

LBRIS

We know
books

Written by Lottie Stride

Illustrated by Dusan Pavlic

Edited by Sally Pilkington

Designed by Zoe Quayle

History Consultant: Dr Kelvin Meek

With thanks to Alanna Skuse



Buster Books

First published in Great Britain in 2009 by Buster Books,
an imprint of Michael O'Mara Books Limited,
9 Lion Yard, Tremadoc Road, London SW4 7NQ

www.mombooks.com/busterbooks

Text and illustrations copyright © Buster Books 2009
Cover designed by Angie Allison
Cover illustration by Paul Moran

All rights reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted by any means, without the prior permission in writing of the publisher, nor be otherwise circulated in any form of binding or cover other than that in which it is published and without a similar condition including this condition being imposed on the subsequent purchaser.

A CIP catalogue record for this book is available from the British Library.

ISBN: 978-1-906082-40-6

2 4 6 8 10 9 7 5 3 1

Printed and bound in England by Clays Ltd, St Ives plc

Papers used by Michael O'Mara Books are natural, recyclable products made from wood grown in sustainable forests. The manufacturing processes conform to the environmental regulations of the country of origin.

CONTENTS

WELCOME TO TIME TRAVEL	7
HOW TO BEAT THE MAYA AT BALL	11
HOW TO BEAT THE SPANISH ARMADA	14
HOW TO MAKE SILK IN ANCIENT CHINA	17
HOW TO HUNT A MAMMOTH	20
HOW TO MAKE PAPYRUS IN ANCIENT EGYPT	23
HOW TO BE EVACUATED IN WORLD WAR TWO	25
HOW TO JOIN THE AMERICAN GOLD RUSH	28
HOW TO SWEEP A VICTORIAN CHIMNEY	32
HOW TO COMPETE AT THE ANCIENT OLYMPICS	36
HOW TO PAINT A CAVE	40
HOW TO PULL OFF THE GREAT ESCAPE	44
HOW TO DEFEND A MEDIEVAL CASTLE	48
HOW TO ACT IN A SHAKESPEAREAN PLAY	54
HOW TO FIGHT WITH THE SAMURAI	57
HOW TO BUILD A VIKING LONGSHIP	60
HOW TO TACKLE A TYRANNOSAURUS REX	63

HOW TO WALK ON THE MOON	66
HOW TO GRADUATE FROM GLADIATOR SCHOOL	69
HOW TO PUT OUT THE GREAT FIRE OF LONDON	73
HOW TO LEAP A MINOAN BULL	76
HOW TO MAKE AN EGYPTIAN MUMMY	80
HOW TO MAKE A FLINT AXE	84
HOW TO SURVIVE THE BLITZ IN BRITAIN	87
HOW NOT TO SINK WITH THE TITANIC	91
HOW TO SURVIVE A VIKING RAID	95
HOW TO WRITE IN HIEROGLYPHS	98
HOW TO TRAVEL ON THE UNDERGROUND RAILROAD	103
HOW TO INVENT WRITING WITH THE SUMERIANS	107
HOW TO SURVIVE THE BLACK DEATH	110
HOW TO ROAST A RODENT WITH A ROMAN	114
HOW TO FOLLOW THE OLD SILK ROAD	117
HOW TO GO WILD IN THE WEST	120
HOW TO FLY IN A HOT-AIR BALLOON	124
THE TIMELINE	126

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.



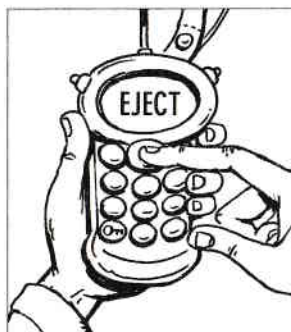
TIME TRAVEL DOS AND DON'TS

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 hip hop, or even if you can borrow their mobile phone will make you very unpopular, and they will probably think you are totally mad.

- **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.



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



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.

- **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.

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 Victorian times and setting you to work as a chimney sweep (see pages 32 to 35). It will not return you home until it is convinced you have seen the error of your ways.

