# PACMAN
# PRACTICE PACKET

- **2 Nonfiction texts**
- **Questions about Main Idea, Text Elements, Word Meanings, and Claims**
- **1 Fictional Writing Practice**

## Grades 4-6

# PACMAN ORIGINS

On May 22, 1980, the Pac-Man video game was released in Japan and by October of the same year, it was released in the United States. The yellow, pie-shaped Pac-Man character, who travels around a maze trying to eat dots and avoid four mean ghosts, quickly became an icon of the 1980s. To this day, Pac-Man remains one of the most popular video games in history.

**Inventing Pac-Man**
If you ever thought that the Pac-Man character looked like some kind of food, then you and Japanese game designer Toru Iwatani think alike. Iwatani was eating pizza when he conceived the idea for the Pac-Man character. Iwatani has more recently said that the Pac-Man character is also a simplification of the Kanji character for mouth, *kuchi*. While a pizza with a slice out of it turned into the main character of Pac-Man, cookies became the power pellets. In the Japanese version, the pellets look like cookies, but they lost their cookie look when the game came to the U.S.

Apparently, Namco, the company that made Pac-Man, was hoping to create a video game that would entice children to play. And everyone knows that kids like food, right? Hmmm. Anyway, a relatively nonviolent, food-based video game with cute little ghosts and a bit of humor did appeal to both genders, which quickly made Pac-Man an unquestionable success.

**How He Got His Name**
The name "Pac-Man" continues the eating premise of the game. In Japanese, "puck-puck" (sometimes said "paku-paku") is a word used for munching. So, in Japan, Namco named the video game Puck-Man. After all, it was a video game about a pizza eating super-powered cookies. However, when it was time for the video game to be sold in the U.S., many were worried about the name "Puck-Man," mostly because the name sounded a bit too similar to a particular four-letter word in English. Thus, Puck-Man underwent a name change and became Pac-Man when the game came to the States.

**How Do You Play Pac-Man?**
It's probably a very rare person who has never played Pac-Man. Even for those who may have missed it in the 1980s, Pac-Man has been remade on nearly every video game platform since then. Pac-Man even appeared on the front page of Google (as a playable game) on Pac-Man's 30th anniversary.

However, for those few who are unfamiliar with the game, here are the basics. You, the player, control the yellow, circular Pac-Man using either keyboard arrows or a joystick. The goal is to move Pac-Man around the maze-like screen gobbling up all 240 dots before the four ghosts (sometimes called monsters) get you.

# PACMAN ORIGINS

The four ghosts are all different colors: Blinky (red), Inky (light blue), Pinky (pink), and Clyde (orange). Blinky was also known as Shadow because he's the fastest. The ghosts begin the game in the "ghost cage" in the center of the maze and meander around the board as the game progresses. If Pac-Man collides with a ghost, he loses a life, and the game restarts. If Pac-Man eats one of the four power pellets available on each level; the ghosts all turn dark blue and Pac-Man is able to eat the ghosts. Once a ghost is gobbled up, it disappears—except for its eyes, which run back to the ghost cage. Occasionally, fruit and other objects emerge on the screen. If Pac-Man gobbles those up then he earns a point bonus, with different fruit worth different values.

While all this is happening, Pac-Man makes a wocka-wocka sound that is nearly as memorable as the yellow character itself. The game ends when Pac-Man has lost all (usually three) of his lives.

## What Happens When You Win?

Many people are impressed with themselves if they get to level five or six on Pac-Man. However, there are always those die-hards out there who are determined to finish the game. Despite how popular Pac-Man was in the 1980s, it actually took 19 years for the first person to ever finish Pac-Man. That amazing feat was reported to be accomplished by 33-year-old Billy Mitchell, who finished Pac-Man with a perfect game on July 3, 1999.

## A Scandal in Gaming

Mitchell completed all 255 levels of Pac-Man. When he reached level 256, half the screen became jumbled. This is an unfeasible level to complete and thus the end of the game. It took Mitchell about six hours to win the game and he did so with the highest possible score—3,333,360 points. Mitchell went on to record record-breaking runs in Donkey Kong, Donkey Kong Jr., and Centipede, and became a mini-celebrity, named as "Gamer of the Century," featured in *Life* magazine in 1982 and in the 2007 movie "The King of Kong: A Fistful of Quarters."

