

# Virtually True

*Paul Stewart*

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## Lesson at a Glance

- Michael read an article in a newspaper with the heading 'Miracle Recovery'.
- Michael read that a 14 year-old boy Sebastian Shultz was badly injured in a motorway accident.
- He didn't regain consciousness and went into a coma.
- A miracle happened. Sebastian Shultz had a miraculous recovery. He rose from the coma, only the previous day. The doctors feared that it might last forever.
- At the time of accident Sebastian Shultz was playing psycho-driven games on his lap-top.
- When he banged his head in the accident, Sebastian had been plugged into the computer.
- The computer had saved his memory in its own.
- Sebastian's memory was transferred into a computer. That memory was stored on disks.
- While Sebastian was in the hospital, those psycho-driven games' disks were stolen from his house.
- Those disks were sold at the Computer Fair and they were bought by Michael's father.
- The first game that Michael played was 'Wildwest'. Here in the game, he met Sebastian Shultz who was playing the role of the second sheriff.
- In the game 'Wildwest' Michael was challenged by Black-Eyed Jed'. But the second sheriff asked Michael not to go out and soon they jumped on a horse standing outside the window.
- In 'Wildwest' game, the second sheriff was hit by a gun shot and slumped back against Michael. The game was over and Michael's score was 21,095.
- Michael played another game as a message came from Sebastian Shultz. Sebastian suggested Michael to play another game 'Dragonquest' to save him.
- Michael was back on the computer. Soon he found himself in a castle. His job was to save a princess from a cruel dragon.
- There Sebastian Shultz was seen again. This time he was not in the role of the second sheriff but in the role of the second knight. He requested Michael to save him first.
- The second knight (Sebastian) chopped off the two long plaits of the princess's hair and tied them together. One end was tied to a bed post and the other was thrown outside the window.
- Both of them jumped out of the window but found the dragon standing before them. Michael swung his sword in vain and he couldn't prevent the dragon taking Sebastian Shultz with him.

- The game 'Dragonquest' was over and Michael couldn't save Sebastian Shultz who was in the role of the second knight in the game.
- Michael received a message in the printer and it was from Sebastian Shultz. He requested him to play another game 'Jailbreak' to save him.
- In the next game, Michael found himself with Sebastian Shultz in a cell. With the help of a swipe-card they came out of the cell followed by twelve guards and vicious dogs.
- They were on the roof now. Sebastian was waiting for a helicopter that was to come to save him.
- Before the helicopter could come near the lift, they found 12 guards and dogs standing in front of them.
- Sebastian Shultz took a step backwards, fell down below and was seriously injured. Michael felt bad but soon he realised that what he saw was not real but a game.
- In the printer tray there was a sheet of paper. It was a message from Sebastian Shultz. He requested to play the last game 'War zone' to save him.
- Soon Michael found himself with Sebastian in a war zone in the game where guns boomed and bombs exploded.
- Michael and Sebastian Shultz jumped into a jeep parked by the road. Sebastian applied brakes with so much force that Michael fell out and jumped into a helicopter that was waiting for them.
- A tank crashed into Sebastian jeep and he was thrown into the air from where he was pulled up into the helicopter.
- The helicopter soared into the sky and at last, Michael was able to save Sebastian Shultz in the last game 'war zone'.
- The screen was flashing 40,000,000. Michael had hit the jackpot and solved the game.
- The next morning Michael got an e-mail from the 'real' Sebastian Shultz who was saved miraculously. He thanked Michael for saving his life.
- Sebastian Shultz hoped that they would meet soon. He also asked Michael to keep all the games with him. He had earned them.

## SUMMARY OF THE LESSON

*Paul Stewart's 'Virtually True' comes under the category of writings which are known as the 'Science Fiction'. Michael plays many interactive psycho-driven games like 'Wildwest', 'Dragonquest', 'Jailbreak' and 'war zone'. In these games he tries to rescue a character Sebastian Shultz, who is nothing more than a computer image. However, a miracle takes place. Michael gets a 'real' message from 'the real' Sebastian Shultz who has a miraculous recovery after an accident. This interesting story is based on the concept of 'Virtual Reality' which makes virtual things appear real.*

### ► Sebastian Shultz's Accident and Miraculous Recovery

Michael was reading a newspaper. At the top of the newspaper there was an article with the heading 'Miracle Recovery'. Sebastian Shultz was a 14 year-old school boy from South London. Six weeks ago, Sebastian was badly injured in a motorway

### ► Sebastian Shultz की दुर्घटना और उसका चमत्कारिक स्वास्थ्य लाभ

Michael एक समाचार पत्र पढ़ रहा था। समाचार पत्र के सबसे ऊपर 'चमत्कारिक स्वास्थ्य लाभ' नामक शीर्षक से एक लेख छपा था। Sebastian Shultz दक्षिणी लंदन का एक 14 वर्ष का स्कूली लड़का था। छः सप्ताह पूर्व, Sebastian एक मोटर दुर्घटना में बुरी तरह घायल हो गया था। उसे

accident. He was taken to the General Hospital. His condition was described as critical. Despite doctors' hopes Shultz didn't regain consciousness. His parents were informed that their son was in a coma. His mother expected a miracle and only that could save her son's life. That miracle did happen. Sebastian Shultz had a miraculous recovery. Only the previous day, he awoke from a coma that doctor feared might last forever.

#### ► Transfer of Sebastian Shultz's Memory into Computer

At the time of the accident, Sebastian was using his laptop. He was playing one of the interactive psycho-driven games. It could be possible that Sebastian had been plugged into the computer when he banged his head in the accident. The computer had saved his memory in its own. Nothing ever gets lost in the computer.

#### ► Sebastian's Memory Stored on Disks and Michael's Dad Buys those Disks at Computer Fair

Sebastian's memory was transferred into a computer. That memory could have been stored on disks. While he was in the hospital, those psycho-driven games' disks were stolen from Sebastian Shultz's house by someone. Those disks were sold at the Computer Fair. Michael's father had a craze for psycho-driven games or gizmos. He bought those disks at the Computer Fair.

#### ► Michael's Meeting with Sebastian Shultz in Psycho-driven Games

After buying psycho-driven games, Michael was eager to launch himself off into the first of the games. The first game was called 'Wildwest'. Soon the computer transported Michael into a dusty town. There was a sheriff badge pinned to his shirt. Michael entered a bar and ordered for a glass of Sarsaparilla. But soon he was challenged by Black-Eyed Jed, the fastest gun (shooter) in the west. Michael finished his drink and wanted to go out. Soon the second sheriff shouted 'Don't go out!' The

सामान्य हस्पताल में ले जाया गया। उसकी हालत नाजुक बतायी गयी थी। डाक्टरों की आशाओं के बावजूद Shultz को होश नहीं आया। उसके माता-पिता को सूचना दी गयी उसका लड़का सम्मूर्च्छा (coma) में चला गया है। उसकी माँ को एक चमत्कार की आशा थी और केवल वही उसके बच्चे का जीवन बचा सकता था। वह चमत्कार जरूर हुआ। Sebastian Shultz को एक चमत्कारी स्वास्थ्य लाभ हुआ। कल रात ही वह उस सम्मूर्च्छा से जागा जिससे, डाक्टर डरते थे कि वह कभी नहीं निकल पायेगा।

#### ► Sebastian Shultz की स्मरण शक्ति का एक कम्प्यूटर में अंतरित हो जाना

Sebastian Shultz अपने Laptop (कम्प्यूटर) का प्रयोग कर रहा था। वह अन्योन्यक्रिया मनोविज्ञान-संचालित एक खेल खेल रहा था। यह सम्भव हो सकता था कि जब दुर्घटना में उसका सिर टकराया तो कम्प्यूटर में उसकी मुँहबंदी (plug) हो गयी हो। कम्प्यूटर ने उसकी स्मरण शक्ति को अपनी स्मरणशक्ति में संग्रहित कर लिया हो। कम्प्यूटर में कभी कोई चीज खोती नहीं।

#### ► Sebastian की स्मरणशक्ति Disks में संग्रहित

Sebastian की स्मरणशक्ति को एक कम्प्यूटर में अंतरित कर दिया गया। उसी स्मरणशक्ति को कम्प्यूटर डिस्क में संग्रह कर दिया गया। जब वह हस्पताल में था, तो उन मनोविज्ञान संचालित खेलों की डिस्क को Sebastian Shultz के घर से चुरा लिया गया। उन डिस्क को कम्प्यूटर मेले में बेच दिया गया। माइकल के पिता को इन मनोविज्ञान संचालित खेलों या जुगतों की बहुत सनक थी। उसने कम्प्यूटर मेले में वे डिस्कें खरीद लीं।

#### ► Michael का Sebastian Shultz से उन मनोविज्ञान संचालित खेलों में मिलना

मनोविज्ञान संचालित खेलों को प्राप्त करने के बाद, Michael उनमें से पहले खेल में स्वयं को रख, उसे चाल करने का इच्छुक था। पहला खेल Wildwest कहलाता था। शीघ्र ही Computer ने Michael को एक धूल भरे कस्बे में ले जाकर छोड़ दिया। उसकी कमीज पर पिन से कानूनाधिकारी का एक तगमा लगा दिया गया था। Michael एक शराबखाने में घुसा और Sarsaparilla (पेय) के एक गिलास का आर्डर दे दिया। लेकिन शीघ्र ही काली-आँखों वाले Zed ने जो पश्चिम का सबसे तेज बंदूक चलाने वाला था, उसे चुनौती दी। Michael ने अपना पेय समाप्त किया और बाहर जाना

second sheriff was none other than Sebastian Shultz, a boy of Michael's age. He did what he was told by the second sheriff (Sebastian). The second sheriff dived through the window at the back of the saloon (bar). He cried "Jump up!" He kicked the horse and both of them sped off in a cloud of dust. Michael wanted to know the name of the second sheriff who was trying to save him from the Black-Eyed Jed. But the second sheriff didn't tell his name. At that moment a gunshot echoed round the air. The second sheriff was hit and seriously wounded. The second sheriff cried in pain and slumped back against Michael. Now the first game 'Wildwest' was over. Michael's score in the game was 21,095.

#### ► Michael Plays 'Dragonquest' and Tries to Save Sebastian Shultz in Vain

Michael picked up a piece of paper that came out of the printer. At the top was a picture of the second sheriff. Now he was wearing jeans and a sweatshirt. There was a message printed for Michael. The message was :

I'M STUCK, PLEASE HELP TO RETRIEVE ME. TRY 'DRAGONQUEST'.

