

科学狂人 的秘

[美]马文·米勒 著



对外翻译出版公司

THE MAD SCIENTIST'S SECRET

科学狂人的秘密

【美】马文·米勒 著
国 斌 译注

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I

Going Undercover

You are sitting in the headquarters of the Tip Top Secret Service. It is assigned special secret missions that are too difficult for the regular Top Secret Service.

"Why did you send for me?" you ask. 5

Tip Top Secret Agent Horner tugs at his bow tie and fastens you with a steely stare.

"We have been given one of the most important missions ever handed to us," he says. "This assignment requires someone whom no one would 10
ever suspect. Someone with brains . . . and courage."

Horner looks you squarely in the eyes. "Someone like you."

Horner leans back in his chair. "But you must 15
give me your word that no one will know you are working for us."

He suddenly slaps both hands on the desk. "I mean NO ONE!"

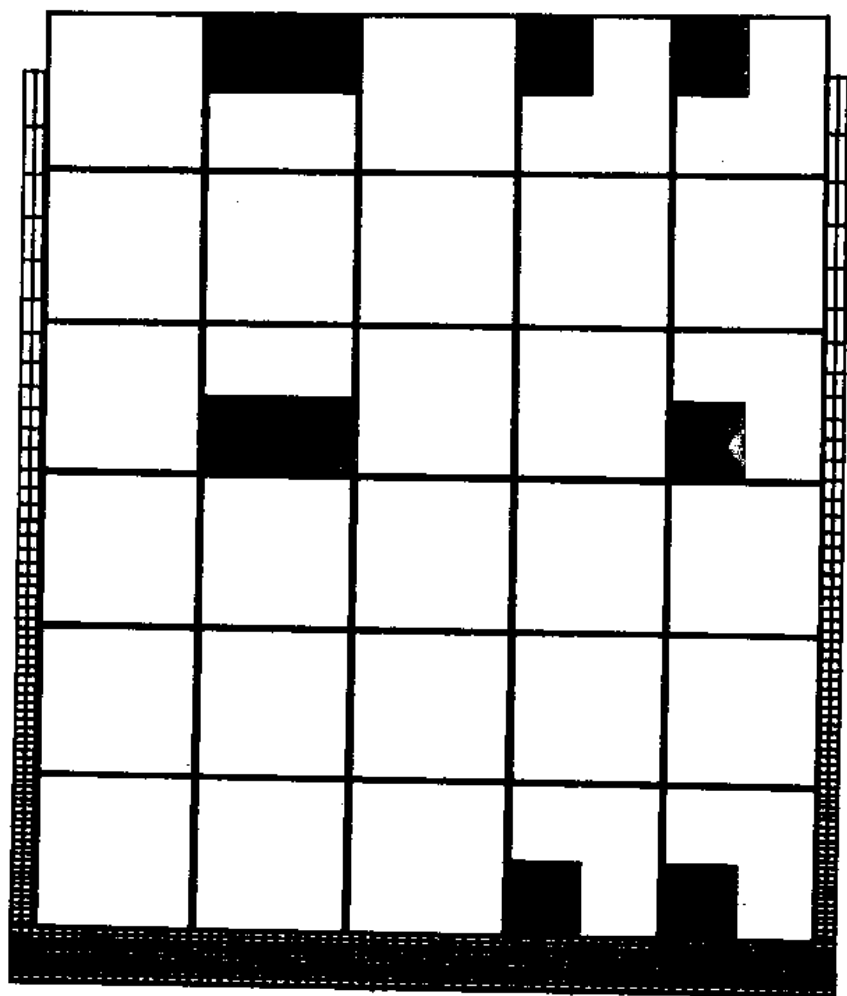
Startled, you nod in agreement. 20

Horner leans forward and whispers softly. "Even your name will be a secret," he says.

He hands you a card. "Here. This is your secret identification. It is your code name. Use it whenever you want to identify yourself to one of our agents."

- 5 You stare at the card with a puzzled look. "But what does it say?" you ask. "It looks like a crossword puzzle."

