

2019年6月·第2套 英语六级阅读理解（四选一） 第1篇·46-50 题答案与解析

QUESTIONS & ANALYSIS · 阅读理解题和解析

阅读理解题和解析·46-50 题

本页 46-50 题的答案与逐题解析由懒笔记基于2019年6月·第2套 英语六级阅读理解（四选一）原卷逐题核对整理。与试卷排版同一卷面：先是 Directions 与 8 段原文（段首标 P1-P8 段号、逐段附中文翻译）；之后 5 道题逐题排列，每题英文题干与选项后紧接本题解析——题干与选项中译、答案、题型判定、题干拆句、定位句中英对照与逐选项对错归因。

真题卷第2套(2019-06) · 六级

Part III Section C (1)

Directions: There are 2 passages in this section. Each passage is followed by some questions or unfinished statements. For each of them there are four choices marked A), B), C) and D). You should decide on the best choice and mark the corresponding letter on **Answer Sheet 2** with a single line through the centre.

Passage One

Questions 46 to 50 are based on the following passage.

P1 Effective Friday, Screen Actors Guild-American Federation of Television and Radio Artists (SAG-AFTRA) has declared a strike against 11 video game publishers over games that went into production after Feb. 17, 2015. The companies include some of the heavyweights of the industry, like Electronic Arts Productions, Insomniac Games, Activision and Disney.

自周五起,美国演员工会-美国电视广播艺人联合会(SAG-AFTRA)宣布对11家电子游戏发行商进行罢工,涉及2015年2月17日之后投入制作的游戏。这些公司包括该行业的一些重量级企业,如Electronic Arts Productions、Insomniac Games、Activision和Disney。

P2 The strike comes in light of an unsuccessful 19 months of negotiations after the existing labor contract known as the Interactive Media Agreement expired in late 2014. Overall, the strike is an effort to provide more secondary compensation along with other concerns, such as transparency upon hiring talent and on-set(制作中) safety precautions.

此次罢工是在长达19个月的谈判未果后发生的,此前被称为《互动媒体协议》的现行劳动合同已于2014年底到期。总体而言,此次罢工旨在争取更多的二次报酬以及其他诉求,例如雇用人才时的透明度和制作中的安全防范措施。

P3 The video gaming industry has ballooned in recent years. The Los Angeles Times reports that the industry is in the midst of an intense increase in cash flow. In 2015, gaming produced \$23.5 billion

in domestic revenue.

电子游戏行业近年来迅速膨胀。据《洛杉矶时报》报道,该行业正处于现金流大幅增长之中。2015年,游戏行业在国内创造了235亿美元的收入。

P4 But SAG-AFTRA says voice actors don't receive residuals(追加酬金) for their gaming work. Instead, they receive a fixed rate, which is typically about \$825 for a standard four-hour vocal session. So the voice actors are pushing for the idea of secondary compensation—a performance bonus every time a game sells 2 million copies or downloads, or reaches 2 million subscribers, with a cap at 8 million.

但SAG-AFTRA表示,配音演员并未因其游戏工作获得追加酬金。相反,他们获得的是固定费率,标准的四小时配音工作通常约为825美元。因此配音演员正在推动二次报酬的理念——每当游戏销售或下载量达到200万份,或订阅用户达到200万时获得一次绩效奖金,上限为800万。

P5 "It's a very small number of games that would trigger this secondary compensation issue," said voice actor Crispin Freeman, who's a member of the union's negotiating committee. "This is an important aspect of what it means to be a freelance(从事自由职业的) performer, who isn't regularly employed every single day working on projects."

工会谈判委员会成员、配音演员Crispin Freeman说:"能够触发这一二次报酬问题的游戏数量非常少。这是作为一名从事自由职业的表演者所意味的重要方面,他们并非每天都在项目中定期受雇工作。"

P6 Another major complaint from the actors is the secrecy of the industry. "I can't imagine if there's any other acting job in the world where you don't know what show you're in, when you're hired," says voice actor Keythe Farley, who chairs the SAG-AFTRA negotiating committee.

演员们的另一个主要抱怨是行业的保密性。配音演员、SAG-AFTRA谈判委员会主席Keythe Farley说:"我无法想象世界上还有其他任何表演工作,在你被雇用时却不知道自己在演什么节目。"

P7 "And yet that happens every day in the video game world," Farley told reporters during a press conference Friday. "I was a main character in Fallout 4, a character by the name of Kellogg, and I never knew that I was doing vocal recording for that game throughout the year and a half."

