

1 Remember the story. Read and match.

- 1 The men think that the children are spies and
- 2 Suddenly one of the engineers feels dizzy and
- 3 Then the security officer sits down and
- 4 Soon the whole control room is asleep and the
- 5 Phoebe realises that there was something
- 6 They hear a voice calling the control room and
- 7 The children sit in front of a computer and they
- 8 Alex tells Neil what the problem is and
- 9 The engineers wake up and
- 10 The engineers want to know how Alex did it,

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|----------------------------|---|
| ☐ h | a children wonder what is happening. |
| ☐ | b in their tea. |
| ☐ | c put on the headsets. |
| ☐ | d so he tells them about Moonlanding 2000. |
| ☐ | e he sits down and falls asleep. |
| ☐ | f Neil Armstrong tells them how Alex saved the day. |
| ☐ | g he helps him to leave the moon. |
| ☐ | h they want to lock them up. |
| ☐ | i they know that they must help Neil Armstrong. |
| ☐ | j he falls asleep too. |

2 Who do you think says these things?

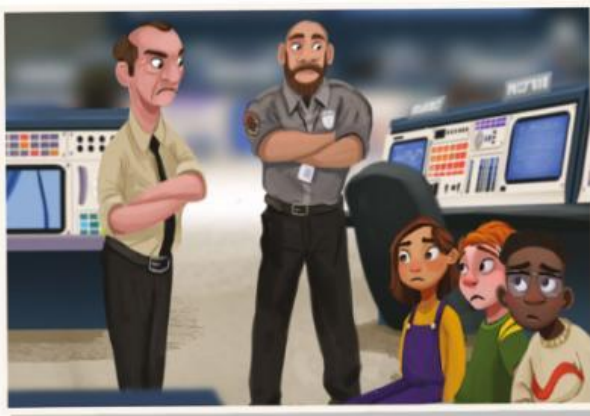
- 1 'I'm taking you to my room.'
the security officer
- 2 'Why are they all asleep?'

- 3 'This is our best chance to escape.'

- 4 'Hello ... Hello ... Is there anyone there?'

- 5 'I remember this bit from the game.'

- 6 'Why are you wearing my headset?'



86 Story practice

3 Complete the computer game blurb.



MOONLANDING 2000

It's 1969 and you are an (1) engineer working for NASA in (2) H. In this exciting computer (3) m f s game, you have to help the famous (4) a (5) N A and his crew to bring their (6) s c safely back to (7) E.