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\* A proposal for the design and development of \*  
\* A video pin based on Count Pacula and his \*  
\* loving family \*  
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To: Team Members

From: Group B

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J4P

## THE CHARACTERS

- COUNT PACULA Has two fangs and wears a cape. Tries to eat all the red dots and bite members of Pac family.
- MR. PAC-MAN A fine upstanding citizen, very smart and crafty, can anticipate Count Pacula's moves and is always chasing him very closely. On defense he can usually out maneuver Count Pacula, will never hide in a room, always keeps moving.
- MRS. PAC-MAN Smart, but not as crafty as Pac-Man, can be scared easily. On defense she is not as fast as Pac-Man, will sometimes hide in a room where she may easily be caught.
- COUSIN SIX PAC Very fast, but in his zeal to catch Count Pacula often misjudges corners and crashes into walls. (Great acceleration but doesn't handle in the corners), if he sees Pacula in a long hallway he will probably catch him, unless Pacula can make a quick turn, if that happens, Six Pac will probably zoom right by and crash into the wall. He can usually make a bouncing turn at the end of a short straight but if he has to turn at the end of a long hallway, he can kiss it good bye! After crashing he is stunned for a moment then collects his wits and speeds off again. On defense he is very unpredictable, sometimes hiding in a room, sometimes crashing into walls. He is in great danger of being caught during the time he is stunned from hitting a wall.
- BABY PAC-MAN A bit older now but he has no experience, easily out foxed by Count Pacula, his adolescent bravery gets him into trouble, he is easily frightened when under pressure on defense, hides in a room often, shakes when scared.



## COUNT PACULA

### BACKGROUND

- The player assumes the role of Count Pacula, who is a blight on the good Pac family name. All of the Pac family members have assembled at the ancient Pac mansion, located in Pacsylvania. Their intention is to rid the country side of this embarrassing pest once and for all, and to clear the good Pac name. The family members include Pac-Man, Mrs. Pac-Man, Baby Pac-Man, and long lost cousin Six Pac. Cousin Six Pac has returned from one of his many wild adventures to aid the Pac family. Former movie stunt man (mostly westerns, he was chief of indian training, sometimes known as Pac of wild indians) and mountain guide (riding a Pac horse), Six Pac's name came from his known affection for a certain beverage started by his Great Grand Pac. Great Grand Pac entered his new brew in a local contest and won 1st prize. The brew became known as... Pac's Blue Ribbon. Six Pac is an adventuresome and rambling kind of guy.

The action starts at night fall, when Count Pacula leaves his coffin to enter the mansion. When in the mansion, he eats all the red dots that appear on each floor and returns to his coffin before daybreak. He has done this every night for centuries. But not tonight. Tonight is different. Tonight when he enters the mansion, he is startled by the members of the Pac family carrying wooden stakes. He runs frantically through the mansion, eating red dots and fleeing the Pac family. Occasionally a ghost will appear that scares the Pac family, but only momentarily. The ghost soon tires of this diversion and disappears. If Count Pacula is skillful and can find a large red energy pill, the Pac family will become frightened, drop their stakes and flee. Count Pacula now chases them to bite their necks. He remains aggressive until the Pacs find more stakes. Count Pacula may also find a special bat pill which will enable him to escape danger by turning into a bat and flying to another part of the mansion. He may want to save this pill until the threat of sunrise when he could quickly fly back to this coffin. He must eat all the red dots or return to his coffin before daybreak.



## THE GAME

The setting is Count Pacula's old mansion. The mansion has four floors. The pinball playfield represents the basement. Each floor is a different maze and consists of hallways and rooms. There is a stairway at the top of the screen that leads to the next floor up. A stairway at the bottom of the screen leads to the next floor down. The down stairway on the first floor leads to pinball (the basement).

Count Pacula can travel freely up and down the stairways. He travels throughout the house eating red dots. He does not have to complete one floor before going to the next. The player (Count Pacula) can go to any floor (maze) that he wishes.

As you travel to higher floors the mazes become progressively harder. The rooms become smaller in the upper floors.

Count Pacula is chased by four members of the Pac family; Pac-Man, Mrs. Pac-Man, Baby Pac-Man, and cousin Six Pac. They try to hit Pacula with wooden stakes.

If Pacula eats a moon dot, the Pac people lose their stakes, turn red, and run away. Count Pacula will then chase and try to bite them. If he bites one member of the family, that member turns grey (same color as Count Pacula) and assists Pacula in trying to bite the remaining Pac people. After a while, the Pac family turns normal again (yellow) and starts chasing Pacula.

A ghost will occasionally appear and pass through one of the exterior walls on each floor. This indicates to the player where there are secret passages that lead to the basement (pinball). These constantly change.

The player has a joystick and a bat button. The bat button must be qualified (lit) to be used. Pushing the bat button will enable Count Pacula to turn into a bat, fly over anyone chasing him and escape to another part of the maze. There is a time limit to the length of time he is a bat.

Spelling BONUS on playfield awards bonus objects on video. These objects can move slowly through the house. No limit to bonuses you can earn. Each house completed is represented by its own bonus object. Example: If player spells BONUS on playfield before Count Pacula has eaten all the dots in the house, a Bloody Mary will appear in the house. If bonus is spelled again, another Bloody Mary will appear. When Count Pacula completes that house, a Bloody Mary will appear at the bottom of the screen. The next bonus object will be different.