

## Épreuve d'anglais Recrutement 2013

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## Choisissez la bonne option

Ni No Kuni : Wrath of the White Witch.

By Dave Cook.

A (21) \_\_\_ collaboration between prolific Japanese game developer Level-5 and treasured animation house Studio Ghibli, Ni No Kuni (22) \_\_\_ a young boy's charming and enjoyable quest (23) \_\_\_ another world to find his mother.

Playing as Oliver, you must travel through the colourful realm (24) \_\_\_ training to be the best wizard in the land. Along the way you'll (25) \_\_\_ the help of brash fairy Drippy and a roster of familiar creatures that will help you defeat enemies in the game's many turn-based battles. It's one part Pokémon as you feed treats to your familiars and help hone their skills in the field, and one part classic Final Fantasy, thanks to the turn-based nature of fights.

In true Ghibli fashion, the game's visuals are outstanding, as if one of their films has been (26) \_\_\_ to like. The story is (27) \_\_\_ gentle and at times menacing, featuring that off dark streak that most Ghibli films deliver. It's also challenging at times on «normal» difficulty, a fact that fans of hardcore JRPGs will appreciate.

There's even a neat underlying mechanic that allows Oliver - as the most pure-hearted wizard in the land - to extract emotions from characters with an abundance of a particular feeling and give them to someone (28) \_\_\_ has been tainted by the dark lord Shadar.

Giving a depressed individual a burst of enthusiasm is (29) \_\_\_ and it underlines Level-5's eye for what has made Ghibli's output so endearing all these decades. If you're a fan of their films or the JRPG genre, (30) \_\_\_ give this a whirl.

<http://www.scotsman.com/news/game-review-ni-no-kuni-wrath-of-the-white-witch-ps3-1-2794492>

	A	B	C	D
21	joined	joint	jointed	joined-up
22	charters	changes	charges	charts
23	into	on	from	about
24	without	whereas	whereby	while
25	refuse	ignore	enlist	lose
26	booted	broken	brought	bought
27	nor	both	either	neither
28	who	which	whose	whom
29	heartless	heart-warming	heart-braking	hearty
30	don't	you should	why should you	try not to

**Lisez le texte ci-dessous et choisissez les bonnes options**

Things don't look so good for the video game industry.

One major publisher was split into pieces. One high profile development studio was shut down and another seems likely to be headed in that direction. What's going on?

While consolidation isn't unusual in this industry, this latest round comes right as console games are primed for growth, due to the launch of a new console from Nintendo last November and the expected launch of new systems from Microsoft and Sony later this year. That's got investors wondering if what we're seeing is a cyclical correction or the sign of a bigger crisis in the gaming industry.

Analysts say it's likely the former—a normal consolidation. It just happens to be affecting a lot of high profile entities at one time.

The category is evolving—in terms of how people are playing games and how they're playing for the games. If you're not reasonably nimble and able to pursue new business models and/or if you don't have those must-buy properties now, it can create significant headwinds for sell-through.

The highest profile recent failure was the collapse of THQ, which not too long ago was the gaming industry's third-largest publisher.

The company had hoped to be bought in whole by a private investor, but after creditors complained to the bankruptcy judge about the plan, individual bids were allowed on the company's assets, which resulted in it being divided up among Ubisoft, Take-Two Interactive Software, Sega and others.

Earlier this week, Walt Disney shut down Junction Point Studios, the developer of the «Epic Mickey» games. Warren Spector, one of the most admired and praised developers in the gaming industry, had headed the studio—making the shutdown even more surprising.

«There's less money to support the ecosystem, so that means you're going to have less jobs,» said Wedbush analyst Michael Pachter. «The strong are getting stronger and the weak are getting weaker.»

Some hope might lie with the coming launch of new gaming systems. The next Xbox and PlayStation 4 are both still officially unannounced, but widely expected to be on store shelves this holiday season.

That has prompted some analysts to advise investors stay the course. New gaming systems tend to re-energize the gaming industry – and traditionally, that has meant a bump in the stocks of videogame publishers.

Not everyone is as optimistic, though. As smartphones and tablets continue to grow as gaming devices, they say, the next generation of consoles isn't the sure bet it once was.

«There's going to be an impact on those consoles, because expectations for penetration and sales velocity are going to be overly high,» said Billy Pidgeon, senior analyst with Inside Networks. «They're not going to sell like they have in the past. ... People are going to buy fewer packaged goods. You're dealing with a smaller user base.»

31. The video game industry is probably
- going to experience a cyclical correction
  - experiencing a cyclical correction
  - going out of a big crisis
  - getting into a big crisis

32. THQ
- ranks third in the gaming industry
  - hopes to improve its profile soon
  - has been bought over
  - has decided to invest in its publishing business

33.

- a. Junction Point Studios will be headed by Warren Spector
- b. Junction Point Studios will be headed by Warren Spector
- c. Disney has become Junction Point Studio's new owner
- d. Warren Spector has decided that Junction Point Studios ought to be closed

34.

- a. Video game on tablets and smartphones are better quality
- b. New consoles are going to be more popular than tablets and smartphones
- c. Customers are expected to buy games for both smartphones and consoles
- d. Tablets and smartphones will be in competition with new consoles

**Suite du texte, choisissez les bonnes options**

The widest consensus (35) \_\_\_ industry observers, though, is 'wait and see'. Expectations for the new Sony and Microsoft systems are a bit higher, (36) \_\_\_ they're expected to be more of an evolutionary step for the hardware, but since neither company has talked about the systems, but there are (37) \_\_\_ more questions than answers. «To me, it's question of when the sentiment improves,» Williams said. «I think its' really answering that first (38) \_\_\_ of questions. Will the launch of new consoles get people excited again and bring them back to the market? And I think the answer to that is it (39) \_\_\_, but in a different way than we've seen before.» «The most interesting thing to me is you'll hear about the changing business model that may affect the price points of the software or the ability of the publishers and developers to monetize the game better as its played,» he said. «If you can keep the consumer interested in the content for the entire time period between product releases—via content updates and expansion packs and map packs—what you'll see is the publishers will (40) \_\_\_ spend less on acquiring that customer.»

