

Microsoft buying gaming platform for many billions

A2+/B1 Vocabulary gap-fill cloze

A. financially

B. deal

C. industry

D. publisher

E. commented

F. limit

G. addition

H. authorities

I. grabbed

J. announced

The software company Microsoft has 1. _____ 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 2. _____. Xbox Game Studios' head Phil Spencer 3. _____, "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 4. _____ 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 5. _____ hurt its competitors. Some 6. _____ believe that this might do a lot of damage to the gaming 7. _____. They are exploring if there are any steps Microsoft would be permitted to take.

However, the firm 8. _____ *Minecraft* in 2014 for much less, \$2.5 billion, and didn't 9. _____ 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 10. _____ can be trusted, if Activision games are on both systems as Microsoft have promised.

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Answers

- 1J announced
- 2D publisher
- 3E commented
- 4G addition
- 5A financially
- 6H authorities
- 7C industry
- 8I grabbed
- 9F limit
- 10B deal

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