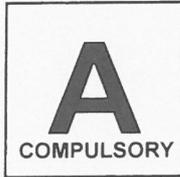


2018-DSE
ENG LANG

PAPER 3
PART A



HONG KONG EXAMINATIONS AND ASSESSMENT AUTHORITY
HONG KONG DIPLOMA OF SECONDARY EDUCATION EXAMINATION 2018

ENGLISH LANGUAGE PAPER 3 PART A

Question-Answer Book

GENERAL INSTRUCTIONS

- (1) There are two parts (A and B) in this paper. All candidates should attempt **ALL** tasks in Part A. In Part B, you should attempt either Part B1 (easier section) OR Part B2 (more difficult section). Candidates attempting Parts A and B2 will be able to attain the full range of levels, while Level 4 will be the highest level attainable for candidates attempting Parts A and B1.
- (2) Write your Candidate Number and stick barcode labels in the spaces provided on the appropriate pages of Part A Question-Answer Book and both Part B Question-Answer Books.
- (3) Write your answers clearly and neatly in the spaces provided in the Question-Answer Books. Answers written in the margins will not be marked. You are advised to use a pencil for Part A.
- (4) All listening materials will be played **ONCE** only.
- (5) Supplementary answer sheets will be supplied on request. Write your Candidate Number, mark the question number box and stick a barcode label on each sheet and fasten them with string **INSIDE** the Question-Answer Book.
- (6) The rough-work sheets provided are for you to take notes. They will be collected separately and will not be marked.
- (7) No extra time will be given to candidates for sticking on the barcode labels or filling in the question number boxes after the 'Time is up' announcement.
- (8) The two Question-Answer Books attempted by candidates (one for Part A and one for Part B) will be collected together at the end of the examination. Fasten the two Question-Answer Books together with the green tag provided.
- (9) The other unused Question-Answer Book for Part B will be collected separately at the end of the examination. This will not be marked. Do not write any answers in it.

Please stick the barcode label here.

Candidate Number

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Part A

Situation

What, Why, How is an online magazine about science and culture. You will hear several conversations between people who work for the magazine as well as a weekly podcast, which the magazine broadcasts.

In Part A, you will have a total of four tasks to do. Follow the instructions in the Question-Answer Book and in the recording to complete the tasks. You will find all the information you need in the Question-Answer Book and the recording. You now have two minutes to familiarise yourself with Tasks 1- 4.

Please stick the barcode label here.

Task 1 (13 marks)

Kaity Chandra is the editor of the magazine. She is holding a meeting with two journalists, Iris Mu and Dan Lai, about the next issue. Listen to their discussion and complete the missing information in the spaces below. One has been provided as an example. You now have 30 seconds to study the task. At the end of the task, you will have one minute to tidy up your answers.

What Iris, Dan and Kaity did at the weekend

Iris had a (1) _____ weekend because her (2) _____.

Dan had a (3) _____ weekend because he (4) _____.

Kaity had a (5) _____ weekend because she (6) _____.

Suggested topics for the next edition of the magazine

Topic: games and play	Name of game	Accepted by Kaity?	Reason
Computer games for learning	The Next Mozart	Yes	These games are popular (example)
(7) _____ _____	(8) _____ _____	Yes	(10) _____ _____
	(9) _____ _____		
(11) _____ _____	(12) _____ _____	No	(13) _____ _____

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 1

Task 2 (13 marks)

Iris is working on an online game for the next issue of the magazine. There are three parts to Task 2. In Part A, Iris explains the game to Dan. In Part B, Dan plays the game. In Part C, Dan and Iris discuss the game. You now have 30 seconds to study the task. At the end of the task, you will have one minute to tidy up your answers.

Part A

Fill in the missing information in the spaces provided in the *Monster Maze* key.

Monster Maze key

(14) _____

F							
E		M	O				
D			O				
C			O				
B			O	O			
A				O			
	1	2	3	4	5	6	

(15) _____

Forward

Left  **Right**

Backward

 = (16) _____

O = route taken

M = landed on a hidden monster

Part B

Plot Dan's route by putting a circle ('O') in each square like the example shown above in the *Monster Maze* key and put an 'M' if he lands on a hidden monster.

(17) Dan's first life

F							
E							
D							
C							
B							
A							
	1	2	3	4	5	6	

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Please stick the barcode label here.

(18) Dan's second life

F							
E							
D							
C							
B							
A							
	1	2	3	4	5	6	

Part C

Listen to Iris and Dan's discussion and answer the questions. Please note you do not have to answer in full sentences.

What are Dan's suggestions for improving the *Monster Maze* game?

(19) _____

(20) _____

How will people play the game online?

(21) _____

(22) _____

How can the player trust that the game doesn't cheat when placing the monsters?

(23) First, when the game starts, _____

(24) Second, when the game's over, _____

(25) Third, _____

(26) Fourth, _____

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 2

Task 3 (13 marks)

Kaity is at the airport. She is calling Dan to ask him to edit an article she has been working on. There are three parts to Task 3. In Part A, you have to correct some sentences. In Part B, you have to provide labels for parts of a painting and in Part C you have to complete a text. You now have 30 seconds to study Task 3. At the end of the task, you will have one minute to tidy up your answers.

Part A

Each line of the text below may have one mistake. Correct the mistake as shown below. If the line is correct then put a tick ✓ in the right hand column. The first has been provided as an example.

