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Opening extract from  
**Robot's Revenge**

Written by  
**Clive Gifford**

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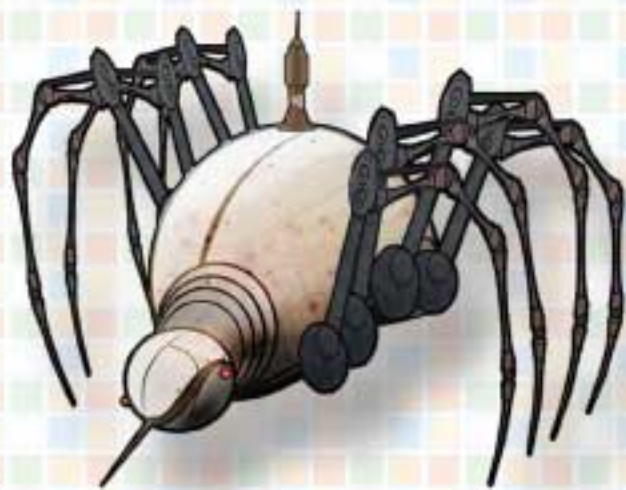
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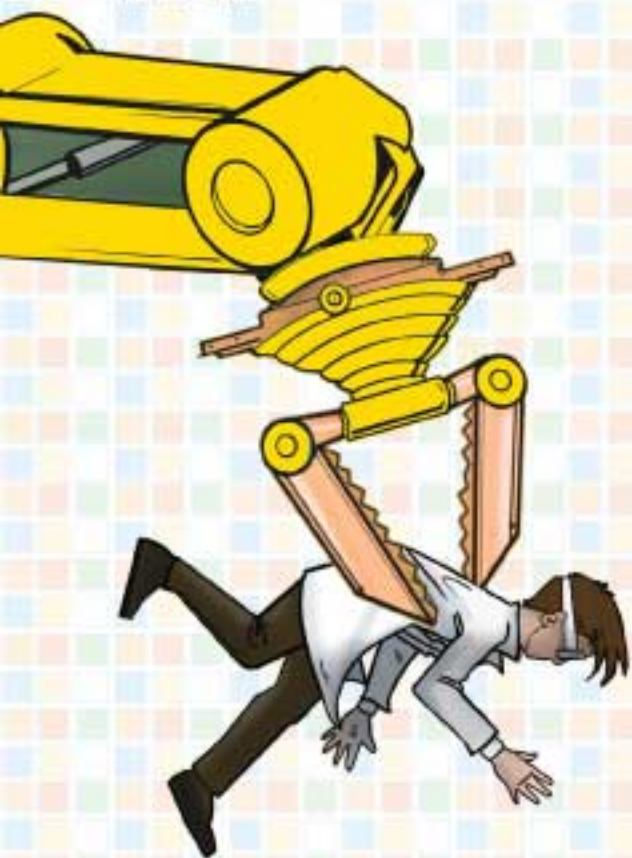
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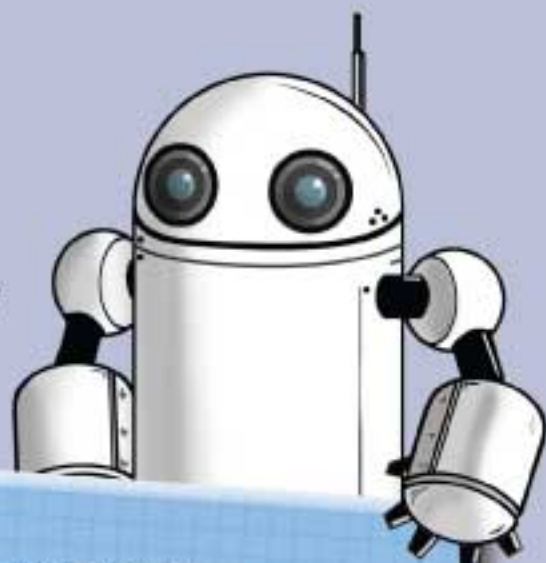
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## How to begin your adventure

Are you ready for an awesome adventure in which you must solve mind-bending puzzles?  
Then you've come to the right place!



*Robots' Revenge* isn't an ordinary book—you don't read the pages in order, 1, 2, 3... Instead you jump forward and backward through the book as you face a series of challenges. Sometimes you may lose your way, but the story will always guide you back to where you need to be.

