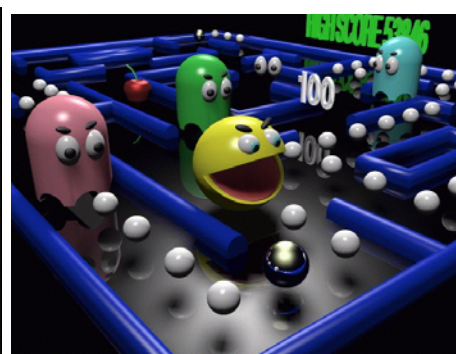
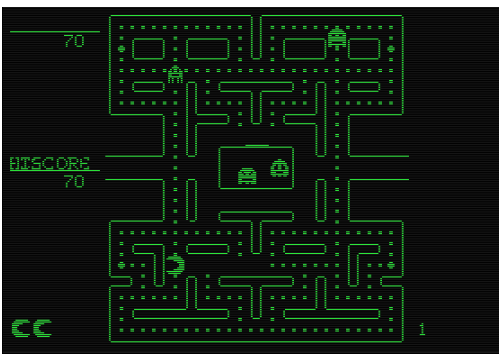
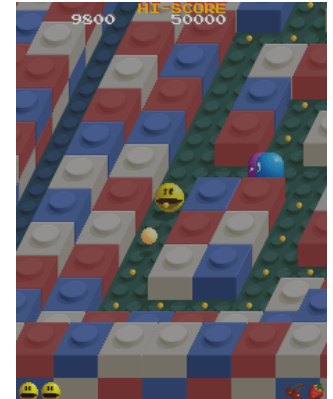




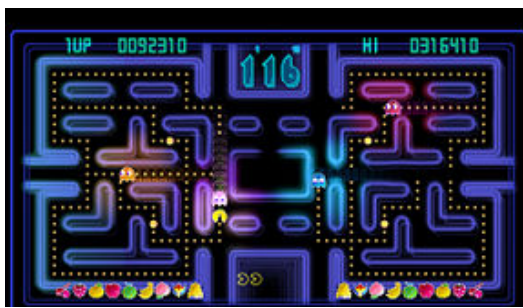
Pac-Man-like Game Programming Contest



In 1980 the Namco company released Pac-Man, perhaps the quintessential video game of the era. To celebrate its 30th anniversary, and as one of the events at RetroMañía 2010 (<http://www.retroaccion.org/retromania-2010>), we have called an international contest of programming a Pac-Man-like videogame. Games programmed do not have to be exactly as the original Pac-Man but follow the main idea. For example, a Space Invaders-like game, where the defending ship is a Pac-Man character that fights against hordes of invading ghosts will not be accepted.

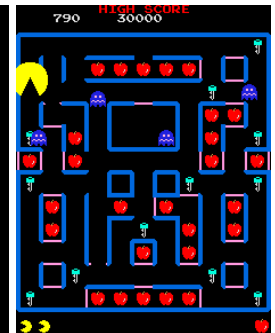
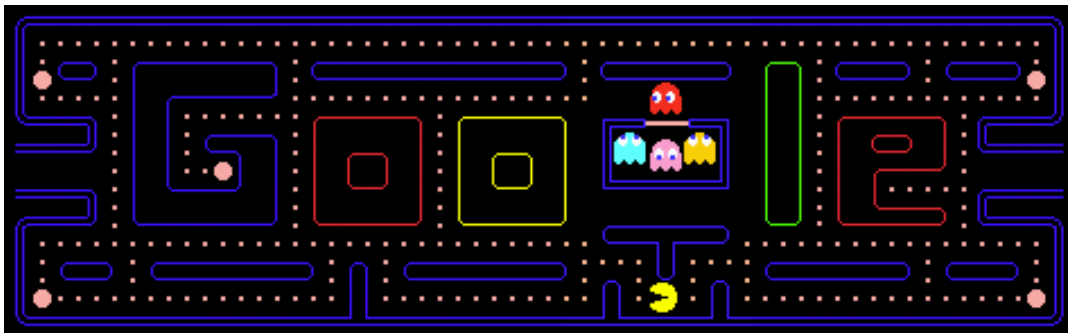
Programming