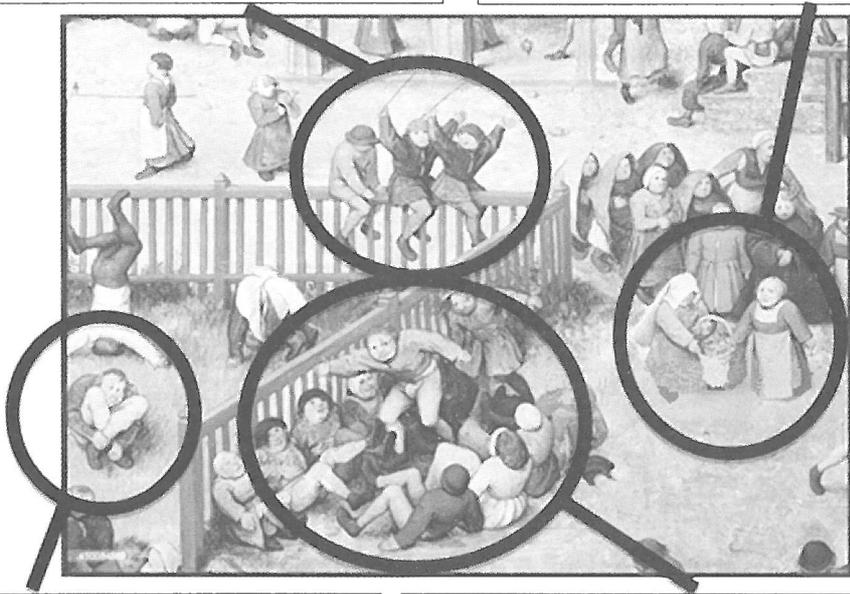
<i>paintings</i> (example)	
'Children's Games' is one of the most famous drawings to show children playing.	
(27) It was started in the year 1560.	
(28) The artist who created it was called Pete Bruegel the Elder.	
(29) He was born in the Netherlands and died in Belgium.	

Part B

Label the four games the children are playing in the painting. Use no more than **FOUR** words for each.

(30) _____

(31) _____



(32) _____

(33) _____

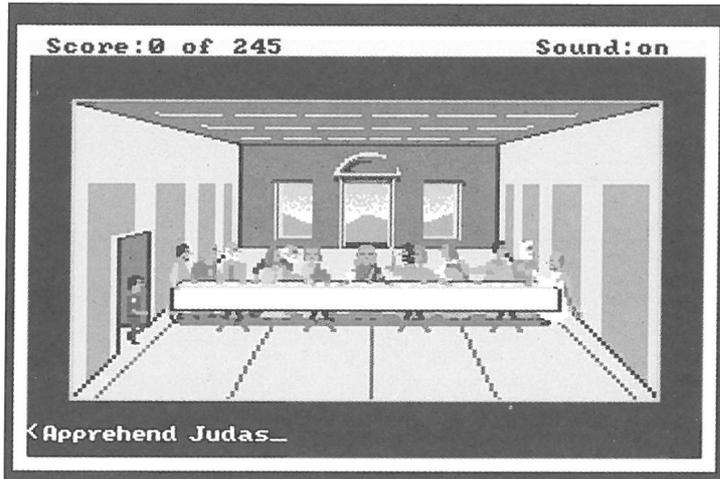
Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Part C

Complete the text. Write **one or more** words in each gap.



Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

One kind of contemporary video game is based on classic works of art. Most of these games use (34) _____ because the game designers enjoy the challenge of using (35) _____ with (36) _____ to make (37) _____.

The games are simple and their intention is to be (38) _____. These games can be played online (39) _____.

Answers written in the margins will not be marked.

END OF TASK 3

Task 4 (12 marks)

You will listen to the *What, Why, How* weekly podcast. Kaity is discussing the psychology of games and play with two professors of psychology. Answer the questions below and complete the table. You now have 30 seconds to study the task. At the end of the task, you will have three minutes to tidy up your answers.

Answers written in the margins will not be marked.

What are the three key aspects mentioned in the definition of a game?

(40) _____

(41) _____

(42) _____

Which point do Jonathan and Natalie disagree about?

(43) _____

Complete the table below:

Animal	Type of Play	Benefits
Ants	play fighting	(44) _____ _____
Fish	(45) _____ _____	(46) _____ _____

What three key points does Natalie make about rats play fighting?

(47) First point: _____

(48) Second point: _____

(49) Third point: _____



Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

What do the rats learn from play fighting?

(50)

(51)

END OF TASK 4

End of Part A

Now go to Part B

Sources of materials used in this paper will be acknowledged in the booklet *HKDSE Question Papers* published by the Hong Kong Examinations and Assessment Authority at a later stage.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Do not write on this page.
Answers written on this page will not be marked.

Candidate Number

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Please stick the barcode label here.

**HKDSE 2018
ENGLISH LANGUAGE
PAPER 3 PART B1
Question-Answer Book**



Task 5: Application form (14 marks)

Complete the application form below using information from the B1 Data File and your notes.

MEGAGAME CONFERENCE

Part 1 – Your conference needs:

1. Number of days you will be attending the conference:	
2. Number of people from your organization attending:	
3. Special dietary needs:	
4. Other special needs:	
5. Will you demonstrate your game? (Tick the option.) If No, then go to Part 2. If Yes, then please answer the questions below.	Yes <input type="checkbox"/> No <input type="checkbox"/>
6. Number of demos you want:	
7. Number of players in each demo:	

Part 2 – Details of your company:

Name of your company:	<i>Griffin Workshop</i>
8. Write a few sentences about your company (include the following):	
<ul style="list-style-type: none"> • Why you formed the company • When you formed the company • The size of your company 	
9. Have you published any games before? (If so please state the name of your game and the type of game.)	

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 5



Task 6: Email (18 marks)

Write an email to the well-known board game reviewer Paul Achebe using information from the B1 Data File and your notes. Write around 120 words.

Subject:

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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END OF TASK 6

Task 7: Report for company meeting (20 marks)

Write a report on the questionnaire results and follow-up action for the company meeting using information from the B1 Data File. Write around 150 words.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 7
END OF PART B1

HONG KONG EXAMINATIONS AND ASSESSMENT AUTHORITY
HONG KONG DIPLOMA OF SECONDARY EDUCATION EXAMINATION 2018

ENGLISH LANGUAGE PAPER 3

PART B1

DATA FILE

GENERAL INSTRUCTIONS

- (1) Refer to the General Instructions on Page 1 of the Question-Answer Book for Part A.