Sebastian Shultz.

Next morning, Michael was back on the computer. Soon he was transported in to a castle. He was walking through the dragon's castle lair (hiding place). He was to rescue the fair princess Aurora from the wicked dragon. Michael was a knight (brave warrior) who was ready to fight the wicked dragon. Soon he heard the second knight shouting for help. Michael recognised that the second knight was Sebastian Shultz. With a pair of scissors, Sebastian chopped off the princess's two long hair plaits. Then he tied them together. He fixed one end round the bedpost and threw the other end

चाहा। शीघ्र ही दूसरे कानूनाधिकारी ने चीख कर कहा "बाहर मत जाओ!" दूसरा कानूनाधिकारी और कोई नहीं, अपितु Michael की आयु का एक लड़का Sebastian Shultz था। उसने वही किया जो दूसरे कानूनाधिकारी (Sebastian) ने उसे करने को कहा। दूसरा कानूनाधिकारी शराबखाने के पीछे खिड़की से छलांग लगाकर बाहर कूदा। वह चिल्लाया "छलांग लगाओ!" उसने घोड़े को ऐड लगायी और दोनों ही धूल का एक बादल उड़ाते वहां से सरपट हो गये। Michael दूसरे कानूनाधिकारी से जो उसे काली-आँखों वाले Jed से बचाने का प्रयत्न कर रहा था, उसका नाम जानने का प्रयत्न कर रहा था। लेकिन दूसरे कानूनाधिकारी ने अपना नाम नहीं बताया। उसी समय हवा में एक बंदूक की गोली की आवाज गूँज उठी। गोली दूसरे कानूनाधिकारी को लगी और वह बुरी तरह से घायल हो गया। दूसरा कानूनाधिकारी दर्द से चीखा और Michael के साथ लुढ़क गया। अब पहला खेल 'Wildwest' समाप्त हो गया था। इस खेल में Michael का स्कोर 21,095 था।

#### ► Michael's 'Dragonquest' (Michael द्वारा परदार साँप (अजगर) की खोज)

प्रिंटर से जो कागज का टुकड़ा बाहर आया उसे Michael ने उठा लिया। उसके ऊपरी सिरे पर Second Sheriff की तस्वीर छपी थी। अब वह जींस और स्वेटसर्ट पहने हुए था। Michael के लिये एक संदेश छपा था। संदेश था—

"मैं फँस गया हूँ, कृपया मुझे बचाने के लिये मेरी मदद करो।" 'Dragonquest' खेल कर देखो।

Sebastian Shultz

अगली सुबह Michael फिर से कम्प्यूटर पर था। शीघ्र ही उसे एक किले में पहुँचा दिया गया। वह किले में परदार अजगर के छुपने के स्थान (मांद) से गुजर रहा था उसे सुन्दर राजकुमारी Aurora को उस दुष्ट ड्रैगन से बचाना था। Michael एक सच्चा योद्धा था जो दुष्ट ड्रैगन से लड़ने के लिये तैयार था। शीघ्र ही उसे दूसरे योद्धा को सहायता के लिये पुकारते हुए सुना। Michael पहचान गया कि दूसरा योद्धा Sebastian Shultz है। कैची से Sebastian ने राजकुमारी की दो लम्बी लटों को काट दिया। फिर उसने दोनों को इकट्ठा करके बांध दिया। उसने एक को बिस्तर के पाये से और दूसरे सिरे को खिड़की के बाहर फेंक दिया। और दोनों लटों को पकड़ कर खिड़की से बाहर कूद गये। इस क्षण

out of the window. And both of them jumped out of the window holding the plait. At this moment the dragon appeared. Michael could feel the dragon's fiery breath. Sir Sebastian, the second knight, cried out that they should run towards the dungeon (prison). Before they could turn around, the dragon was upon them. Michael swung his sword but in vain. The dragon was only interested in Sebastian. Michael could do nothing. He couldn't prevent the dragon getting Sebastian Shultz away. The game was over.

### ► Third Game 'Jailbreak' and still Sebastian Not Saved

When the second game was over there was a message in the printer and it said: 'BETTER LUCK NEXT TIME. PLEASE DON'T GIVE UP, MICHAEL. OTHERWISE I'LL HAVE TO STAY IN HERE FOR EVER. TRY 'JAILBREAK'. I THINK IT MIGHT JUST WORK! CHEERS! SEBASTIAN.

Now Michael's task was to rescue the boy, Sebastian Shultz. Soon Michael found himself in a cell with his mate Shultz who was prisoner 02478. Sebastian sighed and asked for help. With the help of a swipe-card they were soon out of the cell. Siren cried, guard dogs howled. They dodged the guards and fled towards the roof. Sebastian glanced at his watch. He was expecting a helicopter to be rescued. Twelve guards with their vicious dogs were standing there. Michael saw Sebastian taking a step backwards. "NOOOOOO!" Michael cried. But it was too late. The boy had slipped and came tumbling down to the concrete below. The game was over. Michael felt bad as he failed to save Sebastian Shultz. But he realised that Sebastian Shultz was not a real person but 'a game'.

### ► Last Game 'War zone'; Sebastian Saved

In the printer tray there was a sheet of paper, Michael read it.

ड्रैगन वहां पर प्रगट हुआ। Michael, ड्रैगन की आग सी लपटों वाली फुंकारों को अनुभव कर सकता था। Sir Sebastian, दूसरे योद्धा, ने चिल्लाकर कहा कि वे जेल की ओर भागें। इससे पहले कि वे मुड़-पाते, ड्रैगन उनके ऊपर था। Michael ने अपनी तलवार घुमायी लेकिन (सब) व्यर्थ था। ड्रैगन की रुचि केवल Sebastian को पकड़ने में थी। Michael कुछ भी नहीं कर पाया। वह ड्रैगन को Michael को पकड़ कर दूर ले जाते हुए रोक नहीं पाया। Game खत्म हो गया था।

### ► तीसरा खेल 'जेल तोड़ो' (Jailbreak) और Sebastian अभी भी नहीं बचा।

जब दूसरा 'गेम' समाप्त हुआ तो प्रिंटर में एक संदेश था और उसने कहा—“अगली बार अच्छा भाग्य। Michael, कृपया हार मत मानो। वरना, मुझे यहां सदा के लिये रहना पड़ेगा।” 'Jailbreak' (नामक खेल) पर कोशिश करो। मैं सोचता हूँ कि यह शायद ठीक काम कर जाये! खुश रहो! Sebastian अब Michael का काम लड़के Sebastian Shultz को बचाना था। शीघ्र ही Michael ने स्वयं को अपने साथी के साथ जो कैदी नम्बर 02478 था जेल कोठड़ी में पाया। एक स्वाइप-कार्ड की मदद से वे शीघ्र ही कोठड़ी से बाहर आये। सायरन चीखे, पहरदार कुत्ते भौंके। उन्होंने पहरदारों को चकमा दिया और छत की ओर भागे। Sebastian ने अपनी घड़ी पर एक नजर डाली। वह बचाये जाने के लिये एक हेलीकाप्टर की प्रतीक्षा कर रहा था। 12 पहरदार अपने खतरनाक कुत्तों के साथ वहां खड़े थे। Michael ने Sebastian को एक कदम पीछे की ओर जाते देखा। 'न-ह-नहीं!' Michael चिल्लाया। लेकिन अब तक देर हो चुकी थी। लड़का फिसल चुका था और वह नीचे लुढ़कता हुआ कंक्रीट पर जा गिरा। खेल खत्म हो गया था। Michael को बुरा लगा क्योंकि वह Sebastian Shultz के प्रति असफल रहा था। लेकिन उसे अहसास हुआ कि Sebastian Shultz एक वास्तविक व्यक्ति नहीं लेकिन एक खेल था।

### ► अंतिम खेल 'युद्ध-क्षेत्र' (War zone); Sebastian को बचा लिया गया

प्रिंटिंग ट्रे में एक संदेश था। Michael ने उसे पढ़ा—“क्या हम आखिरी बार एक और प्रयत्न कर सकते हैं? उसने कहा।



‘CAN WE HAVE ONE LAST TRY?’ it said. I THINK THE HELICOPTER WAS THE RIGHT IDEA. THERE’S GOT TO BE SOME KIND OF AN ACCIDENT ..... GO INTO ‘WAR ZONE’. IF IT DOESN’T WORK, I WON’T BOTHER YOU AGAIN. CHEERS. SEB.

Soon Michael found himself in a war zone. The tall buildings were windowless. Machine gun fire raked the sky. Walls tumbled. Bombs exploded. Michael knew that he had to make it to that helicopter safe and sound. The helicopter was on the ground and was waiting for their arrival. They were running but the tank fire sent them back to the wall. They jumped into a jeep parked by the road. A tank followed them. Sebastian applied the brakes forcefully and the jeep skidded into a spin. Michael jumped into the helicopter. He cried for Sebastian. The tank crashed into the jeep and Sebastian was thrown into the air. He was lifted up. The helicopter soared into the sky. Michael had done it. He had saved Sebastian Shultz at last! Then the game was over. The screen was flashing 40,000,000. Michael had hit the jackpot. He had finally solved the game.

#### ► Sebastian Shultz Thanks Michael

The next morning Michael checked his e-mail. There was one message from Sebastian. Michael read the message.

DEAR MICHAEL, it said. THANK YOU! I’M NOT SURE HOW IT HAPPENED, BUT THANKS. YOU SAVED MY LIFE. LET’S MEET UP SOON. CHEERS. SEB. P.S. KEEP THE GAMES. YOU HAVE EARNED THEM.

Michael shook his head. He had received a real message from real Sebastian Shultz. Both of them knew that by reliving the accident, something wonderful had happened. Everything that was described was true — Virtually!

मैं सोचता हूँ कि हेलीकाप्टर एक सही विचार था। किसी प्रकार की कोई दुर्घटना होनी ही है। ..... ‘War zone’ (युद्ध-क्षेत्र) में चले जाओ। यदि यह कामयाब नहीं होता, तो मैं तुम्हें और परेशान नहीं करूँगा। खुश रहो।” Seb.

