RETRO FANPAGES

Description:

## Pac-man

Title: ***Pac-Man*** ([Japanese](https://en.wikipedia.org/wiki/Japanese_language): パックマン [Hepburn](https://en.wikipedia.org/wiki/Hepburn_romanization): *Pakkuman*), stylized as PAC-MAN, is an [arcade game](https://en.wikipedia.org/wiki/Arcade_game) developed by [Namco](https://en.wikipedia.org/wiki/Namco) and first released in [Japan](https://en.wikipedia.org/wiki/Japan) in May [1980](https://en.wikipedia.org/wiki/1980_in_video_gaming).

Description:The player navigates Pac-Man through a [maze](https://en.wikipedia.org/wiki/Maze) containing various dots, known as Pac-Dots, and four multi-colored ghosts: Blinky, Pinky, Inky, and Clyde. The goal of the game is to accumulate points by eating all the Pac-Dots in the maze, completing that 'stage' of the game and starting the next stage and maze of Pac-dots. Between some stages, one of three [intermission](https://en.wikipedia.org/wiki/Cut_scene) animations plays.[[23]](https://en.wikipedia.org/wiki/Pac-Man#cite_note-23) The four ghosts roam the maze, trying to kill Pac-Man. If any of the ghosts hit Pac-Man, he loses a life; when all lives have been lost, the game is over. Pac-Man is awarded a single bonus life at 10,000 points by default—[DIP switches](https://en.wikipedia.org/wiki/DIP_switch) inside the machine can change the required points to 15,000 or 20,000, or disable the bonus life altogether. The number of lives can be set to 1 life only or up to five lives maximum. High score cannot exceed 999,990 points; players may exceed that score, but the game keeps the last 6 digits. There are 256 levels in total, however the 256th level had a bug, which leads to jumbling of the level.

Videos:

<https://www.youtube.com/watch?v=uswzriFIf_k>

<https://www.youtube.com/watch?v=Tbk3AfbwVDc>

<https://www.youtube.com/watch?v=mJCHcFlTTXo>

## Super mario bros

Title:***Super Mario Bros.***[[a]](https://en.wikipedia.org/wiki/Super_Mario_Bros.#cite_note-6) is a [platform](https://en.wikipedia.org/wiki/Platform_game) [video game](https://en.wikipedia.org/wiki/Video_game) developed and published by [Nintendo](https://en.wikipedia.org/wiki/Nintendo) for the [Nintendo Entertainment System](https://en.wikipedia.org/wiki/Nintendo_Entertainment_System) home console.

Description:In *Super Mario Bros.*, the player takes on the role of the main protagonist of [the series](https://en.wikipedia.org/wiki/Mario_(franchise)), [Mario](https://en.wikipedia.org/wiki/Mario). Mario's younger brother, [Luigi](https://en.wikipedia.org/wiki/Luigi), is only playable by the second player in the game's [multiplayer](https://en.wikipedia.org/wiki/Multiplayer_video_game) mode and assumes the same plot role and functionality as Mario. The objective is to race through the Mushroom Kingdom, survive the main antagonist Bowser's forces, and save Princess Toadstool.[[6]](https://en.wikipedia.org/wiki/Super_Mario_Bros.#cite_note-Super_Mario_Bros._instruction_booklet-7):7The player moves from the left side of the screen to the right side in order to reach the flag pole at the end of each level.

The game world has coins scattered around it for Mario to collect, and special bricks marked with a question mark (*?*), which when hit from below by Mario, may reveal more coins or a special item. Other "secret", often invisible, bricks may contain more coins or rare items. If the player gains a red and yellow Super Mushroom, Mario grows to double his size and can take one extra hit from most enemies and obstacles, in addition to being able to break bricks above him.[[6]](https://en.wikipedia.org/wiki/Super_Mario_Bros.#cite_note-Super_Mario_Bros._instruction_booklet-7):12 Players are given a certain number of lives, and may gain additional lives by picking up green and orange 1-Up mushrooms, collecting 100 coins, defeating several enemies in a row with a Koopa shell, or bouncing on enemies successively without touching the ground. Mario loses a life if he takes damage while small, falls in a bottomless pit, or [runs out of time](https://en.wikipedia.org/wiki/Time_limit_(video_gaming)). The game ends when all lives are lost.

Videos:<https://www.youtube.com/watch?v=avXW_iZkvP8&t=8s>

<https://www.youtube.com/watch?v=ia8bhFoqkVE>

<https://www.youtube.com/watch?v=OWn0XgBJuLI>

## Street fighter

Title;Street Fighter (ストリートファイター Sutorīto Faitā), commonly abbreviated as SF or スト (Suto), is a fighting video game franchise developed and published by Capcom.

Description:*Street Fighter*, designed by [Takashi Nishiyama](https://en.wikipedia.org/wiki/Takashi_Nishiyama) and Hiroshi Matsumoto, made its debut in [arcades](https://en.wikipedia.org/wiki/Amusement_arcade), in 1987.[[7]](https://en.wikipedia.org/wiki/Street_Fighter#cite_note-7)[[8]](https://en.wikipedia.org/wiki/Street_Fighter#cite_note-ignreview-8) In this game, the player takes control of martial artist [Ryu](https://en.wikipedia.org/wiki/Ryu_(Street_Fighter)), who competes in a worldwide martial arts tournament, spanning five countries and 10 opponents. A second player can join in at any time and take control of Ryu's American rival, [Ken](https://en.wikipedia.org/wiki/Ken_Masters).

The player can perform three types of punch and kick attacks, each varying in speed and strength, and three special attacks: the *Hadouken*, *Shoryuken*, and *Tatsumaki Senpukyaku*. These are performed by executing special button combinations with the cont

Videos:<https://www.youtube.com/watch?v=kVLCv-YgWco>

<https://www.youtube.com/watch?v=IEtVmT3-Efk>

<https://www.youtube.com/watch?v=ST2qPktdjnk>