

### Exercise 2

You are going to read descriptions of four board games. For questions 1-10, choose from games (A-D). The games may be chosen more than once.

## Board Games

### Game A

**Quarto** has already collected a clutch of awards around the world. The playing board has 16 circles arranged in a square, and there are the same number of playing pieces made of polished wood. Each piece possesses four of eight different characteristics; light or dark; short or tall; solid or hollow; round or square. No two pieces are identical. The idea is to form a line of four pieces, all containing one single characteristic – all dark, or all hollow, for an example. You take turns to select any one of the pieces and pass it to your opponent, who places it in a circle at his choice on the board. Being the one that selects your opponent's pieces, you have only yourself to blame if you lose.

### Game B

**La-Tre** was invented by Richard Morgan, who has taken the brave step of manufacturing and marketing his game himself. The playing board is as for chess. Each player has two types of pieces – attackers and defenders. The winner is the player who captures all the opponent's attacking pieces. These are mainly captured by jumping over your opponent's pieces on a clear path, and landing on the empty square beyond. The same piece can then zoom off in another direction for further captures, all in one turn. Should you become a La-Tre addict, you may well wish to progress to the advanced game.

### Game C

**Monopoly**, the world's biggest selling game, was actually invented by Elizabeth Magie, though it was Charles Darrow who started marketing it as his own creation in 1933. Despite its popularity, few of us really know how to play it well. Although it is played with a dice, winning is not solely a question of luck. More important are an understanding of economics and an ability to tempt other players into doing deals. A serious Monopoly session starts with everyone going around the board buying properties. Soon people realise that progress can only be made if deals are done. To be successful you need to persuade others that the deal will benefit them even though you are actually only interested in winning.

### Game D

The second most popular game, **Scrabble**, was invented by an American crossword fan, in 1948. This famous word game, which can be played by up to four players, is available in 30 languages in 121 countries. Despite this success, it is soon to be redesigned in a bid to attract more players. Designers are expected to consider changing the typeface of the letters and reverting to the use of wood for the tiles. The essential characteristic of the good Scrabble player is flexible, lateral thinking and such individuals should be comfortable with modifications and not particularly concerned about how the board or tiles look. As long as the basic rules and values of the tiles stay the same then fans will be happy.

## Which game

- 1) uses the same board as another famous game. ....
- 2) can be played at two levels of difficulty. ....
- 3) has pieces which are different from one another. ....
- 4) is not skilfully played by most people. ....
- 5) has won prizes. ....
- 6) requires good places to use their communication skills. ....
- 7) will soon look a little different. ....
- 8) lets you make choices for your opponent. ....
- 9) exists in many different versions. ....
- 10) involves taking your opponent's pieces. ....