

A Brief Essay on Pacman Gameplay

James Hancock, 2020



(Game Start!)

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Brililil Wa-ka
Wa-ka Wawirrp! Wa-Wawirrp! ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wawirrp! Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Guhwoop! ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Brililil Wawirrp! Wa-
Wawirrp! ka Wa-Wawirrp! Wawirrp! ka
Wa-ka Wa-ka Wa-ka Wre-wre-wre-wreu
Wikwik!

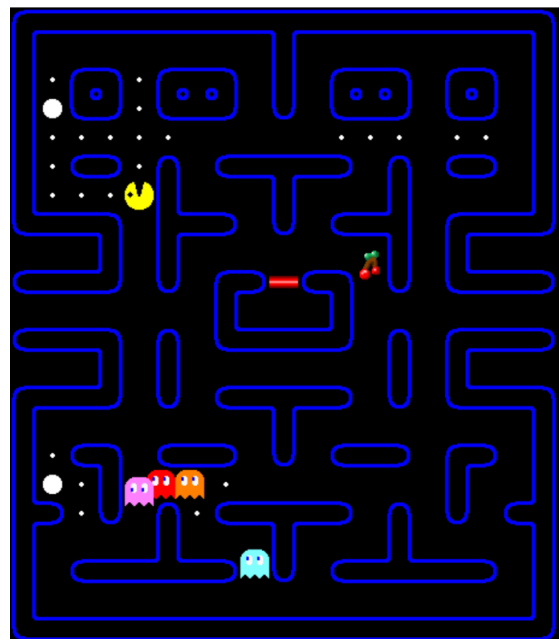
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-Brililil Wawirrp! Wawirrp!
Wawirrp! ka Wa-ka Wa-ka Wa-ka Wa-
Wawirrp! ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-Guhwoop! ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Guhwoop! Wa-ka Wa-ka

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Brililil Wa-ka Wa-Wawirrp!
Wawirrp! Wawirrp! Wawirrp! ka Wa-ka
Wa-ka Wa-ka

(Stage Clear!)

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Brililil Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wawirrp! Wawirrp! Wawirrp! Wawirrp!

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-Brililil
Wawirrp! Wawirrp! Beoowup! Wawirrp!
Wawirrp! ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wre-wre-wre-wreu
Wikwik! Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Brililil Wa-ka Wa-ka Wa-
ka Wa-Wawirrp! ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka



Wa-ka Wa-ka

Wa-ka Wa-ka Wa-ka Wa-ka Wa-Guhwoop!
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Brlilil Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Wawirrp! Wawirrp! ka Wa-ka Wa-ka Wa-
ka Wa-ka Wre-wre-wre-wreu Wikwik!

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Guhwoop! ka Wa-ka Wa-ka Wa-Brlilil



Brlilil

Wawirrp! Wawirrp! Wawirrp! ka Wa-ka
Wawirrp! Wa-Brlilil ka Wa-Wawirrp! ka
Wawirrp! Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Guhwoop! ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka

(Stage Clear!)

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Brlilil Wawirrp! Wawirrp! Wawirrp! Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-Guhwoop! ka Wa-ka
Wa-ka Wa-ka Wa-ka Brlilil Wawirrp!
Wawirrp! Wawirrp! Wawirrp! Wa-ka Wa-

ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Wre-wre-wre-wreu Wikwik!

ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Brlilil Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wawirrp! Wa-Beoowup! Wawirrp!
ka Wa-ka Wa-ka Wa-ka Wa-Brlilil ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Wa

(Stage Clear!)

Ka Wa-ka Wa-ka Wa-ka Wa-ka Brlilil Wa-
ka Wa-ka Wa-ka Wa-ka Wawirrp! Wa-ka
Wa-ka Wawirrp! Wawirrp! Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-Brlilil Wawirrp!
Wawirrp! ka Wa-ka Wa-Wawirrp! ka Wa-
ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-
ka Wa-ka Wa-ka Brlilil Wa-Wawirrp!
Wawirrp! ka Wa-ka Wa-ka Brlilil Wa-
Wawirrp! Wawirrp! Guhwoop! ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wre-
wre-wre-wreu Wikwik!

Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Brlilil Wa-ka Wa-ka Wa-ka Wa-ka Wa-
Wawirrp! ka Wa-ka Wa-ka Wa-Wawirrp!
Wawirrp! Wawirrp! Guhwoop! ka Wa-ka
Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka Wa-ka
Wa-ka Wre-wre-wre-wreu Wikwik!

(Game Over!)

Final Score: 64640

Sound Effect Reference

Wa-ka — Two Pellets Eaten

*(one pellet eaten on **Wa** and one on **Ka**)*

Brililil — Super Pellet Eaten

Wawirrp! — Ghost Eaten

Guhwoop! — Fruit Eaten

Beoowup! — Extra Life Awarded

Wre-wre-wre-wreu Wikwik! — Pacman
Eaten

Notes

The above sequence of sound effects was recorded from a causal game of Pacman.

Many thanks to David Reilly and Andy Sommerville for developing [the source code](#) of Pacman for Pygame. I modified this code to log game sound effects as text, the adjusted code is [on GitHub](#).

This essay took inspiration from [“The State of Design”](#) by Pete Lacey.