



SÄNDNINGSDATUM: 2013-09-08  
PRODUCENT: Keith Foster

## Script and Word list

### *Signature*

### **Modern Ghost Stories: Playing the game**

### *Explosions*

Ade chuckled to himself as the tank burned up. He'd thrown the grenade perfectly, placing it just so that it rolled in through the hatch and into the turret, where it blew up. The tank was a wreck, all black and broken. The men inside were all dead. If there had been any men, Ade thought. But there weren't, not really. After all, this was only a computer game, and all the men were just megabytes and pixels.

"Well done men," said the captain of Ade's squad. "On to the next target!"

"Yes sir!" Ade shouted. Although actually the captain wasn't able to hear him - it was just the game, the program, talking. Ade wasn't playing online because he didn't like playing multiplayer with other people, he didn't want anyone to know he was involved with war games. And there was one person in particular who Ade didn't want to know the truth.

"Adrian! What are you doing? You doing your homework?" That was the sound of that particular person's voice. Adrian's dad was an army veteran who had left the army after being injured in Iraq. He didn't like wars, and he didn't like his son playing war games.

"Yes dad! Don't worry! I'm working!" shouted Ade. He wasn't really lying - he'd done all that day's homework already. Ade loved his dad very much, and although he didn't dare say so, he admired his dad's army action. So much that he'd given his character in the game his dad's real name. He was called Jack. An ordinary soldier, Private Jack.

"Squad! Attack!" called the captain. Ade concentrated. His squad was meant to attack a group of buildings somewhere in the middle of

**a tank** – *en stridsvagn*  
**a grenade** – *en granat*  
**a hatch** – *en lucka*  
**a turret** – *ett manövertorn*  
**a wreck** – *ett vrak*

**a squad** – *en trupp*  
**a target** – *ett mål*

**although** - *fastän*  
**to be able to** – *att kunna*

**to be involved** –  
*att vara inblandad*  
**a war** – *ett krig*  
**in particular** –  
*särskild, speciell*

**injured** - *skadad*

**to admire** – *att beundra*

**a character** – *en rollfigur*  
**ordinary** – *vanlig*  
**Private** - *menig*



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nowhere, to capture a flag. He ran through the back door of an old farmhouse, but just as he ran in there, there was a big bang. He'd run into a trap, and his character Jack was dead! But that was just part of the game, and after a few seconds, Jack came back to life. As he started moving again, another soldier turned to him and spoke.

"You got killed again then Jack?"

Ade was surprised. The other soldiers in the game didn't speak much, and when they did, they shouted things like Attack! and, Look out! And they all looked the same too. But it felt like this one was looking straight at him, from out of the screen.

"You'd better stay alive now, otherwise Jack'll die for real! Ten lives eh? That's all you've got. Haha.." The soldier turned away and ran off, leaving Ade too shocked to make his character run after him. What did it mean, die for real? Was something wrong in the game?

He didn't have much time to think because his squad came under attack and he had to run and shoot and hide as fast as he could. His fingers flew over the keyboard and his right hand flicked the computer mouse left and right. Even so, it was a big attack and Private Jack got killed twice, coming back to life to fight on again.

"He made it through one war, now this one will get him!"

A cold shiver ran down Ade's back as he bent over the desk in his bedroom. They were talking about him! No, not him. Made it through one war? Who..

"Adrian?" There was a knock at the door. "Do you want some hot chocolate?"

"Err.. No dad, I'm fine." Ade liked hot chocolate but his dad sometimes poured in too much powder. An explosion during the Iraq war had left him with a false hand made out of plastic and it wasn't always easy to control.

Made it through one war....?

**to capture** – att fånga  
**a farmhouse** – en bondgård

**a trap** – en fälla

**to surprise** – att överraska

**a screen** – en skärm

**to shock** – att chocka

**to flick** –  
(här): att slänga med

**to make it through** –  
att klara sig igenom

**a shiver** – en rysning

**to pour** – att hälla



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His dad! They must mean his dad, Jack, in real life! If Ade died ten times in the game, his dad would die for real! Ade panicked, his hands froze, and as he did so a grenade exploded, killing his character one more time.

“You’d better be a bit more careful there, buddy,” said a soldier as he came back to life again. “Or Jack won’t have much longer, will he?”

Ade frowned and flexed his fingers. He’d show them! He was good at this game, he wouldn’t die so easily next time. He concentrated as hard as he could, he kept an eye out for enemy soldiers all the time and often tried to hide. After twenty minutes or so his character was still alive, but Ade was getting a headache and a stiff neck.

