

1. What action does the narrator take in response to the interruption regarding Lord Glendinning?
 - A) He leaves the room.
 - B) He examines his coat.
 - C) He apologizes to his friends.
 - D) He denies any wrongdoing.
2. How does the narrator describe the feeling of guilt compared to the reality of his actions?
 - A) Guilt feels lighter than the truth.
 - B) Guilt is less significant than the fact.
 - C) Guilt is a thousand times worse than the fact.
 - D) Guilt is irrelevant to his situation.
3. What was found in the inside pocket of the narrator's coat?
 - A) A large amount of money.
 - B) Picture cards necessary for the game.
 - C) A note from Lord Glendinning.
 - D) A hidden weapon.
4. How do the friends of the narrator react to the discovery of the cards?
 - A) They express anger and disappointment.
 - B) They react with silent disbelief.
 - C) They immediately defend him.
 - D) They leave the room without comment.
5. What does the narrator say about his relationship with William Wilson over the years?
 - A) William Wilson helped him achieve success.
 - B) William Wilson constantly interfered with his plans.
 - C) William Wilson disappeared from his life.
 - D) William Wilson became his closest friend.