



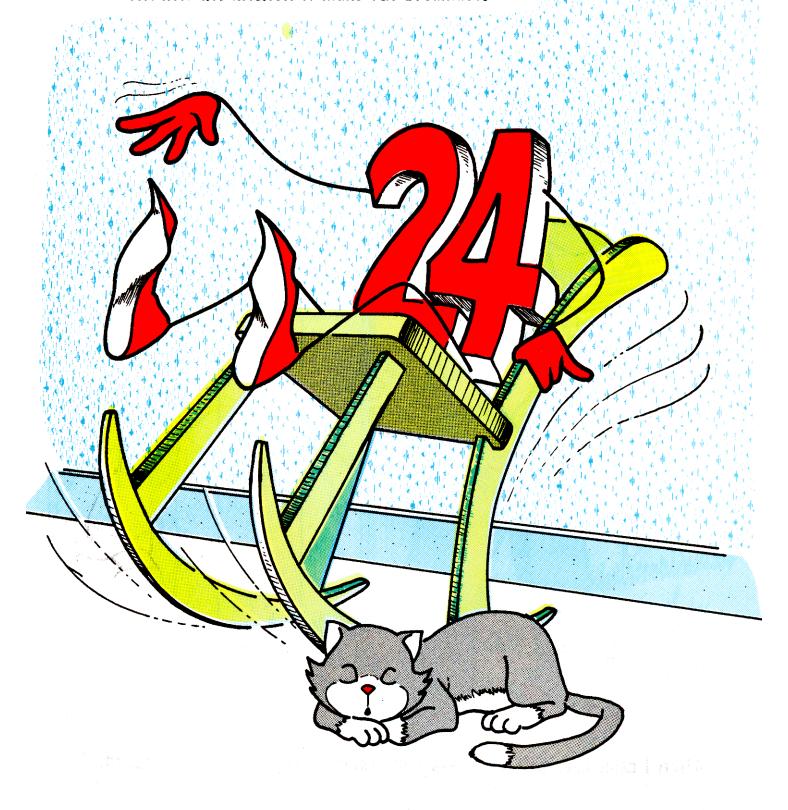
This morning I found the number 24 in my mailbox. 24 stepped out and bowed to me politely.

"May I come in?"



I put 24's hat in the closet. My friend sat down in my rocking-chair and very carefully looked all around.

I went into the kitchen to make our breakfast.

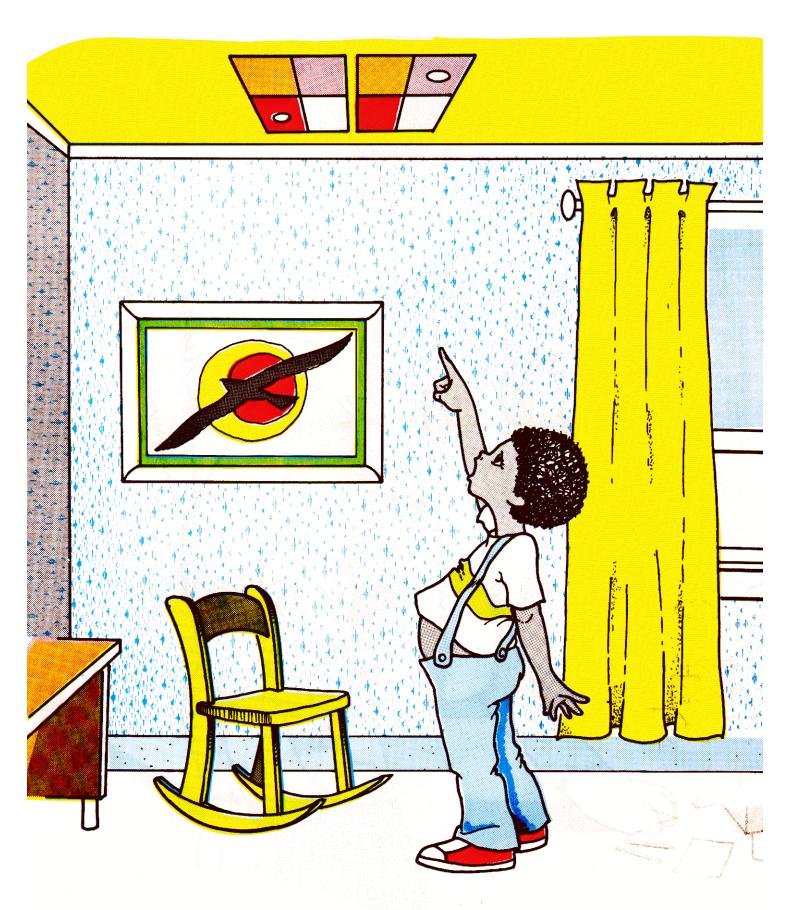




When I came back with two glasses of orange juice, 24 had disappeared.

