KLASSIKER DER SPIELEGESCHICHTE

05 PAC-MAN

27. MAI 2010
30 Jahre Pac Man

“I don't have any particular interest in [computers]. I'm interested in creating images that communicate with people. A computer is not the only medium that uses images; I could use the movies or television or any other visual medium. It just so happens I use the computer.”—Toru Iwatani
Regeln
Steuerung
Cabinet

Pac-Man    Puck-Man
<table>
<thead>
<tr>
<th>Farbe</th>
<th>Charakter (Name)</th>
<th>Übersetzung</th>
<th>Spitzname</th>
<th>Übersetzung</th>
<th>Charakter (Name)</th>
<th>Spitzname</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rot</td>
<td>Olkake</td>
<td>Verfolger</td>
<td>Akabei</td>
<td>Roter</td>
<td>Shadow</td>
<td>Blinky</td>
</tr>
<tr>
<td>Pink</td>
<td>Machibuse</td>
<td>Hinterhalt</td>
<td>Pinky</td>
<td>Pinker</td>
<td>Speedy</td>
<td>Pinky</td>
</tr>
<tr>
<td>Hellblau</td>
<td>Kimagure</td>
<td>launisch</td>
<td>Aosuke</td>
<td>Blauer</td>
<td>Bashful</td>
<td>Inky</td>
</tr>
<tr>
<td>Orange</td>
<td>Otoboke</td>
<td>Dummkopf</td>
<td>Guzuta</td>
<td>Langsamer</td>
<td>Pokey</td>
<td>Clyde</td>
</tr>
</tbody>
</table>
Pac-Man-Pattern
Cherry Pattern

http://nrchapman.com/pacman/cherry.html
Patterns

http://nrchapman.com/pacman/
http://www.math.montana.edu/~hyde/pacman/
http://brainbug.tripod.com/pacsolut.html
http://www.youtube.com/watch?v=Rh0HF2nYeXc

Abb.: Joystik-Magazine Apr. 83
Spiel-Logik

http://home.comcast.net/~jpittman2/pacman/pacmandossier.html
Ziele
Blinky
Pinky
Clyde
Refer to the diagram on the right. In this current situation, the place where each ghost wants to reach is indicated by the colored circles. Blinky obviously wants to go to Pac-Man’s position (the red circle). Except, he can’t reach him because he’s not allowed to go up the blind alley that Pac-Man is in. Pinky wants to go to the pink circle on the bottom of the ghost pen, which is four grid squares ahead of Pac-Man’s current direction. Since Pinky can never actually get in there, he’ll continue to circle the ghost pen until Pac-Man moves. Inky’s logic is a little complicated. The aqua square is the space two grid squares away from Pac-Man’s current direction. The place where Inky wants to go is the location that is equidistant from the square in the opposite direction from Blinky’s position (marked by the aqua circle). He too will circle around the ghost pen until Pac-Man moves since Blinky will never reach him. Clyde is simple. Clyde wants to go the red circle when he is far away from Pac-Man, and he wants to go to the lower left corner (the orange circle) when he is close. Thus, Pac-Man is safe in his current location. (Strategy-Wiki)
Rekord

3.333.360 Punkte, 3.7.1999

http://www.youtube.com/watch?v=1gXH90jixEY
Labyrinth-Spiele

1980 Pac-Man
1981 Amidar
1981 Crush Roller
1981 Jungler
1981 Lady Bug
1981 Lock ‘n’ Chase
1981 Maze Invaders
1981 Mous Trap
1981 Ms. Pac Man
1981 Oli-Boo-Chu
1981 Qix
1981 Round Up
1981 The Hand
1981 Thief
1981 Turtles
1982 Ali Baba and 40 Thieves
1982 Blue Print
1982 Check Man
1982 Dazzler
1982 Dig Dug
1982 Dorodon
1982 Eyes
1982 Leprechaun
1982 Orca
1982 Pac-Man Plus
1982 Pengo
1982 Q-Bert
1982 Tyl
1983 Bomberman
1983 Dingo
1983 Eggor
1983 Jr. Pac-Man
1983 Kick Boy
1983 Lover Bay
1983 Marvin’s Maze
1983 Mr. TNT
1983 New Sinbad 7
1983 Rootin’ Tootin’
1983 Swinging Singles
1984 Botanic
1984 Jack Rabbit
1985 I’m Sorry
1986 Merlin’s Money Maze
1991 Sel Feena
Ms. Pac Man (1981)
Pac Man Day
3.4.1982

