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Opening extract from
Write Your Own Adventure Stories

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A spooky adventure

A brother and sister take a wrong turn on their way home. Suddenly they realize they're lost in a strange place. There's something unsettling about the place. Is it haunted or are they imagining things?

Locations

Ruins of a castle

Forest

Deserted house

Rundown hotel

Windy beach at dusk

Pick a location for your spooky story and use the space below to write a list of the sensations you might feel there.

Sense of place

Try to make your readers feel as if they are part of the adventure. The best way to do this is to use all five of your senses to give an atmospheric description of the setting.

How would you describe an abandoned old school using the five senses?

What does it **smell** like? Musty and dusty?

What do the walls feel like to **touch**? Damp? Clammy?

Can you **hear** strange, distant sounds, like wailing souls? Or is it just the wind?

What did you **see** at the window? Earle shadows, flickering lights?

Does the air **taste** cold on your tongue? And is it sour, too?

Smell...

Touch...

Hear...

See...

Taste...

Plan your spooky adventure here, then use the following pages to write up your story. Remember to include the senses from your list to create a creepy atmosphere.

Title ideas

Beginning

Climbing up

Climax (with a twist)

Steep slope down

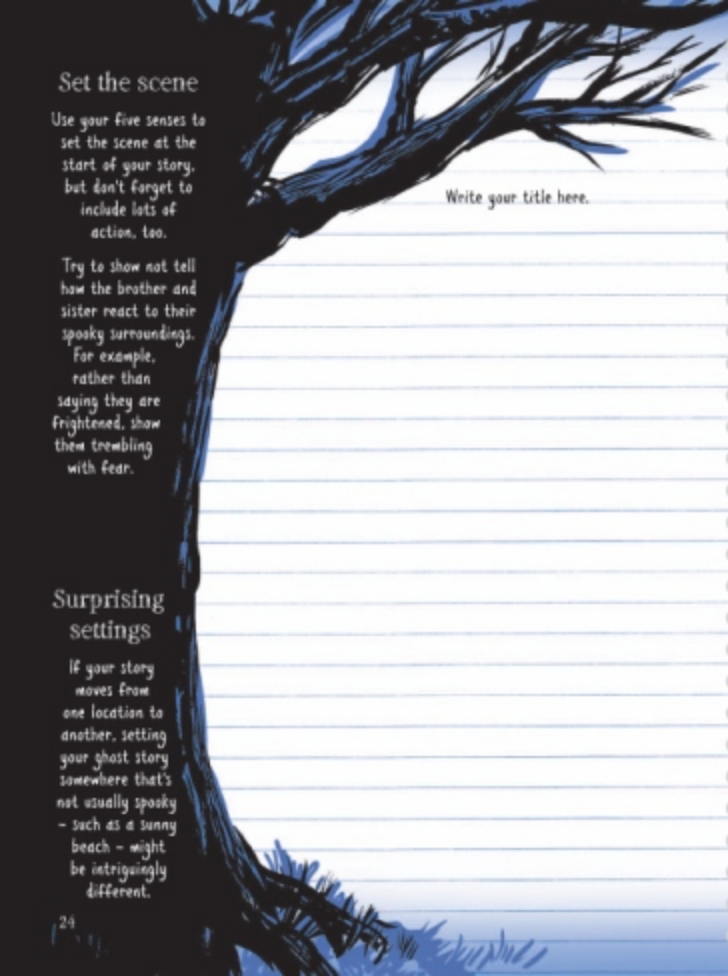
End

Questions

Is your story set in one location, or will your characters move from one place to another?

If the place is haunted, are the ghosts frightening or friendly? Or a little bit of both?

Continued...



Set the scene

Use your five senses to set the scene at the start of your story, but don't forget to include lots of action, too.

Try to show not tell how the brother and sister react to their spooky surroundings.

For example, rather than saying they are frightened, show them trembling with fear.

Write your title here.

Surprising settings

If your story moves from one location to another, setting your ghost story somewhere that's not usually spooky – such as a sunny beach – might be intriguingly different.



Useful words

Twilight

Crepuscular

Poltergeist

Phantom

Jinx

CURSE

Hallucination

Strange noises

Sudden death

MURDER

Shipwreck

Floating furniture

Mocking laughter

Apparition

SHADOWS

Cold chill

Unusual occurrences

Shiver

Goosebumps

Ending questions

Do your characters get home in the end?

If they do, use the five senses to describe how they feel to be home.

Does it feel different now from before their adventure?

