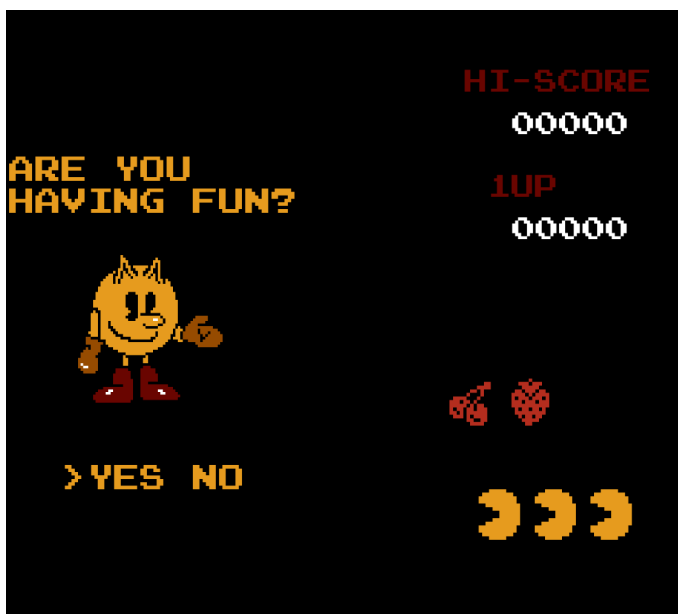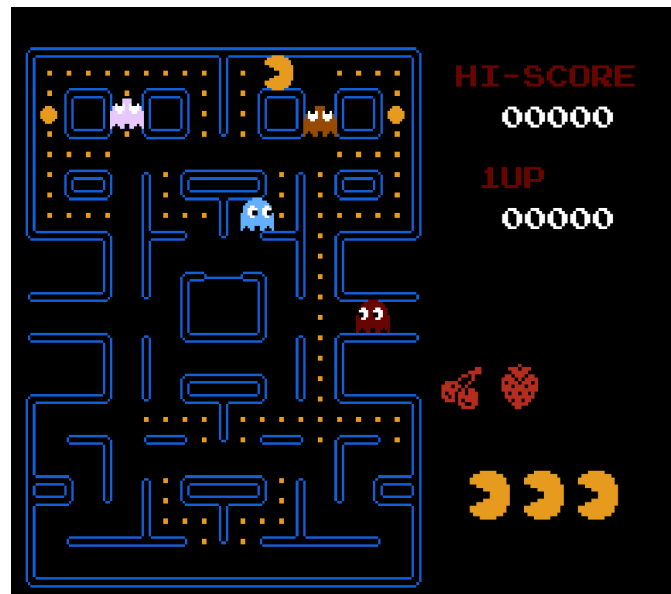I've been a fan of Pac-Man for a long time, I wouldn't say I'm obsessed with him but I've enjoyed playing the games for as long as I can remember. I've been collecting them for a while now and it's pretty entertaining to see the different versions and iterations of Pac-Man on different softwares and consoles.

My friend recommended I go to the thrift store, he saw a copy of Pac-Man on the NES and thought I would like it. Being the Pac-Man fan I am, I drove to the store to go and check it out. It was there, I brought it to the checkout aisle and purchased it. When I returned home, I plugged in my old NES to my PC monitor, and began playing.

