

The Oatmeal

Home Comics Animations (NEW) Games Books 📧Subscribe Blog

Hi. My name is Matthew Inman. I'm a cartoonist.

I've been publishing comics on this website since 2009. Every few years, I compile these comics into books, such as [How to tell if your cat is plotting to kill you](#). I also make card games, such as [Exploding Kittens](#) and [Throw Throw Burrito](#). Right now, I'm busy making an [animated TV series at Netflix](#).

The Latest

- Exploding Kittens Twerk-Traxx comic panel.
- Animations by The Oatmeal comic panel.
- A white dog sitting next to a bowl, with the caption "How my pets eat me".
- A woman holding a small dog, with a play button overlay and the caption "Oatmeal Cartoons".
- Good vs Evil comic panel.
- A Little Wordy comic panel.

Popular comics

- My dog: the paradox comic panel.
- A brain with wavy lines, with the caption "I'm not going to tell you what this dream is about to tell you".
- You're doing it for the EXPOSURE comic panel.
- A koala peeking out from behind a rock, with the caption "He needs to have a common-sense wombat".
- Having a baby vs having a cat comic panel.

I AM A MOTHERFUCKING PTERODACTYL HERE TO PTERO-YOU A NEW ASSHOLE

Dev tools open showing the page's HTML structure and a zoomed-in view of the pterodactyl comic panel.

```
<head></head>
<!--refreshed 16th of November 2023 09:31:43 PM-->
<body style="overflow: visible;"> <div> <div>
```

Theoatmeal.com heeft een afbeelding van een dino in de dev console staan. Dit is leuke manier om net een stapje extra te zetten voor mensen die iets van webdevelopment af weten.

Easter egg (media)

39 languages

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This article's lead section may be too short to adequately summarize the key points. Please consider expanding the lead to provide an accessible overview of all important aspects of the article. (May 2021)

An **Easter egg** is a message, image, or feature hidden in software, a video game, a film, or another — usually electronic — medium. The term used in this manner was coined around 1979 by Steve Wright, the then-Director of Software Development in the Atari Consumer Division, to describe a hidden message in the Atari video game *Adventure*, in reference to an *Easter egg hunt*. The earliest known video game Easter egg is in the 1973 video game *Moonlander*, in which the player tries to land a *Lunar module* on the moon; if the player opts to fly the module horizontally through several of the game's screens, they encounter a *McDonald's* restaurant, and if they land next to it an astronaut will visit it instead of standing next to the ship. The earliest known Easter egg in software in general is one placed in the "make" command for PDP-6/PDP-10 computers sometime in October 1967–October 1968, wherein if the user attempts to create a file named "love" by typing "make love", the program responds "not war?" before proceeding. [2]

Origin [edit]

See also: *Adventure* (1980 video game) & *Easter egg*

The use of the term "Easter egg" to describe secret features in video games originates from the 1980 video game *Adventure* for the Atari 2600 game console, programmed by employee Warren Robinett. At the time, Atari did not include programmers' names in the game credits, both to prevent competitors from poaching its developers as well as to deny developers a means to bargain with the management of the new owners, Warner Communications. [3] Robinett, who disagreed with his supervisor over this lack of acknowledgment, secretly programmed the message "Created by Warren Robinett" to appear only if a player moves their *avatar* over a specific pixel (dubbed the "Gray Dot") during a certain part of the game and enters a previously "forbidden" part of the map where the message can be found. When Robinett left Atari, he did not inform the company of the acknowledgment that he included in the game. Shortly after his departure, the "Gray Dot" and his message were discovered by a player. Atari's management initially wanted to remove the message and release the game again, until this was deemed too costly. Instead, Steve Wright, the Director of Software Development in the Atari Consumer Division, suggested that they keep the message and, in fact, encourage the inclusion of such messages in future games, describing them as Easter eggs for consumers to find. [4][5][6][7][8][9][10][11]

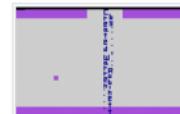
In video games [edit]

While Robinett's message in *Adventure* led to the first use of the phrase "Easter egg", Easter eggs are included in previous video games. The earliest known video game Easter egg is in *Moonlander* (1973), in which the player tries to land a spaceship on the moon; if the player flies horizontally enough, they encounter a *McDonald's* restaurant and if they land next to it an astronaut will visit it instead of standing next to the ship. [12] Other early known Easter eggs include one in the first text adventure game, *Colossal Cave Adventure* (1976), from which *Adventure* was fashioned, which includes several secret rooms. One of them in *Adventure* contains the message "You are in the same room". [13] A second Easter egg in the same room has the message "You are in the same room". [14] A third Easter egg in the same room has the message "You are in the same room". [15]



An image that reveals an Easter egg when the hedgehog is clicked or tapped.

Another Easter egg can be found in a teleport when a mouse pointer is hovered over the hedgehog. [1]



The secret room in *Adventure* with Warren Robinett's credit

De easter egg pagina va wikipedia heeft een easter egg van zichzelf. Als je goed kijkt bij de foto dan kun je namelijk zien dat het helemaal niet gaat over een ei, maar over een egel.

