

# PAC MAN

Zilog z80 transcode to the Motorola 6809  
For the TRS-80 Color Computer 3

Requires a 512k CoCo3

This user guide explains how to setup the disk image and PAC MAN setting so you can play Pac Man on your TRS-80 Color Computer 3. Just like using MAME you must have the rights to PAC MAN ROMs to play PAC MAN. For the CoCo3 you must copy the PAC MAN ROM called PACMAN.5E to the DSK (Disk Image) that came with this user guide.

There are a few programs available to copy files to CoCo .dsk images. Below is an example of using MAME's image manipulating tool called "imgtool." Which should be installed automatically when you installed MAME.

From the command line type the following:

```
imgtool put coco_jvc_rsdos <imagename.dsk> <source/filename> <filename  
on CoCo disk>
```

Here's an example of copying the pacman.5e ROM file from a folder called roms/pacman/pacman.5e

```
imgtool put coco_jvc_rsdos PACMAN.DSK roms/pacman/pacman.5e PACMAN.5E
```

There is another disk image tool you can download called ToolShed found here:  
<http://toolshed.sourceforge.net/ToolShed.html>

For specific help using ToolShed's copy feature look here:  
[http://toolshed.sourceforge.net/ToolShed.html#copy\\_decb](http://toolshed.sourceforge.net/ToolShed.html#copy_decb)

Here is an example of copying the same pacman.5e file using ToolShed:

```
decb copy -2 -b roms/pacman/pacman.5e PACMAN.DSK,PACMAN.5E
```

To use it on a real Color Computer 3 you can use your favourite method to convert the .dsk image to a real floppy or move it to an SD Card and use it with the CoCoSDC.

How to start PACMAN on the CoCo 3:

First type DIR and press ENTER, if you properly copied the PACMAN.5E ROM to the disk then your screen should look like the following picture.

```
DISK EXTENDED COLOR BASIC 2.1
COPR. 1982, 1986 BY TANDY
UNDER LICENSE FROM MICROSOFT
AND MICROWARE SYSTEMS CORP.

OK
DIR

GO          BIN    2  B  52
PACMAN     BAS    0  B  1
PACMAN     5E     2  B  2
OK
█
```

If you don't see PACMAN 5E as in the image above then you need to copy the file to the disk as explained at the bottom of the previous page.

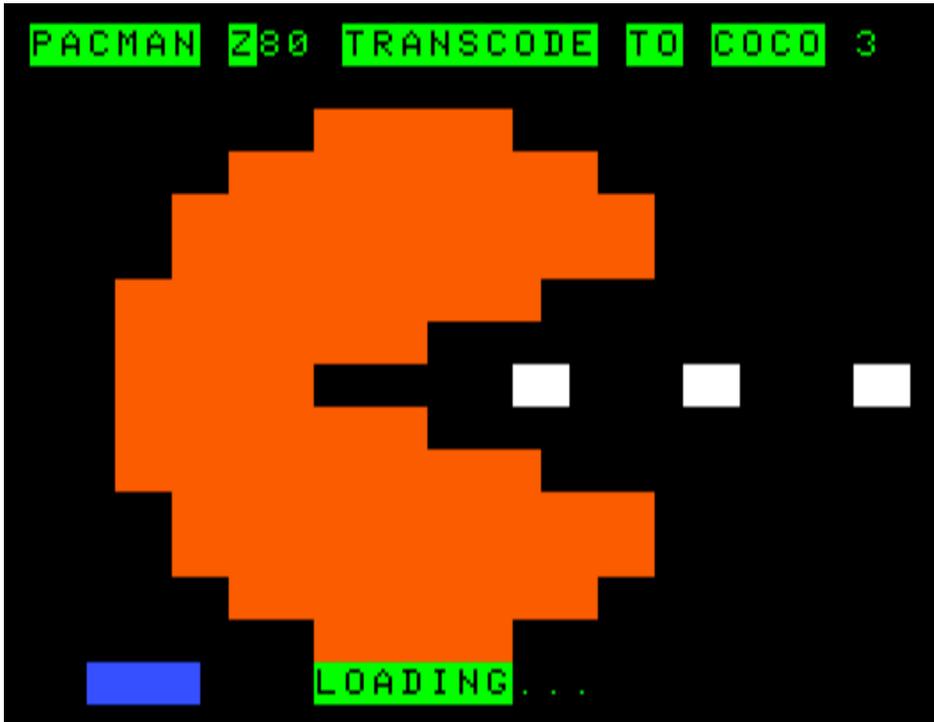
If your screen shows all three files then you are good to go, simply type: RUN"PACMAN" and press ENTER

```
DISK EXTENDED COLOR BASIC 2.1
COPR. 1982, 1986 BY TANDY
UNDER LICENSE FROM MICROSOFT
AND MICROWARE SYSTEMS CORP.

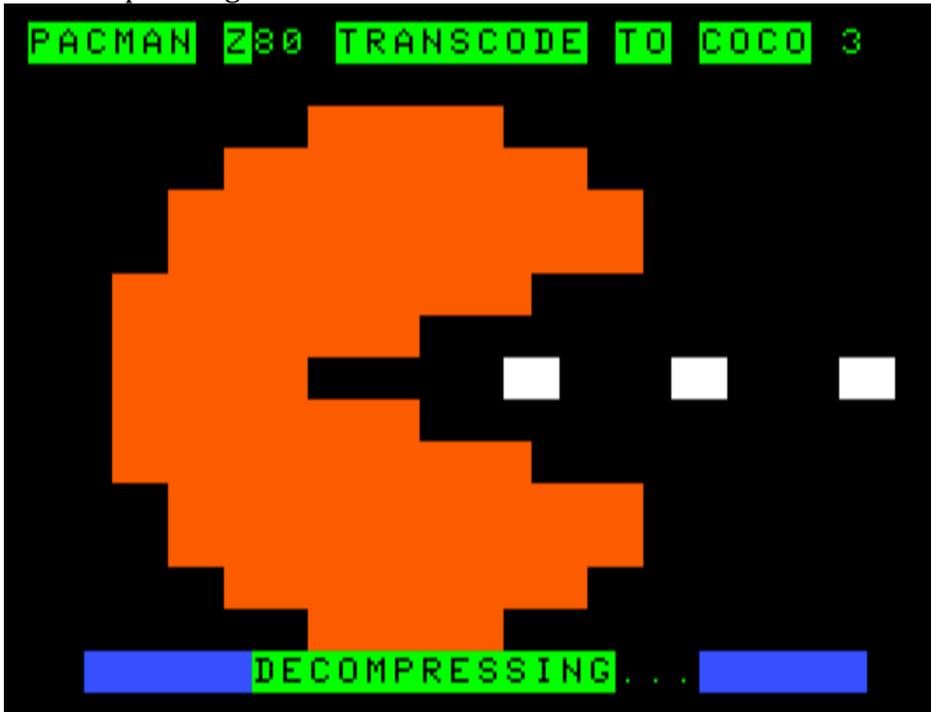
OK
DIR

GO          BIN    2  B  52
PACMAN     BAS    0  B  1
PACMAN     5E     2  B  2
OK
RUN"PACMAN" █
```

