

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.