



INDIAN SCHOOL AL WADI AL KABIR
DEPARTMENT OF ENGLISH (2025-26)
CLASS – X
QUESTION BANK - VIRTUALLY TRUE

SUMMARY

"Virtually True" is a science fiction that revolves around the concept of virtual reality gaming and a mysterious connection between two players. The story is narrated by Michael, a young boy who loves playing video games, especially immersive virtual reality games. His father owns a high-tech computer system equipped with a Pentium processor, 256 MB of RAM, and virtual reality gear like a visor and gloves, which allow Michael to feel like he is inside the games.

One day, Michael reads a strange news article in The Computer Today magazine about a boy named Sebastian Shultz, who miraculously recovered from a coma after several weeks. The article piques Michael's curiosity because of its unexplained link to the virtual reality games he has been playing.

As Michael dives into various virtual reality games like Wildwest, Dragonquest, Jailbreak, and Warzone, he unexpectedly meets a fellow player named Sebastian Shultz. In each game, Sebastian is in danger, and Michael is tasked with rescuing him. However, in most of these attempts, Michael fails to save Sebastian, who keeps disappearing into the game.

Eventually, Michael learns that Sebastian is the same boy mentioned in the news article. Sebastian had been playing virtual reality games when he got into an accident that left him in a coma. His consciousness was trapped in the games' memory files, waiting to be "rescued" by another player. After multiple failed attempts, Michael finally succeeds in saving Sebastian in a final war-themed game called 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.

Style and Language:

Stewart's writing style is direct, fast-paced, and easy to understand, reflecting the experience of being in a video game. His language choices, particularly in describing the virtual worlds, create vivid images that allow readers to feel like they are part of the action. The dialogues are crisp and snappy, mirroring the urgency of the games. Sentences like "Keep your head down!" and "NOOOOOO!" inject adrenaline into the narrative and convey the excitement of being inside a virtual reality game. The language also reflects the personalities of the characters. Michael's

thoughts and actions are portrayed with the voice of a typical teenager, enhancing the authenticity of the protagonist's experience.

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 return him to the real world, the underlying question remains: how much influence does virtual reality have over our minds.

The resolution of Virtually True 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 a 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.

MULTIPLE CHOICE QUESTIONS

Q1. Who is the narrator of Virtually True?

- (a) Sebastian
- (b) Sebastian's father
- (c) A big woman
- (d) Michael**

Q2. What had happened to Sebastian?

- (a) He had been robbed
- (b) He had won a lottery
- (c) He had met with an accident**
- (d) He had been involved in a fight

Q3. What was the specialty of the new games that they purchased at the fair?

- (a) They were expensive
- (b) They were driven by mental power**

- (c) They were played in real life
- (d) The characters were celebrity actors

Q4. Why did it feel that one was inside the game?

- (a) The characters were avatars of the player
- (b) The screen was so big**
- (c) The game was played in a big room
- (d) All of these

Q5. The narrator realized that _____

- (a) some games were outdated
- (b) some games were not new**
- (c) some games were broken
- (d) some games were not interesting

Q6. Which was the first game that the narrator played?

- (a) Sarsaparilla
- (b) Dragonquest
- (c) Jailbreak
- (d) Wild West**

Q7. Their last try of rescue was _____

- (a) Jail break
- (b) Dragon Quest
- (c) War Zone**
- (d) Wild West

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 other than 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.

4. Technology was advancing every day, and Dad couldn't resist any of the new gadgets or gizmos that came on the market. That was why we went to the Computer Fair. We came away with a virtual reality visor and glove, and a handful of the latest interactive psycho-drive games. They're terrific.

(i) Explain the usage of the word 'terrific' in the above lines.

(ii) What did they purchase from the Computer Fair?

(iii) Identify the phrase which reflects Dad's interest in technology.

(iv) What are psycho-drive games?

(i) The word '**terrific**' is used to express **strong approval or excitement**. It means *wonderful, excellent, or very impressive* — showing that the speaker really enjoyed the new gadgets and games.

(ii) They purchased a **virtual reality visor and glove**, along with a **handful of the latest interactive psycho-drive games** from the Computer Fair.

(iii) The phrase that reflects Dad's interest in technology is:

"Dad couldn't resist any of the new gadgets or gizmos that came on the market."

(iv) **Psycho-drive games** are **interactive games that respond to the player's thoughts, emotions, or mental impulses** — suggesting that they are controlled by the mind rather than by physical movement or buttons.

SHORT ANSWER QUESTIONS

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

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.

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!

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?

The games can be categorised as psycho-drive games.

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

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?

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?

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?

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?

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?

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?

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?

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)

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?

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'?

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?

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'm thrilled to hear about your recovery! It's truly a miracle, and I couldn't be happier. Ever since I received those strange messages in the games, I've been wondering—was it really you reaching out through the virtual world?

The adventures we shared in those games felt so real. From escaping prison to dodging dragons, it was like we were connected beyond the screen. I still remember the final game, Warzone, where I managed to save you. It's incredible to think that those virtual missions may have helped you in real life.

I hope one day we can talk about it face to face. Until then, take care and keep getting stronger. The world outside the screen is waiting for us—with no bugs or glitches!

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 remarkable tale that blurs the line between fiction and reality, two teenagers—Michael and Sebastian—have reportedly shared an extraordinary experience within the realm of virtual reality. What began as a simple gaming session for Michael turned into a mysterious adventure when he started receiving cryptic messages from someone named Sebastian.

The twist? Sebastian was actually in a coma following a serious accident. Yet, through a series of immersive games like Wildwest, Dragonquest, and Warzone, Michael encountered Sebastian's digital presence, helping him navigate challenges and ultimately “rescue” him in the final game.

Doctors were stunned when Sebastian regained consciousness shortly after these virtual interactions. Could the virtual world have played a role in his recovery? While science may not yet have answers, this incident raises compelling questions about the power of digital experiences and the human mind.

As technology continues to evolve, stories like this challenge our understanding of reality itself. Is the virtual world merely a simulation—or could it be a gateway to something deeper? Only time will tell.

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

Sebastian's normal life was revived through the immersive virtual reality games that Michael played, which acted as a conduit for Sebastian's consciousness trapped in the digital world. The turning point came when Michael successfully completed the final game, “Warzone,” allowing Sebastian to be rescued and return to normal life.

Sebastian had been in a coma following a car accident, but his consciousness somehow got embedded in the computer games. Each game Michael played brought Sebastian closer to escape. The final game, “Warzone,” was crucial—Michael's victory enabled Sebastian's digital self to be freed, symbolizing his revival in the real world. This suggests that the virtual reality environment served as a bridge between Sebastian's unconscious state and his recovery.

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'.

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.

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?

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.