



## TRANSCRIPT

Devised by Moira Kirkman and Tom Pearson

### PART 1 – THE MAP

Feeling brave enough to start the adventure? Good. Before we start you need to get a large sheet of drawing paper and six coloured pencils. You need red, yellow, green, blue, brown and black. Don't worry if you can't remember the colours – just re-wind the tape and listen again. Now, switch off the cassette and find those things. Have you got everything you need? Good. Whenever you hear this sound  that is the signal to switch off the cassette and draw what you have been asked to do. If you can't remember what to do, re-wind the tape and listen again. Are you ready? Then here we go . . .

You have been shipwrecked on CHANCE ISLAND. You must get away from the island quickly or you will starve to death and your bones will be left to go white under the hot sun. Follow the instructions carefully and you can escape. First you must explore the island and see what is to be seen.

Remember to switch off the cassette whenever you hear this sound .

Draw the shape of an island on the paper. Draw it large in black; use all your paper.  Write the letter 'N' above the island to show you that this is NORTH. Use any colour.  Write the letter 'S' below the island to show you that this is SOUTH.  Write the letter 'E' on the right side of the island to show you this is EAST.  Write the letter 'W' on the left side of the island to show you this is WEST.

Now you have the shape of your island. It is surrounded by rough sea. I'm going to tell you to draw certain things. Listen carefully and then draw them on your island. Draw a hill in the North of your island near the coast. I want you to draw this in black.  Now draw a wide, blue river, starting at the hill and flowing to the sea in the East. Remember to draw it wide.  Somewhere on the northern side of the river draw a ring of bushes. Use the colours red and green.  Beside one of the bushes, draw 3 or 4 footprints. Use the colour yellow.  Now choose a place to cross the river. If you drew 3 footprints, draw a stone bridge, and then some stepping stones crossing the river at another place. Use the colour brown.  If you drew 4 footprints, draw only a rope bridge across the river. Use the colour brown.  On the western bank of the river, draw a ruined tower. Make sure it looks ruined, with holes in the walls, and colour the tower brown.  Look at your drawing.

If you have drawn stepping stones and a stone bridge across your river, choose another place and draw a rope bridge. Use the colour brown.  If you already have a rope bridge to cross your river, draw some stepping stones and then a stone bridge. Remember to use the colour brown.  You should now have three different ways of crossing the river. Don't forget to re-wind the tape and listen again if you're not sure what to do.

Draw 3 green trees in the South of the island. Make the middle tree the tallest.  On top of the tallest tree draw, in yellow, a big nest. In the nest sits a big, green bird with a red beak.

To the West of your island draw 5 green trees. Draw some of them short and some of them tall.  If you drew mostly tall trees, draw a red snake with 3 heads under the trees. If you drew mostly short trees, draw a red snake with 4 heads under the trees.  Near the centre of your island draw a blue lake.  On the edge of the lake are more footprints. Draw more than two, but less than six. Use the colour yellow.

If you drew five footprints, draw four large rocks beside the lake. If you drew four footprints, draw two large rocks. If you drew three footprints, draw three large rocks. Colour them brown.

Somewhere in the West of the island draw two or three mountains. If you draw two mountains, colour them yellow. If you draw three mountains, colour them brown.  If your mountains are yellow, draw a cave in the side of one of the mountains. If your mountains are brown, draw one cave in the side of each mountain. Colour the caves black.

Choose the East or West side of the island. Draw two jagged rocks sticking out of the sea, not far from the island. Colour the rocks brown.  If the rocks are off the East coast of the island, draw a flag on top of one of the rocks. Colour the flag red and yellow. If the rocks are off the West coast, don't draw anything at all!

Choose the biggest space in the South of your island. There is a camp here with two shelters made of leaves and branches. One of the shelters is bigger and has a hole in the roof. Draw these shelters in either green or brown.  Beside the shelters there is a fire. Colour the fire red.  If you coloured your shelters green, draw three footprints

beside the fire. If you coloured your shelters brown, draw four footprints beside the fire. Colour the footprints yellow.