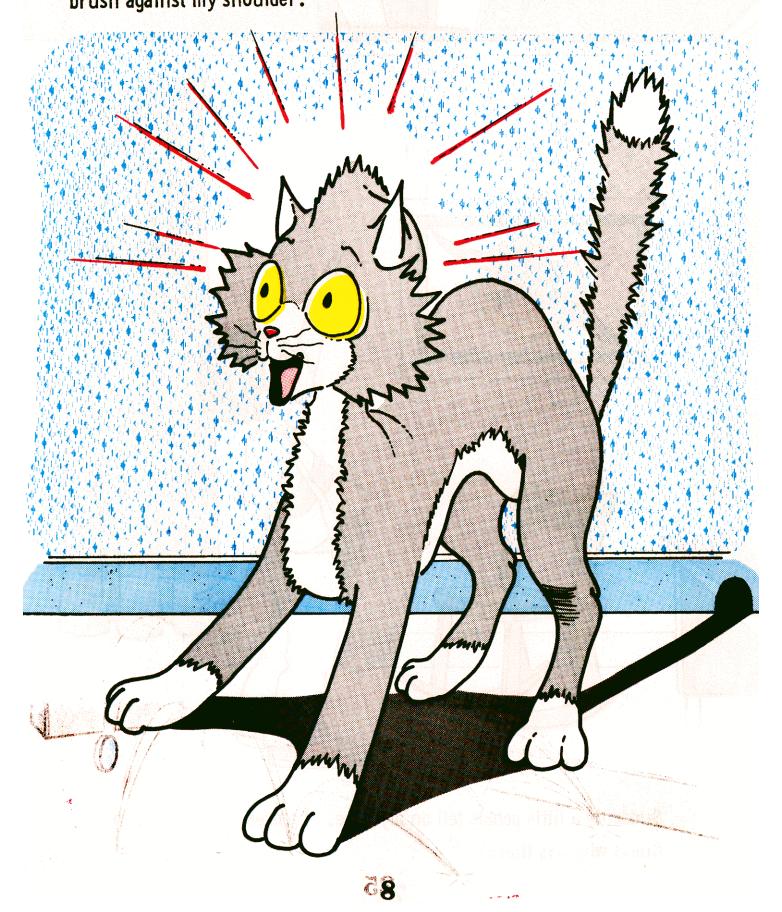


I looked all around the room: under the table, inside the drawers of my desk, behind the drapes, out of the window, and in the closet. I could not find 24 anywhere.



Suddenly a little pebble fell on my nose. I looked up at the ceiling. Guess who was there?

"Close your eyes," ordered my friend from the ceiling. I felt something brush against my shoulder.



I opened my eyes.

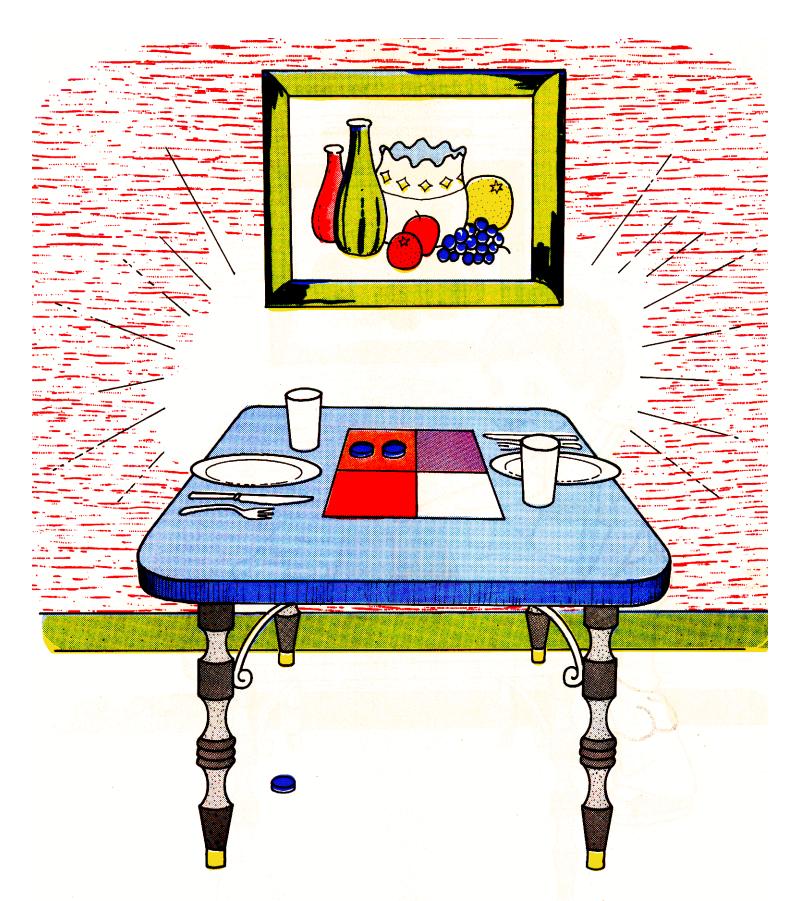
24 was sitting in my rocking-chair sipping orange juice.





