Game Animation

Analysis of Game

게임 분석

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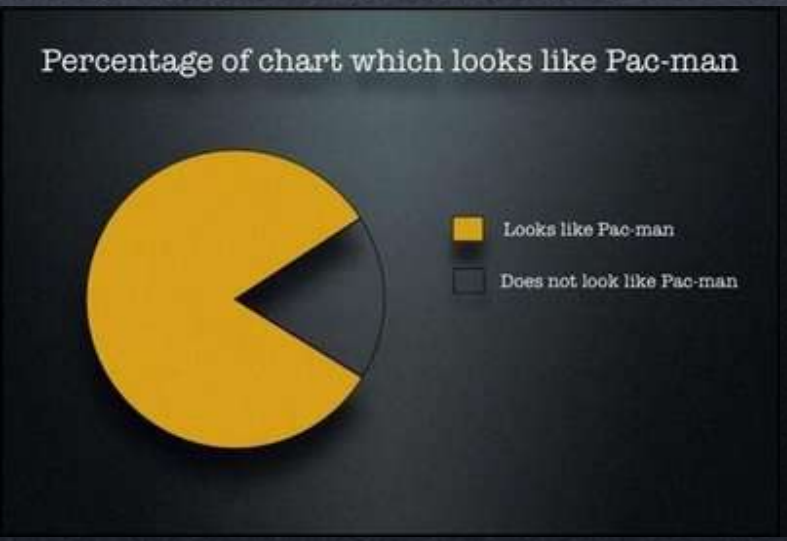
Pac-man



- Title of the game (게임명) : ***Pac-Man*** (パックマン, 팩맨)
- Developer / Publisher (제작사) :Namco 株式会社ナムコ (Japan)
- Released date (제작일) : May 22, 1980

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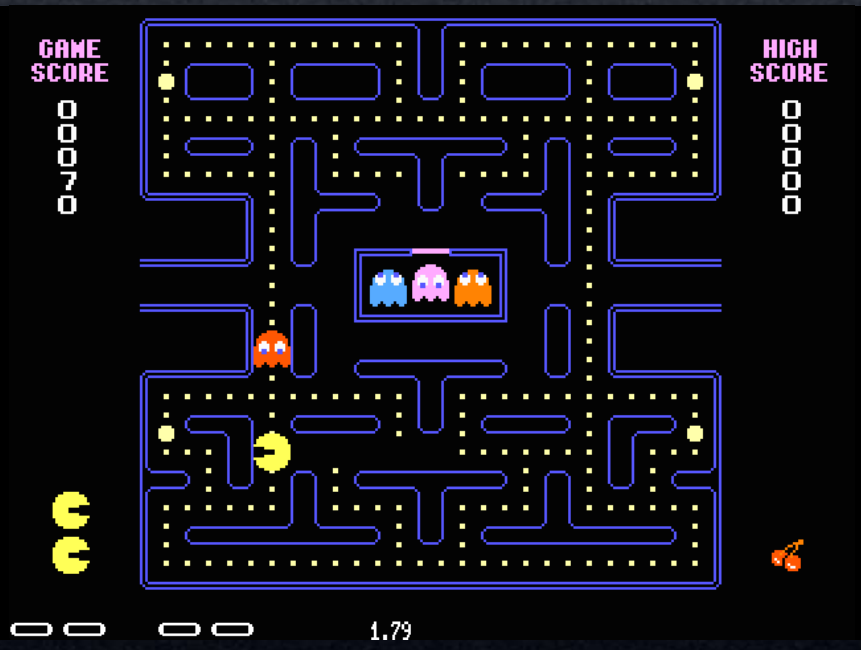
Pac-man

- Genre (장르) : Maze (미로) / Video game(비디오 게임)
- Platform (플랫폼) : Arcade (아케이드)
- Players (플레이어) : Single player



