

PAC-MAN GUIDE

by KiLLerCloWn

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Introduction

Pac-Man

Pac-Man, maybe the definitive arcade game. Certainly one of the game to which the industry owes the "golden years of arcade", an arcade boom during the 1980's and the growth of the games industry as such.

The Basics

The Patterns

More importantly to us though, Pac-Man is the game which represents everything that's good about gaming (any kind of gaming) and nothing that is bad. It's easy to grasp but hard to master. Addictive and stuffed with pure unadulterated gameplay. Frustrating but always having you come back for more. Never boring and always tense, even for the best players. Always giving you the impression that you can master it but never quite letting you get there.

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There are many great Pac-Man players out there but only one did eventually play the perfect game, and it took over 20 years of gamers around the world trying: On July 3rd 1999 Billy Mitchell scored 3,333,360 reached level 255 at which point the game locks up with the first life and became the worlds best known arcade player. Class!

This Pac-Man Guide

Background: Even though this game was in every single arcade I can remember I never managed to get past level 3 or so. Finally, a few months back I decided to take a more analytical approach than just playing over and over. I studied guides, techniques, patterns and other players' styles. During this time I found that most of the guides out there (I won't say all because maybe there are some out there which I haven't found and which have it all) are lacking in one or more areas. And none of them on their own will allow you to beat the game for these insufficiencies, no matter what they promise you in the preface. The descriptions are lacking, the patterns unreliable or plain incorrect. Endless hours of playtesting and studying have led me to the conclusion that there is only one way to getting huge scores in Pac-Man: You have to do it all: Study all the guides, look at all the great players play, develop your own patterns and practise, practise, practise.

Why You Need to Practice

I will go further into this in the techniques section, but basically Pac-Man is more than just guiding a yellow blob through a maze. It requires cornering skills and timing. Everyone has their own personal timing which is why it won't help you much to just copy someone else's patterns. You can take bits of other people's patterns or follow advice, learn techniques and fakes, but because the ghosts' behaviour changes if your timing is just tenths of a second off during the level it is far better to develop your own patterns and escape routes, based upon the building blocks of successful patterns....or follow this guide :)

Why Can this Guide Help You Then?

The answer is: Because this guide does not just give you one pattern to follow which only works if you can complete the maze with perfect timing. First of all I will show you patterns which (at least in the earlier stages) can forgive the odd hiccup and mistake. Secondly I will outline variations to the patterns which you can use in case you slip up at some point in the pattern. Thirdly I will explain key moments in each pattern which will allow you to know if you're on track to completing the maze correctly or if you're already slightly behind in you timing and have to adjust the pattern to safely reach the end. Fourth I will explain alternative routes to choose for your timing variations.

If you follow the hints you can theoretically play until level 255, if you don't make many mistakes...but believe me...you will :)

What this Guide Won't Do For You

Following the instructions outlined will not allow you to achieve the perfect score. My patterns are designed to safely get you as far as possible in the game. Not to score as many points as possible. From level 19 to 255 you will score the maximum amount of points, simply because in those levels you will not have the opportunity to eat any of the ghosts. They do not turn blue anymore after level 18. To reach the perfect score you have to eat all the ghosts and collect all the fruits in levels 1 to 17. My patterns won't allow you to do that. They will safely guide you to level 18 but they will not allow you to score all possible points. The way I see it is: None of us mortals will ever score 3,333,360 for which we would need 5 -6 hours of mistake free gameplay. So let's settle for 3,300,000 but at least get there safely without tempting cardiac arrest :)

by KiLLerCloWn

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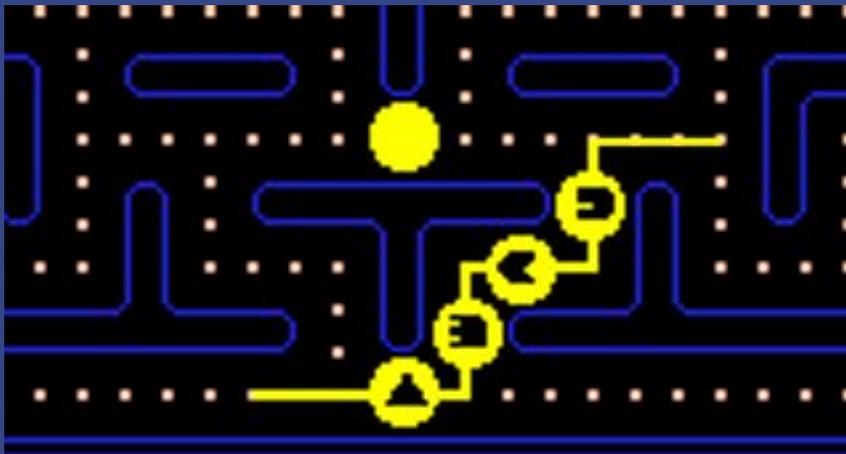
[Credits](#)