<http://www.cnbc.com/id/100427718>

	A	B	C	D
35	among	for	in	within
36	since	although	before	however
37	much	further	never	still
38	serie	serial	sore	series
39	probably could	certainly would	likely will	maybe won't
40	have had	have to	have	not

## Lire le texte suivant puis choisir les bonnes options

Three-floor arcade complex to spark gaming revival at Edinburgh's Grassmarket

THEY once enthralled the Capital's youth, but for today's video arcades it's nearly game over as youngsters looking for entertainment turn to the internet and mobile phones.

Now, however, two entrepreneurs want to make one of Edinburgh's historic districts the launch pad for a revival of arcade gaming after they announced plans for a massive, Tokyo-style complex in the Grassmarket.

IT developer Barry Cuthbertson and graphic artist Jeff Jaydee said their centre would feature 200 machines over three floors and predicted it would save classic arcade gaming from extinction.

Mr Cuthbertson, 34, said: "We are doing this because there's nothing else like it in the UK. It's about preservation, but it will also be a place where people can come and play these machines."

He said he had "huge plans" for the centre, which he hopes to open in July if a fundraising drive is successful.

With £50,000 ready to invest, Mr Cuthbertson said he and his business partner hoped to raise a further £285,000 through an appeal on the Kickstarter crowd funding site.

The father-of-two revealed his Epic Arcade would offer everything from classics such as Pong, Pac-Man and Street Fighter II to early virtual reality games and pinball.

"You wouldn't travel somewhere for 20 machines but you would go somewhere for 200 machines," he said.

"The classic arcade is under threat. We hope the people who come to this centre will get back into these games and help preserve them for generations to come.

"This will be like the gaming centres you still get all over Japan. You'll walk into this place and there will be lots of people you don't know playing machines. There will be a real buzz."

Mr Cuthbertson, originally from Blackpool and now based in Glasgow, revealed he was looking at a number of potential sites but said the Grassmarket would be ideal.

"It's historic but it's a vibrant area and there's a lot happening there," he said.

The plans have been welcomed by Grassmarket traders and leaders of the Capital's burgeoning video games industry.

Fawns Reid, below, chair of the Greater Grassmarket Business Improvement District, said: "I'm not sure we have the footfall for a centre of that size, but it sounds like a really interesting development – certainly something to be encouraged. The preservation idea is particularly interesting."

Bathgate games developer Colin Riley, 28, founder of Domipheus Labs, said: "Edinburgh and Scotland have a fantastic video games industry, but there isn't really a place where people can gather and actually experience the games.

"This is somewhere which will bring the old and the young together, which is great."

<http://www.scotsman.com/lifestyle/gadgets-gaming/three-floor-arcade-complex-to-spark-gaming-revival-at-edinburgh-s-grassmarket-1-2726413>

<p>41. Video arcades</p> <ul style="list-style-type: none"> <li>a. are a new booming business</li> <li>b. still appeal very strongly to youngsters</li> <li>c. are going to be turned into museums</li> <li>d. are no longer very popular with youngsters</li> </ul>	<p>46. Mr Cuthbertson has</p> <ul style="list-style-type: none"> <li>a. no children</li> <li>b. one child</li> <li>c. two children</li> <li>d. three children</li> </ul>
<p>42. Video arcades</p> <ul style="list-style-type: none"> <li>a. are very popular in Japan</li> <li>b. are being imported from Japan</li> <li>c. are going to be built in Japan</li> <li>d. are no longer in use in Japan</li> </ul>	<p>47. Mr Cuthbertson's office is</p> <ul style="list-style-type: none"> <li>a. in Blackpool</li> <li>b. in Edinburgh</li> <li>c. in Glasgow</li> <li>d. in Tokyo</li> </ul>
<p>43. Young people</p> <ul style="list-style-type: none"> <li>a. are used to video arcades</li> <li>b. used to love video arcades</li> <li>c. didn't use video arcades</li> <li>d. can't get used to video arcades</li> </ul>	<p>48. Edinburgh's video game industry</p> <ul style="list-style-type: none"> <li>a. is developing quickly</li> <li>b. has just started developing</li> <li>c. is slowly disappearing</li> <li>d. has completely disappeared</li> </ul>
<p>44. a «launch pad» (§1) is</p> <ul style="list-style-type: none"> <li>a. the period of time when the spacecraft is sent into space</li> <li>b. the area where something can arrive</li> <li>c. a special place from which something can be started</li> <li>d. an enclosure to keep horses in</li> </ul>	<p>49. The arcade complex</p> <ul style="list-style-type: none"> <li>a. won't have more than a dozen games</li> <li>b. will have twenty games</li> <li>c. will have less than a hundred and fifty games</li> <li>d. will have over a hundred and fifty games</li> </ul>
<p>45. Mr Cuthbertson hopes he will be able to invest</p> <ul style="list-style-type: none"> <li>a. £50 000</li> <li>b. £285 000</li> <li>c. £235 000</li> <li>d. £335 000</li> </ul>	<p>50. Fawns Reid</p> <ul style="list-style-type: none"> <li>a. is confident that the Grassmarket is the right place for the video arcade</li> <li>b. thinks that the video arcade will be too big for the Grassmarket</li> <li>c. thinks that the Grassmarket is the wrong place for the video arcade</li> <li>d. doesn't really know whether the Grassmarket is the right place for the video arcade</li> </ul>