

**CBSE TEST PAPER-01**  
**Class - 10 English Communicative**  
**(Virtually True)**

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**General Instruction:**

- Question No. 1 to 6 carry four marks.
  - Question No. 7 carry eight marks.
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1. 'We ran across a no man's land of rubble and smoke, dodging sniper fire.'
  - a. Who are 'we' in the above mentioned statement?
  - b. Why were they being victimised by those who fired the snipers?
  - c. What does 'no man's land' mean?
  - d. Replace the word rubble in the statement.
2. 'I said quietly. "They ended up at the Computer Fair. And we bought them."'
  - a. Who was the speaker of this statement?
  - b. Name the paraphernalia that is being referred to.
  - c. To whom did that originally belong to?
  - d. Why did Michael go to the Computer Fair?
3. What was the MIRACULOUS RECOVERY which captivated all of Michael's attention?
4. Did Michael successfully crack the game? If so, in how many tries and what was the final score of his?
5. Was the story of Michael true or fallacious? Elucidate.
6. Did Michael anticipate that one more chance would be offered to him or was it all a surprise?
7. Was the protagonist of the story obsessed with games? Elaborate with instances from the text.

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**[Answers]**

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1. Answers

- a. Sebastian Shultz and Michael are those who are mentioned here.
- b. They were victimised by those who fired the sniper because Michael went on a rescue mission to save Sebastian who was captured by the latter.
- c. 'No man's land' means- the land which is under no one's personal possession.
- d. Fragments, pieces or anything that is suitable.

2. Answers

- a. Michael was the speaker of this statement.
  - b. Psycho Drive games are the paraphernalia which are being referred to.
  - c. These games originally belonged to Sebastian Shultz.
  - d. Michael's father was a geek and he was crazy about new gizmos and so was his son. So both of them were regular visitors as well as customers of the Computer Fair.
3. A newspaper article said that a boy who was supposedly in coma for a plethora of time had suddenly regained consciousness. This was the miraculous recovery which gained all of Michael's attention for he had already had acquaintance with the former- virtually.
4. Yes, Michael was successful in cracking the psycho drive game. He turned out to be unsuccessful in the first three tries but he succeeded in the fourth try. His final score was 40,000,000.
5. The story narrated by Michael was claimed, by him, to be virtual and not real. Also the story seems highly impractical and many incidents of the story do not have any plausible theory which may define their practical aspect. So, one can say that the story was but in no way real, it was a fallacious fantasy made up by Michael.
6. No, Michael did not anticipate the last chance for he was of the opinion that the 'Jailbreak' would be the last mission. He thought so because, the announcement of Sebastian quoted

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that the Jailbreak would be the final rescue mission to rely on. But, on the whole, Michael did get one more chance but by surprise and he never expected one.

7. Michael is the protagonist of the story and with no doubt he was obviously obsessed with games. This fact can be clearly deciphered when he says that playing on a huge screen with the volume high would feel as if being a part of the game itself.

Also, Michael seemed to get flummoxed at the mention of a theatrical character whom he had met merely in a game.

His vigorous game play and his furious etiquette after losing a game very definitely define his craze towards the games.

Moreover, he puts forth a statement saying that games are one of the best things that are made available in a computer.

From these entire instances one can conclude that Michael was a bit too obsessive about games.