INSTRUCTIONS FOR PART B1

- (1) The Question-Answer Book for Part B1 is inserted into this Data File.
- (2) For Part B, attempt **EITHER** those tasks in Part B1 (Tasks 5 – 7) **OR** those in Part B2 (Tasks 8 – 10).
- (3) You are advised to use a pen for Part B.
- (4) The Data Files will **NOT** be collected at the end of the examination. Do **NOT** write your answers in the Data Files.
- (5) Hand in only **ONE** Question-Answer Book for Part B, either B1 or B2, and tie it with the Question-Answer Book for Part A.

Part B

Situation

You are Sammy Tsang. You work for a board game company called Griffin Workshop in Hong Kong. It is a small company set up by some friends. It is now working on its latest board game *Escape to Hong Kong Island*. Your boss, Angel Fu, has asked you to do some tasks.

You will listen to a recording of the weekly podcast programme *The Classical*. In the podcast you will hear an interview with Angel Fu and Eric Park, a well-known board game designer. Take notes under the appropriate headings.

Before the recording is played, you will have five minutes to study the Question-Answer Book and the Data File to familiarise yourself with the situation and the tasks.

Complete the tasks by following the instructions in the Question-Answer Book and on the recording. You will find all the information you need in the Question-Answer Book, the Data File and on the recording. As you listen, you can make notes on page 3 of the Data File.

You now have five minutes to familiarise yourself with the Question-Answer Book and the Data File.

Contents

	Page
1. Listening note-taking sheet for the podcast <i>The Classical</i>	3
2. Email from Angel Fu to Sammy Tsang	4
3. Thread from the <i>BoardGameFan</i> forum	5
4. Questionnaire results from testing of <i>Escape to Hong Kong Island</i>	6
5. Skype chat between Mabel Lau and Angel Fu	7
6. Email from Tommy Chen to Mabel Lau and Angel Fu	8
7. WhatsApp <i>Escape to Hong Kong Island</i> group messages	9

Information about Griffin Workshop

How to fund your game

Details about:

- **Griffin Workshop's first game**

- **Griffin Workshop's latest game**

Advice regarding latest game

Email from Angel Fu to Sammy Tsang

File		Message					
 Junk	 Delete	 Reply	 Reply All	 Forward	 Move ▼	 Mark Unread ▼	 Follow up ▼
To: Sammy Tsang				Sent: Sat 14 April 2018 9:02AM			
From: Angel Fu							
Subject: Things to do for Escape to Hong Kong Island							
<p>Dear Sammy</p> <p>Could you please do the following three things for me?</p> <ul style="list-style-type: none">• We have received an invitation to MegaGame Conference, a games conference for board game designers. Please complete the application form for our company. You can look at the Skype chat between me and Mabel about this and the email exchange between me, Tommy and Mabel. You can also listen to me on the <i>The Classical</i> podcast.• We want to ask Paul Achebe, a well-known game reviewer, to do a video review for our game <i>Escape to Hong Kong Island</i> for YouTube. He reviewed our other game last year. Write him an email. In the email, ask him if he wants to do the video review and briefly describe the game for him. Remember to mention the target audience of the game. You can look at the <i>BoardGameFan</i> forum and listen to the podcast to help you.• We tested <i>Escape to Hong Kong Island</i> with a group of people on Monday and gave them a questionnaire afterwards. Write a report for our company meeting next week. Summarize the results of the questionnaire and what the problems with the game were. Then report on what has been done and what follow-up action hasn't been done yet. Look at the questionnaire results and the WhatsApp Escape to Hong Kong Island group messages to help you. <p>Thanks</p> <p>Angel</p>							

Thread from the *BoardGameFan* forum

BoardGameFan

File Edit View Go Bookmarks Tools Help

http://www.boardgamefan.com/forum

Escape to Hong Kong Island

[Track this topic](#) | [Email this topic](#) | [Print this topic](#)

Leroy74 **Posted:** April 11 2018, 08:40 PM
Hey has anyone played this yet? Is it any good? These guys did another game, Death Kick, which was awesome.

AmyTroll **Posted:** April 11 2018, 08:55 PM
I played the new one on Monday. They had a big test session. Was pretty good.

Vexy4 **Posted:** April 11 2018, 09:05 PM
What's it about?

AmyTroll **Posted:** April 11 2018, 09:07 PM
It's a zombie game.

Leroy74 **Posted:** April 11 2018, 09:43 PM
What another zombie game! There's so many of them. Not interested.

AmyTroll **Posted:** April 11 2018, 10:01 PM
But it's set in Hong Kong. The board is a map of Hong Kong and you move around the map.

Kidpaul **Posted:** April 11 2018, 10:49 PM
Ah now you've got me interested. What age is it for? I'd like to play it with my kids. And what's it look like?

AngelFu **Posted:** April 12 2018, 11:43 AM
(creator) Hey there all and thanks for the interest in our game. Target audience: range is 12 to 15 year olds. Here's a sample of the artwork from our talented artist Ryan Au:



Any other questions you have, please ask.

Leroy74 **Posted:** April 12 2018, 01:46 PM
Oh, looks a bit childish for 12-15 year olds to be honest. Somebody said that it's a team game: that true? Not really a fan of team games as don't really like working together with other players.

AmyTroll **Posted:** April 12 2018, 03:26 PM
Yup it's a team game. You definitely have to work together.

