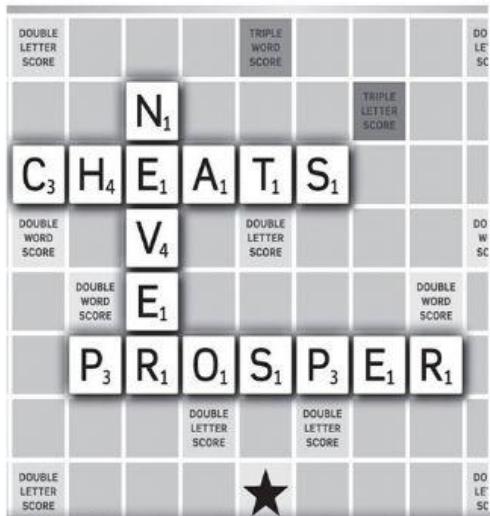


Read the article again. Mark the sentences T (true) or F (false).



- 1 According to the article, people usually learn not to cheat when they are young children. \_\_\_\_\_
- 2 Blank tiles can be used when players haven't got the right letter. \_\_\_\_\_
- 3 It was the first time that the boy had played in the tournament. \_\_\_\_\_
- 4 The previous day, the boy had beaten Arthur Moore. \_\_\_\_\_
- 5 Moore caught the boy while he was making a word. \_\_\_\_\_
- 6 He saw the boy take a blank tile out of his pocket. \_\_\_\_\_
- 7 The boy answered the tournament director's questions truthfully. \_\_\_\_\_
- 8 He wasn't allowed to continue playing. \_\_\_\_\_

It's fairly normal for young children to cheat when they're playing board games. As they grow older, they realize that the fun is actually in taking part in the game, not necessarily in winning it. By the time they reach their teens, they have usually learnt not to cheat. Sadly, this was not the case of a player in a national board game championship held annually in the USA. The player wanted to win so much that he resorted to cheating.

The board game was *Scrabble*. This is a word game that was created in 1938 by an American architect called Alfred Mosher Butts. In the game, players have to make words from individual letters on small squares called 'tiles', and then put the words on a board. Two of the most useful tiles in the game are the blanks, which are tiles without any letters on them. A blank isn't worth any points, but a player can use it to replace any letter of the alphabet.

The cheat in this particular tournament was a 15-year-old boy from Orlando, in the USA. He had surprised organizers in the early stages of the competition by beating some of the best players, despite the fact that he had never played

in competitions before. This made some of the other players suspicious, including the man who caught him, 43-year-old Arthur Moore. Moore had already played the boy the day before, and Moore had won the match, although the boy had had both of the blank tiles. In *Scrabble*, before a new game starts the players put the tiles from the previous game back into a small bag. This time, Moore had a good look at the tiles on the table before he and his opponent put them in the bag to start the game. He was not surprised to see that the two blanks were together on the table in front of the boy. As the two players were putting the tiles into the bag, Moore discretely watched the boy's left hand. He saw the boy pick up the two blanks, and put his hand under the table. This was the signal for Moore to call one of the organizers and accuse the boy of cheating.

When the boy was taken away for questioning, he admitted taking the two blanks during the game and hiding them under the table. As a result of his cheating, the tournament director disqualified him and banned him from playing in the competition again.