

Virtually True

12: How did Michael enter Sebastian's memory?

Ans While playing psycho-drive game Michael entered Sebastian's memory.

22: How did Sebastian Shultz fall into a coma?

Ans Sebastian Shultz fell into a coma after he met with an accident in which his head banged against his gaming-console while playing a virtual reality computer game.

32: What was special about the second sheriff's appearance?

Ans The second sheriff, though a virtual character, didn't look like the other characters in the game. About the same age as Michael, he didn't move like an animated character.

42: How did Sebastian & Michael run away from the dragon? Why was their attempt not successful?

Ans Sebastian chopped off the princess' two long plaits & tied them together, end on end. Tying one end onto the bedpost, they jumped out through the window with the dragon behind them in close pursuit. They could not escape from the dragon as the dragon suddenly appeared in front of them & sprang upon Sebastian.

Q2: How did Michael hit the jackpot & finally cracked the game?

Ans: In the game 'Warzone', Michael succeeded in saving Sebastian Schultz. He managed to pull him up into the helicopter, which soared into the sky. Getting a score of 40,000,000 he had hit the jackpot & cracked the game.

Q3: Why did Michael feel so bad at the close of 'jailbreak' & how did he reconcile himself?

Ans: He could not save Sebastian Schultz. He had failed him & lost the game too. Later he reconciled to the fact that Sebastian was perhaps not real.

Q4: What kind of computer fascinated Michael & his dad? Why?

Ans: He had Pentium 150 MHz processor complete with RAM, CD ROM, speakers, printers, modem & scanner.

He had all the games: Tornado, MC Babar, Black Belt etc.

He could not resist any of the new gadgets & gizmos that came to the market.

Q5: How did Michael enter Sebastian's memory?

Ans: When Michael played the game, he entered Sebastian's memory, which was already plugged in the game played by him earlier.

LAQ / V3Q.

Q2 What are psycho-drive games? Describe the four games played by Michael. Which one do you find most interesting & why?

A Psycho-drive games are played using mental power. There is an interaction between the man who plays them and the computer with a virtual reality visor & glove, which can bring about the change in what we see. Better still, the action can be controlled by our thoughts. They are immensely thrilling.

In the story, Michael plays four psycho-drive games, one after the other. We are taken to the imaginary world of the 'Wildwest' & get to see the dusty towns, castles, dragons & dungeons. Plenty of action! Sebastian plays the second sheriff in 'Wildwest', the second knight in 'Dragonquest', a prisoner in 'jail break' & a victim in 'Warzone'. The last game is the most interesting, as the actions of the two, Sebastian & Michael, are more organised & in coordination with each other. There is real thrill with the guns booming & the bombs exploding. They both dodge everything, are unhurt & jump into a jeep parked by the side of the road. The tank crashes into the jeep - In time, they make it to the waiting helicopter which soars into the sky. Both are unhurt. Michael gets his reward. His score touches 40,000,000.

& he wins the jackpot he cracks the game saving Sebastian this time. In the end, they both communicate in reality & become friends forever.

Sebastian asks Michael to keep the game as a token of love & gratitude, moreover he had earned them

Q2 Write an article on "Virtual Games are a Reality."

A It seems computer games are here to stay; they have hooked the young minds completely. They have contributed a lot in having their mental skills like computing, calculating, assessing etc. But they have their negative impacts as well.

They have closeted the people, isolated them, & have rendered their life as sedentary.

Playing in the parks, socialising with friends has become a thing of the past. Living in the unreal world most of the time gives rise to psychological disorders which affect one's healthy negatively. Like the addiction for drugs, this too has become an addiction.

Reference To Context

11e: I suddenly - - - gasped.

12 Who is 'I'?

A 'I' is the narrator, Michael.

2e. Whose photograph did he see?

A. He has ~~seen~~ seen Sebastian Schultz's photograph in the newspaper.

3Q. What was the story about him?

A. The story was about miraculous recovery made by Sebastian Schultz, a 14 year-old schoolboy from South London.

12Q. I'd hit - - - - game.

1Q. Who is 'I'?

A. 'I' is the narrator.

2Q. What is the jackpot?

A. 'Jackpot' is the perfect score of 40,000,000.

3Q. What was the outcome of the game?

A. The narrator won the game.

13Q. We came away - - - - terrific.

1Q. Who are 'we'?

A. Michael & his father are 'we'.

2Q. What are terrific?

A. The psycho-drive games are terrific.

3Q. Why are they terrific?

A. They are terrific because they can be driven by mental power.

14Q. "The more - - - - part."

1Q. Who is the speaker of the above line?

A. Michael is the speaker of the above line.

2Q. What are 'they'?

A. Computers are referred to here.

3Q. How can one understand the part better?

A. Part could be understood better when computers become more futuristic.

15Q. "The boy - - - below"

1R. Who is the 'boy'?

A. Sebastian is the boy.

2Q. Where is 'he'?

A. 'He' is the game 'Tailbreak'.

3Q. What do you mean by the phrase 'tumbling back'?

A. 'Tumbling back' means to fall with a rolling or bouncing movement.

16Q. "My hero! - - - below".

1R. Who is the 'boy'?

A. Sebastian is the boy.

2Q. Where is 'he'?

A. 'He' is the game 'Tailbreak'.

3Q. What do you mean by the phrase 'tumbling back'?

A. 'Tumbling back' means to fall with a rolling or bouncing movement.

17Q. "Never mind - - - rescuing!"

1R. Who is the speaker?

A. Sebastian is the speaker.

2Q. Who is being spoken to?

A. Michael, the narrator is being spoken to.

3Q. Who is 'her' in the above line?

A. 'Her' is the fair princess Aurora who was in the clutches of a wicked dragon.

182. Why does the speaker need to be rescued?

A The speaker needs to be rescued as he is stuck in the castle in a psycho-dive game.

192. In what way did the second game seem very real?

A The second game required the player to rescue a princess called Aurora from a wicked dragon, who had imprisoned her in a tall tower. The long plait of the princess are chopped off & used for escape as a rope by Sebastian who appears as a knight in the game. Michael could even hear & feel the evil dragon's nearness; he could even feel the smell of the dragon in his nostrils. Everything seemed very real.

202. Describe the first place where Michael was virtually transported?

A The first game that Michael played 'Wildwest', which transported him to Texas, during the days of Wildwest. He reached a town in a desert & was walking down a dusty track towards the saloon. He noticed that a Sheriff's badge was pinned on his shirt. As he walked into the saloon, everyone became silent & glared at him. There was a bar in the saloon & he ordered a drink called 'Sarsa Parilla'.

Extracts for Comprehension

12. "Elizabeth's that - - - - spirit!"

12. What is the relation of the speaker with Elizabeth?

A Elizabeth is the speaker's sister.

22. What does 'it' in this extract stand for?

A 'It' stands for the bureau.

32. What bargaining is being discussed here?

A The speaker feels that her wife's clever attitude will win her favour.

22. "How you can - - - - upstairs?"

12. Who is the speaker?

A Mrs. Slater is the speaker.

22. What is the mood of the speaker?

Mrs Slater is angry on Victoria.

32. Why is the speaker in that mood?

A She is angry because her daughter is playing outside when her grandfather is lying dead.

32. "I can't exactly - - - - foot."

12. Who is the speaker of the above line?

A Grandfather is the speaker.

22. Why is the speaker dazed?

A The speaker is dazed because he has woken up after a long sleep.

32. What did the speaker mean by dazed?

A By dazed the speaker meant that he couldn't move an inch of his hand & foot.