Question 1: The writer rates the game as: 5.0 (Mediocre). This means he or she rates it as

a) funny.

b) satisfactory.

c) ordinary.

d) above average.

Question 2: What reason does the reviewer give for disliking the game's name?

a) It is too long.

b) It has very little to do with the brain.

c) It sounds like a kindergarten game.

d) It doesn't give a clear idea of what the game is about.

Question 3: What is required to play the game?

a) patience when playing

b) ability to spot the difference between pictures

c) quick reactions

d) artistic skill

Question 4: After reading the review, game players are most likely to

a) complain to the reviewer.

b) consider purchasing the game.

c) dismiss any idea of buying the game.

d) check out the games in the Sunday comics.

Question 5: What word best describes the writer's attitude to the game?

a) scornful

b) impressed

c) uninterested

d) mystified

Question 6: The reviewer states: This educational game feels more like therapy than fun. What is meant by therapy?

a) exhausting, unpleasant work

b) the treatment of a problem

c) any activity that drives someone mad

d) annoying, time-wasting activities

Question 7: What does the reviewer consider is more fun than playing The Brain Train?

a) doing homework

b) the title of the game

c) spotting-the-difference puzzles in the Sunday comics

d) training the right-hand side of the brain