In 2018, however, Twin Galaxies, the American organization that tracks video game records, announced their discovery that some of Mitchell's record-breaking runs were not achieved on an arcade machine, but rather using emulation software, a violation of the rules. All of Mitchell's titles, including his Guinness World Records, have since been stripped.
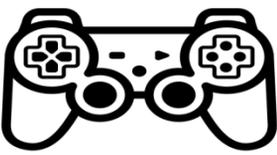
## Pac-Man Fever

In the early 1980s, the nonviolent and <u>ludicrous</u> nature of Pac-Man made it a phenomenal attraction. In 1982 an estimated 30 million Americans spent $8 million a week playing Pac-Man, feeding quarters into machines located in arcades or bars. Its popularity among teenagers made it threatening to their parents: Pac-Man was loud and stunningly popular, and the arcades where the machines were located were noisy, congested places.

## Ms. Pac-Man and More

The Pac-Man video game was so <u>incalculably</u> popular that within a year there were spin-offs being created and released, some of them unauthorized. The most popular of these was Ms. Pac-Man, which first appeared in 1981 as an unauthorized version of the game. Ms. Pac-Man was created by Midway, the same company authorized to sell the original Pac-Man in the U.S. Ms. Pac-Man became so popular that Namco eventually made it an official game. Ms. Pac-Man has four <u>atypical</u> mazes with varying numbers of dots, compared to Pac-Man's only one with 240 dots; Ms. Pac-Man's maze walls, dots, and pellets come in a variety of colors; and the orange ghost is named "Sue," not "Clyde." A few of the other notable spin-offs were Pac-Man Plus, Professor Pac-Man, Junior Pac-Man, Pac-Land, Pac-Man World, and Pac-Pix. By the mid-1990s, Pac-Man was available on home computers, game consoles, and hand-held devices.

# Text Elements

The author included subtitles for this text, HOW do these help the reader understand THIS text? Give examples.

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Why did the author choose to add the photos?  How do they enhance the reader's understanding of the topic? Give an example.

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If you were to add any text element to this text, what would you add?  Be sure to explain HOW your text element would make the text more clear to understand.

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# Main Idea

What is the main idea of this entire passage?  Be sure to support your answer with key details from the article.

Identify two main ideas in this article.  Provide one key detail for each main idea.
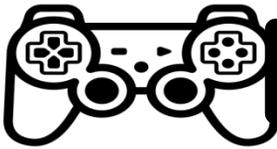
# Word Meaning

The meaning of the word **_conceived_** *is*_____ **because the text says**

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The meaning of the word **_premise_** *is*_____ **because the text says**

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The definition of the word **_underwent_** *is*_____ **because the text says**

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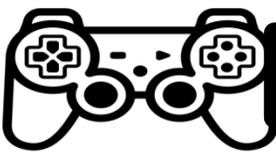
# Word Meaning

The meaning of the word _**meander**_ is_____ **because the text says**

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The meaning of the word _**emerge**_ is_____ **because the text says**

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What is most likely the meaning of the term _**unfeasible**_ **?** Use text evidence to support your claim.

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The meaning of the word _**violation**_ is_____ **because the text says**

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What is most likely the meaning of the term _**ludicrous**_**?** Use text evidence to support your claim.

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The definition of the word _**incalculably**_ is_____ **because the text says**

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# Text EVIDENCE

Try to find at least 2 different pieces of evidence for each claim.

| Claim | Supporting Text (Reasoning) |
|---|---|
| The Pacman inventors are very creative and imaginative. | |
| Namco had a strategic plan for their game. | |
| Pacman is too difficult of a game. | |
| The creators didn't expect anyone to beat the game. | |
| Pacman is a game that appeals to many different people. | |
| The creators sought out new ways to have Pacman live on. | |

# PROVE IT

## Give your idea and then use text to prove it

Pretend that you are in the first meeting where the idea for Pac-Man is presented to the team of engineers and designers. How would you react to the idea? Include text evidence.

How does the game Pac-Man relate to someone your age?

How does reading this text help you better understand the topic of what a video game designer is?

# YOUR CLAIMS

A. How has this text developed your understanding of this topic? Provide text evidence.

B. On a scale of 1-10, what would you give this text?  Why?

C. Would you read more about this topic? Why or why not?

D. What could be added or taken away from this text for you to understand the topic more clearly?

E. What reader specifically would you recommend this text to? Why?

F. Do you think the author did a successful job in presenting the information? Why or why not?

# Pac-Man creator Toru Iwatani

by Judit Kawaguchi

Jun 10, 2010 Article history Online: Jun 10, 2010



Toru Iwatani, 55, is the designer of Pac-Man, the classic video game that virtually kick-started the world market for the video-gaming industry. Released by Namco in Tokyo on May 22, 1980, Pac-Man made history as the first video game that appealed to both genders and to all age groups. Idea-man Iwatani, programmer Shigeo Funaki and sound and music whiz Toshio Kai developed the yellow dot-eating Pac-Man and the four colorful ghosts into such endearing creatures that kids and adults immediately ate them up. Even today, people around the world still love the game. When Google uploaded its Pac-Man Doodle to celebrate its 30th birthday on May 21, an estimated 505 million people played it within 24 hours. Since 2007, Iwatani has been a professor in the Department of Games at Tokyo Polytechnic University, where he's playing with the idea of the "win-win" situation and showing students that making people happy is what games and life are all about.