- The game can be programmed in and for any software and hardware environment (Windows, Linux, Java, ZX Spectrum, PlayStation 3, Wii, mobile phone, etc.). In any case, participants must provide all the needed elements (emulators of the chosen environment, etc.) to allow the panel to evaluate their works on a Windows XP PC, including the source code, and be ready to assist the panel in case games cannot be executed due to technical problems.
- Each participant team may be composed of a single or many persons (without any limit to the team size).
- To guarantee fair play, each participant team should deliver at least four releases of the game they are programming in different stages of its development, the last release being the definitive one that will be evaluated by the panel. Each release must be different enough from the previous one to make clear that it is a non-trivial evolution. Together with each release delivered, they must include (in addition to all that is necessary to be able to run it) a file "info.txt" with the following information: game title, instructions to install and run it, user manual, features not implemented yet, programming team and names of its members, and email address to contact them. Both the three intermediate releases and the definitive one will be emailed to concurso-pacman@retroaccion.org.
- There will be two ways to participate:
 1. "Pre-RetroMañía" category
 - The deadline to deliver the final release of the game is Monday Nov. 8, 2010, 9:00 am.
 2. "In live" category
 - The game must be programmed during RetroMañía 2010, beginning the design and coding on Monday Nov. 8, 2010, and emailing the final version to concurso-pacman@retroaccion.org at the latest on Thursday Nov. 11, 2010, 9:00 pm. In this category, it is mandatory to spend two hours daily, from Monday to Thursday, programming the game in public (the exact place will be specified on Monday 8 but each participant must bring whatever he or she needs to develop the game). Of course, the game development can continue in private.
 - In case the contest panel suspects that the game programming did not start from scratch that Monday, the participant team will be disqualified immediately.
 - Those who want to participate in the category "In live" must send an email to concurso-pacman@retroaccion.org before Saturday Nov. 6, 2010, 9:00 am, declaring their intention and their possible schedule in which they can program in person (at least 2 hours daily, from Monday to Thursday, in the interval between 10:00am-9:00pm).
 - Those games which are not finished 100% when the deadline arrives will be accepted for the contest as they stand.



Evaluation

- The games presented to the contest will be evaluated by a specialized panel, composed of several member of RetroAcción and the guests of RetroMañía 2010, which will select the winners of each category. The decision of the panel is final. The panel reserves the right to declare that a certain prize will not be awarded.
- The panel will consider the presented works from many points of view: originality, playability, graphics, music and fx, different play modes, difficulty using the chosen programming language and target hardware (it is not the same to program in Python on a PC than in assembler on a ZX Spectrum), level of debugging, as well as the global result. In any case, the technical superiority will never count more than the originality, imagination, and playability.



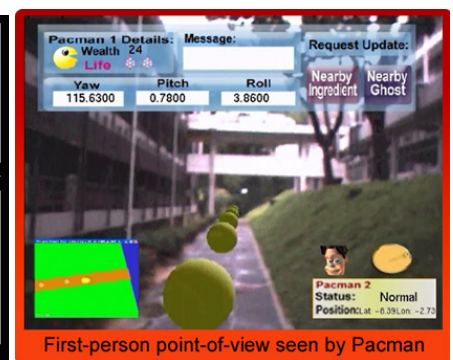
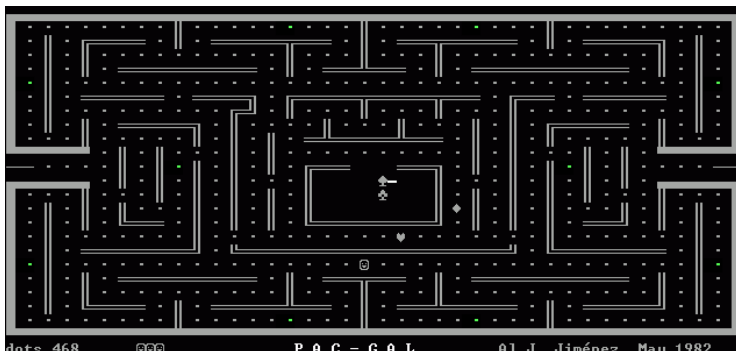
Prizes

"Pre-RetroMañía" category	"In live" category
<ul style="list-style-type: none"> • First prize: 80€ + RetroMañía 2010 prize pack • Second prize: 40€ + RetroMañía 2010 prize pack 	<ul style="list-style-type: none"> • First prize: 100€ + RetroMañía 2010 prize pack • Second prize: 50€ + RetroMañía 2010 prize pack

The decision of the panel will be made public in the Salón de Actos of the Ada Byron building at the Centro Politécnico Superior, University of Zaragoza, on Friday Nov. 12, 2010, 7:00pm, and it will be emailed to those winners who cannot attend the event (in such a case, their prizes will be shipped during the next week).

Legal issues

- When third party elements are used, participants must include a document describing the list of third-party elements (code, tools, frameworks, libraries, pictures, sounds, videos, etc.), that have been used in the game, even it they are open source. Using these kinds of third-party elements is allowed.
- Participant games must not be published in any media before the contest finishes and the winners are announced publicly on the RetroMañía 2010 website. Not fulfilling this will be reason for an immediate disqualifying.
- RetroAcción reserves the right to publish on its website all the information needed to allow visitors to play the participant games, or at least to watch a game video (it is responsibility of participants to communicate to RetroAcción about not allowing the publishing of the game itself but just a game video). Under no circumstances the source code will be published by RetroAcción. Participants will own the intellectual property of their works according to Spanish laws.
- The rules of the contest could change due to reasons beyond the panel's control. Any change will be published on <http://www.retroaccion.org> and communicated to any known participant.
- For any further questions about this contest, please email concurso-pacman@retroaccion.org.



First-person point-of-view seen by Pacman