

Jordan College, Oxford,

**Narrator:** Lyra was crouching with her daemon, Pantalaimon, behind the chair in the retiring room when suddenly, she hears approaching footsteps and the shadow of someone walking towards the door of the room.

Her heart races and a shaky feeling comes over her as she was not allowed in the retiring room. She was sure to get into a lot of trouble if the Master saw her.

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### Decision

1. Stay where you are.
2. Change the hiding spot to the cabinet.

### Consequences

1. The Master sees you and orders the butler to lock you in your room.
2. Continue...

**Servant:** Lord Asriel should be here anytime now.

**Narrator:** Lyra wondered why no one had told her her uncle Asriel was coming from the North.

**Master:** Have you got the special Tokay wine I ordered for Lord Asriel?

**Servant:** Yes sir, everything has been arranged as requested.

**Narrator:** Uncle Asriel arrives at the house and is escorted to the retiring room where the Master is waiting.

During that time, Lyra sees the Master sneak a mysterious powder into a cup of wine and pour some wine into it. Lyra has a dreadful feeling this powder is not something good.

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### Decision

**Lyra:** I should:

Choices	Leave hiding sport to confront the Master.	Stay hidden and wait for a chance to warn lord Asriel.
Consequences	<b>Narrator:</b> Master became angry seeing Lyra spying on him and his plan to kill Lord Asriel. <b>Master:</b> Take her to the	<b>Narrator:</b> Lord Asriel arrives at the retiring room door and walks in. After a few minutes of talking with Lord Asriel, the Master

	dungeon now! And get me a new glass of wine! Lord Asriel dies.. <i>Game Over</i>	leaves to another room to attend to more guests. Lyra sees this as her chance and knocks Lord Asriel's wine over before the Master and his guests return. <i>Continue Game</i>
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**Narrator:** Still hiding in the cabinet, Lyra hears muttering about the presence of Lord Asriel. There he was standing in front of everyone.

**Lord Asriel:** As you all know, I set out to the North 12 months ago. What you didn't know is this.

**Narrator:** Lord Asriel slides a photogram into a projector revealing a sharp black and white picture of a man with a small figure behind him and a child, standing in front of a wooden hut showered by moonlight.

In a second slide, the same image, this time filtered. The man and the figure were glowing with light, particles danced around them. The child, however, had no glow around him.

**Lord Asriel:** Gentlemen, this is not light. This is dust.

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*New scene*

**Lyra:** Roger do you know what dust is?

**Roger:** Of Course, I spend all day cleaning it.

**Lyra:** No, not that kind of dust. I heard the scholars talking with my uncle Asriel about a subatomic particle called dust that surrounds only grown ups.

**Roger:** No, I don't know what that is. But do you know what Gobblers are?

**Lyra:** Gobblers?

**Roger:** Yes they kidnap children. I heard that Billy Costa was also kidnapped. The gyptian tribe is searching all over the place for him. I've heard that the Gobblers take the children North.

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*New scene*

**Narrator:** Lyra woke up the next day, and went searching for Roger to play hide and seek as they had agreed the day before. She couldn't find him. Not in the kitchen where he used to work, not in the basement where they used to play, not on the roof where he hid when sad, not anywhere.

While searching, she sees the gyptians packing their luggage and getting on a ship near the college.

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Decision

**Lyra:** I should:

Choices	Rush to the ship with the gypsians.	Get back to the college and search more for Roger
Consequences	<b>Narrator:</b> Lyra rushes towards the ship shouting for the gypsians to stop but nobody hears her. She tries jumping on the ship, but slips into the sea.  <i>Return to choice + negative points</i>	<b>Narrator:</b> Lyra went to the main hall to ask the Master if he saw Roger and ask her uncle if he saw the Gobblers when he was in the North. <i>Continue Game</i>

**Narrator:** When Lyra reached the main hall, she saw a bunch of scholars sitting to the dining table with the Master. She was invited to sit to the table beside them. The scholars were mostly old men with white beards. Some of them she saw before, and some of them she never saw. But among them was in particular a young woman who seemed kind and out of place.

