

Bea fixed small tricksy things like Monsieur Lockheart's tiniest clock, which once had a tick but now had no tock.



She swapped the springs and tightened the sprongs.

Soon the clock was as good as new.



Bea could fix fiddly things like Dr Ankita's clever counting machine.



She replaced all the Os and restored all the ls.

Dr Ankita turned some knobs and whirred the cogs.

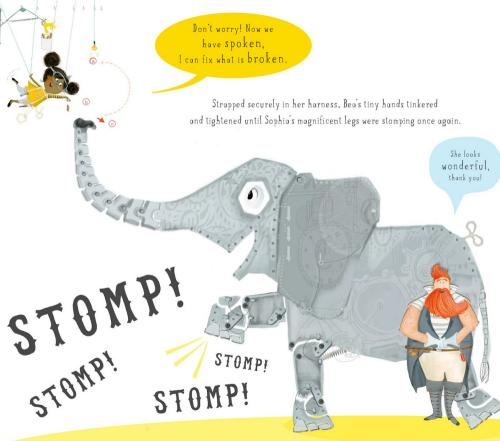


Bea could even fix

HUMONGOUS

things like Mr McNick's marvellous mechanical elephant Sophia, whose giant legs had sadly stopped **STOMPING.**







It was the biggest thing that Bea had ever been asked to fix. ... and out stepped the famous Captain Shimura.



In a flash, she'd reconnected the circuit boards and reset the coordinates.