



The Magician's Nephew

Two friends DIGORY KIRKE and Polly Plummer were playing together when Digory's mysterious Uncle Andrew tricks Polly into wearing a yellow ring. This causes Polly to vanish to another world. Uncle Andrew explains to Digory that yellow rings can take you to another world and green rings transport you back, Digory follows Polly to the other world. When he arrives he finds Polly asleep on the ground.

DIGORY KIRKE: Well, that was really strange! Like swimming under water -except I'm dry all over. And what a strange place this is...all these trees and pools of water. It's so quiet too. No singing birds; no insects humming; no wind blowing. You can almost feel the trees growing. Polly! Polly! Wake up! Polly! Don't you remember? Crawling over the rafters into Uncle Andrew's room? Finding the rings? Polly, it's me, Digory.

Look! Over there! It's a guinea pig, nosing about in the grass. But what's that strapped to its back? It's a bright yellow ring. And you've got one just like it on your finger, and so have I. He was experimenting. Using us as his next guinea pigs.

We've got to go back, right now. We'll go back to the pool and jump in. Come on. Hold my hand. Shut your eyes, Now - one - two - three - go!

(They jump into the pool - nothing happens)

I must have forgotten something. Of course. We're still wearing our yellow rings. They're the ones that got us here. We need to change them for green ones to take us back. Now put this green one on your finger, and we'll try again, Shut your eyes.

Ready? One -two - three - hold it! I've had a wonderful idea. If this pool leads to our world, won't all the other pools lead to lots of other worlds? I think this wood is a sort of in-between place for all of the worlds. Like the tunnel in the rafters in the attic at home. And that explains why it's so quiet and sleepy here. Nothing ever happens.

Hey this is exciting! Come on. Let's have a real adventure. Let's try another pool.

By C. S. Lewis

Adapted by Glyn Robbins