In the sea, off the West coast of your island, draw an octopus. Its head is sticking out of the water, and you can see four, or five, of its tentacles. Draw it in green.  If you drew four tentacles, draw a black whale spouting water into the air. If you drew five tentacles, draw some shark fins, sticking out of the water, near the octopus. Draw them in black.

You have finished exploring the island and you are now exhausted. You fall asleep dreaming about the strange things that you have seen on your journey. Some things cannot yet be explained: who built the camp? who – or what – made the footprints?

Do you feel brave enough to find out?

(Now turn the cassette over for Part 2 – remember to rewind to the beginning.)

## PART 2 – THE ADVENTURE

Wake up! Wake up! Remember – you are all alone on this strange and frightening island. Now you must try to escape. Follow the instructions or you will be trapped here for ever! BUT . . . before you try to escape, there is something important I must tell you.

While your ship was sinking, you managed to grab some things, wrap them in a blanket and swim with them to the beach. Now you are refreshed after your sleep, you spread out the things to see what you have . . . Take the twelve cards and spread them out beside your map.  You have three cutting things – a sharp knife, a strong pair of scissors and a tin-opener. You have three carrying things – a plastic bucket, an empty plastic pop bottle and the blanket. There are three things to help you climb – a rope, a rope ladder and a long woolly scarf. You also have three types of food – some cake, some chocolate and some cheese sandwiches. All these things can help you to escape. You will also need a coin and the coloured dice. Switch off the cassette and get everything ready.

Are you ready to start? Good.

Are you remembering to switch off the cassette whenever you hear the signal?

The objects on the twelve cards can help you to escape but you can only use each thing once. Remember, you can only use each thing once, then you must put it to one side.

You are on a beach in the South of the island. Put a cross to show where you are. Use any colour.  You set off along the beach, carrying everything in the blanket. There in front of you is a notice-board and it says;

**Welcome to Chance Island. I am glad you have taken up the challenge to try and escape from my island. I have given you clues to help you – but sometimes to trick you. Be careful – there are also many dangers!**  
**Signed DOCTOR CHANCE**

Make your way to Red Beak Wood and remember to mark the route you take on your map using any colour.  In the wood you find the big green bird, who talks to you.

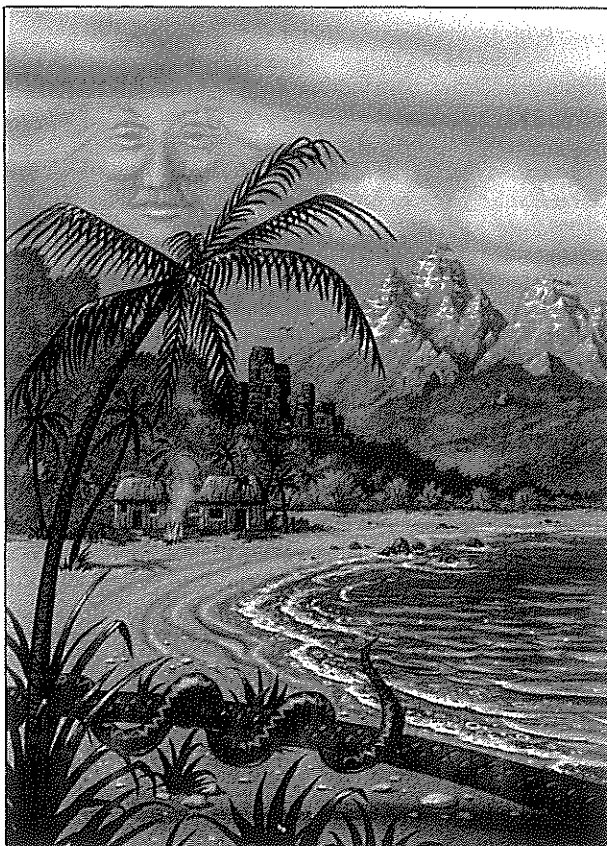
**"I will help you along the way. In return, please give me something for my nest. Some food, or any shiny thing will do."**

Now you must decide what to give the bird in return for his help. Look at your 12 cards and choose either one piece of food, or one shiny thing. Remember, your bucket and bottle aren't shiny – they're made of plastic.  Use any colour to draw what you have chosen beside the bird. Remember, you can't use this again.  In return for your gift, the bird shows you the route you must follow but he warns you not to kill any living thing you may meet on your way.