## These are pieces of advice for fellow video game designers:

1. **A good game is easy to understand.** The player should instantaneously get the point. When you watch golf for the first time, you know that the ball is supposed to go into the hole. It's the same with Nintendo's Super Mario Brothers or a pinball machine: You know what to do.

2. **Making people laugh must be taken seriously.** Since I was a boy, I loved *itazura*, which means coming up with rascally ideas. I was always making jack-in-the-boxes to surprise others. I'd glue plastic bugs on long springs so they'd jump out of bags. I'd tie long weeds together so my friends would get their feet stuck in them. I still do anything to get a laugh. Fun first, last and in-between!

3. **Creating takes time.** Even though game developers work in turbo time, companies can be impatient. I understand both sides. Making a great game requires maybe 100 people and two years of time. How many companies can afford that?  Games get better over time.

4. **Give others more fun and more kindness than they expect.** In Japan, that's called *itareritsukuseri* and it's Pac-Man's message.

# Pac-Man creator Toru Iwatani



**5. To make a great product, creators need to have empathy.** They must love people and want to make them feel better. With Pac-Man, we thought a lot about what it feels like to be chased. We didn't want to torture people, we wanted them to feel only the thrill. There's always a possible escape and that's the fun!

**6. Any piece of hardware turns into a portal to magical places once its spirit is filled with games.** Mobile phones, computers, almost everything can have games. If the design of the actual hardware could be more playful, then it would be even better.

**7. The best game plan to life is to get as much information as possible, as fast as possible.** I sleep 90 minutes a day. By 3:30 a.m., I'm up zapping TV channels. I spend 5 seconds on each one. Later I move to the computer and surf. I cover a lot of topics.

**8. If you are open and friendly, results will come to you later.** Just do your job well, and you will do well.

**9. If you worry about the quality of your performance, you can probably make good products.** Japanese worry a lot, so we prepare a lot, too. We're born for _monozukuri_ (producing things with skill and precision).

**10. Even if you don't want to be famous, it might still happen.** Programmer Funaki and sound creator Kai both quit Namco after we made Pac-Man, so my name became more known than theirs. Too bad!

**11. My idea of life is not to be a burden to anyone and to help others.** At home I wash the dishes, hang the futon, shop and cook simple meals.

**12. When you hear something that sounds right, ask 10 people if it is.** I tell my students to question everyone and everything. Being inquisitive is the best thing for learning.

**13. A happy ending is what everyone wants.** It's best when we know the ending right at the beginning. "Mito Komon," the Japanese TV series, is like that. At the end of every episode, the bad are punished and the good rewarded.

**14. Empowering the weak is a strong motivation to work harder.** I want to fashion games that include everyone in the fun, even people who have never played before. Maybe they don't have money or there is no electricity where they live, or they don't have the physical attributes necessary for today's games. Blind people and those with limited use of their bodies also need games.

**15. I never had a goal in my life, but somehow I've scored.** Trusting the natural flow of the universe is best.

**16. A big mouth doesn't fit into our small world.** We can't be like Pac-Man in real life. Unless we listen more and talk less, we will get eaten up or kicked out of the group.

**17. Once your heart is blue-collar, no matter what you wear, you're always hardworking.** I had a part-time job as a construction worker in my high school days because I loved rock music and needed money to buy records. I'm a worker for life.

