

Computer Games 2012 Hands On Workshop

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Prerequisites



- **MAME - Multiple Arcade Machine Emulator**
 - MAMEUI (Windows) - <http://www.mameui.info/>
- **ZSNES**
 - Win, DOS, Linux - <http://www.zsnes.com/>
- **ROMs**
 - protected by copyright ...
 - some freely available

Game: Pacman



- Published: 1980
- Developer & Publisher: Namco (Midway)
- Arcade machine
 - CPU 1x ZiLOG Z80 @ 3.072 MHz
 - Sound 1x Namco WSG @ 3.072 MHz
 - Display: Raster, 224 × 288 (vertical), 16 colors

Game: 1942



- Published: 1984
- Developer & Publisher: Capcom
- Arcade machine
 - CPU: Zilog Z80 (@ 4 MHz)
 - Sound: Zilog Z80 (@ 3 MHz), 2x AY8910 (@ 1.5 MHz)
 - Display: Raster, 224 x 256 pixels (vertical), 256 colors

Game: Bubble Bobble



- Published: 1986
- Developer & Publisher: Taito (Romstar)
- Arcade machine
 - Display: Raster 256×224 (horizontal), 256 colors

MAME Help



Player 1:

- Button 1 - Left Control
- Button 2 - Left Alt
- Button 3 - Spacebar
- Button 4 - Left Shift
- Button 5 - Z
- Button 6 - X
- Button 7 - C
- Button 8 - V
- Button 9 - B
- Button 10 - N
- Start - 1
- Insert Coin - 5
- Up, Down, etc. - Arrow keys

Player 2:

- Button 1 - A
- Button 2 - S
- Button 3 - Q
- Button 4 - W
- Up - R
- Down - F
- Left - D
- Right - G
- Start - 2
- Coin - 6

Game: Super Mario World



- Published: 1985
- Developer & Publisher: Nintendo
- Platforms
 - Nintendo Entertainment System,
 - Family Computer Disk System,
 - Super Famicom/Super Nintendo Entertainment System,
 - Game Boy Color, Game Boy Advance, Virtual Console

Game: Micro Machines



- Published: 1991
- Developer: Codemasters
- Publisher: Hudson Soft
- Platform: Super NES

Game: Super Bomberman



- Published: 1993
- Developer & Publisher: Hudson Soft
- Platform: Super NES

ZSNES Help



- Up, Down, etc. - Arrow keys
- Select - Right Shift
- Start - Return
- Button A - X
- Button B - Y
- Button X - S
- Button Y - A



Others



- Rockband / Guitar Hero
- Flower (PS3)
- WipeOut Pure (PSP)
- Lumines (PSP)