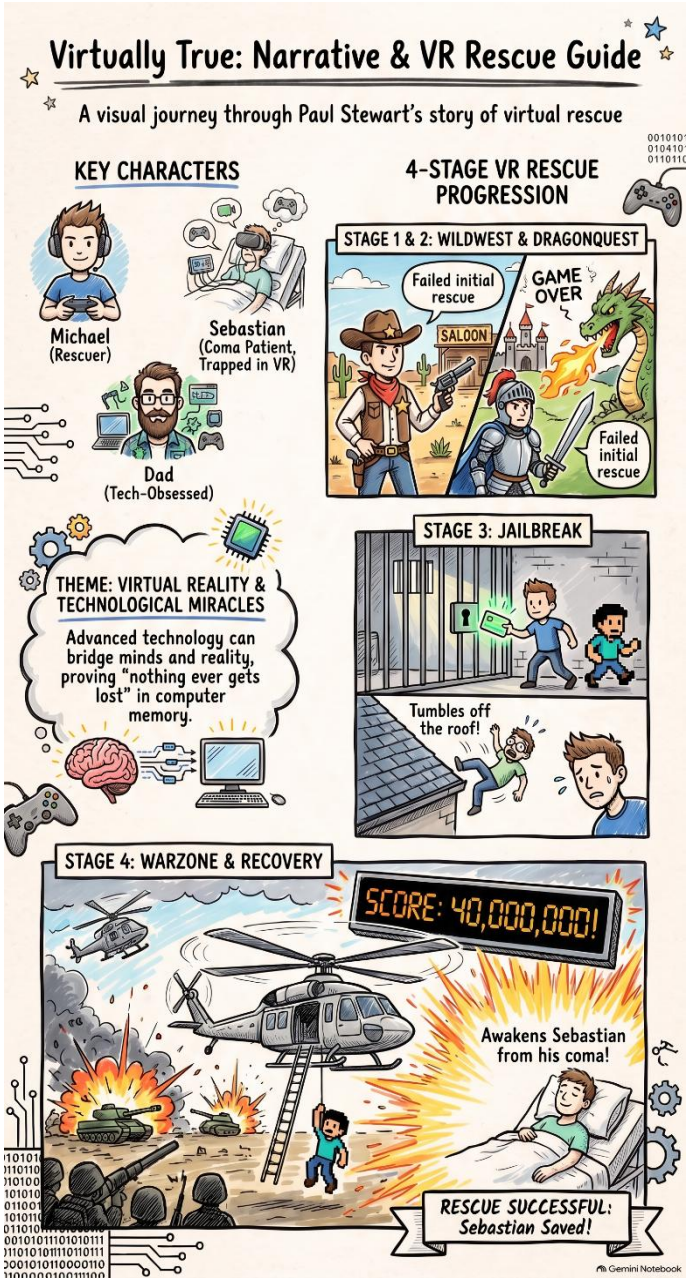
INDIAN SCHOOL AL WADI AL KABIR
DEPARTMENT OF ENGLISH (2026-27)
CLASS – X
QUESTION BANK - VIRTUALLY TRUE

SUMMARY



"Virtually True" is a science fiction centered on virtual reality gaming and a mysterious bond between two players. Narrated by Michael, a young boy fond of immersive video games, it features his father's advanced computer system with a Pentium processor, 256 MB RAM, and virtual reality gear—visor and gloves—that let Michael feel inside the games. One day, he reads a strange newspaper article about Sebastian Shultz, a boy who miraculously recovered from a coma, sparking Michael's curiosity due to its unexplained link with the games he plays.

As Michael explores virtual reality games like Wildwest, Dragonquest, Jailbreak, and Warzone, he unexpectedly meets Sebastian Shultz. In each game, Sebastian is in danger, and Michael must rescue him. Yet most attempts fail, with Sebastian vanishing back into the game. Eventually, Michael discovers Sebastian is the same boy from the news article—injured in an accident and left in a coma. His consciousness was trapped in the games' memory files, awaiting rescue. After repeated failures, Michael finally succeeds in Warzone, where they dodge sniper fire, bombs, and tanks to reach safety.