Basic Techniques

What you have to learn first is cornering. yes, there are differences in how quickly you corner and every Pac-Man pattern out there relies on you cornering quickly consistently without getting stuck. If you get stuck for as much of 1/10 of a second or less, hardly perceivable to the eye your timing and pattern will be off, you will have to readjust and in the later levels will in most cases not be able to recover!

One basic rule applies: Corner before you get to the corner. The corners are round and if you only start twisting your joystick when you get to the corner you've already taken a wider line. This is almost invisible to the eye but it really makes a difference and you'll notice whether your cornering has been clean when you reach certain key points in the patterns. I will outline these points later and show you how to analyse your performance on the run.

Here's an example for when to corner:



You're going from left to right: Push up at point A, push right at point B, push up at point C, push right at point D. See how this way you anticipate your next corner. Once you have learnt and trained your patterns you will be able to do these twisty turns without even looking, just following an acquired rythm to safely and quickly guide our yellow friend through the maze.

Ghost Movement

Know the ghosts' movements and know their characteristics:

 - Blinky: The most cunning and most dangerous: Fast and trying to corner you with direction changes. When he's after you run quick and run twisty through lots of corners to shake (as with all others, cornering successive turn is most likely to lose the ghost). It also seems that Blinkey does get a burst of speed when only a few dots are left in the maze. It is at it's most dangerous then. It will also track you by your poistion in the maze, trying to get to where you are as quickly as possible. It will try to line up with you vertically first, then horizontally. Blinkey owns and patrols the top right hand corner of the maze.

 - Pinky: Fast but more predictable. Once he's on your tail he won't let go. But he'll stay on your your tail running after you, hardly trying any tricks. Pinkey will line up with you by always following the direction which you are moving in or facing. If Pac-Man and Pinky are heading toward each other, and there is a hallway just before he hits you, Pinky will turn into the hallway first and try to run in the same direction as Pac-Man. All this is explained by the fact that Pinky is hard coded into the program to read the movement of your joystick and follow it. Pinky owns and patrols the top left of the maze.

 - Clyde: Slower and a lot less harmful. Usually if you can stay out of the way of the top two (Blinkey and Pinkey) you can get away from Clyde and Inky by running through the maze. Clyde doesn't seem to want to line up with you or actively chase you. He just wants to get into your general vicinity and then only eats you if you happen to run into him. Clyde owns and patrols the bottom left of the maze.

 - Inky: The slowest and almost shy. Often when faced head to head he will turn and run away from you. Mostly he will only catch you if you happen to run into his pattern. Nevertheless it seems like it can adopt the characteristics of any of the others at any given time. All of a sudden shy Inky might try and outwit you like Blinkey and you won't even know what hit you. Inky owns and patrols the bottom right of the maze.

Some general observations on ghost movement are also useful to know:

The above characteristics only count for when the ghosts are in "chase mode". Every now and then, about 4 times per level, they will scatter and return to their respective corners. Then they will follow their preset pattern and only eat you if you happen to directly cross their path.

Bluetime: On the levels which have a longer 'blue time' than 2 seconds,

the ghosts flash 4 times before turning back to their original colour back during the fifth flash. You should count the flashes as you're going after them, so as to know when to turn back. On the levels of the 2 second 'blue time' (starting with the second galaxian), they only flash twice.

Rules of Engagement

In addition to knowing your enemy there are also a number of given events in each level you should know about:

- The most dangerous area is the bottom row, which is why almost all Pac-Man patterns aim at clearing this first. The second most dangerous are the corner areas where your exits can be blocked by the ghosts closing in. You are most safe in the middle area around the ghost house where there are many escape routes to choose from.

- The power pills change in the duration they affect the ghosts every level. Eat one and the ghosts will turn blue for you to eat and head in the opposite direction they were going before you ate it (this is very useful to know in later stages). They will be longest immediately after an intermission and shortest in the level just before an intermission. Until they do not turn the ghosts blue anymore at all...

