

## Chatterbox #73 – Board games aren't boring!

### Transcript

Harp: Hello everyone. This is Harp.

Maura: And Maura.

Harp: And we're here with your Culips English Podcast.

Maura: And don't forget to go to our website, Culips.com, that's C-U-L-I-P-S.com. And there you can find this episode and all of our over 200 past episodes. If you like what you hear, you can also become a member. And once you're a member, you have access to our transcripts for our episodes, more detailed explanations, and quizzes.

Harp: Exactly. And also, we're on Facebook. Find the Culips page, like it, and join in all of the fun.

Maura: Do it today.

Harp: You can also send us questions on Facebook.

Maura: Now, let's get to today's episode. Our episode today is a Chatterbox episode, and that is where Harp and I chat about all different kinds of cultural or language-related topics.

Harp: Yes. And today we're going to talk about something very fun. We're going to talk about **board games**.

Maura: Yes, **board games**. And you know what I just thought of, Harp?

Harp: Mmhmm. I think we had the same thought at the exact same moment, Maura, but tell me what you thought.

Maura: Well, you said **board games**, and, yes, that it was they're called because you play the games on a board. But I also thought of the other meaning for *bored*, which is not fun at all.

Harp: Yeah. When you're not having fun, you're bored. But that's not the same board right now.

Maura: No. **Board games** are fun and they're supposed to be fun for people that play.

- Harp: Yes, exactly. So a **board game** is when you have a board, usually a square, and there's some sort of game that you play on it using this board, and usually other little **pieces**.
- Maura: Most games are not homemade. You have to go to the store to buy a **board game**.
- Harp: Exactly. So, today we're going to talk about some very popular **board games** in Canada. Then we're gonna talk about some trends that are happening with **board games**.
- Maura: And last, but not least, we're gonna talk about our own memories playing **board games**.
- Harp: Let's get started, Maura.
- Maura: OK. So, Harp, you have the list. What are some of the most popular **board games**?
- Harp: You know, I was doing research for this today and the top two most popular **board games** were really surprising to me.
- Maura: What are they?
- Harp: Chess and checkers.
- Maura: Well, I don't think they're the most interesting games that I've ever played, but I would agree that they're very widely known.
- Harp: Definitely. I just think of Monopoly or Life when I think of **board games**.
- Maura: I guess a lot of **board games** nowadays have a lot of different components. So you might have **game pieces** and then you have **dice**, also you might have cards that you need to pick up with instructions, but chess and checkers are pretty basic.
- Harp: That's funny that you think they're basic, because I don't actually know how to play chess.
- Maura: Me neither. But what I meant by *basic* is that you don't need a lot of **pieces** or complicated parts to play. For example, if you really wanted to, you could probably make your own checker board, because it's pretty straight-forward what you need to play.
- Harp: That's true. Yeah, but I don't know how to play chess. I've played a lot of checkers when I was young, but never chess.

- Maura: Yeah. Checkers is pretty easy to play. There aren't too many rules. I've probably played chess once or twice and I just wasn't interested because there was so much memorizing with all of the rules. And if you wanna get good or enjoy playing chess, I think you have to keep playing so that you just start to know the rules by heart.
- Harp: Yes, I agree. And it's a game you always have to think a couple of steps in advance. I think now, present. "If I move this little **piece**, what does that do?" That's it.
- Maura: What are some of the other top games on the list?
- Harp: Well, another game that was on the list was Monopoly.
- Maura: I hate that game.
- Harp: We're so alike Maura, because, you know, I don't really like Monopoly either.
- Maura: **To be honest, it's been ages** since I've played it. I just remember that when I did play it, when I was younger, I really didn't enjoy it.
- Harp: Yeah. I remember getting kind of bored and just wanting to play a different game. So Monopoly, if you don't know, is basically a square, and there's properties on the side. And the point of the game is to buy properties and then charge people, other players, rent when they come to your squares.
- Maura: Kinda sounds like real life.
- Harp: Yes.
- Maura: I much prefer number four on the list.
- Harp: Ah. You prefer Scrabble.
- Maura: Yes.
- Harp: So Scrabble is a game played with letters. Each player has, I think, seven letters, and you have to use those letters to spell out words on the board. It's a very interesting game, I would say.
- Maura: Yeah. It's a good game. My Scrabble-playing days really changed when I it wasn't just about spelling words and coming up with interesting words to spell.
- Harp: Really?