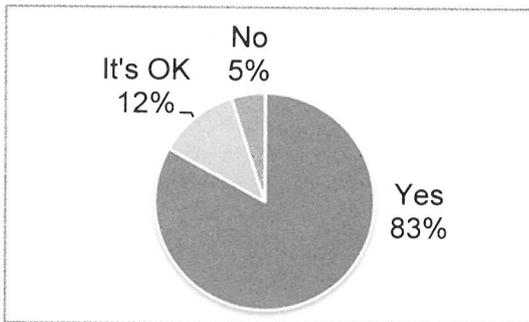
AngelFu **Posted:** April 13 2018, 08:18 AM
(creator) Yes there are two teams, 2 players in each team.

Pages: (1) [1]

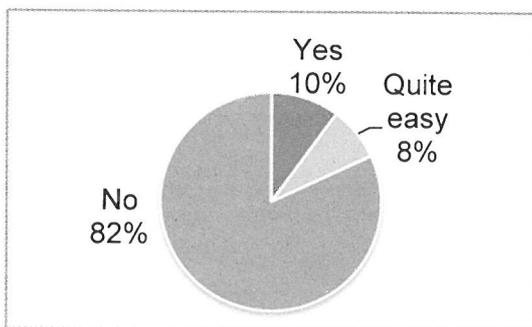
[ADD REPLY](#) [NEW TOPIC](#)

Questionnaire results from testing of *Escape to Hong Kong Island*

1. Overall do you like the game?



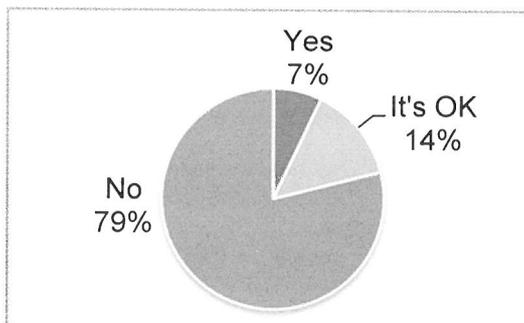
2. Is the game easy to learn?



Comments

"Rulebook needs more examples."

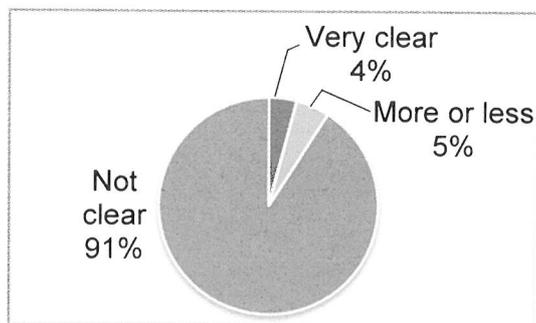
3. Do you like the artwork on the cards?



Comments

"Meant to be for teenagers not primary children!"

4. Is the map clear?



Comments

"The font size is far too small!!!"
"You can't see the red text."

Skype chat between Mabel Lau and Angel Fu

Angel Fu

Skype Contacts Conversation Call View Tools Help

Show messages from: yesterday | **7 days** | 30 days | 3 months | 6 months

Thursday, April 12, 2018 10:07PM

Mabel: Hey what's up?

Angel: How's Toronto?

Mabel: Cold!!! Have you decided if you're going to go to the MegaGame Conference?

Angel: Yeah I definitely don't want to miss it. You going?

Mabel: Yeah. Definitely. Who else is going?

Angel: Tommy told me he's going.

Mabel: What about Alex?

Angel: Yeah, Alex said he can make it as well.

Mabel: So that's 4 of us.

Angel: Yep.

Mabel: How many days is it?

Angel: Two I think. And we are going to both days.

Mabel: Isn't it 3?

Angel: Let me check. Sorry, you're right – 3 days. We'll go to all 3 then.

Mabel: Are we going to do a demonstration of the game so that people can see the game in action?

Angel: Yeah. Gonna do one demo on each day.

Mabel: Sounds fun. How many players do we need for the demo?

Angel: Four.

Mabel: Well that's good, cause there are 4 of us! So we can do the demo.

Angel: Yeah, lucky! ☺ Should be fun.

Mabel: Yeah, I'm looking forward to it. Gotta go now. Going to this great little place called Snakes and Lattes Café in downtown Toronto to play Risk!

Angel: It's been years since I played Risk!! See you next week.

Email from Tommy Chen to Mabel Lau and Angel Fu

File		Message					
 Junk	 Delete	 Reply	 Reply All	 Forward	 Move ▼	 Mark Unread ▼	 Follow up ▼
To: Mabel Lau; Angel Fu From: Tommy Chen Cc: Sammy Tsang Subject: RE: MegaGame Conference				Sent: Fri 13 April 2018 3:32PM			
<p>Hi</p> <p>Yes, I am vegetarian. BTW tell them I need wheelchair access. These places always forget about special needs.</p> <p>Cheers</p> <p>Tommy</p> <hr/> <p>To: Angel Fu; Tommy Chen From: Mabel Lau Cc: Sammy Tsang Subject: RE: MegaGame Conference</p> <p>Sent: Fri 13 April 2018 2:03PM</p> <p>Hi Angel</p> <p>No, I eat anything!</p> <p>Best</p> <p>Mabel</p> <hr/> <p>To: Mabel Lau; Tommy Chen From: Angel Fu Cc: Sammy Tsang Subject: MegaGame Conference</p> <p>Sent: Fri 13 April 2018 1:56PM</p> <p>Dear Mabel and Tommy</p> <p>I was just looking at the MegaGame Conference application form and noticed it asks whether any of us has any special food needs. I don't have any and I've just spoken to Alex and he doesn't have any either but I don't know about you two. Are either of you vegetarian? Let me know by tomorrow latest.</p> <p>Regards</p> <p>Angel</p>							

WhatsApp Escape to Hong Kong Island group messages

11 April 2018

Angel

Hi, I've set up this WhatsApp group to focus on what we need to do based on the questionnaire results.

Things to change: the rulebook (Mabel); the artwork (Alex); the text on the map (Tommy).

Send a message to this group when you've done your changes.

10:08 AM

Tommy

I've now changed the text. Now black and bigger font! Think it's better now.