← C 🎯 Media Dev 🔍 https://www.google.com/search?dclid=firefox-b-d&q=Conway's+Game+of+Life

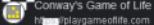
Google

Conway's Game of Life

Afbeeldingen Video's Rules Download Glider gun Nieuws Boeken Maps Vluchten Alle filters

SafeSearch

Ongeveer 1.540.000 resultaten (0,32 seconden)

 Play John Conway's Game of Life

Play the Game of Life online, a single player game invented in 1970 by Cambridge mathematician John Conway.

→ Lexicon

Game of Life - 119P4H1V0 - 295P5H1V1 - 2c/3 wire - 92P156

Meer resultaten van playgameoflife.com »

W Wikipedia https://en.wikipedia.org/wiki/Conway's_Game_of_Life

Conway's Game of Life

The Game of Life, also known simply as Life, is a cellular automaton devised by the British mathematician John Horton Conway in 1970.

Zero-player game Life-like cellular automaton John Horton Conway Puffer train

W Wikipedia https://nl.wikipedia.org/wiki/Game_of_Life

Game of Life

Game of Life, soms kortweg Life genoemd, is een in 1970 door de Britse wiskundige John Conway bedachte cellulaire automaat, een tweedimensionaal raster met

Meer om te vragen

How does Conway's Game of Life work?

What is the Conway's law Game of Life?

How do you play the game of life?

What is the game of life in 1970?

Feedback

Game of Life (Conway's Game of Life) Spel

Game of Life, soms kortweg Life genoemd, is een in 1970 door de Britse wiskundige John Conway bedachte cellulare automaat, een tweedimensionaal raster met vierkante 'cellen' die 'levend' of 'dood' kunnen zijn, en die zich volgens vastgestelde regels ontwikkelen en daarbij allerlei patronen kunnen vormen. [Wikipedia](#)

Mensen zoeken ook naar Nog 10+ tonen

Mijnenveger Tetris Schaken Monopoly Feedback



Als je Conway's Game of Life googled dan krijg je allemaal vierkantjes die allemaal andere vormen maken.

Google super mario

Afbeeldingen Video's Shopping Nieuws Maps Boeken Vluchten Financieel

Alle filters Tools

Ongeveer 906.000.000 resultaten (0,41 seconden)

Resultaten voor Mario Nintendo

nintendo.nl https://www.nintendo.nl/nintendo-personagesite/s... Super Mario-site | Games - Nintendo

Ontdek de avonturen van Mario en zijn vrienden op de officiële Super Mario-hub van Nintendo.

Super Mario Odyssey · New Super Mario Bros. U Deluxe · Super Mario 3D World

Super Mario Bros https://supermario-game.com/ Super Mario Bros Online Spel

Speel het Super Mario Bros spel online! Je kunt elk level uit de 32 opties kiezen of een willekeurige kaart kiezen. Veel plezier met het spel! Gebruik de W, A, ... Volledig scherm · Gameplay · Geschiedenis

nintendo.nl https://store.nintendo.nl/super-mario-bros-wonder Super Mario Bros. Wonder | My Nintendo Store

Ga met Mario en zijn vrienden op een nieuw zwaar scrollend 2D-adventuur vol wonderen! Super Mario Bros. Wonder. 15 Resultaten. Filter (0).

Intertoys https://www.intertoys.nl/super-mario-overzicht De wereld van Super Mario - Intertoys

Hoe lang bestaat Mario dan al? Nou, de Italiaans-Amerikaanse, besnorde loodgieter loopt al enige tijd mee, namelijk sinds 1981! Toch is Mario zelf niet zo oud, ...

Meer om te vragen:

Wie is er ouder Mario of Luigi?

Mario-serie Videogameserie

Feedback

Bij sommige games kun je op google een leuk element krijgen. Zoals bij het blokje, die ook op de game voorkomen, naar "Mario-serie". Dit is een leuke toevoeging voor de mensen die game spelen of gespeeld hebben

→ C Media Dev https://www.google.com/search?client=firefox-b-d&q=askew#ip=1 59

Google

askew x |

Afbeeldingen Video's Meaning How to spell Gaming Do a barrel roll Google Formula E Tilt Alle filters Tools

Ongeveer 17.900.000 resultaten (0,22 seconden)

Engels ▼ Nederlands ▼

askew X **scheef**

a' skyoo

Vertalingen van askew

bijwoord

scheef
askew, awry, slantwise, aslope, acock, criss-cross

schuin
aslant, edgewise, slantwise, askew, edgewise, askance

minachtend
contemptuously, depreciatingly, askew

[Openen in Google Translate](#) • [Feedback](#)

Merriam-Webster

Als je op google zoekt naar het woord “askew” kom je pagina scheef te staan. Dit is een leuke knipoog naar de spelling met woorden. Dit zorgt niet echt voor meer interactie. Het is meer een leuk grapje.