Everything seemed normal besides the fact that the score broke, there must've been an error in the code or something to have caused this.
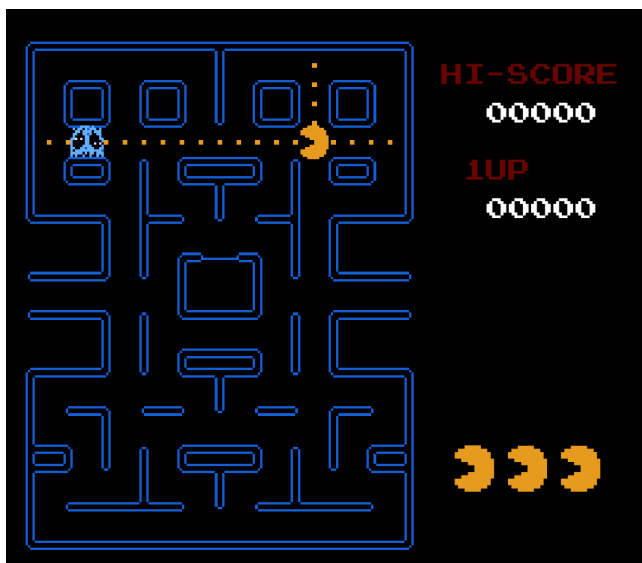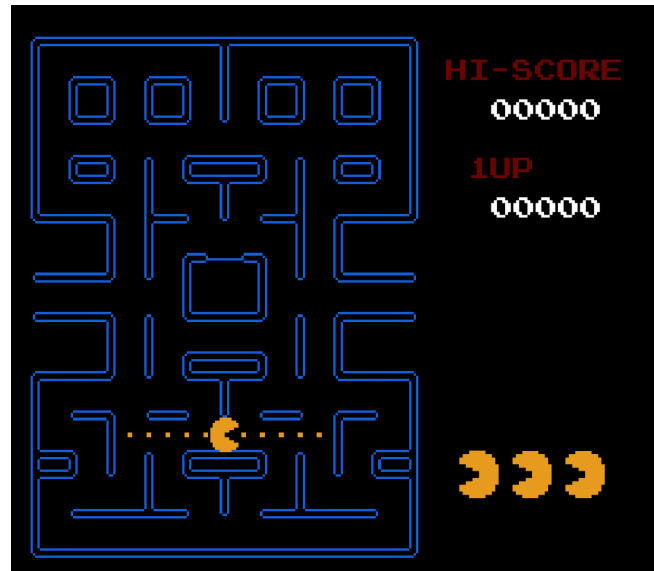
Besides that, I continued to play the game for a while until I came upon this screen mid-playthrough. This screen had never appeared in any Pac-Man game from what I've seen, not even the original game.

Pac-Man is asking me if I'm having fun accompanied by a tune similar to the one heard in Pac-Mania, this feels similar to when mobile games ask for a 1-5 star review. I pressed the option that says "yes" the game froze for a solid minute after a while the game went black for a solid five seconds. Then the game sent me back to the beginning, as if I never played it. Something was wrong, there were only a
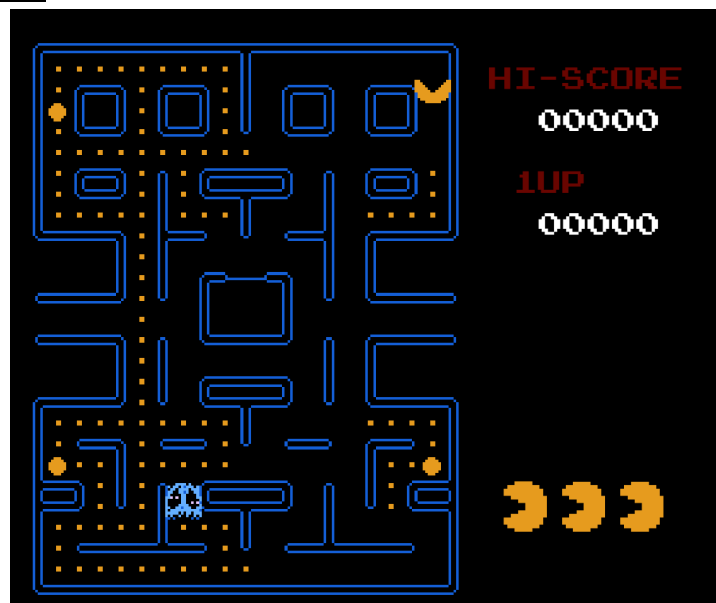
set amount of pellets in front and behind me.

Once the now glitchy opening fanfare ended, I collected the pellets in-front of me only to find the pellets above and below me reappeared. I then realized that I can only see what Pac-Man sees, meaning if there's a wall in front of me, I can't see beyond that wall. I didn't wanna complete the level just yet so I decided to see if there was anything else unusual to see what else the game has in store for me, until I came across this.
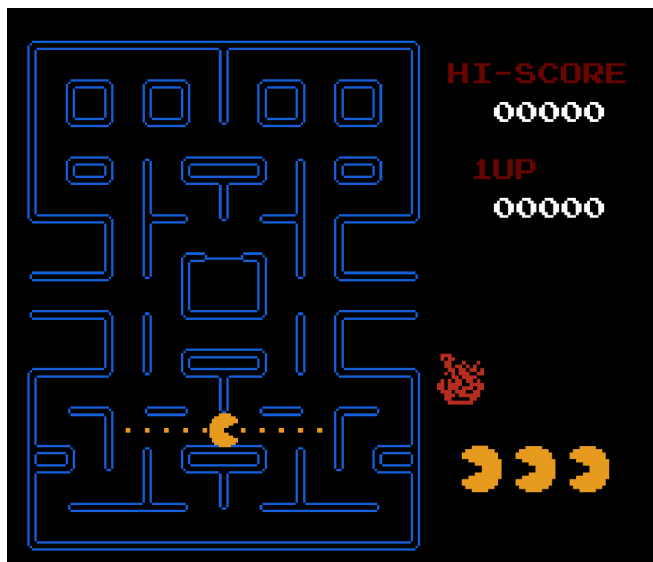

