

Transform Direct Speech into Reported Speech:

Example: "I love this new TV show."

She said that she loved that new TV show.

1. "The developers are creating a new expansion for the game."
They announced that the developers a new expansion for the game.
2. "What historical period is this show based on?"
He asked what historical period based on.
3. "It is the most entertaining show I have ever seen."
My brother said that it the most entertaining show he
4. "Were you playing the new stealth game yesterday?"
My friend asked if I the new stealth game day .
5. "Don't spoil the plot twist for me!"
My mom told me the plot twist for
6. "Can you pass me the remote controller?"
My dad asked me if I the remote controller.
7. "I hated the main villain in that show!"
My friend complained that she the main villain in that show.
8. "The concert will start in ten minutes."
The ticket lady informed us that the concert in ten minutes.

Use a reporting or phrasal verb and choose the best option:

Detroit: Become Human - a Fantastic Narrative Adventure

I've just finished my first playthrough of Detroit: Become Human, and I'm very impressed. It's a unique game that truly **(1)** from other narrative adventures. The story is based **(2)** the idea of artificial intelligence gaining their own free will, and you control three androids whose choices shape

the entire narrative.

In a recent discussion, my friend, who had already completed the game, (3) playing it immediately. I'm glad I listened.

The branching paths of the story are so complex that when I made a critical error in a dialogue

choice, I desperately wanted to do that chapter (4) I actually insisted (5) pausing the game to calm down my nerves. When you choose in this game, the consequences are real and permanent. The game won't let you reload just one episode easily, so you have to deal (6) the results of your actions, good or bad.

When I told my friend about a character's tragic death in my story, he accused me (7) being too careless. I, of course, (8) being reckless and argued it was an unpredictable outcome. I even blamed him (9) spoiling a potential survival strategy! At one point, a character's survival depended on quick-time events, and I almost gave (10) because the button sequence was so complicated. It took me a long time to figure (11) how to solve the puzzles and collect all the evidence, and my wrong choices almost made the investigation end (12) in failure.

Overall, this game a masterpiece of player-driven storytelling, and I recommend playing it to those who enjoy a thought-provoking plot and are not afraid of making hard decisions.



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| 1. | A) shows up | B) finds out | C) stands out | D) goes on |
| 2. | A) on | B) at | C) off | D) up |
| 3. | A) insisted | B) suggested | C) accused | D) convinced |
| 4. | A) away | B) into | C) out | D) over |
| 5. | A) at | B) on | C) up | D) of |
| 6. | A) with | B) after | C) on | D) together |
| 7. | A) of | B) off | C) about | D) on |
| 8. | A) apologised | B) agreed | C) denied | D) complained |
| 9. | A) to | B) from | C) of | D) for |
| 10. | A) with | B) at | C) on | D) up |
| 11. | A) of | B) out | C) after | D) in |
| 12. | A) out | B) off | C) up | D) on |