When the game is over, Michael finds that the mysterious messages from Sebastian stop. Sebastian had been "trapped" in the virtual world, and now that Michael has successfully completed the mission, Sebastian wakes up from his coma in real life.
The story ends with Michael receiving a note from Sebastian thanking him for saving his life. It highlights the blurred lines between virtual reality and real life, suggesting that the technology may be more than just a game—it might also connect people in unimaginable ways.

THEME

The primary theme of Virtually True revolves around the fusion of virtual reality with real life, emphasizing the blurring of boundaries between these two realms. The story suggests that as technology becomes more immersive, it might be possible for digital experiences to become inseparable from real experiences, potentially with profound consequences. This is seen in how Sebastian Shultz's consciousness is transferred into the games following his accident. The secondary themes include the power of friendship, perseverance, and the role of technology in shaping modern human interaction.

The story also hints at the philosophical concept of what constitutes reality. Is a memory stored in a computer as valid as one in a human brain? The story engages readers in thinking about this, especially when Sebastian sends Michael real emails, suggesting that even after being trapped in the games, Sebastian exists both virtually and physically.

CHARACTERS

Michael, the protagonist, represents a typical young boy fascinated with technology and computer games. His excitement about virtual reality feels relatable, especially in a modern context where gaming and immersive tech are increasingly popular. Despite his initial focus on gaming as a leisure activity, Michael undergoes a transformation. As he realizes that Sebastian's life depends on his actions in the games, he becomes emotionally invested, showing courage and determination.

Sebastian Shultz, though largely a virtual presence, is central to the story's plot. He is a victim of circumstance, trapped in the games due to a terrible accident. Sebastian's character is unique because, unlike a traditional character who is physically present, he exists primarily in the virtual world and through messages. Yet, despite this, he feels human, relatable, and engaging.

PLOT STRUCTURE AND PACING

The story follows a non-linear structure, blending the present with Michael's reflections on past events and the various stages of his interactions with Sebastian. The plot's pacing is fast, filled with action sequences inside different virtual games: Wildwest, Dragonquest, Jailbreak, and Warzone. The constant shifting between these games adds an element of unpredictability and keeps the reader engaged. The rapid, game-like progression of the story, with repeated failures and attempts to rescue Sebastian, mirrors the format of a video game itself, reinforcing the virtual reality theme.

The central mystery, how Sebastian Shultz got trapped in the games, is unraveled gradually. The climax, where Michael finally succeeds in rescuing Sebastian in Warzone, is a fitting culmination of the tension built throughout the narrative. The use of email communication to wrap up the story and confirm Sebastian's recovery adds a modern touch, making the story feel contemporary and relevant.

USE OF TECHNOLOGY

Virtually True presents an advanced technological setting, featuring psycho-drive games that allow the player to control in-game actions through thought. The story highlights the allure of such

immersive technologies, but it also portrays their unintended consequences. Sebastian's accident, while playing one of these games, shows the potential risks involved in becoming too engrossed in virtual worlds. The fact that his memory gets stored in the game software points to a deeper concern about how much of ourselves we may lose to technology, raising questions about the ethics and implications of future developments in virtual reality.
The advanced computer setups and virtual reality gadgets, such as the visor and glove, feel futuristic, yet grounded enough in reality to be believable. The story successfully balances the excitement of these gadgets with a warning about the unforeseen outcomes of their use, particularly when combined with the fragility of the human mind.

CONFLICT AND RESOLUTION

The conflict in Virtually True is multi-layered. On the surface, there is the immediate conflict of Michael's repeated attempts to rescue Sebastian from the games. This is resolved through perseverance and determination, as Michael refuses to give up even after several failed attempts. On a deeper level, the story presents the conflict between technology and reality, between human experience and virtual experience. By the end of the story, while Michael manages to rescue Sebastian and brings him to the real world, the underlying question remains: how much influence does virtual reality have over our minds.
The resolution of the story brings satisfaction as Michael succeeds in saving Sebastian, yet it leaves readers pondering the deeper implications of the story. The line "Everything that I've described is true - Virtually!" is a clever closing that reminds the reader of the ambiguous nature of reality in the age of advanced technology. While the story highlights the wonders of virtual reality, it also underscores the potential dangers when we become too intertwined with these virtual experiences.

