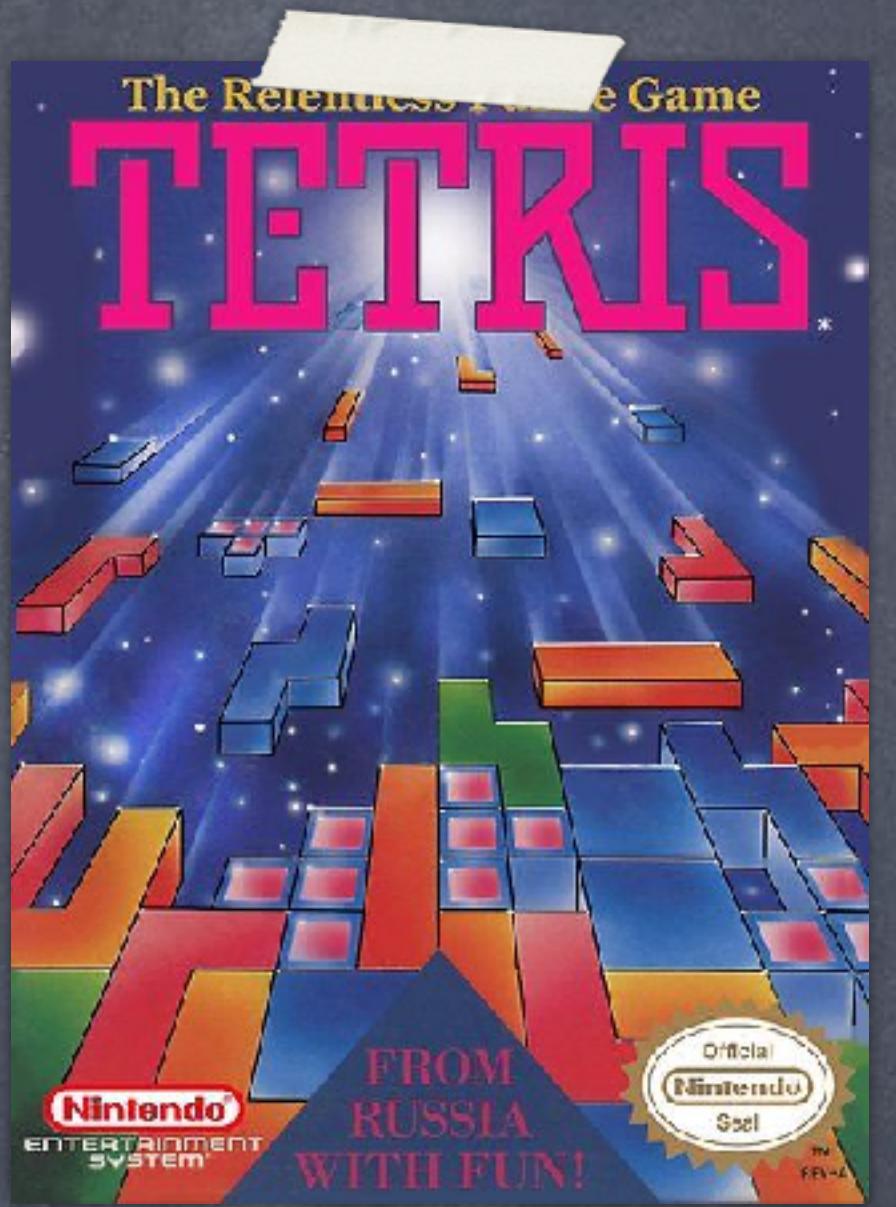


Classic Video Games (Pt. 2)