- Maura: Yes. It's all about where you place the letters on the board. You have to make sure you hit one of the special spaces, like triple letter score or double word score, because that's how you win and get a lot of points.
- Harp: Yes. You're right.
- Maura: But if you don't enjoy language, you might not enjoy this game.
- Harp: Yup. I remember playing this game with my students when I was teaching in South Korea and they loved it.
- Maura: Yeah. It can be fun to play if you're practicing a language. Instead of studying grammar text books, you can play a Scrabble game and kind of test your vocabulary.
- Harp: Exactly. Another game that's on this list is Trivial Pursuit.
- Maura: And tell us what's so special about Trivial Pursuit.
- Harp: Well, other than that it's an awesome game and I love it, it was actually invented by some Canadians in Montreal.
- Maura: Oh, really?
- Harp: Yes. It was created in Montreal in 1979.
- Maura: Oh, wow. You know, I knew it was Canadian but I didn't know that it was created in Montreal. That's pretty cool.
- Harp: I know. I learned that today. I knew it was Canadian as well, but it's very cool that it's from Montreal
- Maura: What's interesting about that game, too, is that there are so many different versions of it. There are specialty versions that deal with only one kind of trivia or different years of trivia.
- Harp: Yeah. So Trivial Pursuit is where each player has a little **game piece** and they move around the board and they have to answer questions about different categories and, like Maura said, there are a lot of different types of Trivial Pursuit. So there's one that's all about sports, there's one that's about Canada, there's a lot of different types.
- Maura: Right. The most traditional, or the original type, was just a general trivia, where you would have questions about all those things you just said, sports and geography and culture.

- Harp: Yeah, exactly. So you're just basically asked questions of general knowledge in various topics.
- Maura: So let's talk about some trends in games, because, you know, I would think that with the rise in popularity of video games that maybe **board games** wouldn't be quite as popular as they once were.
- Harp: Yeah. You know, I would think that as well, but more and more I hear about people having games nights or going to a bar and playing **board games** there. People love **board games**. They're fun!
- Maura: Yeah, that is true. I've heard that recently as well, where instead of having people over for dinner, you have people over to play **board games**, so it's prearranged.
- Harp: Yeah, exactly. I used to do that with some friends here in Montreal. We would always get together on Fridays. We used to play a game called **Settlers of Catan**. It was a very fun game.
- Maura: I've never even heard of that game.
- Harp: We'll explain it in the Learning Materials. It's a bit of a complicated game, but it was a lot of fun.
- Maura: So, yeah, there are still new games being created. I think about the game that's pretty popular in Canada called Cranium.
- Harp: Yeah. That is a popular game to play at a games night with friends. It's a little bit like Trivial Pursuit with a couple of other different games, like Pictionary. You have to draw things, you have to sing a song. It's a fun game.
- Maura: And I think that's why it's so popular, because it has something for everybody. If you like trivia, there's a section on trivia, but if you like drawing or acting things out, there's a section for that. So I think that's why that has become a pretty popular game.
- Harp: Yeah. It's also fun 'cause it's a team game, so you play against other people and it's fun. And another thing that's really popular right now is going out somewhere to a bar or a coffee shop to play **board games**.
- Maura: Right. So you can actually go to a place and get there and they have **board games** available for you. So you can play with friends once you've arrived.
- Harp: It's pretty fun. I've done that before as well.

