



# KLASSIKER DER SPIELEGESCHICHTE

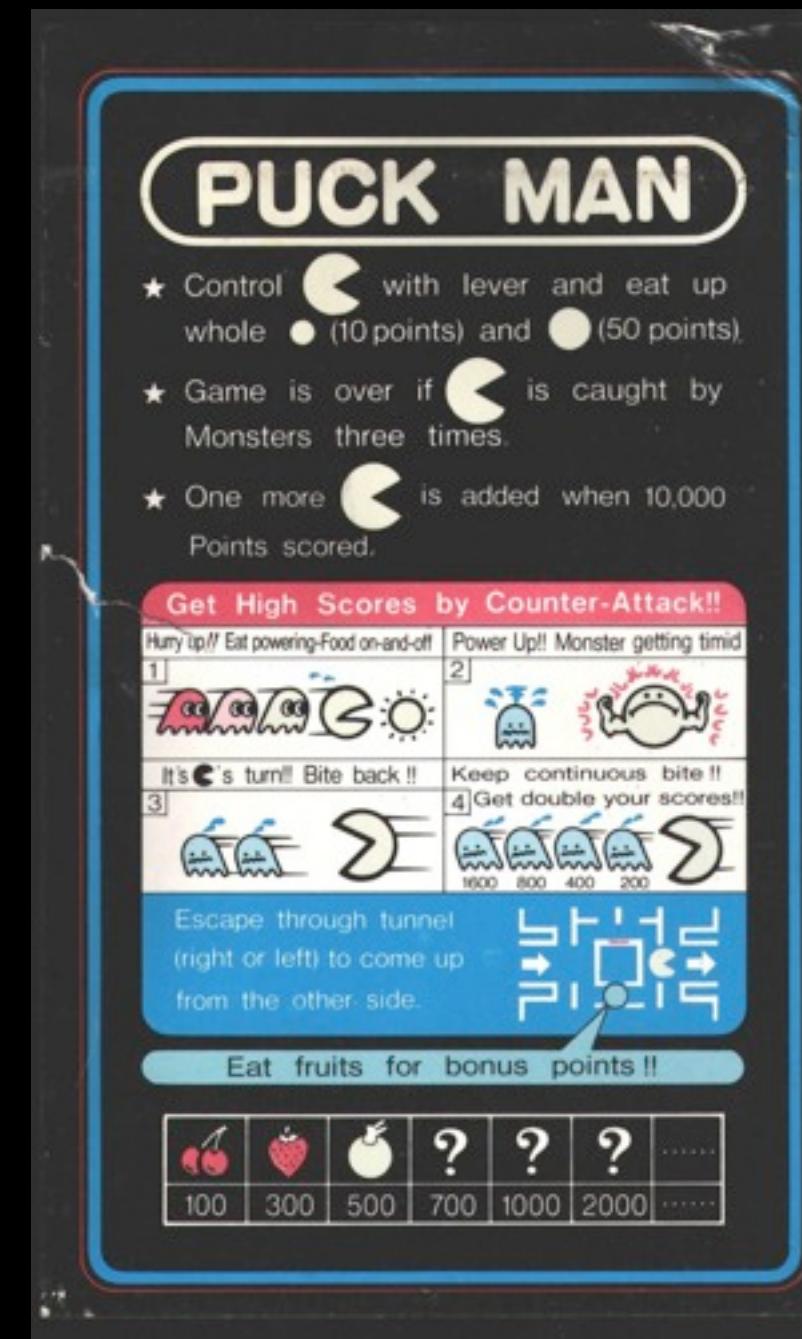
05 PAC-MAN

27. MAI 2010



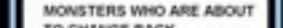
# 30 Jahre Pac Man

"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

## INSTRUCTIONS

- INSERT COIN(S)
- SELECT 1 OR 2 PLAYERS
- GUIDE PAC-MAN  THROUGH THE MAZE.
- PAC-AWAY DOTS FOR 10 POINTS.
- FLASHING ENERGIZER  FOR 50 POINTS
- AVOID MONSTERS 
- AFTER ENERGIZING CAN ATTACK 
- BEWARE OF FLASHING MONSTERS WHO ARE ABOUT TO CHANGE BACK 

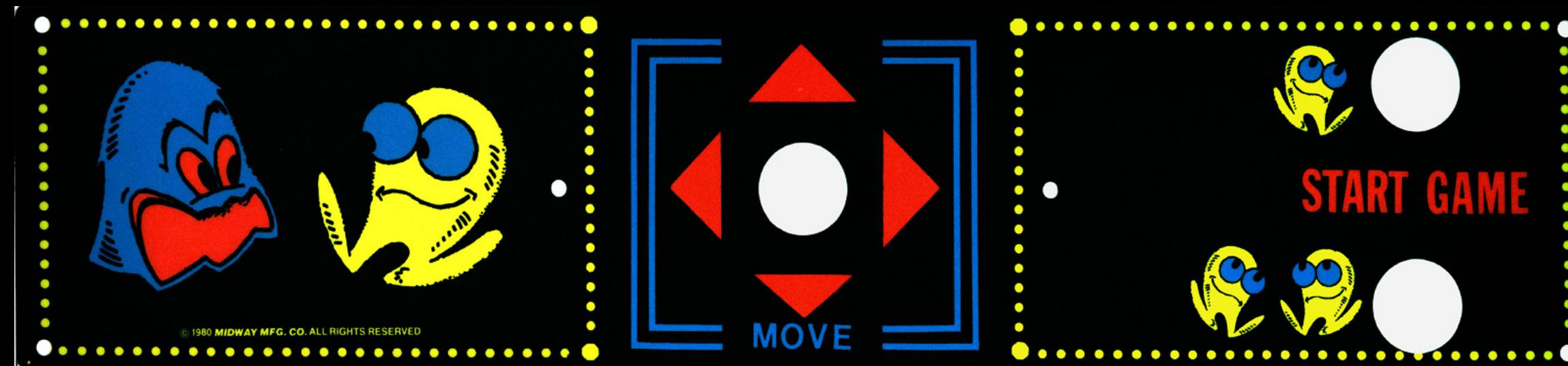
## MONSTER POINTS VALUE

	1600
	800
	400
	200

## EXTRA POINTS

	100
	200
	500
?	700
?	1000
?	2000

# Steuerung



# Cabinet



Pac-Man

Puck-Man

1UP 00 HIGH SCORE 2UP 00

CHARACTER	/	NICKNAME
SHADOW		"BLINKY"
SPEEDY		"PINKY"
BASHFUL		"INKY"
POKEY		"CLYDE"

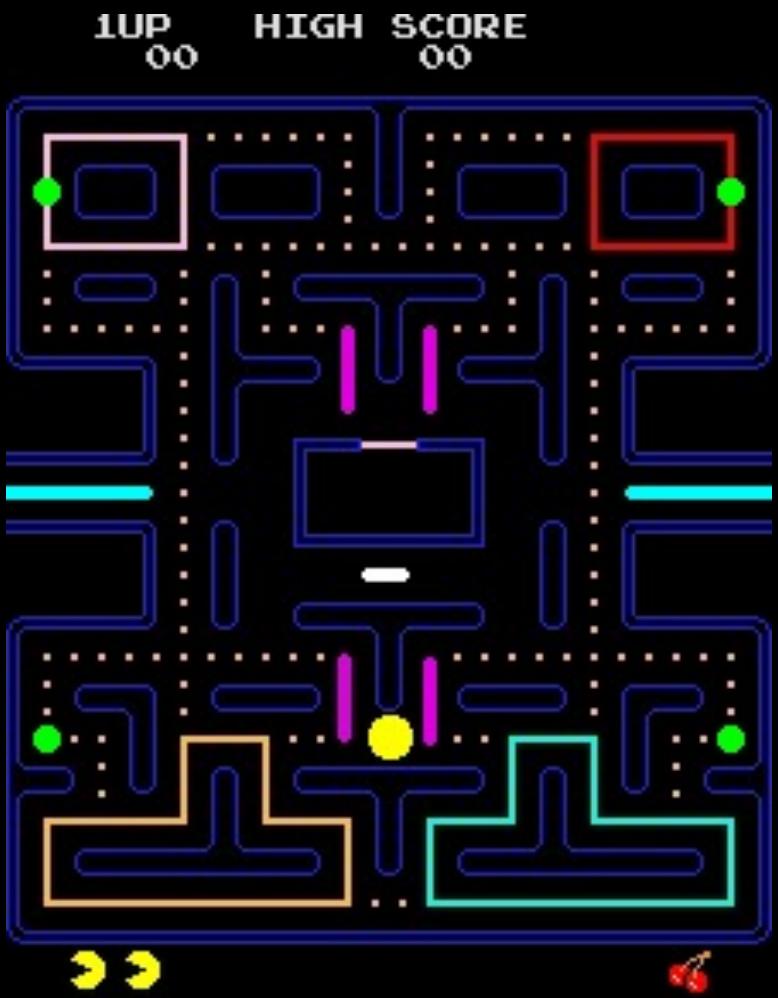
200

- 10 PTS
- 50 PTS

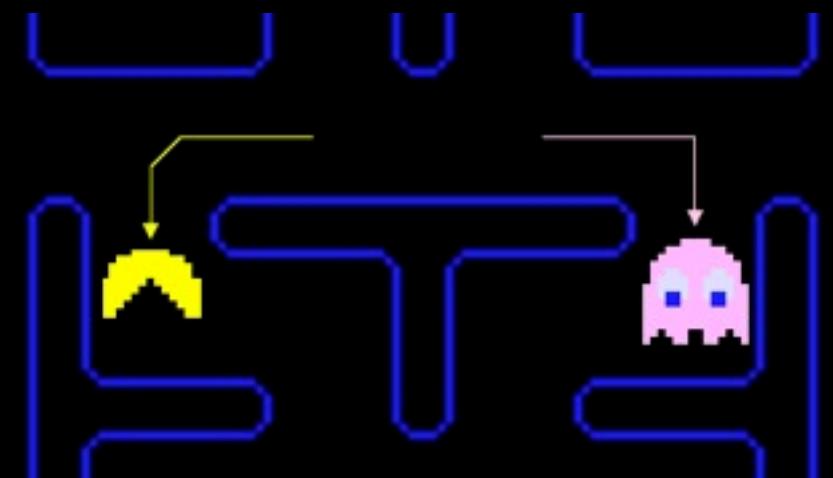
© 1980 MIDWAY MFG. CO.

CREDIT 0

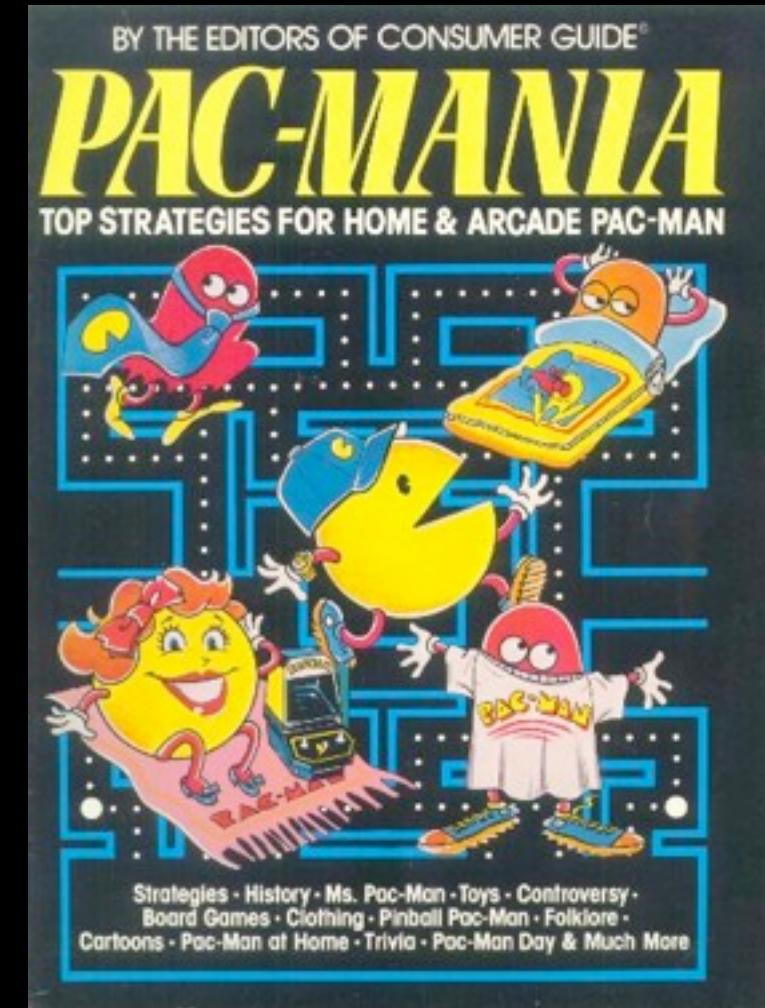
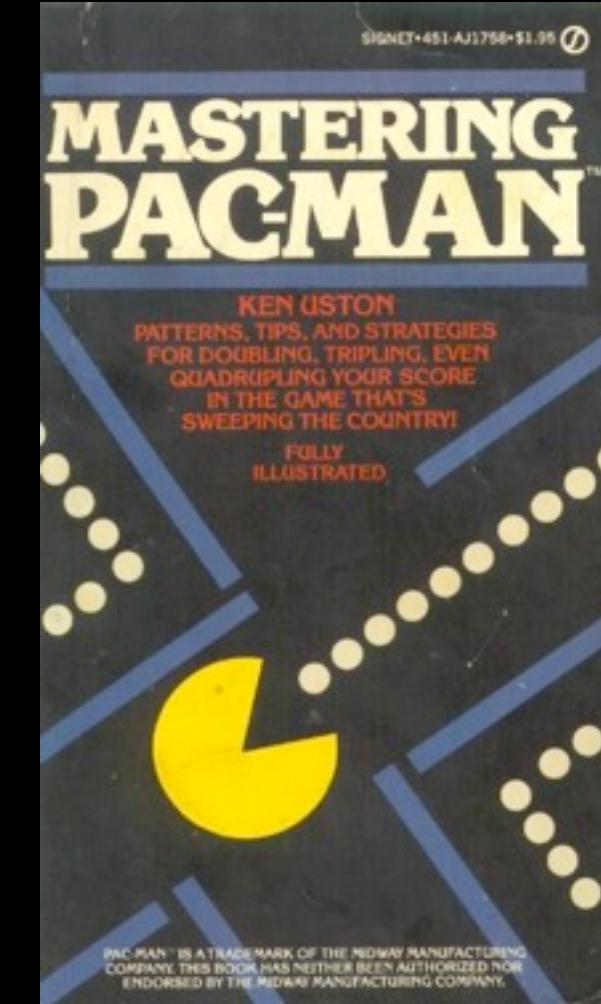
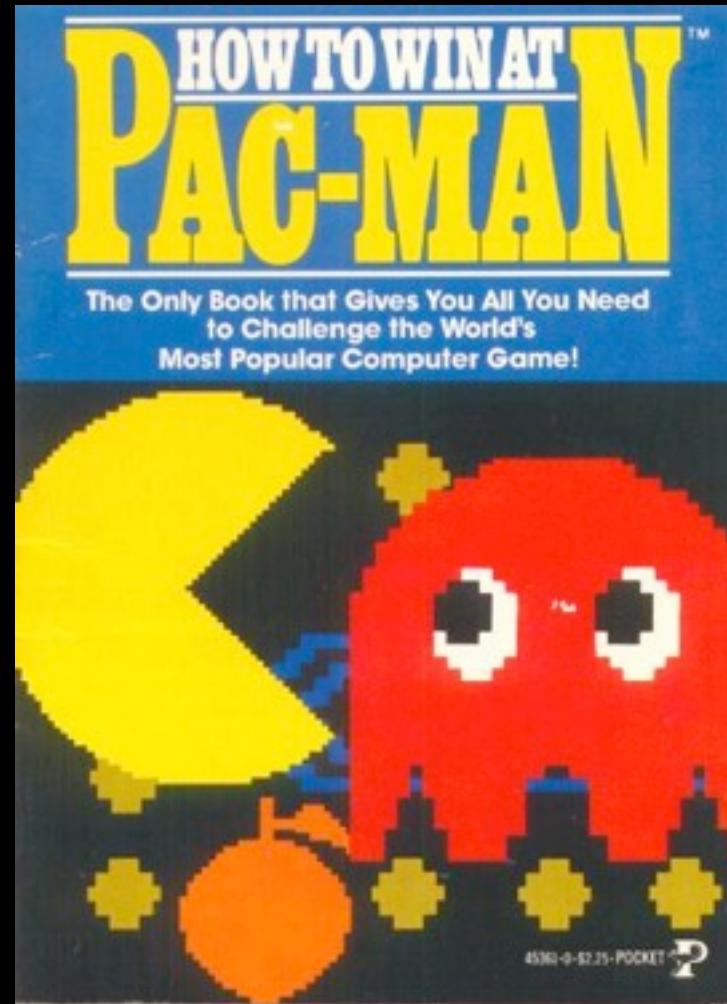
# Mechanismen



Farbe	Puck Man (Japan)					US-Pac-Man	
	Charakter (Name)	Übersetzung	Spitzname	Übersetzung	Charakter (Name)	Spitzname	
Rot	Oikake	Verfolger	Akabei	Roter	Shadow	Blinky	
Pink	Machibuse	Hinterhalt	Pinky	Pinker	Speedy	Pinky	
Hellblau	Kimagure	Iaunisch	Aosuke	Blauer	Bashful	Inky	
Orange	Otoboke	Dummkopf	Guzuta	Langsamer	Pokey	Clyde	