I was immediately disturbed upon encountering this distorted ghost who shared a resemblance to Inky, it just stood there for a while doing nothing. Out of nowhere it gave chase, I got started and started to run. It was slightly faster than Pac-Man's speed, and it was gaining on me, so I had to be quick. Inky gave up eventually and wandered off on their own. I went back up to a power-pellet to see if I could eat it like the base game, the mechanics for it have been changed entirely.

The power-pellets no longer make the ghosts vulnerable, but as a tradeoff, the entire maze is highlighted.. For about five seconds. This would come to use later on I thought to myself. I completed the maze whilst avoiding Inky, he did chase me around from
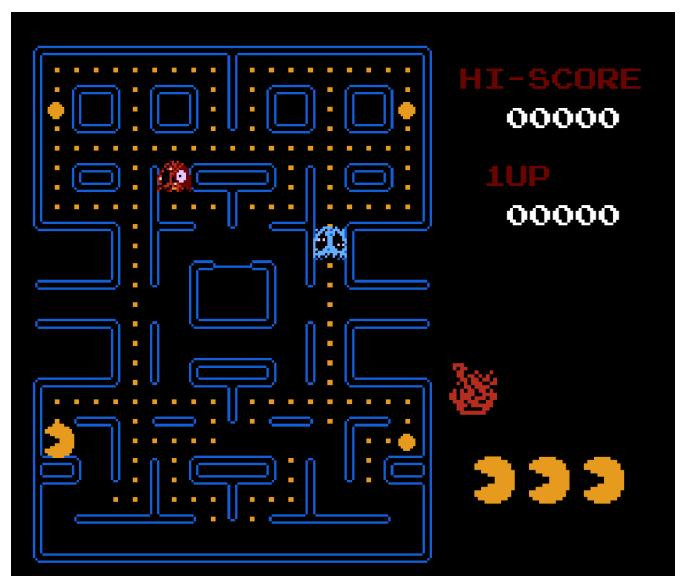
time to time but it was relatively easy to avoid him. Then the same screen appeared as before. Pac-Man showed up asking if I was having fun once again. This time around, I pressed no. Pac-Man didn't seem to like this, he turned eyeless for half of a second before the game reset, sending me back to a new level. The fruit that would've appeared from the start was now

in a weird shape, I couldn't make out what it was so help would be appreciated if you know what this could be. I started to play the game as normal, collecting all the pellets. It was when I collected a power pellet that I noticed another new addition to the game.

Blinky is here now, they weren't here before, but they are now. They seem to have very skittish behavior. I didn't pay attention to it at first, until I went into the same row as him.

Flame's engulfed his eye as he rushed down the row. I didn't have time to react to this so I got caught, as a result; I lost a life. I then felt a sharp, strong, quick pain in my heart, I yelled in pain as it was so sudden. I had no clue what caused this, or how it happened. The game started up again, I decided to play the game and go to the hospital later, I completed the maze with two

lives. Pac-Man reappeared on my screen after I completed the maze, he once again
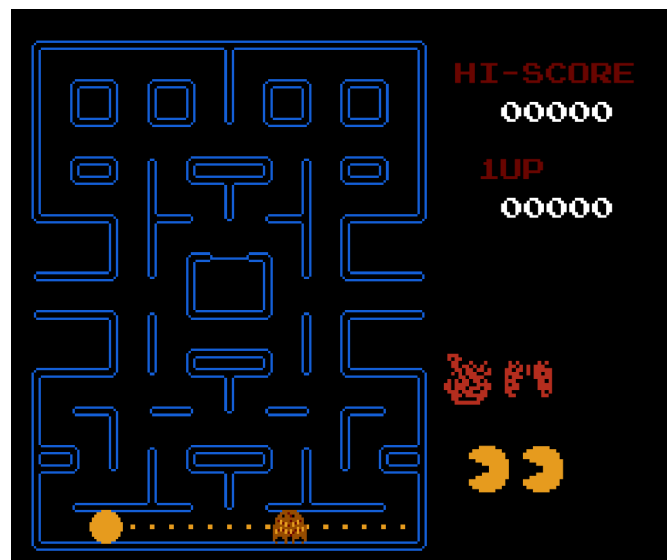
asked if I was having fun. Once again, I was about to press no when his usual sprite changed.

