

RECAPITULATION

Out of the blue, the Flying Dogtor received an emergency call on his plane's radio. "Help me, Dogtor," a little voice cried, and it asked him to call at Number 13, Spook Street, Ghostville. The Dogtor hurried there, and he found Ghostville an old deserted mining town: a ghost of a town that had not been lived in by anyone for nearly a hundred years. Yet when he went to No. 13 he discovered that the numbers fixed to the door were brand new. It was all very odd, he thought, but he intended to investigate, for when duty calls nothing will stop -

(singing) The Flying Dogtor

The Dogtor looked at the building numbered 13. It was a tiny house and it looked even older than anything else in Ghostville.

Both the windows were broken. One was boarded up, and the other was an open dark hole. Through this the Dogtor could glimpse cracked broken plaster and torn wall-paper.

He knocked at the door.

(effect) Rat-tat-tat

There was no answer.

He knocked again.

(effect) Rat-tat-tat-tat-tat

"Is anyone in?" called the Dogtor.

Silent pause

After a moment's silence he heard a voice so faint and squeaky that he had to prick his ears pricklier. "Come in," it said.

The Dogtor pushed open the door.

C-r-reak

- and rather cautiously he stepped inside.

He found himself in a room so old and musty, brown and shabby, it must have been in need of a coat of paint (thought the Dogtor)

when Ned Kelly was a boy. Cobwebs hung in loops from the old ceiling ornaments, and dust lay thick on the broken floorboards - except for one long twisty dark mark.

This looked as if something long and thin and snaky had been dragged across the floor.

And there was a faint smell of swamp.

It must have once been a mining office of some sort, for there were ancient yellowing

Suitable cuts from
Episode 10

TELESTRIP:

Building, no.13

Window

Interior

Dissolve to still of door

Cut to still of Dogtor

CUT to No. 13

DISSOLVE to Telestrip:

Dogtor

Door

Interior

Cobwebs

Broken details

Mark on floor

Licences

licences and notices pinned to the walls.
It was quite deserted.

Dogtor

The Dogtor called out again.

"Is anyone ho - (voice breaks in nervous squeak).

Passage

"Ahem! (gruffly) Is anyone home?" he called.

DISSOLVE to still
of passage and zoom
in slowly to door
at end

Across the room from the Dogtor was a dark passage, and at the end of this a door. And now the Dogtor was answered by a voice which seemed to come from behind that door:

(squeaky) "H-help!"

So the Dogtor slowly went forward, down the passage.

DISSOLVE to Telestrip

Menace music up

Crafty

Now, do you know who was behind that door?

It was (as you might have guessed) none other than Crafty Carson Carpetbag, the sneakiest snake in all the bush. It was of course he who had called the Flying Dogtor on the radio imitating a poor child's voice, and it was he who was now coaxing the good Dogtor down the passage.

Door

And behind the door that the Dogtor was approaching was a terrible trap. Crafty was always frightened to face the Dogtor in a fair fight, but he had planned a sneaky booby trap above the door. When the Dogtor pushed open the door, it would pull on a string that was attached to a loosely tied ~~knot~~ that held suspended a huge stone just above where the Dogtor would stand when he came through the door.

Booby trap

String

Stone

Dogtor

At the end of the passage the Dogtor paused.

Then he knocked on it.

Door

Effect: Rat-tat-tat.

Squeaky voice: "Come in!"

Crafty

The Dogtor braced himself and pushed on the door.

Shed

Crafty Carson Carpetbag was so excited he couldn't bear to watch. He hid around a corner of a shed in the back yard and waited for the stone to fall.

about 4 secs. silence

Crafty

Then ...

Judder camera FADE

Effect: Cra-ash!

VOICE OVER END TITLE: Has Crafty Carson Carpetbag done for the Dogtor? Watch for the next thrilling episode of
(Singing) The Flying Dogtor