- Maura: Yeah. Because then you get the experience of going out somewhere, which is fun, and playing **board games**, which is also fun. And it's just kind of a new experience instead of always playing **board games** at home.
- Harp: Mmhmm. Exactly. It's kind of fun with friends to do something different.
- Maura: I've also seen people who really, really love games who come out and meet in special places to have, kind of, like, game tournaments.
- Harp: Oh, yeah. I've seen that once or twice before. That's pretty **hardcore**.
- Maura: Yeah. Recently I went to a games store, looking for a particular game that I wanted to play and there were probably 20 people or more sitting at a long table playing some really intense game. I don't even know what it was.
- Harp: That's funny.
- Maura: But especially the newer games that have been created are very complex with lots of rules and lots of strategy.
- Harp: Yeah, definitely. They're thinking games.
- Maura: Yeah. I like those games, but there's definitely **a learning curve** at the beginning.
- Harp: Yeah. And the thing with playing a game in a competition is that it kind of **takes all the fun out of it** 'cause then you get serious and sometimes I can be **a sore loser**, so...
- Maura: It's true. It's nice to be a bit competitive but if someone is too competitive, it can **take the fun out of the game**.
- Harp: Yup, exactly.
- Maura: So, shall we now talk about our memories of games, Harp?
- Harp: I think we should. What are some of your memories of playing **board games** when you were younger?

- Maura: Well, the first **board game** I can probably remember playing is snakes and ladders, which is a classic **board games** for little kids, because it's very easy. In fact, we've already talked about this game on previous episodes. I'll explain it again though. Snakes and ladders, or chutes and ladders, is a game with different spaces on the board and you roll the **dice** and move that number of spaces. Now, when you get to your square, maybe there's nothing and you just stay where you are or there's a snake or a ladder. If there's a ladder, you move up, closer to the end, and if there's a snake, you move down, back to the beginning. So it's a pretty basic concept.
- Harp: Yeah. I remember playing that often in school. You know, when the teacher was kind of rewarding us for being good, we'd get to play snakes and ladders.
- Maura: I remember also that that game could **go on forever**.
- Harp: Yes, it's true, 'Cause sometimes you would get a ladder and then your next step you would get a snake and go back down. It was fun.
- Maura: Another game that I really liked was the Game of Life.
- Harp: Oh, the Game of Life. I had that game. I think I still do at my parents' house.
- Maura: Oh, really? We never had it, but I used to go over to my friend's to play it. In fact, I think every time I went over there, I asked her if we could play.
- Harp: Yeah, that was a good game. Yeah, so, I remember with the Game of Life, it was interesting, because as you moved your **piece**, you would do things that you will do in life: go to school, get married, have kids. Each of the little squares, you would do different things.
- Maura: It's funny, because now that you're saying it. It sounds so boring.
- Harp: It's a really fun game.
- Maura: Especially as a kid or a teenager, when you haven't done any of those things. You haven't gone to school, you haven't gotten a job, you haven't gotten married or had kids or bought a house, or any of those things.
- Harp: Yeah, exactly. It was kind of... Every time you played it, you would imagine how your life would be when you were a grown up.
- Maura: Yes. Are there any other games that you liked to play when you were a kid?
- Harp: I played a lot of **Connect Four**.
- Maura: Oh, that is a good one.



