Name: _____
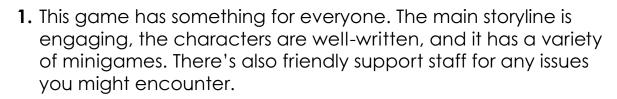
Style, Tone, and Audience

Read the passages. Then circle the audience each passage was most likely written for based on style, tone, and other context clues.
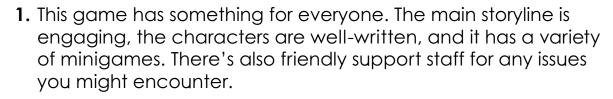
1. This game has something for everyone. The main storyline is engaging, the characters are well-written, and it has a variety of minigames. There's also friendly support staff for any issues you might encounter.

    a. a parent   **b.** a customer   **c.** a close friend

2. I should know better than to let a video game distract me like that. It was irresponsible to lose all that sleep and let it negatively affect me. I apologize, and I promise it won't happen again.

    a. a parent   **b.** a close friend   **c.** a stranger

3. I'm looking for recommendations. My computer can't handle the rendering of the open world or high-res battles in this one. Are there any games with a similar concept and play style that are less taxing on RAM?

    a. a close friend   **b.** a parent   **c.** a salesperson

4. Ugh, you couldn't pay me to play this thing again. Awful. Absolutely awful. I've got no clue how something like this even gets made. Never again! I swear, if the next one ain't better, I'll go nuts!

    a. a close friend   **b.** a parent   **c.** a salesperson

5. You should likely focus on upgrading your character's armor first. Some players prefer upgrading magic first, but that's usually harder in the long run. The choice is ultimately yours, but I would recommend against it.

    a. a close friend   **b.** a stranger   **c.** a game designer

ANSWER KEY

Style, Tone, and Audience

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