

For questions 1-8, read the text below. Use the word given in capitals after the gap to form a word that fits in the gap. There is an example at the beginning (0).

## Games in space

For astronauts on long missions into space, (0) *boredom* **BORE** can be a real problem. In order to help the astronauts, (1) ..... **SCIENCE** and doctors need to find out what this feels like. As part of the (2) ..... **SEARCH** programme, six volunteers will be locked away for 520 days to see what effect this has on their mind and body. During their time in (3) ..... **ISOLATE**, the volunteers will be able to communicate with their controllers, but only in a way that replicates the astronauts' experience. For example, the further away from 'Earth' they get, the longer the delay in the signal, so they will be (4) ..... **ABLE** to have a conversation in real time.

As part of the experiment, the volunteers will be allowed to play computer games. There will be a (5) ..... **MIX** of solo games and competitive games available. Afterwards, they will be asked to give (6) ..... **FEED** on how hard they found the games to play and what their (7) ..... **EMOTION** state was at the time. As a result of the (8) ..... **INFORM** gathered, it may be possible to create special software for crews on future missions.