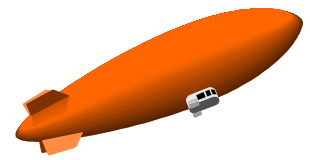


# Escape From The Lost World

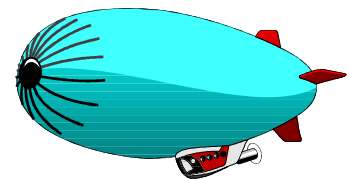


The dust starts to settle, the eerie silence fades and the noise of the jungle returns. As it does, you realise that the surroundings make up the most inhospitable place you have ever seen. The airship just seemed to lose altitude and it's lucky it landed in this small clearing.

Suddenly, a faint groan comes from the back of the cockpit. It is Professor Ingenuity who, after looking around the wreck staggers towards you and the rest of his student team. "What's the damage?" he asks.

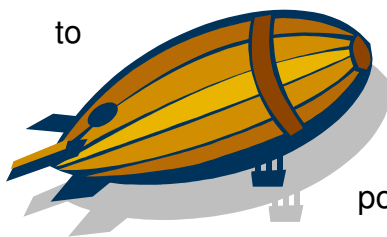
Everyone goes out to survey the scene. Just before the crash the airship was circling a huge valley protected by large mountains. It appears that walking out of this valley is just not possible; somehow the airship needs to be fixed.

After surveying the damage and the surrounding countryside your team finds some light cane. There is enough of the fuselage left to make a number of smaller balloons that could be filled with the spare helium. Various other materials are also found and immediately, work on building an airship to get your team out of the lost world is started. The system to control the airship's elevators and rudders has been damaged beyond repair so it will have to be steered with just the motors.



Minds tick over as the variables are considered: What trim and displacement control is needed? Should the engines be mounted close together or far apart? Will the balloons loose helium during the flight back?

Your team will be given some balsa, tape and other materials. There will also be a control unit and three motor/propeller assemblies provided to power the craft: two to steer and one to control the altitude of the airship. There will be a set amount of time to



build and test the airship. Your team will then have to negotiate a course in two directions, changing pilots part way through. It will be important to spend as much time as possible mastering the controls of the new airship as all team members will have to take a turn at the controls during testing.