### *Shot*

Without warning, there was a shot from behind him and the screen went dark as Private Jack died again. “What?” cried Ade. “But I was covered...”

“Sorry Private,” said a soldier as he got up again. “Looks like friendly fire – you got shot by your own side. That’s a shame, but these things happen in war.”

“But, but...” Ade was confused. If he could get shot by his own side, how could he survive? It didn’t matter how well he played. This had to be someone playing a horrible joke, someone was hijacking his computer! Ade reached down and pulled out the internet cable so that he was totally offline.

“Come on, then, Private Jack! Keep up, only six more deaths to go!”

NO! It didn’t help, whatever was happening was inside the game itself. He was stuck! Unless... an idea came to his head. Something he should have done when all this started. He moved the mouse towards the shutdown icon.

“Oh, don’t go leaving us now,” said a soldier.

“That’s right,” said the captain. “If you turn off the game or the

**to panic** – att få panik

**a buddy** – en kompis

**to frown** – att rynka pannan  
**to flex** – att böja på

**an enemy** – en fiende

**headache** – huvudvärk  
**stiff** – stel

**a shot** – ett skott

**to cover** – att täcka

**That’s a shame** –  
Det är synd

**to confuse** – att förvirra

**horrible** – hemsk  
**to hijack** – att kapa

**to be stuck** – att vara fast



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computer, or your dad turns it off, then it's the same as dying ten times. You'll never see your Jack again."

### *Door opening*

Light swept across the screen. Ade swung around in his seat, and saw his dad was in the doorway. "Adrian, you're playing that stupid game. I can see you are. What have I said about that?"

"I'm sorry dad, but I did do my homework! I just thought I'd play for a little while before I went to bed."

His dad sighed. "All right, fifteen more minutes. Then I'm turning it off, you hear me?"

"Yes dad," said Ade.

### *Explosion*

He jumped as he heard a bang from the computer speakers. That meant his character had died again. He waited for dad to close the door, and the second he did Ade turned back to the game.

He played brilliantly, better than ever before. Fast, clever, decisive. But it didn't help. War had never felt more real to Ade. Before he hadn't cared if his character got killed, but now he felt it every time. 4 lives, 3, 2... Now he only had one life left! The next time he got shot or blown up, his dad would die in real life!

"Are you nervous Jack? You should be, you're in trouble now.. haha.."  
The soldier seemed to have a nasty smile on his face. "And your dad can't save himself either. If he touches the computer, he's a goner!"

"No! No! Don't kill my dad!" shouted Ade, tears in his eyes. "Stop it, stop it!" He only had one life left, what could he do? In the game the enemy was getting closer and if they didn't get him then someone on his own side would! He didn't stand a chance!

*Bwwoohhh*

**to sweep** – att svepa  
**to swing** – att svänga  
**a doorway** – en dörröppning

**to sigh** – att sucka  
**to turn off** – att stänga av

**a bang** – en smäll  
**a speaker** – en högtalare

**brilliantly** – briljant  
**decisive** – bestämd

**to blow up** – att spränga

**to seem** – att verka  
**nasty** – otäck  
**he's a goner** –  
det är slut med honom

**to stand a chance** –  
att ha en chans



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ENGELSKAI  
PROGRAMMANUS

PROGRAMNR: 103465tv1

Suddenly the computer screen went dark, and all the sounds of the game sank away like water running down the sink. Ade stared at the screen, his mouth wide open. Had he turned it off by mistake? But then his dad..

“Adrian, what did I say? 15 minutes.”

Ade turned around. By the bedroom door stood his dad, holding the electric plug he had pulled out of its socket. But he was still alive! How had he survived? The voices had said he would die if he touched anything to do with the game.

Then Ade saw exactly how his dad was holding the plug, and he smiled. Now he knew how dad had made it through not one, but *two* wars. He breathed a sigh of relief.

“Sorry dad, I’m going to bed. And don’t worry, I won’t play war games any more.”

*Music*

This Ghost story was written and read by Keith Foster. Our sound engineers were Calle Nilsson and Christina Buddee Roos and the music was by Nadine and Tanya Byrne. A UR production.

**suddenly** – *plötsligt*

**a sink** – *en vask*

**an electric plug** –  
*en stickkontakt*

**a socket** – *ett vägguttag*

**a sigh** – *en suck*  
**relief** - *lättnad*

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