



5. What does **stealth** mean in the *Action Games* book?

*In **stealth** games, players must sneak around. They try not to be seen by other characters.*

- A. being loud and strong
- B. staying hidden
- C. holding still

6. What does **villain** mean in the *Action Games* book?

*Link must save a princess named Zelda. Together, they must fight an evil **villain**.*

- A. a good guy
- B. a bad guy
- C. a place on a map



ANSWER KEY FOR VIDEO GAMES: ACTION GAMES

1. Answers will vary
2. Answers will vary
3. B
4. C
5. B
6. B



5. What does **dodge** mean in the *Fighting Games* book?

*They kick and punch. They can also block or **dodge** to avoid getting hurt.*

- A. make sure something happens
- B. move out of the way
- C. make friends with someone

6. What does **advance** mean in the *Fighting Games* book?

*At these events, players fight several times. They must win to **advance**.*

- A. be on the same team
- B. continue playing
- C. move toward a finish line



ANSWER KEY FOR VIDEO GAMES: FIGHTING GAMES

1. Answers will vary
2. Answers will vary
3. A
4. A
5. B
6. B



COMPREHENSION QUESTIONS

VIDEO GAMES: MOBA GAMES

1. Write a few sentences describing the main ideas of Chapter 4.
2. Do you play any MOBA games? Why or why not?
3. How many lanes are in a typical MOBA game?
 - A. two
 - B. three
 - C. five
4. Which game was “Defense of the Ancients” based on?
 - A. *StarCraft*
 - B. *Warcraft III*
 - C. *League of Legends*



5. What does **role** mean in the *MOBA Games* book?

*Often, each player has a different **role**. Each focuses on one task or area.*

- A. a job to do
- B. a game to win
- C. a story to tell

6. What does **compete** mean in the *MOBA Games* book?

*They **compete** against other teams. Winners often get prizes.*

- A. try to win
- B. pay money to
- C. stay away from



ANSWER KEY FOR VIDEO GAMES: MOBA GAMES

1. Answers will vary
2. Answers will vary
3. B
4. B
5. A
6. A



COMPREHENSION QUESTIONS

VIDEO GAMES: ROLE-PLAYING GAMES

1. Write a few sentences describing what all RPGs have in common.
2. Would you rather join a multiplayer game or play on your own? Why?
3. In which type of RPG do players focus on fighting?
 - A. action
 - B. strategy
 - C. open world
4. How are RPGs and tabletop games alike?
 - A. Both are based on real-life events.
 - B. Both let players choose what to do.
 - C. Both tell players exactly what to do.



5. What does **divided** mean in the *Role-Playing Games* book?

*RPG characters are often **divided** into groups called classes. Each class has different abilities.*

- A. cut in half
- B. sorted by type
- C. gotten rid of

6. What does **designed** mean in the *Role-Playing Games* book?

*People can play RPGs on computers or consoles. Some RPGs are **designed** for smartphones, too.*

- A. made to be used on a certain device
- B. made to be played by rolling dice
- C. made to be taken apart into many pieces



ANSWER KEY FOR VIDEO GAMES: ROLE-PLAYING GAMES

1. Answers will vary
2. Answers will vary
3. A
4. B
5. B
6. A



5. What does **involved** mean in the *Puzzle Games* book?

*In the 2000s, people began playing games on smartphones. Many of those games **involved** puzzles.*

- A. had no ideas
- B. had many rules
- C. had as a part

6. What does **targets** mean in the *Puzzle Games* book?

*In physics games, players try to move, shoot, or throw things. Players may try to hit **targets**.*

- A. things people aim at
- B. things people throw at others
- C. things people try to hide



ANSWER KEY FOR VIDEO GAMES: PUZZLE GAMES

1. Answers will vary
2. Answers will vary
3. B
4. B
5. C
6. A



COMPREHENSION QUESTIONS

VIDEO GAMES: SANDBOX GAMES

1. Write a few sentences about what players might do in a sandbox game.
2. Would you rather play a sandbox game or a game with set levels? Why?
3. What was one of the first sandbox games ever made?
 - A. *Minecraft*
 - B. *Elite*
 - C. *The Sims*
4. What type of game is *The Sims*?
 - A. a survival game
 - B. a management game
 - C. a life-simulation game



5. What does **management** mean in the *Sandbox Games* book?

*In **management** games, players build and care for things. For example, they may run businesses.*

- A. being in charge
- B. causing problems
- C. games with set levels

6. What does **missions** mean in the *Sandbox Games* book?

*Some sandbox games have **missions** for players. By completing these tasks, players can get more items.*

- A. jobs or goals
- B. ways to move
- C. items to buy



ANSWER KEY FOR VIDEO GAMES: SANDBOX GAMES

1. Answers will vary
2. Answers will vary
3. B
4. C
5. A
6. A



5. What does **select** mean in the *Sports Games* book?

*The friends **select** players for their teams. They choose each player's position, too.*

- A. lose something
- B. pick something
- C. forget something

6. What does **management** mean in the *Sports Games* book?

*Some sports games focus on **management**. Players are in charge of teams.*

- A. having many fans
- B. being a top player
- C. being a leader



ANSWER KEY FOR VIDEO GAMES: SPORTS GAMES

1. Answers will vary
2. Answers will vary
3. A
4. B
5. B
6. C



COMPREHENSION QUESTIONS

VIDEO GAMES: STRATEGY GAMES

1. Write a few sentences describing the main ideas of Chapter 2.
2. Would you rather play a turn-based game or a real-time strategy game? Why?
3. When did the first strategy video game come out?
 - A. 1941
 - B. 1972
 - C. 1981
4. What are the four goals in a 4X game?
 - A. explore, earn, eat, exploit
 - B. explore, expand, exploit, exit
 - C. explore, expand, exploit, exterminate



5. What does **manage** mean in the *Strategy Games* book?

*In grand strategy games, each player runs a country. They **manage** its resources and government.*

- A. be in charge of
- B. be afraid of
- C. be attacked by

6. What does **individual** mean in the *Strategy Games* book?

*Players may control **individual** soldiers. Or they may move and fight units in groups.*

- A. peaceful
- B. single
- C. many at once



ANSWER KEY FOR VIDEO GAMES: STRATEGY GAMES

1. Answers will vary
2. Answers will vary
3. B
4. C
5. A
6. B