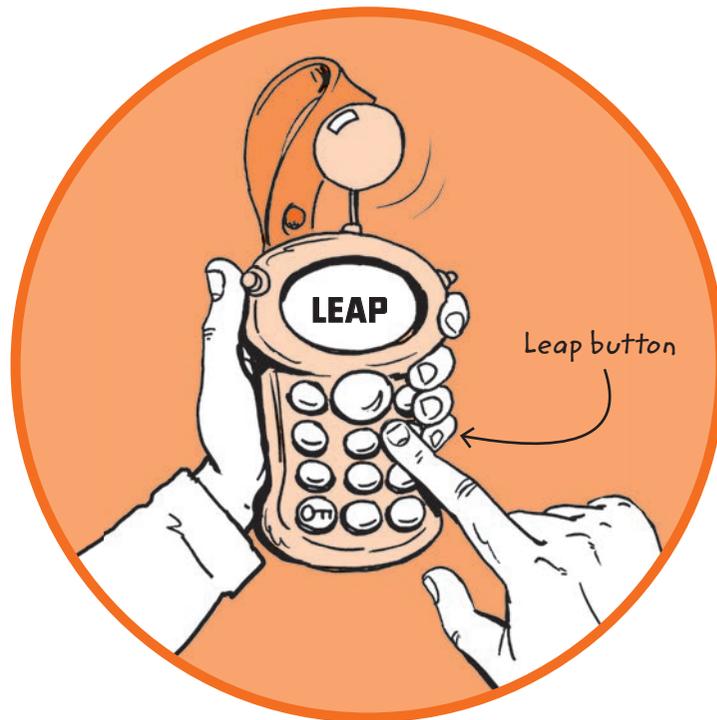


WELCOME TO TIME TRAVEL

Welcome. Your very first journey through time is about to begin.



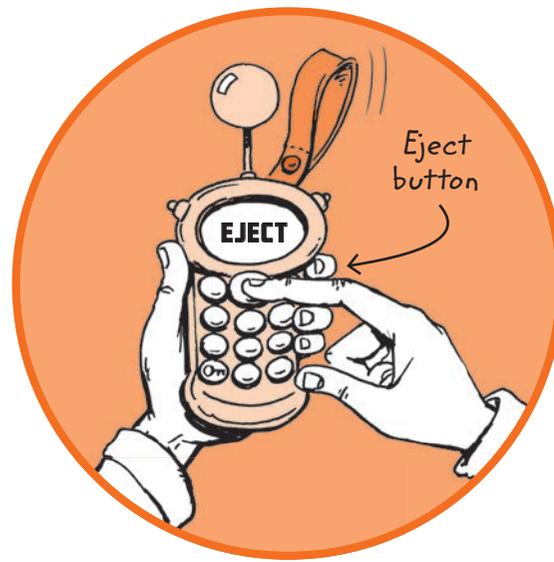
This is your time-travel (TT) handset. It's an amazing and essential piece of equipment for all time travellers. In this book, you are going to use its LEAP button, which will catapult you back to any point in time and to any place in the world. When you arrive, check the handset's screen to find out what year you have landed in.

TIME TRAVEL DOS AND DON'TS

To help you get the most out of your time travels, here are some dos and don'ts:

- **DO** take very good care of your TT handset. When not in use, keep it in a secure pocket or, even better, attach it to your belt. If you lose it, there is **NO WAY BACK HOME**. The handset is state-of-the-art technology, so it is pretty unlikely that you will be able to pick up a new one in ancient Egypt.
- **DON'T** worry if you feel a bit strange or dizzy upon landing the first few times. It's perfectly normal. Not everyone enjoys the sensation of whizzing through time straight away. Like most things, time travel gets easier each time you do it.
- **DO** treat any people you meet on your travels with respect. They may not have computers, or even metal tools, but that doesn't mean they're stupid – they're just living in an earlier time than you. Asking them if they like football or pop music, or even if you can borrow their mobile phone, will make you very unpopular, and they will probably think you are totally mad.