Ed-Talk #6

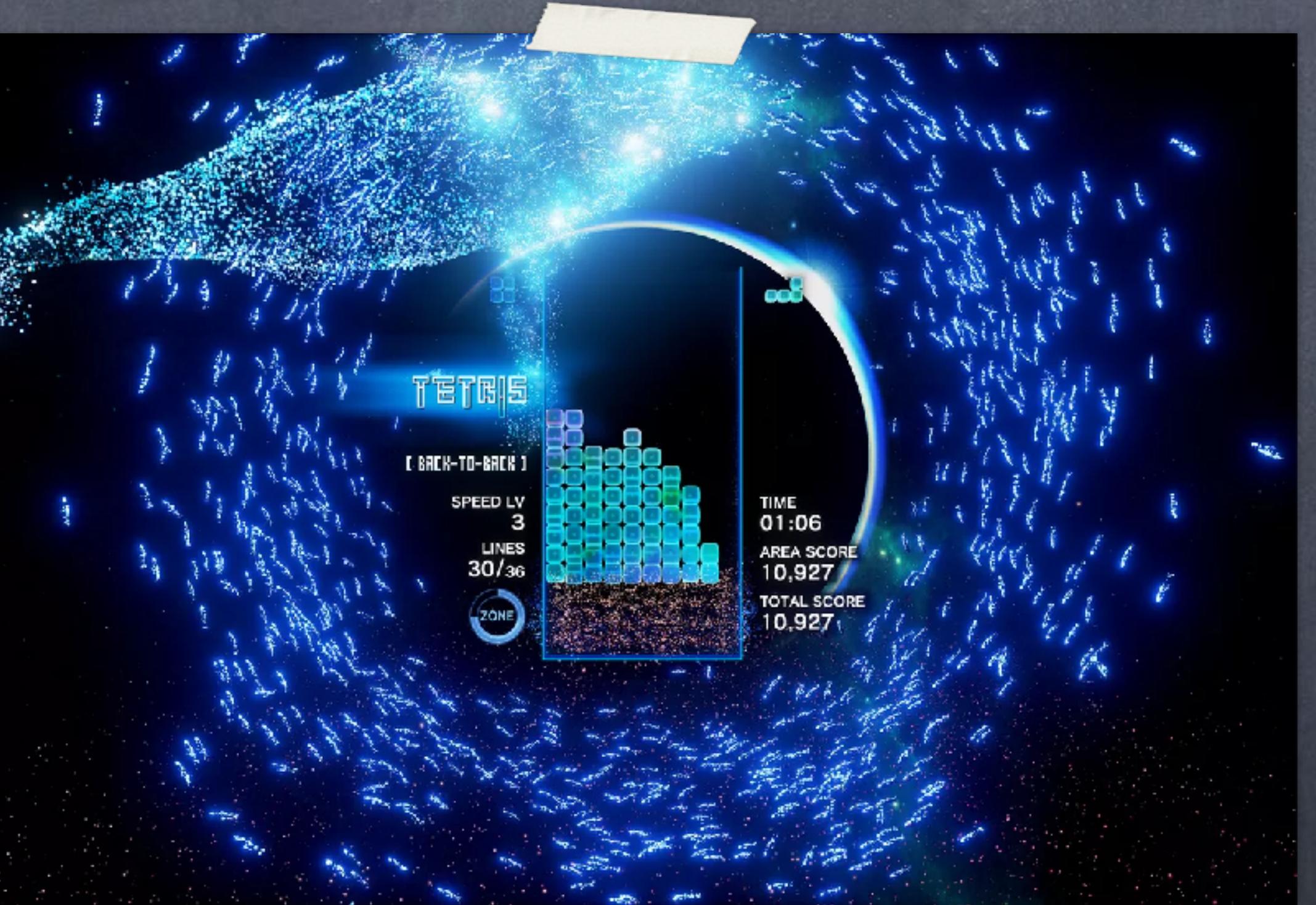
Tetris

- Tetris, video game created by Russian designer Alexey Pajitnov in 1985 that allows players to rotate falling blocks strategically to clear levels.
- Tetris play mechanics: differently shaped blocks drop at varying speeds, and, as the blocks descend, the player must rotate and arrange them to create an uninterrupted horizontal row on the screen.



Tetris

- When the player forms one or more solid rows, the completed rows disappear. The goal of the game is to prevent the blocks from stacking up to the top of the screen for as long as possible.



Pacman

- In 1980 the Japanese arcade game manufacturer Namco Limited introduced the world to Pac-Man. The lead designer was Iwatani Tohru, who intended to create a game that did not emphasize violence.
- The game concept was therefore inspired by food and eating, as opposed to the shooting of space aliens and other foes that prevailed in most arcade games of the time.



Pacman

- Players maneuvered through a simple maze with a joystick, devouring colored dots until all were gone, thereby completing a level and moving on to the next maze.
- The game was made challenging by a group of four “ghosts” on each level that tried to catch and consume Pac-Man; the roles of predator and prey were temporarily reversed when Pac-Man ate special “power pills” placed in the maze.



Donkey Kong

- Donkey Kong is an arcade game released by Nintendo in 1981. An early example of the platform game genre, the gameplay focuses on maneuvering the main character across a series of platforms while dodging and jumping over obstacles.



