



INDIAN SCHOOL DARSAIT DEPARTMENT OF ENGLISH



Subject : English

Topic: **Virtually True**

Worksheet No. :14

Date : _____

Name of the Student : _____ Class & Division : _____ Roll Number : _____

Read the extracts given below and answer the questions that follow :

Marks

1. *'Six weeks ago, Sebastian Shultz was badly injured in a motor-way accident. His condition, on arrival at the General hospital, was described as critical though stable. Despite doctor's hopes, the boy did not regain consciousness. His parents were informed that their son was in a coma.'* 4
 - a) Sebastian Shultz had gone into coma because.....
Ans: He had been badly injured in a motor-way accident.
 - b) The narrator knew of Sebastian Shultz's critical condition from....
Ans: The newspaper.
 - c) The narrator was concerned about Shultz's condition as.....
Ans: He had met him in the virtual games and he knew him.
 - d) The doctor described Sebastian's condition as.....
Ans: Critical but stable.
2. *'It all started a month ago. Dad and I spent the entire Saturday afternoon at the Computer Fair.'* 4
 - a) Who does 'I' in the extract refer to?
Ans: 'I' is Michael.
 - b) What started a month ago?
Ans: When Sebastian met with a car accident, he hit his head on the computer and the computer stored his memory as its own. Later, he was admitted in a hospital. All his discs were then stolen from the hospital and they ended up in a computer fair from where Michael bought games in which Sebastian's games were also included. And thus, Sebastian entered the games.
 - c) What does the speaker have keen interest in?
Ans: The speaker has keen interest in psycho-driven games.
 - d) What do you know about the speaker's dad?
Ans: The speaker's dad was nutty about computers.
3. *'When we got them, I remember some of them were not new. Anyway, back at home, I launched myself off into the first of the games.'* 4
 - a) Who is the speaker?
Ans: Michael.
 - b) What did the speaker get?
Ans: Computer games/interactive psycho - drive games.
 - c) What does the word, 'launched' mean?
Ans: Started/started the first game.
 - d) What was the name of the first game?
Ans: Wild west.
4. *'Stupid question. With the help of a skeleton swipe-card, we were soon out of the cell and racing down corridors.'*
 - a) Who does 'we' refer to?
Ans: 'We' refers to Michael and prisoner who infact was Sebastian.
 - b) What was the stupid question?

Ans: The plan of escape.

c) What is a 'skeleton swipe-card'?

Ans: A plastic card on which data has been stored magnetically and it can be read by an electronic reading device/any card which can be electronically swiped.

d) Which game was Michael playing?

Ans: Jailbreak.

5. *"There's got to be some kind of accident... go into WARZONE. If this doesn't work I won't bother you again."* 4

a) Who has sent the above message and to whom?

Ans : This frantic message was sent by Sebastian to Michael.

b) What is the objective behind this message?

Ans : In every game Michael had failed to save Sebastian. So this was to be the last game.

c) What are the fears and apprehensions faced by the sender?

Ans : If WARZONE does not work, then Sebastian would never trouble Michael again.

d) What kind of help does the sender seek? Why?

Ans : There had to be some kind of accident only then he would be saved.

6. *'I shook my head. A real message from the real Sebastian Shultz. We both knew that by relieving the accident, something wonderful had happened. But then again, now that there are two advanced intelligences on earth, who can say what isn't possible.'*

a) 'I' here stands for.....

Ans: Michael.

b) What accident is he referring to?

Ans: The motor accident in which Sebastian went into a coma.

c) The narrator had saved Sebastian Shultz....

Ans: By cracking the video games.

d) Two advanced intelligences are...

Ans: Human intelligence and the virtual intelligence.

7. *'It was while we were in the hospital, someone stole the lot. I don't know what happened to them.'*

a) Who is the speaker of these lines?

Ans: Mr. Shultz.

b) Why were they in the hospital?

Ans: His son Sebastian had met with an accident and was in a coma.

c) What was stolen?

Ans: Games.

d) Who had got it?

Ans: Michael.

Short answer questions(30-40 words):

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a. **Who was Sebastian Shultz? OR Who was Sebastian Shultz? How did he meet with an accident?**

Ans :Sebastian Shultz was a 14 year old school boy from South London. He was badly injured in a motor-way accident. His condition was critical. He was in a coma and only some miracle could save him.

b. **Why was Michael shocked when he read the name Sebastian Shultz in a newspaper?**

Ans :Michael was shocked by the news of Sebastian's Miracle Recovery because he had been interacting with Sebastian through the psycho-drive games for the past one and a half months. When he read the newspaper he was shocked that Sebastian, whom he had

saved in a game, was a real life person and he was instrumental in bringing him out of a coma.

c. **Why did the news about Sebastian Shultz shock Michael?**

Ans :The news about Sebastian Shultz shocked Michael because he had been playing with him the last few days and had never realized that he was actually a living character. But when he saw his photograph in the newspaper, it gave him a jolt.

d. **What sort of person was Michael's dad?**

Ans :Michael's dad was nutty about computers. He used to buy every new gadget. In fact he could not resist any of the new gadgets or gizmos that came into the market.