- Even when hard on your tail, at regular intervals the ghosts will scatter and return into their respective corners. They usually follow the same route when they do.

- Coming out of their house in the middle of the maze, the ghosts always adopt the same way to their respective corner first, before engaging you.

- Use the tunnels to gain advantage, You are much faster in the tunnels than the ghosts. Lure them into following you into the tunnel and shoot out at the other end with a healthy lead.

- Using the tunnels at the end of the patterns can win you more time if used wisely. It is useful to know that if you lured the ghosts into following you into the tunnel, upon exiting it you can make your way to the bottom (and nearer) power pill in time so that the ghosts will turn back into the tunnel itself when you gobble it up. This can win you a decisive advantage!

- Learn to do "head fakes", quick jerks of the joystick which fake the ghosts into changing direction or anticipating your movement incorrectly

- Read the ghosts eyes: The ghosts eyes give away which direction they are going to turn next, they always look which way they'll go slightly before turning.
- You are faster on a clear road: If on the run, chose paths which have been cleared already to gain more speed advantage over your pursuers.
- The Escape Routes: The two exits above the ghost house and above the Pac-Man start position can only be travelled downwards by the ghosts, never upwards unless they are blue and on the run. God to know this when you are being chased! (Thanks to Simon for this tip :))
- The hiding place: There is one safe spot in the maze. Reach it when none of the ghosts are looking at you and you can stay there safely for as long as you like. The ghosts will not find you. See below for the safe place:



All of the above...

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Patterns Basic Info

There are 5 patterns you will have to learn to theoretically be able to play Pac-Man until it stalls at level 255. Some of them have strong similarities so you could say there are only 3.5. Here's how they are arranged (The names refer to the bonus fruit you collect at the bottom right of your screen with every level you complete):

 **The Cherry Pattern:** This pattern works for Level 1 only and is fairly freestyle in how you choose to end it. The ghosts at this point are so slow and the duration of the power pill effect so long that you can virtually do as you like after following the first few corners of the pattern safely.

 **The Mid Fruit Pattern:** Levels 2 - 4. A slight variation of the Cherry Pattern but still open for freestyling it at the end of the pattern, there is no immediate danger still if you completed the first half of the maze correctly.

 **The Apple Pattern:** Level 5 rewards you with an apple and up to and including level 16 this pattern will work just fine.

 **The Fifth Key Pattern:** Levels 17, 19 and 20 are the mazes where the power pills will not turn the monsters blue anymore. They are rewarded with a key, as all levels after and including level 13 are. You will need a slight variation of the Apple Pattern to safely evade them and to complete the maze.

 **The Ninth Key Pattern:** From level 21 on not only will the power pills not allow you to eat the ghosts, your Pac-Man also noticeably slows down. On a straight line he will be caught in pure speed. Since you have to level 255 and about 5 hours to go this might actually be a good thing as it is less tiring than the frantic pace of the previous levels. But it also means that if you make a mistake it is extremely hard to recover and often means you will lose at least 2 lives and the end of your game. No more mistakes from here on :)

If you want to see these executed you can download the MAME INP file [here](#) (MAME32 .53 used)

you executed your cornering at point A, taking the sharp left towards the tunnel you will brush very closely with the ghosts which will come down from the top. Don't let this scare you off. Even slightly off the timing you will still race past untouched and head down towards point B

 B: By this time the ghost will be hot on your tail but not close enough to bite yet. Good thing there's a power pill nearby. Keep going to the bottom of the lane and up towards the power pill. Eat it on the fly towards point C

 C: When reaching C you will see that after having eaten the power pill the ghosts changed direction and are coming back up the lane from point B, right into your path. A bit of freestyling here, not indicated in the pattern and you can eat at least 3 of them, plus clean up the 2 remaining dots on the right of point C. The way you clean this may vary slightly depending on your timing and ghost positions at the time of eating the power pill. Usually there are at least 2, normally 3 ghosts coming back up the lane right into your path and you gobble them up one by one. A third one will be approaching from point D on the right. This usually means gobbling up the ones directly in your path, then heading towards the one on coming from the right, giving it what it deserves, heading back to clean up the two dots and resuming the path as indicated towards point D. This sounds complicated and is explained in many words but it's actually only a couple of jerks on the joystick and executed within 2 seconds.