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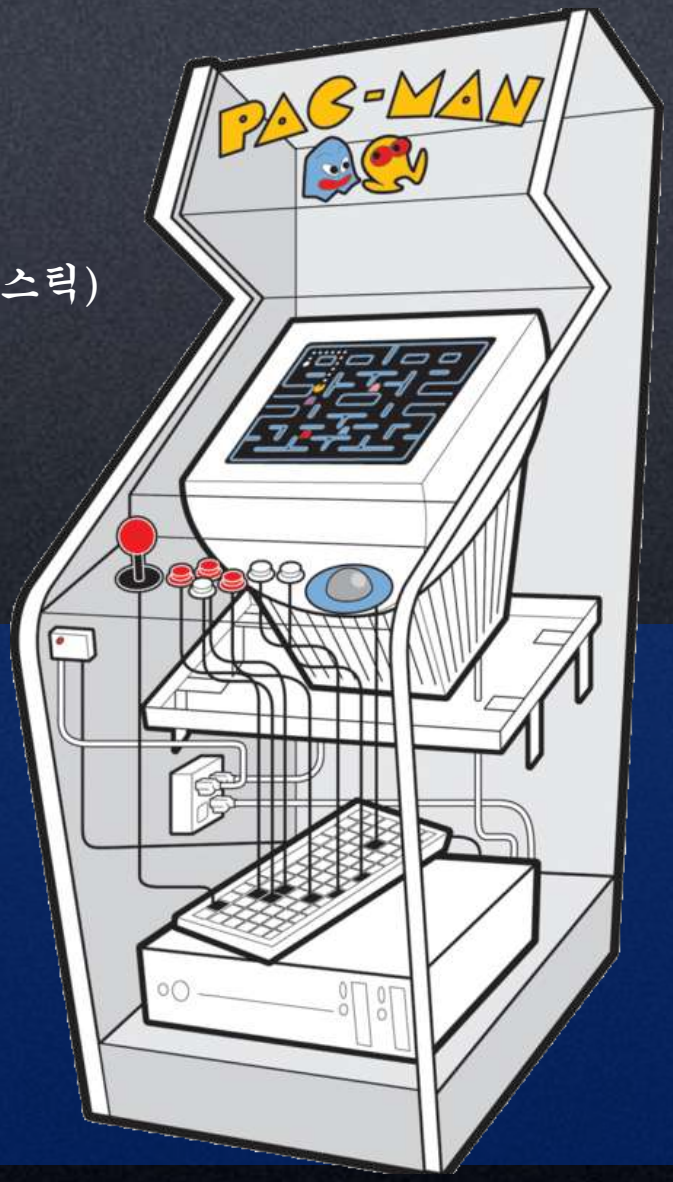
Pac-man

- Hardware (기기) : Cabinet (케비넷 방식)
- Input methods (입력장치) : 4-way joystick (4방향 조이스틱)
- CPU : 1x ZiLOG Z80 @ 3.072 MHz
- Sound : 1× Namco WSG (3-channel mono)



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Pac-man

- Characters (캐릭터)

- Pac-Man (팩맨) : Main character
- Ghosts (고스트) :
  - Speedy (pink) - Pinky; fast
  - Shadow (red) - Blinky; always behind you and hard to shake
  - Bashful (light blue) -Inky; terribly shy and will actually run away
  - Pokey (orange)- Clyde; try his best to get you, but he is slow.
- Controller

- Fruits

Pac-man

- Rule and Goal (규칙과 목표):

- The player controls Pac-Man through a maze, eating pac-dots. When all dots are eaten, Pac-Man is taken to the next stage. Four ghosts (Blinky, Pinky, Inky and Clyde) roam the maze, trying to catch Pac-Man. If a ghost touches Pac-Man, a life is lost. When all lives have been lost, the game ends.