More useful words

TRACKING DEVICE

Surveillance

Darting eyes

Sweat on brow

Shaking fingers

Sudden

Mysterious

SUSPICIOUS

Watching

Disguise

HIDEOUT

Tip-off

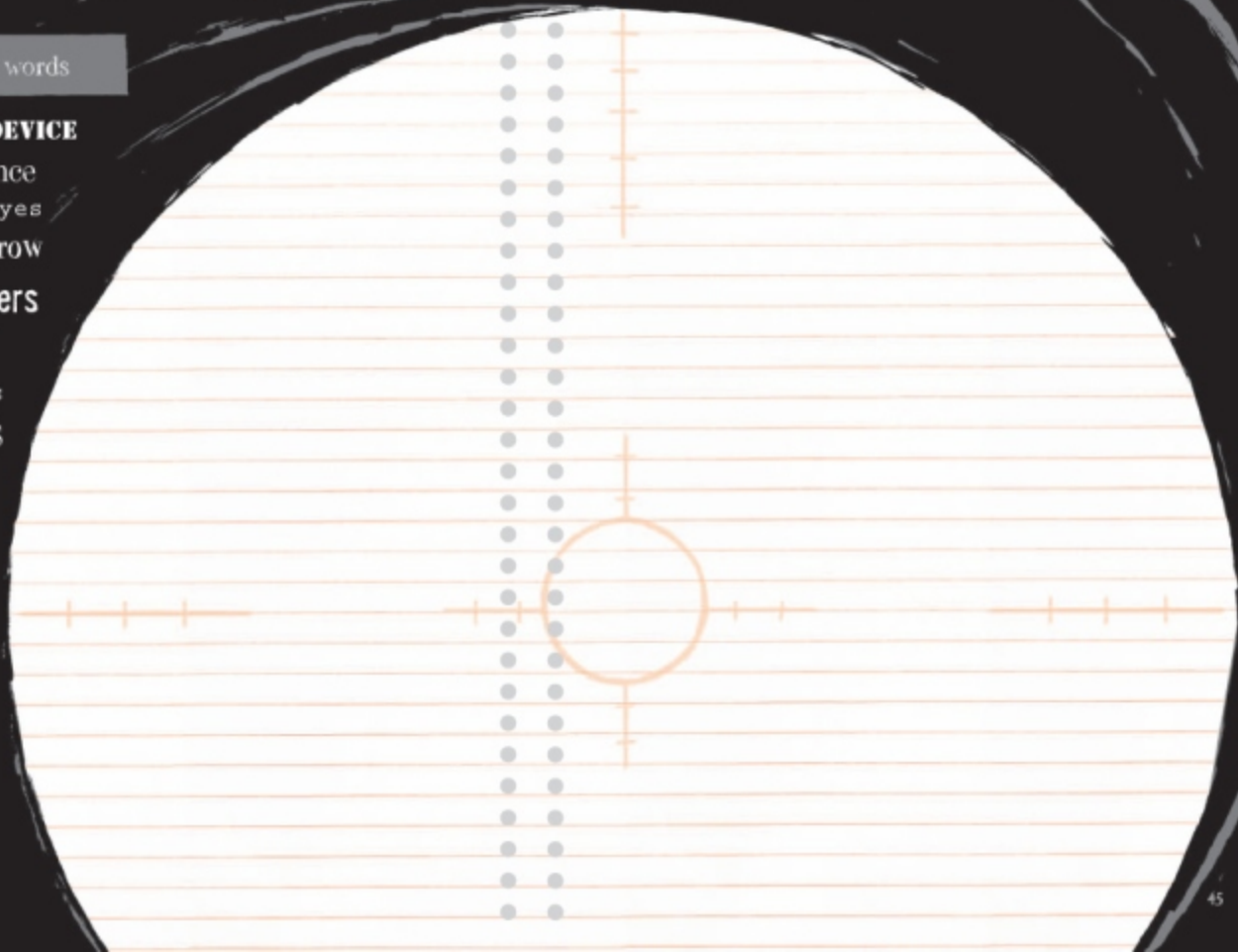
SECRET

Rendezvous

Infiltrate

ESCAPE

Tunnel



Useful words

Shifty

Unexpected

FAKE IDENTITY

Traitor

Secret
transmissions

CODED
MESSAGES

Cool

Anxious

Interrogation

Sabotage

Lie detector

ALIAS

Secret identity



Story idea

Enemy soldiers arrive
and capture you all.
How do you escape?
Do you give them secret
information in return
for your freedom?
How do they know
you're telling the truth?