**Master:** I'm sorry you didn't catch up with Lord Asriel, he set off back to the North this morning.

**Lyra:** What? What are you talking about? Why did no one tell me my uncle is travelling today. Why didn't he speak to me before he went. He promised he was taking me with him?

**Master:** Lyra, please don't raise your voice, we are not responsible for your uncle's actions. There is someone I'd like to introduce you to. I want you to say hi to Mrs. Coulter, she is working in Paris with the scholars and searching for someone to help her with her research.

**The lady scholar (aka Mrs. Coulter):** Hi Lyra, I'm really sorry about your uncle. I'm sure he had something urgent, or he wouldn't have left so quickly.

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**Decision**

**Lyra:** I should:

Choices	Get furious and shout at Master and the lady and rush to my room	Control my rage and smile to Mrs. Coulter
Consequences	<b>Narrator:</b> Master locks Lyra away. She didn't get to ask about Roger or Coulter's	<i>Continue Game</i>

	research. She was stuck in the college forever. <i>Game over</i>	
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**Master:** Mrs. Coulter, why don't you tell Lyra more about your research. She is a bright girl and has been learning Sciences, Literature and Mathematics with our professors. She might be of use to you.

**Mrs. Coulter:** So Lyra, tell me how much do you know about subatomic particles?

**Lyra:** I know they are the smallest particles we know that constitute matter around us.

**Mrs. Coulter:** Brilliant, so my work includes studying a particular kind of subatomic particle which we know so little about. Those particles are similar to light but that's all we know.

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Decision

**Lyra:** I should:

Choices	Tell Mrs. Coulter I know about dust.	Stay silent and hear what she has to say
Consequences	<p><b>Mrs. Coulter:</b> Where have you heard about it?</p> <p><b>Lyra:</b> I listened to uncle Asriel explaining about the dust.</p> <p><b>Narrator:</b> Master figured that Lyra was spying on him and may have known about his plan to kill Lord Asriel. He locks Lyra away. <i>Game over</i></p>	<i>Continue Game</i>

**Mrs. Coulter:** I also make trips from time to time to the North to do field research. I am currently looking for someone to help me as it's too much work for one person. If you are interested I could convince the Master to allow you to come with me. I would teach you about my work and I could certainly use the extra brain and hands..

**Narrator:** Lyra was so excited to know that Mrs. Coulter is studying the dust and travels along with her. She thought this was a good chance to learn more about what her uncle was talking about and where the Gobblers might have taken Billy and maybe Roger.

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Decision

**Lyra:** I should:

Choices	Decline the offer of Mrs. Coulter and tell her I don't have time because I need to search for Roger	Accept her offer and Go to Paris with her.
Consequences	<b>Narrator:</b> Lyra spent the next few days searching for Roger who never seemed to appear again. Mrs. Coulter had already left, the gyptians also left, and Lyra couldn't do anything.  <i>Game over</i>	<i>Continue Game</i>

**Narrator:** After dinner, Master called Lyra to his room.

**Master:** Mrs. Coulter has talked to me about you. She said she would like to take you to Paris with her as her research assistant. She also told me you've accepted her offer. I want to give you this device called the Alethiometer. This device would always tell the truth. But you have to figure out how to use it, and you must never let anyone, especially Mrs. Coulter know about it. Now hurry, child, go get ready. You are taking off in the early morning.

**Narrator:** Next day, Lyra was on a hot balloon on her way to Paris. She spent the next few days learning about Mrs. Coulter's work. However, Mrs. Coulter seems to have changed. She was no longer kind. She was mean and always shouting at Lyra when she did something wrong. Lyra was not getting any information about dust nor about the North. She noticed Mrs. Coulter was always spending her time in a room that was always locked. Lyra figured there was something she needed to see in that room.

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Decision

**Lyra:** I should:

Choices	Ask Mrs. Coulter about dust and North and what she was hiding in the room	Wait till she leaves the house and sneak to the room
Consequences	<b>Mrs. Coulter:</b> You are so	<i>Continue Game</i>

	<p>nosey and getting to things that are none of your business. I have no use with you anymore. Tomorrow you shall return to Jordan.</p> <p><i>Game over</i></p>	
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**Narrator:** Will Lyra be able to go North, to discover about the Gobblers, to find Roger...Play more to find out.