Farley在周五的新闻发布会上告诉记者:"然而这种情况每天都在电子游戏世界中发生。我在《辐射4》中是一个主要角色,名叫Kellogg,但在整整一年半的时间里,我从不知道自己是在为那款游戏进行配音录制。"

P8 Scott Witlin, the lawyer representing the video game companies, says voice actors "represent less than one tenth of 1 percent of the work that goes into making a video game." So "even though they're the top craftsmen in their field," Witlin says, "if we pay them under a vastly different system than the people who do the 99.9 percent of the work, that's going to create far more problems for the video game companies."

代表电子游戏公司的律师Scott Witlin表示,配音演员"所代表的工作量不到制作一款电子游戏所需工作量的千分之一"。因此Witlin说,"即使他们是各自领域顶尖的工匠,如果我们按照与完成99.9%工作的人员截然不同的制度向他们支付报酬,那将给电子游戏公司带来更多问题。"

题目与逐题解析

46. Why did SAG-AFTRA declare a strike against some video game publishers?

- A) The labor contract between them had been violated.
- B) Its appeal to renegotiate the contract had been rejected.
- C) It had been cheated repeatedly in the 19 months of talks.
- D) The negotiations between them had broken down.

SAG-AFTRA为何宣布对一些电子游戏发行商进行罢工？

- A) 他们之间的劳动合同遭到了违反。 B) 其重新谈判合同的请求遭到了拒绝。
- C) 它在19个月的谈判中反复受到欺骗。 D) 他们之间的谈判已经破裂。

【答案】 D (细节题)

【判型】 Why did SAG-AFTRA declare a strike against some video game publishers? 直接索取一个具体的事实性原因，不要求推断。

【拆句】 题干主干为 Why did SAG-AFTRA declare a strike against some video game publishers, 一般疑问 + 介词短语限定罢工对象，结构平铺直叙，无陷阱。

【定位】 The strike comes in light of an unsuccessful 19 months of negotiations after the existing labor contract known as the Interactive Media Agreement expired in late 2014.

此次罢工源于一场为期 19 个月、未能成功的谈判——此前被称为《互动媒体协议》的现行劳动合同已于 2014 年末到期。

【选项】 A) 无中生有

原文只说合同 expired in late 2014, 到期 ≠ 被违反, The labor contract between them had been violated 属凭空增义。

B) 偷换概念

原文呈现的是 19 个月谈判失败, 而非一方发起重谈被另一方拒绝; Its appeal to renegotiate the contract had been rejected 把"谈崩"偷换为"提议被拒"。

C) 无中生有

原文只指出谈判 unsuccessful, 并未指控对方 cheating; It had been cheated repeatedly 既加重态度也添加事实。

D) ✓ 正确

an unsuccessful 19 months of negotiations ↔

The negotiations between them had broken down

预判要求的"谈了 19 个月没谈拢"与 The negotiations between them had broken down 字面对应——broken down 是 unsuccessful 的标准同义替换。

47. What do we learn from the passage about the video gaming industry?

- A) It has reaped huge profits in recent years.
- B) It has become more open and transparent.
- C) It has attracted many famous voice actors.
- D) It has invested a lot in its domestic market.

从文章中我们对电子游戏行业了解到什么？

- A) 它近年来获得了巨额利润。 B) 它变得更加开放和透明。 C) 它吸引了许多著名的配音演员。
D) 它在国内市场投入了大量资金。

【答案】 A (细节题)

【判型】 What do we learn from the passage about the video gaming industry? 索取关于产业的事实描述。

【拆句】 What do we learn from the passage about the video gaming industry: we learn 是套话, about 引出真正询问对象, 无陷阱。

【定位】 The video gaming industry has ballooned in recent years. The Los Angeles Times reports that the industry is in the midst of an intense increase in cash flow. In 2015, gaming produced \$23.5 billion in domestic revenue.