More useful words

TRACKING DEVICE

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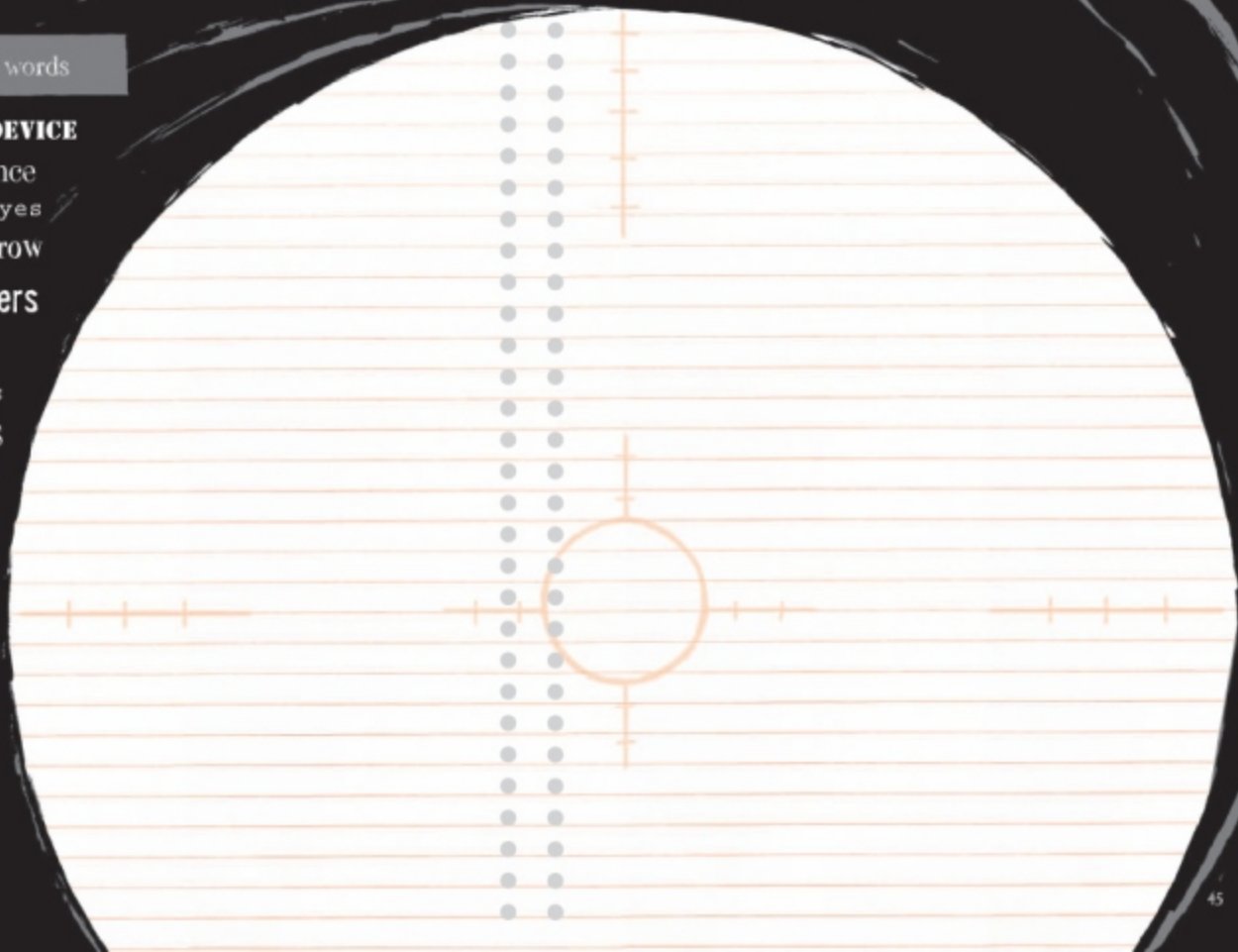
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Exciting writing

There's more to a story than great characters, lots of action and an atmospheric setting. You need to use exciting words too. But be careful – if your readers notice the writing rather than the story, then you've overdone it.

Describing things and actions

In adventure stories, choosing good verbs (action words) can help bring the action to life. Can you add any other verbs you could use in these sentences?

He **SAT** in his armchair. She **RAN** to the finish line. The rock **FELL** towards us.

... slumped

... raced

... plummeted

... sank

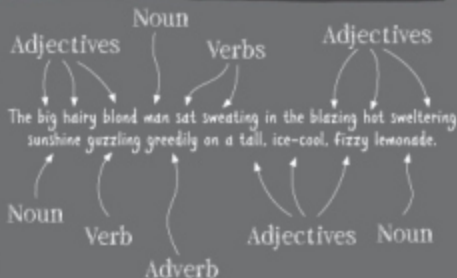
... sprinted

... hurtled

Words for things (people, animals, cliffs, ice creams...) are called nouns, and the words that describe them are called adjectives.

Words that describe verbs are called adverbs.

These make your writing more vibrant, but don't put too many in. Too much description is boring and tedious and dull and dreary.



It's the spice of life

Variety is important in your writing. Using very familiar phrases can make your writing sound stale. Try to think of different ways of describing these things:

A roaring fire

A howling gale

A scary monster

What is it like?

As well as using great adjectives to describe something, you could try comparing it with something else. For example, 'as cute as a kitten', 'as clear as crystal' or 'as cold as ice'. This kind of comparison is called a simile.

A towering cliff