Part 5

You are going to read an article about board games. For questions **31–36**, choose the answer (**A**, **B**, **C** or **D**) which you think fits best according to the text.

Mark your answers on the separate answer sheet.

Board games

Dan Jolin reports on a type of board game called 'Eurogames'.

John and Zuzi Morgan have set up a café in Oxford, in the UK, where people can not only enjoy a cup of coffee and some cake but play a board game too. The owners' hope is that people enjoy the experience so much they want to repeat it. Zuzi explains why they decided to turn their love of tabletop games into a full-time business: 'There's so much technology. Everybody's busy and you want to bring people back together in a way that's not just staring at screens. It's a natural thing in people. We're supposed to be together and communicating with each other.' The games played in John and Zuzi's café are known as 'Eurogames' which have gentle themes, such as farming and landscape-building.

The first game of this type was *The Settlers of Catan* created by a German designer, Klaus Teuber. Players competitively establish settlements on an island and trade resources with the other players, keeping participants fully engaged and sustaining the drama of the narrative right to the conclusion, with none
line 23 of the players feeling left out. That crucial factor was refined in the 'co-operative' games that followed, in which every player wins or loses as a team member, provoking a lot more social interaction.

Pandemic, a Eurogame in which players must collaborate to solve global problems, was created by an American, Matt Leacock, one of tabletop gaming's most successful designers. Leacock's passion for board games goes back to his experience of frustration with them as a child. 'Games were my favourite birthday gift,' he says, 'but I'd get very excited, open up the box, then we'd play and there would just be crushing disappointment.' So, with the help of a game-enthusiast uncle, young Leacock would flip over the boards of the many games they played together and try to design something better using the same components.

Pandemic was a runaway success, and the follow-up version represented another leap forward in game design. 'It incorporates,' Leacock explains, 'a tremendous amount of storytelling. It's similar to an electronic game in that you develop your characters, you get new rules and the state of the world changes.' As he says, 'it is an 'unfolding' story.' *line 4*

The growth of the video games industry has, perhaps contrary to expectations, been one of the biggest factors in the success of these modern board games – largely because the presence of games consoles under so many TVs and the rise of mobile gaming have normalised game-playing. 'Video games and board games have learned an awful lot from each other,' says Ben Hogg, who works for a leading games company. 'Everyone's a mobile gamer now. Speak to anyone who's got a smartphone, they've got at least one game they like to play on it'.

For a time, video-gaming offered a level of physical social interaction, at the arcade or through multi-player sofa games that people could play together in the same room. Then multi-player video games moved online, and fellow players became physically removed from one another, if not completely anonymous. So, some people who had previously enjoyed playing video games started looking for a way of playing games again with other people who were physically present. As is evident in John and Zuzi's busy and popular café, tabletop gaming has become more than entertainment. In our increasingly online society, games have become something to be shared, directly and physically, in the real world and this trend is set to continue.

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31 What does Zuzi Morgan say about the board game café?

A Once people have been there, they tend to return regularly.
B Its appeal to customers lies in its originality.
C Technology is sometimes a distraction there.
D It satisfies a basic human need.

32 What does the phrase 'That crucial factor' refer to in lines 23–24?

A all players being part of a team
B the option of playing a series of games
C every player being involved all the time
D the excitement of meeting other players

33 What do we learn about Matt Leacock's childhood?

A He hated losing when playing board games.
B His uncle introduced him to a wide variety of games.
C The games he was given failed to live up to his expectations.
D The games he received as presents were rarely what he had asked for.

34 What is meant by 'unfolding' in line 49?

A evolving
B innovative
C absorbing
D predictable

35 What point is made in the fifth paragraph about new types of board game?

A Those inspired by video games are becoming widespread.
B Their popularity is partly due to people's familiarity with video games.
C Players find them attractive because they enjoy a change from video games.
D They often require players to use skills developed through playing video games.

36 In the final paragraph, the writer suggests that

A board games make up for something that modern video games lack.
B there may be a renewed interest in video games in the future.
C many people would rather play board games in cafés than at home.
D video games became less challenging when people started playing online.

→ p. 133

LIVEWORKSHEETS