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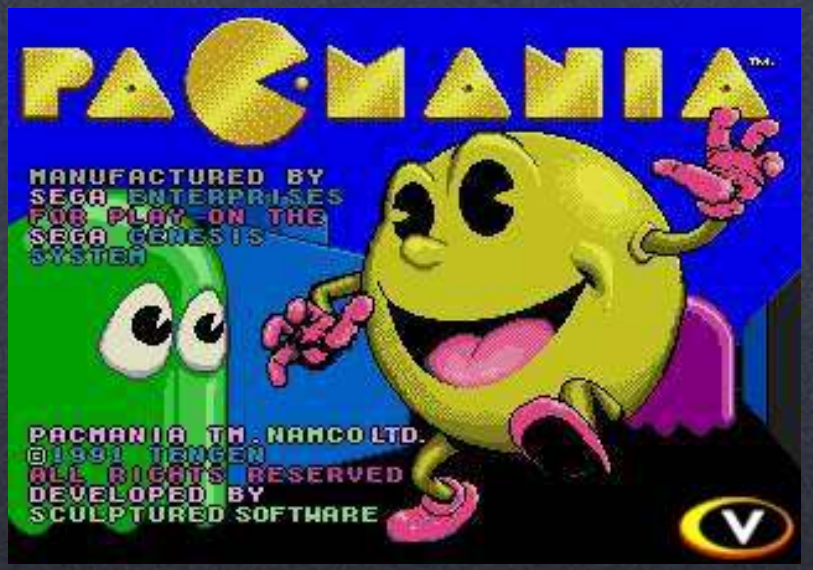

