

Homes for sale in Italy for one euro

It sounds like a dream come true for anyone looking to get on the property ladder - a home for one euro (about \$1.14). A picturesque town on the island of Sicily, Italy is selling houses for just €1. The bargain price is to attract people to move to the hilltop town of Sambuca because of a rapid decline in its population. Like many rural towns in Italy, the number of Sambuca's residents is dwindling because many young people are moving to cities. The Sambuca mayor believes the houses will be easy to sell because his town is so attractive. It overlooks the Mediterranean Sea, is close to gorgeous beaches and has retained its heritage with its cobbled streets and Arabesque architecture.

Like all bargains, there is a small catch to the one-euro houses - the buyer must promise to spend \$17,000 on renovating the property within three years of purchasing it. Sambuca's deputy mayor said the houses are owned by the town, so there is little of the red tape normally associated with buying a property. He said: "We're not intermediaries who liaise between old and new owners. You want that house, you'll get it no time." He promised potential buyers would love the town. He said: "This fertile patch of land is dubbed the 'Earthly Paradise'. We're located inside a natural reserve, packed with history. Gorgeous beaches, woods and mountains surround us. It's silent and peaceful - an idyllic retreat for a detox stay."

1. What did the article say the €1 houses sounded like?

2. What did the article say was in decline in the town?

3. Why did the mayor say the houses would sell easily?

4. What do the houses overlook?

5. What kind of streets does the town have?

6. How much will renovations on the house cost?

7. Who currently owns the houses?

8. What did the deputy mayor say there was little of in the selling process?

9. What did the deputy mayor say the town was packed with?

10. What kind of stay is the town good for?

FILL IN THE BLANKS WITH A OR AN.

- | | |
|----------------------------|----------------------|
| 1. ___ one-eyed monster | 5. ___ only child |
| 2. ___ university graduate | 6. ___ house cell |
| 3. ___ used car | 7. ___ eager student |
| 4. ___ hurricane | 8. ___ usual mistake |

Choose the article that correctly completes each sentence below :

1. Beyond the ranch is (a, an) desert that gets only six or seven inches of rain each year.
2. If you're stumped for (a, an) answer in today's crossword puzzle, call 1-800-500- CLUE.
3. A head-on collision between two cars is much less likely to occur than (a, an) off-center collision.
4. Colonel Lurie wore a blue striped shirt and (a, an) yellow polkadotted tie.
5. By sitting next to (a, an) exit on public transportation, you make it easier for a thief to escape with your belongings.
6. (A, An) kitchen decorated in American Country style is often crowded with baskets, primitive furniture, and other collectibles.
7. Walter stores his extra cash in (a, an) empty cereal box.
8. Sheila always wears (a, an) uniform to work.
9. Each year (a, an) cowbird can lay as many as forty eggs in other bird's nests.
10. It is (a, an) honor to be chosen to attend the convention.

ANSWER KEY TO THE LAST EIS PAGE ACTIVITIES (DATED JANUARY 28, 2019)

KEY: F. (1) towards (2) over (3) on (4) through (5) along (6) from (7) into (8) towards KEY: G. (1) only (2) earlier (3) yet (4) acutely (5) pleased (6) young (7) Japanese (8) coloured (9) certainly (10) far KEY: H. 1. A habit that nearly ruined my school career was studying at the last minute. 2. My mother, who was a strict disciplinarian, put me on a study schedule from the first day of each year. 3. However, the promises which I made to my mother were undermined by my passion for fantasy novels. 4. My favourite stories, whose authors wove wonderful dreams, enticed me away from my textbooks. 5. The crazy cramming, which I did just before examinations, was somehow sufficient to get me through lower secondary school. 6. The disaster which I cured me of 11th -hour marathons came at upper secondary level. KEY: Ex.(1) 1. C. 2. N 3. C. 4. N 5. C. 6. N 7. N 8. C. 9. N 10. N 11. C 12. N 13. N 14. N 15. C 16. N Ex. (2) 1. fewer 2. much 3. few 4. A great number of 5. fewer 6. — 7. The number of 8. this 9. less 10. fewer 11. much 12. number 13. Amount Ex.(3) 1. advice 6. a job 11. bad luck 2. very good weather 7. doesn't 12. doesn't 3. trouble 8. furniture 13. the damage was 4. a (= a newspaper) 9. complete chaos 14. is 5. some 10. Some Ex.(4) 1. Many 2. little 3. much 4. few 5. number 6. little 7. amounts 8. many 9. number 10. little 11. Much Ex.(5) 1. cats 2. butter 3. electricity 4. population 5. furniture 6. honesty 7. justice 8. parts of sugar 9. artists 10. milk

