

Part 3

You will hear part of an interview with two board game enthusiasts called Sarah Walters and Ed Zander about the renewed popularity of traditional board games. For questions **15–20**, choose the answer (**A, B, C** or **D**) which fits best according to what you hear.

- 15** Sarah thinks board games are becoming more popular partly
- A** as a consequence of their basic simplicity.
 - B** as a reaction to the dominance of technology.
 - C** because they mirror already popular gaming activities.
 - D** because people are constantly searching for new hobbies.
- 16** Ed thinks game playing will grow in this century
- A** as a result of people having more leisure time.
 - B** as a way of enhancing personal relationships.
 - C** as a means of coping with increasingly stressful lives.
 - D** as a reflection of fundamental changes taking place in society.
- 17** In Sarah's opinion, what is the main attraction of board games?
- A** the challenges they pose to players
 - B** the memories they evoke of the past
 - C** the environment in which they take place
 - D** the competitive element in the way they are played
- 18** When asked if board-gaming is a world-wide phenomenon, Ed
- A** explains a trend which is likely to change.
 - B** highlights the importance of advertising and marketing.
 - C** mentions the huge variety of games available globally.
 - D** emphasises the differences that exist between parts of the world.
- 19** Sarah sees the Game of the Year award as
- A** a useful marketing tool.
 - B** crucial as a way of promoting variety.
 - C** important in keeping consumers informed.
 - D** a positive development for younger players.
- 20** When talking about their own collections of board games, Ed and Sarah agree that
- A** some are likely to prove an investment.
 - B** many are beautifully manufactured.
 - C** collectors sometimes regret their purchases.
 - D** throwing games away isn't advisable.