

VIDEO GAMES

1. Choose words from each drop-down menu to make game platforms and game genres.

1. _____ phone _____
2. _____ online games
3. video _____
4. _____ device
5. 3G _____

2. Look at the customers' questions asked in a computer and electronics shop. Which type of game is each customer asking about? Choose from the drop-down menus.

1. **A:** Will this work with Windows XP?
B: It will, but it'll run faster if you have Windows Vista. _____
2. The graphics are incredible, considering how small the screen is. How much is it for the Nintendo version? _____
3. **A:** Is there anything else I need in order to play this game?
B: No, you just use the games controller that came with your machine.

4. **A:** And do I need an internet connection to play this?
B: Ideally, yes. The whole point of games like this is to play with people from all over the world. _____
5. **A:** Is this the only game that comes with it?
B: Yes, but you can download other Java-based games for free. Just ask your network about it. _____

3. Complete this extract from the interview with Matt Robinson by choosing the correct adjective or adverb from the drop-down menus.

Interviewer: So which game genres do you think will be the most popular in the future?

Matt: I think console games will play a (1) _____ part in shaping the future of games, while (2) _____ helping to attract a (3) _____ audience. Games like Wii Sports have already proven (4) _____ popular, just by emulating real-world games such as tennis and bowling, and making them as (5) _____ to play as their real-life counterparts. You (6) _____ move the controller around. Of course, the more (7) _____ video game genres, such as Halo and Burnout, will continue to sell just as (8) _____ as they always have. (9) _____, there's online gaming. As connection speeds increase, and hardware improves, so does the potential to create (10) _____ living online worlds, much like you see in Second Life, for example