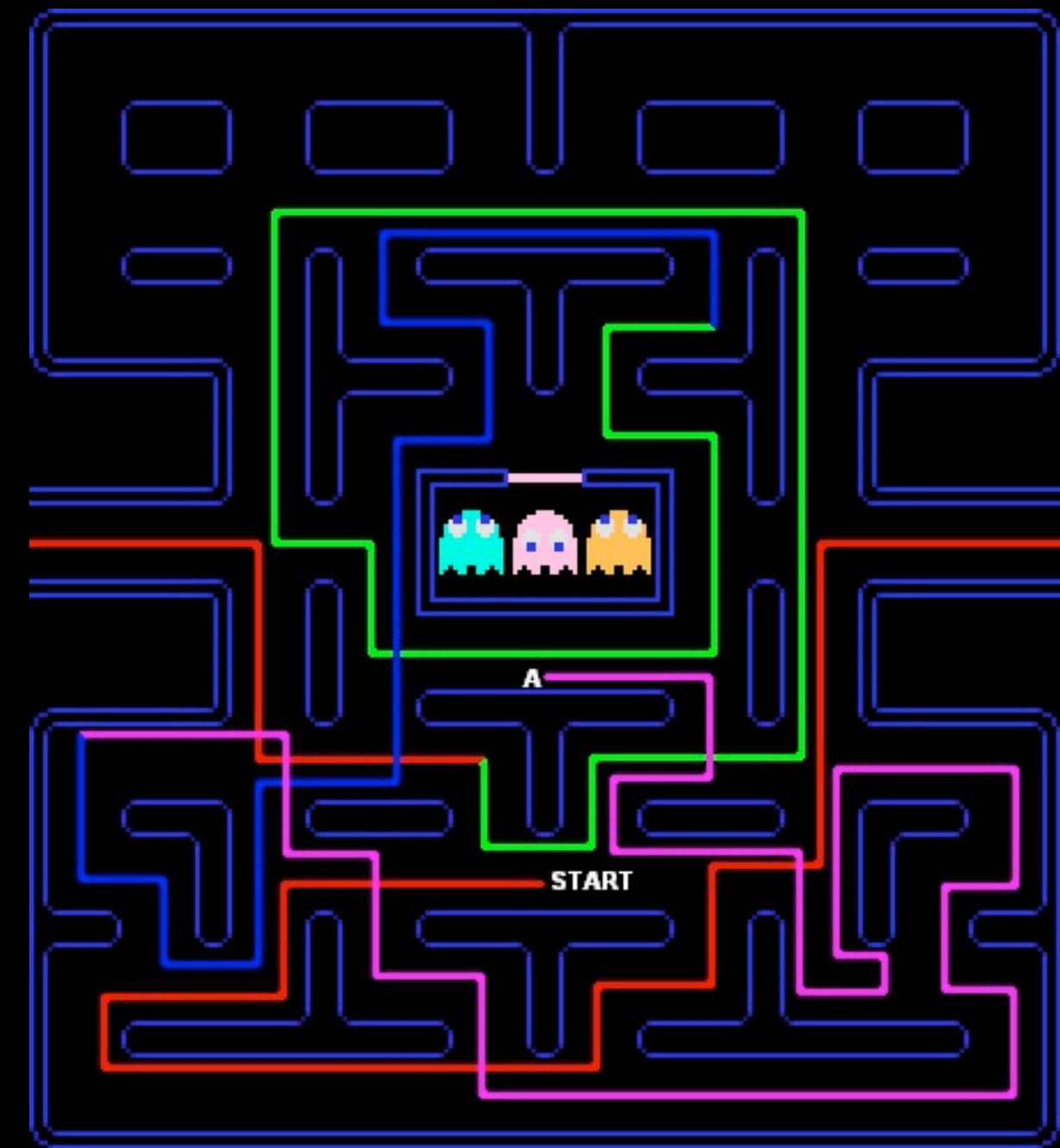


# Bücher



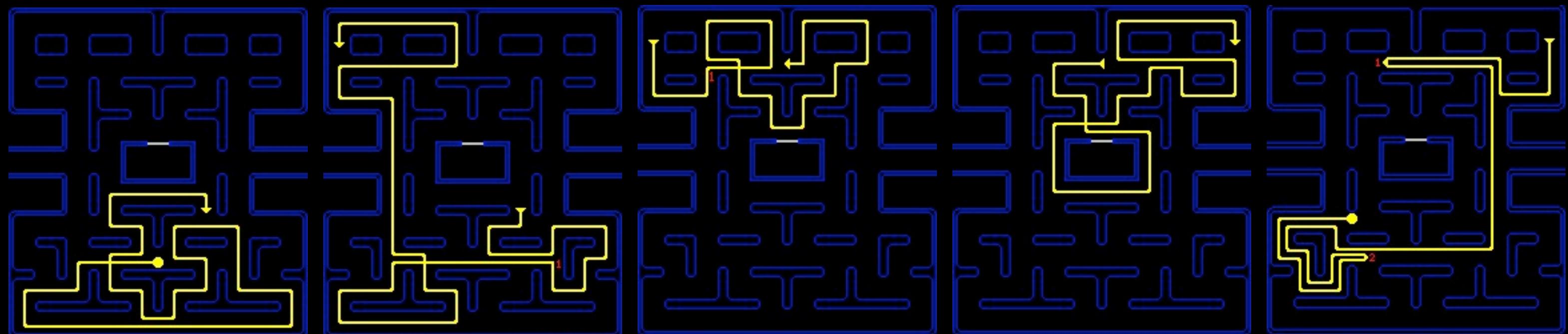
<http://my.execpc.com/~krieg/VGBooks.htm>

# Pac-Man-Pattern



# Cherry Pattern

<http://nrchapman.com/pacman/cherry.html>

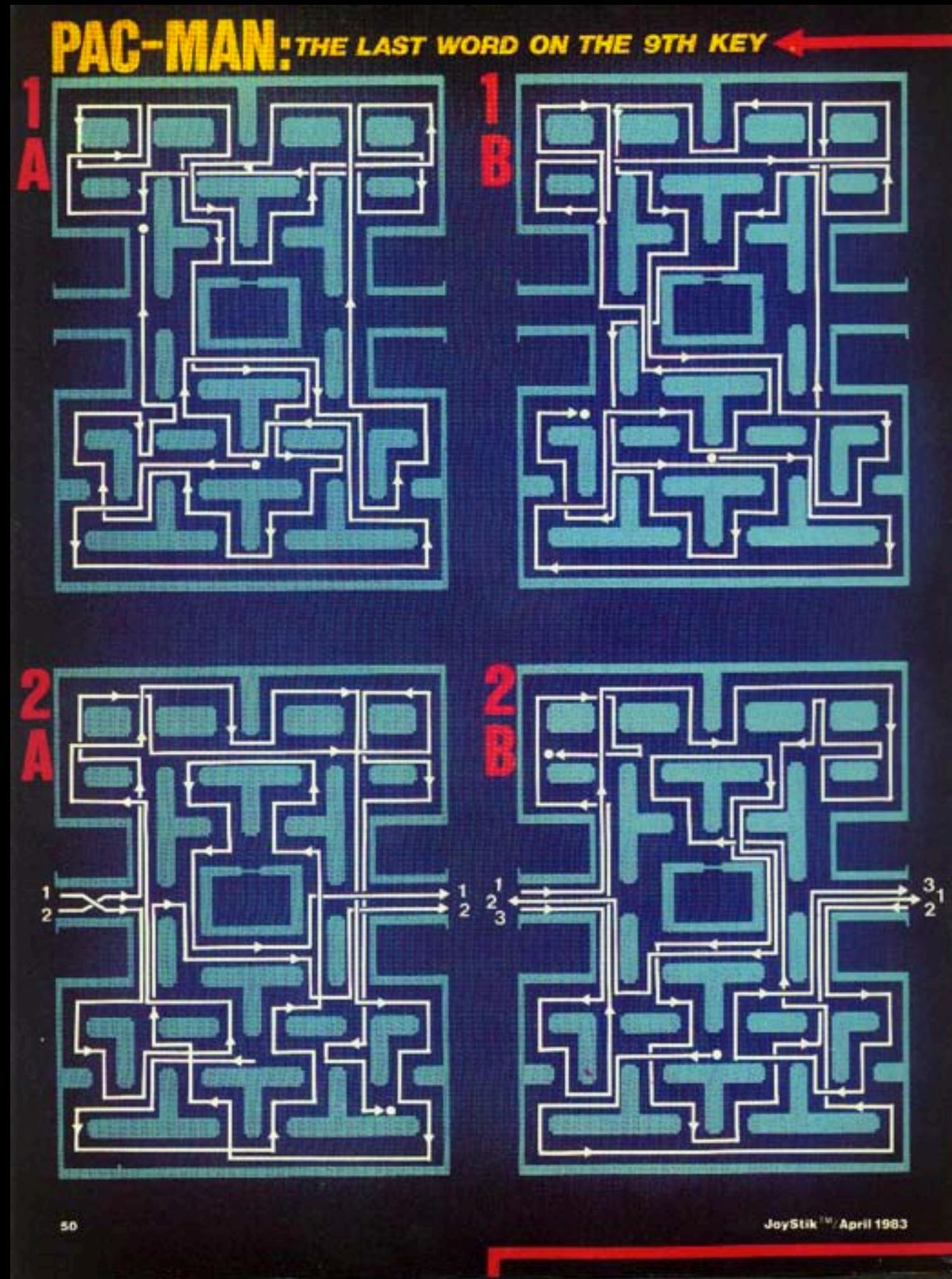


1 Push up until you see 800, then push left

1 Be facing right before you eat the 400

1 Push left until you see 800, then push right

2 Push right until you see 800, then push left



# Patterns

<http://nrchapman.com/pacman/>

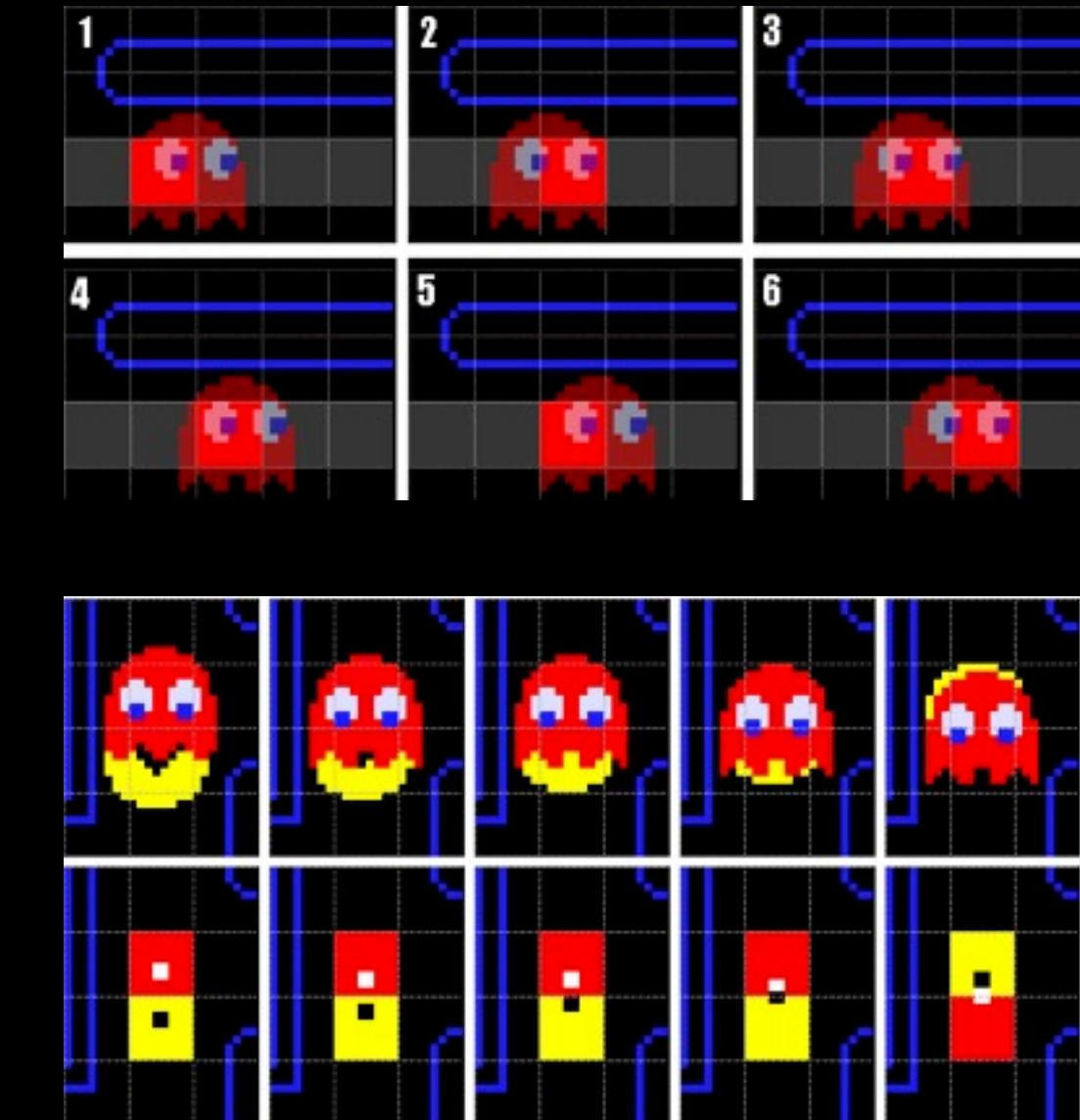
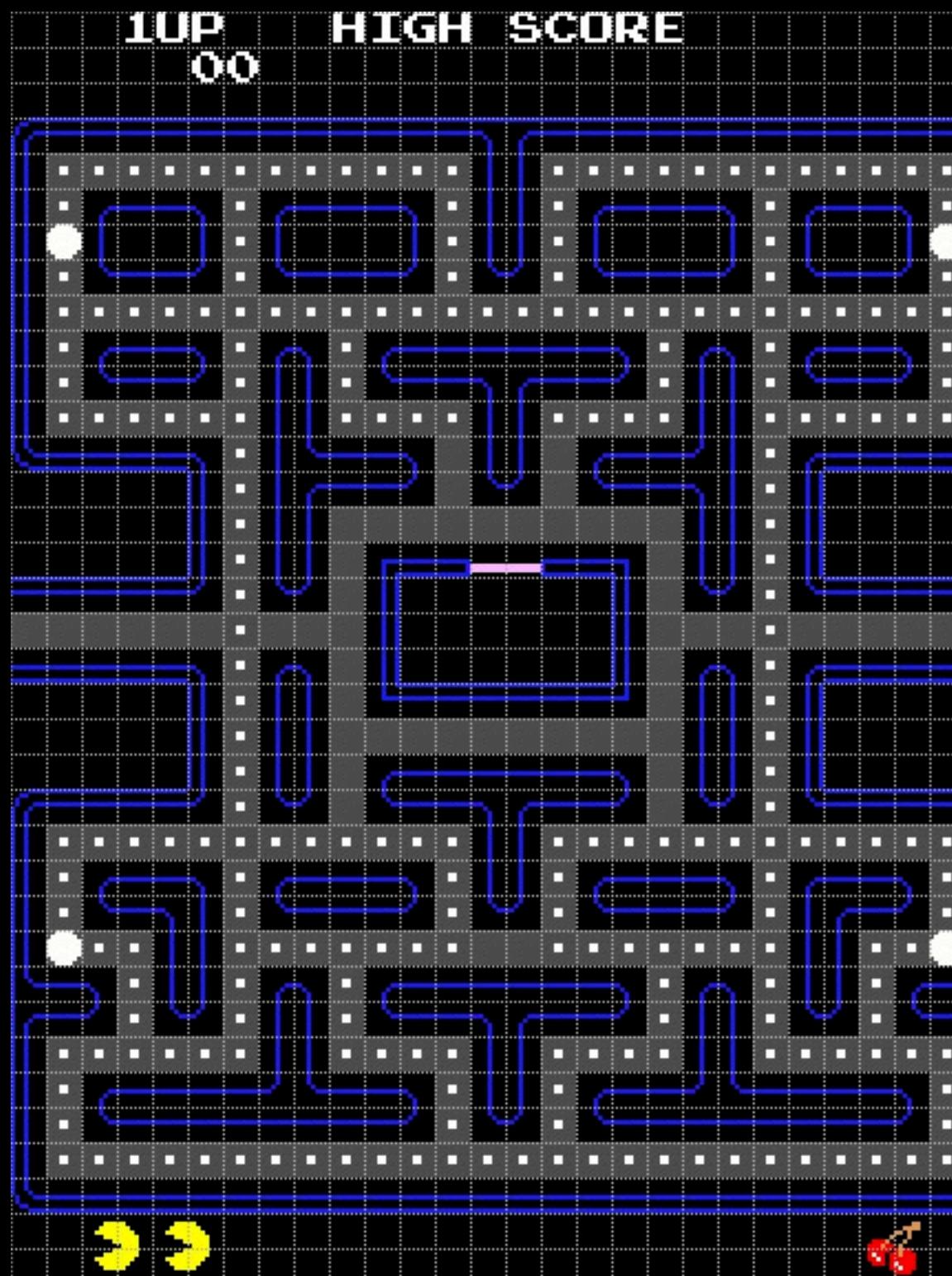
<http://www.math.montana.edu/~hyde/pacman/>

