

Chitty chitty bang
bang by ian fleming
essay sample



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An anonymous family, who lived near the coast of England, was up for a surprise they were totally oblivious to. The father, who was an inventor and a keen explorer, had been in the Royal Army for abundant years. The mother, who bore him two children, worked at the house doing her housework. Of the two children Jeremy was the closest to his dad's personality, which was cheerful and high spirits. Jemima, who was golden haired, had the characteristics of her mother. They had the superlative house, the beaches and sun, woods and wildlife and a motorway, which was near their house.

But the truth of the matter was they hadn't got enough money to buy a car. Content they were not: as an inventor Commander Pott as they would call him, he did get quite a lot of stick and slack from neighbours calling his inventions useless. One day he was completely absorbed into his work and work night and day in the back garage. Outsiders heard on invitingly as from the garage came an array of mysterious sounds; the finished product was finished, it was some sweets with some holes in them.

He gave each Jeremy and Jemima each one and told them to try them out; minutes later they found that the much sought after product were just ordinary sweets with holes in them. Further scrutiny revealed that if you put the holes between your mouth, you could blow whistling noises, subsequently the children were begging for more. Now the ingenious Commander had decided this was the key to their hope of a car: he took the sweets to a sweet making factory and sold the idea to the owners, he got one thousand pounds for it and any further one thousand sweets sold he would get one pound.

The search was on for the most premium yet most appropriate car: day one of the search was unsuccessful, as Commander Pott couldn't find his right choice. Day two of the search seemed as though it was even worse as they came upon a battered old garage with a sign saying, ' Car For Sale. ' The man of the garage took them round the back and unravelled a rusty old, four-seater, strangely long open motor car with a hood and the green paint slightly peeling off.

One sound of the engine and to this wife and children's revelation, he brought the car for fifty pounds: the old man gave Commander Pott a slight clue saying that the car was going to bring his family happiness. As the children was in school, they never saw the arrival of the car but even if they hadn't got school they wouldn't have seen it anyways; the car was towed straight away into the back garage and properly in for some minor tweaking. Ironically this minor tweaking seem to last for several months, this time parcels all around the world from major car companies had came and go all eagerly awaited by Commander Pott to collect.

Now the motor was finished, they all looked at the twelve -cylinder, eight litre, supercharged car and thought to themselves they had a racing car! Commander Pott, who took them to have a spin, was very pleased with himself. As he drove the car constantly made the sounds, ' Chitty Chitty Bang Bang. ' The full of life car soon countered traffic, the children were all fed up and then suddenly a red light flashed on the sophisticated dashboard indicating to, ' Pull the lever down. ' All four of them ardently waited to see what was going to occur next.

There came a shrill of mechanical bolts and bobs turning, then the car started to fly in mid-air. All the tiny cars and their tiny drivers seem to look in astonishment, the winged car flew past every building and they had reached sea. They bother not to stop but continued and soon enough, they realize they had a problem. Commander Pott had only put enough petrol for a short ride; the car was nearly out of fuel and they were stranded in the middle of the English Channel. Out of nowhere on the convoluted dashboard a green light flashed hungrily signifying, ' Push the lever up.

Consequently the car plummeted down as if though out of fuel, but as it drew near to the water, the car slowed down and swiftly all four wheels turned inside. The bulky wheels now propelled them through the water out of harm. Sooner or later they had stumbled across a beach with a colossal cluster of cliffs. They wondered onto the beach, finding no one around and they discovered a concealed cave. They went in with the car and inside they found a vast amount of giant crates and medium sized boxes.

Further expansion had got them into a world of guns, arms and ammo. All the boxes and crates contained firearms and gunpowder. Quick thinking Commander Pott decided to leave immediately but not without destroying all this harmful material. He searched around and made a time bomb, with enough time for them to escape. They all ran out to the car and began to start the engine and went off into the misty sea. Now the irrevocable bomb was ticking away, there was going to be a definite explosion. When the family left, the owners' of the firearms spotted them.

The not so happy owners recognised their faces even from a distance away: as they began to wonder what the Pott family had done, the bomb set off and to the owners' anguish all their merchandising was blown to incinerations. The Pott family were now increasingly in danger but they didn't know, they went to a local French hotel to stay thinking they were safe. This was totally the opposite to what was going to happen, at night whilst the whole family was sleeping sound, the owner's of the now gone merchandising took action and kidnapped Jeremy and Jemima.

The gangsters had taken the twins and now driven off to the countryside through the whole night. The oblivious parents were still sleeping at the hotel not knowing their children were being kidnapped. The next morning only had the unaware parents found out that their children had gone. They set off straight away in the funnily enough not stolen car, and made off searching through the streets. The venerable intelligent car found the children and together, the whole family set off back to England reporting their findings to the Scotland Yard. Characters: Commander Pott

He was a disciplined man as all people in the army, but at the same time he was exceedingly humorous: he would play with the local neighbours and trick them on his variety of inventions. As a solitary inventor, he was known in the neighbourhood as Commander Crackpott. When he heard of his nickname in the town he was not cross but determined to show them wrong. As a result the birth of the eccentric car was made. Jemima The quiet of the two, who liked play with her toys and her dad's home made inventions, was a much a follower. She was always behind her bro, who was simply the more courageous of them.

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Events: The Garage sale When the money received from the sale of Commander Pott's invention was collected, they searched everywhere for the perfect car but all did not suit Commander Pott's choice. On the second day the whole family advanced to the only place where he could get a car that he hadn't been to; the rusty old garage was equally matched by a rusty old man. The old man took them around to the back and showed them what he was offering. He tells about how the car has been on every racetrack in Europe and in the past there wasn't a famous driver, who hadn't driven as he would to refer it as her.

The Paragon Panther was the only car made and its rarity is exceptionally valuable; after the production of this car, the company was bankrupt. When Commander Pott had did all his inspections, he brought the car and therefore saving it from the graveyard of car scraps. Now Commander Pott please with his purchase walk away into the taxi, the others followed: Jeremy and Jemima turn back to look once more and discovered that the number plate engraved the text, ' Gen 11. ' This spelt the word ' Genii,' a word for presumably magic and wonders: the longer they thought the more curious they became.