MESSAGE

Virtually True is a thrilling and imaginative story that examines the evolving relationship between humans and technology. It blends elements of science fiction, adventure, and mystery, appealing to the young audience while raising thought-provoking questions about the impact of virtual worlds on our real lives. Paul Stewart's narrative showcases the excitement of new technology but also serves as a cautionary tale, reminding us to be mindful of the boundaries between the virtual and the real.

EXTRACT BASED QUESTIONS

Read the following Extracts and answer the given questions.

1.*My hero!" she squealed Take me away from all this. Behind me I could hear the dragon roaring. Rescue me now, the princess said urgently. 'Never mind her', came a voice, and a second knight appeared from the wardrobe. 'It's me who needs rescuing!"*

(a) In which video-game did this event occur?
Ans-The event occurred in the game named Dragonquest.

(b) Who had tormented and imprisoned the princess?
Ans- It was the wicked dragon who had tormented and imprisoned the princess.
(c) Who is the second knight' who himself wanted to be rescued?
Ans-The 'second knight' was none else but Sebastian Shultz in the game.

2. ***At that moment, the woman's hand moved. I suddenly saw the photograph that went with the story, and gasped. The boy in the picture was Sebastian. There was no doubt. "But how? " I muttered.***

(a)Which woman is referred to here?
Ans- The woman referred to here is the one holding and reading the newspaper.
(b)What was so surprising to the narrator?
Ans-The picture of Sebastian in the newspaper surprised the narrator greatly because it resembled a character by the same name in his video games closely.
(c) In which mood was the narrator?
Ans-The narrator was surprised and puzzled.

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

(a)Who were in the hospital? Why?
Ans-The parents of Sebastian Shultz were in the hospital because Shultz had gone into coma due to an accident.
(b)What had been stolen?
Ans-Some games of Shultz had been stolen.
(c)What did Michael guess from the statement?
Ans-Michael guessed that he and his father bought Shultz's stolen games at the Computer Fair.

SHORT ANSWER QUESTIONS

1. What explanation did the narrator find for the weird games he had played with Sebastian?

Ans- According to the narrator, Sebastian's memory had somehow got stored in the disk containing the games. These disks had been stolen from the Shultz's and they had found their way to the Computer Fair from where the narrator's father had bought them for him

2. Pick out the literary device in the last line of the lesson, and explain it.

Ans- The literary device is the unusual collocation of the words 'true-virtually. It is an oxymoron. It expresses the fact that the experience of the narrator with the computer games was very realistic even though it was not really true.

3. According to the newspaper, what had happened to Sebastian Shultz!

Ans- According to the newspaper, a 14-year-old, Sebastian Shultz who had been in coma for six weeks, had recovered miraculously.

4. The games can be put under what category?

Ans- The games can be categorised as psycho-drive games.

5. What was Michael's theory about how Sebastian had entered the games?

Ans-Michael felt that Sebastian's memory had been saved in the computer when he had banged his head on it during the accident and had entered the games.

6. What kind of computers fascinated Michael and his dad? Why?

Ans- They were fascinated by the Pentium MHz processor with 256 RAM, a 1.2 GB hard drive and 167 speed CD Rom. It could do anything-play, paint, play music, create displays, etc.

7. Why did the news of the miracle recovery shock Michael?

Ans- It shocked Michael because according to the report, Sebastian had been in coma for the past six weeks, yet during this time had appeared in Michael's games and asked him for his help in escaping from one game or the other that were stored inside the CD.

8. Where and how did Michael's meeting with Sebastian take place?

Ans- The meeting took place inside the game 'Wildwest' when Sebastian had entered the game as the second Sheriff and asked Michael to follow him.

9. How did Michael save Sebastian in the last game?
OR
How did the narrator happen to crack the video game?
OR
How was Shultz finally rescued by Michael?

Ans- Michael's success in the last game was a matter of luck as well as quick responses. The force caused by the crash between the tank and the jeep threw Sebastian out of the jeep just below the hatch of the helicopter, from where he was pulled up by Michael. Therefore, Michael was finally successful in saving Sebastian Shultz in the game 'Warzone'. After the game was over, the screen flashed a score of 40000000.

10. How did Sebastian Shultz communicate with Michael? What did he say in his last message?
OR
What did Sebastian write in the final e-mail he sent to Michael?