<http://brainbug.tripod.com/pacsolut.html>

<http://www.youtube.com/watch?v=Rh0HF2nYeXc>

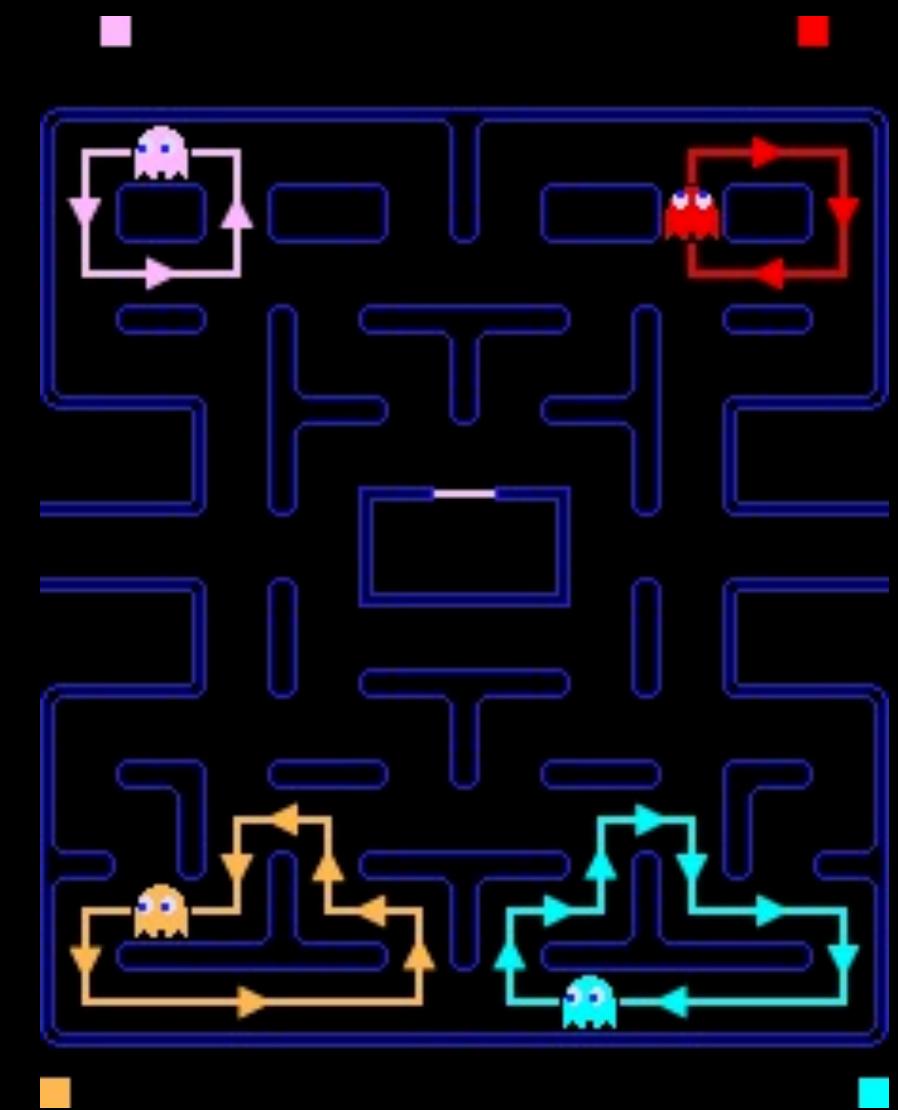
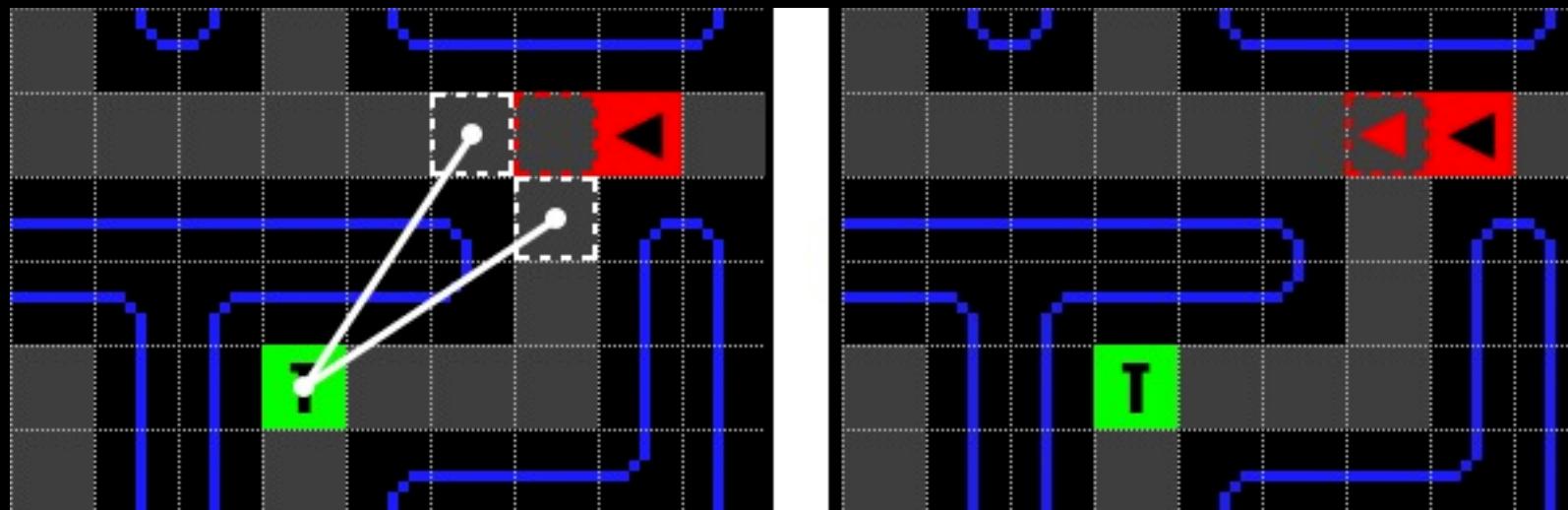
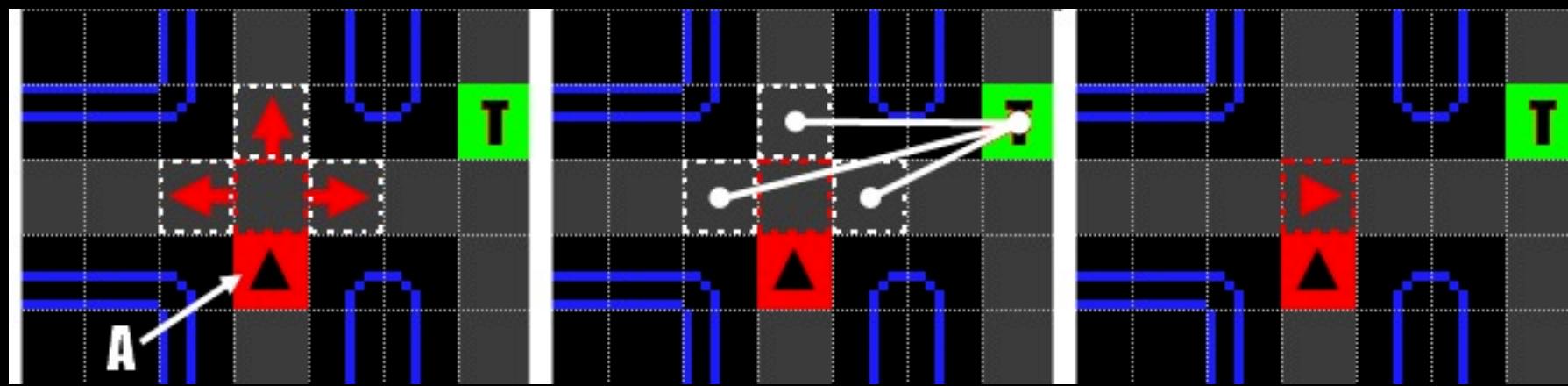
Abb.: Joystik-Magazine Apr. 83

# Spiel-Logik

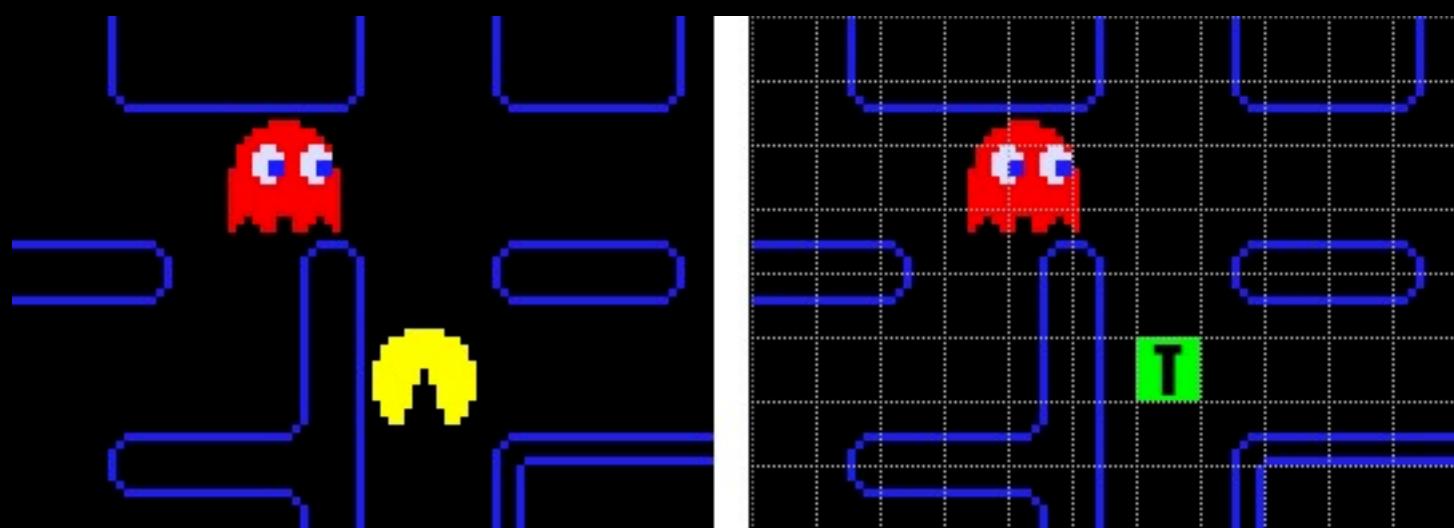


<http://home.comcast.net/~jpittman2/pacman/pacmandossier.html>

# Ziele



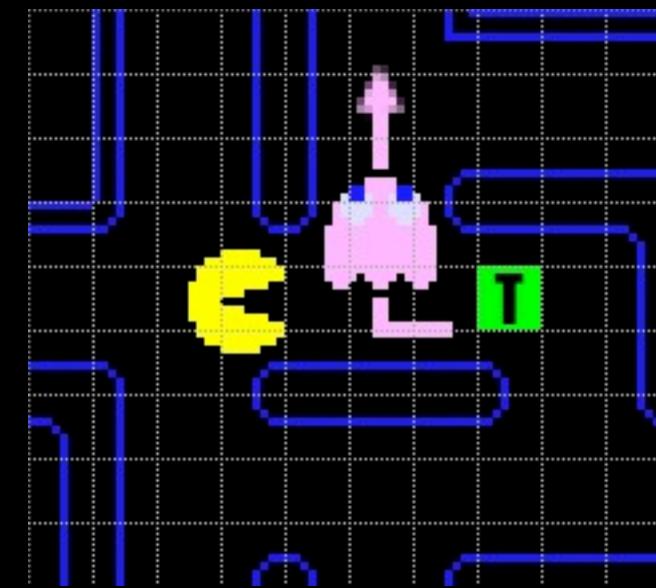
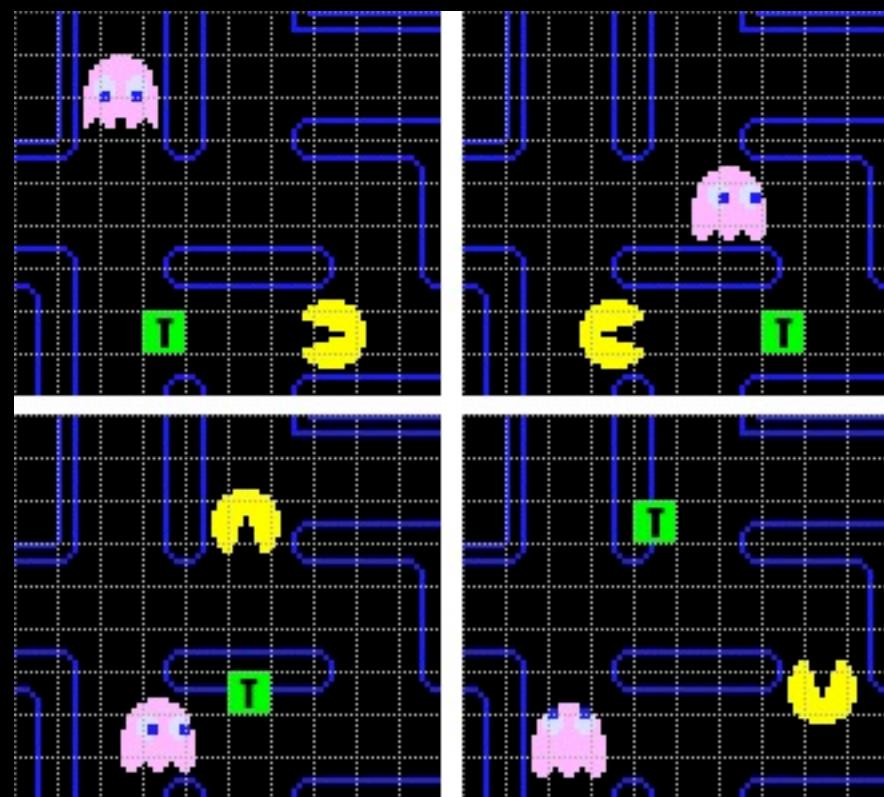
# Blinky



# Pinky

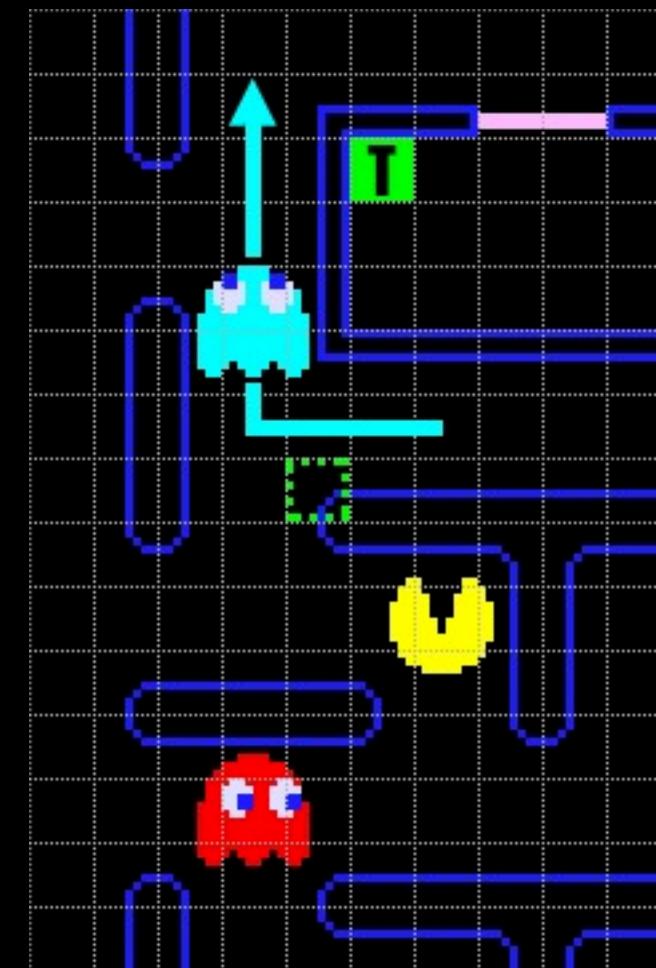
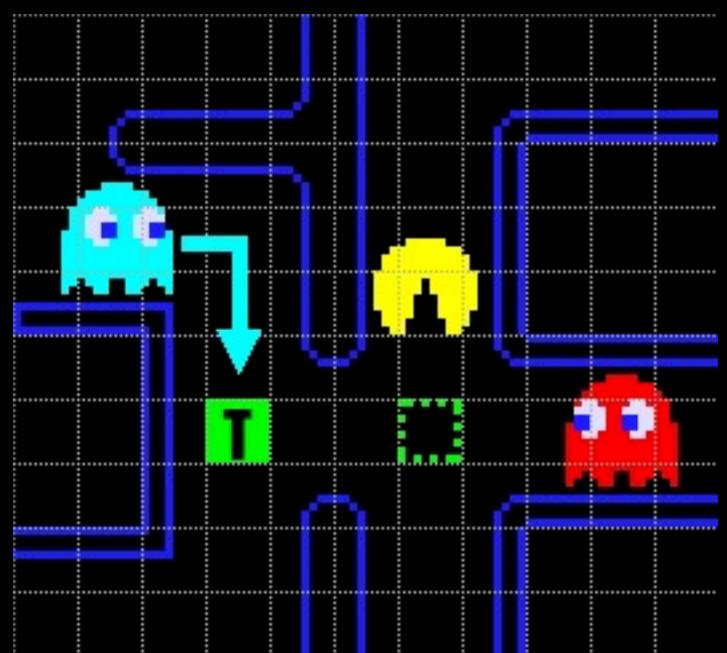


"Pinky"

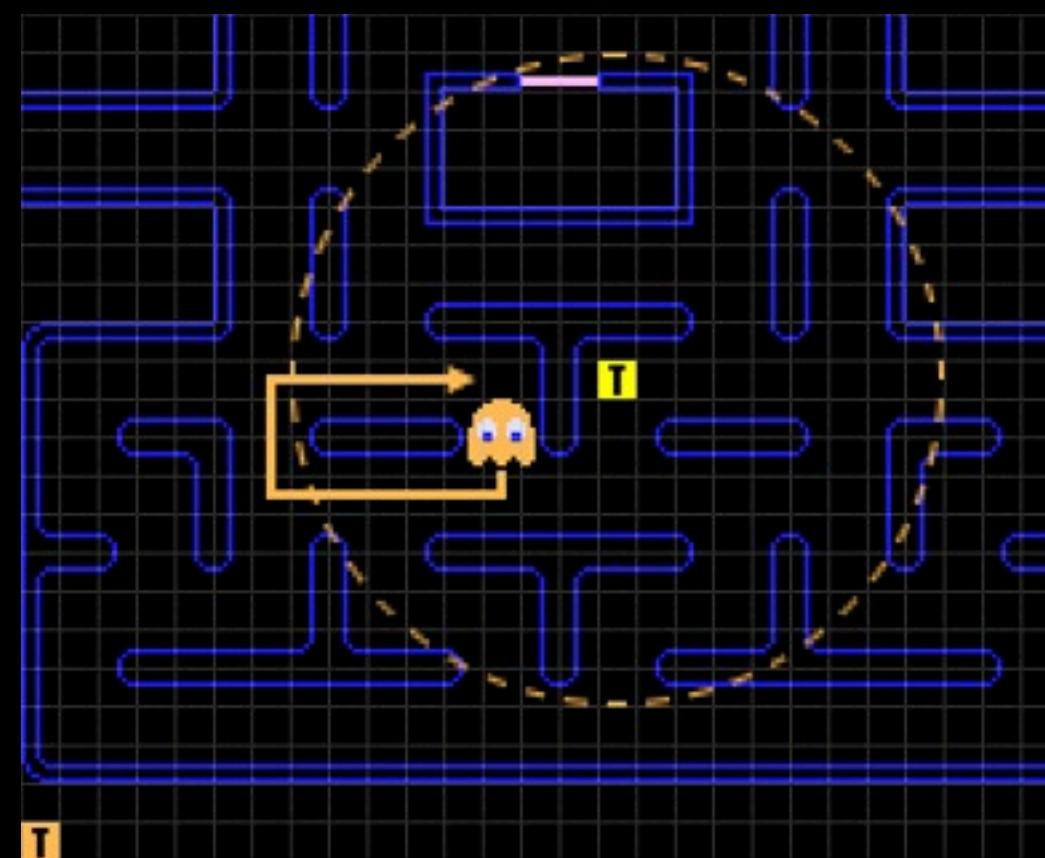
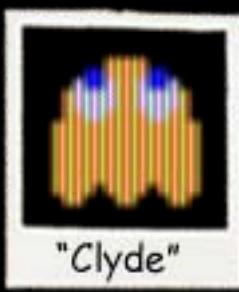