You will be presented with the loading screen shown below. Once the Bar at the bottom of the screen is reaches the right side of the screen then the game is loaded into RAM.



Once loading is complete it will show a message at the bottom of the screen saying it is decompressing.



Once it's finished decompressing you will see a black screen for a few seconds then you will be presented with the PAC MAN option screen.



In this menu you can change the DIP switch settings that are built in to the real PAC MAN arcade machine. Plus a few special options for this version of PAC MAN.

Use the Up & Down arrow keys to move up and down the screen and Left and Right arrows to change the options. The options and what their function are explained below.

**VIDEO MODE (RGB/COMPOSITE)** – Choose the colour output mode RGB if you are using an RGB monitor or COMPOSITE if you are using a TV with composite input

**CONTROLLER (JOYSTICK/KEYBOARD)** – Choose to play the game with either a Joystick plugged into the CoCo 3 or use the CoCo 3 arrow keys to play the game

**LIVES PER GAME (1/2/3/5)** – Number of PAC MAN lives to start with each game

**EXTRA MAN AT (10000/15000/20000/NONE)** – What score you need to reach in the game at which point you will get an extra PAC MAN life.

**DIFFICULTY (NORMAL/HARD)** – Sets how hard the game is to play. In Hard mode more ghosts come out of their home faster at the beginning of the game.

**GHOST NAMES (NORMAL/ALT)** – Changes the names of the ghosts on the attract screen. ALT makes their names show up as “AAAAAAA BBBBBBBB” characters. Pretty useless option but is included to be complete.

**CHEAT MODE (OFF/ON)** – When this is set to ON you can press the Y key during the game to skip the current maze. This is built into the original PAC MAN to test the game.

**EXTENDED SCROLL (ON/OFF)** – This is a special feature of the CoCo 3 version of PAC MAN. To fit the PAC MAN screen onto the CoCo 3 screen without losing any detail it was necessary to cut off the top and bottom of the original arcade screen. The game will automatically scroll up and down so that you can see most of the screen around PAC MAN at all times. This option sets that automatic scrolling limit. In EXTENDED mode the scrolling shows the very top and bottom of the screen. This will include the score at the top and the lives left and fruit/level information at the bottom of the screen. If EXTENDED mode is off then the automatic scrolling only shows the maze at all times. You can press the A key at anytime to see the very top of the screen where the score is and press the Z key to see the very bottom of the screen where the lives and fruit/level are displayed.

When you are happy with the options you have selected press the space bar to start PAC MAN.

Once the game starts press 5 to insert a coin. Press 1 to start a one player game or press 2 to start a two player game. If two players are selected you must use the same joystick.

I hope you have fun!  
Glen Hewlett