**18. Think of others first and then the world will maybe think of you.** If not, that's OK, too.
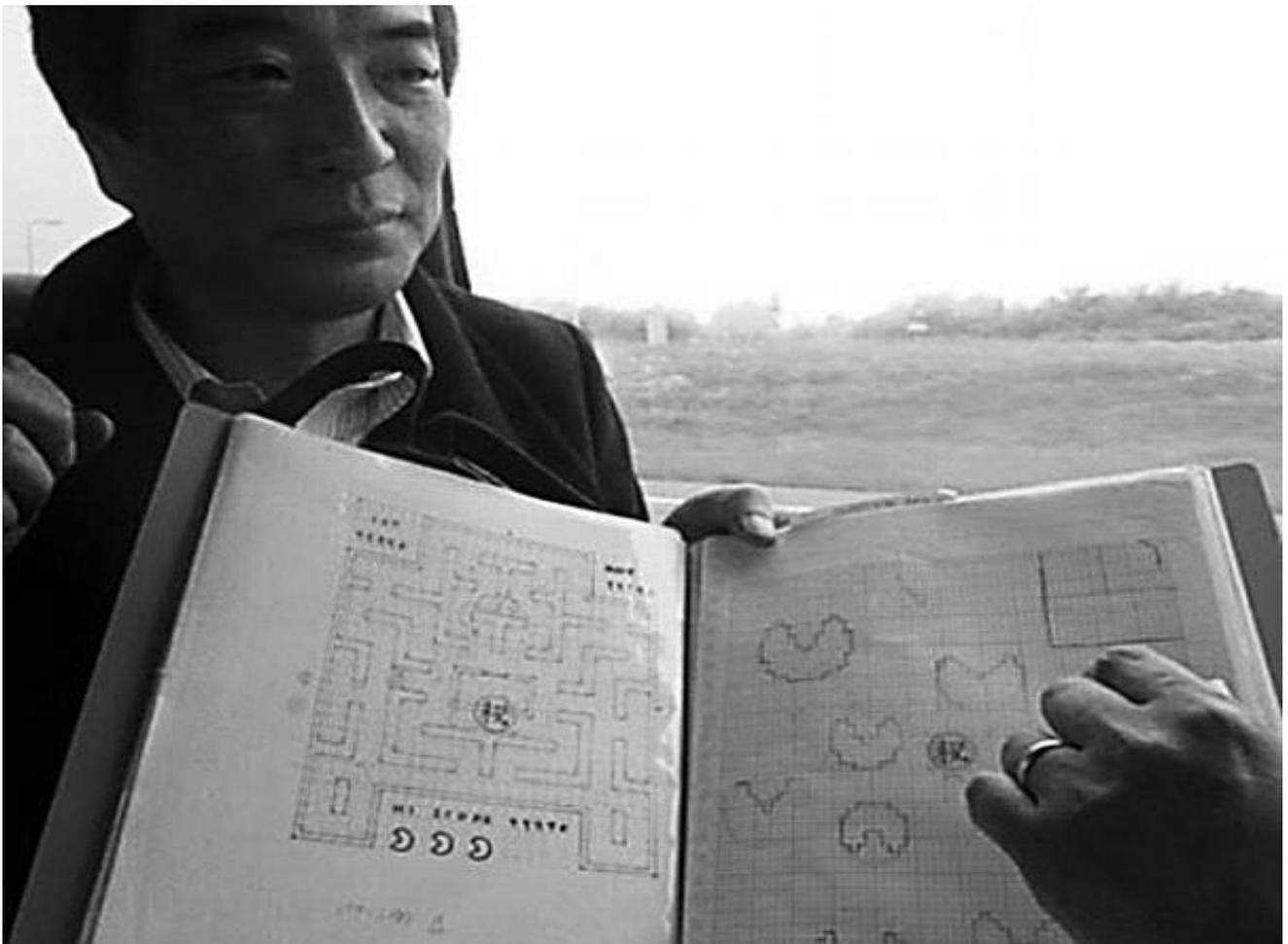
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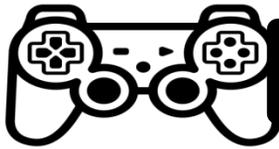
# Word Meaning

The meaning of the word ***endearing*** *is*_____ **because the text says**

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The meaning of the word <u>instantaneously</u> *is*_____ **because the text says**

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The definition of the word ***racally*** *is*_____ **because the text says**

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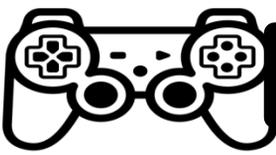
# Word Meaning

The meaning of the word *__itareritsukuseri__* *is*_____ **because the text says**

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The meaning of the word *__hardware__* *is*_____ **because the text says**

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What is most likely the meaning of the term *__monozukuri__*?  Use text evidence to support your claim.

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The meaning of the word *__burden__* *is*_____ **because the text says**

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What is most likely the meaning of the term *__inquisitive__*?  Use text evidence to support your claim.

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The definition of the word *__fashion__* *is*_____ **because the text says**

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# YOUR CLAIMS

A. How has this text developed your understanding of this topic? Provide text evidence.

B. How do you react to Iwatani's advice?  Why?

C. Which piece of advice (number) do you most relate to? Why?

D. Which piece of advice (number) do you think is the MOST important for future game designers? Why?

E. PART A: If you were to describe the personality of Iwantani, how would you describe him?

   PART B: What text BEST supports your claim?