WORST GAME EVER ?

Directions: Read the following passage and answer the questions that follow.

E.T. the Extra-Terrestrial is a video game that came out for the Atari 2600 game system in 1982. It was based on a very popular film of the same name. It cost over 125 million dollars to make. Star programmer Howard Scott Warshaw created it with consultation from Steven Spielberg. And it is widely considered to be one of the worst video games ever created. The massive failure of E.T. and its effects on Atari is an often-mentioned reason for the video game industry crash of 1983.

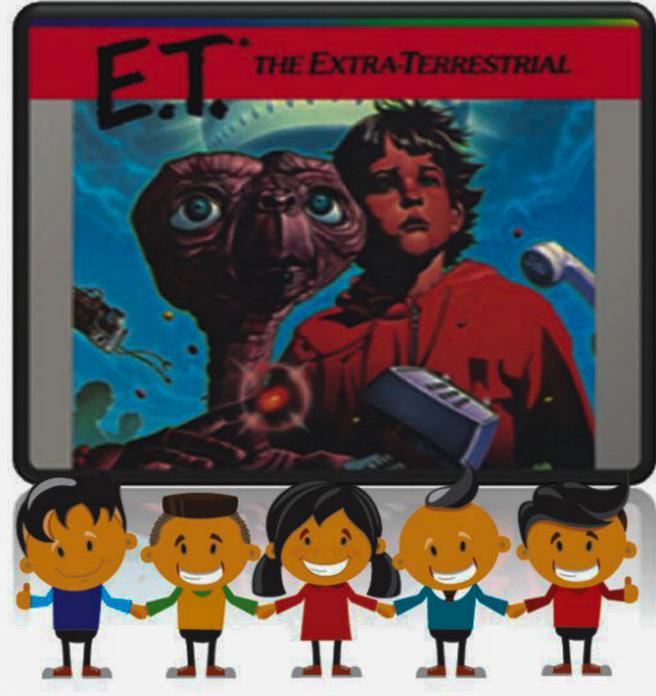
It was July 27th, 1982. hot off the success of his most Lost Ark. He received a call Atari had bought the rights to of Spielberg's movie, E.T. the just been released in June. Spielberg had specifically the game. Warshaw was huge problem. Atari needed September 1st in order to start mas season.

It had taken Warshaw six the Lost Ark. The game he seven months. He was expect-five weeks. Warshaw just did program the game properly, challenge anyway and produc-Warshaw to create a simple Pac-Man, but Warshaw had a players to explore different Warshaw followed his vision.

Atari anticipated that the success. Usually companies games before releasing them. testers really dislike, program-public gets a chance to play. due to time limitations. They wanted the game released during the holiday season. It was: E.T. was released in December of 1982.

The game sold very well at first. It was a hot holiday item. Unfortunately, Atari overestimated how many they would sell. They made 5 million copies and they only sold 1.5 million. Most people who played the game hated it. The graphics were bad. Game play was awkward. Players got stuck in holes that they couldn't escape. A short time limit made the game difficult to explore and frustrating to play. Some people who stuck with the game grew to like it, but it wasn't the mainstream success that Atari had hoped it would be. Too many copies of the game sat on store shelves. One employee remembers the game being discounted five times, from \$49.95 to less than a dollar. Many people returned the game. Atari was left with millions of unsold copies. In September of 1983, a newspaper in New Mexico reported that between 10 and 20 semitrailer truckloads of Atari products were crushed and buried at a landfill in Alamogordo. Perhaps a million or more copies of E.T. were buried in the desert. When word got out, the drop site had to be covered with cement to prevent scavenging.

