

## The Best Game in the World: Marbles!

Have you ever played a game that is fun, challenging, and can be played anywhere? If not, then you need to try **marbles**—the greatest game ever! Even though it's an old-fashioned game, it's still one of the best because **it tests your skill**, **is easy to learn**, and can be **played with friends anytime**.

**First, marbles is a game of skill**. Unlike video games, where the computer helps you aim, in marbles, **you** have to control your shots. You flick your shooter marble with just the right amount of force to knock other marbles out of the ring. It takes practice, but once you master it, you'll feel amazing!

**Second, marbles is super easy to play**. You don't need batteries, a controller, or even Wi-Fi! All you need is a few marbles and a flat surface. That means you can play at school, in the backyard, or even at the park. Plus, there are **lots of different ways** to play, so it never gets boring!

**Lastly, marbles is a social game**. Instead of staring at a screen, you get to **challenge your friends in real life!** You can have marble tournaments, trade cool marbles, and even win marbles from others if you play for keeps. It's a game that brings people together and creates awesome memories.

So, if you want a game that is fun, challenging, and great to play with friends, marbles is the best choice. It may be old-fashioned, but it's still one of the most exciting games ever. Why not give it a try and see if you can become a marble champion?

## Persuasive Devices in "The Best Game in the World: Marbles!"

### 1. Strong Opening Statement

*"Have you ever played a game that is fun, challenging, and can be played anywhere?"*

➔ This **rhetorical question** grabs the reader's attention and makes them think.

### 2. Clear Opinion Statement

*"If not, then you need to try marbles—**the greatest game ever!**"*

➔ This is a **bold claim** that clearly states the writer's opinion.

### 3. Three Strong Arguments (Rule of Three)

The piece gives **three** main reasons why marbles is the best game:

✓ It tests your skill.

✓ It is easy to learn and play.

✓ It is social and fun with friends.

➔ Using **three arguments** makes the writing more convincing and structured.

### 4. Evidence and Examples

*"Unlike video games, where the computer helps you aim, in marbles, **you** have to control your shots."*

➔ This **comparison** shows how marbles is different from modern games.

*"You flick your shooter marble with just the right amount of force to knock other marbles out of the ring."*

➔ **Detailed explanation** helps the reader understand how the game works.

### 5. Persuasive Language

Throughout the piece, the writing uses **strong words** to make marbles sound exciting:

- ◆ **"Super easy to play"** (makes it sound simple and fun)
- ◆ **"Never gets boring"** (addresses a possible argument)

◆ "It may be old-fashioned, but it's still one of the most exciting games ever."  
(acknowledges a counterpoint but proves it wrong)

#### 6. Emotional Appeal

*"Instead of staring at a screen, you get to **challenge your friends in real life!**"*

➡ This **connects with feelings**, making students want to be part of the fun.

#### 7. Call to Action

*"Why not give it a try and see if you can become a marble champion?"*

➡ Ending with a **question and challenge** encourages the reader to take action.