शीघ्र ही Michael ने स्वयं को War-zone में पाया। बड़ी-बड़ी इमारतों में खिड़कियाँ नहीं थी। मशीनगन के फायर से आसमान चीर दिया गया था। बम फट रहे थे। Michael को पता था कि उसे उस हेलीकाप्टर तक सुरक्षित पहुँचना था। हेलीकाप्टर जमीन पर खड़ा था और उनकी प्रतीक्षा कर रहा था। वे दौड़ रहे थे लेकिन टैंक की गोलीबारी ने उन्हें वापिस दिवार के पास भेज दिया। वे सड़क पर खड़ी एक जीप में कूद गये। एक टैंक ने उनका पीछा किया। Sebastian ने जोर से ब्रेक लगायी और जीप फिसल कर घूम गयी। Michael हेलीकाप्टर में छलांग लगाकर घुस गया। वह Sebastian के लिये चिल्लाया। टैंक जीप से जा टकराया और Sebastian को हवा में उछाल दिया गया। उसे ऊपर खींच लिया गया। हेलीकाप्टर आसमान की ऊँचाइयों को छूने लगा। Michael कामयाब हो गया था। आखिर उसने Sebastian Shultz को बचा लिया था। खेल खत्म हुआ। स्क्रीन 40,000,000 चमका रहा था। Michael ने जैकपॉट मार लिया था। आखिरकार उसने खेल को हल कर लिया था।

#### ► Sebastian Shultz, Michael का धन्यवाद करता है

अगले दिन Michael ने अपनी E-mail का निरक्षण किया। Sebastian से एक संदेश प्राप्त हुआ था। Michael ने संदेश को पढ़ा।

“प्रिय Michael”, उसने कहा। “तुम्हारा धन्यवाद! मुझे यह निश्चित नहीं कि ये सब कैसे घटा। लेकिन धन्यवाद। तुमने मेरा जीवन बचाया। आओ, फिर शीघ्र ही मिलें। खुश रहो। Seb. P.S. games को अपने पास (ही) रख लो। उनको तुमने अर्जित (कमाया) किया है।”

Michael ने अपना सिर हिलाया। उसे Sebastian से सचमुच का एक संदेश प्राप्त हुआ था। दोनों को पता था कि दुर्घटना को जीवित करके, कुछ आश्चर्यजनक (अवश्य) घटा था। हर चीज जिसका वर्णन किया गया था, सच थी—(परन्तु) परोक्ष रूप से।

## ENRICH YOUR VOCABULARY

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**Wheezy**—to breathe with an audible whistling sound with difficulty, सीटी जैसी आवाज के साथ (कठिनाई) से साँस लेना। **Miracle**—wonder, आश्चर्य। **Recovery**—(here) getting well again, दोबारा ठीक होना। **Coma**—a prolonged state of deep unconsciousness, देर तक गहरी मूर्छा में। **Last**—stay, रहे, ठहरा रहे। **Critical**—very delicate (bad), नाजुक (बहुत बुरी)। **Regain**—gets back, वापिस प्राप्त करता है। **Consciousness**—coming to senses, awareness, चेतना। **Gaped**—opened the mouth with surprise, हैरानी से मुँह फाड़ना। **Muttered**—grumbled, शिकायती ढंग से फुसफुसाना। **Apparently**—(here) obviously, स्पष्ट रूप से। **Nervous**—confused and worried, परेशान। **Shivering**—trembling, काँप रहा था। **Events**—happenings, घटनाएँ। **Stared**—looked at intently, घूर के देखा। **Nutty**—crazy about, has a passion for, दिवाना, के पीछे पागल। **Processor**—a part of a computer that controls all other parts of the system, कम्प्यूटर का वह हिस्सा जो system के बाकी सभी हिस्सों को नियंत्रित करता है। **RAM**—Random Access Memory of a computer, एक कम्प्यूटर की बिना-पूर्व नियोजित (याद शक्ति)। **CD ROM**—(Random Access Memory compact disc with Read-Only Memory) a CD on which large amounts of information, sound and pictures can be stored, for use on a computer, एक CD जिसमें बहुत-सी सूचनाएँ, आवाज और तस्वीरें इकट्ठी (स्टोर) की जा सकती हैं, और उन्हें एक कम्प्यूटर पर प्रयोग किया जा सकता है। **Modem**—a device that connects one computer system to another using a telephone line so that data can be sent, एक यंत्र जो एक कम्प्यूटर प्रणाली को दूसरी से एक टेलिफोन लाइन के द्वारा जोड़ता है जिससे data भेजा जा सके। **Scanner**—a device which copies pictures and documents so that they can be stored on a computer, एक यंत्र जो तस्वीरों और दस्तावेजों की प्रतियाँ बनाता है जिससे वे एक कम्प्यूटर पर स्टोर (संग्रह) की जा सकें। **Display**—to show information on a computer, कम्प्यूटर पर सूचना दिखाना। **Rubbish**—things not wanted, waste, बेकार की चीजें, फेंकने लायक चीजें। **Fantastic**—wonderful, हैरानजनक।

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**Technology**—scientific knowledge used in making machines and equipments, मशीनों और यंत्रों के बनाने में विज्ञान का प्रयोग। **Resist**—(here) control, काबू पाना। **Gadgets**—small tools or devices that do something useful, छोटे उपकरण या औजार (लाभकारी छोटे उपकरण)। **Gizmos**—gadgets, especially mechanical or electrical devices, छोटे लाभदायक मैकेनिकल या बिजली द्वारा संचालित उपकरण। **Virtual**—made to exist or appear to exist by the use of computer software, कम्प्यूटर के साफ्टवेयर के प्रयोग द्वारा चीजों की मौजूदगी दिखाना। **Reality**—true situations, सच्ची अवस्थाएँ। **Visor**—a helmet to protect eyes and face, चेहरे और आँखों की रक्षा के लिये एक हेलमेट। **Glove**—a covering for the hand, दस्ताना। **Psycho-drive Games**—games driven or played by mental power, दिमागी शक्ति से संचालित खेल। **Terrific**—(here) fantastic, wonderful, गजब के। **Launched off**—started (enthusiastically), प्रारम्भ किया (जोश से)। **Futuristic**—imagining what the future will be like, भविष्य की कल्पना करने वाले। **Converted**—changed into, में बदला हुआ। **Loft**—a high level, upper part, अटारी। **Striding**—

walking with long steps, लम्बे डंग (कदम) भर कर चलते हुए। **Sheriff**—an officer who maintains law and order, शांति-व्यवस्था रखने वाला अधिकारी। **Badge**—a small piece of metal to show a rank, तगमा, (बैज)। **Burst in Saloon**—entered forcefully, जोर से अन्दर आ धमका। **Glared**—looked angrily, घूर के (नाराज होकर) देखा। **Strode**—walked with long steps, लम्बे कदम से चला। **Bar**—the place that serves drinks, जहां पेय पदार्थ मिलें। **Sarsaparilla**—a carbonated drink flavoured with Sarsaparilla roots, एक पेय जिसमें सरसपारिला की जड़ों का गंध मिला हो। **Fizzy**—having bubbles, बुदबुदों वाला। **Stuff**—thing, वस्तु। **Sliding**—in a sliding manner, फिसलते हुए। **Crash**—(here) sudden loud noise, अचानक जोर की आवाज। **Spun**—turned around suddenly, अचानक घूमा। **Silhouetted**—the dark outline, गहरी बाहरी रेखा या छाया-चित्र। **Gun**—(here) one who shoots with the gun, शूटर (बन्दूक/गन चलाने वाला)। **Drawled**—spoke slowly, धीरे-धीरे बोला। **Grinning**—smiling widely, मुँह चौड़ा करके मुस्काना। **Slammed**—(here) put with a lot of force, धम्म से नीचे रखा। **Saloon**—(here) bar, शराबखाना। **Notching up**—getting a high score, ऊँचे स्कोर का प्राप्त होना। **Complicated**—not simple, पेचीदा।

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**Corridor**—a long narrow passage in a building, गलियारा। **Posse**—a group of men helping the sheriff, शेरिफ (कानूनअधिकारी) के सहायक व्यक्तियों का झुण्ड। **Groaned**—cried in pain, दर्द में चिल्लाया। **Slumped back**—fell down suddenly with a force, धम्म से गिरा। **Stuck**—(here) trapped and can't escape, फँस जाना/बाहर न निकल पाना। **Retrieve**—get back again, दोबारा पाना। **Dragonquest**—(here) a game where the dragon is searched, ड्रैगन को खोजने का एक खेल। **Massive**—huge, विशाल। **Studded**—decorated with small raised pieces of metal, छोटे-छोटे धातु के टुकड़े से सजा जड़ा। **Castle**—a large fort like building, किलेनुमा इमारत। **Lair**—den, a place where a wild animal sleeps or hides, माँद/पशु/व्यक्ति के छुपने का स्थान। **Wicked**—evil, दुष्ट। **Dragon**—a fire vomiting huge winged animal, आग उगलने वाला बड़ा पंखदार जीव। **Golden plaits**—long pieces of hair of golden colour, सुनहरी बालों की चोटियाँ। **Squealed**—cried, चीखी। **Urgently**—(here) pressing, जोर देकर कहा। **Rescuing**—saving, बचाना।

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**Bedpost**—one of the four vertical supports of the bed, पावा/बिस्तर का एक पैर। **Screamed**—cried loudly, जोर से चीखा। **Leapt**—jumped, छलांग लगायी। **Gaped**—(here) opened the mouth, मुँह खोला। **Fiery**—looking like fire, आग की लपटों जैसी। **Battlements**—a low wall around the top of the castle with spaces in it for arrows, guns etc., किले के ऊपर छोटी दिवार जिसमें खाली जगह जहां से तीर या बंदूकें बाहर की ओर चलाई जा सकें/परकोटा, प्राचीर। **Spiral**—continuously curved, घुमावदार। **Tapestry**—woven wool on a heavy cloth, मोटे कपड़े पर रंगीन ऊन की कंशीदाकारी। **Pursuit**—running after, पीछा करना/पीछे भागना। **Dungeons**—dark underground rooms used as a prison, especially in a castle, विशेष रूप से एक किले के अन्धेरे तहखाने के कमरे जिनका प्रयोग एक जेल के रूप में किया जाता था। **Swung**—waved, घुमायी। **Cheer**—be happy, खुश रहो। **Bother**—care, worry, परवाह/चिंता करना। **Rescue**—save, बचाना। **Stupid**—foolish, मूर्खतापूर्ण। **Skeleton swipe-card**—a plastic card on which data has been stored, एक प्लास्टिक कार्ड जिसमें डाटा संग्रह किया जाए। **Wailed**—(here) cried loudly, जोर से चीखी। **Howled**—barked, भौंके। **Tramping**—(here) sound of boots, जूतों की खट-खट