e. **How did Michael and his father indulge in their taste for new gadgets?**

Ans :They went to the Computer Fair, bought various gadgets and CDs. Michael's father was nutty about computers, he always wanted to buy whatever new there in the field of computers. They went to the computer fair and bought various gadgets, CDs. And was psycho-drive games.

f. **Why was the first game complicated for Michael?**

Ans :The first game "WILD WEST" was complicated for Michael because the appearance of the second Sheriff complicated the game. He did not look like a computer image. And the game turned out to be different form the original one.

g. **What did Sebastian write in the final e-mail he sent to Michael?**

Ans:Sebastian thanked Michael for saving his life in the final e-mail. He expressed his gratitude by saying that he should keep the games as he had earned them by saving his life. He also expressed his hope of meeting him again.

h. **How was Sebastian Shultz's memory stored on Michael's disk? How did Michael discover it?**

Ans :When Sebastian had met with an accident, the computer had saved his memory as its own. Michael discovered later that the games disk had got stolen in the hospital and he had ended up buying those computer games.

i. **Who was Black-Eyed Jed and what did he convey to the Sheriff?**

Ans : Michael was the Sheriff in the game 'WILDWEST'. When he was enjoying a drink in the saloon, he was challenged by a Black-eyed Jed the fastest gun in the west. He wanted to confront the Sheriff. So he was called out of the saloon.

j. **What was the objective of the second game called Dragon quest? In what role did Sebastian appear in it?**

Ans : The aim of the game 'DRAGON QUEST' was simple. It was to rescue fair princess Aurora from the wicked dragon and to collect the wicked dragon's treasure. Sebastian appeared in the form of a knight and even Michael was also supposed to be a knight.

k. **How did Michael and Sebastian escape from Jail in Jailbreak? Why was Sebastian injured in this escape?**

Ans : Sebastian was Michael's cell-mate in the game 'JAILBREAK'. They use a skeleton swipe card to open the cell-door and run away. Sirens wail, guards run after them, fiery dogs howl and chase them. Both of them run upstairs but they are chased. Before Michael can do something, Sebastian falls down on the concrete below.

l. **How did Michael connect Sebastian's recovery from coma with the result of his last game?**

Ans : Apparently, at the time of an accident, Sebastian was using his laptop to play one of the psycho-drive games. He had been plugged into the computer and when he banged his head, the computer saved his memory as its own. Those games were stolen when Sebastian was in the hospital. These games were sold in the market and Michael bought them from a Computer Fair.

- m. **In the second game ‘Dragon Quest’ Michael came to rescue Princess Aurora? Who cried out that he needed rescuing first and why?**

Ans : In the second game, “**DRAGON QUEST**” , Michael was supposed to rescue Princess Aurora from the wicked dragon and also to collect dragon’s treasure on the way. He was on the verge of saving the princess, when he heard a voice asking to be saved first. It was Sebastian who was in the form of second knight.

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LONG ANSWER QUESTIONS (100-120words)

1. **How did Sebastian’s memory stored on disk end up on Michael’s Computer? How had Sebastian Shultz enter the game?**

Ans : Sebastian Sultz, a 14 years old boy from London, met with an accident and went into a coma and the doctors feared that his coma would last forever. Apparently, at the time of accident, Sebastian was using his laptop to play one of the psycho drive games. He had been plugged into the computer, and when he banged his head, the computer saved his memory as its own. Those games were stolen when Sebastian was in the hospital.

After these games were sold in the market, Michael, who was a computer freak and was really fascinated by psycho-drive games, bought them from a computer fair. Michael was intelligent enough to understand the objective of each game.

By strange luck he got connected to Sebastian, whom he had never seen but proved his perseverance and determination in rescuing him from his coma.

2. **Describe interactive psycho-driven games. Out of the four psycho-driven games that Michael plays in the lesson, which one appeals you most. Why couldn’t Michael save Sebastian Shultz in ‘Wildwest’, ‘Dragonquest’, ‘Jailbreak’ but succeeds in saving him the last game ‘Warzone?’**

Interactive Psycho-driven games are driven by mental power. In such games the man who plays them and the computer interact. They are terrific. With a virtual reality visor and glove we can change what we see. Better than that, we can control the action by what we are thinking. All the four psycho-driven games that Michael plays in the story are exciting and interesting. They take us to the romantic world of the ‘Wildwest’ with its dusty towns, castles, dragons and dungeons. There is plenty of action in them. Sebastian Shultz plays the second sheriff in ‘Wildwest’, the second knight in ‘Dragonquest’, a prisoner in ‘Jailbreak’ and a victim in ‘Warzone’. The last game ‘Warzone’ is most appealing as here the actions of Michael and Sebastian Shultz are more coordinated and planned. Guns are booming. Bombs are exploding. But they dodge the sniper fire. They jump into a jeep parked by the wayside. The tank crushes into the jeep. Before they are killed or caught they make it to the waiting helicopter which soon soars into the sky. Michael is rewarded. His score touches 40,000,000 and he wins the jackpot. Finally, he is able to save Sebastian Shultz. In the end, the ‘real’ Sebastian Shultz sends a ‘real’ message to Michael. He thanks Michael for saving his life and is eager to meet him soon. He also asks him to keep all the psycho-driven games with him as he has ‘earned’ them.