

## Microsoft buying gaming platform for many billions

### A2+/B1 Reading comprehension questions

The software company Microsoft has announced plans to buy all of Activision Blizzard, a company who own many of the most popular video games like *Candy Crush* and *Call of Duty*. The Xbox brand will pay almost \$70 billion for the publisher. Xbox Game Studios' head Phil Spencer commented, "the biggest gaming platform on the planet is mobile phones". This is an area in which Microsoft don't have enough experience and want to make an entry.

But there is some worry that with the new addition Microsoft could refuse access to these popular titles on other devices, like Sony PlayStation. Another complaint was that by owning so many cloud gaming services, Microsoft could financially hurt its competitors. Some authorities believe that this might do a lot of damage to the gaming industry. They are exploring if there are any steps Microsoft would be permitted to take.

However, the firm grabbed *Minecraft* in 2014 for much less, \$2.5 billion, and didn't limit it only to Xbox. The point was repeated later in a blog post by Spencer, "We want people to have more access to games, not less". Some video games press said that the deal can be trusted, if Activision games are on both systems as Microsoft have promised.

1. What will Microsoft own after buying Activision Blizzard?
2. How much are Activision Blizzard being bought for?
3. How did Phil Spencer describe mobile gaming?
4. What else does Activision Blizzard have?
5. Why is the deal worrying for the gaming industry?
6. How could Microsoft hurt its competitors?
7. What are the authorities exploring?
8. How much was *Minecraft* bought for?
9. What idea did Phil Spencer repeat in a blog?
10. Do the video games press support Microsoft or Sony?

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#### Answers

1. Many popular games.
2. Almost \$70 billion.
3. It's the most popular gaming system in the world.
4. Experience with mobile gaming.
5. Microsoft could stop some players accessing the games.
6. By owning too many cloud gaming services.
7. What next steps Microsoft can take.
8. \$2.5 billion.
9. That Xbox games won't be limited to Xbox.
10. Neither, but they trust the deal.

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