की आवाज। **Slammed shut**—shut with noise and force, जोर से धम्म के साथ बन्द कर दिये। **Dodged**—avoided being noticed, बचकर निकले। **Pounded**—struck with force, जोर-जोर से कूटना।

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**Excitedly**—in excitement, enthusiastically, जोश में। **Bit**—a little, थोड़ा-सा। **Vicious**—(here) dangerous, खतरनाक। **Instant**—moment, क्षण। **Hurtling**—moving dangerously, खतरनाक तरीके से बढ़ते हुए। **Dripping**—falling down drop by drop, बूंद-बूंद टपकाते हुए। **Jowls**—fat and hanging cheek, मोटे और नीचे लटकते गाल। **Tumbling**—falling down suddenly, अचानक नीचे गिरना। **Concrete**—mixture of cement and stones, सीमेंट और पत्थर का मिश्रण। **Fade**—slowly disappearing, धीरे-धीरे गायब/मंदा होना। **Riddled**—made holes in, अंदर सुराख करना। **Raked**—(here) scratched, खुर्च दिया। **Rubble**—broken bricks/stones from a wall, मलबा/दिवार की टूटी हुई ईंटें व पत्थर। **Dodging**—escaping, बचते हुए। **Sniper fire**—gun fire from a concealed position, छुपे हुए स्थान से बन्दूकों की फ़ायर। **Scuttling**—running fast with short steps, तेजी से भागते हुए। **Ignition key**—(here) key for starting a vehicle, गाड़ी चलाने की चाबी। **Revved**—ran quickly, तेजी से चलाया।

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**Skidding**—slipping, फिसलते हुए। **Spin**—move round, घूम जाना। **Yelled**—cried, चीखा। **Thud**—a falling sound, धम्म से गिरने की आवाज़। **Soared**—flew high, ऊँचा उड़ा। **Flashed up**—suddenly lighted up, अचानक चमक उठा। **Cracked**—(here) solved, हल कर लिया। **Exist**—(here) live/alive, जिंदा है। **Pounded**—(here) started beating, धड़कने लगा। **Furiously**—violently, उग्रता से। **Weird**—strange and difficult to understand, अजीबो-गरीब। **Versions**—(here) interpretations, व्याख्याएँ। **Retrieve**—get back, वापिस लेना। **Scrolling**—moving up and down on computer, कम्प्यूटर पर ऊपर नीचे घुमाना।

## REFERENCE TO CONTEXT

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

1. Sebastian Shultz. It isn't name you come across every day. But there it was, large and clear, at the top of the newspaper article in front of me. (Page 72)

### Questions

- (a) Who was Sebastian Shultz?
- (b) When did he meet Michael and where?
- (c) What is the antonym of 'small' in the passage?

### Answers

- (a) Sebastian Shultz was a 14 year-old school boy from South London who was injured in a motorway accident.
- (b) Sebastian met Michael in the first of psycho-driven game 'Wildwest' where he played the role of the second sheriff.
- (c) large

- 2.** MIRACLE RECOVERY, the headline said. Sebastian Shultz, a 14 year-old school boy from South London, awoke yesterday from a coma that doctors feared might last forever. (Page 72)

**Questions**

- (a) What had happened to Sebastian Shultz?
- (b) What was that 'Miracle Recovery'?
- (c) What is the opposite of 'tomorrow' in the passage?

**Answers**

- (a) Sebastian Shultz was badly injured in a motor accident and was in a coma.
- (b) The miracle recovery was that Shultz woke up from a long coma only the previous day.
- (c) yesterday

- 3.** At a press conference, Mrs. Shultz said, "The doctors were doing all they could, but in our hearts we knew we needed a miracle". (Page 72)

**Questions**

- (a) Who was Mrs. Shultz?
- (b) What were the doctors doing to save Shultz?
- (c) What is the word for a 'magical act' in the passage?

**Answers**

- (a) Mrs. Shultz was Sebastian Shultz's mother.
  - (b) The doctors were trying all they could to bring Shultz back to consciousness.
  - (c) miracle
- 4.** Sebastian Shultz, the boy I'd got to know so well recently, had apparently been in a coma for all that time. I felt nervous and shivery. It didn't make any sense at all. (Page 72)

**Questions**

- (a) How did Michael know Sebastian Shultz so well recently?
- (b) Why did Michael feel nervous and shivery?
- (c) What is the opposite of 'nonsense' in the passage?

**Answers**

- (a) Michael had known the 14 year-old Sebastian Shultz so well. Shultz was in all the psycho-driven games that he played recently.
- (b) Michael felt nervous and shivery that the same boy had been in a coma for all that time.
- (c) sense

- 5.** 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. Not only do the visor and glove change what you see, but better than that, you can control the action by what you are thinking. Well, Cool! (Page 73)

### Questions

- (a) What was the latest craze of Michael's dad?
- (b) Why did they go to the Computer Fair?
- (c) What is the opposite of 'withdrawing' in the passage?

### Answers

- (a) The latest craze of Michael's dad was to buy the new gadgets or gizmos that came on the market.
  - (b) They went to the Computer Fair to buy a handful of the latest interactive psycho-drive games.
  - (c) advancing
- 6.** All at once, something strange happened. Up to that point the game had been pretty much as I expected. But when the second sheriff appeared through the back door, shouting and waving his arms about, I realized that the game was more complicated. (Page 73)

### Questions

- (a) Name the psycho-driven game where all this action took place.
- (b) What unexpected thing took place?
- (c) What is the opposite of 'simple' in the passage?

### Answers

- (a) All this action took place in the first psycho-driven game 'Wildwest' that Michael played.
  - (b) The sudden appearance of the second sheriff through the back-door was quite unexpected.
  - (c) complicated
- 7.** He wasn't like the other characters in the saloon. For a start, he was about my age, and though he looked like a computer image, he somehow didn't move like one. (Page 73)

### Questions

- (a) Where was Michael at that time?
- (b) Who is being talked about in these lines?
- (c) What is the antonym for 'stop' in the passage?

### Answers

- (a) At that time Michael was in a saloon drinking a glass of sarsaparilla.
  - (b) The second sheriff who appeared suddenly in the game 'Wildwest' is being talked in these lines.
  - (c) move
- 8.** At the top was a picture of the second sheriff. This time though, he was wearing jeans and a sweatshirt. Printed over the bottom was a message. I'M STUCK. PLEASE HELP TO RETRIEVE ME. TRY 'DRAGONQUEST'. Sebastian Shultz. (Page 74)

### Questions

- (a) Where was the picture of the second sheriff?

- (b) Who was actually the second sheriff?
- (c) What is the opposite of 'bottom' in the passage?

**Answers**

- (a) The picture of the second sheriff was at the top of a newspaper.
  - (b) The second sheriff was actually a 14-year old boy Sebastian Shultz.
  - (c) top
- 9.** '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. (Page 74)

**Questions**

- (a) Who squealed and why?
- (b) What could Michael hear behind him?
- (c) What is the synonym of 'save' in the passage?

**Answers**

- (a) The fair princess Aurora cried for help because she was in the clutches of the wicked dragon.
  - (b) Michael could hear the roar of the wicked dragon behind him.
  - (c) rescue
- 10.** I swung my sword. But it was no good. The dragon was only interested in Sebastian, and there was nothing I could do to prevent it getting him. (Page 75)

**Questions**

- (a) Who swung his sword and why?
- (b) Did the dragon harm Michael?
- (c) What is the opposite of the word 'bad' in the passage?

**Answers**

- (a) Michael swung his sword to hit the wicked dragon.
  - (b) No, the dragon was interested only in Sebastian Shultz and didn't do any harm to Michael.
  - (c) good
- 11.** At that moment, the door behind us burst open. Twelve guards with vicious dogs were standing there. The next instant the dogs were hurtling towards us, all bared teeth and dripping jowls. Out of the corner of my eye, I saw Sebastian take a step backwards. (Page 76)

**Questions**

- (a) Name the psycho-driven game which is being described here.
- (b) Where were Sebastian and Michael?
- (c) What is the synonym for the word 'moment' in the passage?

**Answers**

- (a) The psycho-driven game being described here is 'Jailbreak'.
- (b) Sebastian and Michael were on the roof of the dungeon in the castle.
- (c) instant

- 12.** As I removed my visor I looked in the printer tray. This time it was empty. I felt really bad. I'd failed Sebastian; I'd failed the game. It was only later, when the scenes began to fade in my memory, that it occurred to me that *Sebastian Shultz* was the game. (Page 76)

**Questions**

- (a) What did Michael find in the printer-tray?
- (b) How did Michael fail Sebastian and the game?
- (c) What is the opposite of 'full' in the passage?

**Answers**

- (a) Michael didn't find anything in the printer-tray as it was empty.
  - (b) Michael failed Sebastian because he could not rescue him. He failed the game because he couldn't crack it.
  - (c) empty
- 13.** We ran across a no-man's-land of rubble and smoke, dodging sniper fire. At the far end we went through a door in a wall. The helicopter was on the ground, waiting for our arrival. (Page 76)

**Questions**

- (a) Name the psycho-driven game where all this action is taking place.
- (b) Where were Michael and Sebastian heading for?
- (c) What is the opposite of 'departure' in the passage?

**Answers**

- (a) All this action takes place in the psycho-driven game 'Warzone' which Michael is playing.
  - (b) Michael and Sebastian were heading towards a helicopter.
  - (c) arrival
- 14.** I'd done it! I'd rescued Sebastian at last! Before I had a chance to say anything to him though, the helicopter flew into thick cloud. It turned everything blinding white. I couldn't see a thing-until 'GAME OVER' flashed up. (Page 77)

**Questions**

- (a) After playing how many games did Michael succeed in saving Sebastian at last?
- (b) Where were Michael and Sebastian before the helicopter picked them up into it to safety?
- (c) What is the opposite of 'thin' in the passage?

