



that there's always a three-month 28 list, for so many people like to order her service.

"Aim for perfection," she said in her book *The Life-Changing Magic of Tidying Up*, a best seller in Japan, Europe and the US, "You will 29 get your house in order if you only clean up halfheartedly." Kondo calls her process the Marie Kondo Method, and I like to use her 30 name as a verb, as in "I Kondo my refrigerator every day."

As a child, she read home and 31 magazines and cleaned her siblings' bedrooms. In junior school, she ran into the classroom to 32 the bookshelves while her classmates were playing in PE class. At the age of 19, she started her home-organizing 33, from which she earned money.

I used to be a pretty organized person, because visible mess will lead to 34 from normal life. 35 since moving from an apartment into a house two years ago, I've changed. I have allowed mess to 36. Just putting everything in the basement (地下室) or the closet is an easy job for me, but Kondo would call it "37" in her book. I was impressed by her words, "Keep only the things that speak to your heart." So I decided to do some spring cleaning. I 38 all my things into piles: clothing, books and paper. The first thing I wanted to Kondo was my books — setting them all out on the floor, touching them individually and keeping only those books that will make me 39 to see on my shelves. After about two hours, I had 40 three boxes of books to donate to my local library. I saw quite clearly what I need in life.

- | | | | |
|-------------------|-----------------|----------------|-----------------|
| 26. A. gold | B. spirit | C. care | D. home |
| 27. A. modest | B. famous | C. ordinary | D. clever |
| 28. A. name | B. shopping | C. wait | D. introduction |
| 29. A. never | B. always | C. still | D. ever |
| 30. A. nick | B. first | C. last | D. funny |
| 31. A. lifestyle | B. fashion | C. science | D. health |
| 32. A. pick up | B. set up | C. tidy up | D. break up |
| 33. A. business | B. duty | C. equipment | D. event |
| 34. A. excitement | B. agreement | C. distraction | D. attraction |
| 35. A. And | B. But | C. Or | D. For |
| 36. A. drop | B. disappear | C. grow | D. change |
| 37. A. fun | B. lazy | C. correct | D. patient |
| 38. A. mixed | B. waved | C. divided | D. replaced |
| 39. A. bored | B. disappointed | C. happy | D. surprised |
| 40. A. split up | B. pay for | C. write down | D. put aside |

弥 封 线 内 不 要 答 题



B

Room Escape is a form of physical entertainment that takes place inside a locked room. Ways out differ from room to room. Team members are given a time limit to solve a mystery and escape the room. The idea came from video games that required players to solve puzzles in one room before moving on to the next level. This game of Room Escape was created in Japan in 2007 and spread to the rest of the world soon. Nowadays people are crazy about it.

Escape room has two different styles: Norwegian and Japanese. In the Norwegian-style, players are locked inside a single-coloured room with several continuous puzzles. If you are good at math, it's likely to escape more easily. Japanese-style rooms often have a background story and are decorated colorfully to match the theme (主题), so players are required to use observational skills to escape the room.

Recently, some friends and I accepted the challenge of solving the mystery of Blackbeard's Cabin, a popular theme of Room Escape. The room took its name from a famous pirate of the early 18th century. Our goal was to find the key that would open Blackbeard's treasure box and unlock the room's door. It was exciting to see each team member using his or her personal skills to find clues (线索) and solve puzzles. Each time someone found a clue, we all gathered around to figure out what it meant. Before long we were able to solve the mystery, find the key to the treasure box and open the door. In the end, we discovered playing this game is just like our life, where communication and cooperation are the keys that open most doors. In fact, it was the power of the group that gave us the key to success.

43. Which is TRUE about the game of Room Escape?
- A. It started in Japan and Norway.
 - B. People are attracted by this challenging game.
 - C. It can be an indoor or outdoor physical activity.
 - D. The idea came from the story of a famous pirate.
44. What can be inferred from Paragraph 2?
- A. Players in both styles need typical abilities.
 - B. Boys are definitely more interested in Norwegian-style.
 - C. All players will find Japanese-style rooms more exciting.
 - D. You can't play the games without the background story.
45. What is the most important thing to succeed in the game of Room Escape?
- A. Teamwork.
 - B. Math level.
 - C. Personal skills.
 - D. Map-reading ability.