The story starts on page 4. Straight away, there are questions to answer and problems to overcome. The questions will look something like this:

IF YOU THINK THE  
CORRECT ANSWER IS A,  
GO TO PAGE 37



IF YOU THINK THE  
CORRECT ANSWER IS B,  
GO TO PAGE 11



Your task is to solve each problem. If you think the correct answer is A, turn to page 37 and look for the same symbol in red. That's where you will find the next part of the story.

If you make the wrong choice, the text will explain where you went wrong and let you have another chance.

The problems in this book are about robotics and inventions. To solve them, you must use your knowledge and common sense. To help you, there's a glossary of useful words at the back of the book, starting on page 44.

## ARE YOU READY?

Turn the page and let your adventure begin!

# ROBOTS' REVENGE

Buzzzz! A robot flies past your head. You arrive at Engleby's Inventorium, where you're working as an apprentice. You haven't yet managed to meet the genius inventor Edison Engleby, so you turn up early one morning, hoping to catch him.

ENGLEBY'S  
INVENTORIUM

BUZZZZ!

Ei  
Engleby's  
inventorium

BUT WHAT DOES THE DAY HAVE IN STORE FOR YOU?  
TURN TO PAGE 9 TO FIND OUT.



No, 111 isn't right. In binary, you can add a 1 to a column if there was a 0 there before. To add a 1 to a column already containing a 1, change that 1 to a 0 and add the 1 to a new column on the left.

|   |      |
|---|------|
| 1 | 0001 |
| 2 | 0010 |
| 3 | ?    |
| 4 | 0100 |
| 5 | 0101 |
| 6 | 0110 |



TRY AGAIN  
ON PAGE 17



That's not right. Cassini-Huygens is a robotic spacecraft that was sent to explore Saturn and its moons in 1997.



GO BACK TO  
PAGE 23 AND  
TRY AGAIN



Yes, underwater robots such as Kaikō and Nereus have reached the deepest part of the Pacific Ocean, more than six miles (10,000 meters) below sea level.

Engleby continues: "You need to get the master keys from inside the Inventors' Hall."

Engleby is surprisingly relaxed considering the peril you're in! You head down the corridor to the hall, but the door is locked. You touch a computer screen mounted on the wall and a man appears.

I am Thomas Edison.  
To open the door, answer this question:  
Which of these did I invent?

Three pictures appear. Which one do you choose?



THE  
CARBON  
MICROPHONE  
GO TO  
PAGE 24



THE  
LIGHT  
BULB  
JUMP TO  
PAGE 13



THE MODERN,  
BAGLESS  
VACUUM  
CLEANER  
FLIP TO PAGE 41

INVENTORS'  
HALL





If the robot had video cameras, it wouldn't notice any sound you made.

TRY AGAIN  
ON PAGE 30



Activating switch B alone won't complete the circuit.

TRY AGAIN  
ON PAGE 32



Correct. An electric current that flows through an electrical circuit is measured in amps, short for amperes.

At the end of the passage are three hatches, each made of a different metal. You tell Engleby and again he gives you a quiz!



Inventors learn to solve problems by breaking them down into small steps. Computers work in this way too, and convert instructions down to just two numbers. What are these two numbers?

2 AND 5  
GO TO PAGE 41



1 AND 0  
GO TO PAGE 20



AFFIRMATIVE. THERE ARE MORE THAN SIX MILLION IN SERVICE. I AM EDNA, ENGLEBY'S DEXTROUS, NIMBLE ASSISTANT. AT YOUR SERVICE.



You step into a room full of books and papers. Napping in a corner is Edison Engleby, who wakes up with a start!

You quickly tell him about the Superbots that are patrolling the factory, and the Power Surger that will fry the factory's circuits in less than an hour!

Wowzers!  
What an adventure! Don't worry—they're no match for my inventive genius. Let me think of a plan...

He stands there for five minutes, muttering to himself before collecting parts from around the room.

WHAT IS HE UP TO?  
FIND OUT HIS PLAN  
ON PAGE 23





The police arrive and pull the man out of the paint tank. He doesn't seem quite so threatening now! It's Hugh Reeka—Engleby's former chief designer!



You've ruined me, Engleby! After you fired me, no one wanted me!



You shouldn't have tried to steal my secrets! You should have learned how to invent and solve problems, just like my young apprentice here.

In fact, he deserves a promotion. How would you like to be my personal trainee? I will teach you everything I know.

Yes please!



Great job—you not only met your hero, you also saved his factory and bagged yourself a once-in-a-lifetime job!