10:35 AM

12 April 2018

Mabel

I haven't added extra examples. Still on holiday! Sorry!☹

4:45 AM

Angel

OK. Alex, any news on the new artwork?

10:51 AM

Alex

Ryan the artist says he hasn't had time. He will send me new artwork next Wednesday.

11:53 PM

THIS IS THE LAST PAGE OF THE PART B1 DATA FILE

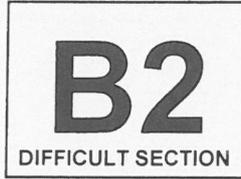
Sources of materials used in this paper will be acknowledged in the booklet *HKDSE Question Papers* published by the Hong Kong Examinations and Assessment Authority at a later stage.

Candidate Number

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Please stick the barcode label here.

**HKDSE 2018
ENGLISH LANGUAGE
PAPER 3 PART B2
Question-Answer Book**



Task 8: Funding report (22 marks)

Write a funding report on *Escape to Hong Kong Island* for the company meeting using information from the B2 Data File and your notes. Write around 220 words.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.



* A 0 2 0 E 3 B 2 *

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 8

Please stick the barcode label here.

Task 9: Email (13 marks)

Write an email to Crossroads Game Café using information from the B2 Data File. Write around 120 words.

Subject: Re: Booking Tables for Competition

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

END OF TASK 9

Task 10: Email (17 marks)

Write an email to Ryan Au giving him feedback on his artwork samples using information from the B2 Data File and your notes. Write around 150 words.

Subject:

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

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Answers written in the margins will not be marked.

Answers written in the margins will not be marked.

END OF TASK 10

END OF PART B2

HONG KONG EXAMINATIONS AND ASSESSMENT AUTHORITY
HONG KONG DIPLOMA OF SECONDARY EDUCATION EXAMINATION 2018

ENGLISH LANGUAGE PAPER 3

PART B2

DATA FILE

GENERAL INSTRUCTIONS

- (1) Refer to the General Instructions on Page 1 of the Question-Answer Book for Part A.

INSTRUCTIONS FOR PART B2

- (1) The Question-Answer Book for Part B2 is inserted into this Data File.
- (2) For Part B, attempt **EITHER** those tasks in Part B1 (Tasks 5 – 7) **OR** those in Part B2 (Tasks 8 – 10).
- (3) You are advised to use a pen for Part B.
- (4) The Data Files will **NOT** be collected at the end of the examination. Do **NOT** write your answers in the Data Files.
- (5) Hand in only **ONE** Question-Answer Book for Part B, either B1 or B2, and tie it with the Question-Answer Book for Part A.

Part B

Situation

You are Sammy Tsang. You work for a board game company called Griffin Workshop in Hong Kong. It is a small company set up by some friends. It is now working on its latest board game *Escape to Hong Kong Island*. Your boss, Angel Fu, has asked you to do some tasks.

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Before the recording is played, you will have five minutes to study the Question-Answer Book and the Data File to familiarise yourself with the situation and the tasks.

Complete the tasks by following the instructions in the Question-Answer Book and on the recording. You will find all the information you need in the Question-Answer Book, the Data File and on the recording. As you listen, you can make notes on page 3 of the Data File.

You now have five minutes to familiarise yourself with the Question-Answer Book and the Data File.

Contents

	Page
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3. Anita Chumak's Personal Blog	5
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5. Questionnaire results from people who tested <i>Escape to Hong Kong Island</i>	8
6. Email from Angel Fu to Tommy Chen	9
7. Skype chat between Angel Fu, Tommy Chen, Mabel Lau and Sammy Tsang	10
8. Email from Mabel Lau to Angel Fu	11

Information about Griffin Workshop

How to fund your game

Details about:

- **Griffin Workshop's first game**

- **Griffin Workshop's latest game**

Advice regarding latest game

Email from Angel Fu to Sammy Tsang

File		Message					
 Junk	 Delete	 Reply	 Reply All	 Forward	 Move ▼	 Mark Unread ▼	 Follow up ▼
To: Sammy Tsang				Sent: Sat 14 April 2018 9:02AM			
From: Angel Fu							
Subject: Things to do for Escape to Hong Kong Island							
Dear Sammy							
Could you please do the following three things for me?							
<ul style="list-style-type: none">• In our last company meeting in March we discussed two funding options for <i>Escape to Hong Kong Island</i>: Gamezstart and the Acorn Grant. We decided to look into these further and report back at the next meeting. Write a funding report for the company meeting next week. Summarize the advantages and disadvantages of each funding option. Start by listening to the <i>The Classical</i> podcast and by having a look at the MelakaBank homepage.• We are running a competition for <i>Escape to Hong Kong Island</i> at Crossroads Game Café, a local gaming café, so that people can try out the game. Send the café an email to bring them up to date on what we've decided and what we need. Start by looking at my email exchange with Tommy about this.• Please email Ryan Au, the artist, and give him some feedback on the samples he sent us for <i>Escape to Hong Kong Island</i>. Have a look at the results of the questionnaire and our staff's various comments. Summarize what is successful and what needs to be changed in the final artwork. Eric Park had some interesting things to say on this as well on the podcast. Remember, try not to upset the artist.							
Thanks							
Angel							

Anita Chumak

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https://hkblog.com/Anitachumakboardgame

Game on!

Anita Chumak's blog on all things board games

Tues. 6 March 2018



Why I say Gamezstart 'stinks'

Welcome back to my blog. This week I want to talk about getting funds for your board game.

You've developed a board game and the next step is to sell it but you probably don't have the cash to pay for a factory to produce it. So one way you can solve the problem is Gamezstart (www.gamezstart.com). And what's so good about Gamezstart? Well, one huge plus without a doubt is that you get to advertise your game on their website. This attracts investors to invest in your game. The clever part is that you set the target amount of money you need to produce the game. It gives you ultimate flexibility! Sounds great eh? People invest and you get the money to continue developing your game. Problem solved! And when it's finished you send one copy of the game to each investor. So everybody's happy. It's a win-win situation, right? Wrong!