- Harp: It was a fun one. I had the original version and the **travel version** as well.
- Maura: Nice. That's kind of like an advanced version of **tic-tac-toe**.
- Harp: Yeah. I played so much **Connect Four** when I was young. When we would go on big, long car trips, we would take our little **travel version**. First I would play with one sister, and then whoever won would play with the other sister and over and over and over again. So we spent hours playing **Connect Four**.
- Maura: Oh, the memories.
- Harp: Yeah. I was watching some kids in a car drive past me, I think yesterday or the day before, and they were watching a movie. I thought "That's a shame. Where's their **Connect Four**?"
- Maura: That's true. Things have changed, eh?
- Harp: I know. I used to have so much fun in the car playing **board games** with my sisters.
- Maura: Yeah. There are so many games that kids play; **board games** and other kinds of games too. I would really love to do an episode about that.
- Harp: Yeah. We'll do an episode about games that kids play.
- Maura: All right. **Sounds like a deal**. So, I think that's about it for our episode today about **board games**.
- Harp: Yes. That's it for us for **board games**. We started with talking about some popular **board games**.
- Maura: And then we talked about game trends that are going on right now.
- Harp: And then we talked about some of our memories with **board games**.
- Maura: So, again, don't forget to go to our website, Culips.com. That's C-U-L-I-P-S.com.
- Harp: And become a member, because when you're a member, you have access to the Learning Materials, which is a complete transcript, detailed explanations, and even a quiz.
- Maura: We'll talk to you on Facebook. Bye.
- Harp: Bye everyone.



## Detailed Explanation

### A board game

**A board game** is a game made for two or more people that in some way involves a board or playing surface. This surface could be a big square piece of cardboard, an upright board that has pegs, or just be a flat surface to roll a set of dice.

Basically, **a board game** is a game that needs a portable playing surface. It always involves game pieces, like the round checker pieces in checkers, or the king and pawn chess pieces in chess. The pieces can be Scrabble tiles or even little stones.

These games always have an element of competition. There's a winner and a loser. Even though competition can be tough, for the most part, **board games** are played for fun.

### Game pieces and dice

**Game pieces** are used to play board games. They are either part of the game (like Scrabble tiles that have letters on them) or they are markers that indicate each person playing the game (like the little sports car or dog in Monopoly). They can even be both of these—parts of the game *and* player markers. Basically, **game pieces** are the little parts that you use on a game board or surface to play the game.

Another type of game **pieces** are **dice**. **Dice** can be a very important part of a board game. **Dice** are usually six sided, but in more complicated games there may be more sides. They may have dots on them to represent numbers, but as with the number of sides, this can also vary depending on the type of game.

The singular version of the plural word **dice** is **die**. Generally speaking, **a die** or **dice** are rolled in a game to indicate the number of moves you will make or the number of cards you will take. For example, the **dice** in Monopoly tell you how many squares you can move around the playing board. For more complicated games, the **dice** can represent all sorts of things. For example, the game Scattergories involves thinking up words in all sorts of categories that start with a specific letter. There is a huge **die** in the game that has all the letters of the alphabet on it. It is a very big **die** with a lot of sides.

Board games don't have to have **a die** or **dice**, but in games that have more than two players, there's usually some sort of **piece** that tells you what to do on your turn. Sometimes it's just used to decide who makes the first move in a game, and then is not needed for the rest of the game.

For games that just have two players playing against each other, **a die** is often not required. In checkers, for example, it's your turn and then the other person's turn, and you don't need **a die** to tell you what your move is, because your move is directly based on what the other player's move was before you.

To be honest

**To be honest** is a common and casual expression used when you are admitting or confessing something to someone. It quite literally means what it sounds like: that you are being honest about something.

This expression is often used quite lightly though, and not in really serious situations where you are admitting that you did something wrong. Usually it comes before you admit a belief or feeling that may be unexpected to someone, like if they thought you felt or knew differently about something than you really do.

You may be admitting that you don't like something that they thought you liked, or you may just be admitting to something that goes against common assumption, like admitting that you don't like ice cream even though most people assume that everyone likes ice cream.

In this episode, Maura and Harp talk about how they don't like the board game Monopoly. Maura says to Harp, "**To be honest**, it's been ages since I've played it. I just remember that when I did play it, when I was younger, I really didn't enjoy it." Maura uses the phrase **to be honest** because she is admitting to Harp that although she said she doesn't currently like Monopoly, in truth it's actually been a really long time since she's played it. Her claim that she doesn't presently like Monopoly may not be true, since she hasn't played it in a very long time.

