1. What action does the narrator take in response to the interruption regarding Lord Glendenning?
   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 Glendenning.
   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.

LIVEWORKSHEETS