# Inky



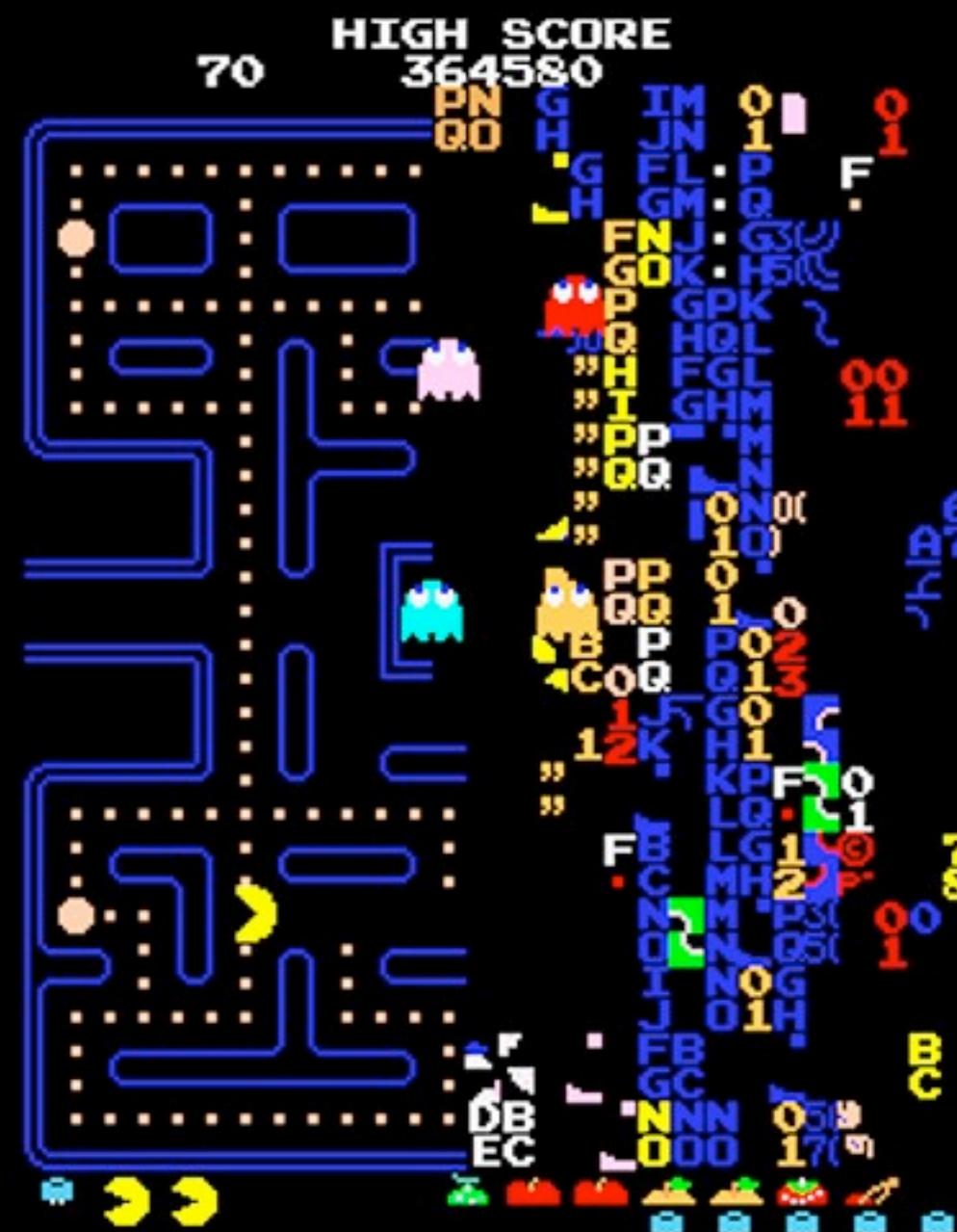
# Clyde



# Monster / Geister

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)

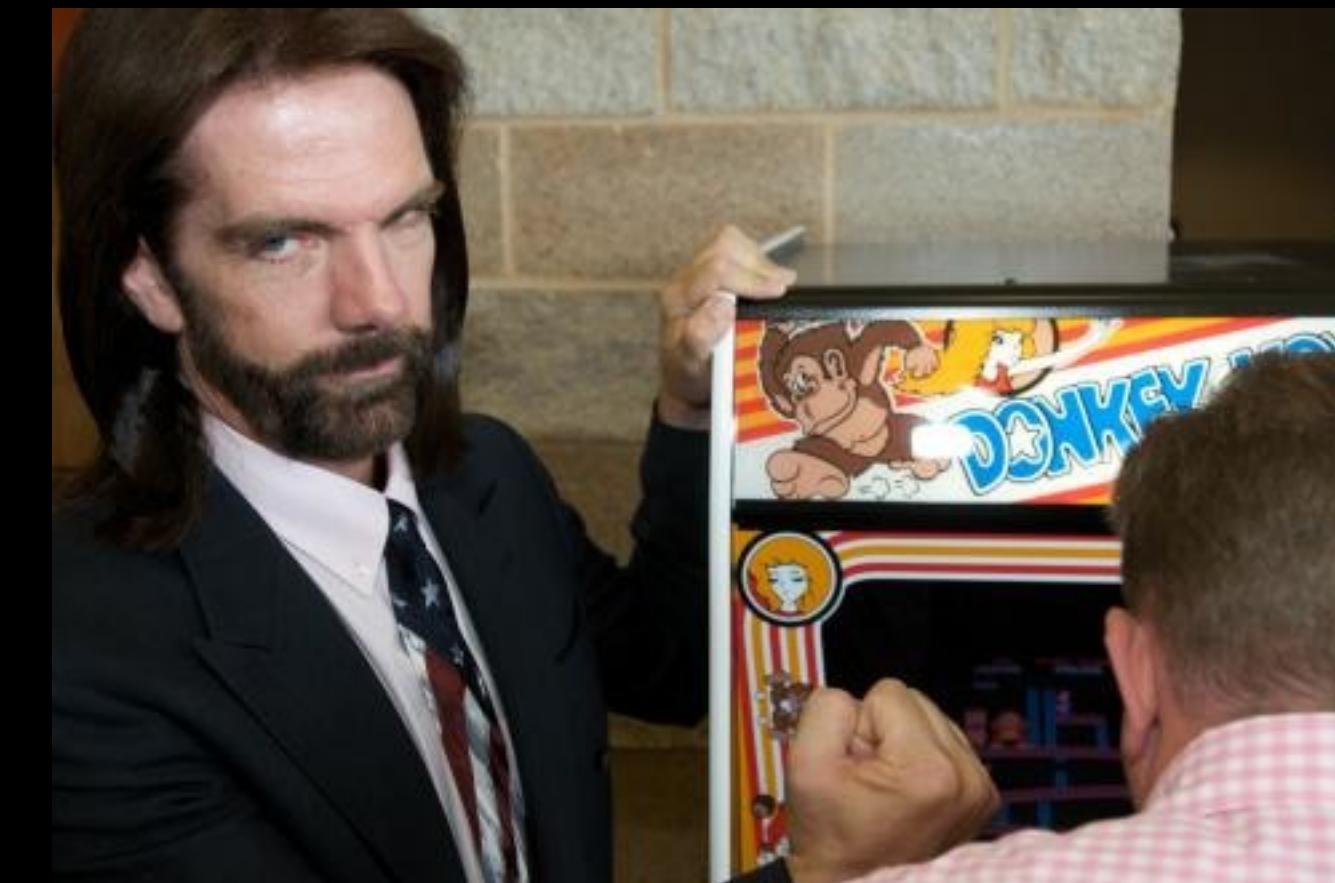




Level 256

# Rekord

3.333.360 Punkte, 3.7.1999



Billy Mitchell

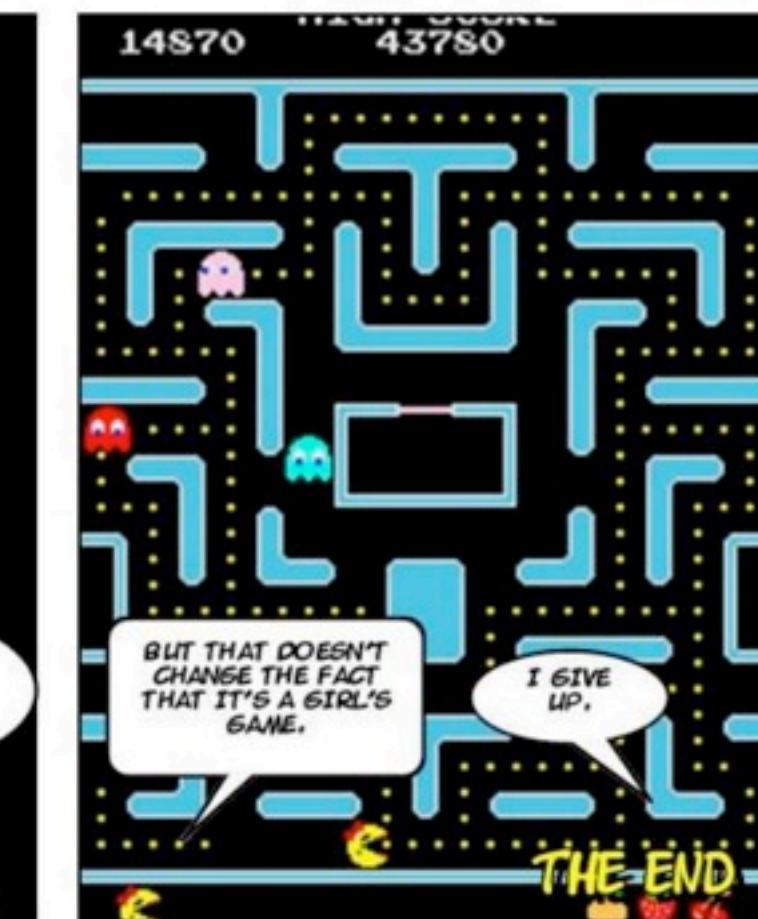
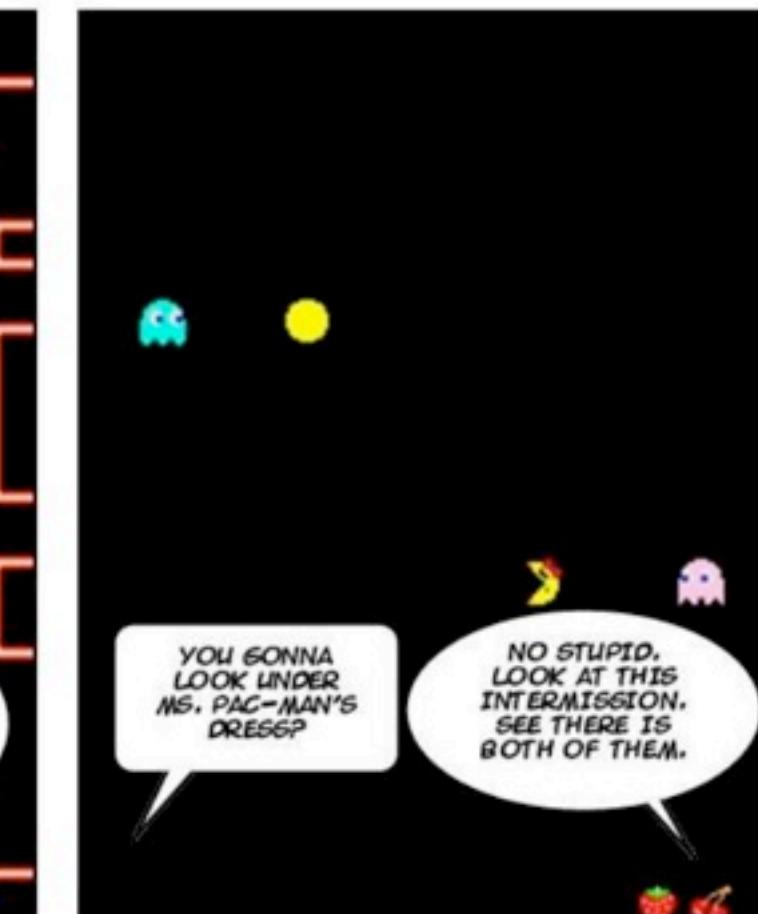
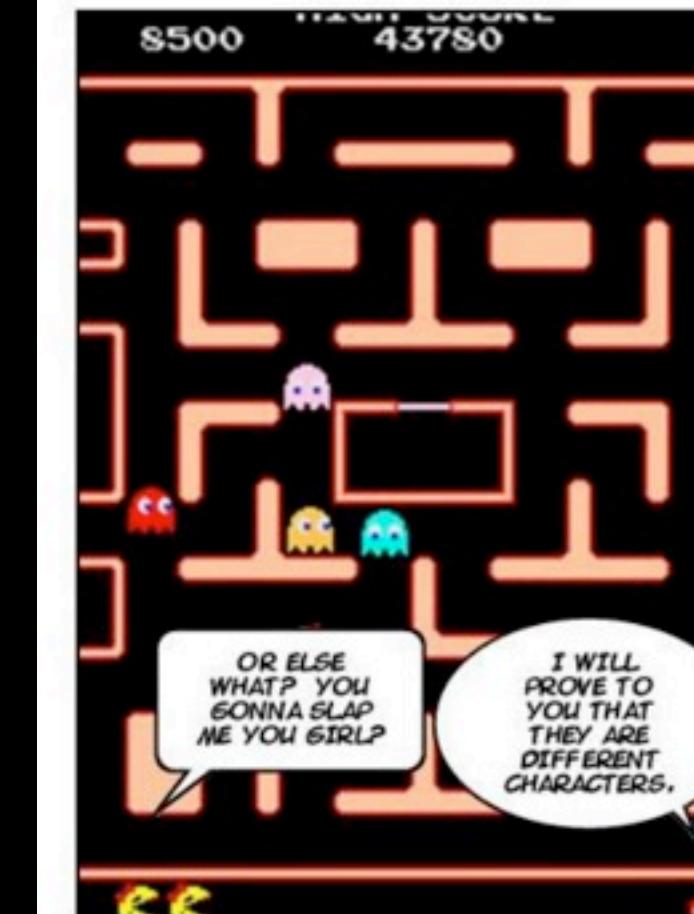
<http://www.youtube.com/watch?v=1gXH90jixEY>

# Labyrinth-Spiele

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

# Ms. Pac Man (1981)



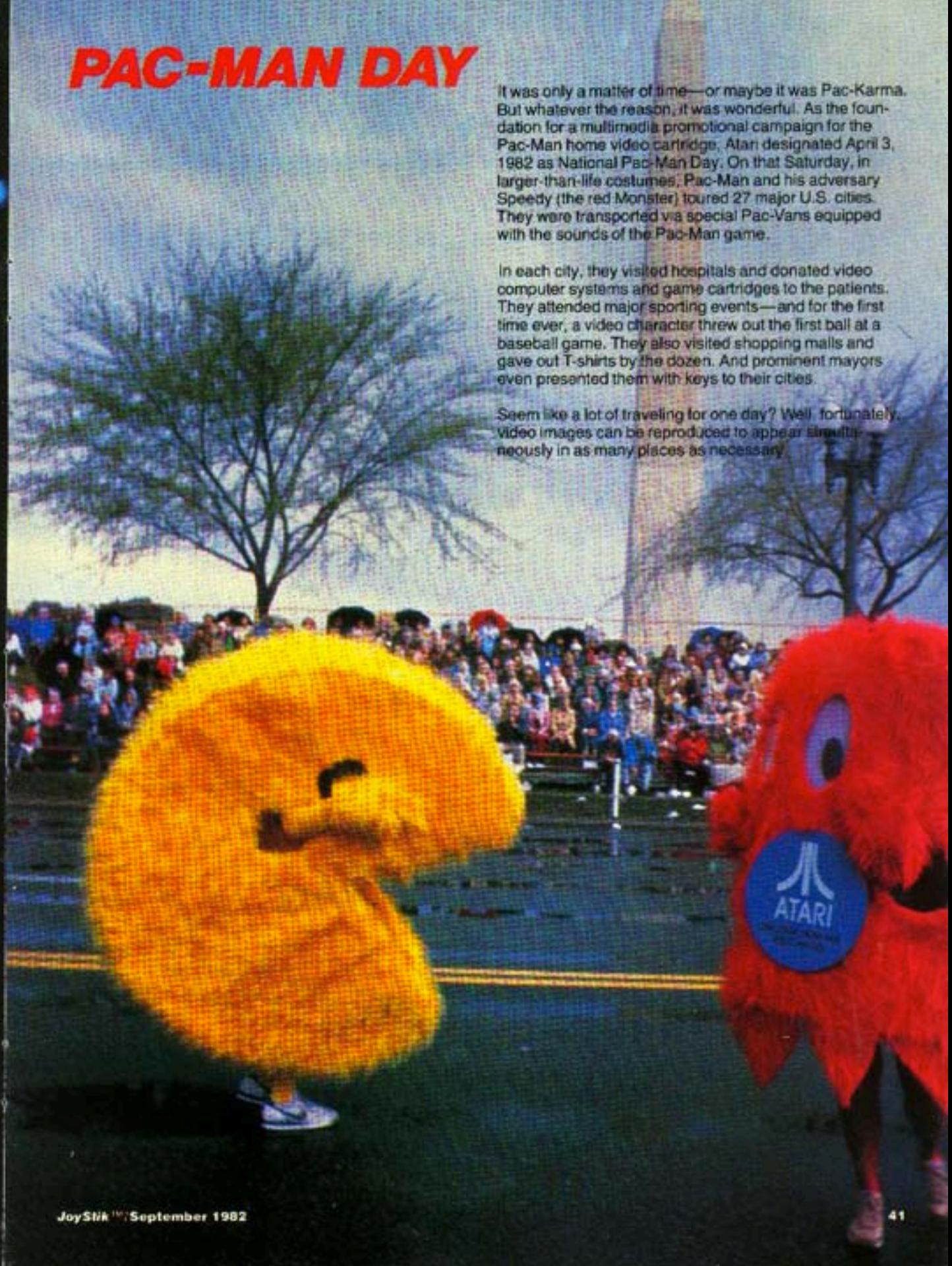


## PAC-MAN DAY

It was only a matter of time—or maybe it was Pac-Karma. But whatever the reason, it was wonderful. As the foundation for a multimedia promotional campaign for the Pac-Man home video cartridge, Atari designated April 3, 1982 as National Pac-Man Day. On that Saturday, in larger-than-life costumes, Pac-Man and his adversary Speedy (the red Monster) toured 27 major U.S. cities. They were transported via 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 gave out T-shirts by the dozen. And prominent mayors even presented them with keys to their cities.

Seem like a lot of traveling for one day? Well, fortunately, video images can be reproduced to appear simultaneously in as many places as necessary.



