

## Board Games Renaissance

Gaming is believed to be very close to being fully immersive. Facial recognition software is almost capable of scanning your face and rendering 3D versions of yourself that don't look like disfigured Marvel villains. Virtual reality headsets—once they've sorted out the fact they currently make you feel a bit sick—are nearly able to drop players into the thick of it. Gesture control tech isn't far off when it comes to characters emulating the movements of players. Humans are almost one with the machine. So, at first, it strikes me as odd that we're apparently in the midst of widespread board game revivalism. Why would people be so fascinated with stationary bits of plastic and card when they have all these wide interactive worlds accessible to them? Undoubtedly, we are in the middle of the golden age of board games.

This is by no means wishful thinking. Sales of board games have been on the rise every year for the past decade; there are listings of the best board game cafes and bars and many successful YouTube channels focusing on board games have tens of thousands of followers. There's something to be said about being at a table with your friends, live and in-person, which explains the popularity of board games. Such communities will always be connected. The communities aren't anything new. *Warhammer* and *Dungeons & Dragons* have had strong cult followings since the 1970s and 80s, spawning all sorts of clubs, meet-ups, and conventions—and those continue today. What's surprising is that, even after classics like *Magic: The Gathering* and *Monopoly* have been digitized, physical sales continue to grow.

Board games have increased in popularity and become more normal, as with other things that were once niche and geeky and that only nerds played. The idea of board gamers was always big guys with complicated battle maps sitting around in dark rooms, but things are different now. There are "gateway games" that development teams bring along to game fairs and expos to get people hooked. Give people a simple game—a theme they can relate to—and then introduce them slowly to the mechanics of other games, that's the way more people can get involved and see the appeal.

Hundreds of new games are being made every year to appeal to all those prospective new converts, many of which rely on crowdfunding to get off the ground. Matt Sloan, founder of Beer & Board Games, and a regular online game reviewer, says, "I think that the ability for board games to reach all the various corners of geek culture is what gets people excited about them, and the niches that they explore can be insanely specific. The possibilities of board games and related merchandise are endless."

Adapted from [www.vice.com](http://www.vice.com)

**Ex. 1 Find the words or expressions in the text which mean the following:**

- 1) one with which you can be surrounded, three-dimensional: \_\_\_\_\_
- 2) to create, generate sth: \_\_\_\_\_
- 3) distant from the truth: \_\_\_\_\_
- 4) bringing back to life: \_\_\_\_\_
- 5) a meeting of enthusiasts: \_\_\_\_\_
- 6) to turn sth into electronic data: \_\_\_\_\_
- 7) an unpopular kid at school who has a strange hobby and likes studying:  
\_\_\_\_\_
- 8) to have a mental connection with sth: \_\_\_\_\_
- 9) the attractiveness of sth: \_\_\_\_\_
- 10) providing money from a large group of individuals: \_\_\_\_\_
- 11) a group: \_\_\_\_\_
- 12) popular: \_\_\_\_\_

**Ex. 2 Match the expressions from the two columns into logical collocations:**

- |                |                          |
|----------------|--------------------------|
| 1) facial      | in popularity            |
| 2) to sort     | midst of sth             |
| 3) to drop     | following                |
| 4) sth strikes | been on the rise         |
| 5) in the      | game                     |
| 6) sales have  | sb as odd                |
| 7) cult        | recognition              |
| 8) to increase | of fairs                 |
| 9) a gateway   | sth out                  |
| 10) game       | sb into the thick of sth |

**Ex. 3 Provide English equivalents of these expressions:**

1) być zdolnym do czegoś	7) zaszczepić coś w kimś
2) naśladować coś	8) przechrzta
3) w żadnej mierze	9) gadżety, towary
4) zrodzić coś	10) ruszyć z miejsca
5) niszowe	11) przedstawić coś komuś
6) zespół opracowujący coś	12) pobożne życzenie

**Grammar corner...**

English is a very productive language and it's easy to make new words in it. What is particularly useful is making verbs and there are several ways of doing it, e.g. by adding an ending -ize, -ise, -yze, and -yse. The decision is usually arbitrary, i.e. made without any particular reason, so a good way to learn it is to develop a certain intuition.

