

Adventures in  
**ODYSSEY**

FOCUS ON THE FAMILY PRESENTS

15

# THE IMAGINATION STATION



## Surprise at Yorktown

MARIANNE HERING • NANCY I. SANDERS

## ***Praise for The Imagination Station® books***

I got all the Imagination Station books for Christmas and I just read *Surprise at Yorktown*. I like looking at the pictures while I read to see what time they are in and what they are wearing. My three favorites so far are *Secret of the Prince's Tomb*, *Surprise at Yorktown*, and *Challenge on the Hill of Fire*.

—Katie, age 8, Arbela, Missouri

*Surprise at Yorktown* is another great Adventures in Odyssey story for kids to enjoy. It sweeps you into the action and keeps you reading to find out who Beth and Patrick can trust in dangerous times.

—Beth M., Elgin (IL) Children's Literature Examiner

After you start this book, you don't want to set it down. The author keeps the action fast-paced and moving, and there isn't really a slow spot unless something mysterious is going on. It's a cool book.

—Nathan, age 17, longtime-AIO-fan, Elgin, Illinois

## ***More praise for The Imagination Station® books***

I like the part where cannons are shooting. Why don't they make a movie of this? It would be awesome!

—Zachary, age 9, Forest City, North Carolina

A wonderful series of books weaving a bit of history, life skills, and biblical principles into encouraging and entertaining stories that are family friendly.

—Terri F., children's author and mom, Nashville, Ind.

*Surprise at Yorktown* is a wonderful mix of history, adventure, and fun! I highly recommend it for teaching Christian values as well. I look forward to reading other books in the series!

—Rona S., children's writer, Philadelphia, Penn.

*Surprise at Yorktown* was exciting and fun to read. I liked seeing what it might have been like to live during the American Revolution.

—Will, age 8, Lexington, Kentucky



# *Surprise at Yorktown*

BOOK 15

MARIANNE HERING • NANCY I. SANDERS  
CREATIVE DIRECTION BY PAUL MCCUSKER  
ILLUSTRATED BY DAVID HOHN



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# ***Prologue***



Whit's End is an old house in the town of Odyssey. It has an ice-cream shop on the main floor. And it has a workshop downstairs.

Mr. Whittaker owns Whit's End. He is kind but also mysterious. He often works at the ice-cream shop. He also likes to invent things in his workshop. One of his favorite inventions is the Imagination Station.

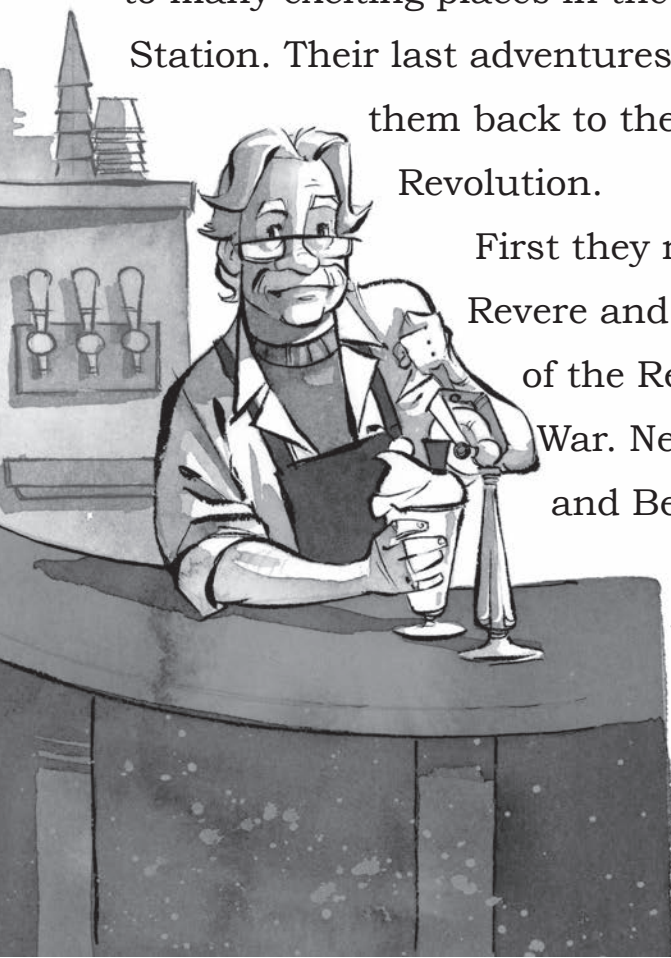
The Imagination Station lets kids travel to



different places in history. They get to meet people from the past. It's a lot like a time machine.

Cousins Patrick and Beth have traveled to many exciting places in the Imagination Station. Their last adventures took them back to the American Revolution.

