

PAC-MAN

namco™



Nintendo

ENTERTAINMENT SYSTEM®

EUROPA-VERSION

Original
Nintendo
Qualitäts-
Siegel

Pac-Man 1.0 By Burkess

Welcome to Pac-Man. Pac-Man has fallen into a trap and has been cornered by ghosts in a maze. He'll need to escape if he has any hope of survival.

You'll need these.

1000 Waka Points.

Locations:

1. The Maze
 2. Anywhere else in the Pac-Man universe.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Waka Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Team Work Makes The Dream Work: Grants an exceptional ability to coordinate with groups and work together as a team to achieve a shared objective. Every member of the team will know what they're meant to be doing, and you'll be able to brainstorm the best ways to use everyone's abilities.

A Step Ahead: You're a naturally fast runner, and you take corners twice as fast as you usually should be able to. You also have unnaturally good balance and are highly unlikely to trip or stumble.

Speed Boost: Each purchase increases your movement speed by 50%.

The Escape: Allows you to analyze the weak points in any structure or building to find the best means of entry and exit. This would tell you how to break out of any prison or bindings, but it's up to you to apply this information.

Advanced Senses: All of your five senses are doubled in effectiveness.

Echolocation: You can create a map of the area and understand where everything is based on the sound waves you can perceive. Your perception extends to any area where a sound you created reaches.

Top-Down View: You're able to observe your surroundings using a top-down view, so you can see all the action and keep eyes on your blind spots.

Long Chase: The longer you spend chasing a target, the faster you'll get. Your speed will steadily increase over time.

Burst Speed: You can rapidly accelerate yourself to up to 4 times your usual speed for short periods of time.

Run And Get Chased Forever: Grants infinite stamina and provides a healing factor that fixes the damage from constant high speed movement, bruises, scrapes, and exercise as they happen. You could run indefinitely and only have larger muscles and an increased lung capacity to show for it.

Sound The Alarm: Hear an alarm whenever you're in danger. The sound emanates from the threat itself. It shuts off when the threat has passed.

Blinky's Pursuit: When you chase someone, you remain locked on to them. Any place they've been will have tracks visible to you so you can keep on top of them.

Pinky's Ambush: You have a mental map of the area you're in and know the best shortcuts to corner a target. This enables you to anticipate where they're going to be and cut ahead of them, so you can ambush them.

Inky's Patrol: You have excellent luck when wandering around and looking for someone, and can happen to bump into them even on a random patrol. If someone gets away from you, deciding to randomly search will lead you in their direction again.

Clyde's Unpredictability: This grants you the ability to stay out of someone's way when chasing them. You can track them and stalk them, all while avoiding them knowing you're there. When you do decide to approach, it'll come as a surprise.

Everything Is Fine: No matter how stressed you get, you can keep your cool. Even when a situation gets dire, you'd still be able to make decisions as if nothing was the matter.

Chomp: Can eat things like Pac-Man, while not a Pac-Person. You can make your mouth larger, so you can chomp things. You gain the ability to digest a vast number of things without issue as well.

Scary Quarry: Can scare your pursuers so that they spend time running from you rather than towards you. Those who lack confidence in themselves will be more wary and hesitant around you.

Pac-Person: You're a Pac Person! You become Pac-Man's equal and can do anything he can do.

Ghost: You become a Ghost. You can alter your physical form to a variety of shapes. In the event your body is destroyed, your spirit will return to a regeneration chamber you now know how to create, where your body will be reconstructed again. Your physical body no longer matters. Only your soul does, as it remains the only weak point you have.

Absolute Awareness: Knowledge of where everyone and everything is and what they're doing within a 1-mile radius. Comes with protection against information overload.

Items:

Regeneration Chamber: Free for Ghosts! This is a small chamber that ghosts can use to reform their bodies. Even if they're not ghosts from this world.

Ghost Pen And Storks: This pen spawns ghosts that you can find in this world. They'll spread out across any settings you visit and establish their own ghost pens. The Stork delivers new Pac-People. It has many siblings who can populate a setting with Pac-People while also spreading self-sustaining patches of power berries that the Pac-People can use to defeat Ghosts.

Power Pellets And Power Berries: Free for Pac-People! This will cause power pellets and power berries to spawn in future settings, especially when you encounter trouble. They'll always be nearby, waiting for you to collect them.

Maze Summoning: You can trap people in a maze of your own design, causing it to emerge from the surroundings when a condition is met, or you choose to activate it. You can tweak the layout of your maze. By default, it looks exactly like the maze the ghosts trapped Pac-Man in.

Fruit Supply: You have endless baskets of fruits that refill as they're removed and never rot.

Warp Tunnel Technology: This is a set of instructional guides on how to create the warp tunnels you'll find in this world. They allow someone to enter one end and then come out on the opposite side of a maze, for example. There are many practical applications to this.

Colored Capes: These cloaks shape-shift with the user and are made for ghosts to wear. You can also wear them despite not being a ghost. They'll change colors and patterns to whatever you want them to be.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Waka tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave whenever you feel like it, unless a drawback conflicts with this.

Continuity Toggle: Free! With this, you can choose for other Namco properties to be canon to this universe. For example, you could experience the events of Street Fighter X Tekken and join in alongside Pac-Man.

Be The Main Character: You become Pac-Man and gain his powers, memories, and role in the world. You must escape the maze.

Longer Stay: You'll spend 10 more years here.

Item Lockout: You can't bring items from outside the jump into this jump.

Power Lockout: You can't use abilities from outside this jump here.

Power Lockout 2: You don't get access to any purchases here until after the jump ends.

Companion Lockout: Your companions can be imported and buy things, but they can't enter the jump with you.

Be The Main Badguy: You're either Blinky, Pinky, Inky, or Clyde. Your goal is to defeat Pac-Man.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

Prepared Ghosts: The Ghosts have all received information about your skills and capabilities. They also know details about your personality as well.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Waka points as you spent. They don't like you and want to defeat you.

The Ghosts Dislike You, Specifically: All the ghosts in this world don't like you and are out to antagonize you. Defeating enough of them will have some of them decide to leave you alone, especially if you prove to be dangerous.

Pac-Person Pariah: You start off with the Pac-People believing you're a menace and a threat to them. You can change their minds.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?