You thank the bird and set off. Soon you come to two shelters, with a fire burning near them. Are you remembering to mark your route? Put a cross to show where you are now.  You are feeling very brave and go into the smaller shelter. The door slams shut behind you.

**"Here is your dinner, Gorgol!"**

You are going to be Gorgol's dinner! You are trapped. You must get out!



Choose one of your cutting things to cut your way out. Draw what you choose beside the shelter. This cannot be used again, so put it to one side.  You have managed to cut your way out of the hut and now you set off towards the large lake, marking your route as you go. When you get there, put a cross to show where you are.  You are thirsty, so take one of the carrying things. As you bend down to scoop up some water, the big green bird flies overhead, squawking –

**“Don’t drink the water from Sleeping Lake! One sip will put you to sleep and you will be totally helpless.”**

As you jump with shock you drop the carrying thing into the lake and it floats away. Draw the carrying thing which is floating on the lake. Remember, you can’t use this again, so put it to one side.

You want to hurry away from the lake but you don’t know which route to follow now. You must spin a coin to see which way to go. Spin your coin and see if it lands on ‘Heads’ or ‘Tails’.  If your coin has landed on ‘Heads’, make your way to Hissing Forest, where there is a poisonous snake with lots of heads. If your coin landed on ‘Tails’, make your way to Sideways Rocks, beside Sleeping Lake. Mark your route and put a cross to show where you are.  Listen carefully.

If you are at Sideways Rocks, you must wait for your instructions. This is what you must do if you are at Hissing Forest. Your way through the forest is blocked by a poisonous snake with many heads. You can choose how to get past the snake. You can give it some food and hurry by while it is eating or you can return to Sleeping Lake to fetch some water in a carrying thing. The snake will drink the water and fall asleep – then you can creep by. Choose the food or the carrying thing now and draw it beside the snake. Remember, you only do this if you are at Hissing Forest.

If you are at Sideways Rocks, here are your instructions. Listen carefully. Among the rocks you see the beady eyes of a huge and hungry crab. To escape from his dangerous claws you must either give him some food and hurry by while he is eating, or you can fetch some water from Sleeping Lake in a carrying thing. The crab will drink the water, fall asleep for a while and you can creep by. Choose the food or the carrying thing and draw it beside the rocks. Remember, you only do this if you are at Sideways Rocks.

Well done! You are still one step ahead of Dr. Chance. But beware – he is close behind you.

You have now used up four of the things in your blanket, and, remember, you cannot use them again.

In the distance you see some mountains. These are the Mountains of Doom. You must now go over the top of one of the mountains. It’s very steep, but you make it to the top. Coming down the other side is more difficult and you must use one of your climbing things to help. Draw the climbing thing you have used beside the mountain. Remember to put that card to one side, and mark your route over the mountain.

A terrible storm is breaking and you need to take shelter. Not far off you see a deep cave. Dare you go in? Yes! In the darkness you can hear something . . . You look back and see hundreds of huge, furry spiders spinning a web over the entrance to the cave! The web is too strong to break. Hurry, or you’ll be caught! Use one of your cutting things to break through the web. Draw what you have used beside the cave.

You’ve escaped! Now you can rest for a while. You check your blanket and see that you have used six things. After a short rest you set off in the direction of the Tower of Terror. You must get inside this ruined tower but when you arrive you find that the door is locked. Use one of your climbing things to help you climb inside. Draw the climbing thing you have chosen beside the ruin.

Inside the tower there is a notice. It says;

**You seem to be doing very well. You must now journey across Gorgol’s river to the circle of Burning Bushes. What will be waiting for you there? Unlock the door and the dice will tell you which way to go.**  
Signed DOCTOR CHANCE

You manage to lift the iron bar locking the door and you step outside the ruin. You must now get across the river but there are three different ways of crossing. Throw the dice to see which colour is face up and this will tell you how to cross.

