

## VOCABULARY 7 (1/3-13)

**antiseptic (adj)** preventing infection or decay  
anti = against

**cascade (v)** pour; rush; fall

**deleterious (adj)** harmful to health, well-being  
de = down      let = little      ous = full of

**evanescent (adj)** vanishing; fleeting  
e(f/x) = out

**gainsay (v)** to deny or contradict

**indulgent (adj)** lenient; patient  
in = in or not

**macerate (v)** to cause to become soft or separated into constituent elements by or as if by steeping in fluid  
ate = cause

**ostensible (adj)** apparent; declared

**quiescent (adj)** inactive; at rest

**saturnine (adj)** heavy; grave; gloomy  
ine = nature of

**trek (v)** to make a journey

**welter (v)** to roll about or wallow

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**condition (n)** factor affecting something (the game)  
con = together      tion = act or state

**evaluate (v)** to examine and judge something (the game)  
e(f/x) = out      val = worth      ate = cause

**mechanics (n)** how something (the game) works  
ics = art

**modify (v)** to make small changes to something  
fy = make

**playtesting (v)** attempting to play the game to determine strengths and weaknesses of the game, rules, etc.

**prototype (n)** original used as a model

**proto = first**

**randomizer (n)** things that make the situation less predictable

**ize = make**

**tweak (v)** to adjust something slightly