**Answers**

- (a) Michael played 'Wildwest', 'Dragonquest', 'Jailbreak' before succeeded in saving Sebastian finally in 'Warzone'.
  - (b) Michael and Sebastian were in a war zone before they were picked up by the helicopter to safety.
  - (c) thick
- 15.** My heart pounded furiously. What if, because Sebastian had been plugged into the computer when he banged his head in the accident, the computer had saved



his memory in its own. And then what if the weird versions of the games I'd been drawn into had all been attempts to retrieve that memory? (Page 77)

### Questions

- (a) When had Sebastian been plugged into the computer?
- (b) What did the computer do after Sebastian banged his head in the accident?
- (c) What is the synonym for 'efforts' in the passage?

### Answers

- (a) Perhaps Sebastian had been plugged into the computer when he banged his head in the accident.
- (b) The computer had saved Sebastian's memory in its own.
- (c) attempts

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

What I know is this. Everything that I've described is true-Virtually! (Page 78)

### Questions

- (a) Who received a real message from the real Sebastian Shultz?
- (b) How was this 'message' and 'Sebastian Shultz' different from the earlier messages and computer images of Sebastian Shultz?
- (c) What is the opposite of 'impossible' in the passage?

### Answers

- (a) Michael received a real message from the real Sebastian Shultz.
- (b) Earlier all the messages as well as the pictures of Sebastian Shultz were only computer based virtual images. But now the real Sebastian Shultz had sent a real message to the real Michael.
- (c) possible

## QUESTIONS FROM TEXTBOOK SOLVED

**Q1. Before reading the story, attempt the following working in groups of four or five.**

- (a) Do you play computer games? How many hours do you spend playing games on the computers as compared to outdoor games?
- (b) Make a list of your favorite games. Have a class discussion on the advantages and disadvantages of computer games.
- (c) Look in your dictionaries/computer to find synonyms for the word 'virtual'.
- (d) Look at the K.W.L. chart given below. Based on the information you have gathered till now, complete the K and W columns. You may work with your partner. After reading the story complete the third column.

	<b>K-What I Know</b>	<b>W--What I want to know</b>	<b>L-What I learnt</b>
<b>Virtual Reality</b>			
<b>Virtual Environment</b>			
<b>3-D/three-dimensional</b>			
<b>Simulation games</b>			
<b>Computer simulations</b>			
<b>Interactive psycho-drive games</b>			
<b>Teleporting</b>			

**Ans.** (a) Yes, I do play computer games. Unfortunately, I give one hour or more to computer games and I am not so regular in playing outdoor games. Sometimes I give just an hour or so to outdoor games.

(b) My favourite psycho-driven games are:

(i) Tornado                      (ii) Me Babash                      (iii) Black Belt                      (iv) Kyrene's Kastle

(c) Synonym for the word 'virtual' is real.

#### **I**

#### **Advantages of Computer Games**

1. Increase mental ability
2. Increase numeral ability, computation and calculation skills.
3. Refresh the working of the mind
4. Bring depth and volume in thinking
5. Useful diversions

#### **II**

#### **Disadvantages of Computer Games**

1. Encourage sedentary life
2. Psychological imbalance
3. Promote violence and aggression
4. Reduce social skills
5. Computer games are addictive.
6. Detach one from reality
7. Too much time is wasted.
8. Negative impact on health

(d)

<b>Terms</b>	<b>K-What I know</b>	<b>W-What I want to know</b>
Virtual Reality	Images created by a computer that appear to surround a person looking at them and seem almost real.	The real process and its scientific explanation.
Virtual Environment	Environment created by a computer that appears to be natural and real to a person looking at it.	Can the virtual environment so created by a computer affect the person looking at it in the same way as the natural environment?

<b>Terms</b>	<b>K-What I know</b>	<b>W-What I want to know</b>
3D three dimensional	The quality of having, or appearing to have, length, width and depth (three dimensions)	How does the third dimension (depth) brings a three D image?

Simulation games	Games in which a particular sets of conditions is created artificially in order to study or experience something that could exist in reality. For example, a computer simulation of how the planet functions or a simulation model	The underlying scientific explanation of simulation activity.
Computer games	Games that are played on computers.	Does the thrill of computer games benefit our mind and body?
Interactive Psycho-drive games	Games driven by mental power where man who plays them and the computer interact.	Does too much dependence on mental power slowly kills the urge for outdoor physical activities?
Teleporting	Usually, the term is frequently used in science-fiction. It is a process of moving somebody/ something immediately from one place to another a distance away, using special equipment.	The scientific explanation of teleporting.

#### A. EXERCISES

1. According to the newspaper, what had happened to Sebastian Shultz?
2. 'Dad's nutty about computers.' What evidence is there to support this statement?
3. In what way did the second game seem very real?
4. The last game has tanks, jeeps, helicopters, guns and headings would you put this and the other games under?
5. What was Michael's theory about how Sebastian had entered the games?

- Ans.**
1. According to the newspaper, six weeks ago, Sebastian Shultz was badly injured in a motorway accident. His condition on arrival at the General Hospital, was described as critical though stable. The boy didn't regain consciousness inspite of the doctor's hopes. His parents were informed that he was in a coma.
  2. Michael's dad is nutty and crazy for computers. He has a pentium 150 Mhz processor, with 256 of RAM, a 1.2 Gb hard disk drive and 16 speed CD ROM, complete with speakers, printer, modem and scanner. It can paint, play music and create displays. He couldn't resist buying any of the new gadgets or gizmos that came on the market.
  3. The second game 'Dragonquest' seemed very real to Michael. He wanted to go straight into the game as Sebastian had suggested. Next morning, when he was back on the computer he at once found him walking through the big studded doors of the dragon's castle. He had to rescue fair princess Aurora from the wicked dragon. The scenes of leaking the window running down a spiral staircase and swinging of the sword looked very real. Michael could even hear and feel and smell the evil dragon following them. Everything looked so real and life-like.
  4. The last game 'War zone' has tanks, jeeps, helicopters. The war zone was a city somewhere. The tall buildings were windowless and riddled with hones. Machine guns raked the sky. Walls tumbled. Bombs exploded. Michael was to save

Sebastian in a helicopter. Sebastian was thrown out of his jeep when the tank crashed into it. Michael pulled him up and the helicopter soared into the sky.

All these games can be put broadly under 'Interactive Psycho-drive Games'.

5. At the time of the incident, Sebastian was using his laptop to play one of the same psycho-drive games that Michael had got. Michael thought it possible that Sebastian had been plugged into the computer when he banged his head in the accident. The computer had saved his memory in its own. And it was possible that the strange versions of the games he had drawn into had all been attempts to retrieve Sebastian's memory.

## **B. REFERENCE TO CONTEXT**

**Read these lines from the story, then answer the questions.**

'That was my idea' said Sebastian excitedly. 'If only it would go a big faster.'

1. Where was Sebastian when he spoke these words?
2. What was his idea, and what was he referring to?
3. Was the idea a good one, and did it eventually succeed? How?

- Ans.** 1. Sebastian was on the roof of the prison when he spoke these words.  
2. His idea was to be rescued from there only by a helicopter. He was referring to a helicopter that was coming to their rescue.  
3. The idea was quite good but it did not succeed. Sebastian had slipped and came tumbling down from the roof to the concrete below.

## **Q2. Answer the following questions briefly.**

- (a) Why did the news of the 'miracle recovery' shock Michael?
- (b) Michael's meeting with Sebastian Shultz had been a chance meeting. Where had it taken place and how?
- (c) What kind of computers fascinated Michael and his dad? Why?
- (d) Describe the first place where Michael was virtually transported.
- (e) What help did Sebastian Shultz ask Michael for? How did he convey this message?
- (f) Why did Michael fail in rescuing Sebastian Shultz the first time?
- (g) The second attempt to rescue Sebastian Shultz too was disastrous. Give reasons.
- (h) Narrate the accident that injured Sebastian Shultz.
- (i) How had Sebastian Shultz entered the games?
- (j) How was Sebastian Shultz's memory stored on Michael's disk? Did Michael discover that?

- Ans.** (a) The news of the 'miracle recovery' shocked Michael. The news was about a 14 year old boy Sebastian Shultz from South London. He awoke from a coma that doctors feared might last forever. Michael had known the boy so well recently in interactive psycho-drive games. He felt nervous and shivery that the boy had been in coma for all that time. It didn't make any sense at all.
- (b) Michael's meeting with Sebastian Shultz had been a chance meeting. It all started a month ago at the Computer Fair where Michael had gone with his father. When he launched himself off into the first psycho-drive games, 'Wildwest' he saw Sebastian Shultz. He was about Michael's age and looked like a computer image as the second sheriff who had come to save him. Sebastian was playing the second sheriff in the game.
- (c) Michael's dad was crazy about computers like him. He had a Pentium 150 Mhz processor with all equipments. They liked best of all the games like Tornado,

Me babash, Black Belt etc. He could not resist any of the new gadgets or gizmos that came on the market. They bought a handful of latest interactive psycho-drive games.

- (d) The first place where Michael was 'virtually' transported was a dusty town of the 'Wildwest'. He was striding down the dusty track through the centre of the town. There was a sheriff's badge pinned to his shirt. He burst in through the swing doors of a saloon, went over the bar and ordered for a glass of 'Sarsaparilla'.
- (e) After being shot in the first game 'Wildwest', the second sheriff or Sebastian Shultz groaned and slumped back against Michael. The game was over. Michael noticed the printer had come on. He picked up a piece of paper from the tray. At the top of the second sheriff was wearing jeans and a sweatshirt. Printed over the bottom was this message.

I'M STUCK. PLEASE HELP TO RETRIEVE ME. TRY 'DRAGONQUEST'. Sebastian Shultz.

