Ghosts

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| **Color (HEX)** | **Name** | **“Personality”** | **Notes** |
| Red (#FF0000) | Blinky | Chaser | Only one that starts outside of pen |
| Pink (#FFC0CB) | Pinky | Ambusher |  |
| Cyan (#00FFFF) | Inky | Fickle |  |
| Orange (FFA500) | Clyde | Feign/Mislead |  |

Ghost movements

Tile that Pacman is on is what determines which direction the ghosts will go.

**Blinky**

Directly chases Pacman. Targets tile that Pacman is currently on.

As game progresses, speed increases to the point where marginally faster than Pacman

Depends on the number of dots consumed by Pacman which decreases as game level increases

Momentarily pauses speed when Pacman loses a life

**Pinky**

Tries to land on space 4 tiles in front of Pac-Man (Ambush method)

**Inky**

Determined by both relative position of Pacman and Blinky (RED).

Take tile 2 spaces ahead of Pacman and double the distance Blinky is away from it.

The end of the new vector should be the target tile.

Movement perceived as more erratic.

**Clyde**

Movement based on how far away he is from Pacman.

More than 8 tiles away from Pacman, movement identical to Blinky

When within 8 tiles of Pacman, attempt to flee to the bottom left portion of the screen and hide

3 Modes/States – Chase, Scatter, Frightened

**Chase Mode** – Assigned movements above

**Scatter Mode** – All flee to a different corner of the map

Blinky – top right

Pinky – top left

Inky – bottom right

Clyde – bottom left

Each ghosts’ target tile is placed just outside of their assigned corner, endlessly moving in circles

Can only enter scatter mode a maximum of 4 times in a given life or level

After the fourth event, enters Chase mode indefinitely.

Example Level 1:

Scatter for 7 seconds, then Chase for 20 seconds.

Scatter for 7 seconds, then Chase for 20 seconds.

Scatter for 5 seconds, then Chase for 20 seconds.

Scatter for 5 seconds, then switch to Chase mode permanently.

**Frightened Mode** – Occurs when Pacman eats a power pellet.

All ghosts turn blue and runs away, can be eaten.

All ghosts reverse direction and upon reaching a corner, uses a pseudo RNG to decide the direction it will go towards.

Links:

<https://www.youtube.com/watch?v=l7-SHTktjJc>

<http://gameinternals.com/post/2072558330/understanding-pac-man-ghost-behavior>