 D: When reaching point D and turning right the ghost which you had eaten previously are already back in the maze hot on your pursuit. The red ghost will be millimetres away from you, might even touch you slightly. Don't let it put you off, continue the pattern to the second power pill on the bottom right eat it and then either go and eat some blue ghosts or continue the pattern as indicated towards point E. In this level the ghosts are so slow that you can quite leisurely spend some time chasing 2 or 3 of them down before resuming the pattern.

 E: When you reach point E you will have done most of the work. It's up to you if you want to race for the pills and just clean up the remaining dots without any danger or if you want to lure the ghosts by waiting around next to the pills and then hunt them down for maximum points. In this level either way can be completed safely and quite easily with only few dots and 2 power pills left. Free style time :)

You have now...



🍒 A: From the start to point A where where, contrary to level 1, you will be met by Inky. A sharp 180 degrees turn before the last dot of the lane, the one right next to the red A is required. It is important to leave this dot for the timing when you get to eating the ghosts at point C.

🍌 B: Off to point B in very similar fashion to the Cherry Pattern. If you have left the last dot as indicated above you will comparatively comfortably clear the ghosts which again are coming downwards at you at point B. As before, turn left and down and off you go, chased by the ghosts to point C. Just before eating the power pill on the left you will notice that the ghosts have aligned very neatly in one line behind you.

🍎 C: By here, after eating the power pill all 4 ghosts are coming up the lane right into your open mouth. Follow the pattern downwards and you will gobble them all in one swoop for the 1.600 maximum points. Then continue the pattern as indicated towards the power pill on the right.

🍌 D: Use the duration of the power pill boost to clean out the bottom right corner (there might be some blue ghosts to eat in your way or you can choose to chase them for a few seconds, we're not in dangerous territory here :)) and make your way up the maze.

🍒 E: Once you reach point E Blinky will be running up the vertical lane towards the top of the maze. Make a quick head fake at point E to let it pass. It will run by you without attacking you as it's on its predefined path to it's corner. As soon as it's passed you make your way up to the top clearing more dots off the maze.

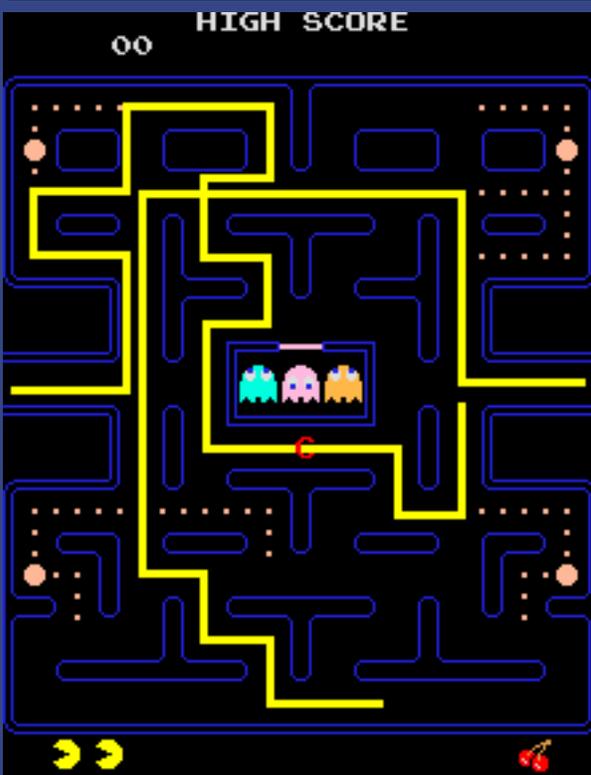
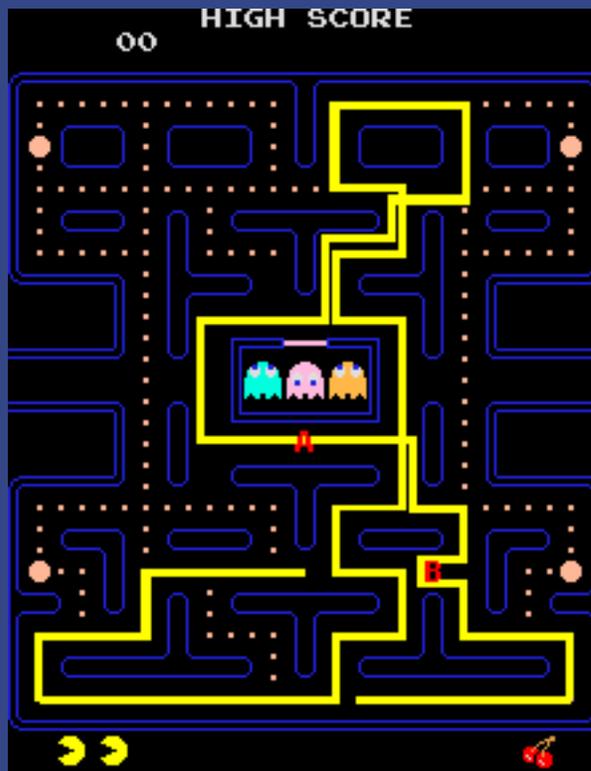
 F: When you reach F you have cleaned out most of the maze and still 2 power pills left. Freestyle time. I usually do a quick up/down headfake which leads Blinkey to adopting the lane between point E and F while I go along the top towards the power pill. There Pinkey and Blinkey will have almost caught up and closed you in, Blinkey from the bottom, Pinkey from the top. Eat the pill, gobble up the ghosts and make your way to the left cleaning the remaining dots of the maze. With the help of the last pill this will be an easy task.