# Pac Man Day

## 3.4.1982



... in Dodger  
Stadium, Los Angeles,  
California



... in Seattle,  
Washington



... in King of Prussia,  
Pennsylvania



... in Phoenix,  
Arizona

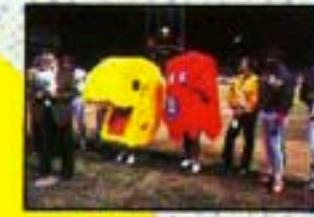


Pint-size Pac-Man in  
Pittsburgh,  
Pennsylvania

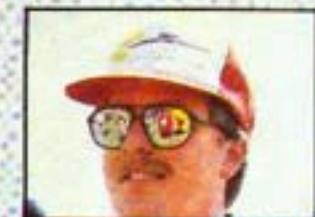


Photos by Fred Smith and Associates

JoyStik™/September 1982



... in Dodger  
Stadium, Los Angeles,  
California



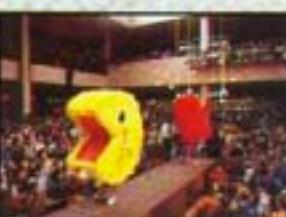
... in Atlanta, Georgia



Look-a-like contest in  
Rochester, New York



... in Tampa, Florida



... in Minneapolis,  
Minnesota



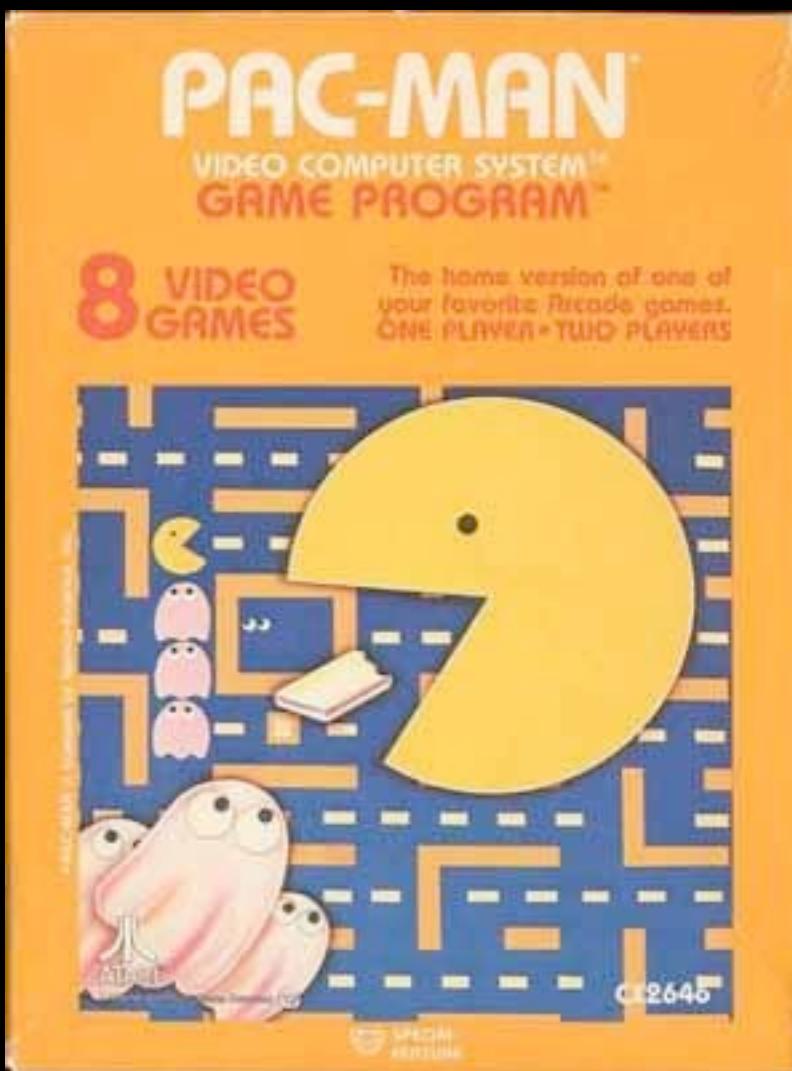
Sound-a-like Contest  
in Dade County,  
Florida



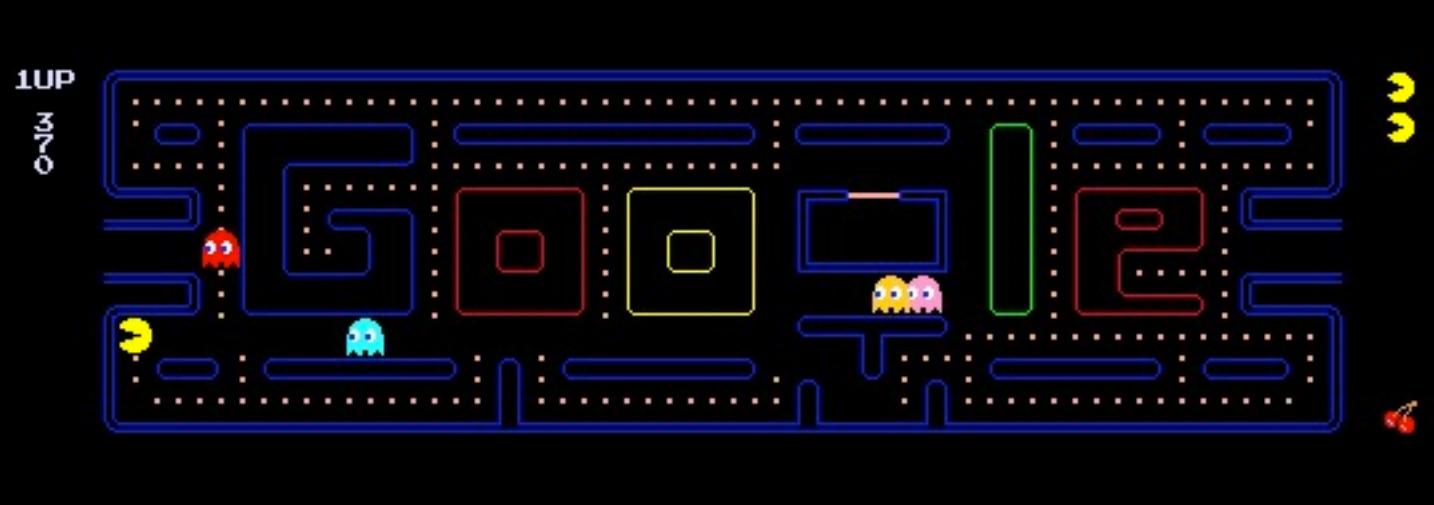
... in Baltimore,  
Maryland

JoyStik™/September 1982

# VCS 2600



# Google Pac-Man



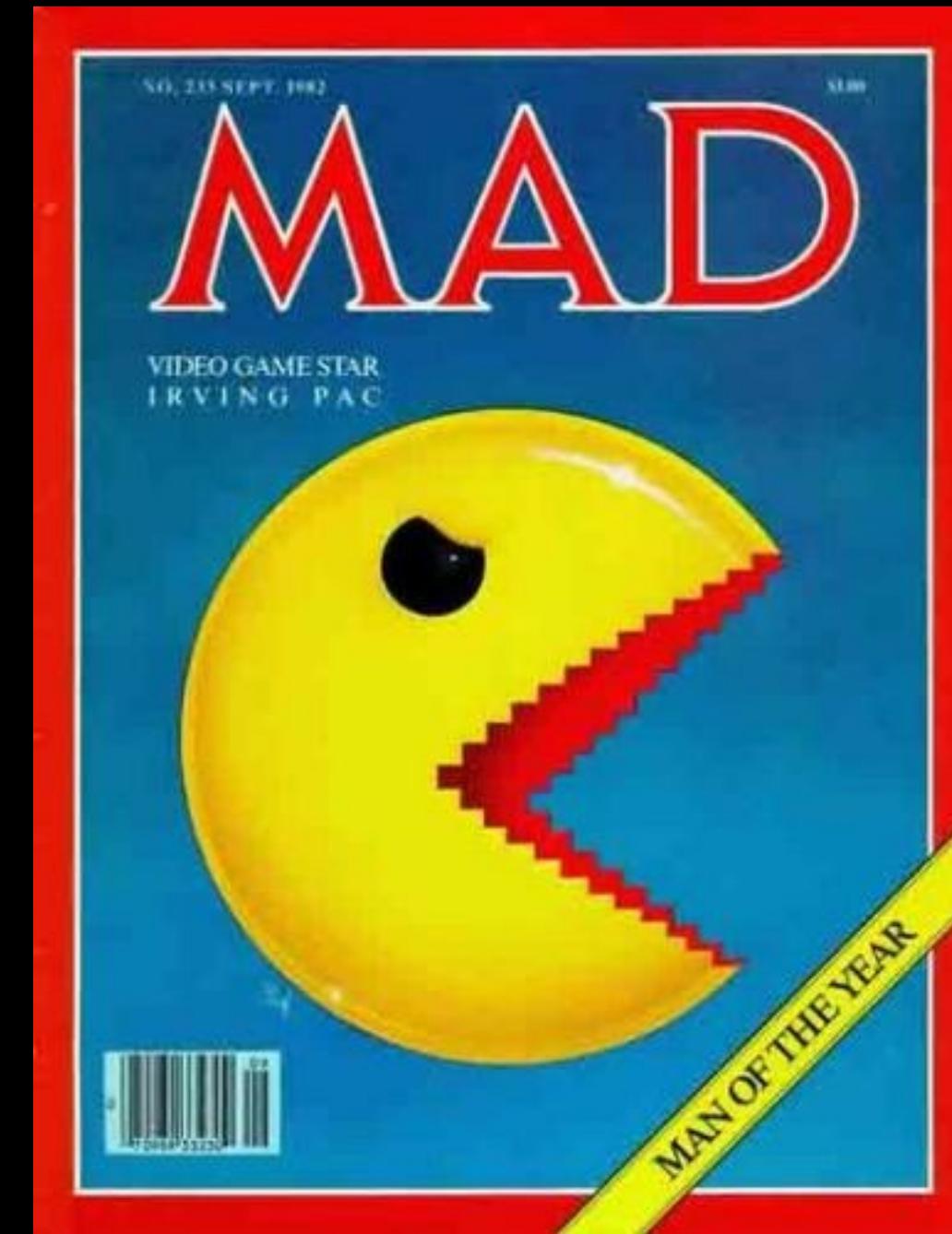
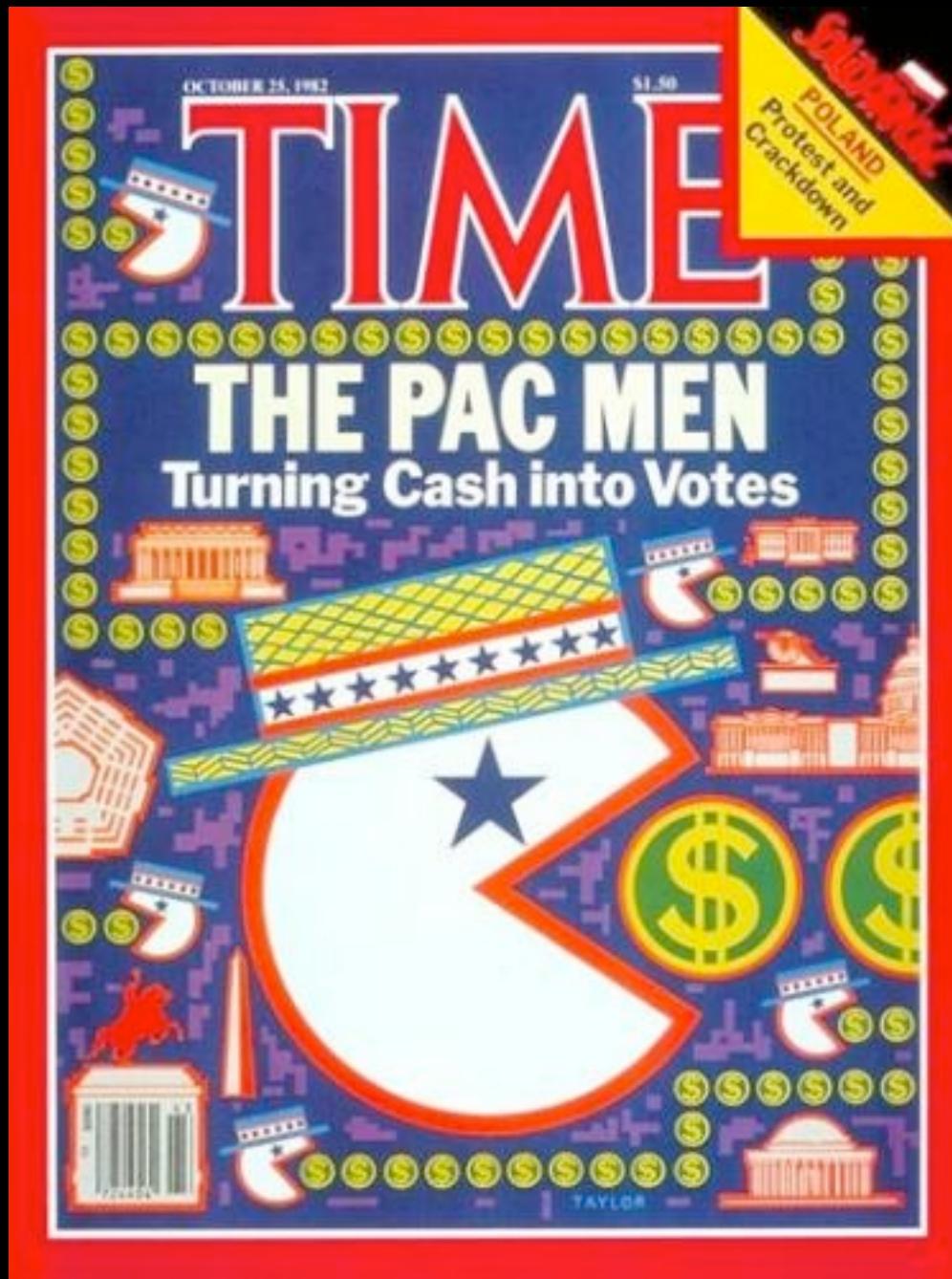
**Pac-Man bei Google hat 4,8 Millionen Stunden vergeudet**

Die Nachbildung des Retro-Klassikers soll Firmen Unmengen an Arbeitszeit gekostet haben. Laut Berechnungen verbrachte jeder Google-Besucher rund 36 Sekunden mit dem Spiel.

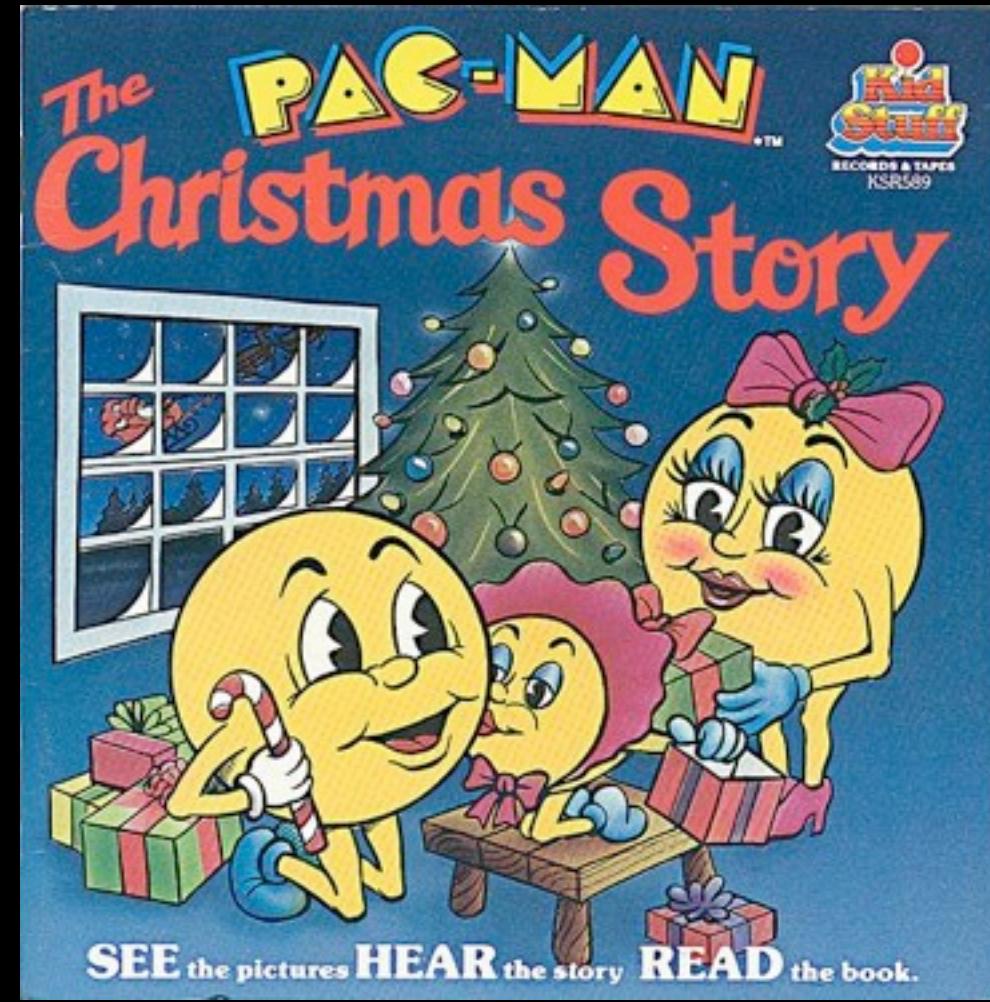
<http://blog.rescuetime.com/2010/05/24/the-tragic-cost-of-google-pac-man-4-82-million-hours/>

[http://diepresse.com/home/techscience/internet/google/568955/index.do?\\_vl\\_backlink=/home/techscience/index.do](http://diepresse.com/home/techscience/internet/google/568955/index.do?_vl_backlink=/home/techscience/index.do)

