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Opening extract from **Cube Countdown**

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Published by
QED Publishing

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QEB Project Editor: Ruth Symons
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Bigstock Milissenta 9c 21c, 23r, 38t, 40t;
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45t; **Shutterstock** Ruslan Semichev 26c.



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First published in the US in 2014
by QEB Publishing, Inc.
3 Wrigley, Suite A, Irvine, CA 92618

www.qed-publishing.co.uk

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A CIP record for this book is available from
the Library of Congress.

ISBN 978 1 60992 623 6

Printed in China



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!



Cube Countdown 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 begins 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 matching 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 all about shapes, patterns, Rubik's Cube
games, and number puzzles—prepare to have your brain tested! To solve
them, you must use your knowledge and common sense. Use a calculator
to help you with complex math problems. 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!

CUBE COUNTDOWN

BRING!
BRING!

You wake with a start and answer the phone.

Lieutenant, there's an emergency at the Cube Command Center. You are needed immediately. The Rubik Computer's Core has been stolen.

Life is never dull as a Lieutenant at the Cube Command Center, even on your day off! You and your dog Superflip quickly get ready and hurry to HQ.

GET READY TO START YOUR ADVENTURE ON PAGE 8



4

Afraid not! You need to look for a pattern in the numbers.

TURN BACK TO PAGE 19 AND HAVE ANOTHER TRY

6



*

Incorrect. The * symbol is not on the opposite side.

TRY AGAIN ON PAGE 36



33 moves would be a good score, but not the best.

HAVE ANOTHER GUESS ON PAGE 41

3



Mr. Algebrains, Superflip, and you cautiously leave the patrolship. Everywhere is quiet.

To enter the Cube Command Center, you must input a randomly generated security code.

Cube Command Center

SECURITY CODE

How many different ways can a Rubik's Cube be arranged?

100,456,877
JUMP TO PAGE 19



43,252,003,274,489,856,000
GO TO PAGE 32



300,253
TURN TO PAGE 12





Wrong! With one cut, you can only make a rectangle or an isosceles triangle (with two equal sides).



TRY AGAIN on PAGE 27



No, $\frac{1}{3}$ would be 0.33 lb.

THINK AGAIN on PAGE 33



When you arrive, the room is chaotic. People are running around and shouting. Commanders Korners and Vertex approach you. Vertex starts to speak.

The Rubik Computer controls the world's computers—the banks, electricity grid, food production, trains... We need you to recover the stolen Core quickly!

Vertex seems to think you're a Rubik's Cube whiz, but I'd like to check we have the right person for the mission. So I have three questions for you. First question: A Rubik's Cube is made up of 26 small cubes, called cubies, and has 6 faces. How many cubies are not shared between two or more faces of the Rubik's Cube?

What do you answer?

6

6

TURN TO PAGE 19

8

8

FLIP TO PAGE 31

12

12

GO TO PAGE 42



Correct! 2, 3, 5, and 7 can only be divided by 1 or themselves, so they are called prime numbers. You travel 17 miles north to the Navigator's house.

You find him outside, pacing up and down. You ask him the way to Flatland.

I have no time to help you. I must build four lunar-horse pens, but I keep ending up with five!

You offer to help him in return for his navigation skills.

Which two fences should you reposition to turn five small squares into four?

FENCES A AND B
TURN TO PAGE 21



FENCES D AND F
GO TO PAGE 12



FENCES C AND E
FLIP TO PAGE 38



Wrong! You need that piece to make the square.



TRY AGAIN on PAGE 17



Wrong! If you slice the cheese into 11 pieces, you won't get $\frac{1}{2}$ for yourself.