Ans- Sebastian Shultz communicated with Michael through computer printouts. His last message was sent through an e-mail. In it, Sebastian had thanked Michael for saving his life. He also expressed a wish to meet Michael soon in real life. Besides, he wanted Michael to keep the games as he had earned them.

11. A real message from the real Sebastian Shultz', says Michael. What does he mean by this?

Ans- Michael had always met Sebastian as a character in his games. All his messages so far had also been in the form of computer printouts. However, his last message to Michael was an e-mail sent by the real Sebastian, not a character in the virtual world of psycho-drive computer games.

12. Why did Michael enjoy playing the psycho-drive games?

Ans- Michael enjoyed them because the big screen with the loud volume made him feel like he was inside the game, battling it out. They were games played with a virtual reality visor and glove, which have the ability to change what a person can see.

13. In the story, Virtually True, Michael said, "That's what I like about computers. The more futuristic they get, the better you can understand the past." Explain what he meant. (CBSE SQP 2021)

Ans. Michael is expressing his enthusiasm for the capabilities of modern technology such as computers, to help him experience and understand historical events and settings in a better way. He is suggesting that as technology advances and becomes more futuristic, it can allow people to have more vivid and realistic experiences that bring the past to life. This could include using virtual reality technology to explore historical sites or playing interactive games that simulate historical events.

14. When did the first video game come to an end?

Ans. In the first game, Wildwest, Michael played the character of Sheriff Dawson who was challenged by Black-Eyed Jed, the fastest gun in the West. In order to escape, the narrator and the second sheriff went ahead on horseback being chased by the horsemen. At that moment, the sound of a gunshot echoed in the air. The second sheriff groaned and slumped back against him. At this, the game was over.

15. What was the aim of the game, 'Dragonquest'?

Ans. The aim of the game Dragonquest was to rescue the fair princess' princess, Aurora, from the wicked dragon. She was imprisoned at the top of a tall tower. The players also had to collect treasures along the way.

16. How did Sebastian and Michael run away from the dragon? Why was their attempt not successful?

Ans. To run away from the dragon, Sebastian chopped off the princess' two long plaits and tied them together, fixed one end round the bedpost and threw the other end out of the window. They jumped out of the window with the dragon behind them in close pursuit. They could not escape from the dragon as it suddenly appeared in front of them and sprang upon Sebastian.

LONG ANSWER QUESTIONS

Q1. Write a letter to Sebastian as Michael, expressing his happiness at his recovery and wondering at the adventures they seemed to have experienced during their journey through virtual reality.

Dear Sebastian,

I was overjoyed to hear of your recovery—it truly feels like a miracle. The news filled me with immense happiness, and I could not help but recall the strange yet unforgettable adventures we seemed to share in the virtual world.

Those moments inside the games felt astonishingly real. Whether it was escaping from prison, confronting dragons, or navigating the dangers of Warzone, it was as though we were bound together by something far beyond the screen. I still vividly remember the final mission, where I managed to save you amidst gunfire and tanks. To think that those virtual encounters may have played a part in your return to consciousness is both incredible and humbling.

I often wonder—was it truly you reaching out through those mysterious messages? The thought that technology could connect us in such a profound way is fascinating. I hope that one day we can sit together and talk about it face to face. Until then, take care, regain your strength, and step into the world outside the screen—free of glitches and full of promise.

Warm wishes,

Michael

Q2. A reporter friend of Michael's learns of the adventure Michael and Sebastian have experienced in the virtual world. He decides to write an article in the newspaper under the heading 'Virtual World-A Reality?'

Virtual World – A Reality?
By – Steven Mark

In a story that blurs the boundary between imagination and reality, two teenagers—Michael and Sebastian—appear to have shared an extraordinary adventure within virtual reality. What began as routine gaming for Michael soon turned uncanny when he started receiving cryptic signals from a player named Sebastian.

The revelation was startling: Sebastian lay in a coma after a severe accident. Yet, through immersive games such as Wildwest, Dragonquest, and Warzone, Michael encountered

Sebastian's digital presence, guiding him through perilous challenges and ultimately "rescuing" him in the final mission.

