



2.1 ANIMAL FARM

By Daniel Stifler

You wake up to the sound of rain. It's Tuesday.

"Good morning," says the frizzy haired girl. You look up to see her standing in the aisle, a strange look on her face.

"What are you doing here?" you ask.

"I'm doing what you're doing," she says, "I'm waiting."

"Waiting for what?"

The frizzy-haired girl says nothing. She just points at the floor. All of a sudden there is a high pitched mechanical sound, a flash of light and The Device materialises on the ground, right where you left it yesterday. You let out an excited shout and pick it up.

Then you turn to the girl.

"How did you know that was going to happen?"

The girl lifts up her necklace and shows it to you. It's a circle, made of silver, with a tiny hourglass in it.

"I'm somewhat of a time traveller myself," she says.

"Oh crap," you say, "you're Hermione. That's a time-turner."

Hermione nods her head.

"How come you didn't use it to stop Voldemort before he gained power, or save Harry's parents, or save Cedric Diggory, or give yourselves useful information about the location of the Horcruxes?" you ask.

There is a long, awkward pause.

"I mean," you continue, "it seems that time travel wasn't a particularly well thought out part of your story. It popped up and then just ceased to be useful to the plot as a whole."

There's another awkward silence. You hope it's not the same for you.

"Anyway," Hermione finally says, "this isn't about me. This is about you. You have to get back to fixing time."

"I'd love to," you say, "but the book I need is checked out."

Hermione smiles and picks up a book.

"I don't think that'll be a problem," she says.

The Device in your hand starts to shake again. Hermione ignores it. She's absorbed in her book. The front cover shows a series of animals. Something about it catches your eye.

"What do you



A lot to do



Colourless one



Borrowed pair



Darkest couple



Party of four



Five volunteers

Fearful six

