

Name \_\_\_\_\_

## Rebels of the Digital Realm

### Multiple Choice Questions

1. What was the initial purpose of the virtual reality game "NeuroNet" created by the government?
  - a) To entertain players with exciting adventures
  - b) To serve as a tool for surveillance and propaganda
  - c) To encourage creativity and artistic expression
  - d) To promote physical fitness and health
  
2. What skills did Max, Mia, and Leo possess that made them valuable members of "The Digital Revolutionaries"?
  - a) Musical talents and artistic abilities
  - b) Leadership skills and persuasive personalities
  - c) Knowledge of video games and coding expertise
  - d) Athletic prowess and physical strength
  
3. What motivated the rebels to infiltrate "NeuroNet" and embark on a quest within the game?
  - a) To win virtual prizes and rewards
  - b) To create chaos and disrupt the game world
  - c) To uncover hidden messages and expose the government's secrets
  - d) To challenge other players and prove their gaming skills
  
4. How did the rebels spread their message and evidence of the government's deception within "NeuroNet"?
  - a) By organizing virtual protests and demonstrations
  - b) By sending encrypted messages to players in the game
  - c) By collaborating with the government to reveal the truth
  - d) By using physical flyers and posters in the real world
  
5. What was the ultimate outcome of the rebels' efforts in both the virtual and real worlds?
  - a) The government implemented even stricter surveillance measures
  - b) The rebels were defeated, and their cause was forgotten
  - c) The government conceded to the rebels' demands, and freedom was restored
  - d) The rebels continued to operate in secret, planning future rebellions