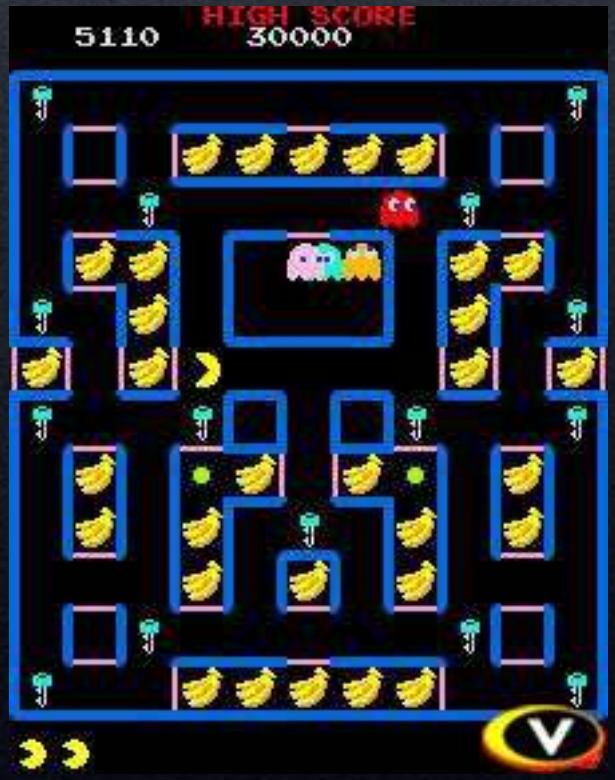

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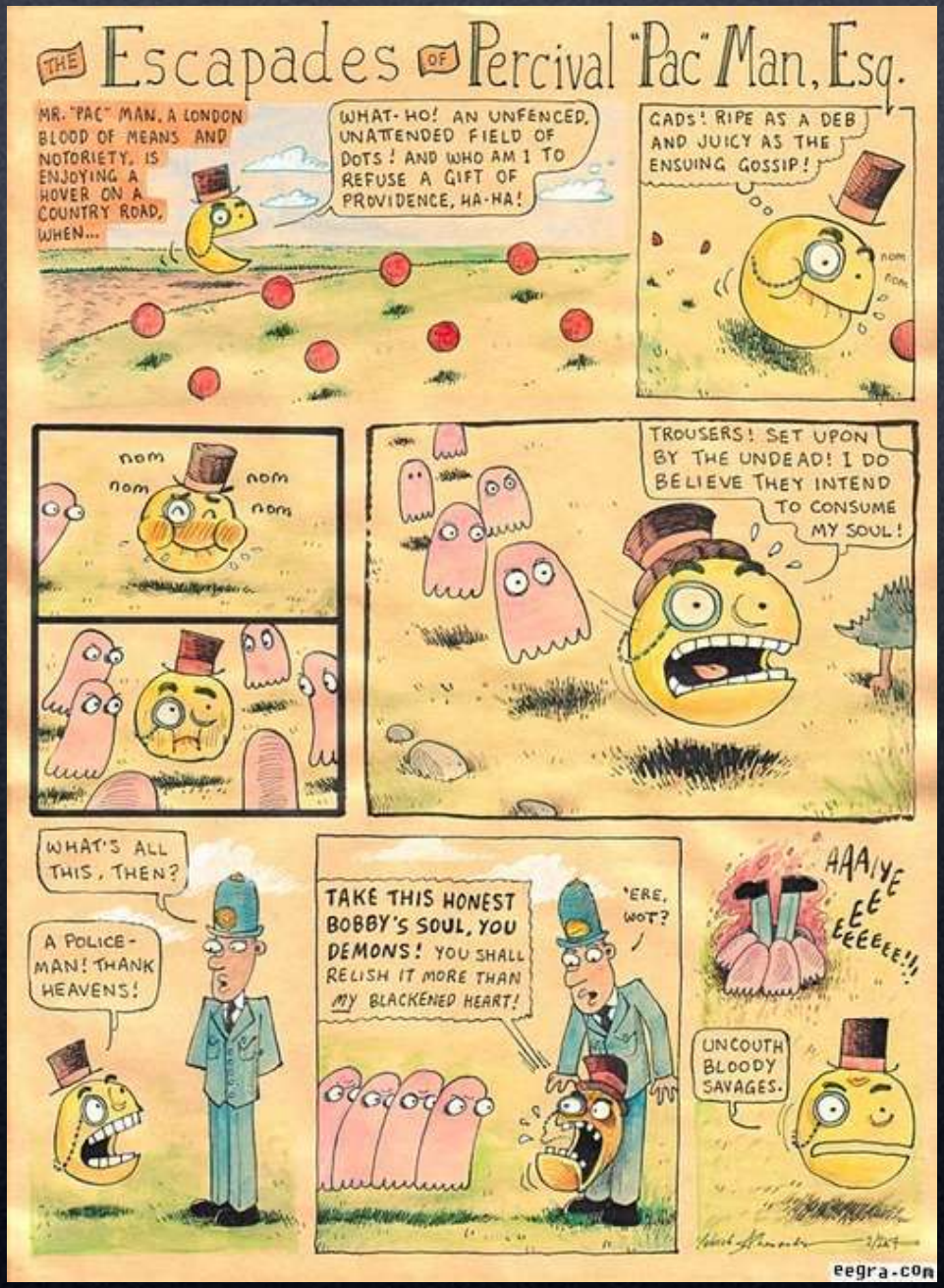

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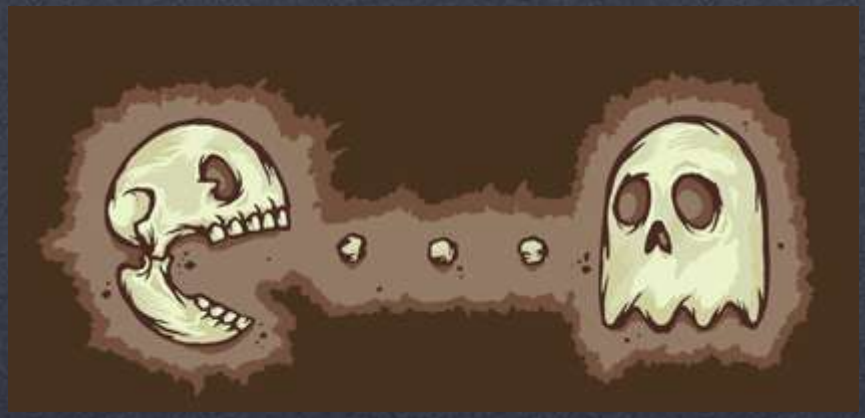