Big companies who are already well-known, and who have already published a bunch of stuff, are now using Gamezstart to advertise their latest products. And if you have a Gamezstart project at the same time as another project, one from a big company, then your project is very likely gonna be ignored by investors. You'll be a tiny fish competing with a great big shark.

And that's why I say Gamezstart 'stinks' for non-professionals like you and me.

Comments (4)

Elliot Ness 8 March 2018 20:16

I agree with Anita. There are huge drawbacks. My friend Laz tried Gamezstart for his game and got almost nothing. A few of his friends and family gave some money but that was it. He didn't get anywhere near his target and had to abandon the project. All that time and effort for nothing!

Fidel C. 12 March 2018 12:23

I used Gamezstart and actually raised a load of money. Much more money and a lot more investors than I'd expected. But, you know what? I still ended up spending most of the money on shipping the games to investors.

Bling 47. 12 March 2018 12:47

What happened with the shipping costs? Is international shipping that expensive?

Fidel C. 12 March 2018 13:06

@Bling 47.

Well, yeah, especially for these games. They're actually quite heavy.

MelakaBank Acorn Grant Homepage

MelakaBank
File Edit View Go Bookmarks Tools Help
https://melakabank.acorn.grant.com

mb MelakaBank Banking Borrowing Insurance **Grants**
Asia's friendliest bank

MelakaBank is proud to present the 2018 Acorn Grant. The Acorn Grant is exclusively sponsored by MelakaBank. Asia's friendliest bank. Remember, we're smiles better than any of our competitors! 😊



What is the Acorn Grant?
A helping hand for young entrepreneurs and their companies in Hong Kong.

But why an acorn?
Haven't you heard of the saying, from a tiny acorn the mighty oak tree grows?

How long has it been helping young entrepreneurs like me?
Since 2010.

What are the chances of me winning?
Well, in 2017 we had 287 applications. There's only one winner. You have to be good!

How much money do I get?
HK\$250,000. A one-time award. No strings attached. You win the grant, you get the money. No ifs or buts.

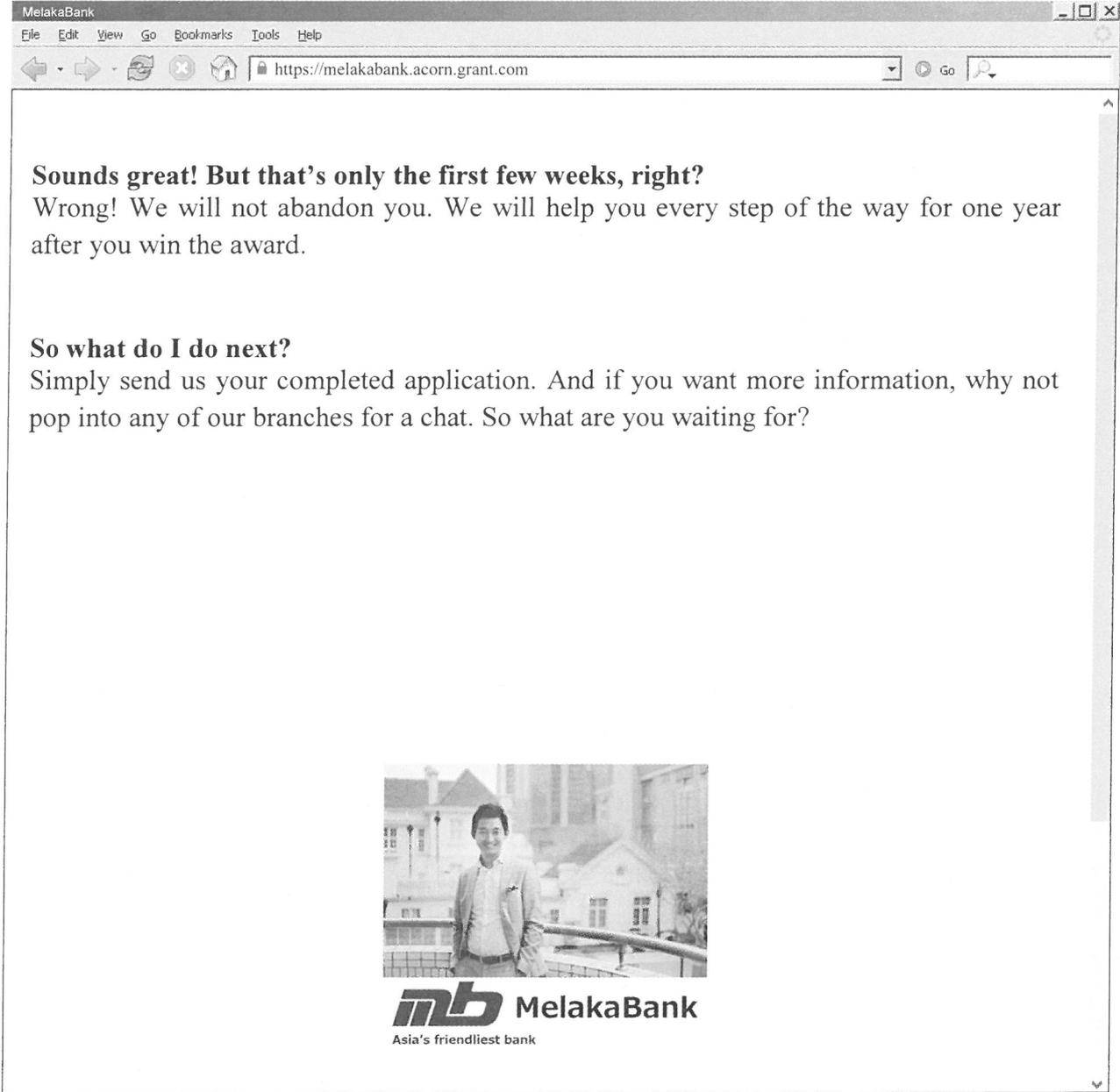
But I'm new to the business world. Does MelakaBank give me any help apart from the cash?
Our advisors will provide you with:

- ✓ Sound financial advice
- ✓ Advertising wizardry



mb MelakaBank
Asia's friendliest bank

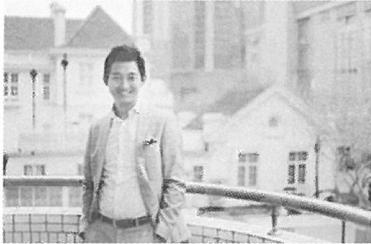
MelakaBank Acorn Grant Homepage (cont.)



