

# {MANPAC}

TelluriumDev

Our story begins with a nice little devil named ManPac, banned from hell for not being evil enough. Now ManPac spends his days at home, where he won't have to show his fury anymore; so he decides to store his evil essence in 4 orbs hidden in his food.

However, Ferluci, Lord of Hell, finds out that ManPac has taken his evil essence out of his body, and decides going and capture it. To do so, Ferluci sends hordes of hunting snakes to ManPac's house, commended of eating (and in this way, capturing) all of ManPac's food, because between it, lies its much-desired evil essence.

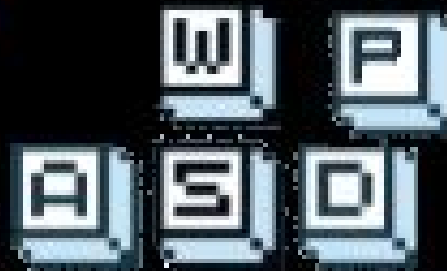
ManPac must stop these snakes before they get all of his orbs if he wants to finally peacefully rest. However, when one of its orbs is captured by a snake, ManPac suffers a momentary vulnerability that prevents it from continuing in combat.

Will ManPac be able to beat Ferluci's evil snakes and live in peace?

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CONTROLS



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## How to play

The objective of the game is to get ManPac to kill the snakes sent by Ferluci before they finish all his food. To do this, ManPac must attack the snakes while the power of their orbs is lethargic to achieve his desired peace of mind.

## Objects

### Orbs and food

There are 4 orbs of evil essence hidden among all ManPac food. Every time a snake eats one of the orbs, ManPac suffers a time of vulnerability in which any contact with a snake would kill him. ManPac must kill all snakes when this effect is not active and before he has run out of food.



Orbs' aspect

### Food

Spread throughout the map, you will find the food of our character. This will be ingested by the enemy snakes when passing over it. The less food snakes eat before killing them, the higher the score.



food's aspect

## Characters

### ManPac

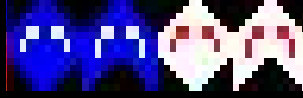
Character protagonist of the game. You will have to guide him to the snakes to kill them. ManPac will have two aspects:

- Red (in combat). As long as ManPac maintains this aspect, it will be in combat mode, being able to attack the snakes and kill them.



Combat mode aspect.

- White and blue flashing (vulnerable mode). As long as ManPac maintains this aspect, it will be in vulnerable mode, having to run away from snakes if he doesn't want to die.



Vulnerable mode aspect.

## Snakes

They are the enemies of the game. They will try to eat all of ManPac's food to end his evil essence. They will be vulnerable as long as ManPac is not under the effects of weakening caused by the theft of their orbs.



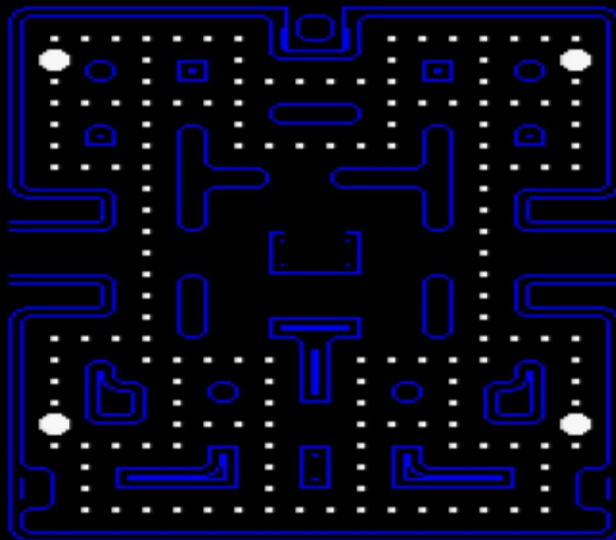
Snake aspect.

## Map

The game map is composed of a network of tunnels, corners and crossings, clearly distinguishing several zones.

The upper and lower parts, full of devil's food, are vertically symmetrical, with the exception of a corridor in the upper left that connects to the central area.

The central zone, which has no devil's food, is not very frequented by snakes, so it can help the player to stop and take advantage of his enemies. In addition, at the lateral ends there is a teleportation corridor that takes you to the opposite side through which you enter, although with the disadvantage that it will slow you down when using it. These teleports can also be used by snakes, despite it is not common.



Map aspect.

## Controls

ManPac can be controlled with keyboard or joystick (address).

The assigned keys are as follows:

- **W**: Up
- **A**: Left
- **S**: Down
- **D**: Right
- **P**: Pause
- **R**: Resume (in pause menu) / Go back to main menu (in Game Over menu)
- **E**: Exit (in pause menu)
- **Enter**: Load next level (in Level completed menu) / Start game (in initial menu)

## Tips

- Avoid chasing snakes in times of vulnerability, because they can turn and kill you at any time.
- ManPac can only change direction at the intersections, you must be careful with that, since we could jump into a snake at the moment that another ingests an orb, thus not being able to avoid your end.
- On screens with more than one snake, try to have a global view of the level. If you only look at the snake you are chasing, the other may eat an orb and you will find yourself in trouble.
- ManPac has only one life, so you must be careful. However, playing too cautiously can lead you to lose many points per level. Play the way you feel most comfortable.

## Credits

- **Code**: Sergio Conejero Vicente y Víctor Manuel Belén Rivera.
- **Graphics**: Sergio Conejero Vicente.
- **Music and effects**: Roberto Carlos Espinosa Benavente.
- **Level Development**: Sergio Conejero Vicente, Víctor Manuel Belén Rivera y Roberto Carlos Espinosa Benavente.