First they met Paul Revere and saw the start of the Revolutionary War. Next Patrick and Beth landed on a large warship. They met a young American





## *Prologue*

patriot named James Forten. He risked his life to fight at sea for his country.

The cousins came back to Whit's End. Still, Patrick was disappointed. They had gone to the American Revolution twice. But they never met George Washington. So Whit promised to send them on another adventure.

Patrick and Beth could hardly wait to go!

But they had no idea what they were going to face.



## ***The Workshop***



Beth and Patrick raced each other to Whit's End. They hurried to the basement.

The Imagination Station sat in the center of the vast workroom. The machine looked like the front part of a helicopter. The doors on each side stood open.

The cousins rushed to get inside the Imagination Station.

"I get to push the red button," Patrick cried.

## *The Workshop*

“Not if I get there first,” Beth said. She jumped over a broken TV to move ahead of Patrick.

“Whoa!” Mr. Whitaker said. He held up his hand to signal them to stop.

The cousins slowed down.

“But we’re ready to go,” Patrick said.

Mr. Whittaker stood next to his workbench. “Aren’t you forgetting something?” he asked.

Patrick thought a minute. “Please?” he said.

Mr. Whittaker chuckled. “Saying ‘please’ is a good thing,” he told them. “But that isn’t what I meant.”

“Our gifts!” Beth said.

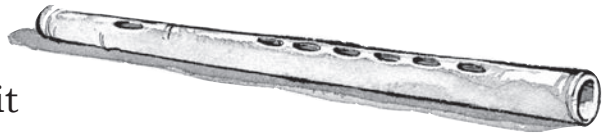
“That’s right,” Whit said. *Gifts* is the word they used for the things Whit gave them for their adventures. The gifts helped the cousins in times of need.

## SURPRISE AT YORKTOWN

Whit's workbench was cluttered with all kinds of things. Beth saw a hammer and several screwdrivers. Bits of wire and tiny springs were scattered all over.

Whit lifted up a white cloth from the workbench. Underneath was a long, thin object.

Beth gasped with delight. "Is that a fife?" she asked.



"Yes, it is," Whit said. He placed the fife in Beth's hands.

"I have a recorder at home," Beth said. "I learned to play 'Yankee Doodle' on it."

Patrick shook his head and said, "What's the difference between a fife and a recorder? They look the same to me."

"The fife is a simple wood flute," Mr. Whittaker said. "It's held sideways. The recorder is held longways. And it has a full

## *The Workshop*

mouthpiece.”

“Why did the Continental army use a fife for marching?” Beth asked.

“The fife was easy to carry and use,” Mr. Whittaker said.

Beth held the fife to her lips. She blew across the mouth hole. A soft, high whistle came out. She moved her fingers across the finger holes and slowly played “Yankee Doodle.”

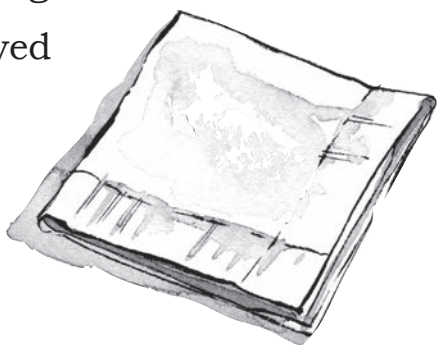
“Very good,” Whit said.

Whit handed the white cloth to Patrick.

“What’s this?” Patrick asked.

“It’s a handkerchief,” Whit said. “People used these before paper tissues were invented.”

“You mean to blow their noses in?” Patrick asked, wrinkling his nose. “Eww. Gross.” He



## SURPRISE AT YORKTOWN

carefully lifted the handkerchief between his thumb and pointer finger.

“Don’t worry,” Whit said with a chuckle. “It’s clean.”

Beth thought Patrick’s handkerchief was an unusual gift. She wondered why she had been given a hankie. She wanted to ask but knew she would find out in time.

“Can we go?” Patrick asked.

“*May* we?” Beth said, correcting her cousin.

Beth knew Patrick wanted to meet George Washington. She did too.

Whit nodded. “The program is ready,” he said. “Just push the red button.”

Beth sat down in the Imagination Station again. Patrick sat next to her. The doors slid closed with a soft *swoosh*.

Beth held one hand over the large red button on the dashboard. She felt a familiar

## *The Workshop*

thrill bubbling up inside. “*May I?*” Beth asked Patrick.

“Yes, you *can*,” Patrick said.

Beth laughed. Then she punched the red button.

The machine rumbled and shook.

Beth’s seat jiggled underneath her. She closed her eyes. She felt like Alice in Wonderland. She was falling down, down, down a deep, dark hole.

The machine jerked. The rumble grew louder.

The Imagination Station whirled.

Suddenly, everything went black.

