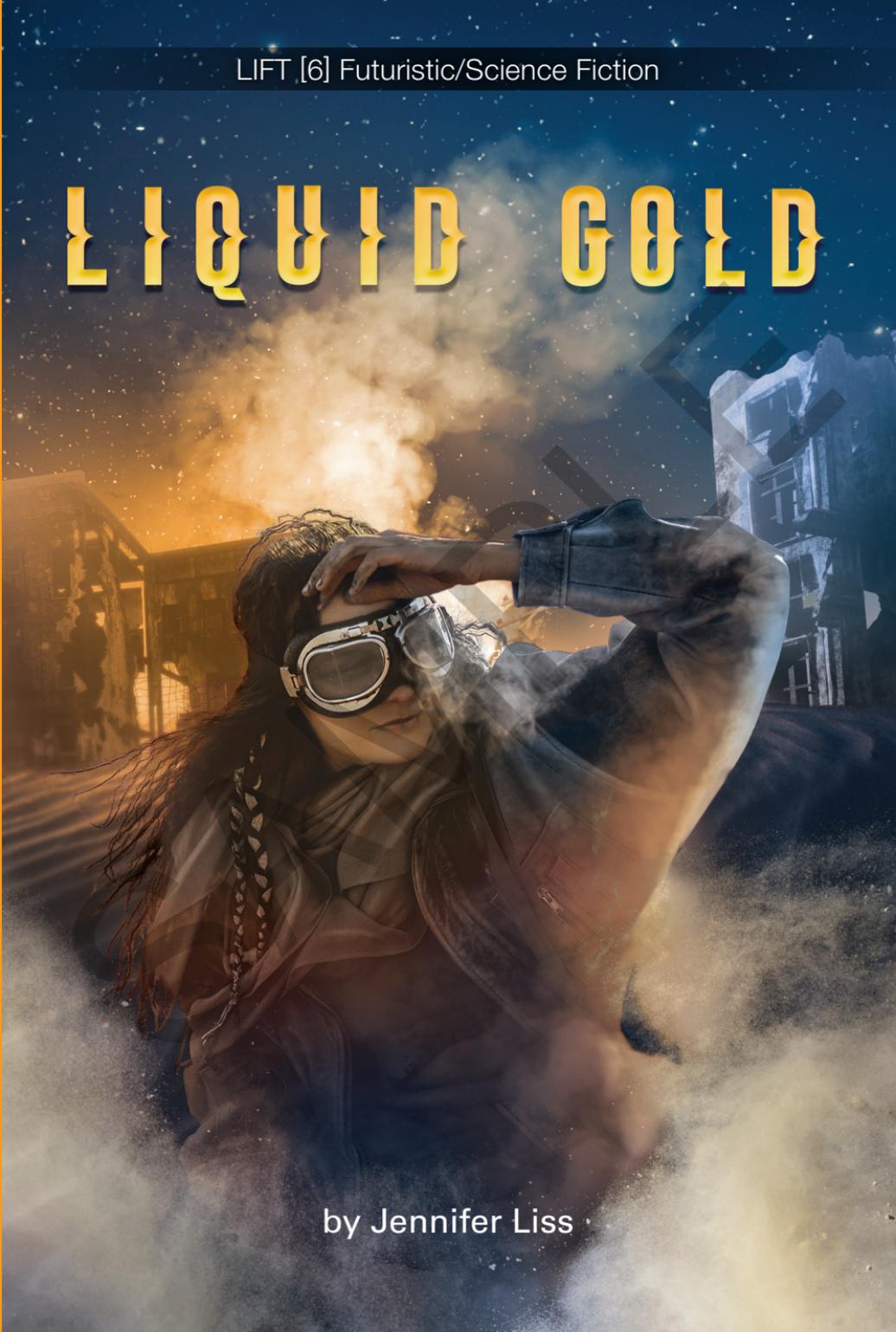


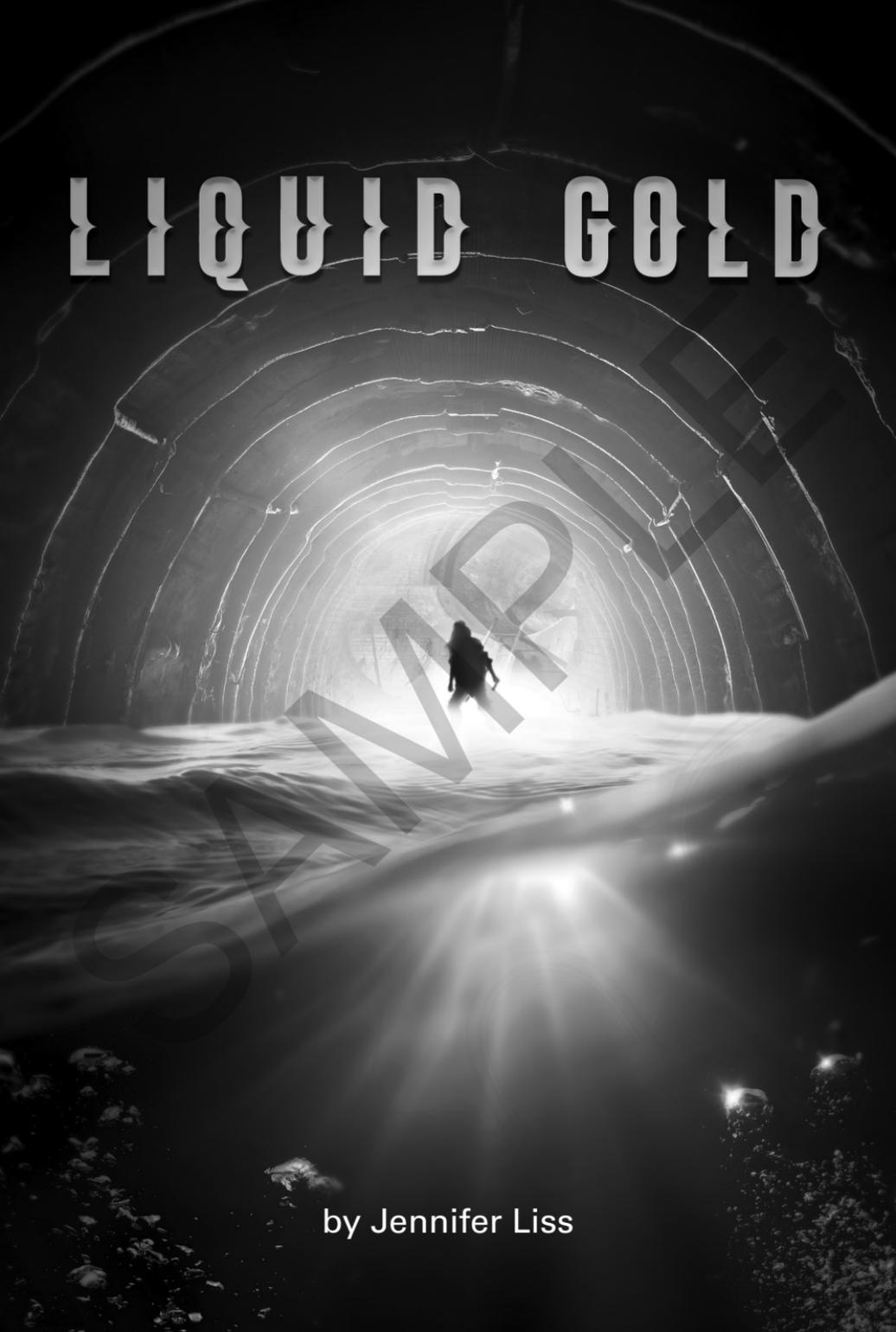
LIFT [6] Futuristic/Science Fiction

LIQUID GOLD

A futuristic sci-fi scene featuring a character in the foreground wearing goggles and a jacket, looking towards the right. The background is a dusty, industrial environment with a large, glowing orange and yellow light source, possibly a star or a fire, and a structure resembling a space station or a large building. The overall atmosphere is dramatic and action-oriented.

by Jennifer Liss

LIQUID GOLD



by Jennifer Liss

Chapter 1

A New Night

Jewel woke just as the sun was setting. The days were too hot to survive above ground. Her burrow stayed cool.

