- ^{1p} **7** Which of the following fits the gap in the text?
 - A challenges
 - **B** depends on
 - c takes care of
 - **D** transforms
 - **E** undermines

Tekst 4 In bloom

^{1p} 8 Welk woord uit alinea 1 geeft al duidelijk aan wat het oordeel van de schrijver is over dit spel? Citeer dit woord.

> De volgende drie alinea's stonden oorspronkelijk tussen alinea's 2 en 6, maar zijn uit de tekst weggehaald (zie stippellijntjes in de tekst).

- a After a few hours of play, the petals have painted a new city, with pink trees and white buildings and brightly colored graffiti, awnings, and birds. There's a floating, trippy quality that's entrancing. And then, after a credit sequence that is unlocked through game-play, it's over. Can you play it again? Of course. Is it still fun? Yes. Is this a game worth playing over and over and over? Probably not. But that's why it's \$10.
- b Flower is set in an asphalt city, inside a room where all that can be heard is the rush of the traffic outside. In this grim landscape, the blur of car lights on the road seems to be the only man-made creation that doesn't come from a palette of grays. Sitting on a table in the room is a splash of color: a yellow flower. The instructions are simple: "Tilt the controller to soar; press any button to blow wind; relax, enjoy." So you do.
- c Inside the plant at least, I think that's where I ended up a single petal emerges to drift in the breeze, gathering other petals to follow it as the wind blows across a row of flowers, reds and yellows and purples and blues. The petals turn with each tilt of the controller, and the wind gusts, moving the petals forward, with the pressing of any button. As the petals dance across the screen, patches of brown grass turn green. This, or something like it, repeats itself as one flower after another appears on the table in the gray city.
- In welke volgorde stonden bovenstaande alinea's in de tekst?
 Zet de letters in de juiste volgorde.