

Baker/Danny Dunn and the Teleporter

Danny Dunn and the Teleporter

Contents

1. Joe is the Fastest Ice Skater (3)
2. The Professor's Newest Invention (9)
3. "How Does a Teleporter Work, Professor?" (15)
4. "It's M-A-G-I-C, Professor!" (19)
5. The Math Book Disappears, Then Dessert (21)
6. "What About Humans?" (38)
7. A Visit from Washington (44)
8. University of Midston and a Weekend Computer Course (47)
9. Someone Sabotages the Machine (51)
10. Playing In the Laboratory (53)
11. The Five Go On An Adventure (62)
12. Past, Present and Future (65)
13. Roller Coaster (68)
14. Lightning (70)
15. A Most Unusual Seashore (74)
16. A Planet Filled With Gears (80)
17. Trains to Nowhere (and Everywhere) (83)
18. "Whose Nightmare Was THIS?" (87)
19. Meanwhile... (94)
20. The Visitor (96)
21. Faster Than Light? (101)
22. "Look At the Clock!" (105)
23. "Here Comes Your Scalp!" (110)
24. A Door to Elsewhere (114)
25. "Mankind Is Just Not Ready" (116)

Baker/Danny Dunn and the Teleporter

Synopsis

The Professor invents a teleporter to move an object through space. He explains the theory behind it to Dr. Grimes and the others. A series of super-cooled electromagnets (made of finely-ground iron powder surrounded by titanium and silver windings) are energized and create a "warp" in the nearby space occupying the portals the professor has constructed. There is now an invisible path between both chambers. The professor theorizes that space and time are linked between the portals, but only by very long M. C. Escher-like pathways of endless turns and twists. Professor Bullfinch endeavors to test his new invention.

A plate of very warm peanut butter cookies makes the initial test-run a success. It disappears from one chamber and reappears (after the fog subsides) in the next chamber. Joe samples the still-warm cookies and pronounces the experiment an "absolute success." A few days before the Christmas holiday, Danny throws a Frisbee into one of the chambers. It disappears. After much discussion, Bullfinch, Grimes and the three youngsters step into one of the chambers. Their adventures bring them through time and space. All five walk into the teleporter one very ordinary Sunday afternoon... because, as Professor Bullfinch puts it: "Science is discovery of the many vistas beyond the ordinary. One must never be afraid of discovery."

Baker/Danny Dunn and the Teleporter

Their adventures (made even more breathtaking with an intentional setting for faster-than-light travel committed by the nefarious Eddie "Snitcher" Phillips) take them through a most unique set of pathways leading to many unknowns. They witness bizarre lightning storms, an ocean that has marvelous physical behaviors, a roller coaster that is constructed from the minds of its riders, a planet filled with dangerously large, clunky green gears that threaten to chew them to pieces, and train tunnels with thousands of terrifyingly noisy, smoke-belching engines tugging and straining endless cars through smoke-drenched tunnels. The final adventure finds them as observers of a terrarium filled with unlucky inhabitants on a planet orbiting two suns. They make it back, safe and sound. However, Joe is missing his hair upon his return. A few minutes later, it strikes him in the head; entirely disheveled, but whole.

After much laughter, Professor Bullfinch laments that they did not bring back any proof of this unusual travel. As Joe put it, "We did not pick anything up at the souvenir shop." Joe reads aloud a humorous poem he has written describing their adventures.

In the comfort of the lab, Professor Grimes stubs his right foot (over and over he wishes he had worn another pair of shoes during their adventures, since the right

Baker/Danny Dunn and the Teleporter

shoe had a hole in it.) Removing his shoe, he discovers the glittering sand from their visit to the unusual beach front. There now, is the proof for other scientists to ponder over. The teleporter is slowly taken apart, with both professors feeling that "the world is not ready for such things."