- (f) Michael was to 'help' Sebastian Shultz and to 'retrieve' him. For this, he was asked to try the game 'Dragonquest'. Next morning, he was back on the computer. He was soon walking through the massive studied doors of the dragon's castle lair. He had to rescue a fair princess from a wicked dragon. After leaping from the window and passing through a secret passage they were going down to the dungeon. The dragon appeared at once and pounced on them. Michael swung his sword but in vain. The dragon was only interested in Sebastian. Poor Michael could do nothing to save Sebastian Shultz.
- (g) The second attempt to rescue Sebastian Shultz too was disastrous. This time the message in the printer said. 'TRY JAILBREAK'. Michael was on the computer again and soon was transported to the dungeon cell. Here, his mate Sebastian Shultz was prisoner 02478. With the help of a swipe-card, they were soon out of the cell. They dodged the guards and went towards the roof. On the roof Sebastian pointed towards a helicopter. Sebastian took a step backwards. Sebastian fell down and came tumbling down to the concrete below.
- (h) In the game 'Jailbreak', Michael was to rescue the boy Sebastian Shultz from the dungeon. With the help of a swipe-card, they were soon out of the cell. They dodged the guards and made it to a staircase that went to the roof. On the roof, Sebastian was waiting anxiously for a helicopter. The helicopter hovered around over them. Twelve guards and bared teeth dogs followed them. Sebastian took a step backwards. Michael cried "Nooooo!" But it was too late! Sebastian had slipped and was tumbling down through the air. He fell down to the concrete below. In this way, Sebastian got badly injured.
- (i) At the time of his accident, Sebastian was using his laptop. He was playing one of the same psycho-drive games that Michael had got. It could be possible that he had been plugged into the computer. When he banged his head in the accident, the computer had saved his memory in its own. It was possible that Sebastian's memory had been stored on the disk. Hence, he entered the games. They were stolen while Sebastian was in hospital. And they were bought by Michael at the Computer Fair.
- (j) Sebastian was perhaps plugged into the computer when he banged his head in the accident. The computer stored and saved Sebastian Shultz's memory in its own. It was also possible that Sebastian's memory had been stored on interactive psycho-driven disks. Those disks were stolen from Sebastian's house when he was in the hospital. When Michael was playing the weird versions of



the psycho-driven games, he was actually retrieving that memory. In this way, Sebastian entered the games.

**Q3. Sebastian Shultz had a close brush with death. After he recovers, he returns to school and narrates his experience to his classmates. As Sebastian Shultz, narrate your experience.**

**Ans.** Attempt yourself.

**Q4. CONTINUE THE STORY.**

**Will Michael and Sebastian Shultz meet in real life? Will they be friends? Will they try to re-enter the virtual world together? You may use the following hints:**

- How the accident occurred      • Transfer of memory      • Meeting with Michael
- Appeals for help      • Rescue and recovery

**Ans.** Yes, Michael and Sebastian Shultz will meet in real life one day. It is also possible that they may be friends. They may try to re-enter the virtual world together through interactive psycho-drive games.

Six weeks ago, Sebastian Shultz was badly injured in a motorway accident and went in a coma. At the time of the accident, Sebastian was using his lap top. He was playing one of the psycho-drive games. He had been plugged into the computer when he banged his head. The computer had saved his memory in its own. It was possible that his memory had been stored on disks. While Sebastian was in hospital someone stole those disks. Those disks were bought by Michael and his dad at the Computer Fair.

Michael first time met the computer image Sebastian Shultz in the interactive psycho-drive game 'Wildwest'. Michael was in the bar when he was challenged by Black-Eyed Jed. Sebastian appeared as the second sheriff who helped Michael to dive through the window and speed off to safety.

Michael received a message from Sebastian : I'M STUCK. PLEASE HELP TO RETRIEVE ME. TRY 'DRAGONQUEST'.

Michael played 'Dragonquest' and tried to save Sebastian from the dragon. But he failed. Michael played the next game 'Jailbreak' to save Sebastian. They were on the roof after dodging guards and dogs, Sebastian was waiting for a helicopter. When he took a step backwards, he fell down from the roof and was seriously injured. The game was over.

Michael was successful in saving Sebastian in his last game 'Warzone'. Machine guns were firing. Walls tumbled. Bomb exploded. Michael and Shultz were off in a jeep followed by a tank. Michael jumped into the helicopter and cried for Sebastian. He was pulled up and saved. The game was over but Sebastian was saved. Michael got 40,000,000 points and had hit the jackpot.

**Q5. Put the following sentences in a sequential order to complete the story.**

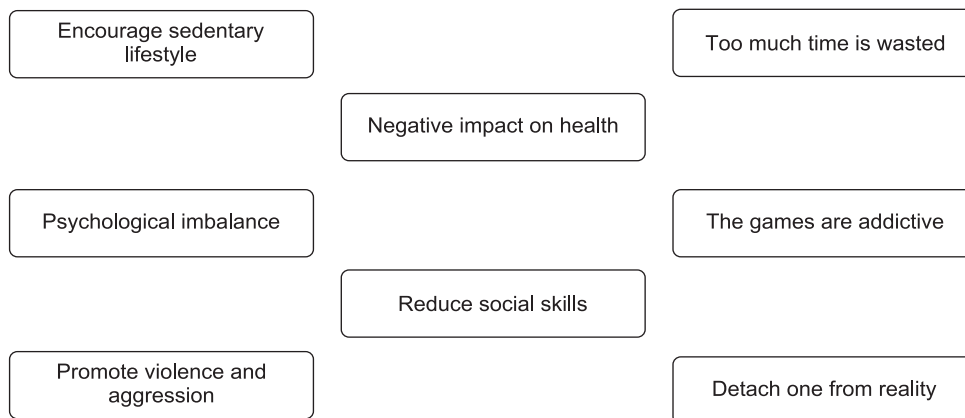
- (a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.
- (b) Sebastian's memory was saved in the computer when he banged his head on it during the accident.
- (c) When Michael played the game, he entered Sebastian's memory.
- (d) Michael bought the latest psycho-drive games from the computer fair.
- (e) Sebastian Shultz was the second sheriff in the 'Dragonquest'

- (f) Michael pulled Sebastian into the helicopter and the screen flashed a score of 40,000,000.
- (g) Sebastian requested Michael to try 'Jailbreak'.
- (h) Sebastian failed to save the boy who fell through the air.
- (i) Sebastian thought the helicopter was the right idea and they should go into the 'Warzone'.
- (j) The games were stolen from Shultz's house.
- (k) Sebastian thanks Michael for saving his life and asks him to keep the games.

- Ans.** (a) Sebastian Shultz was badly injured in a motorway accident and went into a coma.
- (b) Sebastian's memory was saved in the computer when he banged his head on it during the accident.
- (j) The games were stolen from Shultz's house.
- (d) Michael bought the latest psycho-drive games from the Computer Fair.
- (c) When Michael played the game, he entered Sebastian's memory.
- (e) Sebastian Shultz was the second sheriff in the 'Dragonquest'.
- (g) Sebastian requested Michael to try 'Jailbreak'.
- (h) Michael failed to save the boy who fell through the air.
- (i) Sebastian thought the helicopter was the right idea and they should go into the 'War-zone'
- (f) Michael pulled Sebastian into the helicopter and the screen flashed a score of 40,000,000.
- (k) Sebastian thanks Michael for saving his life and asks him to keep the games.

## WRITING

**Q6. Do you think it is a true story? Could it happen to you one day? Here are some opinions about computer games in general.**



- Ans.** It is not a true but a 'virtually' true story. It is one of those stories that come under the category of 'science fiction'. The characters and events are made to exist by the use of computer software using 'Virtual Reality Technology'. This technology creates images by a computer that appear to surround the person looking at them and seem almost real.

Nothing can be predicted about future. Technology and intelligence may let it really happen, let us say, after a few decades from now.

**Q7. Do you think these opinions are biased ? Write an article entitled ‘Virtual games are a reality’.**

**Ans.** These opinions are not biased but partially true. No doubt, computer games have brought a revolution in children-entertainment. They have sharpened their brains, created 3D-world of fantasy and extended their mental horizons. However, they have given birth to a sedentary life-style, psychological imbalance and negative impact on health. They reduce social skills and detach one from reality. They are highly addictive.

#### **Virtual Games are a Reality**

In this world of high technology anything is possible. In the last decade we have seen a revolution in children-entertainment. Virtual games have added a new dimension and given a new definition to entertainment. Virtual games may not be true in the true sense but they are ‘virtually true’. Science fiction has enlarged the horizon of man’s mind and his memory. The ‘Virtual Reality Technology’ has broken fresh grounds in fantasy and reality. Through this technology a software can create images that appear to surround the person looking at them and seem almost real.

Technology is advancing every day. It becomes quite difficult for children and young persons to resist any of the new gadgets or gizmos that flood the market. In computer shops and fairs, we can get the latest virtual reality visors and gloves and a handful of the latest interactive psycho-drive games. They are really terrific. Not only these visors and gloves change what we see, but they can also control the action by what we are thinking. For example, when you are watching a game like ‘Wildwest’ you become a sheriff with a badge pinned to your shirt. You are being challenged by Black-Eyed Jed, the fastest ‘gun’ in the west. In a psycho-driven games like ‘Dragonquest’, you are confronted with a roaring dragon who gets your buddy Sebastian. Similarly, in ‘Jailbreak’ you dodge 12 guards and vicious dogs to be lifted by a helicopter. Then you succeed in saving your friend Sebastian in the game ‘Warzone’ and hit a jackpot. It may now be possible that computer may save your memory in its own. Well, everything is possible in the world of ‘Virtual Reality’.

**Q8. In groups of four, design a new computer game.**

**Decide on the**

- Setting
- Plot
- Characters
- Objectives

**Ans.** Do yourself.

**Q10. Listen carefully to a text on ‘Tour of Body’ and answer the questions that are given below.**

On the basis of your listening to the passage complete the following statements by choosing the answers from the given options :

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**Ans.** Do yourself.

## MORE QUESTIONS SOLVED

### I. SHORT ANSWER TYPE QUESTIONS (30-40 Words)

**Q1. Who was Sebastian Shultz? How did he meet with an accident?**

**Ans.** Sebastian Shultz was a 14 year-old school boy from South London. Six weeks ago, Sebastian was badly injured in a motorway accident. He was taken to the General Hospital. His condition was described as critical though stable. Despite doctors' hopes, Shultz did not regain consciousness. He was in a coma and only some miracle could save him.

**Q2. What did Mrs. Shultz say at a press conference? Did that miracle happen?**

**Ans.** Despite doctors' hopes, Sebastian Shultz didn't regain consciousness. His parents were informed that their son was in a coma. At a press conference, Mrs. Shultz told that the doctors were doing their best to save him. She hoped that a miracle would save their son Sebastian. That miracle did happen. Sebastian Shultz awoke from his coma and had a miraculous escape.

**Q3. Why did Sebastian Shultz feel nervous and shivery to read the news in the newspaper?** [V. Imp.]

**Ans.** When Michael saw the photograph that went with the story in the newspaper, he gasped. The boy in the picture was Sebastian. He was the same boy who was with him in the psycho-driven games. He had got to know the boy so well recently. He was shocked to know that he had been in coma for all the time. He felt nervous and shivery. It didn't make any sense at all.