近几年游戏产业急速膨胀。《洛杉矶时报》报道称, 该产业正处于现金流的迅猛增长之中。2015 年, 游戏业在国内创造了 235 亿美元的收入。

【选项】 A) ✓ 正确

gaming produced \$23.5 billion in domestic revenue ↔

It has reaped huge profits in recent years

has ballooned in recent years ↔ **has reaped huge profits in recent years**

预判"产业大赚"与 reaped huge profits 完全同义, 且 in recent years 与原文时间状语字字对应。

B) 与原文相反

原文 the secrecy of the industry 明说产业"保密", 恰好与 more open and transparent 相反。

C) 无中生有

原文出现 Crispin Freeman、Keythe Farley 等声优名, 但只为传声其诉求, 未说产业"吸引了许多 famous 声优"。

D) 偷换概念

\$23.5 billion in domestic revenue 是产业从国内市场"赚到的钱", invested a lot in its domestic market 把方向反过来变成"向国内市场投资"。

48. What are the voice actors demanding?

- A) More regular employment.
- B) A non-discriminatory contract.
- C) Extra pay based on sales revenues.
- D) A limit on the maximum work hours.

配音演员们要求什么？

- A) 更稳定的工作。 B) 一份非歧视性的合同。 C) 基于销售收入的额外报酬。
D) 对最长工作时间的限制。

【答案】 C (细节题)

【判型】 What are the voice actors demanding? 索取具体要求内容，是事实题。

【拆句】 现在进行时疑问句，结构简单。注意 demanding 是核心语义，不可漏读为一般疑问。

【定位】 So the voice actors are pushing for the idea of secondary compensation—a performance bonus every time a game sells 2 million copies or downloads, or reaches 2 million subscribers, with a cap at 8 million.

因此，声优们正在推动一种叫做“二次报酬”的方案——每当一款游戏销量、下载量或订阅数达到 200 万就发一次表演奖金，上限为 800 万。

【选项】 A) 偷换概念

isn't regularly employed every single day 只是声优身份的事实描述，而非他们“要求”的内容；More regular employment 把背景偷换为诉求。

B) 无中生有

原文谈的是 residuals/secondary compensation 与 secrecy，并未出现 discrimination 概念；A non-discriminatory contract 是凭空贴标签。

C) ✓ 正确

a performance bonus every time a game sells 2 million copies ↔

Extra pay based on sales revenues

secondary compensation ↔ **Extra pay**

预判“按销量给的奖金”与 Extra pay based on sales revenues 字面对应——extra pay = 奖金，based on sales revenues = 与销量挂钩。

D) 偷换概念

with a cap at 8 million 的 8 million 指销量/下载/订阅触发奖金的累计上限，不是工时；a limit on the maximum work hours 用 cap 这一同形词钓鱼，但所限对象不同。

49. What does Keythe Farley say about voice actors?

- A) They are kept in the dark about many details of their job.
- B) They are discriminated against in the gaming industry.
- C) They are not paid on a regular basis.
- D) They are not employed full-time.

Keythe Farley对配音演员有何评价?

- A) 他们对自己工作的许多细节被蒙在鼓里。 B) 他们在游戏行业受到歧视。
- C) 他们没有定期获得报酬。 D) 他们不是全职雇员。

【答案】 A (细节题)

【判型】 What does Keythe Farley say about voice actors? 直问其原话内容。

【拆句】 say about 结构常见: 主语 Keythe Farley, 宾语 voice actors, about 引出谈论对象, 无陷阱。

【定位】 I can't imagine if there's any other acting job in the world where you don't know what show you're in, when you're hired, says voice actor Keythe Farley, who chairs the SAG-AFTRA negotiating committee.

Keythe Farley 说: "我无法想象世上还有哪种表演工作, 是你被雇时连自己在哪部作品里都不知道。"他是 SAG-AFTRA 谈判委员会主席。

【选项】 A) ✓ 正确

you don't know what show you're in, when you're hired ↔

They are kept in the dark about many details of their job

what show you're in ↔ **many details of their job**

Farley 抱怨的核心是声优对工作内容的"不知情", A 用 kept in the dark 是这一无知情的标准书面表达。

B) 无中生有

P6P7 的核心抱怨是 secrecy, 未涉及 discriminated against; 歧视议题在 Farley 这段并不存在。

C) 张冠李戴

"不规律支薪/雇佣"那条出自 P5 的 Crispin Freeman, 与 Farley 无关; 本题问的是 Farley 的话。

D) 张冠李戴

全职/兼职话题属 P5 中 Freeman 对自由职业者身份的描述, Farley 在 P6P7 没说这件事。

50. What is the argument of lawyer Scott Witlin?

- A) Voice actors should have a pay raise if they prove to be top craftsmen.
- B) Changing the pay system would cause the industry more problems.
- C) Voice actors are mere craftsmen, not professional performers.
- D) Paying voice actors on an hourly basis is in line with the law.

