



Paraphrasing Practice A
Space Invaders!

Name:

Imagine you are writing an essay on the history of video gaming and you found the article "Space Invaders: Blast from the Past That Still Inspires" by Elyse Betters on the BBC News web site. Below are some excerpts from the article. Take these excerpts, underline the basic information that you fill is the most important, and rewrite it in your own words.

Space Invaders managed to tap into the zeitgeist in a way that others had not. This was in large part because, the year before its release, *Star Wars* and *Close Encounters of the Third Kind* had stormed the movie box office, stoking the public's appetite for all things alien.

There was an element of luck that *Space Invaders* had an extraterrestrial theme. Tomohiro Nishikado, the game's developer, had originally wanted the game to feature battling tanks or planes. But he switched theme after Taito banned the use of human targets.

The title also helped jump-start the console industry, which was in the doldrums. Atari decided to stick it out and the company's fortunes turned when it released a version of *Space Invaders* in 1980 - the first official license of an arcade game for a home console. *Space Invaders* had a "revolutionary impact", Taito tells the BBC. "It helped lay the foundation for modern video games."