Atari lost over \$100 million on E.T. The game was so bad that it was said to have affected Atari's reputation. The video game industry soon fell into a deep depression. In 1983 the industry made \$3.2 billion. By 1985 profit fell to just over \$100 million. This was almost a 97% drop. Many critics believe that Atari's blunder on E.T. was one of the causes leading to this depression. E.T. the Extra-Terrestrial will long be remembered as one of the worst video games ever made, if not one of the causes of the decline of the entire video game industry.



1. Which of the following is not a reason for the failure of E.T. the Extra-Terrestrial?

- a. The programmer was not given enough time to finish the game properly.
- b. Atari did not test the game before its release.
- c. Atari made too many copies of E.T. the Extra-Terrestrial.
- d. The game was released on a new system that only a small number of people owned.

2. Which of the following were effects of the failure of E.T. the Extra-Terrestrial?

- a. Perhaps a million or more copies of the game were buried in the desert.
- b. Atari lost over \$100 million.
- c. The video game industry sunk into a deep depression.
- d. All of the above

3. Which of the following was not listed as a reason why E.T. the Extra-Terrestrial was considered one of the worst games ever?

- a. The soundtrack was annoying.
- b. The graphics were bad.
- c. A short time limit made the game frustrating.
- d. Players would get stuck in holes.

4. Which of the following events happened first?

- a. E.T. the Extra-Terrestrial video game was released to the public.
- b. The entire video game industry sank into a deep decline.
- c. Steven Spielberg suggested that the E.T. video game should be like Pac-Man.
- d. Atari buried millions of cartridges and game consoles in the New Mexico desert.

5. Who programmed E.T. the Extra-Terrestrial?

- a. Steven Spielberg
- b. Ray Kassar
- c. Howard Scott Warshaw
- d. Elliot Thomas

6. Why did Atari decide to skip testing E.T. the Extra-Terrestrial?

- a. Testing was too expensive.
- b. Spielberg would not allow testing.
- c. They were in a hurry to release the game for the holiday season.
- d. Testing video games was not common until after E.T. the Extra-Terrestrial was released

7. When was the game E.T. the Extra-Terrestrial released?

- a. June 1982
- b. September 1982
- c. December 1982
- d. September 1983

8. According to the text, which group of people would like playing E.T.?

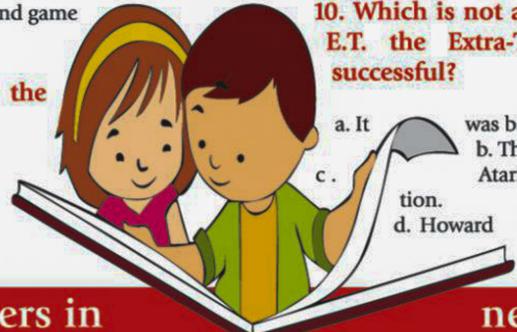
- a. People who really enjoyed watching the movie
- b. People who liked playing fast, fun games
- c. People who stuck with the game despite its flaws
- d. People who enjoyed playing Raiders of the Lost Ark

9. Which of the following statements is true?

- a. E.T. the Extra-Terrestrial was one of the worst selling games of all time.
- b. E.T. the Extra-Terrestrial sold a lot fewer copies than Atari was hoping it would.
- c. E.T. the Extra-Terrestrial was one of the best selling video games of all time despite its flaws.
- d. Every copy of E.T. the Extra-Terrestrial ever sold was eventually returned.

10. Which is not a reason cited in the article why E.T. the Extra-Terrestrial should have been successful?

- a. It was based on an extremely popular movie.
- b. The gameplay was smooth and enjoyable.
- c. Atari spent over \$125 million on its production.
- d. Howard Scott Warshaw programmed the game.



Find the answers in next MONDAY issue