律师Scott Witlin的论点是什么？

- A) 如果配音演员证明自己是顶级工匠,他们应该获得加薪。 B) 改变薪酬制度会给该行业带来更多问题。
C) 配音演员只是工匠,不是专业表演者。 D) 按小时支付配音演员报酬符合法律规定。

【答案】 **B** (细节题)

【判型】 What is the argument of lawyer Scott Witlin? 索取律师的论点。

【拆句】 What is the argument of X: of 引出观点持有人, 主干为 what is the argument, 结构平直, 无陷阱。

【定位】 So even though they're the top craftsmen in their field, Witlin says, if we pay them under a vastly different system than the people who do the 99.9 percent of the work, that's going to create far more problems for the video game companies.

Witlin 说: "所以, 尽管他们是这一领域的顶尖工匠, 但如果我们按照与那 99.9% 的工作者截然不同的体系来支付他们, 那将给游戏公司带来更多麻烦。"

【选项】 A) **与原文相反**

even though they're the top craftsmen 是让步分句, 承认声优是顶尖工匠只为引出"即便如此也不能另立薪酬体系", 而非 should have a pay raise。

B) **✓ 正确**

if we pay them under a vastly different system ↔ **Changing the pay system**
that's going to create far more problems for the video game companies ↔
would cause the industry more problems

预判"另立薪酬体系会给公司添更多麻烦"与 Changing the pay system would cause the industry more problems 字面同义, B 把条件 + 结果两部分都覆盖到位。

C) **无中生有**

they're the top craftsmen in their field 明确承认 craftsmen 身份, 但原文未把 craftsmen 与 professional performers 对立。

D) **无中生有**

原文未出现 hourly basis 与 law 任何相关表述, in line with the law 完全无据。

SENTENCE INSIGHTS • 句子精讲

7 句真题句逐层精讲

下列真题句各有独立的句子解析页——中文翻译、结构树逐层拆解、成分与时态、考点讲解与真题高频词。点击句子进入完整解析。

The strike comes in light of an unsuccessful 19 months of negotiations after the existing labor contract known as the Interactive Media Agreement expired in late 2014.

第2段，第1句

主句加时间状语从句的结构在四六级和考研阅读中非常常见，"after" 引导的时间状语从句是典型的从句类型。从句内部带后置定语的主语结构 ("contract known as") 也是真题中的高频模式，具有较强的代表性和迁移价值。

Overall, the strike is an effort to provide more secondary compensation along with other concerns, such as transparency upon hiring talent and on-set(制作中) safety precautions.

第2段，第2句

主系表结构加较长表语修饰是四六级和考研阅读中的常见句式，特别是表语后接不定式和介词短语的组合在说明文和议论文中频繁出现。本句结构具有一定代表性，掌握后可迁移到类似句型。但因为是简单句，缺少从句等更复杂的典型考点，典型性评分中等偏上。

"I can't imagine if there's any other acting job in the world where you don't know what show you're in, when you're hired," says voice actor Keythe Farley, who chairs the SAG-AFTRA negotiating committee.

第6段，第2句

该句包含了宾语从句、定语从句、状语从句、主谓倒装、被动语态、介词提前等几乎所有核心语法点，是划成分练习的极佳素材。

"And yet that happens every day in the video game world," Farley told reporters during a press conference Friday.

第7段，第1句

主句带直接引语作宾语从句的结构在新闻报道和叙述类文本中较为常见，是典型的转述句式；时间状语的位置和用法也符合常规。这类结构在四六级阅读和写作中有一定代表性，掌握后可迁移到类似句型。

So "even though they're the top craftsmen in their field," Witlin says, "if we pay them under a vastly different system than the people who do the 99.9 percent of the work, that's going to create far more problems for the video game companies."

第8段，第2句

涵盖主谓宾、主系表、宾语从句、让步状语从句、条件状语从句、定语从句、方式状语等多种成分；定语从句中关系代词 who 充当主语、条件从句中有比较结构，易错点密集；适合综合练习成分划分。

The negotiations between them had broken down.

