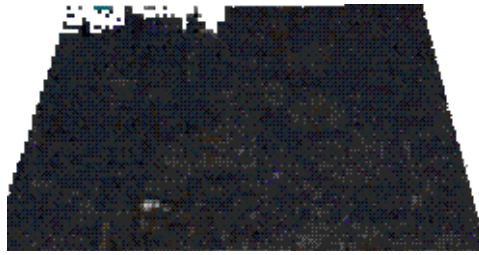


Pac-Guy 2



A game by Astral Entertainment

User License Agreement

By downloading or having previously downloaded the game "Pac-Guy 2" you agree to or have agreed to the following:

1. You will maintain the game's freeware status by not selling it except as freeware or shareware.
2. You will recognize that most of the game is original and so you will not use any part of it in your own programs without the permission of its creators.
3. You will not modify the game without the permission of its creators.
4. If you are a freeware or shareware site you may list the game without notifying us, so long as you make no modifications to the game.
5. You understand that by downloading the game you have agreed to the above rules.

How to Play Pac-Guy 2:

Keyboard Commands:

- F1:** Opens this help file.
- F2:** Restarts the game from the intro.
- F8:** Opens or closes the game's menu.
- ESC:** During the intro this will start the game.
During a level this will exit to that level's introduction screen.
- Alt+F4:** Quits the game at any time.
- Ctrl+P:** Pauses the game at any time.
- Arrow Keys:** Move Pac-Guy
- Space Bar:** Shoots
- Enter:** Exits the level's introduction screen and starts the level.

Menu Commands:

Game:

- New Game:** Restarts the game from the intro.
- Pause:** Pauses the game.
- Jump to Level:** Allows you to take a shortcut to any level without having to pass through all the levels before it.
- Quit:** Quits the game.

Options:

Play Sound: Turns sound effects on or off.

Play Music: Turns the game's music on or off.

Close the Menu: Hides the game's menu.

Help:

Help!: Opens this help file.

About Pac-Guy 2: Opens a screen about this game.



The Interactive Intro:

Pac-Guy 2 has an introduction to the game in which you control Pac-Guy. You can skip it and start the game by pressing [ESC]. The intro starts with Pac-Guy sleeping peacefully on a rock. When he wakes up he wonders what time it is, and then you gain control of him. Use the arrow keys to go inside the house.

Once you are inside the house for a moment, you hear a big crash, and Pac-Guy stops and says he wonders what it was. At this point the only thing to do is to go outside by walking up to the door.

Once outside there are two children, who tell you to follow them, and you follow them by leaving to the right. Once in the next area, you see a huge crashed spaceship! As you enter the spaceship (where the arrow is pointing) an alien sneaks up behind the children!

And so the adventure begins.

The Game:

Before each level you get a short description of the level and what number level you are about to enter. The number is useful if you want to use "Jump to Level" to come back to this level later. Once you're ready to begin hit [Enter].

Somewhere on the screen, during the game, will be displayed your number of lives, your score in points, and your number of shots. On some levels your health is displayed. Some things just subtract from your health, and when you run out of health you lose a life, but most things just make you lose lives. When you run out of lives you are sent to the previous level and your score is set to zero. 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.



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.



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.



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, and if a nasty shoots at you and the shot hits, you lose a point of health. 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 almost 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 that last until the end of the level. 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. This is the only power-up that was in the first Pac-Guy, though it looked different.



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.



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.



This pulsating block may appear similar to the power-ups in the first Pac-Guy, but don't let appearances deceive you. There's no telling what this block will do when you collect it.

Cut Scenes:

Ocasionally you will lose control of Pac-Guy, and something fairly important will happen. There is no way to skip these short of quitting the game, so just sit back and enjoy the show.

Thank you for playing Pac-Guy 2!

Visit Astral Entertainment on the Web:

The Astral Entertainment website:

http://members.xoom.com/Astral_Entertainment

The Pac-Guy 2 page:

http://members.xoom.com/Astral_Entertainment/PacGuy2.html

The Pac-Guy page:

http://members.xoom.com/Astral_Entertainment/PacGuy.html

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