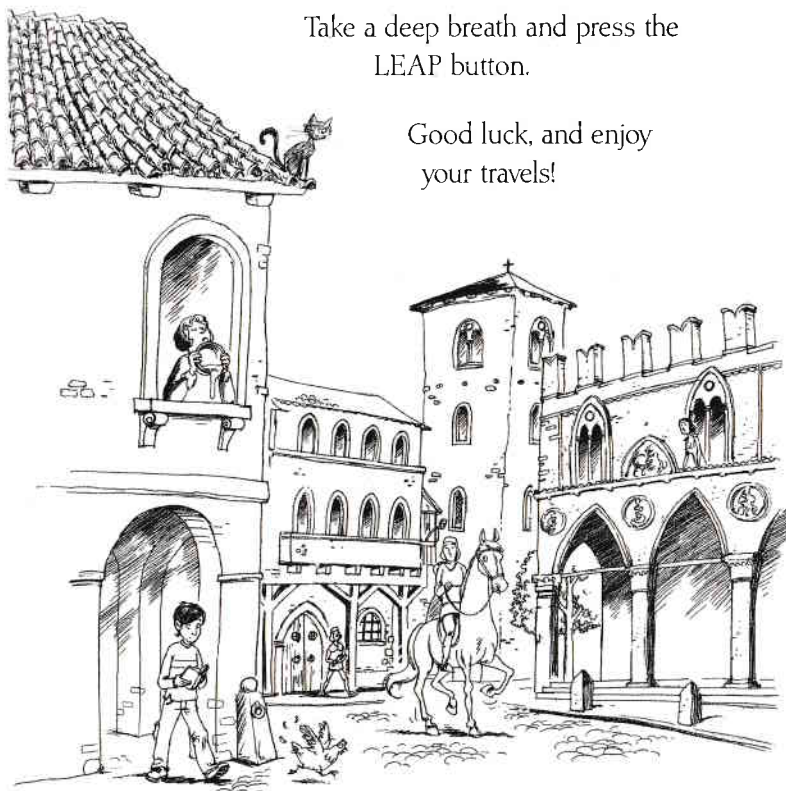
- **Do** breathe freely. The TT handset is equipped with an ImmunoShield. This helps protect you from catching the bugs of the past, and also stops you giving modern coughs and colds to people you meet on your travels.

- **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.

Now you're ready to go.

Take a deep breath and press the
LEAP button.

Good luck, and enjoy
your travels!



HOW TO BEAT THE MAYA AT BALL



The roar of a crowd brings you to your senses and you find you are standing in the middle of what looks like some kind of ball court. You are in the area of the world now known as southern Mexico and Guatemala, and the roaring crowd are all Maya – an American-Indian people famed for their buildings, astronomy and football. The good news is a Maya ball-game is about to begin. The bad news is that this game is much more than just an exciting team sport – it can be very dangerous. The outcome of the game can determine whether the players and spectators live or die.

LET'S PLAY BALL

The ball court you are standing in is shaped like a capital letter 'I', with high sides decorated with elaborate carvings. The high sides help to keep the ball in play.

For the game itself, you are going to need to strip off and put on some gear to protect you from injury. The ball is made of solid rubber. It can weigh as much as 4 kilograms and is hard enough to break your bones. So make sure you strap on some padded shin, knee and forearm protectors made from animal skin. Think yourself lucky though – the ball was sometimes made from a human skull wrapped in strips of rubber to make it bounce nicely.

Pop on your feathered headdress and you are ready to play ball. You look a-Maya-zing – as do the other members of your team who enter the court wearing their finest animal skins, feather headdresses and jewellery.

Now this is the tricky part: historians aren't sure exactly how this game was played. So you are going to have to keep your wits about you. What previous time travellers do know, however, is that you should try really hard to help your team win, because the losers are often sacrificed to the gods.

Take a look at the end of the court. You will notice that there is a stone ring, just large enough for the ball to fit through. It is probably a wise move to aim for that. Make sure that you are whacking the ball in the right direction – own goals aren't good no matter which century you are in.



GET IN SOME PRACTICE

You will need:

- an open space • shin pads/elbow pads/any kind of helmet
- a soft football or beach ball • two hoops or buckets

Put a hoop at each end of your playing area, about 7 metres apart. If you don't have hoops, place a bucket at each end.

Get together a group of friends and split into two teams, with at least two players on each side. Then put on your protective gear (you shouldn't really need this if your ball is soft enough, but it will help you get into the spirit of the game if you do). Jaguar-skin skirts are optional!

The aim of the game is to get the ball into your bucket. So decide which team is going to aim for which goal. Then determine which team will start the game with the toss of a coin. The winner of the toss starts with the ball.

It is thought that the Maya players were not allowed to use their feet to hit the ball. They had to whack it with their knees, arms or hips. You are not allowed to kick, catch or throw the ball, other than with clenched fists. To begin, the ball can be headed, punched, kneed, or chested to a player on the same team. The team with the most goals after ten minutes wins.

WARNING

If you do accidentally kick the ball, or hit it with the palm of your hand, the ball is given to the other team.