# Pac Man lesen

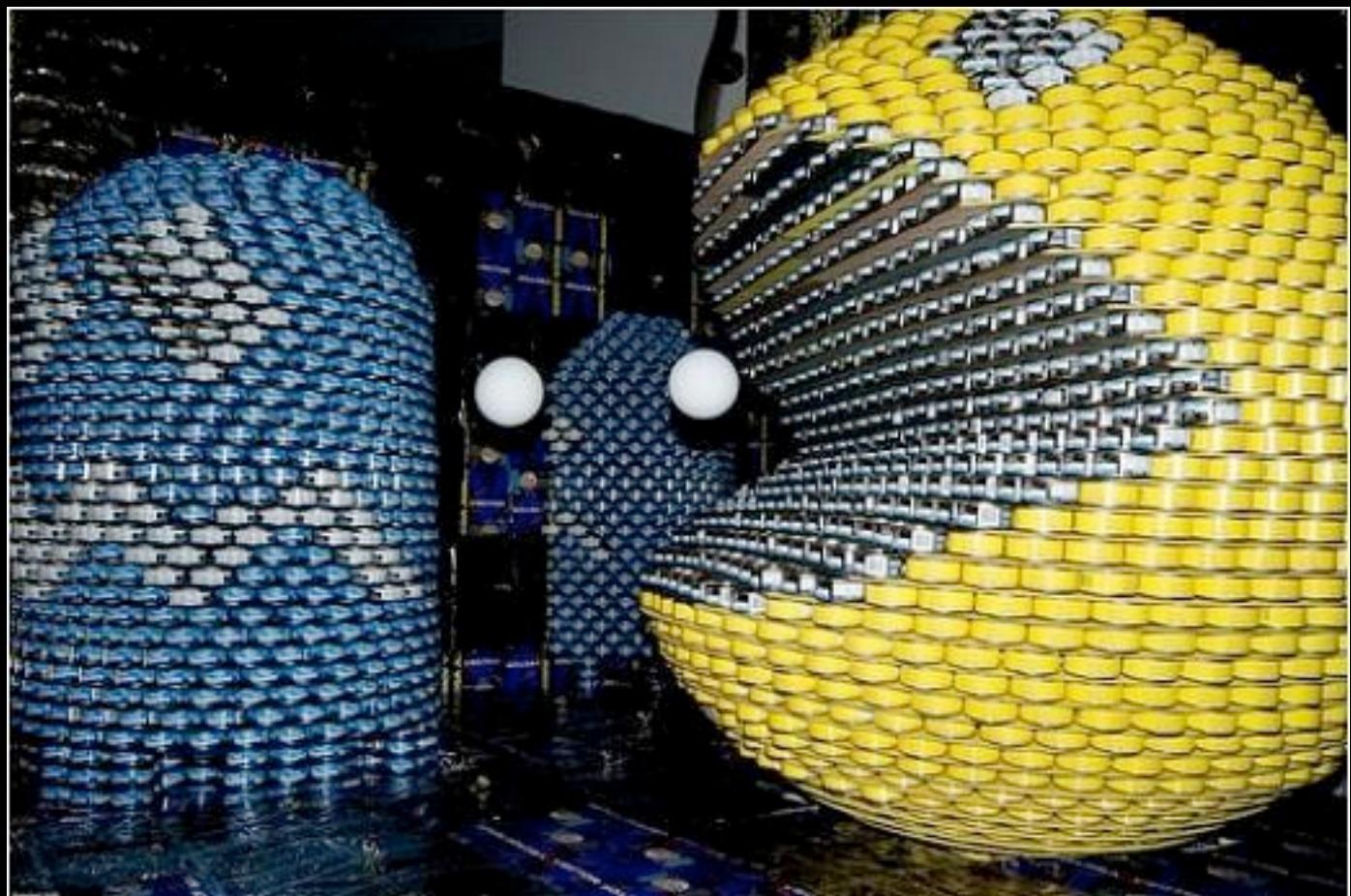


# Pac Man hören



# Pac Man essen, spielen, tragen

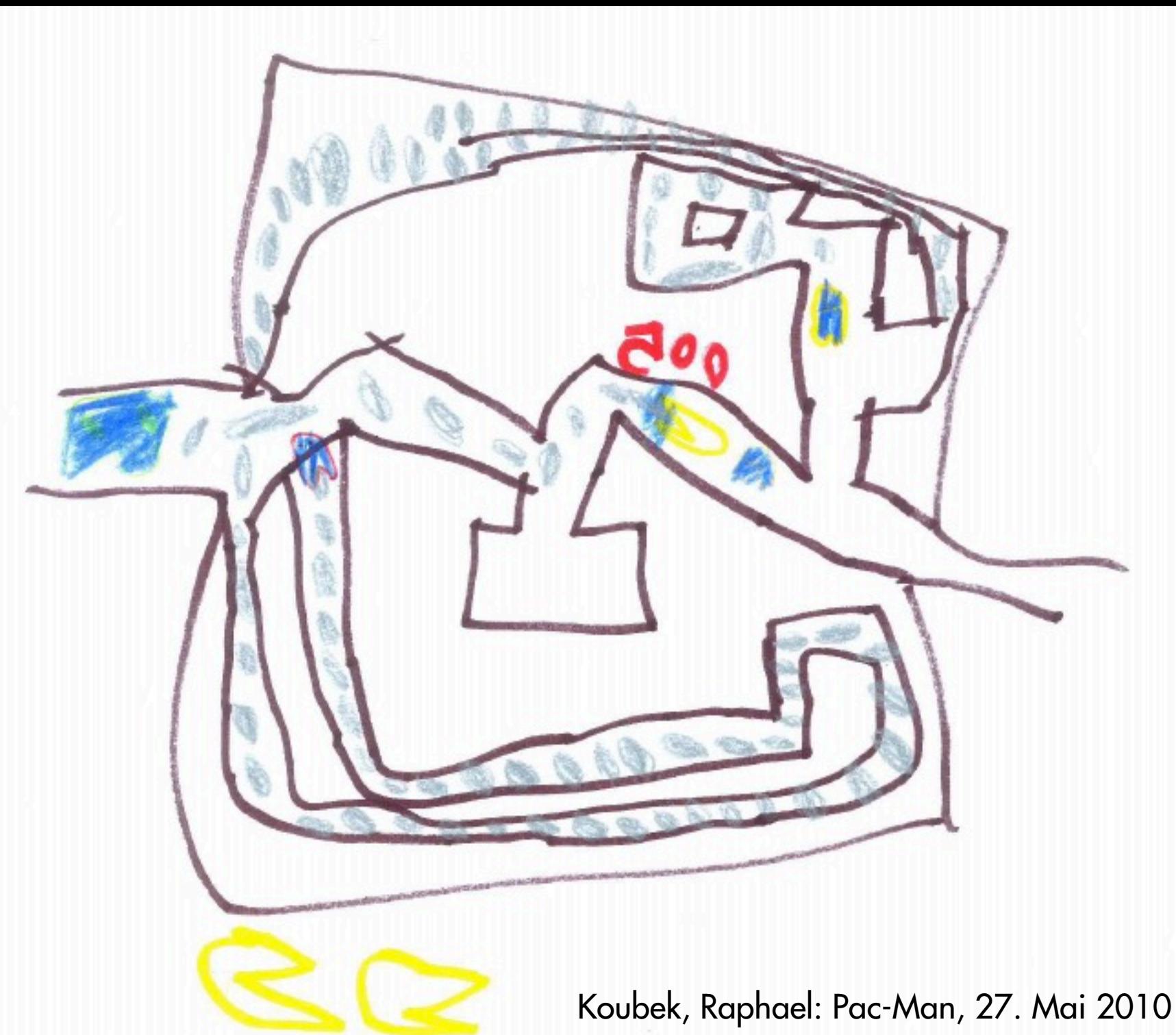




# Pac Man basteln

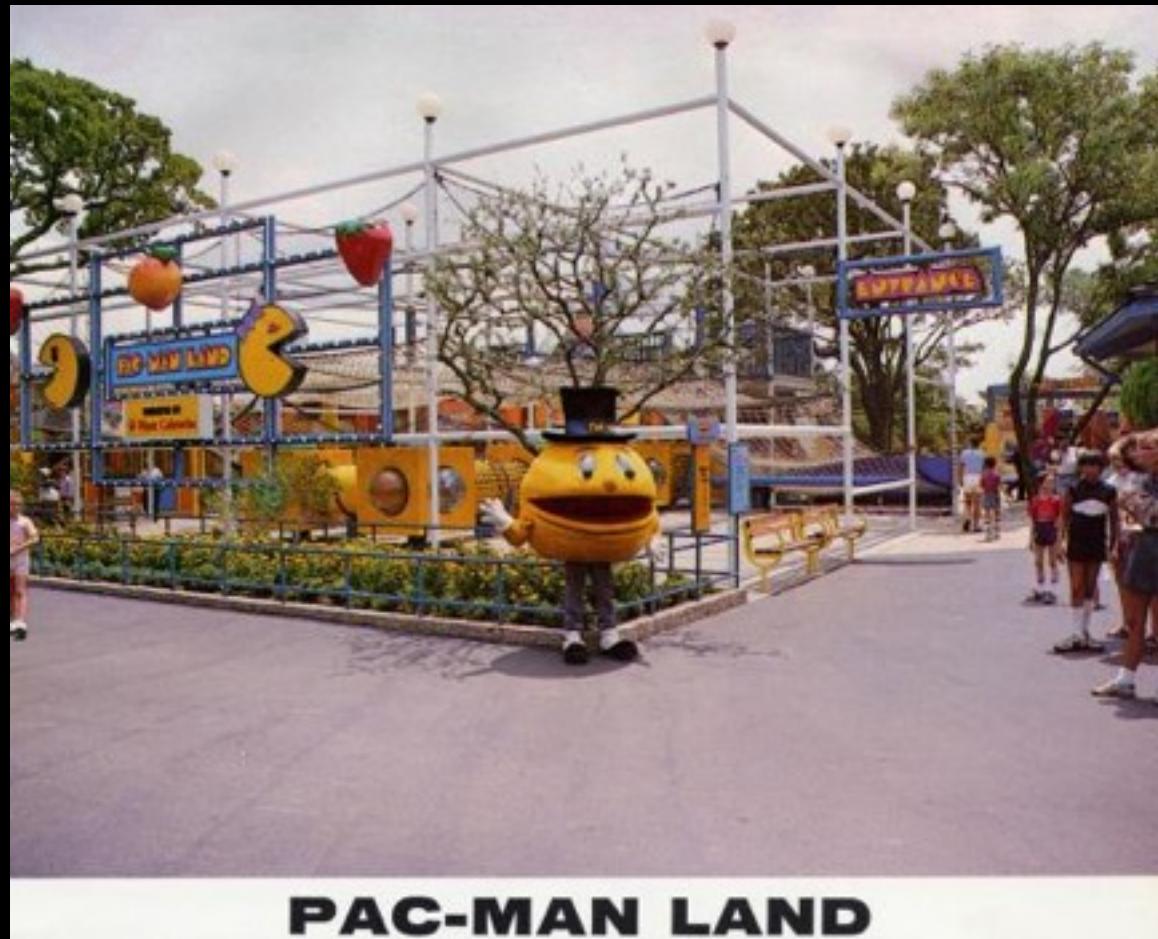


# Pac-Man zeichnen



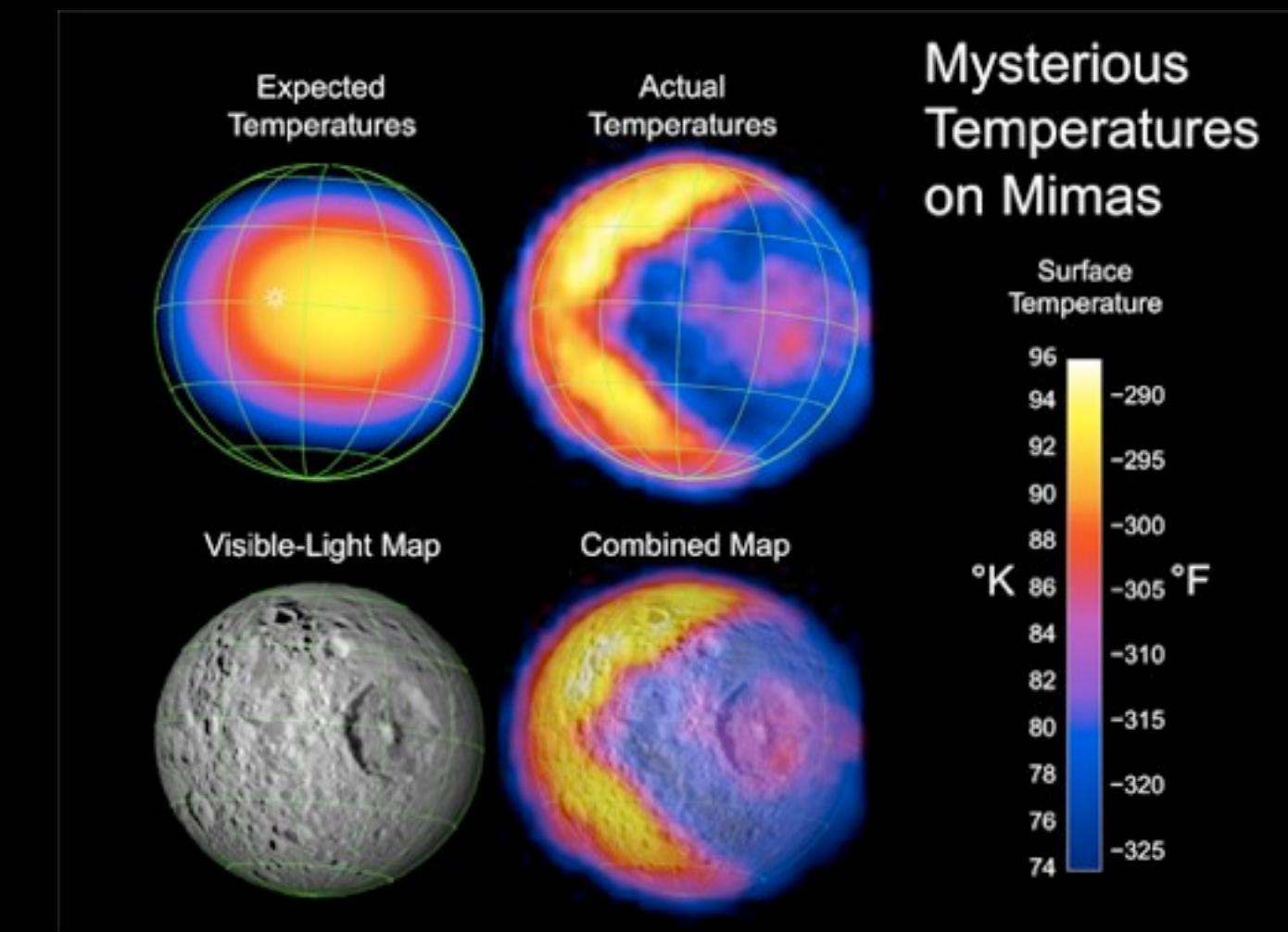
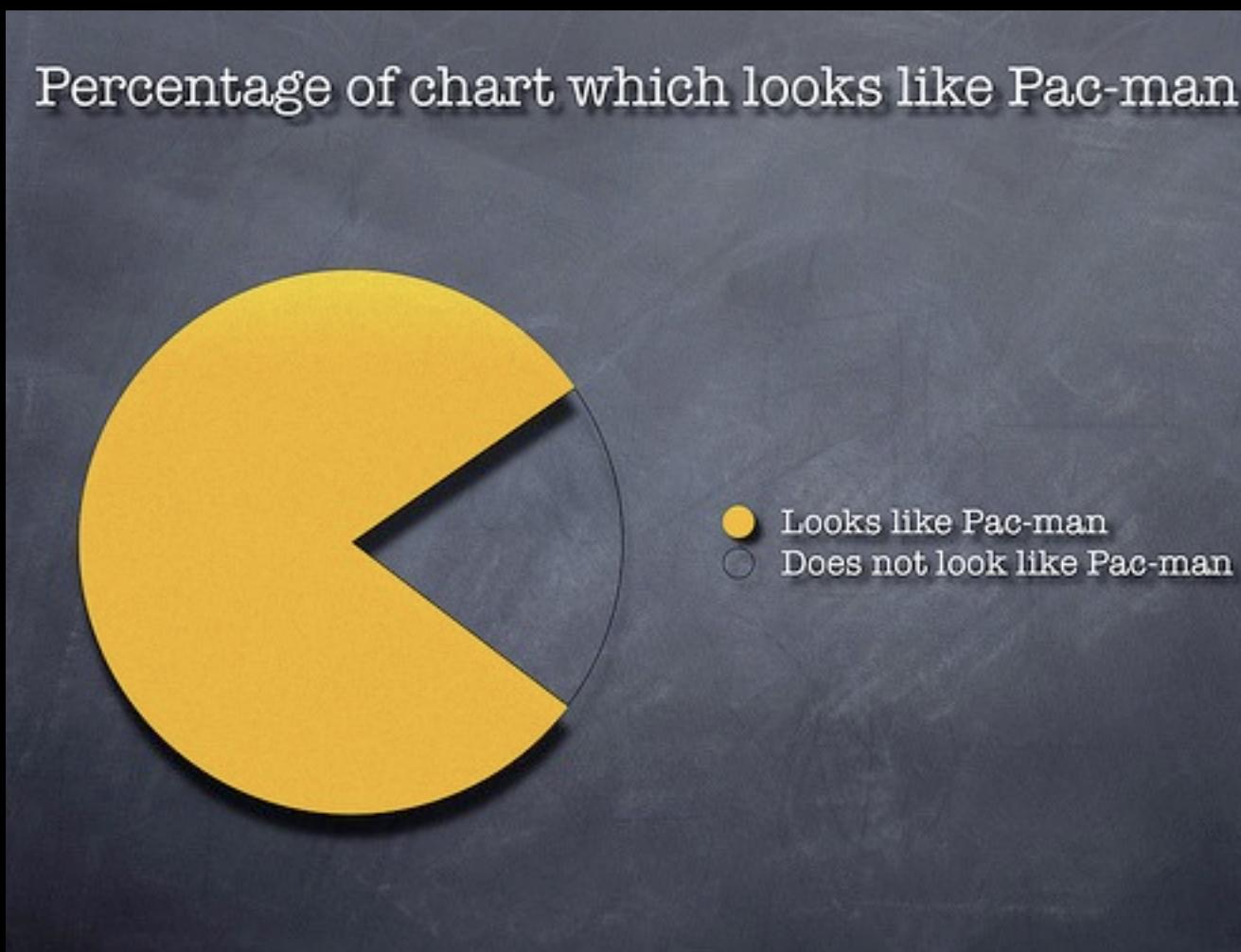
Koubek, Raphael: Pac-Man, 27. Mai 2010