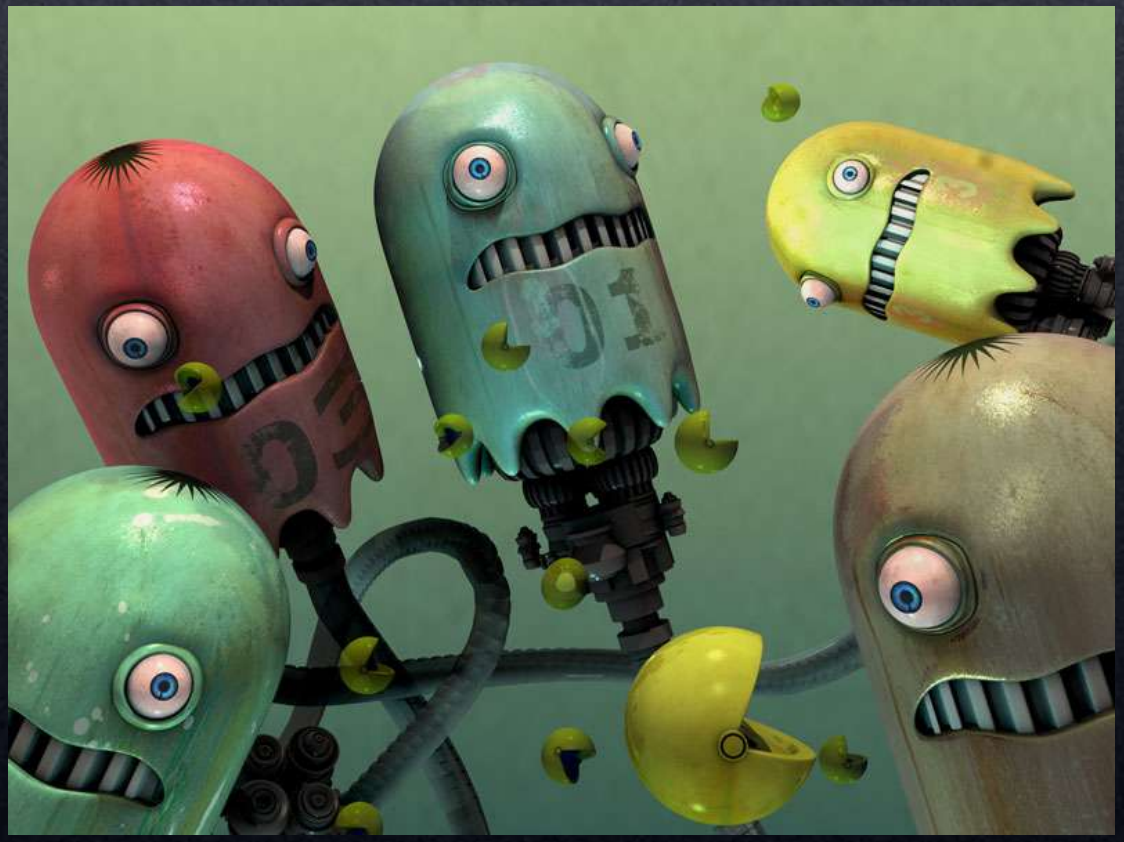

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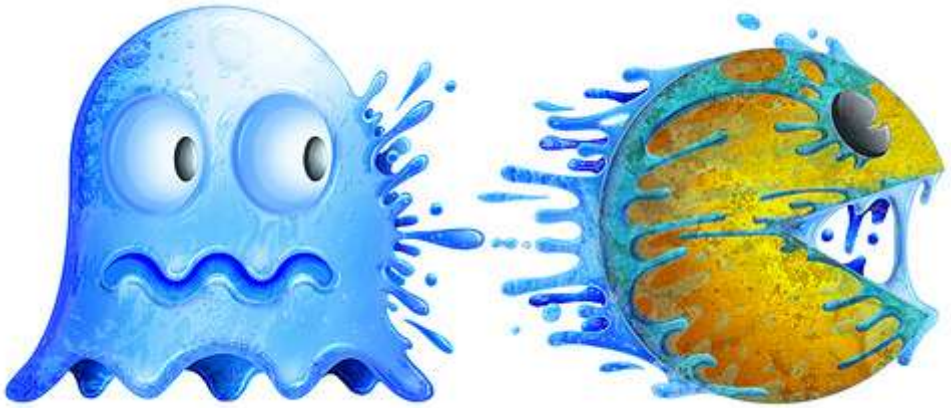