Soon after these encounters, Sebastian regained consciousness, leaving doctors astonished. Could the virtual world have contributed to his recovery? Science may not yet provide definitive answers, but this incident raises profound questions about the interplay of technology, consciousness, and healing.

As digital experiences grow ever more sophisticated, such accounts compel us to rethink our notions of reality. Is the virtual world merely a simulation—or could it serve as a gateway to deeper human connections?

Only time will reveal the truth.

Q 3. How, according to you, did Sebastian's normal life get revived? Give an argument in support of your answer. (CBSE 2025)

Ans- Sebastian's return to normal life was nothing short of extraordinary, made possible through the immersive virtual reality games that Michael played. These games acted as a conduit, bridging the gap between Sebastian's unconscious state and the digital world where his consciousness had become trapped after a severe car accident. Each time Michael entered a new game, he encountered Sebastian's digital presence, struggling to escape from the confines of the virtual environment.

The journey was filled with challenges—whether in Wildwest, Dragonquest, or Jailbreak—but each attempt brought Sebastian closer to freedom. The decisive moment arrived in the final game, Warzone, where Michael's determination and courage enabled him to rescue Sebastian amidst gunfire, tanks, and explosions. This victory was not merely a triumph in the digital realm; it actually symbolized Sebastian's revival in reality.

Soon after Michael's success, Sebastian regained consciousness, astonishing doctors and raising profound questions about the mysterious link between technology and the human mind. The episode suggests that virtual reality may serve as more than entertainment—it can act as a bridge between states of consciousness, offering possibilities beyond imagination.

Q4.'Will power and determination bring success against all odds.' Comment on the statement in the context of whatever happens in the story 'Virtually True'.

Ans- The story Virtually True powerfully illustrates the value of unwavering will power and determination in overcoming challenges. It conveys the message that persistence, even in the face of repeated failures, can lead to extraordinary outcomes.

Michael, the protagonist, demonstrates relentless commitment as he attempts to rescue Sebastian from a virtual world. Despite multiple setbacks and failed attempts, he remains focused and determined. His perseverance ultimately pays off when he successfully saves Sebastian—who turns out to be a real person trapped in a digital simulation. This revelation underscores the real-world impact of Michael's efforts and the triumph of human spirit over adversity.

In life, too, success often hinges on our ability to stay resilient and committed to our goals. Challenges may arise, but those who persist with courage and clarity are the ones who achieve

greatness. True heroes are forged in the crucible of hardship, and history is replete with examples of individuals who defied the odds through sheer determination.

Q.5. "The computer games are causing a lot of harm to a child's psychological, physical, emotional and social life." Express your views on the statement.

Ans- Computer games, though entertaining and engaging, can negatively impact a child's overall development if not used in moderation. Excessive gaming often leads to a sedentary lifestyle, which affects physical health by causing obesity, poor posture, and eye strain. Psychologically, children may become addicted to games, leading to reduced attention span, increased aggression, and difficulty in distinguishing between the virtual and real world.
Emotionally, children who spend too much time gaming may become isolated, irritable, or anxious when not playing. They may also struggle to manage real-life emotions, as games often reward impulsive behavior rather than thoughtful decision-making. Socially, excessive gaming can reduce face-to-face interactions, weakening communication skills and leading to loneliness or social withdrawal.
While some games can improve cognitive skills and hand-eye coordination, the key lies in balance. Parents and educators must guide children to use technology wisely, encouraging outdoor play, reading, and real-world friendships to ensure holistic growth and well-being.

Q.6. 'Life is full of surprises and miracles.' Share your views on this. Do you think that these add up to the charm of life?

Ans- Life truly is full of surprises and miracles, and these unexpected moments add depth and excitement to our journey. The story *Virtually True* beautifully captures this idea through the astonishing events that unfold between Michael and Sebastian.
Michael's experience begins as a simple interaction with computer games, but it soon turns into a miraculous adventure where he helps rescue a real boy trapped in a virtual world. The twist—that Sebastian is not just a game character but a real person—adds an element of wonder and amazement. This unexpected outcome highlights how life can surprise us in the most extraordinary ways.
Such moments remind us that life is not always predictable. Miracles, whether big or small, bring hope and joy, making life more meaningful. They teach us to stay open to possibilities and embrace the unknown. Indeed, it is these surprises that make life charming, adventurous, and worth living.