Teacher's Key

RPG History: From Dungeons & Dragons to AI Characters (Level B2)

Vocabulary Matching

1 genre = **N**
2 adapted = **A**
3 credited = **H**
4 print run = **L**
5 took over = **G**
6 statistics = **M**
7 enthusiasts = **I**
8 simplified = **E**
9 template = **D**
10 launched = **O**
11 subscribers = **J**
12 surpassed = **K**
13 skeptical = **B**
14 generative AI = **C**
15 respondents = **F**

Fill in the Blank

1 genre
2 adapted
3 credited
4 print run
5 took over
6 statistics
7 enthusiasts
8 simplified
9 template
10 launched
11 subscribers
12 surpassed
13 skeptical
14 respondents

True or False

1 **True.** Gygax and Arneson published it in January 1974.
2 **False.** It took about ten months to sell out.
3 **False.** They were made for the Apple II computer.
4 **True.** The manga artist Akira Toriyama drew the characters.
5 **False.** Dragon Quest appeared in 1986 and Final Fantasy in 1987.
6 **True.** Lineage launched in 1998 and World of Warcraft in 2004.
7 **True.** Baldur's Gate 3 was made by Larian Studios in Belgium.
8 **False.** It was made by a small French studio, Sandfall Interactive.
9 **False.** The share rose from 18 percent to 52 percent.
10 **True.** The reading reports this statement.

Language Focus: Past Simple and Present Perfect

Example answer: NCSoft **launched** Lineage in 1998 (a finished event at a stated time). Since then, the series **has grown** to include several mobile games (a change that continues up to now).

Comprehension Questions: Model Answers

1 In an RPG you do not just control a hero; you become one. You make choices, your character grows stronger, and the story changes around you.

2 Gary Gygax and Dave Arneson created it, and it was published in the United States in January 1974. It grew out of wargames, in which players moved model soldiers across a table.

3 The Dungeon Master described the world to the other players, and the dice decided whether actions such as a sword attack succeeded.

4 They turned the tabletop rules into software for the Apple II. The computer took over the Dungeon Master's job, calculating attacks and tracking statistics, but the games were difficult and mainly played by enthusiasts.

5 He wanted people who had never played an RPG to enjoy one. Dragon Quest replaced keyboard commands with simple menus and added a clear story and characters drawn by Akira Toriyama.

6 Much of Lineage's early growth happened in PC bangs, internet cafes that were spreading quickly across Korea, where many people played together.

7 Baldur's Gate 3, from a Belgian studio, uses American D&D rules, and Clair Obscur, from a French studio, was inspired by Japanese RPGs. Both took ideas from other countries and won Game of the Year.

8 AI Dungeon is a 2019 text game in which players type any action and a language model writes what happens next. It shows that AI can already do part of the Dungeon Master's job, which is why it points to the future.

9 Just over half of the respondents were based in the United States, so the result may not represent developers in other countries. Readers should check who answered a survey before generalizing from it.

10 Not Given. The reading gives Dragon Quest's Japanese sales but no sales figures for Final Fantasy.

11 No. The writer says D&D was not the only game of its kind.

12 Best answer: to leave the reader with an open question, not to predict or criticize. The writer reports both the hopes for AI characters and the doubts of developers, then names what has not yet been tested.

Notes on the Evidence

- Topic only, no source draft, so there are no draft corrections to record. D&D: published by TSR in January 1974; first print run 1,000 copies at 10 dollars (dice extra), sold out in about ten months (TSR history; Smithsonian Magazine, 2023). Accounts differ on whose basement was used to assemble the first copies (Gygax's or Don Kaye's), so the reading leaves it out. Calling D&D the first RPG is common but debated; the reading says the starting point is usually credited to it.
- Early computer RPGs: Wizardry (Sir-Tech, 1981). Ultima is dated 1980 in some sources (Britannica) and 1981 in others, so the reading says around 1981. Both were for the Apple II. Earlier university and hobby games (Akalabeth, Rogue, mainframe games) are left out for length.
- Dragon Quest: released 27 May 1986 by Enix for the Famicom; Horii encountered Wizardry at AppleFest in San Francisco in 1983; over two million copies sold in Japan (secondary sources). Final Fantasy: 1987 (Square). The popular story that Japan's government limited Dragon Quest releases to weekends is an urban legend and is not used.
- Lineage: launched September 1998. The one million members in 15 months and the more than three million subscribers are NCSoft's own figures, reported in the press (for example, Kotaku, 2013); subscriber counts for MMOs are hard to verify. World of Warcraft: 2004.
- Baldur's Gate 3: Larian Studios (Belgium), full release 3 August 2023, D&D fifth-edition rules, Game of the Year at The Game Awards 2023. Sales: more than 20 million, from Swen Vincke's interview with Bloomberg in December 2025 (reported by secondary outlets; the Bloomberg article was not opened). Clair Obscur: Expedition 33 (Sandfall Interactive, Montpellier), released 24 April 2025, Game of the Year at The Game Awards 2025 with nine awards; five million copies within about five months (studio statement, October 2025). One outlet reports over eight million by April 2026; sales figures change, so check before class.
- AI: AI Dungeon, Nick Walton, first version 2019 (Latitude). GDC 2026 State of the Game Industry (January 2026): more than 2,300 respondents, 52 percent say generative AI is having a negative impact (30 percent in 2025, 18 percent in 2024); just over half based in the US. Vincke's statement that the next Divinity game will contain no AI-generated content is from the December 2025 Bloomberg interview as reported by secondary outlets.