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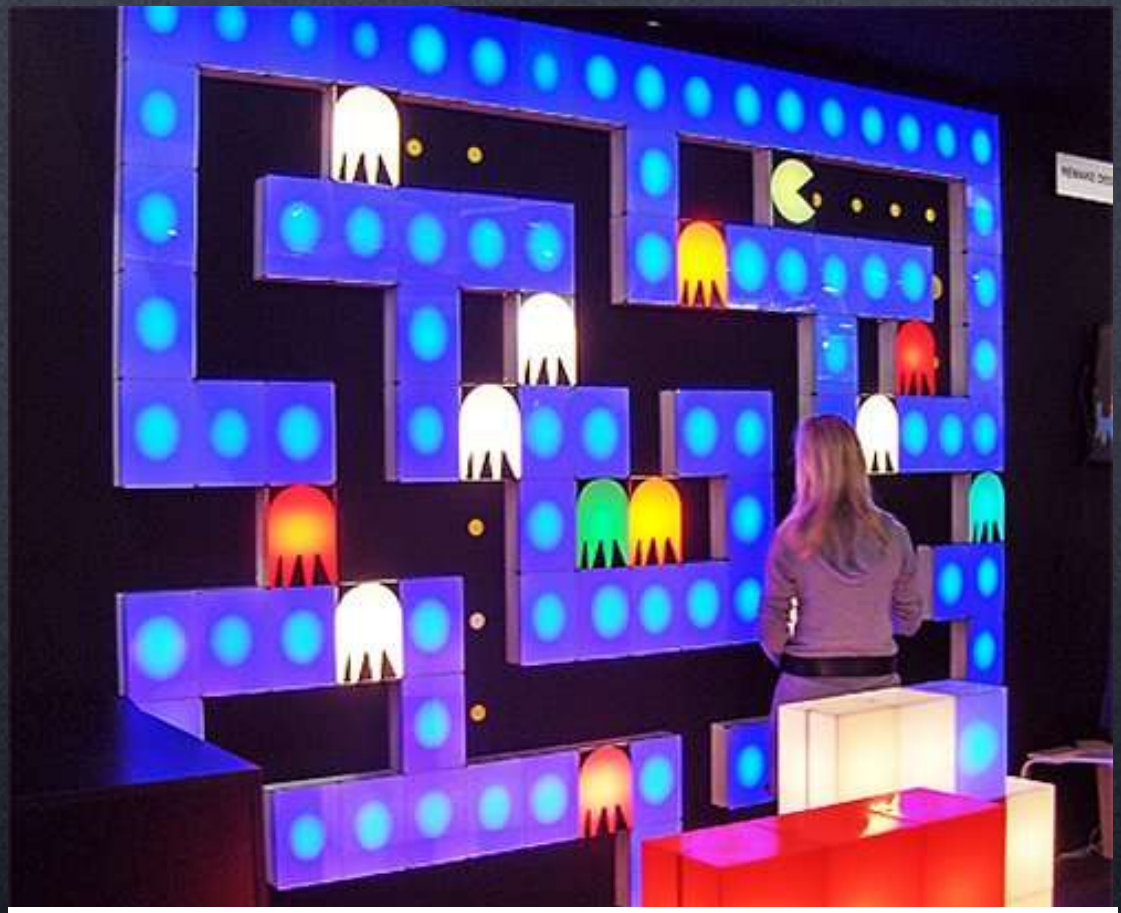