第46题，D

简单句结构在真题中常见，主语带介词短语修饰和短语动词作谓语都是典型用法；过去完成时虽不如一般时态高频，但在叙述过去事件时仍较常用，具有一定代表性。

Paying voice actors on an hourly basis is in line with the law.

第50题，D

动名词短语作主语 + 系表结构是四六级和考研阅读中的常见句式，尤其在议论文和说明文中频繁出现，掌握后可迁移到大量类似句子的理解中。

HIGH-FREQUENCY • 真题高频词

本篇出现的 63 个英语六级真题高频词

下列单词既在本篇真题中出现，又是 **英语六级** 历年真题的高频词（在该考试真题中出现的句子数均不少于 8）。每个词标注本篇 出现次数与该考试真题句频，点击可查看该词的释义、音标、词形与真题例句。

strike B1

v. 打击

本篇4次 · 真题 25 句

million A2

num. 一百万

本篇3次 · 真题 126 句

contract B2

n. 合同

本篇3次 · 真题 30 句

compensation B2

n. 报酬

本篇3次 · 真题 11 句

secondary B2

adj. 次要的

本篇3次·真题 11 句

would A1

aux. (will 的过去式) 将要, 会

本篇2次·真题 568 句

system A2

n. 系统

本篇2次·真题 176 句

represent B1

v. 代表

本篇2次·真题 45 句

labor B1

n. 劳动

本篇2次·真题 42 句

basis B2

n. 基础, 根据

本篇2次·真题 37 句

character B1

n. 性格

本篇2次·真题 30 句

employ B1

v. 雇用

本篇2次·真题 30 句

hire A2

v. 雇用

本篇2次·真题 29 句

domestic B2

adj. 国内的

本篇2次·真题 25 句

revenue B2

n. (公司、组织的) 收入, 收益

本篇2次·真题 25 句

declare B2

v. 宣布

本篇2次·真题 18 句

lawyer B1

n. 律师

本篇2次·真题 18 句

committee B1

n. 委员会

本篇2次·真题 13 句

negotiate B2

v. 谈判

本篇2次·真题 11 句

publisher B2

n. 出版商

本篇2次·真题 10 句

vocal B2

adj. 直言不讳的, 大声表达的

本篇2次·真题9句

less A1

det. 较少的

本篇1次·真题273句

issue B1

n. 问题

本篇1次·真题158句

base A2

n. 基础

本篇1次·真题126句

rate A2

n. 速度

本篇1次·真题121句

project A2

n. 项目

本篇1次·真题116句

major B1

adj. 主要的

本篇1次·真题108句

performance B1

n. 表演

本篇1次·真题98句

effective B1

adj. 有效的, 起作用的

本篇1次·真题94句

demand B1

v. 坚决要求

本篇1次·真题92句

concern B1

v. 涉及

本篇1次·真题88句

professional B1

adj. 专业的

本篇1次·真题82句

billion B1

num. 十亿 (1,000,000,000)

本篇1次·真题74句

attract B1

v. 吸引 (注意力、兴趣)

本篇1次·真题67句

media B1

n. 大众传播媒介 (报刊、电视、广播、互联...

本篇1次·真题58句

overall B1

adj. 总体的

本篇1次·真题58句

production

B1

n. 生产

本篇1次 · 真题 58 句

argument

B1

n. 争论

本篇1次 · 真题 51 句

limit

B1

n. 限度

本篇1次 · 真题 51 句

aspect

B2

n. 方面

本篇1次 · 真题 50 句

appeal

B2

v. 呼吁

本篇1次 · 真题 48 句

detail

B1

n. 细节

本篇1次 · 真题 46 句

invest

B2

v. 投资 (金钱、时间等以期获得回报)

