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Ms pacman unblocked hacked

JavaScript-MsPacMan 3D combines the joy of Ms. Pac-Man's original as a game with the thrill of a 3D look. This game is Ms. Pac-Man only version of JavaScript-PacMan 3D with the additional features of title screens and individually colored levels. This game is written in pure JavaScript and does not require any plugins or other extensions. If Flash Player 9.0 or later is detected to provide sounds, an additional Flash movie is used. Using sound can affect the speed of the game animation. Set the zero sound slider to optimize the game for slower machines. In addition to a shuffle game, there are three levels selectable from the Misses menu: Ms. Pac-Man uses the original layouts at Ms. Pac-Man level. Miss Pac-Man Plus provides the levels of the classic 1981 hack Mrs Pac-Man Plus. Ghost Levels introduces four additional levels to represent each of the spirits. (But with a shuffling game, you'll need to play each maze twice to move on to the next layout.) Let's also look at javaScript-Pac-Gal 3D, modeled after Pac-Gal, an unofficial alternative color version of Ms. Pac-Man featuring the best 1980s-design. High scores are maintained individually for each set of levels. (You must have cookies enabled to store the highest results permanently.) Restore high scores on this machine How to play anyone who does not know Mrs. Pac-Man or Pac-Man? Really? O.K. - This is how to play: Ms. Pac-Man's guide, chewing a yellow ball, through the maze and eating all the food, the little white dots laid out in all the passages. But keep in mind the ghosts: they will do their best to hunt you down and catch you. There are also some larger pellets: strength pills. Swallow one of them to become invulnerable for a few seconds. Now – while the ghosts have turned blue – you are chasing these bad runners for some extra points. Sweating: You'll collect an extra live for every 10,000 points (but you may not have more than five lives in stock). Move / Controls Use the cursor keys or numeric keypad to navigate Ms Pac-Man. You can also use the following keys: W(up) (left) ASD (right) (down) or I (up) (left) JKL (right) (down) Other controls: N... New game P or ESC Pause/resume touch screens/mouse control Ms Pac-Man by hitting (mouse gestures) in the maze: Click (tap) anywhere in the maze and drag the pointer in the desired direction. (You can navigate in advance, not only when you're just facing a crossing.) Double-click (tap twice) to pause/resume the game. Use the New Game button to start a new game. Special movements: You can even use combined gestures (e.g. left and up in one movement): Steer in the first direction, keep the mouse pressed and steer in the next direction just after the turn. it can be especially useful to navigate through excerpts as you haven't clicked again for every turn. Ghosts and Personalities (A.I.) Monsters From Left to Right: Gushing, Pinky, Incas and Sue. (2000) (d.) became Sue in Mrs. Pac-Man.) JavaSript-MsPacMan 3D provides a real reconstruction of the original A.I. game. Each ghost is distinguished by its individual personality and movement style: Blinky, the red one, will follow in their songs. Pinky, the pink one, is the second one to leave the pen to the wraith and try to speak out in front of you to entangle you with Blinky. Inky, turquoise, is a little unpredictable and will change at different times. (In fact, his turns depend on Blinky's current position toward Ms. Pac-Man.) Sue, the yellow one, is either a little short-sighted or not in it with her heart. However, Sue will often follow her own paths, seemingly unwilling to take part in the pursuit of the other. — In fact, Sue is governed by a threshold algorithm: If Sue is close to Mrs. Pac-Man, she will head to the lower left corner; If it's off, it'll close again. (Sue was Clyde in Pac-Man, but was renamed his sequel to Mrs. Pac-Man.) From time to time, all four of the ghosts will cease their pursuit and head to the four corners of the maze, only to launch a new wave of attack. The game always starts in this so-called skater mode for a short period of time. Or so it was with Pac-Man. With Ms. Pac-Man, things are going differently; perhaps Ms. Pac-Man's coders attempted to reassign the scattered symbols of the individual spirit for each new launch of the scattered symbol. But things don't happen that way: Splashes are distributed again for each step, so ghosts move more randomly, but on the targeted target algorithm. For some reason, older bits of the code seem to oversle through some of these newly added goals and so Inky and Sue will target their usual targets in the bottom right and bottom left corner. The wraith will reverse directions as they enter fear mode or when they enter or exit distraction mode. So any reversal of direction indicates a change in game modes. The wraith act with a one-step forward view, which means that all movements are evaluated