The screenshot shows a web browser window with the title "MelakaBank" and the address bar containing "https://melakabank.acorn.grant.com". The browser's menu bar includes "File", "Edit", "View", "Go", "Bookmarks", "Tools", and "Help". The main content area of the page features two paragraphs of text and a photograph of a man in a suit standing on a balcony. Below the photograph is the MelakaBank logo, which consists of the letters "mb" in a stylized font, followed by the text "MelakaBank" and the tagline "Asia's friendliest bank".

Sounds great! But that's only the first few weeks, right?
Wrong! We will not abandon you. We will help you every step of the way for one year after you win the award.

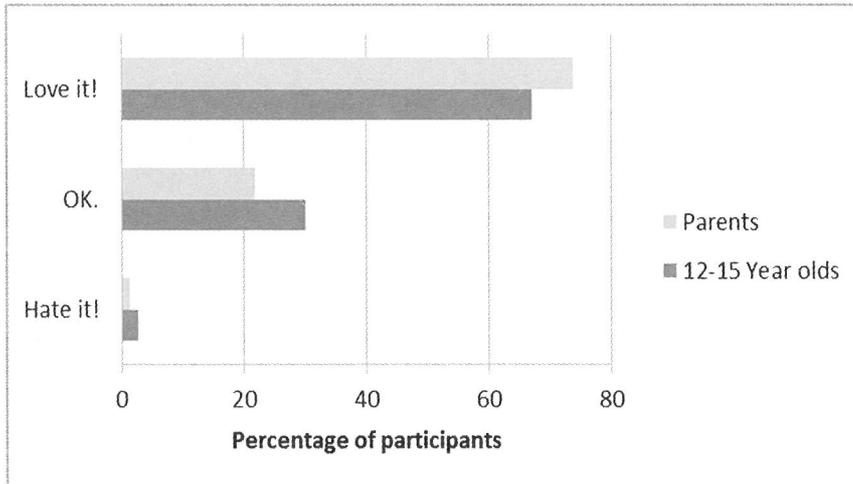
So what do I do next?
Simply send us your completed application. And if you want more information, why not pop into any of our branches for a chat. So what are you waiting for?



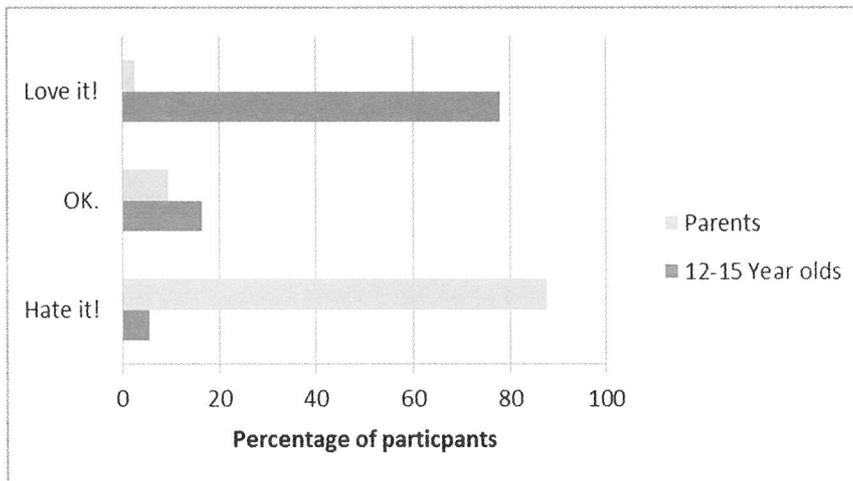
mb MelakaBank
Asia's friendliest bank

Questionnaire results from people who tested *Escape to Hong Kong Island*

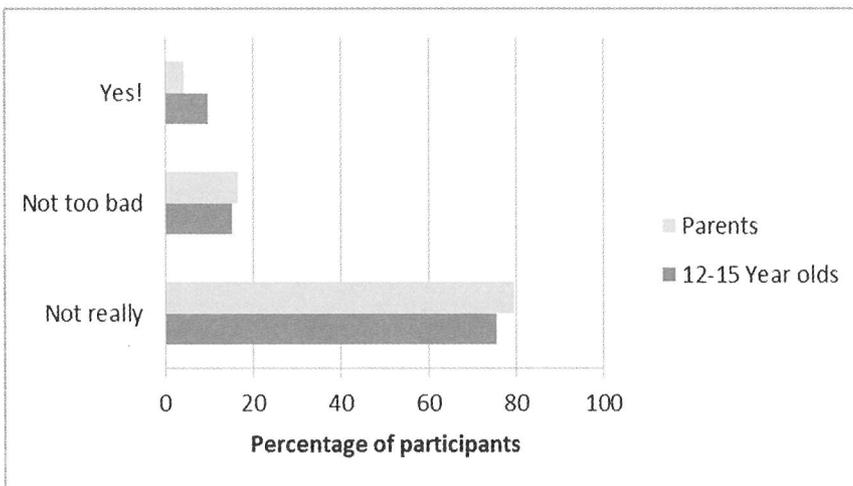
1. What do you think of the artwork on the map?



