

**SPEAKING** Work in pairs. Which of these different kinds of video games do you prefer? Give an example of each kind. If you do not like any kind, say why.

adventure games city-building games  
combat games puzzle games racing games  
role-playing games sports games

- 2 Read the text. Does the game sound interesting to you? Why? / Why not?



*Anno 2070* is a video game set in the year 2070. Many cities are now under the ocean. There aren't any countries or continents, but there are a lot of islands. Players have to build new cities. There are two main groups of characters: the Tycoons and the Ecos. As a player, you can choose to be in either group. *Anno 2070* is not a combat game, but there are a few conflicts between the two groups and there are some important differences between them. The Tycoons build cities quickly and earn a lot of money. But their lifestyle causes a lot of pollution, and there are not many trees or plants on their islands. In contrast, the Ecos build 'green' cities but their progress is slow. They don't use any coal or oil so there is not much pollution on their islands. The inhabitants eat healthy food and even have a little time for some hobbies, like listening to music. The aim of the game is to create your own world. How many cities can you build? How much energy do they all need? Can you grow any food? Can you complete any special missions? It depends how well you play the game!

- 3 Find two examples of *some* and four examples of *any* in the text in exercise 2. Then complete the rules in the **Learn this!** box.

**LEARN THIS!** *some* and *any*

We use *some* and *any* with uncountable and plural countable nouns.

- a We use \_\_\_\_\_ in affirmative sentences.
- b We use \_\_\_\_\_ in negative sentences and questions.

- 4 Complete the sentences with *some* or *any*.

- 1 This game doesn't contain \_\_\_\_\_ violence at all.
- 2 I spent \_\_\_\_\_ time choosing a good game for my sister.
- 3 There are \_\_\_\_\_ well-known sports games, like the FIFA series.
- 4 Racing games often include \_\_\_\_\_ amazing special effects.
- 5 Twenty-five years ago, there weren't \_\_\_\_\_ 3D graphics.
- 6 Do you play \_\_\_\_\_ role-playing games?

Find the phrases below in the text in exercise 2, paying attention to the nouns which follow them. Then complete the rules in the **Learn this!** box.

a few a little a lot of how many  
how much not many not much

**LEARN THIS!** *not much, not many, a lot of, a little, a few*

- a We use \_\_\_\_\_ or \_\_\_\_\_ + uncountable noun for a small quantity of something.
- b We use \_\_\_\_\_ or \_\_\_\_\_ + plural noun for a small number of something.
- c We use *much* + uncountable noun for a large quantity of something.
- d We use *many* + plural noun for a large number of something.
- e We use \_\_\_\_\_ + uncountable or plural noun for a large quantity or number of something.
- f We use \_\_\_\_\_ ... ? + uncountable noun or \_\_\_\_\_ ... ? + plural noun for questions about quantity or number.

➔ **Grammar Builder 3B** page 128

**LOOK OUT!**

In affirmative sentences, *much* and *many* often sound very formal. In everyday English, we use *a lot of*.

- 6 **1.28** Read the **Look out!** box above and the dialogue below. Circle the correct words to complete the dialogue. Then listen and check.

- Jack Look, there's a building with <sup>1</sup>*many* / *some* people outside. Turn left just before you get there.
- Evie I can't see <sup>2</sup>*any* / *some* people. There isn't <sup>3</sup>*many* / *much* light. Hey! What's that noise?
- Jack Nothing. There was <sup>4</sup>*any* / *some* rubbish in the road.
- Evie I hate this part of town. There aren't <sup>5</sup>*a few* / *many* nice areas. Let's go north.
- Jack How <sup>6</sup>*many* / *much* fuel have we got? Only <sup>7</sup>*a few* / *a little* litres.
- Evie Oh no, listen. The police are chasing us now.
- Jack Let me drive. I know <sup>8</sup>*a few* / *a little* tricks.
- Mum Jack, are you doing <sup>9</sup>*any* / *many* homework in there?
- Jack Er ... Yes. We're doing <sup>10</sup>*a little* / *much* IT homework.
- Evie Jack! That's not true ...
- Jack Well, we're spending <sup>11</sup>*a lot of* / *a few* time on the computer!
- Evie But we aren't doing <sup>12</sup>*some* / *any* work!