**Ex. 4 Make appropriate verbs by adding the right ending.**

1. It's prohibited to \_\_\_\_\_ (advertisement) tobacco and alcohol.
2. We had no plan, so we had to \_\_\_\_\_ (improvisation).
3. Your job will be to \_\_\_\_\_ (supervision) the production team.
4. We need to \_\_\_\_\_ (analysis) our sales figures to come up with a good pricing policy.
5. It's quite normal that if you're in a relationship with a psychologist, they will try to \_\_\_\_\_ (psychoanalysis) you all the time.
6. If the police believe you've been drinking and driving, they will \_\_\_\_\_ (breath analysis) you.
7. Congress sessions are usually \_\_\_\_\_ (television).
8. I need to \_\_\_\_\_ (revision) for my finals, otherwise I'll fail.
9. After the accident, he was \_\_\_\_\_ (paralysis) from waste down.
10. We'd like to \_\_\_\_\_ (minimal) the risk, but it's impossible to eliminate it entirely.

<b>GLOSSARY</b>	
<b>immersive</b>	porywające, realistyczne
<b>to render sth</b>	oddać coś (np. realistycznie)
<b>far off</b>	błędny
<b>revivalism</b>	renesans czegoś
<b>a convention</b>	zlot
<b>to digitize</b>	poddać cyfryzacji
<b>a nerd</b>	kujon
<b>to relate to sth</b>	identyfikować się z czymś
<b>the appeal of sth</b>	atrakcyjność czegoś
<b>crowdfunding</b>	grupowe gromadzenie funduszy
<b>a community</b>	społeczność
<b>widespread</b>	rozpowszechniony
<b>facial recognition</b>	rozpoznawanie twarzy
<b>to sort sth out</b>	uporać się z czymś
<b>to drop sb into the thick of sth</b>	wrzucić kogoś w środek akcji
<b>sth strikes sb as odd</b>	coś zadziwia kogoś
<b>in the midst of sth</b>	pośród czegoś / w trakcie czegoś
<b>sales have been on the rise</b>	sprzedaż ciągle rośnie
<b>cult following</b>	całkowite oddanie się czemuś
<b>to increase in popularity</b>	zyskiwać na popularności
<b>a gateway game</b>	gra, od której rozpoczyna się przygodę
<b>game fairs</b>	targi gier
<b>to be capable of doing sth</b>	być zdolnym do czegoś
<b>to emulate sth</b>	naśladować coś
<b>by no means</b>	w żadnej mierze
<b>to spawn sth</b>	zrodzić coś
<b>niche</b>	niszowe
<b>a development team</b>	zespół opracowujący coś

<b>to get sb hooked on sth</b>	zaszczepić coś w kimś
<b>a convert</b>	przechrzta
<b>merchandize</b>	towary, gadżety
<b>to get off the ground</b>	ruszyć z miejsca
<b>to be introduced to sth</b>	przedstawić coś komuś
<b>disfigured</b>	zniekształcony
<b>a villan</b>	czarny charakter
<b>to come up with sth</b>	wpaść na coś

**ANSWER KEY:**

*Ex. 1*

- 1) immersive
- 2) to render sth
- 3) far off
- 4) revivalism
- 5) a convention
- 6) to digitize sth
- 7) a nerd
- 8) to relate to sth
- 9) the appeal of sth
- 10) crowdfunding
- 11) a community
- 12) widespread

*Ex. 2*

- 1) facial recognition
- 2) to sort sth out
- 3) to drop sb into the thick of sth
- 4) sth strikes sb as odd
- 5) in the midst of sth
- 6) sales have been on the rise
- 7) cult following
- 8) to increase in popularity
- 9) a gateway game
- 10) game fairs

Ex. 3

- 1) to be capable of doing sth
- 2) to emulate sth
- 3) by no means
- 4) to spawn sth
- 5) niche
- 6) a development team
- 7) to get hooked on sth
- 8) a convert
- 9) merchandise
- 10) to get off the ground
- 11) to be introduced to sth
- 12) wishful thinking

Ex. 4

- 1) advertise
- 2) improvise
- 3) supervise
- 4) analyze
- 5) psychoanalyze
- 6) breathalyze
- 7) televise
- 8) revise
- 9) paralyze
- 10) minimize