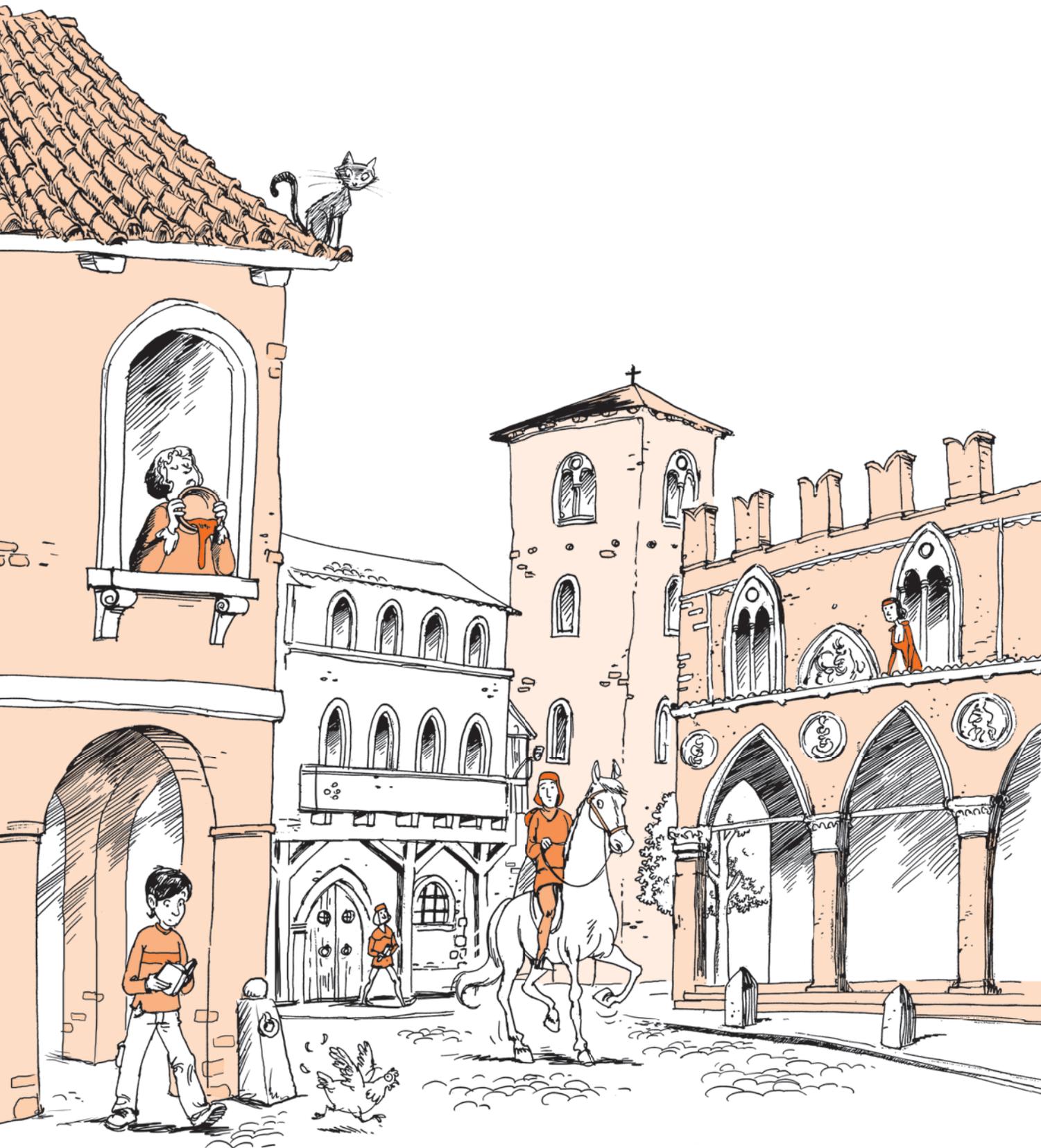
Unfortunately, the EJECT button will only send you back to the present day. It won't get you out of hot water if your parents have just discovered a mess in your bedroom. You will have to deal with that yourself.



Activating the EJECT button will shoot you out of harm's way, then fast-forward you back home.



- **DON'T** hesitate to hit the large red EJECT button in the centre of your handset any time you feel threatened or scared. Don't hang around – the past can be a dangerous place.
- **DO** speak normally. Your handset is equipped with a state-of-the-art programme called BlabberSpeak. BlabberSpeak automatically adjusts to the language of the time and place you land in. With BlabberSpeak enabled, you will be able to both understand and speak to the people you meet on your travels as long as you are holding the handset, or it is attached to your belt.
- **DON'T** panic. Your clothes will travel through time with you. You won't find yourself stark naked and chatting to Henry VIII.
- **DO** breathe freely. The TT handset is equipped with an ImmunoShield. This helps protect you from catching the bugs of the past, and also stops you giving modern coughs and colds to people you meet on your travels.



- **DO** consult this book before you go, and keep it with you during your visit. It will provide you with top tips and essential time-tourist information, highlighting must-see sights and things that are in your best interests to avoid.

WARNING

Do not try to change the course of history, no matter how tempting it is. Time travel is not to be used for personal gain, other than for gaining knowledge.

Going back in time to buy a lottery ticket after finding out this week's numbers is strictly forbidden. Your TT belt will know about it and take immediate action by transporting you back to ancient Rome to roast rodents for supper (see pages 104 to 107). It will not return you home until it is convinced you have seen the error of your ways.

Now you're ready to go.