When her dad was alive, they had dug it out together. It was a deep underground room. The walls and floor were made from hard-packed soil. Like a mole, Jewel crawled out a small opening at the top.

The burrow was inside an old soccer stadium. When Jewel was a baby, her clan had claimed the area.

There was one main entrance to the stadium. At the time, that made it easy to guard against other Under clans. Unders were the poor people. They lived outside the Icicles.

For a while, about 30 people had lived in the stadium. Then the Pain swept through. It was an illness caused by drinking dirty water. Many Unders had died, including Jewel's dad.

Now, at 13, she lived alone in her burrow. Lin, Marc, and their two kids lived in the stadium too. No one else had survived.

Other clans no longer posed a threat. Most had broken up. The Unders had stopped fighting. It wasn't worth it. Surviving was hard enough.

Jewel strapped on her pack. It was made from an old soccer ball. Inside were a canteen and a solar torch that charged during the day.

She climbed out of the burrow. The night was warm, like it always was.

A long time ago, humans had almost completely destroyed the planet. Now the days were terribly hot, and the nights never really cooled off. Clean water was sacred. Cities were gone. Most plant and animal life had also died.

Careers/Vocations

- Called to Care
- Cease and Desist
- May I Take Your Order?
- Soft Skills 

Fine Arts

- Photo Ready
- Raw Talent
- Tragic History
- Dale Chihuly: Glass Artist 

Futuristic/Science Fiction

- Liquid Gold
- Oz
- The Panel
- Terraforming 

Plays

- Graduation
- Jury Duty
- Saying Goodbye
- The Making of *Hamilton* 

Thrillers

- The Crows
- Good Fortune?
- Heat
- Thrill Rides 

LIFT [6] Thrillers

NF

THRILL RIDES



by Kathleen Reitmann



THRILL RIDES

by Kathleen Reitmann

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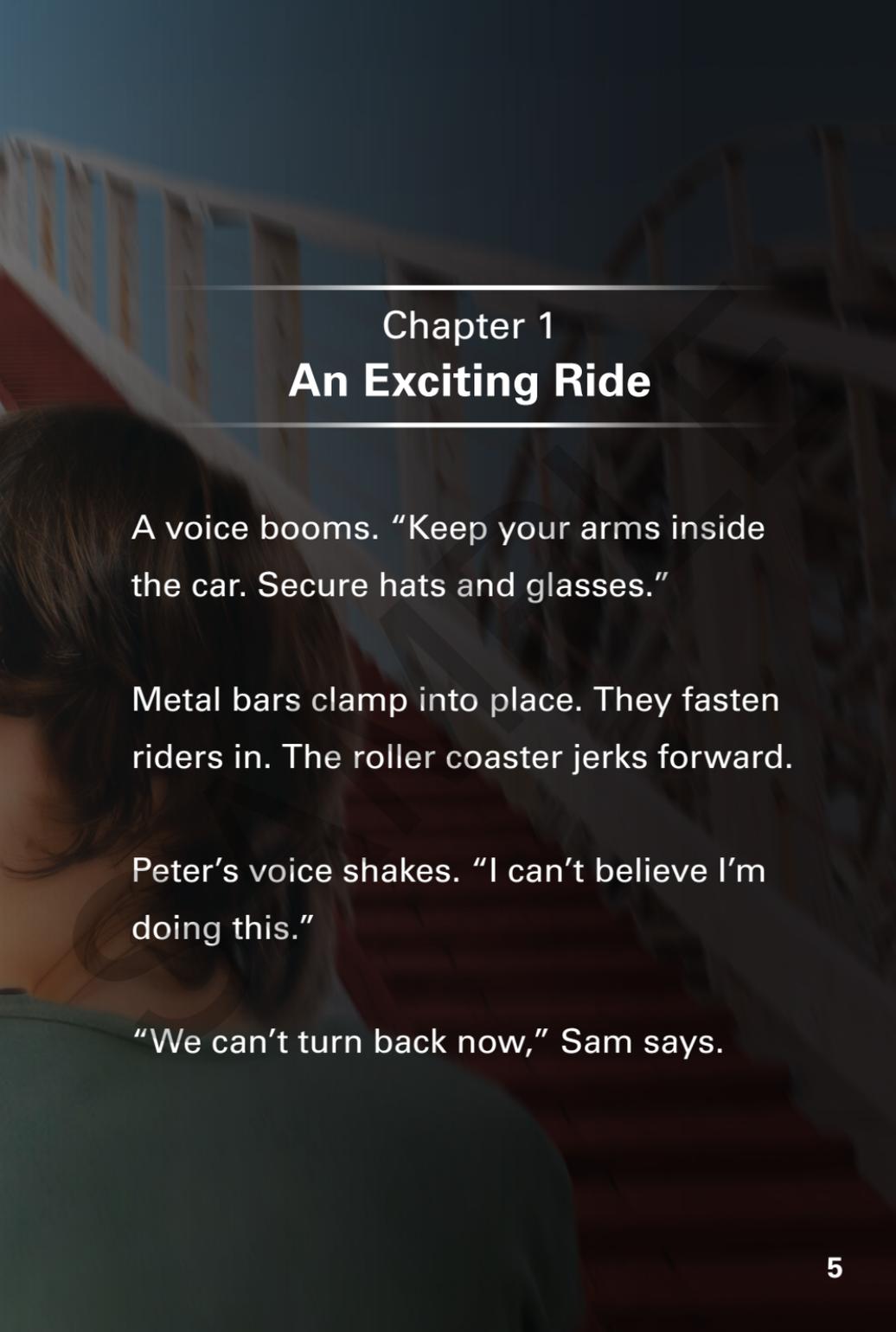