You have now...

...made it to level 5 earning strawberries and peaches and are on your way to a respectable score.

The Apple Pattern

From level 5 on the pace gets more frantic. The good thing is: Once you have mastered the Apple Pattern you can get quite far in the game and regularly achieve scores which will make it to the top of the highscore table in most bars and arcades. Remember, we now go in steps of four in terms of power pill duration and ghost speed. The first level after an intermission gives you fairly long powered up times, in the fourth one and you hardly get any time to eat ghosts:



here if you haven't been quite clean. Decide here whether it's safe to follow the pattern or whether you rather butt out and head back to the right tunnel to gain speed and time advantage.

 F: If you have followed the pattern up to here, which you should have if your timing and cornering has been clean then, depending on which difficulty level you have reached, you will see from point F that the area around the bottom left power pill is crowded with ghosts. If you're brave, you should be able to cleanly travel through them and use the power pill to your advantage. Should you decide it's too dangerous, head for the tunnel at point F and win some precious time and space, there's only a few dots and 2 power pills left, no need to risk anything silly.

 G: Again depending on which level you have reached, it could be that Clyde or Blinky come your way at from the right at point G. If they do, just stop there for a second, they will pass straight underneath you without bothering you at all and the way is free to clear the maze.

 H: Same as above, depending on your timing throughout the pattern it could be that here Clyde might be coming your way from the bottom right power pill. Fairly easy to avoid, just see whether he chooses the upper or lower lane and follow safe lane towards the last few dots. This is not a problem really, but it's good to know in advance so you won't go into shock when it happens and lose a life in an almost completed maze.

You have now...

...made it to level 16 earning some major respect from your onlookers and already made a good 15 mins of gameplay our of 1 credit.

The Fifth Key Pattern

quickly into the direction of Inky and then race up to the tunnel. This is in order to lure Inky to follow you into the tunnel with all the others. If you don't head towards it then it will disregard you and not follow. If you get it right then all 4 ghosts will follow you into the tunnel.

 E: Race towards E and when you gobble up the power pill the ghosts will just emerge from the tunnel...and straight back in they go :).

 F: Clean the remaining dots towards F. At this point, depending on whether all the ghosts had followed you into the tunnel after point D Clyde might come up towards you from the right. You should be able to sneak past him turning up but if your slightly late you might want to back up and gobble up the remaining points above you left to right before heading back up towards the tunnel. This doesn't happen in the ideal scenario, but if it should it won't upset the rest of the pattern as all the other ghosts are still coming out of the tunnel on the right.

 G: Towards point G where you will head fake foe a couple of seconds to lure the ghosts coming out of the tunnel on the right to follow you back in on the left. Ideally at least 3 of them will. Have them follow you through the tunnel, shoot out on the other side and head for the power pill on the bottom right which again will send the emerging ghosts back into the tunnel. You see how you send them back and forth without them ever becoming dangerous.

 H: Head up towards point H. Approach it differently than during the Apple Pattern, as depicted in the image. When you're about to eat the power pill you'll see the ghosts dangerously approaching in your direction. just before you eat it they double back as it is one of those moments when they all scatter across the maze towards their respective corners. Eat the pill and once again they head right...while you're on your way left to clear the remaining few dots without any danger. Collective ghost confusion and a major sense of achievement for yourself :)

You have now...

