



The Listening Crystal
by Wild Tracks Radio

Transcript

LUX Scotland & BBC Arts

Crystal There is a story in every sound, and this story is about how we listen,
to our world and to each other.
For what could be worse than a place with no stories?
Than a place with no sound?

SOUNDS OF A LIVING ROOM IN THE BACKGROUND

My name is Rona.

Hi, my name is Tara and I live in Edinburgh.

Me and Rona are twins, and she's two minutes older than me.

And, what are the names of the characters that you guys came up with?

So, Rona plays Ultra-* and I play Pheen.

And... who recorded the sounds?

We both done the sounds and we basically just thought of something
that would make a sound and then recorded it.

So what kind of stuff did you record? What kind of things?

I went out and did like traffic and things that you would hear in Under Okta.

And Rona did more, like...

Like, home things...

Yeah, like...

SOUNDS OF UNDER OKTA BURST IN

Ultra-* Warning, warning! The crescendo is building!
Warning, warning! Emergency Protocol no. 371.
Warning, warning! The crescendo is building!

Narrator This is the sound of Under Okta, an underground city plagued by huge, sonic, seismic disturbances which the Under Oktans call "the Crescendo". These tremors have a strange effect on the city's water supplies; streams bubble and erupt like geysers, and the vibrations seem to be affecting the citizen's mental health and energy. Pheen, an explorer scientist, and the city's last hope, has left the planet teleporting from world to world using her listening device in the hope of finding a **mythical sound**, a sound rumoured to have the power to bring peace to both the planet and its people.

(Oh yeah and by the way she has pink hair, bright pink hair,
just so you know...)

Narrator She went to a metally world.
And a soft world.
And a volcanic world.
And her friend Ultra-* back in the lab helped her navigate her way.

Ultra-* is non-binary and a robot. He's a scientist that works with Pheen in the lab and he likes to drone race in his spare time. He really enjoys science and is trying to solve the Crescendo, which is a big problem in Under Okta.

But, the machine that she was taking to travel round to the different places was very glitchy.

Pheen the scientist, after teleporting to the many different places, ended up in a void.

SOUNDS OF UNDER OKTA SUDENLY CEASE

THE-PLACE-WITH-NO-SOUND

Phoen Hello? Hello?!

SOUNDS OF A STORM AT SEA THUNDER AROUND US

Narrator Meanwhile, far away on a distant world called Sokai, on a planet entirely covered in water, two adventurers Katra and Kool have found a mysterious crystal hidden deep in a dungeon...

SOUNDS OF A LIVING ROOM IN THE BACKGROUND

My name's Jamal.
My name's Khiana.
I'm Katra and Khiana's Kool.
And I'm Kool.

We created a world called Sokai, which is a watery planet.

Who made the sounds in the story and how did you make the sounds?

I was riding on my bike with Khiana and my big sister,
and there was this giant water from the rain.
And then I started cycling really fast on my bike,
making water sounds and splashing it really hard and fast.
Khiana grabbed a big stick and started swirling it in the water.

What's the best thing about recording sounds?

It's really fun 'cos there's sounds mostly everywhere.

SOUNDS LIKE WE DIVE INTO A BIG PUDDLE

SOUNDS OF A CALM BEACH SWAY AROUND US

Narrator Katra and Kool.

They went to the restaurant to pack up their food, and after that they went to the beach to eat there when a giant water hand grabbed them.

The water hand isn't just like a normal hand that just comes out – the spirits normally make it come out to tell people that they need to go on a journey. They get pulled in by it.

They fell in a dungeon where they found a green crystal and it has this mystical energy that kind of sources around them and that made them have healing powers.

They healed this gigantic boat. And after that they see the storm coming ahead, and the Vikings let them on. And yeah – the power of them holding their hands together really makes the crystal shoot out all of its aura and make a nice big portal.

And so, they're zooming fast – transported into the next world...

SOUNDS OF A PORTAL RIPPING OPEN A HOLE IN THE WORLD

Narrator Pheen the scientist, on her quest to find the **legendary sound** that might save Under Okta from the threat of the Crescendo, has found herself stuck in a place-with-no-sound, cut off from communicating with Ultra-*. Katra and Kool meanwhile, have been pulled through a portal by the mysterious and powerful crystal they found on Sokai.

THE-PLACE-WITH-NO-SOUND

Pheen What is this place? There's nothing but white in every direction. Ultra-*, come in, come in! Ultra-*!

SOUNDS OF A PORTAL RIPPING OPEN A HOLE IN THE WORLD

Katra Kool, Kool are you there?

Kool I'm here.

Pheen Who are you?!

Katra I'm Katra.

Kool And I'm Kool.

Katra Who are you? What is this place?

Pheen My name is Pheen. I'm a scientist from a place called Under Okta. I've been travelling to different planets searching for a **legendary sound** that might be able to help fix my world. But I ended up stuck here! In this empty, silent place. How did you get here?

Katra We're adventurers from a planet called Sokai. One minute we're jumping into a whirlpool, and the next thing we know, we're here, in, well, whatever this place is.

Kool We need to find a way to get home.

Narrator At the mention of home, a quiet song begins to sing in the space. From their pocket Katra pulls out the crystal, now glowing with a bright orange light. The song seems to be coming from the crystal.

Pheen What is that?

Katra It's a crystal we found buried deep in a dungeon on Sokai. It took us here.

Narrator Katra holds out the crystal for all to see. As Pheen, Kool and Katra lean in to put their ears to its sparkling surface the place-with-no-sound swells with a swirling sea of sounds...

crinkling plastic.wav

fish living in seaweed beds.wav

Tara brainstorming what happens next.wav

Narrator As our adventurers share stories of the sounds of their worlds, the crystal glows brighter and bolder; a cacophonous kaleidoscope of colour.

Tara, Rona and Richy on zoom.wav

teaching people to grow lillypads.wav

Rona this is a story about listening.wav

Suddenly, Pheen's listening device crackles into life and Ultra-*'s voice breaks through.

Ultra-* Pheen! Pheen! Come in Pheen! How did you do it Pheen? It's the most amazing sound! I've never heard anything like it. The Crescendo, it's calming down, the frequencies must be aligning!

e sound.wav

whirlpool and scroll backwards.wav

bubble tea 4.wav

o sound.wav

adventuring tools.wav

u sound.wav

a sound.wav

Narrator As the stories and sounds fade away, a voice speaks from the heart of the crystal.

Crystal Katra, Kool, Pheen and Ultra-*, I am the Listening Crystal and you have given me back my voice.

By bringing me here and filling this place with stories and sounds, you have made the **Legendary Sound**, and in doing so, calmed the Crescendo.

SOUNDS OF A PORTAL RIPPING OPEN A HOLE IN THE WORLD

That's so cool. OK. I have some more questions...
Eh, do you think that's enough?
Are there more things you want to tell me? Just tell me anything you want.

Oh yeah, I want to say...
I'll say a bit more...
I want to say something...

Narrator In, *the Listening Crystal*, the artists were Jamal, Khiana, Tara and Rona, directed by Moira and Khadea, with Ainslie as the crystal. The composer was Richy Carey, and the producers were Khadea Kuchenmeister and Katie Brennan.

Commissioning Executive for the BBC was Stephen James-Yeoman, and Executive Producer for LUX Scotland was Kitty Anderson.

The Listening Crystal, by Wild Tracks Radio, was a LUX Scotland Production for Now & Next, supported by Creative Scotland and BBC Arts.