



🛄 enter 輸入

- ( )30. What is the how-to list about?
  - (A) How to join 2ndHandBooks.
  - $\left< B \right> How to buy books from 2ndHandBooks.$
  - $\left<\!\!\!\!\left< C \!\!\right> How to sell books through 2nd$ HandBooks.
  - $\left<\!\!\!\text{(D)}\right>$  How to send back books that are bought through 2nd HandBooks.
- ( )31. What can we know from the how-to list?
  - $\langle \! A \! \rangle$  People need to decide their book prices before they mail them.
  - $\langle B\rangle$  People can get their books back after three months if no one buys them.

## 111 會考補考(30~31) 解析

- (C) 30. What is the how-to list about?
  - (A) How to join 2ndHandBooks.
  - (B) How to buy books from 2ndHandBooks.
  - (C) How to sell books through 2ndHandBooks.
  - (D) How to send back books that are bought through 2ndHandBooks.
- ( A )31. What can we know from the how-to list?

  - (A) People need to decide their book prices before they mail them.
  - (B) People can get their books back after three months if no one buys them.
  - (C) People should send an e-mail to 2ndHandBooks after they mail their books.
  - (D) 2ndHandBooks will decide what kinds of books are good for sale after people mail them.

## 111 會考補考(30~31)中譯





Here are the rules for a game called "Trip to Dreamland."

- 1. Each player begins at START.
- 2. In each turn, first take one of the four cards to decide how many spaces to move: for one space, for two spaces, for three spaces, and for four spaces. Then follow the words next to the , if there is a at the place you arrive at.
- 3. The first one who gets to Dreamland wins the game.



🛄 turn 回合; space 步、格

( ) 26. Below are the cards which four kids have taken since they began the game. Who has won the game? (64%)





(37%)

) 27. What can we learn about the game?

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- (A) One can never begin his turn from Lion King.
- (B) The cards can be used to decide who goes first.
- (C) One can never get to Light Church at the first turn.
- (D) The cards can be used to decide where to start the game.

104 會考(26~27) 解析

- (C) 26. Below are the cards which four kids have taken since they began the game. Who has won the game? <sup>26</sup> Anna 拿了三張卡後的位置在 Gate Watchdog; Kate 拿了三張卡後的位置也在 Gate Watchdog; Billy 拿了三張卡後成功抵達 Dreamland; Ivan 拿了三張卡後的位置在 Candy House,故選 (C). (64%)

(37%)

( A ) 27. What can we learn about the game?

- (A) One can never begin his turn from Lion King.
  (B) The cards can be used to decide who goes first.
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- (D) The cards can be used to decide where to start the game.

104 會考(26~27)中譯

	以下是「前往夢想園地」遊戲的規則。(圖略)
1	. 每個玩家從「起點」開始。
2	. 每一回合,先從 ┛ ※ ♀ ▲四張卡選一張卡決定移動幾步:┛ 一步、 ※ 兩步、♀三步、 ▲ 四
	步。然後遵從 『 旁的指示,若你到達的地方有一個 『 標示。
3	. 最先到達夢想園地的人便贏得這遊戲。