# Pac Man ...



1983

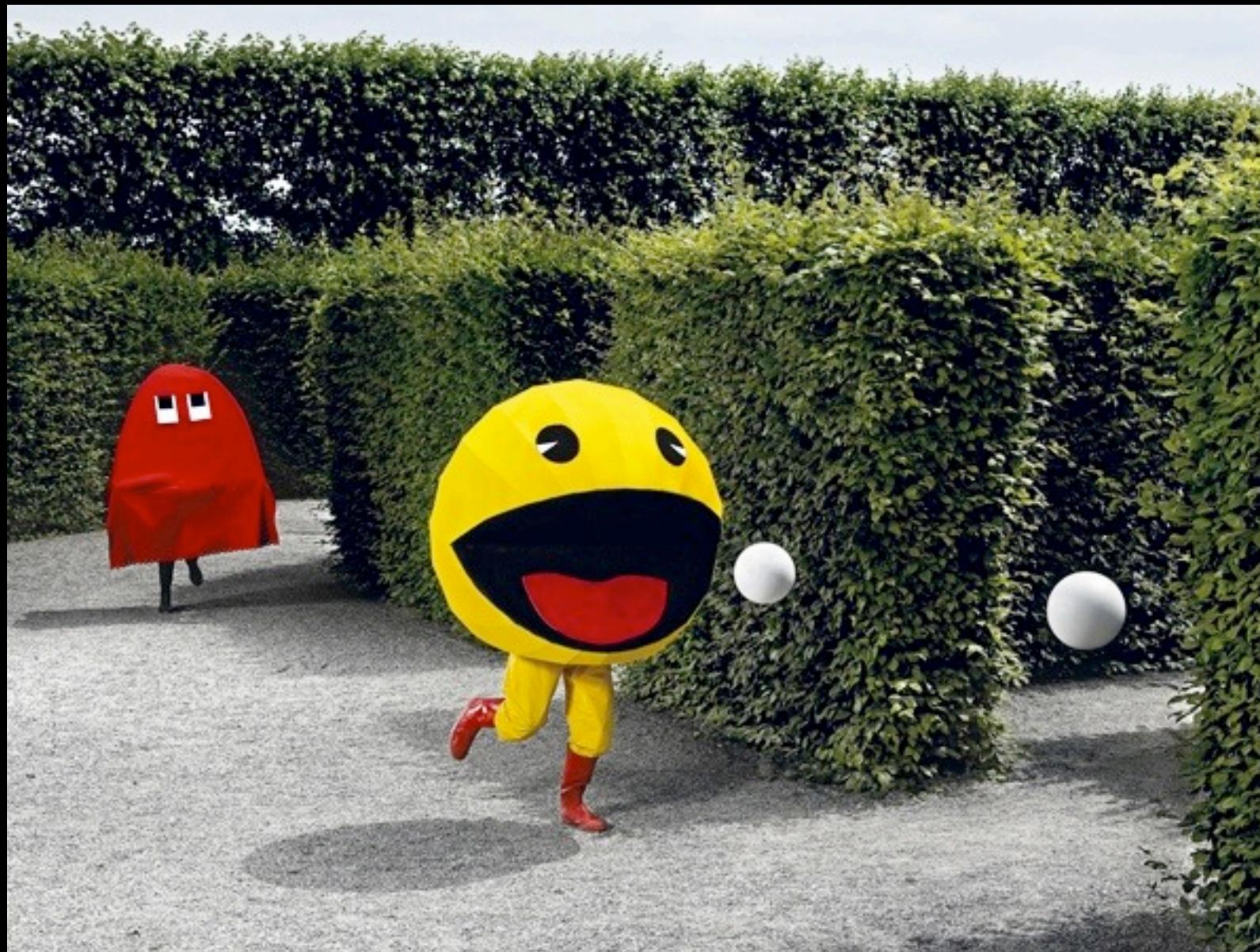
# Ikonen



# Street Art



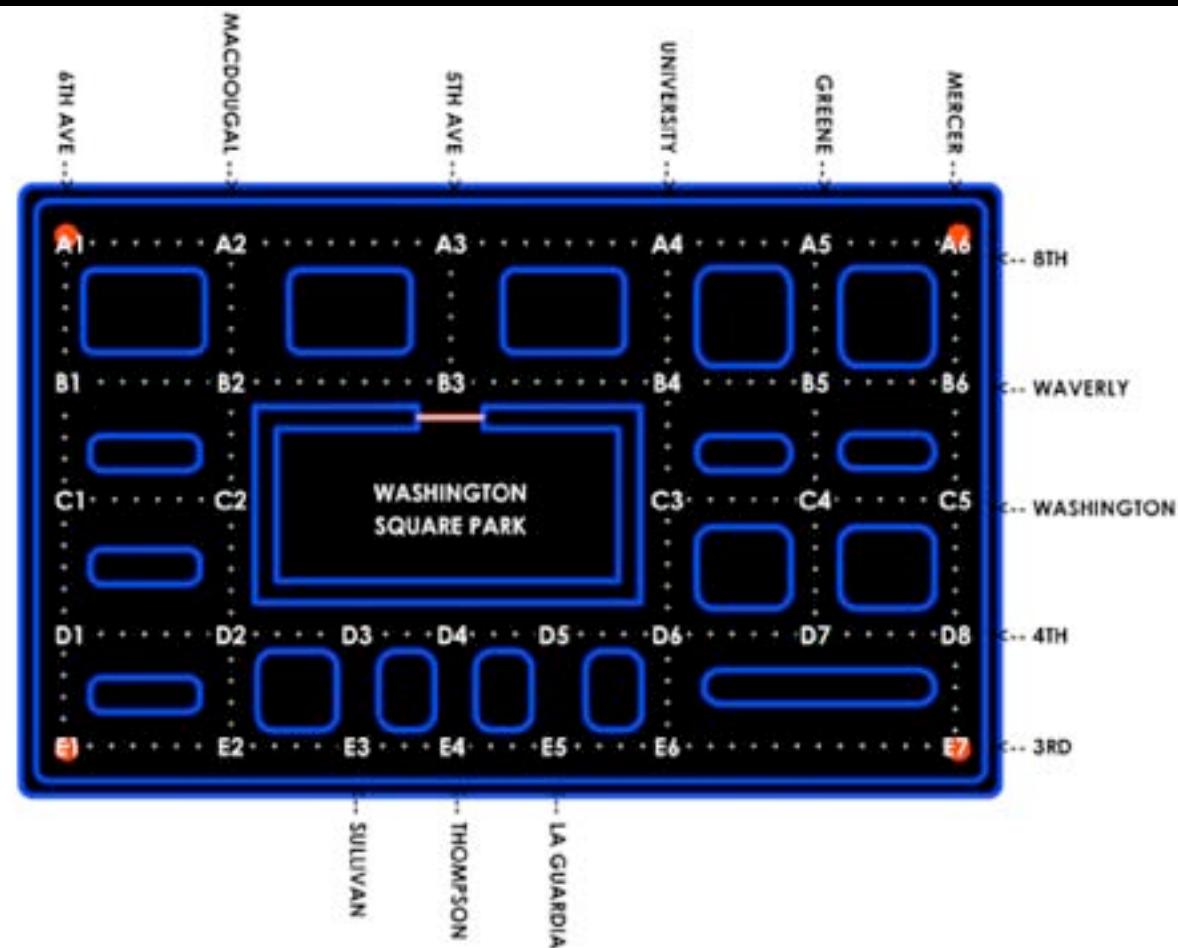
# Patrick Runte



# Rémi Gaillard



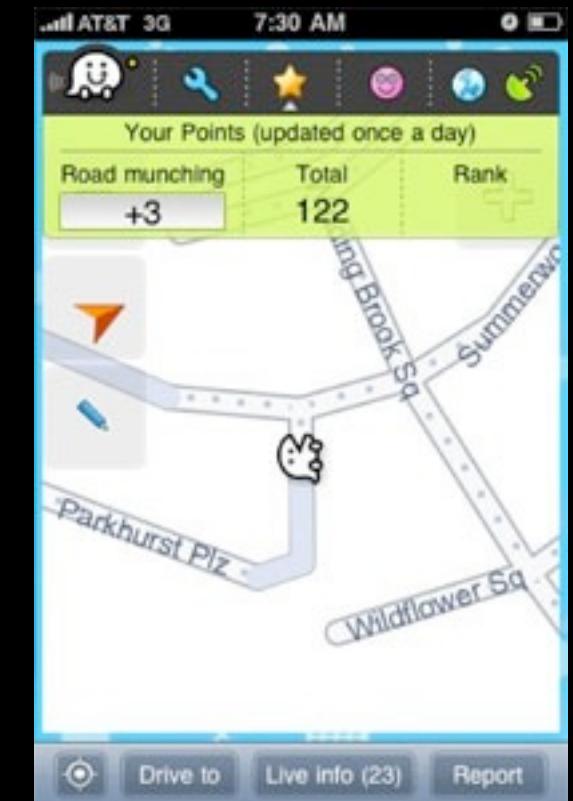
# Pac-Manhattan 2004



# Human Pac Man



A screenshot from a first-person perspective of a mobile game. The interface includes a red border at the top with various status indicators: "Pacman 1 Details: Wealth 24", "Message:", "Request Update:", "Nearby Ingredient", "Nearby Ghost", "Yaw 115.6300", "Pitch 0.7800", "Roll 3.8600", and "Pacman 2 Status: Normal Position: Lat: -6.39 Lon: -2.73". The background shows a blurred outdoor environment with a road and greenery. A small character icon is visible in the bottom right corner. An orange banner at the bottom reads "First-person point-of-view seen by Pacman".



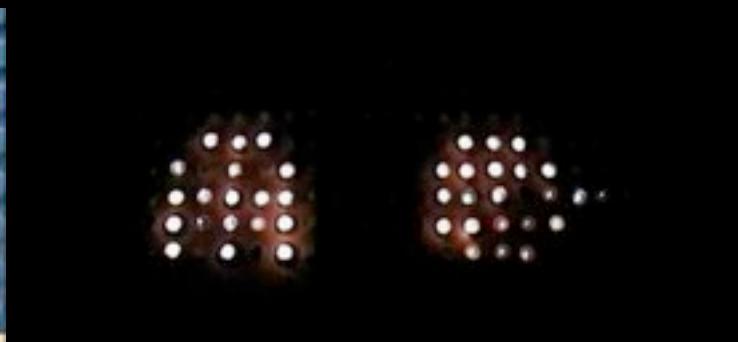
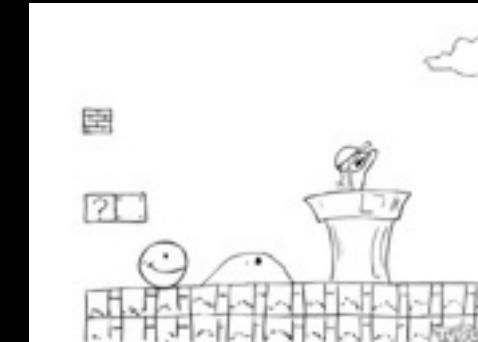
GPS Pac Man

# Roomba Pac Man

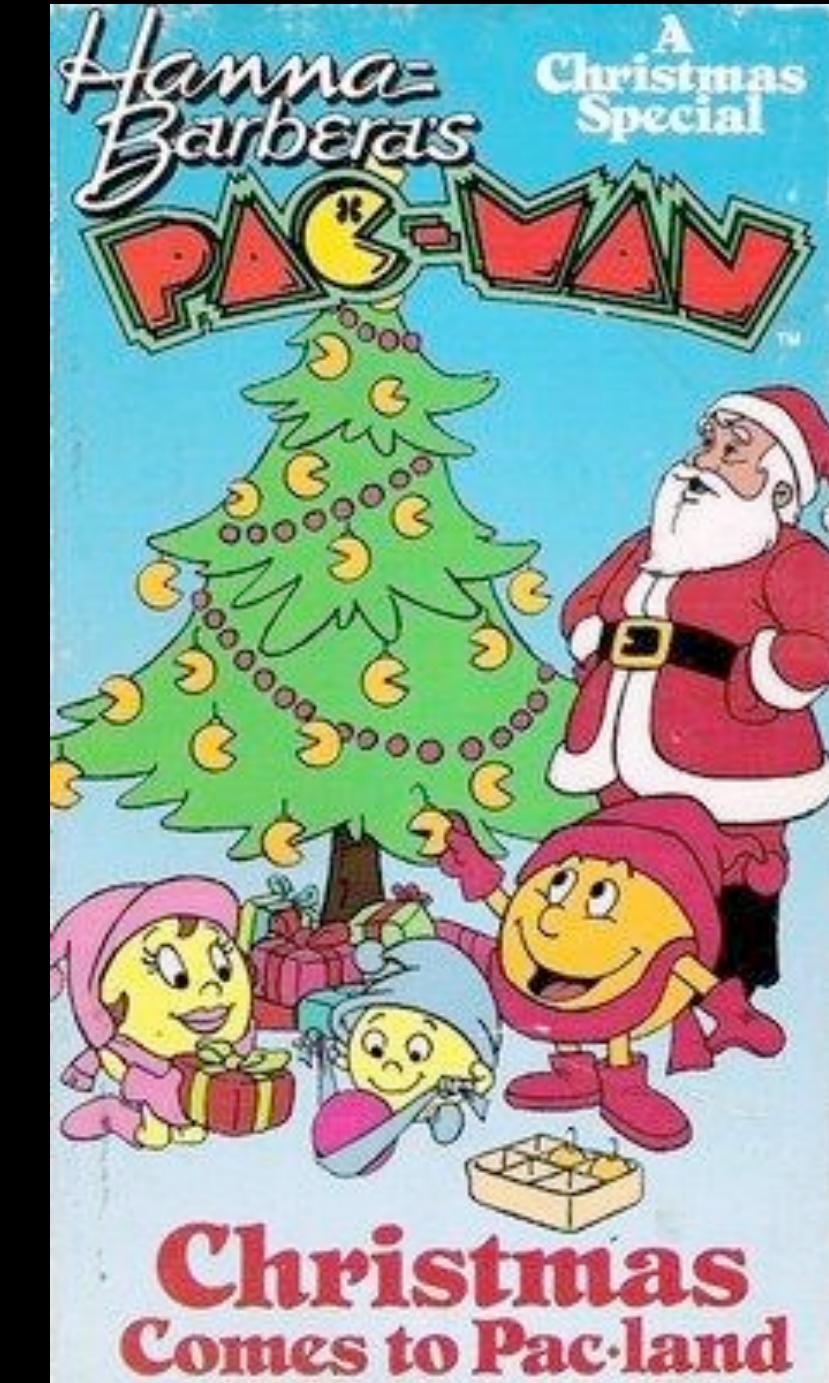


# Pac Man Filme

[http://bluesplayer.co.uk/youtube\\_blue/pacman/](http://bluesplayer.co.uk/youtube_blue/pacman/)

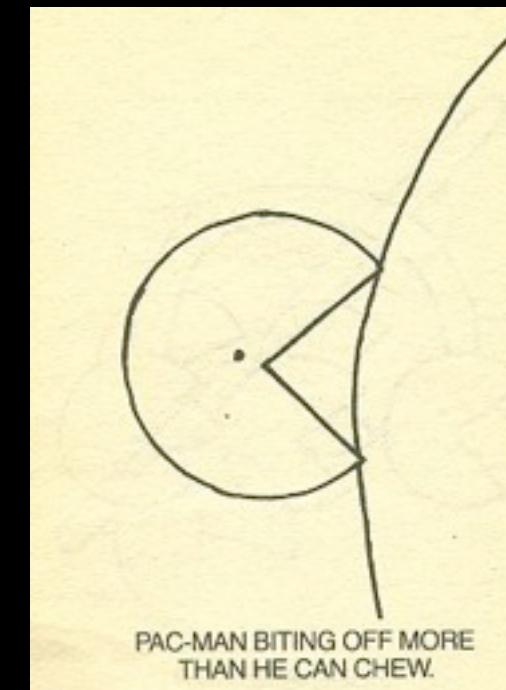
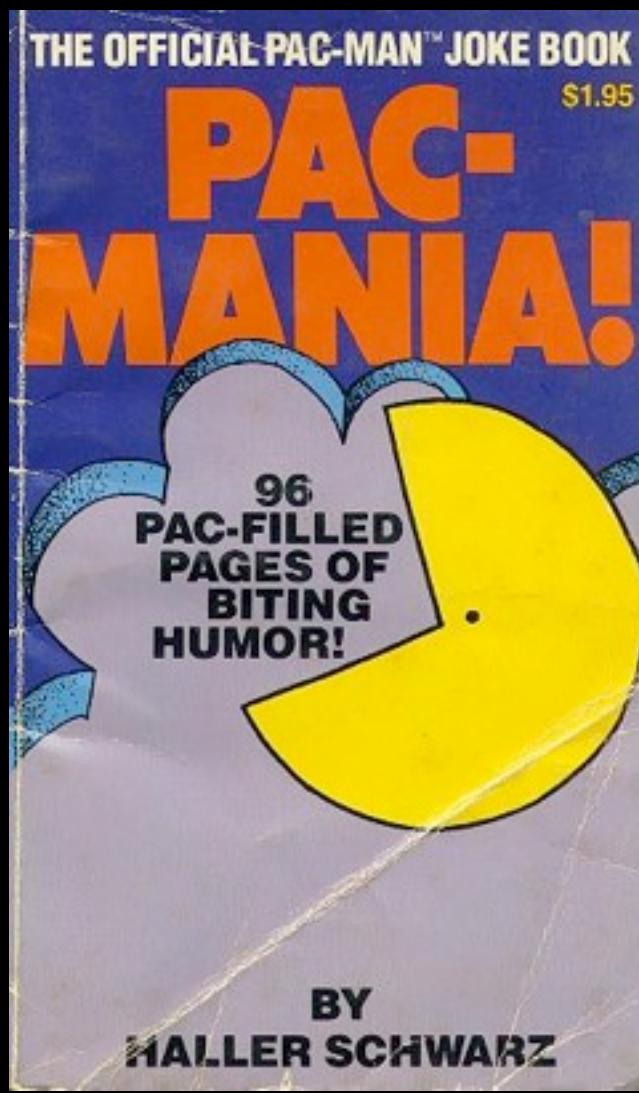