**Q4. Describe Michael's dad's obsession about computers. Give two examples.**

**Ans.** Michael's dad was crazy about computers. He had a Pentium 150 Mhz processor complete with RAM, CD ROM, speakers, printer, modem and scanner. He had all the games Tornado, Me Babash, Black Belt and Kyrene's Kastle. He could not resist any of the new gadgets or gizmos that came in the market.

**Q5. Where did Michael find himself when he played the first psycho-driven game 'Wildwest'?** [V. Imp.]

**Ans.** Michael was impatient to launch himself off into the first of the games called 'Wildwest'. Soon he was striding down the dusty track through the centre of the town. There was a sheriff's badge pinned to his shirt. When he entered a saloon everyone glared at him. He ordered for a glass of 'Sarsaparilla'. Soon he saw Black-Eyed Jed, the best gun shooter in the west. He challenged Michael who was playing the role of a sheriff. He was threatened to come out.

**Q6. Who was the second sheriff and how was he shot helping the first sheriff, Michael?**

**Ans.** The second sheriff was Sebastian Shultz. But he didn't tell his name even when he was asked by Michael. He warned Michael not to go out. He took Michael out of many doors and finally they were at the back of the saloon. They jumped out of the window and sped off on a horse. Michael wanted to know who he was but the second sheriff didn't answer. At that moment a gun shot echoed the air. The second sheriff was hit. He cried and slumped back against Michael.

**Q7. When did Michael meet Sebastian Shultz for the first time? When and how did Michael recognise that the second sheriff was Sebastian Shultz?** [Imp.]

**Ans.** Michael met Sebastian Shultz for the first time in the psycho-driven game 'Wildwest'. Shultz was playing the role of the second sheriff but didn't reveal his identity. Only when Michael picked up a piece of paper from the tray, he found the

photo of the second sheriff at the top. He had left a message "I'm stuck. Please help me to retrieve me. Try Dragonquest." Now Michael came to know of Shultz's identity.

**Q8. In the second game 'Dragonquest' Michael came to rescue the fair princess Aurora from the wicked dragon. Who cried that he needed rescuing first and why?**

**Ans.** In the second game 'Dragonquest' Michael's aim was to rescue the fair princess Aurora from the wicked dragon. He had also to collect the wicked creature's treasure. When the princess cried for help, there appeared a second knight, Sir Sebastian. He cried, "Never mind her. It's me who needs rescuing!" Michael recognised Sebastian Shultz. The dragon was only interested in him and he needed to be rescued first.

**Q9. How did Michael come to the second knight's (Sebastian's) help but couldn't save him from the clutches of the dragon?**

**Ans.** Michael went to save the fair princess from the wicked dragon. But there appeared Sebastian (in the role of the second knight). He sighed and asked Michael to help him first. The second knight cut off two long plaits of the princess and made a rope. With the help of that they jumped out of the window. They went to the dungeon. But before they could turn, the dragon stood in front of them. Michael swung his sword in vain. He could not prevent the mighty dragon to take away Sebastian with him.

**Q10. How couldn't Michael save Sebastian in the game 'Jailbreak'? [Imp.]**

**Ans.** Michael was playing the game 'Jailbreak' to save Sebastian. Michael assured him that he would help him. Then with the help of a swipe-card they were out of the cell. Sirens wailed and the dogs howled. He dodged the guards and came to the roof. Standing there, Sebastian was waiting for a helicopter that was coming towards them. Soon they found 12 guards and dogs in front of them. Sebastian took a step, slipped and fell down to the concrete below.

**Q11. Why did Michael feel bad at the close of 'Jailbreak' and how did he reconcile himself? [V. Imp.]**

**Ans.** The game 'Jailbreak' was over. Michael felt really bad. He could not save Sebastian Shultz. He had failed him; he had failed the game too. It was only later that the scene began to fade in his memory. It occurred to him that Sebastian who could not be rescued was not real. Sebastian Shultz was just "the game".

**Q12. What did Sebastian suggest when Michael failed to save him in the third game 'Jailbreak'?**

**Ans.** In the third game 'Jailbreak', Michael couldn't save Sebastian Shultz. Only the previous day, he heard from Sebastian. In the printer tray there was a sheet of paper. Sebastian suggested Michael to have one more try. He thought that the helicopter was 'the right idea'. He should go into the 'WARZONE'. If even that didn't work, Sebastian Shultz assured Michael that he would not bother him again.

**Q13. Describe the scene of the 'Warzone'. [V. Imp.]**

**Ans.** Michael and Sebastian Shultz found themselves in a war zone but couldn't tell which war zone they were in. It was a city somewhere quite unknown. The tall buildings had no windows. They had large number of small holes for guns. Machine gun fire raked the sky. Walls tumbled and bombs exploded. The only hope of escape from there was by a helicopter.

**Q14. How did Sebastian and Michael come out alive from the 'Warzone'? How did Michael, at last, save Sebastian Shultz?**



**Ans.** Michael and Sebastian could be saved only if they could make it to that helicopter which was on the ground. It was waiting for their arrival. They started to run dodging sniper fire. They jumped in a vehicle parked by the road. Sebastian slammed on the brakes and the jeep skidded into a spin. Michael jumped out and leapt into the helicopter. A tank crashed into the jeep and Sebastian was thrown into the air. He was pulled up into the helicopter, and the helicopter soared into the sky. Thus Sebastian Shultz, at last, was saved.

**Q15. How did Michael hit the jackpot and finally cracked the game?**

**Ans.** In the game 'Warzone' Michael was successful in saving Sebastian Shultz. He was able to pull him up into the helicopter which soon soared into the sky. He got a score of 40,000,000. He had hit the jackpot and cracked the game. He had failed in the previous games but was a definite winner this time in his last game 'Warzone'.

**Q16. How was Sebastian's memory been saved in the computer? Give one possible explanation of this wonderful happening.**

**Ans.** Michael checked the net to learn more about the 'Miracle Recovery' story. At last, he found what he was looking for. At the time of the accident, Sebastian was using his laptop. He was playing one of the interactive psycho-drive games that Michael had with him. It could be possible that Sebastian had been plugged when he banged his head in the accident. The computer had saved his memory in its own.

**Q17. How did Sebastian's memory stored on disks ended up on Michael's computer? How had Sebastian Shultz entered the games?**

**Ans.** Perhaps Sebastian was plugged into the computer when he banged his head in the accident. The computer had saved Sebastian's memory in its own. It was possible that Sebastian's memory had been stored on disks. While they were in the hospital, someone stole all those disks. They ended up at the Computer Fair. Michael and his dad bought those disks from there. By playing the weird versions of the games, Michael was retrieving that memory. In this way Sebastian entered the games.

**Q18. What did Michael find when he checked his e-mail? What was Michael's reaction?** [V. Imp.]

**Ans.** Michael lift the net and checked his e-mail. There was one mail from Sebastian Shultz. With trembling fingers, Michael read the following message :

'Dear Michael, it said. 'Thank you! I'm not sure how it happens, but thanks. You saved my life.' In the message Sebastian urged Michael to meet him soon. In the end, Sebastian showed his generosity by asking Michael to keep the games. He had 'earned them'. Michael shook his head in satisfaction.

**Q19. 'A real message from the real Sebastian Shultz', says Michael. How are the 'message' and the 'man' different from the computer images of his psycho-driven games?** [V. Imp.]

**Ans.** When Michael checked his e-mail, he had a message for him. It was a 'real' message of thanks from the real Sebastian Shultz. He thanked Michael for saving his life and urged him to meet soon. He generously asked Michael to keep all the games with him as he had 'earned them'. The man who was sending the message was not the virtual image of the computer. He was a 14 year-old boy who had been miraculously recovered and woke up from a coma.

**Q20. 'Everything that I've described is true—Virtually!' says the narrator. How do you justify this statement?**

**Ans.** The narrator says that whatever he has described in the various versions of the games is true. It is 'Virtually' true. What is virtual reality? Images created by a computer appear to surround the person looking at them. And they seem to be almost real. Interactive psycho-driven games like 'Wildwest', 'Dragonquest', 'Jailbreak' or 'Warzone' give virtual real images. Even the theory of Sebastian's memory being saved in the computer and finding its way into the games are 'virtually true'

**Q21. Justify the title of the lesson 'Virtually True'? [V. Imp.]**

**Ans.** The lesson is aptly and logically titled 'Virtually True'. The lesson describes how Michael tries to rescue Sebastian Shultz, a virtually true image or character created by the computer. In all the four interactive psycho-driven games, 'Virtual Reality' is the controlling concept. The images created by the computer seem to be almost real to the person who is surrounded by them. The narrator himself says that whatever described in the lesson is true but 'Virtually'.

**Q22. Does Paul Stewart's story 'Virtually True' come under the category of 'Science Fiction'? More 'futuristic' computers get, the better you can understand the past'. Why does the narrator say so?**

**Ans.** Paul Stewart's story comes under the category of 'Science Fiction'. All the weird games Michael play are interactive psycho-driven games. They are based on the concept of 'Virtual Reality' which makes images created by the computer real to the person who is surrounded by them. All these games 'Wildwest', 'Dragonquest', 'Jailbreak' or even 'Warzone' create and recreate the past world of castles, dragons and dungeons. So more futuristic computers get, the better we can understand the past.

## **II. VALUE-BASED LONG ANSWER QUESTIONS (80-100 Words)**

**Q1. How is 'Virtually True' different from the real truth? 'Everything that I've described is true-Virtually!' says the narrator. Even the title of the story is 'Virtually True'. Justify the statement given above and also the title of the story. [V. Imp.]**

**Ans.** The story 'Virtually True' comes under the category of 'Science Fiction'. Even the title of the story is 'Virtually True'. The lesson is about interactive psycho-driven games. These games are based on the concept of Virtual Reality. The images are created by the computer. These images seem to surround the person who is looking at them. The person when surrounded by these images, assumes them to be real. Hence, a thing that is 'virtually true' gives the impression of being actually true.

In all the psycho-driven games 'Wildwest', 'Dragonquest', 'Jailbreak' and 'War-Zone', Michael tries to save Sebastian Shultz, a character created by the computer. In 'Wildwest', Sebastian is the second sheriff and in 'Dragonquest' Sebastian plays the role of the second knight, Sir Sebastian. In 'Jailbreak', Michael and Sebastian dodge guards and the vicious dogs. They are about to reach the helicopter when Sebastian slips and comes tumbling down to the concrete below. Even when the game is over, Michael feels bad that he couldn't rescue Sebastian Shultz. But then he convinces himself that Sebastian was not real but just the 'game'. Michael at last, saves Sebastian and wins the jackpot. In the end, Michael gets a 'real' message from the 'real' Sebastian Shultz. The real Sebastian had a miraculous recovery when he wakes up from a coma. He thanks Michael for saving his life.