...made it to level 21 and you're about to enter the desert..the long and hot trip towards your high score. Nothing will change anymore, only the Ninth Key Pattern to come....for as long as you can stand the heat :)

The Ninth Key Pattern



Click [here](#) for alternative endings to this pattern

🍒 A: Follow the pattern with tight cornering and eat the first key at point A

🚧 B: If you got stuck ever so slightly or cornered imprecisely you'll know here. Inky will be right onto you and there's no escape. Plus it's still very early in the level. Most likely you won't be able to recover from

this. This is why it's so important to get the beginning of the level right in Ninth Key Patterns!

 C: If you made it past B, which you should, race towards C with Inky on your tail. At point C Clyde will shave your head as you turn up, don't let it put you off and continue to pursue the pattern. For the next few turns Pinky and Blinky will be hard on your tail, you'll just make it into the tunnel.

 D: Out of the tunnel and towards point D by which time you will have all the ghosts on your tail again. Corner cleanly, eat the second fruit and go until you reach point E.

 E: Here, stop!. The ghosts are going right to left on top of the ghost house led by Blinky. Wait until the exact moment Blinkey turns downwards. The timing here is crucial! At this exact moment whack your joystick downwards and continue on the pattern. You should finish safely now, unless your timing was slightly off at point D. Then Pinkey will come to challenge you at point F. In this case take the tunnel and the alternative route to finish the pattern which is depicted in the last image. This is a bit more stressful but leads to success 99% of the time (actually it only ever failed me once and I'm still not sure why :))

You have now...

...mastered the game. Only lack of concentration or patience can stop you from reaching millions. I usually play till the Ninth Key Pattern, go through it a few times to prove to myself that I can still do it and after 45 mins or so I had enough Pac-Man fun for one session. But if you hang in there and make it through level 256, you'll be rewarded with this:



The Infamous Split Screen Lockup :)

The Easter Egg

This Easter egg can be found in the Puck Man, Pac-Man Midway and Ms. Pac-Man Bootleg versions:

Make sure your start buttons don't mask each other. I changed mine to ctrl and alt.

🍒 Press f2 and go to the test screen.

🔔 Hold start 1 and start 2 and tap F2 twice real fast. You should see a grid.

🌱 Repeat 2 only faster :) If it boots you were too slow, start over. If you're not sure it worked do it again.

🌻 Press up 4 times, left 4, right 4, down 4. If it's still a grid repeat 4. If it still doesn't work go back to 3.

If successful you will get this screen:



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Resources

If you love Pac-Man or if you want to improve your game you should make use of these resources:

Local Resources:

 Downloads of my highscore input files which can be replayed in MAME32 .53 version:

Here - 512.000 in Pac-Man

Here - 544.000 in Pac-Man Modified

 How to win at Pac-Man - The complete Pac-Man Strategy Guide, also the one which led me to frustration and prompted me to write my own guide. The Cherry and Mid Fruit Patterns are the same I use for the first 75% of the pattern but I find the endings insufficient. The Apple pattern I found unreliable and the 9th key one overly complicated. I also don't agree that one pattern is enough to go from level 5 to 21, there are too many changes in ghost behaviour. Plus it lacks a lot of detailed description of what actually happens while executing these patterns and fails to offer alternative routes or escape routes in case of pattern failure, exactly what I tried to do in this guide. However it does give some interesting insights, it provides some useful background information and who knows, maybe the patterns work for you :) You can certainly use parts of them when trying to find your own. Although incomplete and frustrating it is definitely written out of love for the game and should be read if you plan to research the game in depth.*

 How to win one million at Pac-Man - Another complete strategy guide, this one in .pdf format. I have the same criticisms as above, but I do like the patterns they provide better and some actually have similarities with mine. Plus there is more information on ghost behaviour, how to develop your own patterns and a strategy guide for Ms. Pac-Man included. Definitely worth a read. *

 Joystick Pac-Man Patterns 1 and 2 - A few scans of more Pac-Man patterns. I haven't tried them at all, but I've never seen them anywhere else so they're original for sure :)

 [Mr. Roboto's Pac-Man Patterns](#). Please visit his great Pac-Man site [here](#) and view his patterns there. His patterns are the first set of complete patterns which I can recommend as being 100% correct without there being any more information needed. I don't think they're quite as safe as mine, but if executed correctly they are spot on! The patterns are shown here only for backup purposes in case his site disappears.