# Pac Man Serie

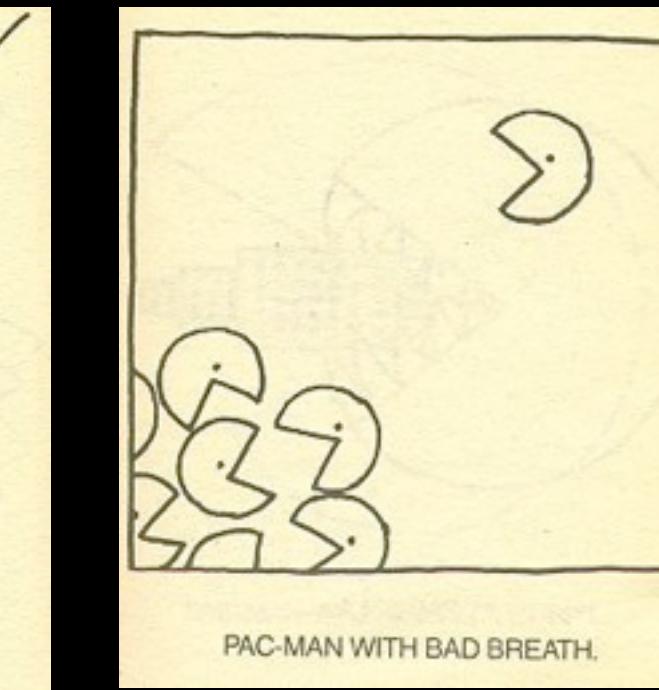


# Pac-Humor

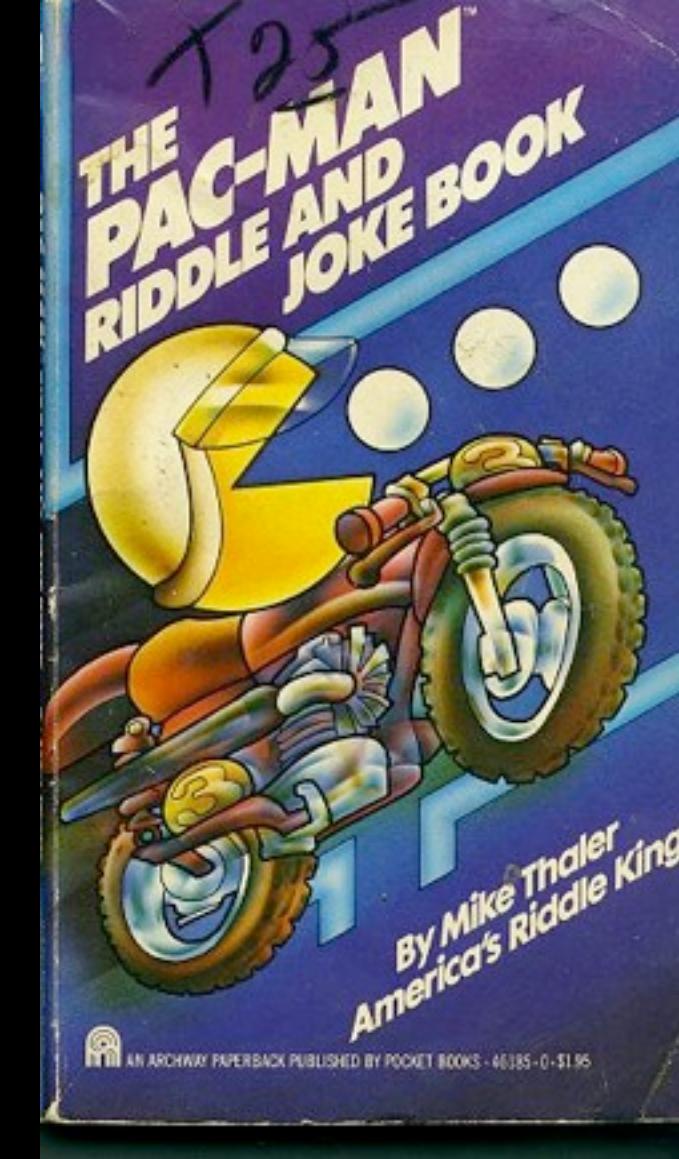
<http://www.tripoint.org/games/literature/books.html>



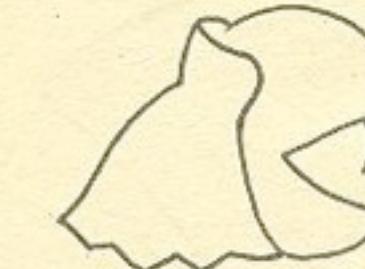
PAC-MAN BITING OFF MORE THAN HE CAN CHEW.



PAC-MAN WITH BAD BREATH.

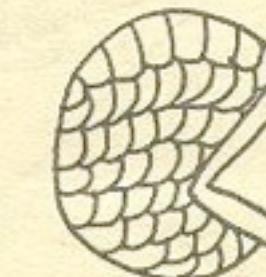


Who's round and yellow and drinks blood?

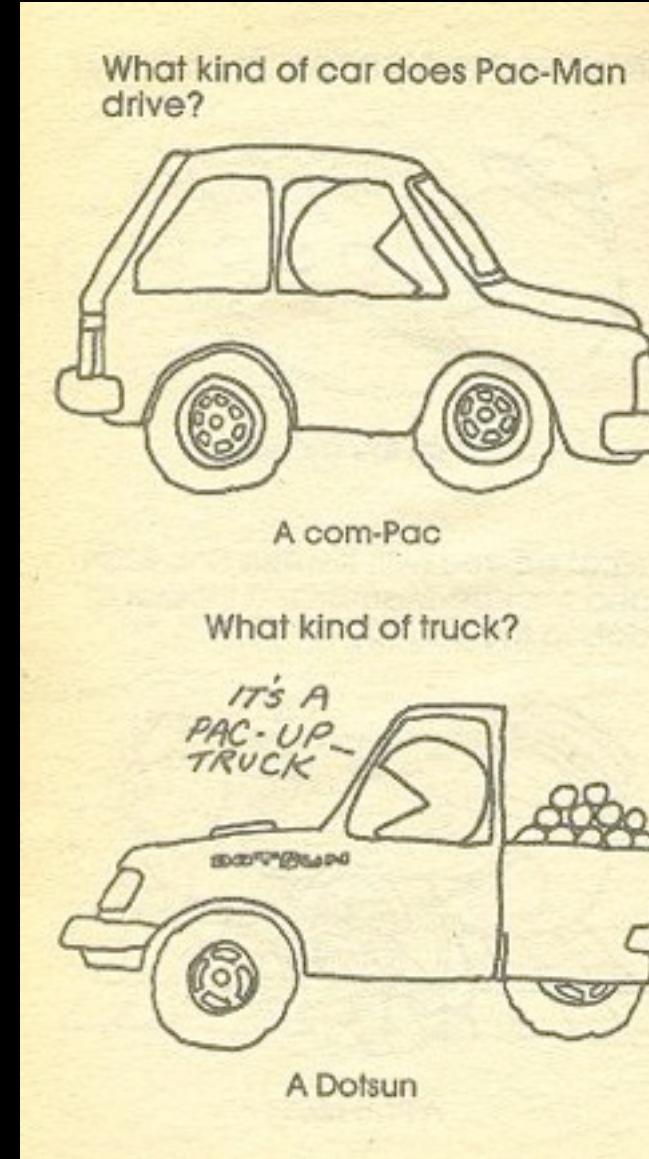


Count Pacula

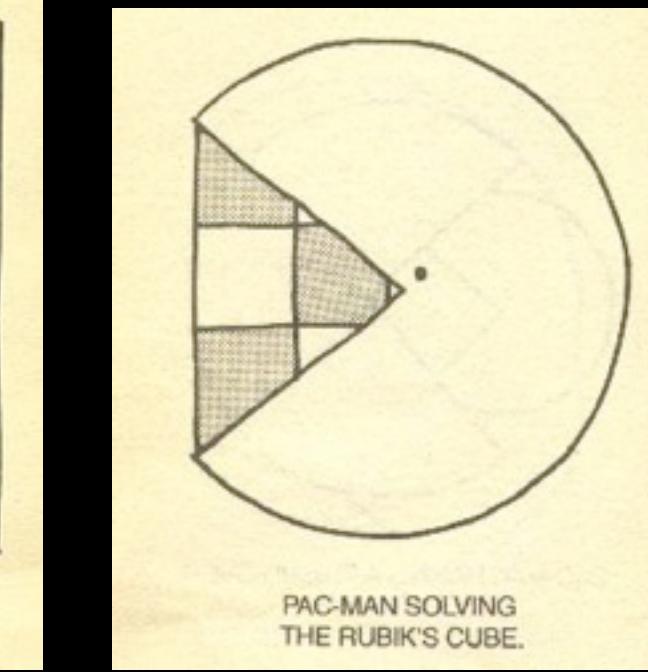
Who's round and yellow and slimy?



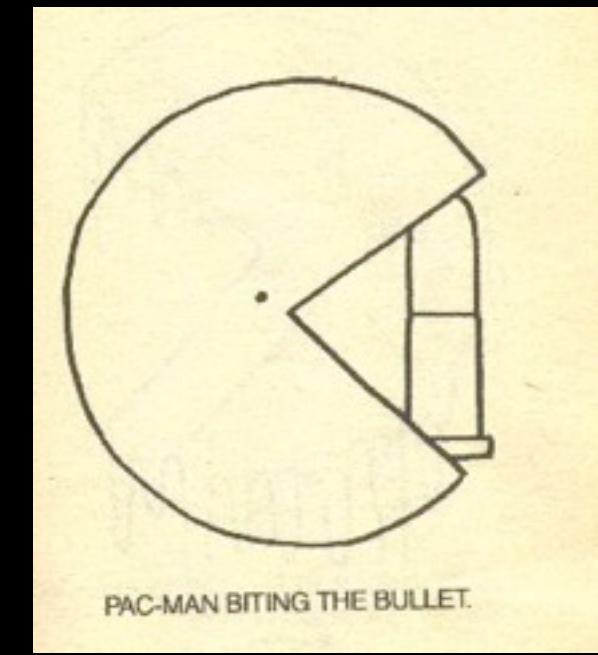
The Creature from the Pac Lagoon



A Dotsun

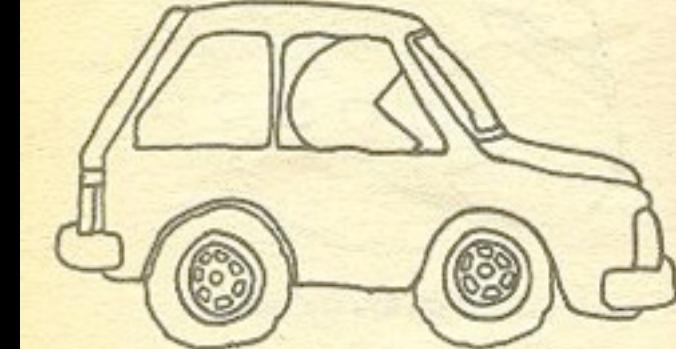


PAC-MAN SOLVING THE RUBIK'S CUBE.



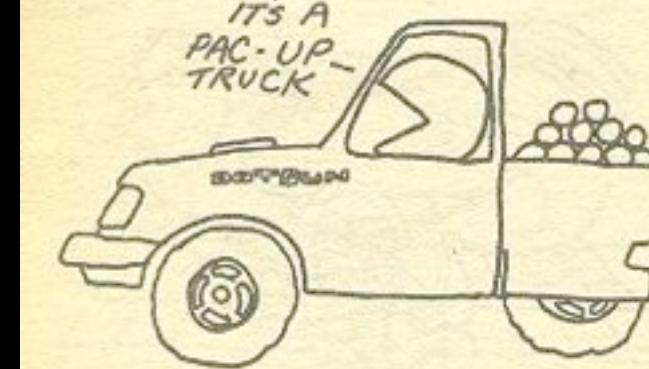
PAC-MAN BITING THE BULLET.

What kind of car does Pac-Man drive?



A com-Pac

What kind of truck?

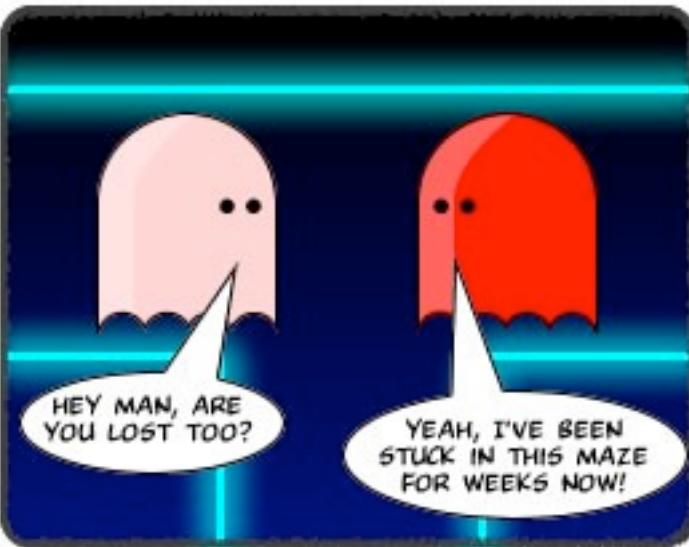


A Dotsun

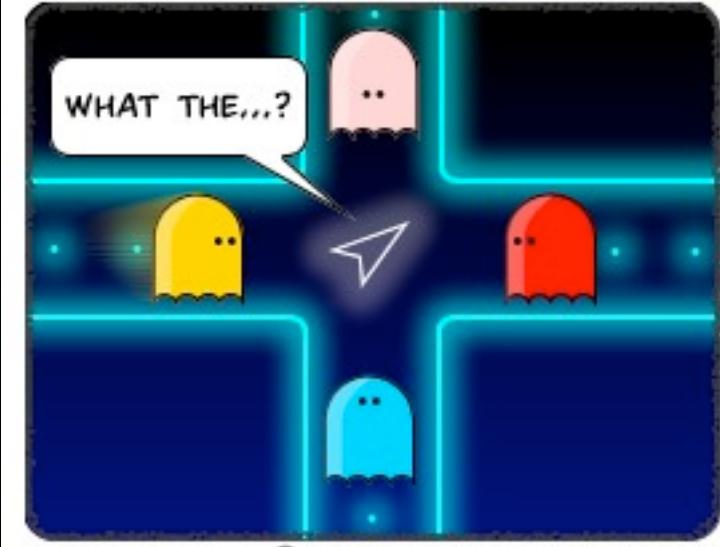
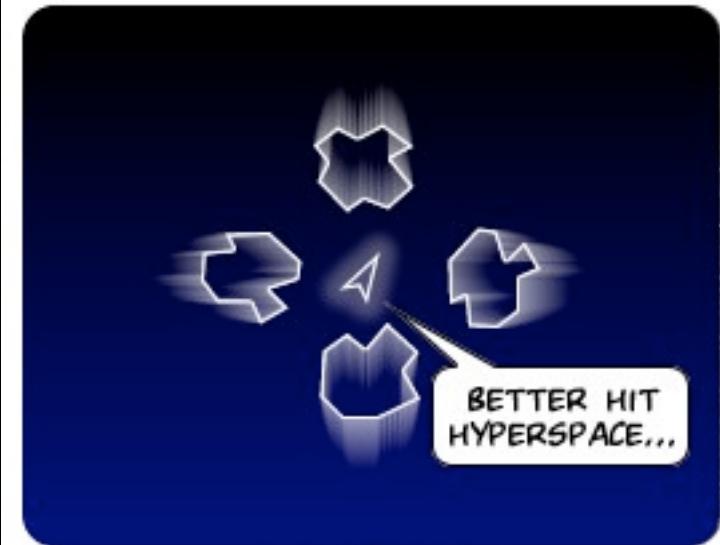
# Pac-Humor 2



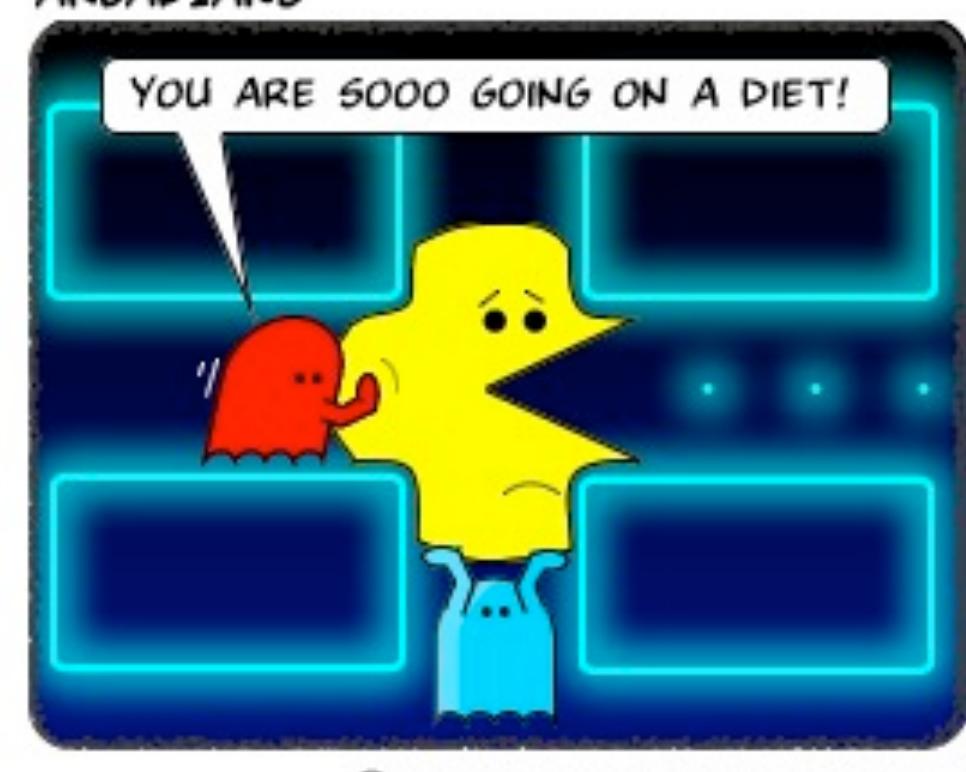
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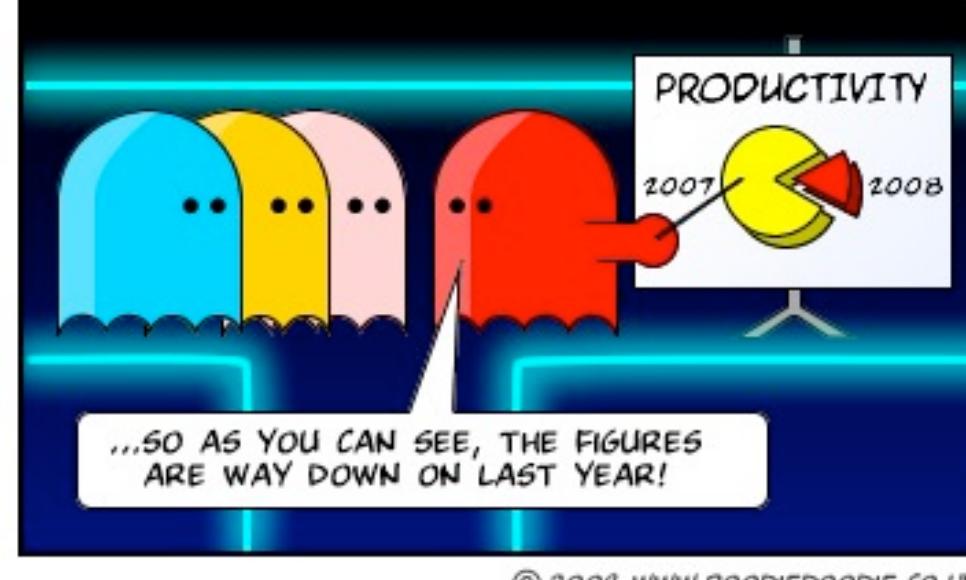
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