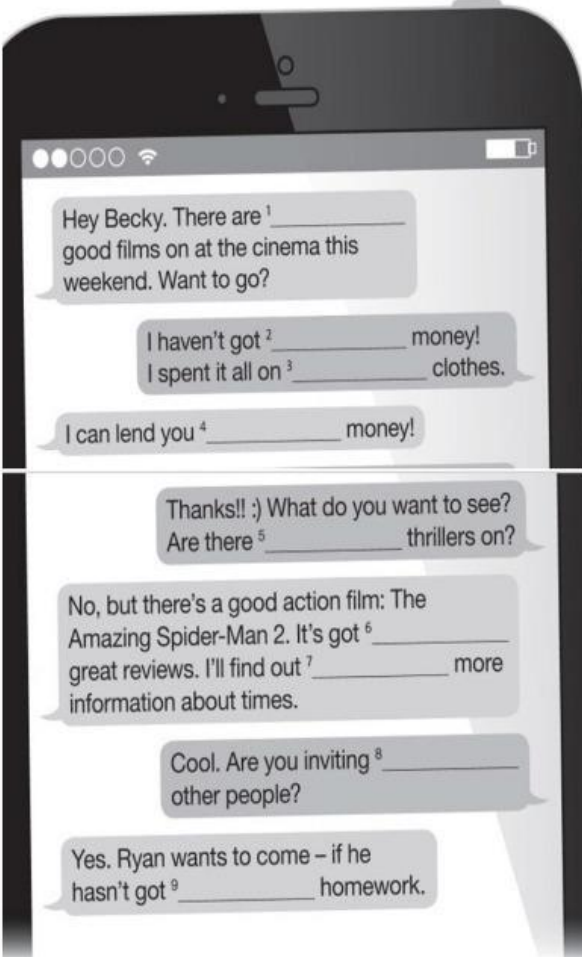
- 7 Work in pairs. Prepare a description of the setting of a video game, real or invented. Use phrases from exercise 5 and the words below and / or your own ideas.

buildings cafés cars characters cinemas  
countryside crime islands money parks pollution  
roads rubbish shops traffic trees wildlife

Choose the correct words to complete the sentences.

- 1 I've got **some** / **any** homework to finish this evening.
- 2 There are **some** / **any** fruit trees in our garden.
- 3 Have you got **some** / **any** pets?
- 4 **Some** / **Any** people play video games every day.
- 5 We haven't got **some** / **any** bread. Can you buy some?
- 6 Is there **some** / **any** ice on the road?
- 7 There weren't **some** / **any** special effects in the film.

Complete the text messages with *some* or *any*.



Complete the sentences with *a few* or *a little*.

- 1 I saw Harry \_\_\_\_\_ hours ago.
- 2 I only want \_\_\_\_\_ water. I'm not very thirsty.
- 3 I bought \_\_\_\_\_ CDs on Saturday.
- 4 There are \_\_\_\_\_ good cafés in our town.
- 5 Please spend \_\_\_\_\_ time tidying your room.
- 6 I only speak \_\_\_\_\_ French.
- 7 I went to London with \_\_\_\_\_ friends.

Answer the questions in exercise 4.

- 1 \_\_\_\_\_
- 2 \_\_\_\_\_
- 3 \_\_\_\_\_
- 4 \_\_\_\_\_
- 5 \_\_\_\_\_

6 Complete the video game review with the words and phrases below. Use each word or phrase only once.

a few a little any how many how much  
many much some



## MEGAPOLIS

I really enjoyed this game. The aim is to build a city, but there are a lot of problems to solve along the way.

1 \_\_\_\_\_ houses, hotels, roads and factories can you build? 2 \_\_\_\_\_ money and energy do you need to build them? Players use money called 'megabucks'. You start with just 3 \_\_\_\_\_ megabucks, so you must spend them carefully. It's difficult to build a city on your own, so 4 \_\_\_\_\_ players work together. For example, if you have only got 5 \_\_\_\_\_ energy, you can borrow or buy 6 \_\_\_\_\_ electricity from a neighbour. But selfish and greedy players don't make 7 \_\_\_\_\_ friends. If they haven't got 8 \_\_\_\_\_ money or energy, no one helps them and they can't finish their city. So it's best to be friendly to the other players!