

St. Andrews Scots Sr. Sec. School

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Session: 2025-2026 Notes

Class : X

Subject : English

Topic: Ch- Virtually true

Answer the following questions

Q1. What kind of computers fascinated Michael and his dad? Why?

Ans. Michael and his dad were fanatics of computers. They were fascinated by the latest advancement in technology so they liked the latest computers available in the market. His father had a computer with the latest gadgetry available such as 256 GB RAM, Pentium 150 MHz, 1.2 Gb hard disc drive, 16 speed CD ROM and could play music, paint, create displays and improve his homework. They had also brought the latest psycho-drive games and the virtual reality visor and gloves. He had even converted his loft into a haven for his computers and called it the Powerbase.

Q2. How did Michael enter Sebastian's memory?

Ans. Sebastian Shultz was badly injured in a motorway accident and went into a coma. Sebastian's memory was saved in the computer when he banged his head on it during the accident. Michael had bought the games that were reportedly stolen from Sebastian's house at the Computer Fair, and perhaps he had been drawn into it with an attempt to retrieve the memory. Therefore, when he played the game he entered Sebastian's memory.

Q3. "We both knew that by reliving the accident, something wonderful has happened." Why does the narrator feel so?

Ans. Michael and Sebastian are two intelligent, like-minded beings who had got to know each other and had also helped each other. They got to know each other in a virtual world, that brought them close in the real world too. A virtual situation of pain and agony, led to the relief of the virtually true character, who was brought back into the real world albeit through the game.

Q4. What are psycho-drive games? Describe the four games played by Michael. Which one do you find most interesting and why?

Ans. Psycho-drive games are played using mental power. The games involve the continuous interaction between the players and the characters who play with them through the medium of a computer. They are played wearing a virtual reality visor and glove. One can bring about necessary changes through the course of the game as the



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player can control all the actions by his/her thoughts. These games are immensely thrilling.

In the story, Michael plays four psycho-drive games, one after the other. We are taken to the imaginary world of the virtual games and get introduced to the dusty towns, castles, dragons and dungeons, a fairyland of sorts. There is however a common link in all the games the trapped Sebastian who had come up with a plea to be saved. He appears as the second Sheriff in 'Wildwest', the second knight in 'Dragonquest' a prisoner in 'Jail-break' and a victim in 'Warzone', and Michael, the player was entrusted with the task of rescuing the trapped Sebastian. The trials of rescuing turned out to be failed attempts in the first three games. The last game turned out to being the most significant. The actions of the two, Sebastian and Michael appear to be more organized and in coordination with each other. They dodge everything unhurt and jump into a jeep parked by the side of the road. And after a few misses and slips, both of them make it to the waiting helicopter which soars into the sky. Both are unhurt. Michael gets his reward. His score touches 40,000,000 and he wins the jackpot. He cracks the game saving Sebastian this time.

As a reader of the lesson, I find the last game the most interesting, as the mystery was building up on me too. I was loosing hope after the three failed attempts. Will Sebastian be saved? It finally required the most challenging and final game to enable Michael to rescue the trapped "virtually true" character.

