

## Задание G1\_17

Прочитайте приведённые ниже тексты. Преобразуйте, если необходимо, слова, напечатанные заглавными буквами в конце строк, обозначенных номерами 19–25, так, чтобы они грамматически соответствовали содержанию текстов. Заполните пропуски полученными словами. Каждый пропуск соответствует отдельному заданию из группы 19–25.

### The invention of video games

- 19 Do you know the story behind the invention of video games? Here is the story of the \_\_\_\_\_ video game. ONE
- 20 If you \_\_\_\_\_ this article in 2013, you probably imagine video games as we know them now. Nowadays we are used to online games full of colour and action. READ
- 21 However, the story about the invention of video games dates back to the 1940s and to a patent registered by the US patent office. The invention patent \_\_\_\_\_: "The cathode ray tube amusement." CALL
- 22 It was very primitive by today's standards but has given the inspiration for many video games created \_\_\_\_\_. LATE

### Grandma

- 23 My grandma often comes to us to babysit my sister, Ann. Yesterday she was tired after a full day of looking after an active five-year-old, but she \_\_\_\_\_ to upset Ann and agreed to play ball in the backyard after supper. NOT WANT
- 24 After 5 minutes, she \_\_\_\_\_ down on a patio chair and said, "Grandma is too old for this." SIT
- 25 Ann came over, put her arm around Grandma's neck and said, "Grandma, I wish you \_\_\_\_\_ newer." BE