one step in advance. So spooky decides on its next turn when it is only one tile (or point of the grid) away from an intersection or intersection. - This allows some gingerbread, but also dangerous, bravura-in-the-face-of-the-enemy-style last second tricks... For detailed information on the logic of the original Pac-Man and Ms. Pac-Man game, see Jamie Pittman's definite guide to Pac-Man-A.I.: The Pac-Man Files. Bonus Fruit you can take an additional bonus by eating one of the fruits that appear twice as high: There are seven different fruits: cherries, strawberries, peaches, Sally, apple, pear and banana – worth 100, 200, 500, 700, 1000, 2000 and 5000 points. Levels 7 and up will show a random selection of these bonus items. Levels and layouts You can choose any of these sets of mazes from the mazes pop-up menu: Mrs Pac-Man: Sweet memories from 4 original levels of Pac-Man. Ms. Ms. Plus: Play 4 levels of this classic Mrs Pac-Man hack. Ghost Levels: 4 levels to represent each of the spirits. © on the table. Shuffle Playback: Select any mix from all levels available. But in shuffle mode, all levels must be played twice to move on to the next layout. Sound Integration Small Movie Adobe Flash (swf-file) is used as a simple sound player in case Flash Player 9.0 or higher is detected. This ensures stable integration between the browser in the absence of a real standard for sound integration and scripted sound management. Flash is not used for any other purposes - the game works the same way without flash plugin. (Even volume control takes place in DHTML, just for the fun.) Pac-Man Trivia The original Pac-Man arcade game was first released by Namco (licensed and distributed in the United States by Midway) in May 1980. The game was originally called Puck-Man (from paku paku - Japanese slang describing the movement of opening and closing the mouth during meals), and was renamed in accordance with the North American market. In the end, Pac-Man became the most successful video game it has ever been, which even in Japan is a shortage of coins. He is listed as the number one of the Top 100 Video Games of killer list of Videogames. One of the most important off-springs is Ms. Pac-Man (released in 1981 by Midway/GCC - General Computer Corporation, later Namco). While Pac-Man initially featured a maze and deterministic ghost movements, Ms. Pac-Man introduced the changing mazes and some ghost randoms, leading to a different game. (The game was originally developed by GCC as an unofficial pac-man improvement named Crazy Otto and was eventually a Midway Democrat who bought the rights and released a revamped version of the game. Also, in 1981, an improved - or rather hacked - version of Ms. Pac-Man came up with a name. While exchanging maze layouts of the original game with a set of 4 new level designs, it also introduced some new features or - more correctly - bugs: since only information about the level layouts, but not information about the path of fruit movements or information about entrances to the tunnels have been exchanged, the fruits will move through the walls of the new mazes and ghosts will miraculously slow down as they have passed locations at the initial levels. (These errors/features are not e-shaped in JavaScript-MsPacMan 3D.) According www.arcade-history.com, Ms. Pac-Man Plus appears to be the original Pac-Man hack. A later version, called Ms. Pac-Attack, changed the order of Ms. Pac-Man's first two levels plus. All scripts and images: © 1996-2009 Norbert Landsteiner, table:werk – media circles reserved rights. No copying without the written permission of .3D-images taken with POV-Ray 3.6.The arcade game ©. JavaScript-MsPacMan 3D - released in June 2009 (based on JavaScript-PacMan 3D). July 2009: Added support for individually colored levels, attracts screen, demo mode and highest scores. September 2009: Added support for the Google Chrome Framework. July 2010: Changed cookie format, added permanent sound settings. Features: Orthographic 3D-projection with deep game control game closely related to the original game (e.g. checker board, individual ghost personalities) 3 sets of levels (4 different mazes each). - yes, it's a game. Sound integration via Flash Player 9 or better Multiple input modes: keyboard and mouse control Re-engineering ghost A.I. Ms. Paak-Man's multicolored levels Attract screen and demo mode Persistent high scores (requires cookies) Support for Google Chrome Framework Enhancement for MS Internet Explorer Previous versions of JavaScript-PacMan: 2008: JavaScript-PacMan 3D (based on JavaScript-PacMan 2) 2007: JavaScript-PacMan 2 - New Design Features & Improved features 2004: unified cross version of dom browser and compatibility, random maze generator Aug. 1997: larger maze for larger screens, smooth animations (for NS 4.0 layers, MSIE 4.0 CSS) December 1996 / January 1997: first edition (for Netscape 3.0 and 12) see also:

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