It was only a matter of time—or maybe it was Pac-Karma. But whatever the reason, it was wondered. As the founda-
tion for a multimedia promotional campaign for the
Pac-Man home video game, Atari decided to celebrate
April 3, 1982, as National Pac-Man Day. On that Saturday,
the Pac-Man and his adversary Speedy (the red mascot)
toured 27 major U.S. cities. They were transported on special
Pac-Vans equipped with the sounds of the Pac-Man game.

In each city, they visited hospitals and donated video
computer systems and game cartridges to the patients.
They attended major sporting events—and for the first
time ever, a video character threw out the first ball at a
baseball game. They also visited shopping malls and
paved out T-shirts by the dozen. And prominent mayors
even presented them with keys to their cities.

Seems like a lot of travelling for one day. Well, because
these video images can be reproduced to respond better
deployal in as many places as necessary.
Discover Atari

... in Dodger Stadium, Los Angeles, California

... in Seattle, Washington

... in King of Prussia, Pennsylvania

... in the Superdome, New Orleans, Louisiana

... in Phoenix, Arizona

Pint-size Pac-Man in Pittsburgh, Pennsylvania

... in Baltimore, Maryland

... in Dodger Stadium, Los Angeles, California

... in Minneapolis, Minnesota

... in Atlanta, Georgia

Sound-a-like Contest in Dade County, Florida

Look-a-like contest in Rochester, New York

... in Tampa, Florida

Photos by Fred Smith and Associates.
VCS 2600

PAC-MAN

Video Computer System
Game Program

8 Video Games

The home version of one of your favorite arcade games.
One player, two players.
Pac-Man bei Google hat 4,8 Millionen Stunden vergeudet

http://blog.rescuetime.com/2010/05/24/the-tragic-cost-of-google-pac-man-4-82-million-hours/
Pac Man lesen
Pac Man hören
Pac Man essen, spielen, tragen
Pac Man basteln
Pac-Man zeichnen

Koubek, Raphael: Pac-Man, 27. Mai 2010
Pac Man ...
Percentage of chart which looks like Pac-man

- Looks like Pac-man
- Does not look like Pac-man

Mysterious Temperatures on Mimas

- Expected Temperatures
- Actual Temperatures
- Visible-Light Map
- Combined Map

Surface Temperature

°K

°F

-290
-295
-300
-305
-310
-315
-320
-325
Street Art
Rémi Gaillard
Pac-Manhattan 2004
Human Pac Man

First-person point-of-view seen by Pacman

GPS Pac Man
Roomba Pac Man
Pac Man Filme

http://bluesplayer.co.uk/youtube_blues/pacman/
Pac Man Serie
Pac-Humor

http://www.tripoint.org/games/literature/books.html
Pac-Humor 2
Hey man, are you lost too?

Yeah, I've been stuck in this maze for weeks now!

I've even tried leaving a trail of dots to follow to find my way out...

This is looking bad...

Better hit hyperspace...

What the...

...but it's almost as if some idiot keeps taking them!

Chomp! Chomp!

You are so going on a diet!

Watch this...

Waka! Waka!

Gulp! ?!

Productivity:

2007

2008

So as you can see, the figures are way down on last year!

I swapped the power pills for extra strong laxatives!

Evil genius!

WAAAAAAGHHHH!!!