

## Part 2

### Questions 8–13

You will hear a radio interview with a teenage boy called Matthew who has invented a game. For each question, put a tick (✓) in the correct box.

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8 How old was Matthew when his game was first sold?

A ten   
B thirteen   
C fourteen

9 When Matthew tried to sell his idea to companies,

A he had no replies.   
B some companies asked to see the game.   
C none of them was interested.

10 Matthew borrowed money from

A a bank.   
B some relatives.   
C a businessman.

11 How did Matthew get his idea for a second product?

A An American company made a suggestion.   
B Some other children told him about it.   
C He watched his sisters playing.

12 According to Matthew, most ten-year-olds are interested in

A games which test what they know.   
B games which are about their everyday lives.   
C games which use their imagination.

13 When Matthew leaves school, he wants to

A run his own business.   
B do a course in business studies.   
C continue inventing games.