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The background is a dark, moody photograph of a roller coaster. In the foreground, the back of a person's head with dark hair is visible on the left side. The roller coaster car is seen from a low angle, with its tracks curving upwards. The overall lighting is dim, creating a sense of anticipation and excitement.

Chapter 1

An Exciting Ride

A voice booms. “Keep your arms inside the car. Secure hats and glasses.”

Metal bars clamp into place. They fasten riders in. The roller coaster jerks forward.

Peter’s voice shakes. “I can’t believe I’m doing this.”

“We can’t turn back now,” Sam says.

The roller coaster clicks along. It goes slowly at first. Wooden tracks creak. Then the cars begin to climb a steep hill.

They reach the top. There's a pause. Riders can see the ground below. Everything looks tiny.

Peter and Sam brace themselves. The car tips over the edge. Wind hits them. Their bodies are pushed back. It's a straight drop. Peter shrieks.

The coaster zooms down the track. Sam realizes he's holding his breath.

Thrill Rides



There's a sharp turn. Peter slams into Sam. Then the cars change direction. The riders feel like they're spiraling.

Finally, everything slows. Up ahead is the station. The ride is over.

The roller coaster stops. Metal bars click open. Riders climb out. Some feel dizzy. Peter and Sam walk to the exit.

“Wow,” Peter says. “That was crazy.”

"I know," Sam agrees. "Does your face hurt from smiling?"

"Yes! Do you want to ride again?"

"Ha! Let's do it!"

Thrill Rides



Many people love thrilling theme park rides. Excitement and fear draw them in. The fun is in this rush of emotions.

Scary and fast rides are popular. People wait in long lines. Most rides last only a minute or two. But the rush is addictive. Many get back in line for another round. The element of danger makes these rides fun.

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