

Trouble in Pac-Land

Is there no sanctity left anywhere? Even the good name of our beloved Pac-Man has been tainted as steroids have run rampant throughout the country, and the ghosts have been linked to the distribution. Everyone has been a bit on edge, and Pac-Man just learned that one of the ghosts has kidnapped his girl, and roid-rage is starting to kick in. We need to help him locate Ms. Pac-Man as quickly as possible to find out what she knows, avoiding the ghosts along the way. We should mention that he's bulked up so much that every time he tries to go anywhere, he moves two squares at a time, so be careful about which way you travel and good luck maneuvering around the corners.

Witness: Andy Crane

