



PacMath

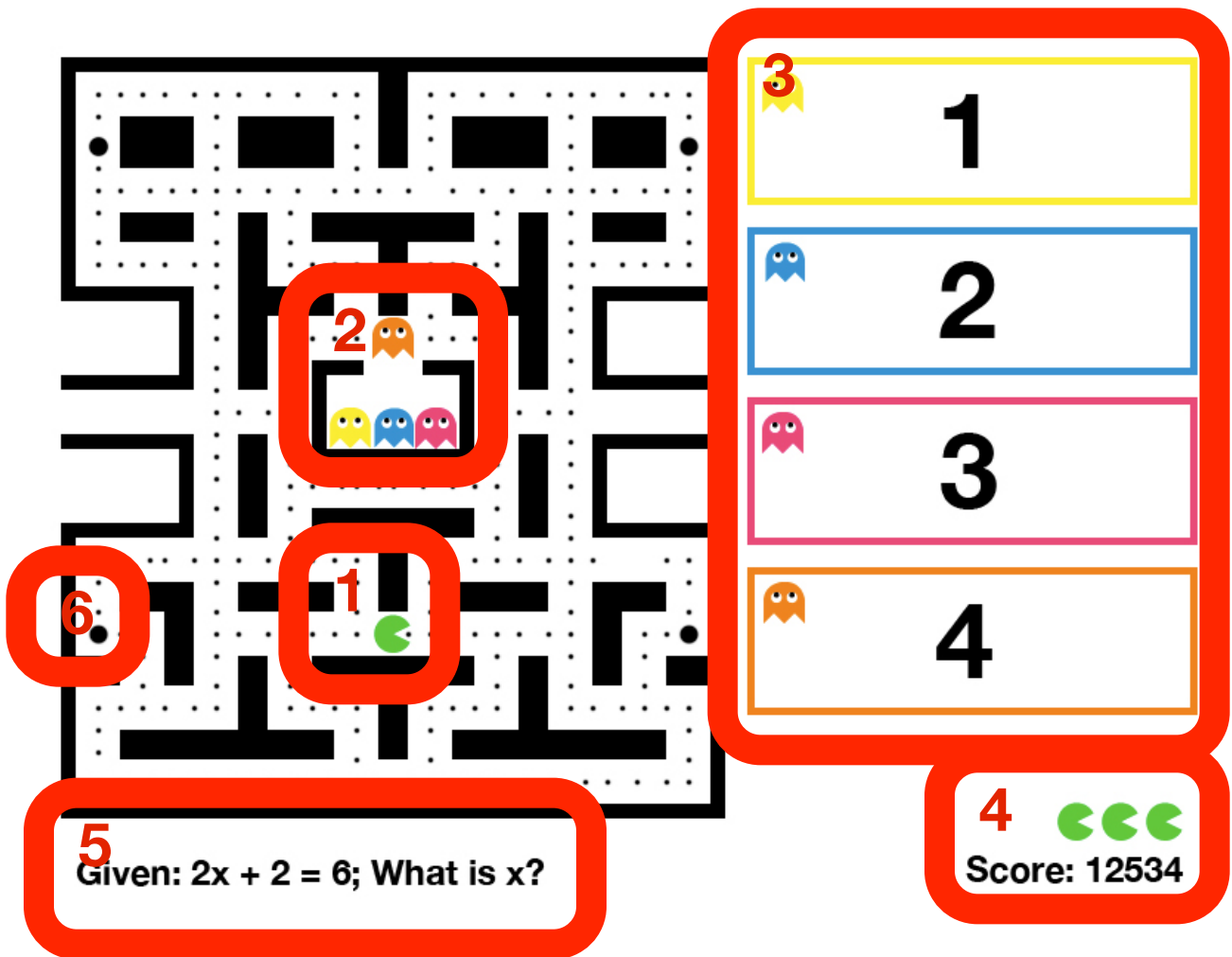
User's Manual

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Basics

Screen Information



1. Main character - representation of the user. Character the user will be controlling
2. Enemies - the enemies of the user that will try to pursue the user across the maze
3. Where the multiple choices will be shown
4. Game related information such as the amount of turns the user has available and the users current score

5. Area where the question will be displayed for the user
6. Power pellet which when eaten will display a question for the user to answer. Once the user has eaten this pellet the enemies will stop perusing the user and begin to maneuver away from the user. At this point the user is allowed to pursue enemies and capture them.

Game Goal

The main goal of this game is to acquire as many points as possible. And answer all the questions asked to the best of your ability.

Maneuvering

Key Board Command

Key	Action
↑	User Character Moves Up
←	User Character Moves Left
→	User Character Moves Right
↓	User Character Moves Down

Game Mode

1. To initiate game mode you must first pivot the screen like shown below.



2. Once completely pivoted close the lid allowing for you to grasp the device as shown below



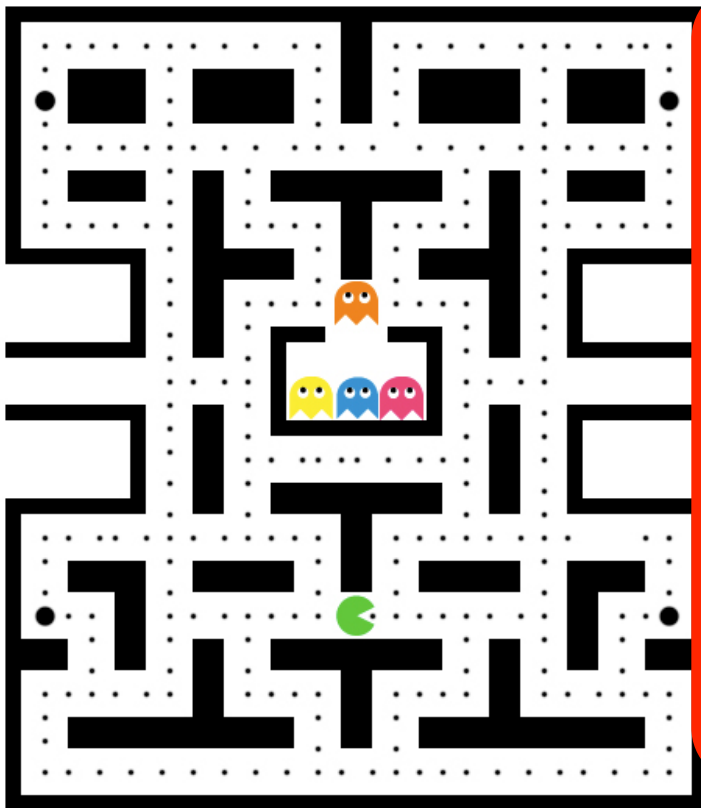
Gaining Points

Eating Pellets

To eat the pellets on the maze the user must maneuver atop the pellets. Eat pellet is worth 10 points

Answering Question

Eating a power pellet will initiate a question and allow the user to pursue the enemies and capture the enemy representing the right answer as shown through the key on the right side of the game screen.



 3	1
 2	2
 3	3
 4	4

Given: $2x + 2 = 6$; What is x ?


Score: 12534

Answer Questions

Matching an answer to Enemy

Once a question has been asked. Multiple choices will appear on the right side of the screen. An image of each enemy is shown near each multiple choice. Once you have a solution to the question asked you should pursue the enemy that represents the correct answer. If the correct enemy was captured then the user will receive 100 points.