# NARRATIVE WRITING: Fiction

**How your essay will be scored**: The people scoring your essay will be assigning scores for

1. **Narrative focus**—*how well you maintain your focus, and establish a setting, narrator and or characters*
2. **Organization** – *how well the events logically flow from beginning to end using effective transitions and how well you stay on topic throughout the essay*
3. **Elaboration of narrative** – *how well you elaborate with details, dialogue, and description to advance the story or illustrate the experience*
4. **Language and Vocabulary** – *how well you effectively express experiences or events using sensory, concrete, and figurative language that is appropriate for your purpose*
5. **Conventions** – *how well you follow the rules of grammar, usage, and mechanics (spelling, punctuation, capitalization, etc.)*

**Your Writing Assignment**

You just read an article outlining the origin of PacMan. Now, give PacMan his own story. Who is PacMan? Why does he eat ghosts? Create a fictional tale (fictional narrative) that features PacMan as the hero. Remember to include narrative strategies like dialogues, descriptions, characters, plot, setting, and closure.

It is important that you aren't TOO creative with the story. Just simply begin with an explanation of who PacMan is and why he eats ghosts.

**Now begin work on your narrative.**

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# Basic Outline

# NARRATIVE WRITING: Fiction

| | Rating | 4: Above Grade Level and Creative | 3: Grade Level and Appropriate | 2: Tries and is Close to Grade Level | 1: Has Little or Missing Information |
|---|---|---|---|---|---|
| **Focus** | | ❑Skillfully answers all parts of the prompt<br>❑Has a clear situation and introduces descriptive characters/narrator | ❑Answers all parts of the prompt<br>❑Has a situation and introduces characters/narrator | ❑Answers most parts of the prompt<br>❑Has a confusing situation and tries to introduce characters/narrator | ❑Answers some or no parts of the prompt<br>❑Has no situation and does not introduce characters and/or a narrator |
| **Organization** | | ❑ Clearly organizes events that make sense<br>❑ Skillfully uses different types of transitional words<br>❑ Has a clear conclusion that makes sense with the events | ❑ Organizes events that make sense<br>❑ Uses transitional words<br>❑ Has a conclusion that makes sense | ❑ Some events make sense, some events are confusing<br>❑ Uses some transitional words<br>❑ Tries to create a conclusion | ❑ Events are confusing<br>❑ Uses no transitional words<br>❑ No conclusion or confusing conclusion |
| **Elaboration of Narrative** | | ❑Uses creative descriptions of actions, thoughts, and feelings to develop experiences and events<br>❑Uses creative dialogue to show how characters feel and what characters think about the situation<br>❑Uses many creative sensory details | ❑Uses descriptions of actions, thoughts, and feelings to develop experiences and events<br>❑Uses dialogue to show how characters feel and/or what characters think<br>❑Uses sensory details | ❑Uses some descriptions of actions, thoughts, and feelings (some are confusing or not needed)<br>❑Tries to use dialogue to show how characters feel and/or what characters think<br>❑Attempts to use sensory details | ❑Uses little or no descriptions of actions, thoughts, and feelings<br>❑Does not use dialogue to show how characters feel and/or what characters think<br>❑Uses no sensory details |
| **Language** | | ❑ Uses different types of sentences<br>❑ Is clear and readable<br>❑ Uses above grade level word choices | ❑ Uses correct and varied sentences<br>❑ Errors are minor and do not interfere with readability<br>❑ Uses grade level word choices | ❑ Uses some correct sentences<br>❑ Some errors interfere with readability<br>❑ Uses basic or confusing word choices | ❑ Uses little or no correct sentences<br>❑ Many errors interfere with readability<br>❑ Uses incorrect word choices |
| **Conventions** | | ❑ Uses creativity and uses higher level grammar<br>❑ Skillfully uses correct punctuation<br>❑ Skillfully uses correct capitalization<br>❑ Skillfully uses correct spelling (including above grade level) | ❑ Uses grade level appropriate grammar<br>❑ Uses correct punctuation<br>❑ Uses correct capitalization<br>❑ Uses correct spelling | ❑ Mostly uses some grade level appropriate grammar<br>❑ Mostly uses correct punctuation<br>❑ Mostly uses correct capitalization<br>❑ Mostly uses correct spelling | ❑ Does not have appropriate grade level grammar<br>❑ Does not use correct punctuation<br>❑ Does not use correct capitalization<br>❑ Does not use correct spelling |

Now begin work on your fictional narrative. Manage your time carefully so that you can

1. plan your  writing
2. Draft your writing
3. revise and edit the final draft

Word-processing tools and spell check are available to you.