He hopes to meet him soon. He generously allows Michael to keep the games as he has earned them.

**Q2. Describe the sequence of events that led to Sebastian Shultz's miraculous recovery. How did Sebastian enter Michael's games? Do you think the real Sebastian will ever meet Michael one day? [V. Imp.]**

**Ans.** Sebastian Shultz was a 14 year-old school boy from South London. Six weeks ago he was badly injured in a motorway accident. He was taken to the General Hospital where his condition was declared critical but stable. Despite doctor's hopes Sebastian didn't regain consciousness. He remained in a coma and doctor had doubts if he would ever wake up again. Even Mrs. Shultz hoped for a miracle that could save Sebastian's life. And that miracle did happen. Sebastian Shultz had a miraculous recovery and woke up from a coma only the previous day. Michael read this news in a newspaper. He was shocked to see Sebastian Shultz's photograph. The real Sebastian Shultz was also the Sebastian Shultz of the psycho-driven games that Michael played. Michael couldn't understand the logic of such an incredible resemblance.

How could the real Sebastian Shultz enter Michael's psycho-driven games? In the first game 'Wildwest' Sebastian was playing the second sheriff. In the second game, 'Dragonquest', Sebastian was in the role of the second knight, Sir Sebastian. In 'Warzone' Sebastian was rescued and Michael won the jackpot. The explanation of the real Sebastian entering the games is based on assumptions. During the accident Sebastian's head banged and got plugged into the computer on which he was watching psycho-driven games. The computer saved Sebastian's memory into his own. That memory was perhaps stored on the disks. Those disks were stolen from Michael's house when he was in the hospital. They were sold and bought by Michael and his father at the Computer Fair. So real Sebastian entered the psycho-driven games.

It is quite possible that Michael and the real Sebastian may meet soon. Michael has already received a 'real' message by the 'real' Sebastian. In the message, he has thanked Michael for saving his life and urged to meet him soon.

**Q3. What is the concept of 'virtual reality' in this strange and mysterious world? Michael writes a letter to his friend describing him how he received a 'real' message from the 'real' Sebastian Shultz. Michael's heart starts pounding and he wonders how Michael Shultz entered the psycho-driven games like 'Wildwest' or 'Warzone'.**

**Ans.** 12, Piccadilly Circus  
London

25th December, 20xx

Dear John

It is a strange and mysterious world. And more strange is the world of computers and interactive psycho-driven games. How can it be possible that a character of the games, Sebastian Shultz is also the real living person of this world? How can he enter the games like 'Wildwest', 'Dragonquest', 'Jailbreak' or 'Warzone'? How can a character which plays the role of the second sheriff in 'Wildwest' and the second knight in 'Dragonquest' be the real Sebastian Shultz? He meets with an accident and remains in a coma for such a long time. These are the questions which puzzle me. I try to find their solutions and have reached certain conclusions on the basis of the concept of 'Virtual Reality'.

When I checked my e-mail yesterday I received a 'real' message from the real 'Sebastian Shultz'. He thanked me for saving his life and urged to meet me soon. He was generous enough to ask me to keep all the games with myself as I have 'earned' them.

I think the real Sebastian Shultz entered the games as his memory was first saved in the computer. He was playing one of the psycho-driven games at the time of the accident. He was plugged into the computer. The computer saved Sebastian's memory. That memory was possibly stored on disks. And those disks containing Sebastian's memory were stolen. They were bought by my father at the Computer Fair. Anyway, I hope to meet the real Sebastian soon. What an interesting meeting it will turn out to be!

Yours sincerely  
Michael

**Q4. When we lose all hopes, miracles get us going. After his miraculous recovery, Sebastian Shultz makes a diary entry describing how he was 'saved' by Michael. He also hopes to meet him very soon. Reproduce that entry here in about 100 words. [V. Imp.]**

**Ans.** London, 10th January, 20xx

I have come literally from the jaws of death. Oh! What a horrible accident it was! I was seriously injured in a motorway accident. I was soon taken to the General Hospital. I was declared critically ill but stable. I went into a coma. The doctors had little hope of my coming to consciousness. Even my mother hoped for a miracle. Only a miracle could have saved her son. And that miracle did happen. I woke up the other day from a coma that doctors feared might last forever.

How I entered in psycho-driven games is a long and complicated story. I was playing one of the games when my head banged in the accident. I was perhaps plugged into the computer which saved my memory. The memory was further stored on disks. Those psycho-driven games that contained my memory were stolen from my house. Michael's dad bought them at the Computer Fair. The games Michael played were the same as I used to play before him. Anyway, I appreciate Michael's efforts, to save me. He failed in 'Wildwest', 'Dragonquest' and 'Jailbreak'. But at last he saved me in 'Warzone' and won the jackpot. I have already sent an e-mail thanking him for saving my life. I hope to meet him soon. I hope it will turn out to be quite an interesting and exciting meeting. I have also gifted those games to Michael. The brave boy has earned them.

**Q5. 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?'**

**Ans.** 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.

## TEST YOUR SKILLS

### I. REFERENCE TO CONTEXT

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

1. Six weeks ago, Sebastian Shultz was badly injured in a motorway accident. His condition, on arrival at the General Hospital, was described as critical though stable. Despite doctors' hopes, the boy did not regain consciousness. His parents were informed that their son was in a coma.

#### Questions

- (a) Who was Sebastian Shultz?
  - (b) How was Shultz's condition described by the doctors?
  - (c) Did the boy recover in the end?
2. I finished my drink and slammed the glass down on the bar. Jed had already left the saloon. All eyes were on me again. I wondered what sort of score I was notching up.

#### Questions

- (a) Who is 'I' described in the lines?
  - (b) Who was Jed?
  - (c) Which 'score' is the speaker talking of?
3. That's what I like about computers. The more futuristic they get, the better you can understand the past. I wasn't standing in the converted loft-the Powerbase as Dad calls it-anymore. I was really there, striding down the dusty track through the centre of town. There was a sheriff's badge pinned to my shirt.

#### Questions

- (a) What does the speaker like about computers?
  - (b) Where did the speaker find himself?
  - (c) Who is a sheriff and is there any other sheriff in the game besides the speaker?
4. The second knight nodded. 'Quick,' he said, 'while there's still time.' And with a pair of scissors he chopped off the princess's two long plaits. Then he tied them together, fixed one end round the bedpost and threw the other end out of the window.

#### Questions

- (a) Who was the second knight?
- (b) Describe the game of which the first and the second knights were two characters.
- (c) Why did the second knight chop off the princess's two long plaits?



5. I didn't even bother to read the rules of Jailbreak before going in. I knew that my task would be to rescue the boy. And sure enough, my cell mate was prisoner 02478: Shultz.

### Questions

- (a) Name the 'game' that is being played in these lines.
  - (b) Who was the boy and who was to save him?
  - (c) Where was the narrator's mate?
6. I couldn't tell which war zone we were in. It was a city somewhere. The tall buildings were windowless and riddled with holes. Machine gun fire raked the sky. Walls tumbled. Bombs exploded. All I knew was that Sebastian and I had to make it to that helicopter in one piece.

### Questions

- (a) Did the narrator tell which war zone it was?
- (b) Describe the war-activities that the narrator faced with Sebastian.
- (c) Would the narrator and Sebastian be able to make it to that helicopter in one piece?

## II. SHORT ANSWER TYPE QUESTIONS

1. What was the 'Miracle Recovery'?
2. How did Sebastian Shultz get injured and what was his condition?
3. What did Mrs. Shultz say in the press conference? Did her hope of a miracle come true?
4. Why did Shultz's accident and his being in a coma for so long not make any sense to Michael?
5. Give two examples to prove that Michael's dad was nutty about computers.
6. Describe the things that Michael and his dad bought at the Computer Fair.
7. What are interactive psycho-driven games? Name two of such games described in the lesson.
8. Where did Michael find himself when he launched himself off into the first of the games he had bought at the Computer Fair?
9. How did the second sheriff get shot while trying to help the first sheriff, Michael?
10. What happened when 'Wildwest' was over and how did Michael come to know that the second sheriff was Sebastian Shultz?
11. What was Michael's aim in the beginning in the game 'Dragonquest' and why did he change his priority?
12. Why couldn't Michael save the second knight Sir Sebastian from the dragon?
13. Why did Sebastian Shultz press Michael to try 'Jailbreak'?
14. Where were Michael and Sebastian in the 'Jailbreak' and what were they trying to do?
15. Describe how Sebastian Shultz injured himself in 'Jailbreak'.
16. Why was Michael sad and how did he console himself when the game 'Jailbreak' was over?
17. What was the last try that Sebastian suggested Michael and why?
18. Describe the scene of the 'Warzone'.
19. How did Michael succeed ultimately in saving Sebastian and win a jackpot?

20. Give some possible explanations which the narrator gives in the lesson of how Sebastian's memory was saved in the computer.
21. How did Sebastian's memory ended up on Michael's computer?
22. How did Michael get a 'real' message from 'real' Sebastian Shultz?
23. Justify the title of the lesson, "Virtually true".
24. "Everything that I've described is true-virtually!" Justify the validity of the statement.

### III. VALUE-BASED LONG ANSWER QUESTIONS

1. What are interactive psycho-driven games and how were Michael and his father nutty about them? Describe the roles played by Michael and Sebastian in the four games.
2. What is 'Virtual Reality' and how everything that is described in all, the four games is 'true-virtually'?
3. Michael writes a letter how he felt when he read Sebastian's accident and his miraculous recovery in a newspaper. He also describes the various possibilities of how Sebastian's memory got transferred to the games he played. Reproduce that letter in your own words in about 100 words.
4. Michael makes a diary entry of how he saved Sebastian in the last game 'Warzone' and won the Jackpot. He also writes how he received a 'real' message from the 'real' Sebastian. Reproduce that entry here in about 100 words.
5. How was Sebastian Shultz's identity exposed? Describe how Michael fared in the first two games.
6. Describe the roles of Michael and Sebastian Shultz in the games 'Jailbreak' and 'Warzones'. How did Michael finally save Sebastian and cracked the game?