His eye sockets were pitch black, with small pink eyes with black pupils inside of them. He had a wide gaping smile. I was startled by this at first, but I shrugged it off and pressed no once again. The game reset to a new level once again, this time a new symbol appeared right beside the first one. I didn't take a screenshot of the game restarting, you can use your imagination for that. Following the same formula that the last level had, a new ghost arrived on the scene, this time the ghost resembled Clyde.

They appeared right in front of me, just standing there. Curious, I stood in the row for a while to see what would happen after a while. He started to bleed out, distort. I felt uncomfortable watching this so I left the row he was sitting in, he vanished as if he was never there. Once again I completed the classic formula, avoiding the ghosts and collecting all the pellets, I nearly died due to Clyde blocking me off and Blinky rushing down to kill me if it wasn't for the portals on the side of the maze. I felt an uneasy feeling in my stomach after I completed the third
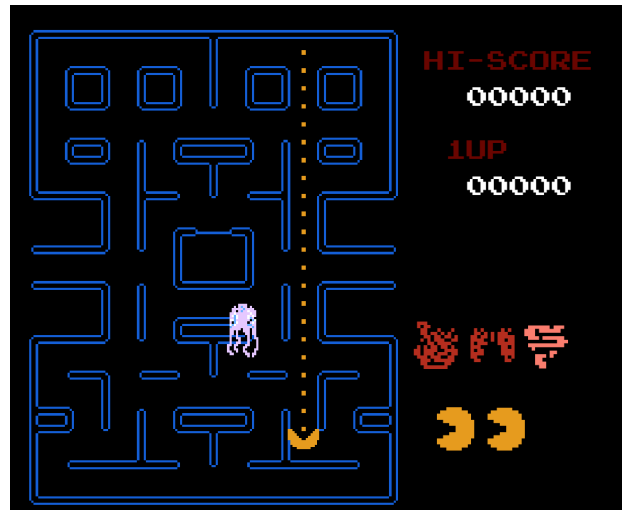

level, like something was off, like my body was telling me to stop playing the game. The same thing happened again as before, Pac-Man asked if I was having fun, but something was… off…

It wasn't the sprite change that startled me.., It was something different. I felt a strange

presence behind me, something breathing down my neck, watching me, and a gray patch that I didn't notice before started to spread across his back. This time around, I picked yes, I would've pressed no if it didn't feel like there was a demon ready to rip my insides out if I pressed no. The game rebooted once again, and a new ghost appeared, resembling Pinky, with strange elongated limbs and a corrupted face. It didn't follow the basic ghost pathfinding the original game contained, it phased through walls at a relatively slow pace.

After not dying for a while, the game froze. Out of the blue all 4 ghosts appeared in every possible direction to move, without a choice I died. Then, I felt a sharp pain like before, but this time it struck my heart, lungs, and stomach. The game had been taking a physical toll on me as if I were a part of it, and I hated it. I wanted to close the game right here and right now, but a new screen appeared. Pac-Man didn't

want me to leave, he told me to keep playing. The same sprite from the last screen appeared, removing the yes and no options.

This screen played for a solid 30 seconds before it blasted a loud screaming noise for 3 seconds straight. Everyone in my neighborhood heard it, my neighbors were calling me on my phone. I tried to get up and pick up the calls, but I couldn't. I was glued to watching the screen, even if I wanted to move I couldn't, this unnatural force had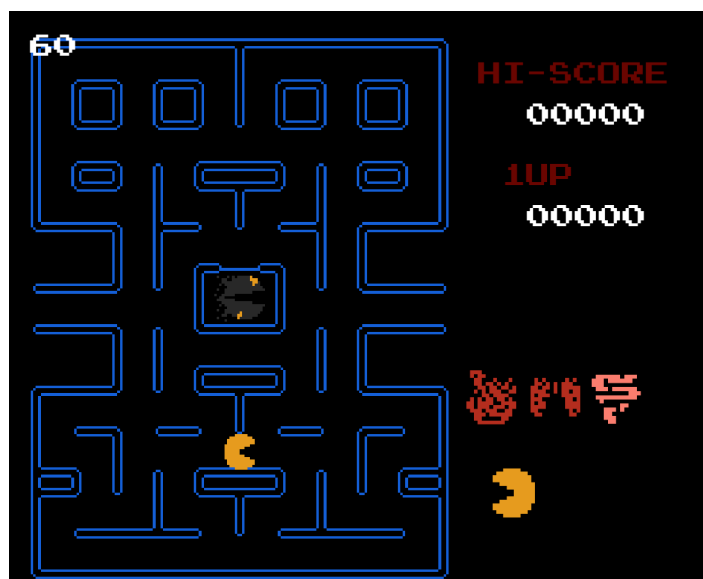 me trapped playing the game. The only emotions I can feel are fear, and sadness. I can't leave until I beat the game, or I die.

