

# Cheating on Computer Games

Read the text and fill in the blanks with a word that best fits.

It's something (1) \_\_\_\_\_ gamer will tell you. Computer games shouldn't be so hard that they drive you mad, but (2) \_\_\_\_\_ should they be so easy that they (3) \_\_\_\_\_ to offer enough of a challenge. Inevitably, however, you get stuck sometimes. What do you do then? Ask the internet, of course. Many other gamers have figured (4) \_\_\_\_\_ what to do and posted the solution online. The answer is just a (5) \_\_\_\_\_ clicks away.

Purists say this is cheating. They argue that solving a puzzle yourself, (6) \_\_\_\_\_ gamers had to do in the old days, might have (7) \_\_\_\_\_ longer, but it was more satisfying. (8) \_\_\_\_\_ you know that detailed "walkthroughs" are available online, free (9) \_\_\_\_\_ charge, for almost any game, the temptation is to ask for virtual help (10) \_\_\_\_\_. The first sign of trouble, (11) \_\_\_\_\_ robs players of a true sense of achievement.

I say this is rubbish. (12) \_\_\_\_\_ a search and downloading a solution has many merits. It stops me throwing my controller at the screen, and (13) \_\_\_\_\_ me more likely to finish games (14) \_\_\_\_\_ than giving up when they start to get tricky. So (15) \_\_\_\_\_ in all, I get better value for money. The search is also a reminder that I'm a member of a broader community, many of (16) \_\_\_\_\_ have been this way before.