It's been ages

**It's been ages** is a casual, nonspecific way of expressing how long it's been since something happened.

In this episode, Maura uses this expression to tell Harp how long it's been since she last played Monopoly, because the last time she played was a very long time ago, when she was still a kid.

We don't use the expression **it's been ages** to give an accurate estimate of how long it's been since something happened. It's supposed to be a very vague phrase that implies a very long time, usually years.

Here's an example with the expression **it's been ages**:

Jessica: I was thinking about going to the mall this weekend, do you wanna come?

Mary: Which mall are you going to?

Jessica: Probably the one outside town, the Maple Mall.

Mary: Oh! **It's been ages** since I've been to the Maple Mall! I was still a child the last time I went. It'd be fun to see it again. Let's go!

### Settlers of Catan

**Settlers of Catan** is a board game meant for three or more people. The goal of the game is to create a pioneer village, or a settlement. You assume the role of a pioneer settler, and build streets and houses in order to make settlements. You achieve this by buying and trading clay brick, wood, sheep, ore, and wheat. These materials are then used to make roads and buildings. The more you build, the more points you get. The person who reaches nine points first wins the game.

The board in **Settlers of Catan** is made up of little sections. Each section has a picture of a material on it (clay brick, wood, sheep, ore, or wheat) and a number printed on it. Each player starts the game by getting a certain amount of game pieces given to them—two roads and a house. Each player puts their pieces on the board, on the line between two sections of the board (between two materials and two numbers). This claims that part of the land as theirs, and nobody else can build on it. Then the game is ready to begin. Each player rolls the die on his or her turn, and if the number on the die is the same as the number on the section of land your game piece is on, you get a card with whatever material your section of land has a picture of.

For example, if you had a house on the part of the board that had a picture of a sheep and the number six, and someone rolled a six on the die, you would get a card with a sheep on it. The sheep could then be traded in for more roads or buildings when you have a certain number of sheep in combination with other materials like wood. Then you put those roads or buildings on other parts of the board, claiming more land as you continue playing. In the end, the person who has the biggest settlement (nine roads with connecting buildings) wins.

### Hardcore

**Hardcore** is an adjective used to describe someone who is very dedicated to something or something that is very extreme. For example, there are **hardcore** supporters of ideas who talk about their beliefs all the time, and there are **hardcore** music fans who buy every album or CD they can find and go to a lot of concerts. There are also **hardcore** gamers who are very serious about their favourite game.

In this episode, Maura tells Harp about how some people set up tournaments in big meeting places just to play a game. Harp says she's seen this, and calls it "pretty hardcore." What Harp is saying is that these people who take games very seriously (often called gamers) are very **hardcore** in their dedication to these games. They see playing them as very, very important.

Here's another example with the adjective **hardcore**:

Ruth: Did you go on the class skiing trip? I didn't see you there.

Jason: I was there. But I went on the really difficult ski slopes. I'm on a ski team, actually. We won the provincial tournament last year.

Ruth: Oh, wow. That's **hardcore**. I was on the easy slope the whole time!

### A learning curve

The phrase **a learning curve** comes from the idea of a graph or chart that represents the time it takes to learn a new skill. More specifically, **a learning curve** shows the rate of the progress of learning over a certain amount of time. Although this is what the expression **a learning curve** literally means, people use it as a casual expression to mean that the more someone does something, the better they get at it.

In this episode, Maura and Harp talk about games that involve a lot of complex strategy or a lot of players. Maura tells Harp that she likes those games, but that there is always **a learning curve** at the beginning. What Maura means is that it takes some time to learn the game, as opposed to other games where the rules are quite easy to pick up.