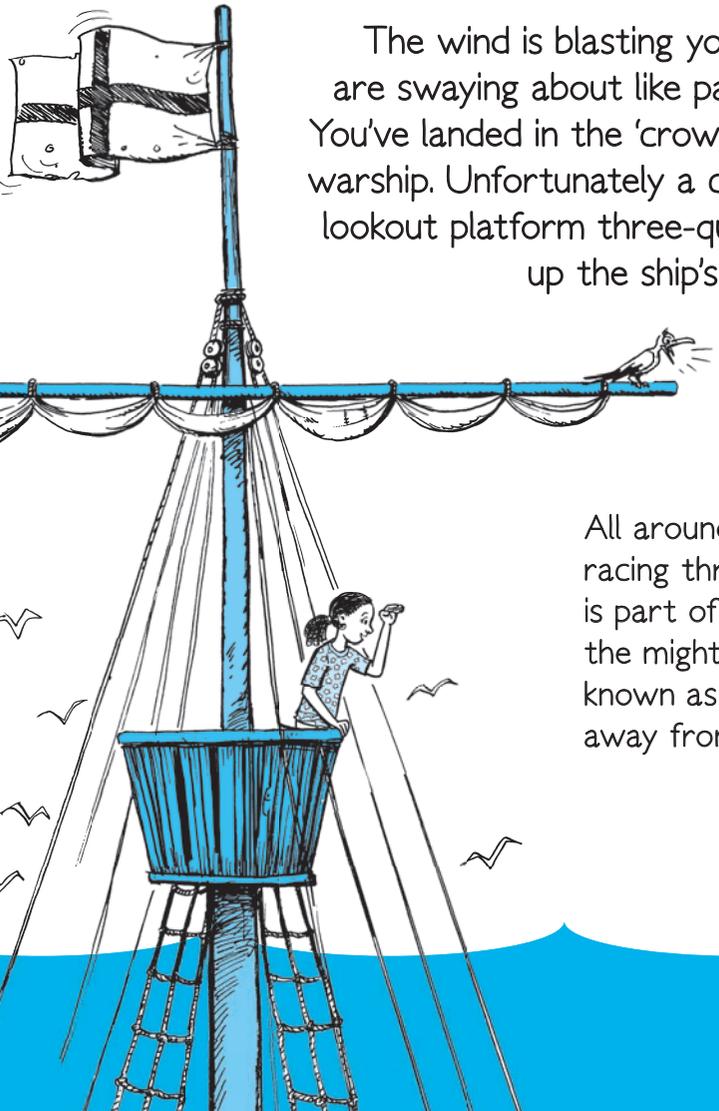
Take a deep breath and press the LEAP button.

GOOD LUCK, AND ENJOY YOUR TRAVELS!

HOW TO ...

1588 CE

BEAT THE SPANISH ARMADA



The wind is blasting your ears, and you are swaying about like part of a circus act. You've landed in the 'crow's nest' of an English warship. Unfortunately a crow's nest is a little lookout platform three-quarters of the way up the ship's mast.

All around you are other ships racing through the waves. Your ship is part of an English fleet chasing the mighty warships of a fleet known as The Spanish Armada away from the English coast.

TOP TACTICS

You're spotted, and the sailors suspect you of being a stowaway. They take you to the commander, Sir Charles Howard. Unfortunately, he has been known to 'keelhaul' rebellious sailors – having them dragged beneath the ship using a rope. This would cut them to ribbons on the barnacles below. Luckily, he's in a good mood. After months of fierce fighting, the Spanish are on the run. So he's quite happy to quaff a tot of rum and tell you his tactics:

- Sir Charles is using fast, nimble ships. The Spanish galleons are much bigger, and when it comes to twisting and turning, they are a lot slower.
- The English crews are experienced sailors, whereas the Spanish have packed their ships with soldiers. The Spanish plan is to get close to the enemy ships and board them, but the English sail their ships too well to let the Spanish get near.
- Sir Charles is making good use of cannons. The English go in really close, attack the Spanish from the sides, and fire at short range. They have better long-range guns, too, which means they can fire more accurately at the Spanish from further away.
- Sir Charles' commanders have had a brainwave. One night they set eight of the oldest ships alight. The wind blew them into the Spanish fleet and the Spanish were forced to sail off up the coast to get away from them.

LIFE AFLOAT

Life on board seems so exciting, you decide to join the crew for supper. Unfortunately, first on the menu is salted meat and soggy biscuits with little bugs called weevils in them. As night falls, a crew of 40 men eating, fighting and sleeping in the same clothes for months on end does not make below deck smell good. After one night in the dark, damp, squashed, smelly ship you will never complain about sharing a room with your brother or sister again.



WHAT 'KNOT' TO DO

In the morning, a sailor tells you Sir Charles has insisted you earn your keep. He shows you how to tie some essential knots, including a bowline, which is used to attach a rope to a post or railing.

- 1 Make a small loop a little way along the rope. It helps if you imagine the loop is a rabbit 'hole', the tip of the rope is the 'rabbit' itself, and the rest of the rope is a 'tree'.
- 2 Feed the rabbit up through the hole as shown.
- 3 Pass the rabbit round the back of the tree.
- 4 Pass the rabbit down into the hole.
- 5 Pull it tight.