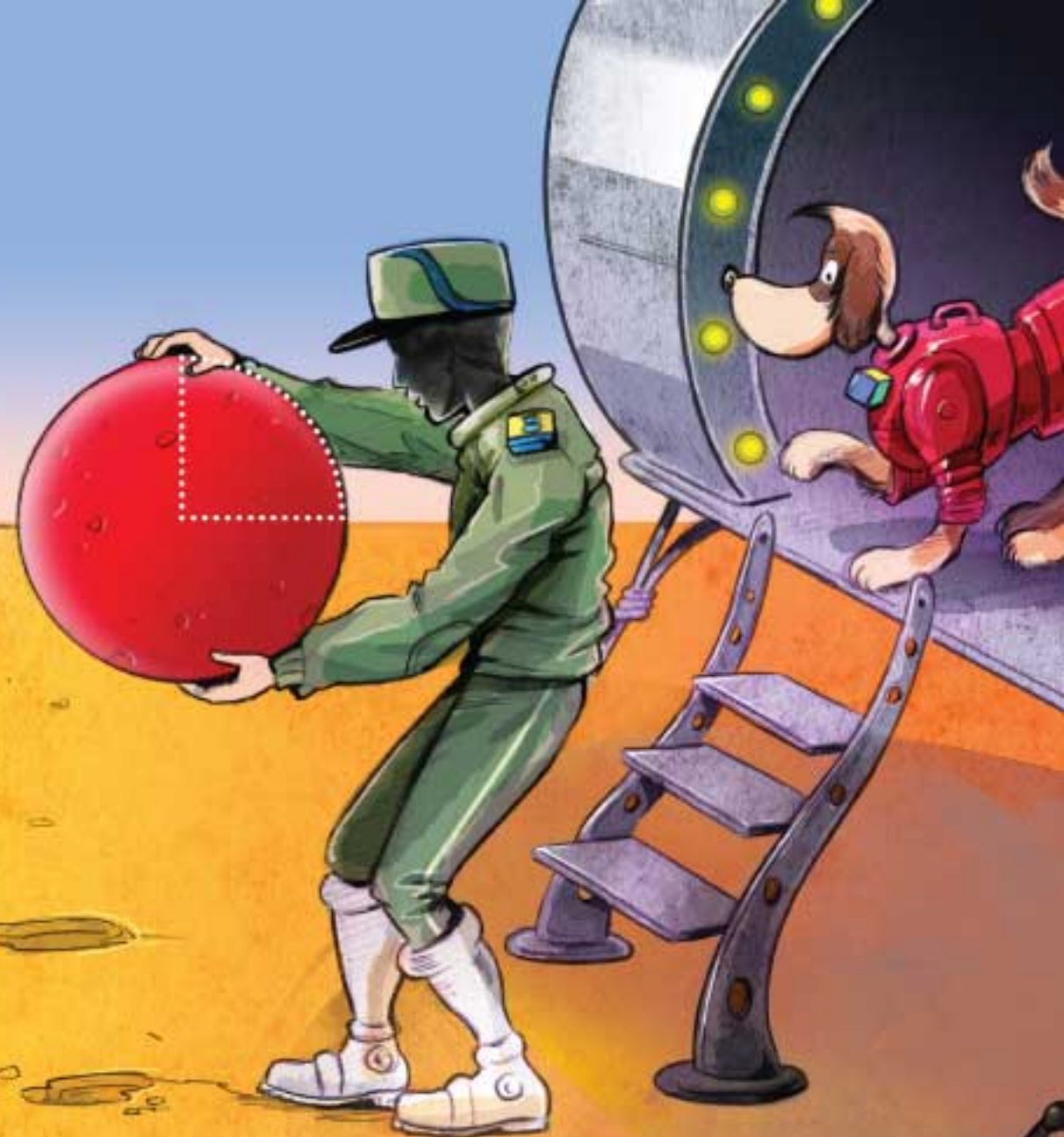
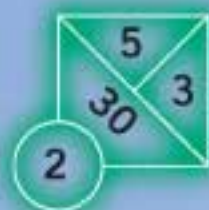
TRY AGAIN on PAGE 14

A

A

Correct! You've spotted that $5 \times 3 \times 2 = 30$. You fly straight to Fraction Land. Phew—you're three-dimensional again!

You exit the ship and are nearly bitten by a hungry snark! As far as the eye can see, snarks are *eating the planet!* If you don't stop them, your ship will be next!



You decide to tempt the snarks with a slice of mooncheese each. If you keep $\frac{1}{4}$ of the cheese and there are nine snarks to catch, how much cheese will they each get?

$\frac{1}{9}$



GO TO PAGE 37

$\frac{1}{12}$



JUMP TO PAGE 33

$\frac{1}{11}$



TURN TO PAGE 9

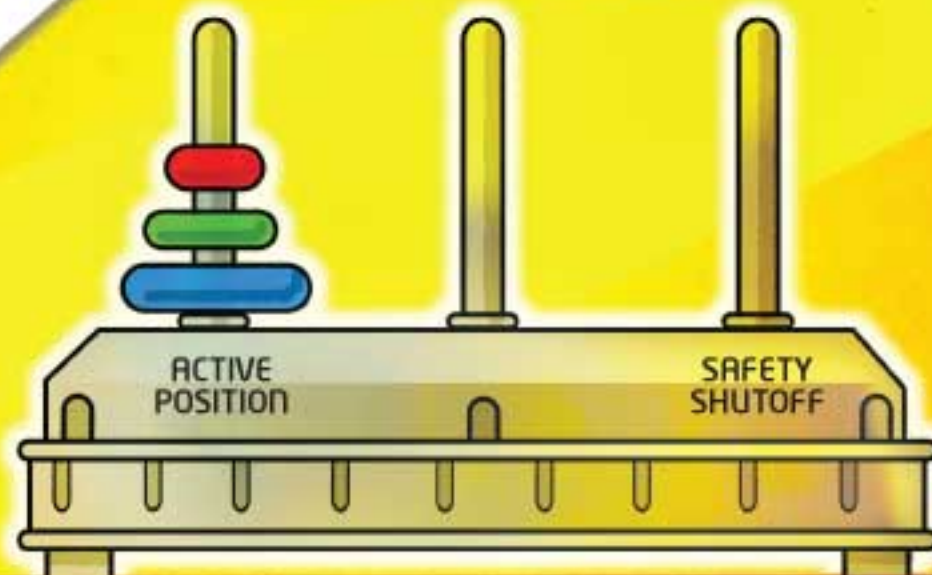


As soon as you land on Planet Star, you can see that something is wrong. An ear-piercing alarm is ringing and flashing lights nearly blind you!

Lieutenant, have you come to save us?
The spaceport's power source is overheating.
We have minutes to shut it down before
we are all vaporized!

You weren't expecting that,
but you have to help if you
want to stay alive!

You need to move all of the pellets to the
safety shutoff position. Move the pellets one at a
time between any of the poles and DO NOT place a large
pellet on top of a smaller pellet.



The reactor is too dangerous for you to crawl
inside, but Superflip could do it.

What is the smallest number of moves that
Superflip can make to activate the safety shutoff?

6

6 MOVES
HEAD OVER
TO PAGE 16

3

3 MOVES
FLIP TO
PAGE 41

7

7 MOVES
GO TO
PAGE 30