

# KNUTZ+BOLTZ

and the  
SORCERER OF SCIENCE





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Published in Great Britain in 2024 by Buster Books,  
an imprint of Michael O'Mara Books Limited,  
9 Lion Yard, Tremadoc Road, London SW4 7NQ

- [www.mombooks.com/buster](http://www.mombooks.com/buster)
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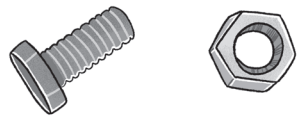
A CIP catalogue record for this book is available from the British Library.

ISBN: 978-1-78055-??-?

1 3 5 7 9 10 8 6 4 2

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Printed and bound in July 2024 by  
CPI Group (UK) Ltd, Croydon, CR0 4YY.



BUSTER BOOKS

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Tim Collins

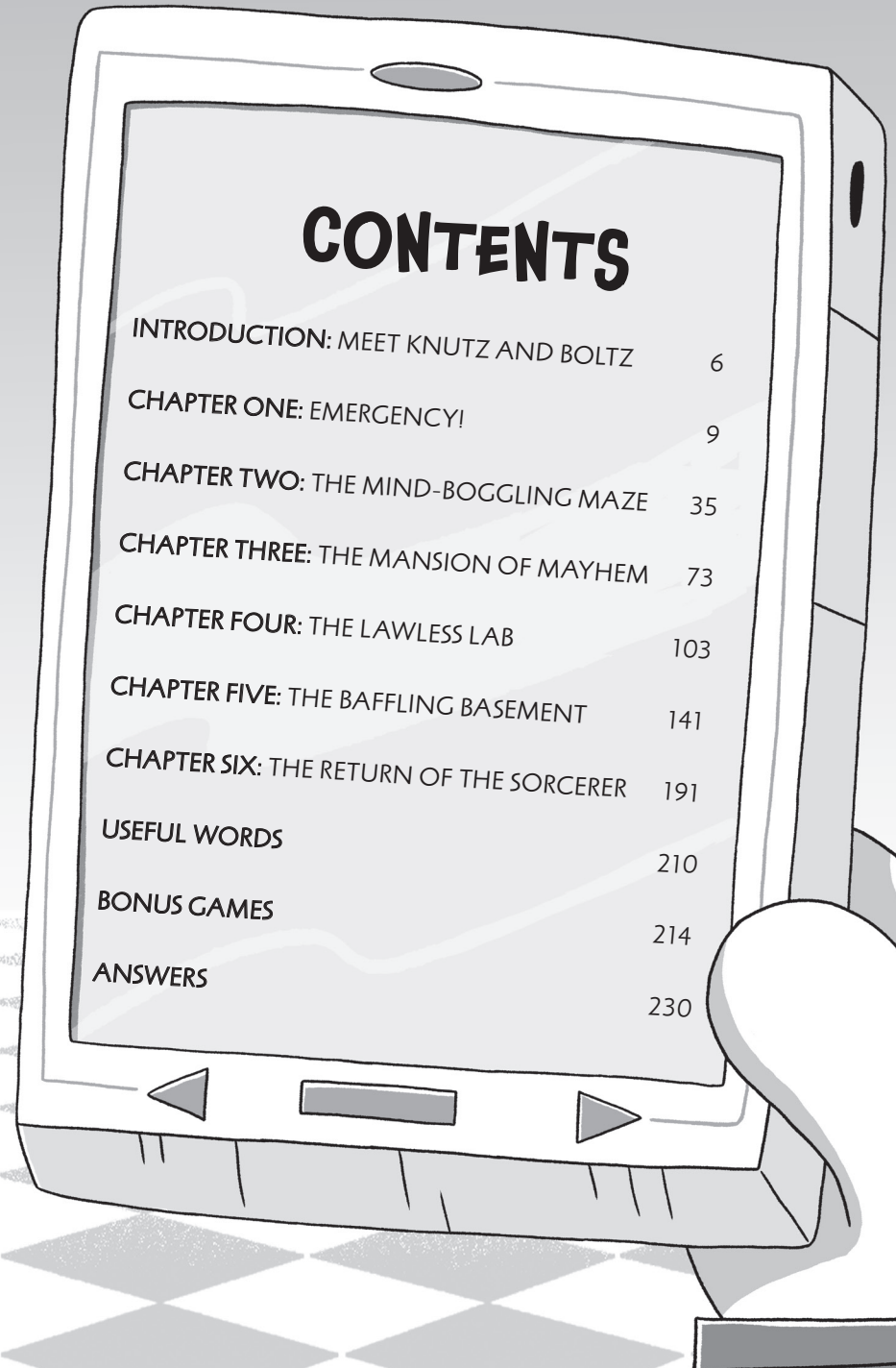
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# INTRODUCTION: MEET KNUTZ AND BOLTZ



Hello! My name is Knutz and this is my best friend and super-scientist, Boltz.