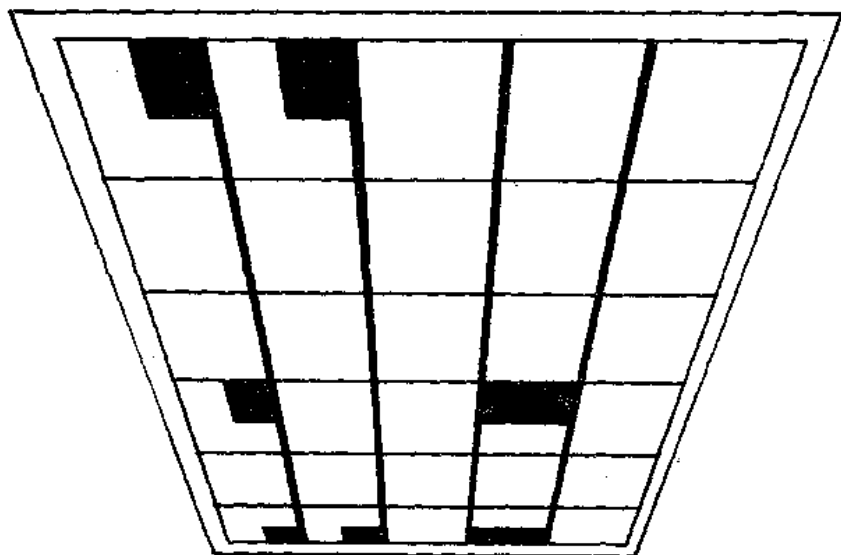
WHAT IS YOUR SECRET CODE NAME?



SOLUTION

Hold the bottom of the page near the tip of your nose. Then close one eye. Tilt the page away from you so that your eye is almost level with the bottom edge of the page. Then read the letters at a steep slant. Suddenly your code name pops out. ACE!

5



II

Your Assignment

Listen to me carefully, ACE," Agent Horner says. "We have just learned of a criminal mastermind named Dr. XXX. His plan is to smuggle a chemical called SLUDGE into school cafeterias.

"Once anyone eighteen or younger gets a taste of SLUDGE, they turn into ZOMBIES who will obey any order given by Dr. XXX. 5

"Dr. XXX plans to have every kid in the country under his command."

"But how can he do this?" you ask. 10

Horner continues his explanation.

"The SLUDGE tastes just like school cafeteria food. Dr. XXX has thousands of spies to help him. Posing as cafeteria workers, they'll add SLUDGE to the school lunches. The kids will turn into ZOMBIES without ever suspecting a thing. 15

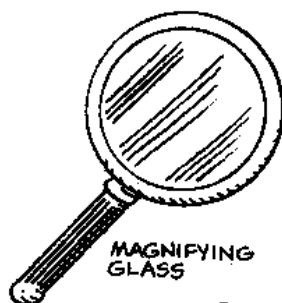
"There's only one chance to stop Dr. XXX. There's an antidote called MUCK that deactivates SLUDGE. Just one drop of it can make SLUDGE harmless." 20

Horner slowly presses his fingers together. He

stares directly at you, his face stiffening as he speaks.

"We want you to find the MUCK and pour it into the SLUDGE."

- 5 You watch in silence while Agent Horner takes off his bow tie and chews the edge for a moment. "You have a very difficult assignment, ACE. The fate of the entire world could be in your hands, so this EMERGENCY KIT has been prepared
- 10 for you," he says as he rips open a polka-dotted backpack and pours the contents on his desk.



MAGNIFYING GLASS



COIL OF STRING



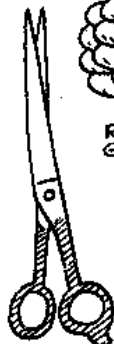
WHISTLE



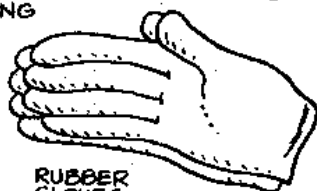
INK REMOVER



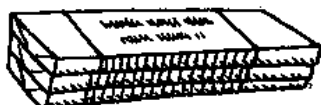
TORN HALF OF A TICKET



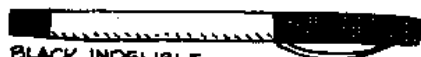
SCISSORS



RUBBER GLOVES



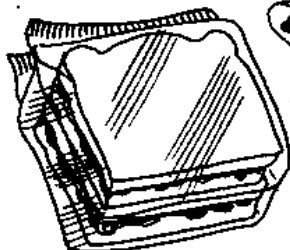
ENERGY BARS (5)



BLACK INDELIBLE MARKER PEN



SLEEPING POTION



JELLY SANDWICHES IN PLASTIC BAGS (2)



MATCHES



SPOON



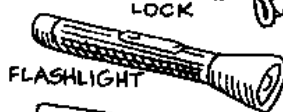
MARBLES (12)



LOCK



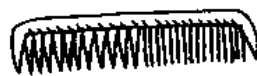
BALLOON



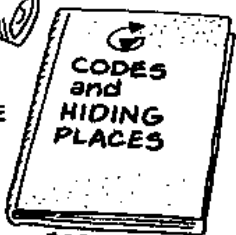
FLASHLIGHT



SMALL PORTABLE MUSIC-PLAYING RADIO



COMB



BOOK

You pick up one of the items from the EMERGENCY KIT. It's a slim booklet titled *Codes and Hiding Places*.