2. What do you think of the artwork on the cards?



3. Is the text on the map easy to read?



Email from Angel Fu to Tommy Chen

File		Message					
 Junk	 Delete	 Reply	 Reply All	 Forward	 Move ▼	 Mark Unread ▼	 Follow up ▼
To: Tommy Chen				Sent: Fri 13 April 2018 3:34PM			
From: Angel Fu							
Cc: Mabel Lau; Sammy Tsang							
Subject: RE: Booking Tables for Competition							
Dear Tommy							
<p>Let's go for one evening during the week. See if Wednesday 2nd May is possible, as that should give us enough time to advertise the competition and get 32 people. I think we should offer to pay for the customers and let's book the café for 3 hours. How about 6 till 9? We might want to ask them for a price reduction since we'll be booking the whole place.</p> <p>Mabel's still on holiday in Toronto. Why don't we do a Skype chat with her and Sammy this evening and we can ask them what they think about this arrangement and if they've any other ideas.</p> <p>Thanks Angel</p>							
-----				-----			
To: Angel Fu				Sent: Thurs 12 April 2018 9:14PM			
From: Tommy Chen							
Subject: FW: Booking Tables for Competition							
Dear Angel							
<p>Am forwarding you the reply from Crossroads Game Café. I know that we wanted a big competition at the weekend but we can't get the whole café on Saturday or Sunday. What do you think we should do?</p> <p>Thanks Tommy</p>							
-----				-----			
To: Tommy Chen				Sent: Thurs 12 April 2018 2:31PM			
From: Jacky Shin							
Subject: RE: Booking Tables for Competition							
Dear Tommy							
<p>Thanks for contacting Crossroads Game Café about running your competition for Escape to Hong Kong Island. It's possible for you to book all 8 tables in our café but not at the weekend as that's when most of our regular customers come. There are 4 chairs for each table so you can have up to 32 players if you book all tables on a week day. If you want to have the competition at the weekend then we can only let you book up to 2 tables. If you want we can email our regular customers for you and ask them if they want to take part.</p> <p>Our rates for each person are HK\$40 per hour on Monday – Friday and HK\$60 per hour on Saturday and Sunday. Can you let us know who will pay the fee: will it be your company or the gamers?</p> <p>Regards Jacky Crossroads Game Café</p>							

Skype chat between Angel Fu, Tommy Chen, Mabel Lau and Sammy Tsang

Angel Fu
Skype Contacts Conversation Call View Tools Help

Show messages from: yesterday | **7 days** | 30 days | 3 months | 6 months

Friday, April 13, 2018 7:43PM

Angel: Hi Tommy & Mabel. And welcome to Sammy. We're going to go ahead with the competition at Crossroads Game Café next month. Any suggestions?

Sammy: 😊

Mabel: That Eric Park who was on the podcast with you, Angel. Will he still be in Hong Kong?

Tommy: Know what you're thinking, Mabel. Nice idea! Invite him as a special guest.

Mabel: People will definitely come to see him.

Angel: Oh! Nice! Let's do it. Hang on a sec. I'll text him and ask if he can do it.

Mabel: Are we offering any prizes?

Tommy: Let's not. Just keep it simple.

Angel: Eric just got back to me and says yes.

Tommy: Great.

Mabel: Cool! 😊 When we write back to Crossroads Café, we'd better tell them about Eric Park.

Tommy: Remember Angel, Jacky @ Crossroads Café says he can email café customers. Should we ask him to do it?

Angel: Go for it.

Mabel: I saw Jacky's email about their fees. That's crazy money! Ask for a discount. Actually ask for a 50% discount.

Tommy: That much? 😊

Mabel: Yeah. A full house? Midweek? Sure!

Tommy: Will they go for it?

Angel: Of course they will! Just ask them. If they say no, we'll ask them for a 40% discount. Simples. BTW I wanted to ask you both about what you thought about the questionnaire results about the artwork.

Mabel: Yeah, pretty mixed.

Angel: What do you think the problem is in the third question?

Mabel: I think the colour of the text is an issue definitely.

Angel: On the map?

Mabel: Yeah, I mean, why choose red?

Tommy: Yeah, definitely better if it's darker. I worry about him getting this done on time now. He'll need to get it done by the 27th of this month. He was late by 2 weeks last time!

Angel: Fair point. Will gently remind!

Mabel: Right, got to rush got a breakfast appointment!

Angel: OK, I sent you an email asking for your comments on the artwork on the cards.

Mabel: OK I'll have a look.

Email from Mabel Lau to Angel Fu

File		Message					
 Junk	 Delete	 Reply	 Reply All	 Forward	 Move ▼	 Mark Unread ▼	 Follow up ▼
To: Angel Fu From: Mabel Lau Subject: RE: Your comments on artwork on cards				Sent: Fri 13 April 2018 8:46PM			
<p>Hi Angel</p> <p>I'm sitting waiting for my breakfast to arrive at Lady Marmalade. Toronto's best breakfast!</p> <p>My comments?</p> <p>The artwork's awful! Too much blood! Exactly what Eric Park was going on about on the podcast.</p> <p>Breakfast has arrived! Have to go.</p> <p>See you.</p> <p>Mabel</p> <hr/> <p>To: Mabel Lau From: Angel Fu Subject: Your comments on artwork on cards</p> <p>Sent: Fri 13 April 2018 9:07AM</p> <p>Hi Mabel</p> <p>Here's a sample of Ryan's artwork for the cards:</p>  <p>What's your thoughts?</p> <p>Angel</p>							

THIS IS THE LAST PAGE OF THE PART B2 DATA FILE

Sources of materials used in this paper will be acknowledged in the booklet *HKDSE Question Papers* published by the Hong Kong Examinations and Assessment Authority at a later stage.