You forgot 'inventor of the world's first self-fetching stick!'. Never mind ... Hello! It's great to have you as part of our team.



Boltz and I are inventors and we love all things to do with Science, Technology, Engineering, Art and Maths - or 'STEAM' for short. Are you ready to join us on a puzzle-filled, action-packed adventure?



Throughout this book, you will find puzzles where you can put your STEAM skills to the test.

Some of the puzzles are designed to test your knowledge of things you might have learned already, while others introduce topics that may be new to you.

Read the instructions on each puzzle page carefully before tackling the activity. If you get stuck, read the instructions again in case there's something you've missed.

If you get REALLY stuck, you can find all the answers at the back of the book, starting on page 230. Have a peek at the answers and try to work out how you could have got to that solution yourself.

There is also a glossary of USEFUL WORDS at the back of the book, plus some BONUS GAMES to test your STEAM super-powers even further.

Are you ready? Let's go!



## CHAPTER ONE: EMERGENCY!

I knew that something had gone horribly wrong as soon as the show started. I was watching the Sorcerer of Science's live channel, just as I do every Saturday morning.

I looked over at Boltz. She was testing out her new invention, which was a stick that could fetch itself. She'd been working on it all week, and thought it would make an ideal gift for lazy dogs.

"You need to see this!" I said. "Something **weird** is going on."

"Nearly done, Knutz," she said.

Boltz threw the stick. It spun around the room and whacked her on the back of the head.

"Hmm," she said, rubbing her neck. "Still needs work."

The Sorcerer is our favourite scientist, and we never miss her weekly livestream, but it was very different today.

The Sorcerer's room was the same as ever, with her desk at the front and her award shelf in the background, but the Sorcerer and her cat Phoenix were **missing**.

Instead, there was a man with a moustache and a green helmet with a blue visor.

"I'm afraid there's been a change to the regular programming," he said in a deep, **booming** voice. "I'll be taking over today, because the Sorcerer of Science can't make it."

He leant forward and grinned. "In fact, she can't make it anywhere ever again, because she's now **my prisoner!**"

The screen cut to a dark figure who was tied to a chair, and had a gag fixed around her mouth. I could tell from her long red hair and white lab coat that it was the Sorcerer.

My heart was racing. I looked over at Boltz.

"This is awful!" I said. "Someone needs to stop this!"

Boltz shrugged.

"Don't fall for it," she said.  
"This is all part of the show.  
She'll break free in a moment."



I gazed at the Sorcerer. Her eyes were wide, and she was struggling against her ropes.

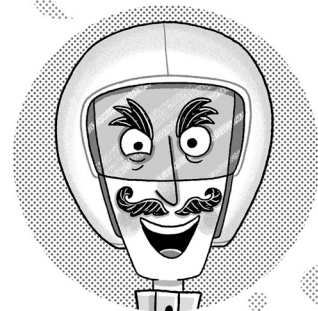
"I'm not so sure," I said. "She looks genuinely frightened. I think this is real."

The Sorcerer fell still. She looked into the camera and tapped her fingers against the side of the chair.

The screen cut back to the man with the helmet and moustache.

"You are no longer watching  
the Sorcerer of Science channel."

"You are now watching  
MY channel – the **Dr Chaos**  
**channel**. I'll be carrying out  
experiments, too. And they  
will be more dangerous than  
anything the world has  
seen before."



The feed cut back to the Sorcerer, who was still frantically tapping her fingers and gazing at the camera.

We need to rescue the Sorcerer! Hurry!

But we can't do anything until we work out where she lives. She's always kept it a secret, so fans don't turn up and ask for help with their science homework.

ugh! If only she'd given us a clue ...

Wait ... I think I spotted something. Let's play that footage of the Sorcerer again.

TAP TAP

Look ... She's tapping out numbers. There's a 1, then a 2, then a gap, then a 1, then a 7. So that's 12 and 17.

I pulled a book from the shelf ...

Maybe it's a secret code. But how can we crack it? By the time we've gone through every code in this book, it could be too late.

SECRET CODES

I think the answer is right behind you - look at that map!

I think that the Sorcerer was giving us the top-secret co-ordinates to her house!

Co-ordinates are pairs of numbers that help you locate something on a grid. Based on a starting point of zero, they tell you how far right something is, and then how far up it is. So, we use the first number to find out where the point is on the horizontal axis (or x-axis), and the second to find out where it is on the vertical axis (or y-axis). Co-ordinates are usually written in brackets, with a comma in the middle, like this (1,5).



Can you use the two numbers the Sorcerer gave us to work out where she is on the map? Then, find the co-ordinates for the following landmarks we'll need to pass on our way there.

- OUR HOUSE 
- COFFEE SHOP 
- SCHOOL 
- LAKE 

