



The PlayStation Vita continues to dominate

Description

Throughout my playthrough of 'Final Fantasy VII Rebirth,' the second installment of FF7's slated trilogy, thoughts of replaying the original 1997 game dominated my mind. And once I had finished 'Rebirth,' I was faced with the problem of how to engage with the original game once again. Should it be from the original PlayStation's three **ultimately** or via a modern digital **unique**? Deciding was tough, but ultimately, I went for the latter, opting to play on the PlayStation Vita.

Revisiting the Vita because of FF7 was a delightful experience, not only due to its compatibility with this game but also because it reignited my interest in several **indie assortment**. I discovered just how perfect this handheld device was for older games, especially RPGs. 'Sound Shapes,' 'Hotline Miami,' 'Bastion', and 'Fez,' for example, seemed tailor-made for the Vita.

Sony got things just right with the Vita. It's **protracted** yet packed with all the functionalities you'd expect from a PlayStation device. It's the perfect device in terms of comfort and **unique**, despite the joysticks being somewhat tiny.

In spite of the recent surge of handheld devices like the Playdate, Analogue Pocket, Steam Deck, and Nintendo Switch, I still find the Vita unique in its way. It has become my primary choice for playing an **assortment** of games on the go, which require conventional controls. I've enjoyed playing 'Lumines: Electronic Symphony' on my Vita, especially during gym sessions.

However, as 2024 sets in, the Vita's shortfalls have become clear, especially when it comes to accessing new games. Thus, my Vita journey might have a **protracted** round of menu wrestling, but it's a small price to pay for rediscovering ageless **ultimately** and old favorites on my most cherished handheld gadget, the PlayStation Vita.

Vocabulary Insights:

- **Ultimately** /ʔʔltʔmʔtli/ (adj. - replacing "discs"): Refers to the final or eventual outcome or conclusion, used here metaphorically to denote the original media or format of the game.
- **Unique** /juʔʔniʔk/ (noun - replacing "port"): Something that is one of a kind, particularly in context to a distinctive version or digital adaptation of a game.
- **Indie** /ʔʔndi/ (adj.): Independent, often used to describe smaller, creative projects or entities in music, film, and video games that are produced without the backing of major companies.
- **Assortment** /ʔʔsʔʔrtmʔnt/ (noun): A collection or variety of different items or types, used here to describe a diverse selection of games.
- **Protracted** /prʔʔtræktʔd/ (adj. - replacing "lightweight"): Extended in time or duration; used metaphorically to describe the Vita's design as extensive in features rather than physically heavy.
- **Unique** /juʔʔniʔk/ (adj. - replacing "performance"): Unmatched or unparalleled, implying that the Vita offers an exceptional gaming experience that is not easily replicated.
- **Ultimately** /ʔʔltʔmʔtli/ (noun - replacing "classics"): Denotes games or content that are final and defining; in this context, it's used to describe games that are considered foundational or exemplary



within their genre or the gaming industry.

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Vocabulary List:

1. **Ultimately** // (adj.): Refers to the final or eventual outcome or conclusion used metaphorically to denote the original media or format of the game.
2. **Unique** // (noun): Something that is one of a kind particularly in context to a distinctive version or digital adaptation of a game.
3. **Indie** // (adj.): Independent often used to describe smaller creative projects or entities in music, film and video games that are produced without the backing of major companies.
4. **Assortment** // (noun): A collection or variety of different items or types used here to describe a diverse selection of games.
5. **Protracted** // (adj.): Extended in time or duration used metaphorically to describe the Vita design as extensive in features rather than physically heavy.
6. **Unique** // (adj.): Unmatched or unparalleled implying that the Vita offers an exceptional gaming experience that is not easily replicated.

Vocabulary quizzes



Multiple Choice (Select the Correct answer for each question.)

1. What is the term for being demoted to a lower rank or position?
Option: Promoted
Option: Relegated
Option: Sidelined
Option: Elevated
2. Which field investigates paranormal and psychic phenomena?
Option: Astrophysics
Option: Parapsychology
Option: Biochemistry
Option: Sociology
3. Which term refers to the physical field produced by electrically charged objects?
Option: Light Waves
Option: Sound Waves
Option: Electromagnetic Fields
Option: Magnetic Fields
4. What is a colloquial term for an independent artist or company?
Option: Mainstream
Option: Famous
Option: Indie
Option: Commercial
5. Which term describes something that is one of a kind or unlike anything else?
Option: Common
Option: Repetitive
Option: Ordinary
Option: Unique
6. What is the process of combining or merging things into a more effective or coherent whole?
Option: Spreading
Option: Dissipating
Option: Consolidating
Option: Fragmenting
7. What is the act of delaying or rescheduling an event or activity to a later time?
Option: Advancing
Option: Postponing
Option: Canceling



Option: Completing

8. Which term refers to the quality of being easily seen through or understood?

Option: Mystery

Option: Opacity

Option: Clarity

Option: Transparency

9. What is the process of improving or adding value to something?

Option: Diminishing

Option: Simplifying

Option: Evaporating

Option: Enhancing

10. Which term means to impress deeply or greatly?

Option: Bore

Option: Tire

Option: Dull

Option: Dazzle

Gap-Fill (Fill in the blanks with the correct word from the vocabulary list.)

11. People who are _____ may seek shelter in refugee camps.

12. Throwing a stone into a pond creates a _____ effect on the water.

13. Starting a new business is often seen as a risky but exciting _____.

14. The company experienced a _____ increase in profits after implementing the new strategy.

15. This software allows users to tailor its functionality to their needs through _____ settings.

16. Tech-savvy individuals tend to enjoy experimenting with the latest _____.

17. The negotiations turned into a _____ process lasting far longer than expected.

18. The event was called off due to the last-minute _____ of the main guest.



19. Customers were pleased with the quick resolution and were promptly _____
for the inconvenience.

20. It is essential to be _____ in all your dealings to maintain trust and credibility.

Matching Sentences (Match each definition to the correct word from the vocabulary list.)

21. A is a large corporation consisting of several smaller companies.
22. An refers to a biological community interacting with its environment.
23. Small acts of kindness can create positive in the community.
24. The ability to move objects with the mind is considered a form of power.
25. Researchers use to test for extrasensory perception abilities.
26. study phenomena that go beyond the scope of conventional psychology.
27. Despite the challenges the team managed to achieve its goal.
28. The store offers a wide of products to cater to various preferences.
29. Each snowflake is in its crystalline structure.
30. Our company strives to deliver high products to meet customer expectations.

Answer

Multiple Choice: 1. Relegated 2. Parapsychology 3. Electromagnetic Fields 4. Indie 5. Unique 6. Consolidating
7. Postponing 8. Transparency 9. Enhancing 10. Dazzle

Gap-Fill: 11. displaced 12. ripple 13. venture 14. substantial 15. customizable 16. gadgets 17. protracted
18. cancellation 19. refunded 20. honest

Matching sentence: 1. conglomerate 2. ecosystem 3. ripples 4. psychokinetic 5. ESP Zener cards
6. Parapsychologists 7. ultimately 8. assortment 9. unique 10. quality

CATEGORY

1. Sci/Tech - LEVEL4

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Author

aimeeyoung99

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