"What do I need this for?" you ask.

- 5 "There will be times during your mission when we will need to contact you," says Horner. "This booklet will help you."

- You flip through the book to a section called Hiding Places. "I don't understand what this
10 means," you say.

Horner leans across his desk. "I'm sure you'll figure it out," he sighs. "Whenever you are unsure where to go next, look for instructions in a secret hiding place."

- 15 You turn to the next section, titled Codes.

"And those are the codes for our secret messages," says Horner. "Use them to unscramble my instructions."

CODES

CONFUSION CODE

ONLY WRITE DOWN THE LETTERS IN PARENTHESIS. THEN SPACE THE LETTERS TO FORM WORDS.

EXAMPLE :

CODE = (H) ÷ (OWA) X 6 - (RE)
(YO) < N > (U?)

MESSAGE = *HOW ARE YOU?*

SCRAMBLE CODE

BREAK UP THE LETTERS INTO PAIRS. THEN REVERSE THE TWO LETTERS IN EACH PAIR. LASTLY, SPACE THE REVERSE PAIRS TO FORM WORDS. DROP THE LETTER X.

EXAMPLE :

CODE = HTNI FKS AXT.

MESSAGE = *THINK FAST*

The book still seems puzzling, but you decide you'll wait until you need it to figure it out. You put everything from the **EMERGENCY KIT** back in the polka-dotted backpack.

5 "Where do I start?" you ask, trying to hide your nervousness.

Horner pulls a jelly donut from his pocket and munches as he explains.

10 "The first part of your mission is to locate Jonathan Nutt. He is a scientist who works for Dr. XXX. He has manufactured a small amount of the antidote **MUCK**."

He finishes the jelly donut and pulls another from his pocket. You begin to wonder how many
15 donuts he's got in there.

"We have been told that Jonathan Nutt goes to the Greenville post office every Monday afternoon at three o'clock to pick up an envelope from Dr. XXX. Each envelope contains a large sum of
20 money in payment for his work."

Agent Horner waves a third jelly donut in the air as he speaks.

"Find Nutt, and follow him. Oh . . . and there's one more thing. You also must destroy the written
25 formula for **SLUDGE** so it can never be used again. It's written in permanent ink that's almost impossible to erase. That's why we put a special ink remover in your **EMERGENCY KIT**."

"But why can't I just tear up the paper it's
30 written on?" you ask.

"That's the problem," replies Horner. "It's tattooed on something."

"Tattooed?" You're a little afraid to hear what comes next. "On what?"

Horner taps the donut on the desk as he answers. 5

"It's tattooed on the head of Dr. XXX's pet ape." He takes a bite of the donut. "Dr. XXX shaved its head, wrote down the formula for safe keeping, and then let the ape's hair grow back." 10

"You mean . . ." you say, unable to finish your sentence.

Horner nods as he chews the jelly donut. "Now you have your complete mission. First, find Jonathan Nutt and the antidote MUCK. Then find the SLUDGE and deactivate it by pouring the MUCK into it. Then you must erase the formula tattooed on the head of the ape! Good-bye, and good luck!" 15

You turn to make your way out of the office. As you near the door, Agent Horner calls out, "Do you want a jelly donut?" 20

You're eager to get started on your mission, so you pretend not to hear.

"Oh, one more thing!" Agent Horner calls after you. "The first agent we sent on this mission had a rough time. Agent Cody was turned into . . . a ZOMBIE!!!" 25

III

The Chase Begins

When you enter the Greenville post office, the wall clock shows nearly 3:00 PM. Just in time. Jonathan Nutt must be picking up his mail.

Four people are lined up at the service window.

5 Jonathan Nutt is the third person in line.

He is wearing a wig, but you recognize him by the small scar on his right cheek.

What do you do now? Maybe Agent Horner has a plan for you.

10 You pull out *Codes and Hiding Places* and open it to the first page:

Hiding Place #1

A FACE BUT NO MOUTH

NO FINGERS BUT IT POINTS

NO FEET BUT IT RUNS

WHERE IS THE HIDING PLACE?