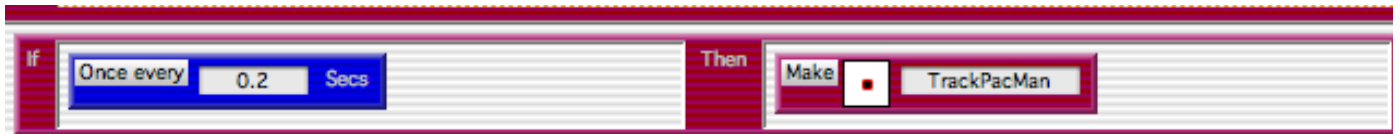


Hill Climbing

1. Program your ghosts to track Pacman. Remove any movement rules you may have in your Ghost's behavior and replace with the rule below:



Then create a "New Method" in your Ghost's behavior, named "TrackPacMan" and add the following rules (The name of the new method must match the text in the Ghost rule above EXACTLY):