With games such as Scrabble or Monopoly, sometimes it requires no special skill that you don't already have. In Scrabble, you need to know how to spell, and in Monopoly you need to manage money. But for more complex games, you may need to learn a skill you don't already know, like how to win a war. In some games, the rule books are so long that people have to refer to them all the time, and some rule books are as long and complex as a dictionary.

### A sore loser

**A sore loser** is someone who doesn't react very well to losing a game. They may get upset or be visibly angry that they didn't win. The expression includes the word *sore*, meaning in pain. It means that the player who didn't win is in pain because they lost.

You wouldn't call someone **a sore loser** just because they're a bit sad that they didn't win. It's only used for those people who get really angry and irritated when they don't win. They may argue with the other players or even throw the game board or pieces around.

This is an expression used negatively to describe a bad behaviour in somebody. Being **a sore loser** is never a good thing. Sometimes people use the expression when they aren't even talking about games to describe someone who is angry because they missed out on something or didn't get their way.

### To take the fun out of something

People use the expression **to take the fun out of something** when something that is supposed to be fun becomes serious, boring, or unpleasant because something or someone changed the playfulness or light-heartedness of it.

For example, a sore loser could be said **to take the fun out of a game** because they have an unpleasant reaction to an otherwise pleasant game. If someone takes something too seriously, it is no longer fun. When someone cheats or changes the rules of the game to make it more difficult or less fun, they could also be said **to be taking the fun out of it**.

To go on forever

**To go on forever** is an expression that means to continue for a long time. It's an exaggeration, like many English expressions are.

An exaggeration is when someone uses a literal or serious word casually to emphasize a point. For example, when someone says that something **goes on forever**, they obviously don't actually mean that it **goes on forever** in the literal, serious sense, because that would mean that it doesn't ever end!

What people mean when they use the expression **to go on forever** is simply to last for a very long time. This amount of time usually depends on how long something is supposed to take or how long someone wants something to take.

For example, someone could say that they waited in line **forever** in a grocery store to buy their food, even though it was only 10 minutes. That's because they assumed that a lineup should go really quickly. Someone could also say that winter **went on forever** if it lasted for six months, because usually each season lasts about three months.

In this episode, Maura and Harp talk about the game snakes and ladders. Maura tells Harp that she remembers that the game could **go on forever**. Harp agrees and says that the reason is because you can go up a ladder on one turn and then go down a snake on another turn, and keep doing that for a very long time. So, a game that you think will only last one hour ends up taking two or more hours.

Connect Four

**Connect Four** is a board game that uses a playing surface that is not really a board. It's an upright, standing square that has seven slots at the top and six rows along the side, making a grid of 42 little squares. The point of the game is to drop coloured discs into the seven slots to make a line of four of the same coloured discs. These lines can go across the square, down the square, or diagonally.

**Connect Four** is a two-player game in which the players first choose a colour and get discs for game pieces in the colour they chose. They then take turns dropping their discs into the square. Each disc drops to the bottom of the column they dropped it into. The next person drops another disc wherever they want. They can drop their disc on top of or beside the other player's disc so that the other player cannot make a line, or they can start making their own line somewhere else.

The discs build up on top of each other and soon a player has made a straight line of four of their coloured discs. That person wins the game.

**Connect Four** is a perfect example of a board game that doesn't really use a board. It is considered a board game because it requires a surface, two players, and game pieces.

A travel version

**A travel version** of a game is a version that is smaller than or scaled-down from the original. **Travel versions** of games are also more portable than the original, meaning they are transportable or moveable and you can pick them up and take them anywhere very easily.

**A travel version** can also be a more stable or secure version of the original game. For example, the game pieces and the game board that come with **a travel version** of a game may have magnets in them so that the pieces stick to the board. This allows you to play the game on an unstable surface, like when riding in a car.

Sometimes **a travel version** of a game is slightly different than the original game because making the game smaller or more portable would be impossible without changing a few things.

