

## 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   | <input type="checkbox"/> |
|   | B thirteen                                    | <input type="checkbox"/> |
|   | C fourteen                                    | <input type="checkbox"/> |
| 9 When Matthew tried to sell his idea to companies,           | A he had no replies.                          | <input type="checkbox"/> |
|   | B some companies asked to see the game.       | <input type="checkbox"/> |
|   | C none of them was interested.                | <input type="checkbox"/> |
| 10 Matthew borrowed money from                                | A a bank.                                     | <input type="checkbox"/> |
|   | B some relatives.                             | <input type="checkbox"/> |
|   | C a businessman.                              | <input type="checkbox"/> |
| 11 How did Matthew get his idea for a second product?         | A An American company made a suggestion.      | <input type="checkbox"/> |
|   | B Some other children told him about it.      | <input type="checkbox"/> |
|   | C He watched his sisters playing.             | <input type="checkbox"/> |
| 12 According to Matthew, most ten-year-olds are interested in | A games which test what they know.            | <input type="checkbox"/> |
|   | B games which are about their everyday lives. | <input type="checkbox"/> |
|   | C games which use their imagination.          | <input type="checkbox"/> |
| 13 When Matthew leaves school, he wants to                    | A run his own business.                       | <input type="checkbox"/> |
|   | B do a course in business studies.            | <input type="checkbox"/> |
|   | C continue inventing games.                   | <input type="checkbox"/> |