 [A history of Pac-Man](#): This is a great history of the game, from it's conception through 20 years of dot munching antics up to today. Credits go to Doug Trueman and it should be read at it's homepage [here](#). The [local copy](#) is for backup purposes only, this article is too precious to lose.

 [Official World Record Announcement](#): This is the official news article on Billy Mitchell playing the perfect game, published by [Twin Galaxies](#), the official arcade games scorekeepers. Credits and copyrights belong to Twin Galaxies and the article should be read [here](#). However for preservation purposes there is a local copy available [here](#)

 The absolutely positively last word on Pac-Man: I found this very cool chapter on the Pac-Man phenomenon by Steve Bloom at [Brian's Coin-Op History Archive](#). I had to back this up to make sure it won't get lost, a class read. Page [1](#), [2](#), [3](#), [4](#), [5](#), and [6](#)

 [Pac-Man movie](#) - A very cool model of a Pac-Man cabinet which you can zoom in and out plus spin around it's axis in Quicktime

 [Pac-Man Designer Interviews 1 and 2](#) - Two interviews with Pac-Man designers Nakamura and Iwatani which were found at [Retrogamer Magazine](#) *

On the Web:

 [Mr. Roboto's PacMania](#) - A great Pac-Man Fan Page and the best set of patterns I have found up to date. This is the only documentation I have seen which takes into account the ghost movement variations between levels 5 and 21. And the patterns are spot on!

 [MARP](#) - MAME Action Replay Page. Here you can download the world's best Pac-Man scores as MAME INP files and study the best players' techniques. Nothing beats looking over a great players' shoulder :) (You can download my 2nd place [Pac-Man INP](#) and first place [Pac-Man](#)

Modified INP locally, but I encourage you to view other players' styles, too :))

 [Norbert Kehrer's Java Pac-Man Emu](#) - This plays like the real thing, but online. Awesome job! The link goes directly to the Pac-Man emulation but you should also check out his other work, it's all top notch stuff!

 [PacMAME](#) - This special build of MAME supports over 150 different kind of Pac-Man clones, hacks, derivatives and others...all from the Pac-Man family, all for the Pac-Man nutter :) Also includes all sorts of manuals and schematics.

 [The Pac Page](#) - A great starting point for research with lots of Pac-Man related stuff

 [Pac-Man Arcade Hacks](#) - Tons of graphical hacks for Pac-Man in MAME by BlueJustice

 [Jerky's Arcade Hacks](#) - More hacks, not exclusively but also including Pac-Man variations

 [RCATT](#) - Arcade Games Tips and Tricks Galore! Including a neat Pac-Man section with a number of alternative patterns :)

 [Zutco.com](#) - The virtual Pac-Man Museum. The largest collection of Pac-Man memorabilia I have seen. Simply everything is to be seen there. Awesome stuff, you wouldn't believe the merchandise our little dot munching friend sells, lol :)

 [Super Pac-Man](#) - All about Pac-Man and a lot of technical documentation available. Well worth a visit.

 [Pac-Man Info](#) - Huge Info archive about Pac-Man boards and anything that runs on them

 [Jerry's Arcade Hacking Page](#) - Everything you need to know about Pac-Man programming

* (This document is copyrighted material and you should try and purchase it if you like it. I haven't managed to find one and provide a backup of this guide only for preservation purposes. I doubt there are

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Credits

A few people have written in with further suggestions and tips after reading this guide and I'm glad they added to it's accuracy and completeness. Thanks very much to:



Simon Owen - For the Escape Routes Tip



Bob DeCrescenzo - For greatly improving my understanding of ghost movement



Scott Jacobi for confirming my Pinky suspicions and sending in the great Virtual Pac-Man Museum link



David Widel for sending in some class links on board info and programming as well as scans of more Pac-Man patterns and the Easter Egg



Jimmy Rushay for sending in a couple of alternative endings to my ninth key pattern

Throughout my research for this guide I was really inspired by:



Billy Mitchell - The lone World Record Holder and only man alive to ever play the perfect game



Neil Chapman - For his awesome 3,250,910 points input file recording at [MARP](#)



ccr - By his awesome 9th key Pac-Man (Harder) pattern

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