



By Paul Stewart

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Exercise

1. According to the newspaper, what had happened to Sebastian Shultz?

Answer:

Sebastian Shultz was badly injured in a car accident. His condition was described by doctors as critical but stable. In spite of doctors' efforts Sebastian could not regain consciousness. He went into coma.

2. 'Dad's nutty about computers.' What evidence is there to support this statement?

Answer:

The narrator's father was most crazy for computer for he bought a lot of such things at the Computer Fair. He bought a Pentium Processor, a Ram, 1.2 GB hard disk and 16 speed CD ROMs, with speakers, printer, modem and a scanner.

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

Answer:

The second was DRAGON QUEST. The narrator felt that he was really walking in the Dragon's castle where they were being pursued by the dragon, the narrator felt it was like a real chase and even felt the dragon's hot breath on his face.

4. The last game has tanks, jeeps, helicopters, guns and headings would you put this and the other games under?

Answer:

Warzone can be categorised under simulation games. Wildwest is a strategy game. Dragonquest is a fantasy role-playing game and Jailbreak is an action game.

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

Answer:

According to Michael, Sebastian was probably playing those games when he banged his head in the accident. The computer had saved his memory into its own. Michael bought a lot of games at the fair. Some of them were the stolen ones of Sebastian. When Michael was playing those games, the computer was trying to retrieve Sebastian's memory.

B. Reference To Context

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

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

1. Where was Sebastian when he spoke these words?

Answer:

Sebastian was on the roof with the narrator and was waiting for the helicopter.

2. What was his idea, and what was he referring to?

Answer:

Sebastian was referring to be rescued by a helicopter from the jail, before the guards catch up on him.

3. Was the idea a good one, and did it eventually succeed? How?

Answer:

Yes, of course, it was a good idea to catch a helicopter. However, the helicopter was slow in landing. The jail guards and dogs caught up with Sebastian. The dogs hurled at Sebastian. To escape the dogs, Sebastian stepped backwards and slipped and fell on the concrete below. Eventually, Sebastian was able to board the helicopter and was rescued. Thus, Michael succeeded in saving and bringing Sebastian back to life.

3. Answer the following questions briefly.

(a) Why did the news of the 'miracle recovery' shock Michael?

Answer:

The news article mentioned that a fourteen-year-old boy called Sebastian Shultz, who had gone into a coma following the accident, had miraculously recovered. Michael was shocked to read this. When he saw the picture of Sebastian, he realised that he was the same person whom he had met in the virtual world and was trying to rescue him. Michael couldn't understand that how he could meet Sebastian if he was in coma.

(b) Michael's meeting with Sebastian Shultz had been a chance meeting. Where had it taken place and how?

Answer:

Michael's chance meeting with Sebastian had taken place in the virtual world. He had met Sebastian for the first time in a game called Wildwest. He was playing the Sheriff. There was an altercation with Black-eyed Jed and he was going to meet him out of the saloon. Before he could go, he saw another Sheriff, very different from the other computer images. Later he discovered it had been Sebastian Shultz.

(c) What kind of computers fascinated Michael and his dad? Why?

Answer:

Michael and his dad had recently bought 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. This computer could do anything: paint, play music, create displays and even make rubbish homework look fantastic.

(d) Describe the first place where Michael was virtually transported.

Answer:

The first place Michael was transported was the time period between the American Civil war and end of the 19th century. (mid 1830's-1920). Geographically, it was west America. Michael was playing a game called Wildwest where he was a Sheriff caught in a gun fight in a saloon.

(e) What help did Sebastian Shultz ask Michael for? How did he convey this message?

Answer:

Sebastian Shultz was in the virtual world when his accident took place. As a result he got stuck there. He encountered Michael in this virtual world. He wanted Michael to rescue him. He sent a message to Michael which appeared on his printer.

(f) Why did Michael fail in rescuing Sebastian Shultz the first time?

Answer:

Michael had followed Sebastian through the chase and they ended up in the saloon. Then Sebastian dived out and both were sitting on the horseback, chased by men on horseback. Sebastian told

Michael to keep his head down but he himself was shot by a bullet and slumped back near him. Before Michael could do anything the game got over.

(g) The second attempt to rescue Sebastian Shultz too was disastrous. Give reasons.

Answer:

Sebastian chopped the princess's long plaits and tied them together to form a rope and managed to flee from the tower. He and Michael headed towards the dungeons. However, the dragon followed them. As they were going down the steps, the dragon appeared and caught Sebastian. Michael tried to kill the dragon but he had already taken Sebastian. Thus, the second attempt to save Sebastian failed as well.

(h) Narrate the accident that injured Sebastian Shultz.

Answer:

It happened in WARZONE, where both Sebastian and Michael were trying to escape a city which was exploding with machine-guns and bombs. They jumped into a jeep and Michael managed to get into a helicopter but Sebastian couldn't get out of the jeep. The jeep had clashed with a tank and Sebastian landed on the ground injured.

(i) How had Sebastian Shultz entered the games?

Answer:

At the time of the accident, Sebastian was using his computer to play one of the psycho-drive games. He was plugged on to the computer when his head banged in the accident. The computer had saved his memory in its own. Thus, Sebastian had entered the games but could not come out of it.

(j) How was Sebastian Shultz's memory stored on Michael's disk? Did Michael discover that?

Answer:

When Sebastian had met with an accident, the computer had saved his memory as its own. Michael discovered later that the games disk had got stolen in the hospital and he had ended up buying those computer games.

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