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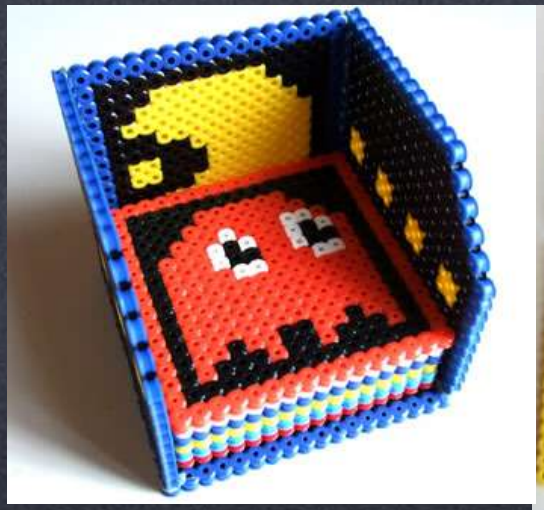

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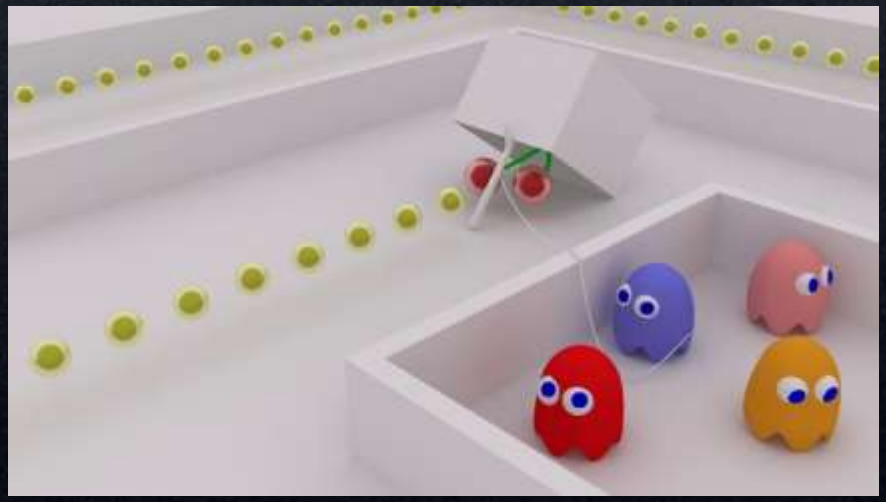

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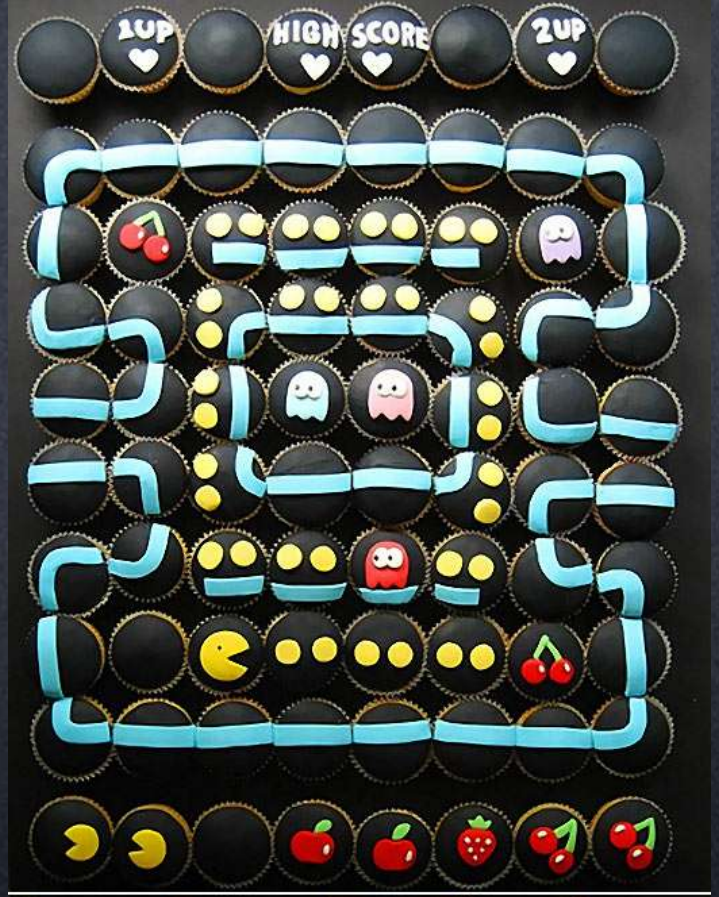

