

Name _____

Video Game Culture

Multiple Choice Questions

1. Where does the story take place?

- a) In the town of Gamerburg
- b) In a serious city
- c) In a quiet village
- d) In a remote forest

2. Who are the main characters in the story?

- a) Mario and Luigi
- b) Pac-Man and Ms. Pac-Man
- c) Sonic and Tails
- d) Bob and Sally

3. What is the "Great Gamer Quest" event about?

- a) Solving real-life challenges inspired by video games
- b) Completing virtual challenges in video games
- c) Dressing up as famous video game characters
- d) Watching a video game tournament

4. What kind of challenges do the townsfolk participate in during the event?

- a) Solving math problems
- b) Racing real cars
- c) Completing puzzles and racing go-karts
- d) Cooking delicious meals

5. What message does the story convey about the impact of video games on culture?

- a) Video games are a waste of time.
- b) Video games can inspire creativity and laughter.
- c) Video games should be banned.
- d) Video games make people antisocial.