If the dice is red, go across the river by the stepping stones. If the dice is green, go across the river by the rope bridge. If the dice is blue, you must go to the Bridge of Luck and wait. Mark your route and put a cross to show where you are now.  If you are across the river, you rest for a short while. If you are waiting by the Bridge of Luck, you hear a great roar! A slimy creature comes out from under the bridge and stands looking at you hungrily!

**“I am Gorgol and I want my dinner! Fate has brought you to my bridge!”**

You must get past him to cross the river. You can give him some food and rush by as he eats it, or you can fetch some water from Sleeping Lake in a carrying thing. When Gorgol drinks and falls asleep, then you can get by. Draw the thing you have chosen beside the bridge. Remember, only do this if the dice is blue.

Which ever way you got across the river, you are now safely on the other side, and you must set off towards the Burning Bushes. When you arrive you see a notice inside the circle of the bushes but you must enter the circle to read it. Suddenly there is a loud squawk from your bird friend.

**“Beware of the Bushes! The leaves will burn you and you won’t be able to continue!”**

There are two ways you can enter the circle. You can use one of your things to cover the bushes and smother the flames, or you can use one of your carrying things to bring water from the river to put out the flames. Decide how you will reach the notice and draw the thing you have chosen beside the Burning Bushes.

You are now in the circle. The notice says,

**You are braver than I thought. You have done well to get this far! I have tricked you here to test your courage and skill but now you must go back to find your chance of escape. You will find something to help you hidden either in Hissing Forest or in the bigger shelter at the Camp. You must decide where to look. You haven’t escaped from me yet!**  
Signed DOCTOR CHANCE

Cross the river by the safest route, keeping well away from Gorgol and put a cross to show where you are.  Now you must choose where to look for your chance of escape. Either Hissing Forest or the Camp.

The things you have left will help you to decide.

To go to Hissing Forest, you will have to get past the snake with many heads. Remember, you can give it some food or give it some water from Sleeping Lake. To get into the bigger shelter at the camp you will need a cutting thing to break through the door or a climbing thing to get onto the roof and drop through the large hole there. Now look at all the things you have left and carefully make your choice.  If you can't use any of the things you have left, then you will not be able to escape from Dr. Chance this time and will remain trapped on the island.

Have you decided? Good. Draw the thing you have chosen beside either Hissing Forest or the Shelter – and make sure you have marked your route.  You are very close to escape now but Dr. Chance is still behind you hoping you will fail. Now spin the coin and look to see if it lands on 'Heads' or 'Tails'.  If the coin landed on 'Heads', well done! You were lucky first time. Wait where you are and in a moment you will be told how to escape.

If you threw 'Tails' you were unlucky and chose the wrong place to search for your last chance of escape. You must quickly go to the other place, either Hissing Forest or the Shelter. Remember, you still need to have the right things when you get there – some food or water for the snake or a cutting or a climbing thing for the shelter. Remember to draw what you use when you get there.  If you have nothing left to help you, you are doomed to stay on Chance Island for years and years!

Now listen carefully and you will learn how you can at last escape from the island . . .

You see a large wooden box. Open the lid. Inside is a hot air balloon. You get it ready and jump into the basket all set to escape. But . . . there is one last thing you must do . . .  
Throw the dice! Good Luck!

If it is red, you are in luck! Your balloon rises smoothly and a strong breeze carries you safely away from Chance Island to freedom.

If it is blue, not so good! There is very little wind for the balloon and it takes days and days to get home. If you have some food left you will still make it but if you have no food left, you will starve to death before you reach land.

If the dice is green, you are very unlucky. Your hot air balloon hardly rises! It floats to the West and sinks into the sea dropping you among the sharks or into the tentacles of the octopus.

You have now finished the adventure and I hope you enjoyed it. Did you manage to escape or did Dr. Chance have the last laugh? Whatever happened, you can try again another day – remember, different things might happen to you next time!