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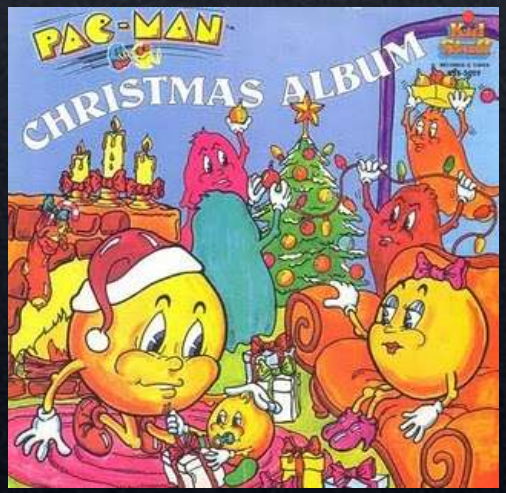

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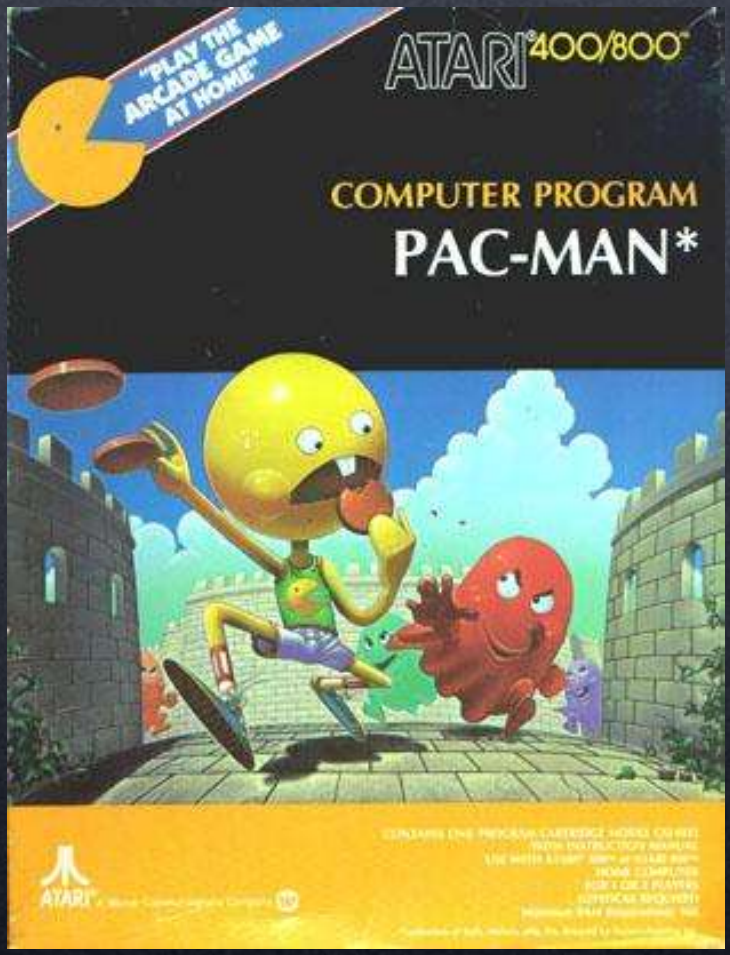

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Pac-man

- http://en.wikipedia.org/wiki/Pac-Man
- http://strategywiki.org/wiki/Pac-Man/Getting_Started
- http://www.klov.com/game_detail.php?game_id=10816
- http://pacmanmuseum.com/

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