In this episode, Harp tells Maura about going on long car rides with her family and playing **a travel version** of Connect Four with her sisters. **The travel version** of Connect Four is a smaller version of the original.

Tic-tac-toe

**Tic-tac-toe** is a very old and very simple game. It's so simple that all you need is a pen or pencil and a surface to draw on. A **tic-tac-toe** board looks just like the pound or number sign on your phone. Like this: #, but bigger.

In **tic-tac-toe**, there are only two players, and each person chooses to be either X or O. Each player then takes a turn drawing an X or O into a box on the grid. The other player then puts their symbol on the grid, trying to block the other player from getting three of their symbols on the grid in a row, either vertically, horizontally, or diagonally.

Each player keeps putting their symbol on the board, trying to stop the other person from getting three in a row, while also trying to get three in a row themselves.

**Tic-tac-toe** is a quick and very simple game. It's considered a board game because you need two players, a flat surface, and game pieces, which in this case are the X's and O's you draw.

To sound like a deal

**To sound like a deal** is a casual expression meaning to be (or at least to sound like) a good idea or a fair idea. It's usually used to talk about an agreement or plan between two or more people.

This expression is very old, and comes from the days when people would trade things they made, like food they grew on their farm, to other people who would then give them something in return that they made, like clothing. Once the two traders agreed on a fair exchange, this exchange would be called a deal.

In this episode, Maura and Harp talk about games that kids play, and Maura says that she'd love to do a Culips episode about kids' games. Harp says that they will do an episode about kids' games, and Maura says to Harp that it "**sounds like a deal.**" Since Harp agreed to Maura's idea about doing a kids' games episode, they made a sort of deal because they reached an agreement. Maura uses the expression casually to mean that they just made a plan in the same way that people make a deal, agreeing to an idea or request that another person makes.



## Quiz

1. **What two elements make up what is defined as a board game?**
  - a) moveable parts and a die or dice
  - b) a piece of cardboard and a ruler
  - c) a playing surface and game pieces
  - d) a racket and a ball
  
2. **Where and when was Trivial Pursuit invented?**
  - a) Montreal in 1979
  - b) Istanbul in 1965
  - c) Norway in 1982
  - d) California in 1991
  
3. **Dice are game pieces that you roll, and they usually have numbers or letters on them to tell you how many moves to make in a game or what the next move of the game will be. What is the singular version of the word dice?**
  - a) duce
  - b) dooce
  - c) dicean
  - d) die
  
4. **Which of the following is usually true about a travel version of a game?**
  - a) It has smaller pieces and the ability to move it more easily than the original.
  - b) It is not safe to bring on airplanes.
  - c) It can be played with more players than the original.
  - d) The game is passed around from person to person.
  
5. **What does *to go on forever* mean in casual conversation?**
  - a) to continue until the end of time
  - b) to walk instead of run
  - c) to take an unexpectedly long time
  - d) to require more than four players

**6. What is an exaggeration?**

- a) when someone talks about themselves a lot
- b) when someone uses a serious or literal word casually to emphasize a point
- c) when someone raises their voice to get their point across
- d) when someone talks about their own beliefs all the time

**7. Which of the following is a not an example of an exaggeration?**

- a) "I walked around all day trying to find that restaurant you recommended."
- b) "That game of Scrabble went on forever."
- c) "I saw a dog today that was as big as a house."
- d) "I ate a whole plate of french fries at lunch."

**8. Where does the expression *to sound like a deal* come from?**

- a) when gambling first started to become popular
- b) a popular game show
- c) the time when people would trade goods and agree to a fair trade
- d) when people would play cards and deal the deck

**9. What kind of a person is hardcore?**

- a) someone who is playing a game and then suddenly quits
- b) someone who gets upset easily over losing
- c) someone who takes something very seriously and is very dedicated to it
- d) someone who is hard to convince of something

**Answers:**

1.c    2.a    3.d    4.a    5.c    6.b    7.d    8.c    9.c