

How to Play Ms. Chomp

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General Rules

Ms. Chomp for Windows is based on the classic Ms. Pac Man arcade game. The object of the game is to clear each maze of dots to advance to the next one. Of course, you're not alone. In each maze you'll find four ghosts who would like nothing better than to have Ms. Chomp for dinner. They will see to it that you don't get to the next maze.

However, there is hope. In the four corners of each maze you'll find four larger than normal dots. These are power pills. When eaten, the ghosts all turn blue and the tables turn; Ms. Chomp can now eat the ghosts for big points. They won't be gone permanently when eaten, instead their eyes will make their way back to the ghost house in the middle of the maze to regenerate themselves. Don't worry, their eyes are harmless to you.

Occasionally you'll see a fruit bouncing around the maze. You can eat it for bonus points, or ignore it completely if you feel it's too risky to try for it. If uneaten, the fruit will eventually exit the maze through one of the tunnels.

That's basically it! You can strive for high scores or for reaching the highest number of mazes. If you're good enough, your record will be saved in a high score table.

Game Controls

The only keys you'll need to play Ms. Chomp are the four arrow keys (up, down, left, right). Pressing one makes Ms. Chomp move in the desired direction, assuming there isn't a wall in her path. You don't need to hold down a key to keep her moving; pressing it once and releasing it is all that's required.

The other keys in Ms. Chomp are used to effect the current game. They are the following:

F2: Begins a new game. If another game is currently in progress, you'll have to abort it first.

F4: Pauses the current game.

F6: Aborts the current game, and returns to the title screen.

ALT + F4: Exits Ms. Chomp

Scoring

Dots:
10 points

Power Pills:
50 points

Ghosts:
Eating ghosts will net you 200 points for the first, 400 for the second, 800 for the third and 1600 for the fourth. This increasing point count is reset every time another power pill is eaten. For example, if you've already eaten two ghosts and then swallow another power pill, the next ghost eaten will net you 200 points instead of 800.

Fruits:

| Maze | Fruit | Points |
|--------------|------------|----------|
| 1 | Cherry | 100 |
| 2 | Raspberry | 300 |
| 3 | Orange | 500 |
| 4 | Pretzel | 700 |
| 5 | Apple | 1000 |
| 6 | Pear | 2000 |
| 7 | Banana | 5000 |
| 8 and beyond | *Changing* | 100-5000 |

Game Options

Level:

This allows you to select your starting level. Once a game is started, this option won't function.

Sound:

If you have Windows 3.0 with multimedia extensions (or Windows 3.1 or greater) along with a Sound Blaster, then selecting this option will allow you to hear digitized sound effects.

High Scores:

Ms. Chomp keeps track of the ten best scores and saves them in the file MSCHOMP.HI which is kept in the same directory as the other Ms. Chomp game files. Selecting this option lets you look at the best ten scores. If you wish to reset the scores, simply delete the MSCHOMP.HI file.

Center Screen:

Clicking on this will automatically center the Ms. Chomp window on your screen, regardless of what resolution you are running at.

Delay:

If you find the game runs too fast on your machine, then try changing the Delay Factor. By default this is set to 0, which means the game will run as fast as your machine can go. Enter a number between 0 and 10000 to slow down game speed.

Hints

- 1) You start the game with three Ms. Chomps. If you earn 10000 points you'll earn another Ms. Chomp. Remember this is the only free Ms. Chomp you'll earn so make the best use of your players.
- 2) Ms. Chomp moves slower when she's eating dots so try to clear the long straight aways early when the ghosts are at their dumbest.
- 3) The ghosts move slower in tunnels and when turning corners. If you're being tailed by a ghost, use this knowledge to your advantage by taking constant turns, or by ducking into the nearest tunnel.
- 4) Each ghost thinks individually. Study their movements! You will notice that they don't all behave the same way, nor will they make the same decisions given a situation. Figuring out how each ghost thinks will help you make it to the higher rounds.
- 5) After the 7th board the bouncing fruit will cycle between seven different types. If you have time during a maze, get near the changing fruit and try to nab it when it's a banana for maximum points.
- 6) After the 10th board, the ghosts will no longer turn blue. Instead, eating a power pill will only make the ghosts reverse their direction. Only the best players will survive past this point! A good strategy is to eat a power pill and follow one of the ghosts to safety. Good luck!