The game rebooted, but the maze vanished, a timer appeared at the top left reading 180 seconds, it was ticking down. I was able to see all the ghosts, this was a good thing because I had 5 seconds to see them before they all charged at me. They all tried to corner and kill me, I was scared for my life because I didn't wanna find out what happened when they caught me due to the pain I felt earlier. The screen started to flickered around 120 seconds in, making it much harder to dodge the ghosts chasing me.

Time ticked down slowly to zero as I tried to delay what I thought would be my demise. As the timer hit 60, the screen went black, a new screen appeared in place of the void I was being chased in. Pac-Man had sharp claws, his eyes were blacked out completely, his smile was wider, and the grey patch on his back was even bigger, almost as if it was a flame of some sorts. He told me to make it count, he didn't tell me what specifically, but I assumed it was the last minute of the game he had in

store for me. The maze reappeared, but instead of the ghosts appearing, what I assumed was the Pac-Man that was talking to me all along was here, and he wanted to spend the last minute of the game hunting me. The timer hit 59 seconds, it moved at a speed faster than me, out of the blue I heard loud footsteps and shatters and crashes from my

downstairs floor, the noises got closer to my room.

I was now able to move and run from it, but it moved at a faster pace than me. Every 5 seconds the screen would cut out and the grey ghastly Pac-Man would return to spawn, and the noises got closer away from my room, giving me a somewhat breather before he ran after me again.

30 seconds left, the game was breaking upon itself. The game glitching out, the High Score text and 1UP text were replaced with the phrase "ARE YOU HAVING FUN?" repeatedly until it went out of bounds. The ghosts we're back, except Blinky for some unknown reason. I tried my best to survive, but in the end, I was out of luck. The grey Pac-Man had caught me. My door crashed open as if someone shattered it completely with a strong punch, and then, everything went black.
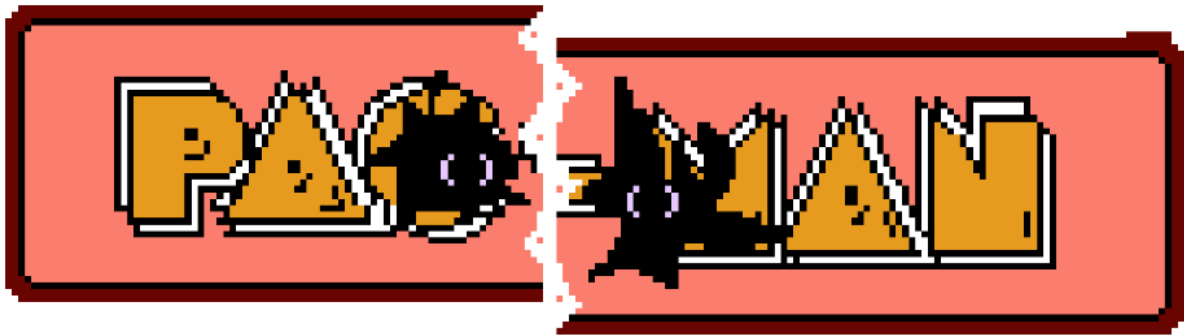
CASE NUMBER: 2017-01936
NAME: EVAN BROWN
DATE OF BIRTH: 03/14/1990
DATE OF DEATH: 06/3/2008

HIS HEART, LUNGS, AND LOWER INTESTINES WERE RIPPED OUT OF HIS BODY WITH NOTABLE LARGE WOUNDS, CAUSE OF DEATH APPEARS TO BE A HOMICIDE. NOTABLE DAMAGE IN ALL FLOORS OF THE HOUSE, AS IF A WILD ANIMAL BROKE IN AND SLAUGHTERED HIM. NO SIGN OF FINGERPRINTS OR ANY NOTABLE DNA SAMPLES HOWEVER, SUSPECT REMAINS UNKNOWN.

Written by: GlitchParadox
Original game/story by: Berick Cook
Special thanks to all who have supported me

Thank you for reading.