

Nearing the *endgame*, is Hollywood's lust for sequels destroying cinema

Never before have film *sequels* been so many and so varied.

endgame 最后阶段; 尾声

sequel 续集; 结局

The industry's eagerness to recycle is not hard to explain. Revenue is a big factor. Of the all-time top 10 *grossing* films, six are now sequels. More important than the scale of these earnings is their reliability. Nobody knows whether an untried property will succeed, but the success of a sequel is *virtually* guaranteed.

gross 总收入

virtually 实际上; 事实上

Just why sequels are so successful is no mystery either. They meet intense audience demand. Nothing *whets* filmgoers' appetites like what the industry calls "preawareness". Informed anticipation is part of the fun, and provides a ready topic of conversation.

whet 刺激; 促进

Inevitably, the sequels *juggernaut* is *throttling* fresh ideas, the *lifeblood* of any creative activity. It may be offering the movies a short-term fix by *imperilling* their long-term health.

juggernaut 主宰; 强大

throttle 扼杀; 节流

lifeblood 生命力

imperil 危及; 威胁

Our world is in flux, and yet we are not encouraged to engage with change. Instead, we are offered the chance to *retreat* into thought *bunkers* with those *of like mind*, and cut ourselves off from *unsettling* ideas.

retreat 撤退

bunker 碉堡

of like mind 志同道合的人

unsettling 令人不安的; 扰乱

It is understandable that in such circumstances we should look to the big screen for the comfort of *repetition*. Children find it *consoling* to be told the same bedtime story every night. Maybe, however, it is time for filmgoers to grow up.

repetition 重复; 背诵

console 安慰; 控制台

consoling 安慰的