本篇1次 · 真题 45 句

electronic

B1

adj. 电子的

本篇1次 · 真题 43 句

talent

B1

n. 天赋

本篇1次 · 真题 35 句

extra

A2

adj. 额外的

本篇1次 · 真题 33 句

profit

B1

n. 利润, 盈利

本篇1次 · 真题 33 句

regular

B1

adj. 经常的

本篇1次 · 真题 33 句

press

A2

v. 按, 压

本篇1次 · 真题 30 句

interactive

B2

adj. 交互式的

本篇1次 · 真题 27 句

regularly

A2

adv. 经常地

本篇1次 · 真题 27 句

typically

B1

adv. 通常, 一般

本篇1次 · 真题 26 句

union B2

n. 工会

本篇1次 · 真题 25 句

complaint B1

n. 抱怨

本篇1次 · 真题 23 句

reject B2

v. 拒绝接受

本篇1次 · 真题 20 句

trigger B2

v. 引发

本篇1次 · 真题 20 句

mere B2

adj. 仅仅的

本篇1次 · 真题 19 句

cash A2

n. 现金

本篇1次 · 真题 18 句

flow B1

v. 流动

本篇1次 · 真题 18 句

intense B2

adj. 强烈的

本篇1次 · 真题 18 句

existing B1

adj. 现有的

本篇1次 · 真题 16 句

repeatedly B1

adv. 反复地

本篇1次 · 真题 11 句

transparent B2

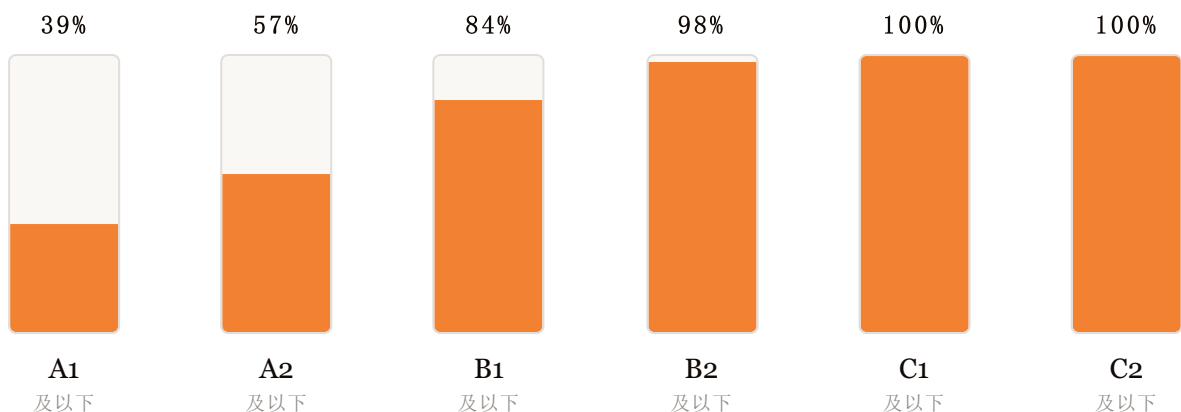
adj. 透明的, 清澈的

本篇1次 · 真题 10 句

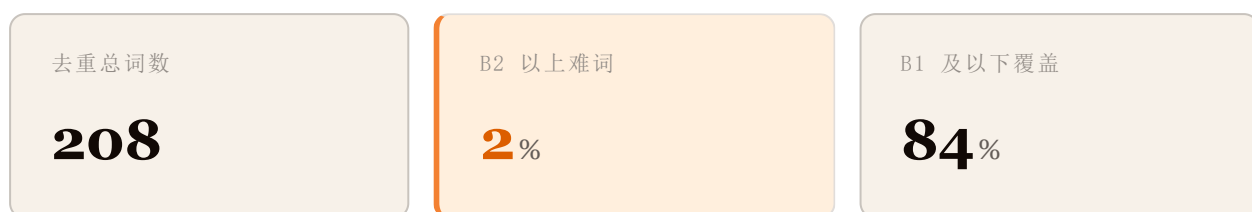
VOCABULARY • 词汇难度分布

全文 208 词按 CEFR 难度累积覆盖

全文去重后共 **208** 个单词, 按欧框 CEFR 等级统计。每根柱表示「该等级及以下」的累积占比 (CDF), 最右一柱为 100%。B2 以上 (C1/C2) 为高阶词, 本篇共 5 个 · 约 2%。



每柱为「按 CEFR 等级及以下」的累积覆盖率 (CDF) · 数据为全文去重词 208 个 · 末柱为 100%



英语六级 2019年6月·第2套 · 全卷构成

Part I	写作	题目解析 →
Part II	听力	题目解析 →
Part III Section A	完形填空（选词填空）	题目解析 →
Part III Section B	长篇阅读（信息匹配）	题目解析 →
Part III Section C (1)	阅读理解（四选一）	本题
Part III Section C (2)	阅读理解（四选一）	题目解析 →
Part IV	汉译英（段落翻译）	题目解析 →