



Periods – mark the end of a sentence. Every sentence must contain an actor, an action, and at least one complete thought—an independent clause.

Example: In the role-playing game Pokémon, the player embarks on a journey to catch and train as many diverse and wonderful creatures as you can manage.

Question Marks – indicate that a sentence is a question.

- ▶ Most questions contain an inverted actor-action set where the action comes first (*Is Sally running?*) as opposed to the actor coming first (*Sally is running*).
- ▶ If the action comes first, the sentence **must** end in a question mark.

Example: It's no wonder that Pokémon instantly became a phenomenon—after all, what child wouldn't love to travel around and catch amazing creatures?

Exclamation Points – place emphasis on a sentence. Exclamation points imply the emotion of excitement, and they're therefore informal.

Example: In the end, after battling and beating the strongest trainers in the region, you can even become the champion!

Commas – connect/separate different parts of a sentence.

1. Comma + coordinating conjunction connects two independent clauses.

Example: You may not win the first time you try, but you can train and try again.

2. Commas set off extraneous information at the beginning, middle, or end of a sentence.

Example: Eventually, you'll be the strongest Pokémon trainer in the game.

3. Commas separate items in a series.

Example: You'll see unique towns, battle interesting teams, and watch your own Pokémon evolve into stronger and stronger creatures.

Semicolons – combine independent clauses.

- ▶ They function much like periods, but they indicate a much closer relationship between the ideas of the combined independent clauses.

Example: Experiencing Pokémon is more than just playing a game; as you grow stronger as a trainer and bond with your own unique team, you'll find that you've gone on a real journey that you won't soon forget.

Apostrophes – create contractions and possessives.

1. Contractions combine two words into one.

Example: You don't have to love video games to enjoy a Pokémon adventure.

2. Singular possessive nouns end in ['s] and plural possessive nouns end in [s'].

Example: Each trainer's journey will be unique, but the creatures' appeal is universal.

Colons – follow a complete sentence to add more information.

Example: It's easy to find and collect interesting creatures during your travels: all you have to do is walk through new environments, battle, and catch them.

Dashes – hyphens, N-dashes, and M-dashes

1. Hyphen (-): joins together words to function as single words
2. N-dash, or En-dash (–): indicates a range
3. M-dash, or Em-dash (—): separates parts of sentences

Example: Although many people are concerned about the effects of video games on young brains, Pokémon doesn't offer much to be afraid of—the creatures you battle don't die, they faint and are easily healed.

Parentheses – set information apart from the rest of the sentence

- Commas and periods fall outside the parentheses.

Example: Evolutionary lines connect nearly all Pokémon to at least one other (82% of nearly 900 are connected this way, according to Bulbapedia).

Quotation Marks – indicate that the words originated from someone other than yourself

- Periods and commas go inside quotation marks, unless parentheses come immediately after the quote.

Example: The spirit of Pokémon goes beyond just getting through the game; to really experience the world, you "gotta catch 'em all," and like Ash Ketchum, you have to "want to be the very best, like no one ever was" (Pokémon Theme by Powerglove).