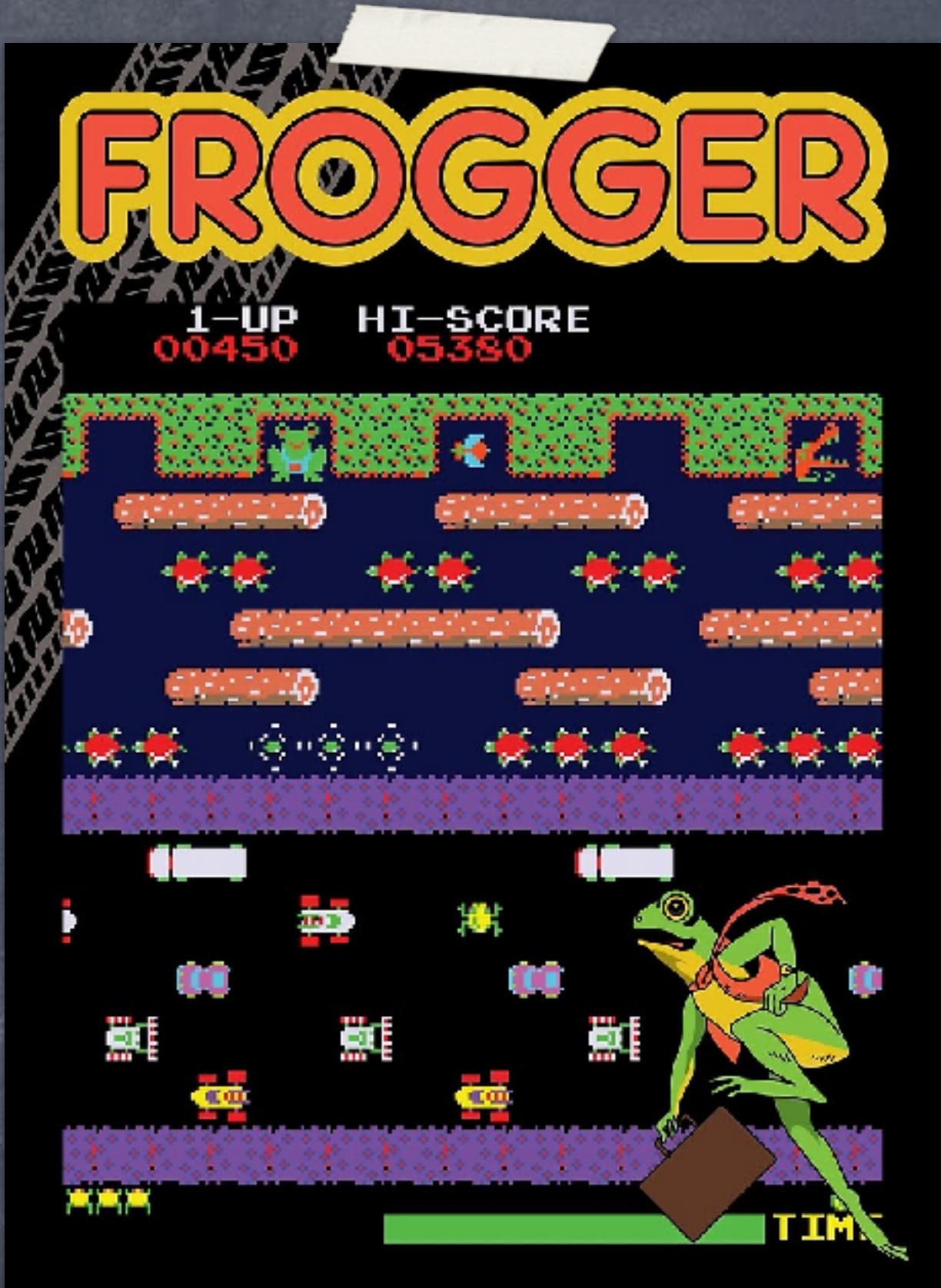
Donkey Kong

- In the game, Mario (originally named Mr. Video and then Jumpman) must rescue a damsel in distress named Pauline (originally named Lady), from a giant ape named Donkey Kong.



Frogger

- Frogger is a 1981 arcade game developed by Konami and originally published by Sega.
- The objective of the game is to direct frogs to their homes one by one by crossing a busy road and navigating a river full of hazards.
- The objective of the game is to guide a frog to each of the empty "frog homes" at the top of the screen. The frog starts at the bottom of the screen, which contains a horizontal road occupied by cars, trucks, and bulldozers speeding along it.



Frogger

- The player must guide the frog between opposing lanes of traffic to avoid becoming roadkill, which results in a loss of a life.
- After the road, there is a median strip separating the two major parts of the screen. The upper portion of the screen consists of a river with logs, alligators, and turtles, all moving horizontally across the screen. By jumping on swiftly moving logs and the backs of turtles and alligators, the player can guide their frog to safety. The player must avoid snakes, otters, and the open mouths of alligators.



Links

- Frogger: bit.ly/3fYqYEj
- Donkey Kong: bit.ly/3dS6VFK
- Tetris: bit.ly/2Td0x4a
- Pacman: bit.ly/2ADh005