I went into the kitchen to scramble some eggs.

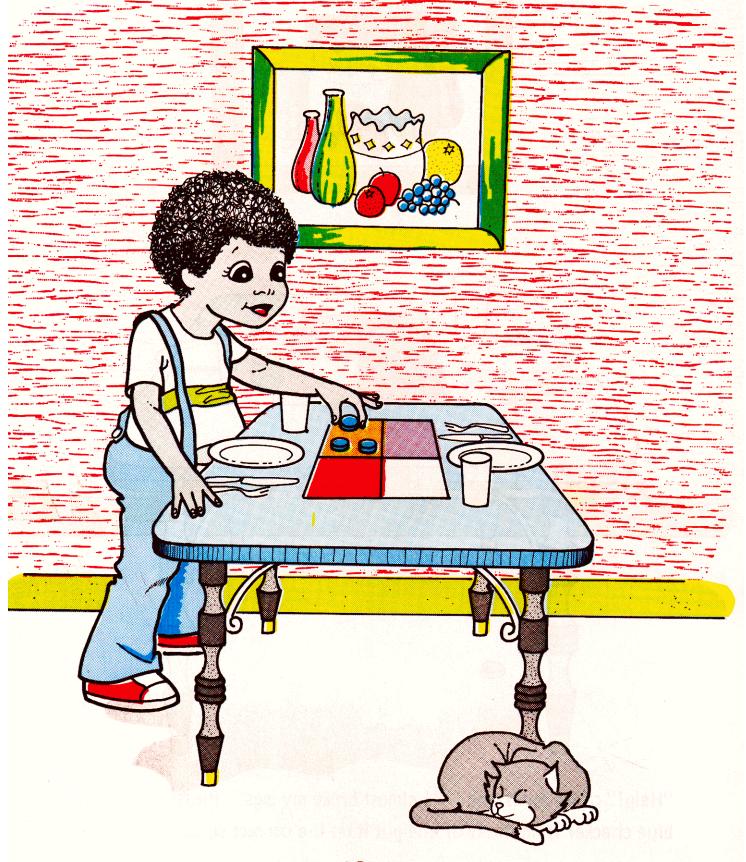
Suddenly I heard a loud noise.



"Help!" called my friend. "I almost broke my legs. Please pick up the blue checker from the floor and put it on the correct square."

I rushed over and put the blue checker on the 8-square.

"Thank you, "sighed my friend. "You have saved my life."

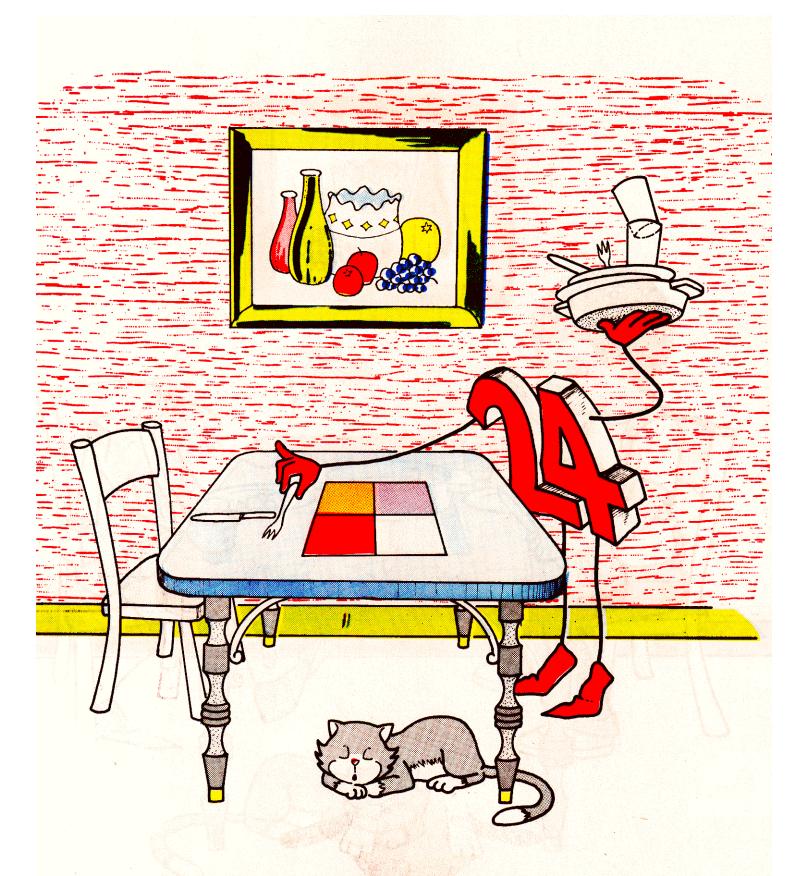




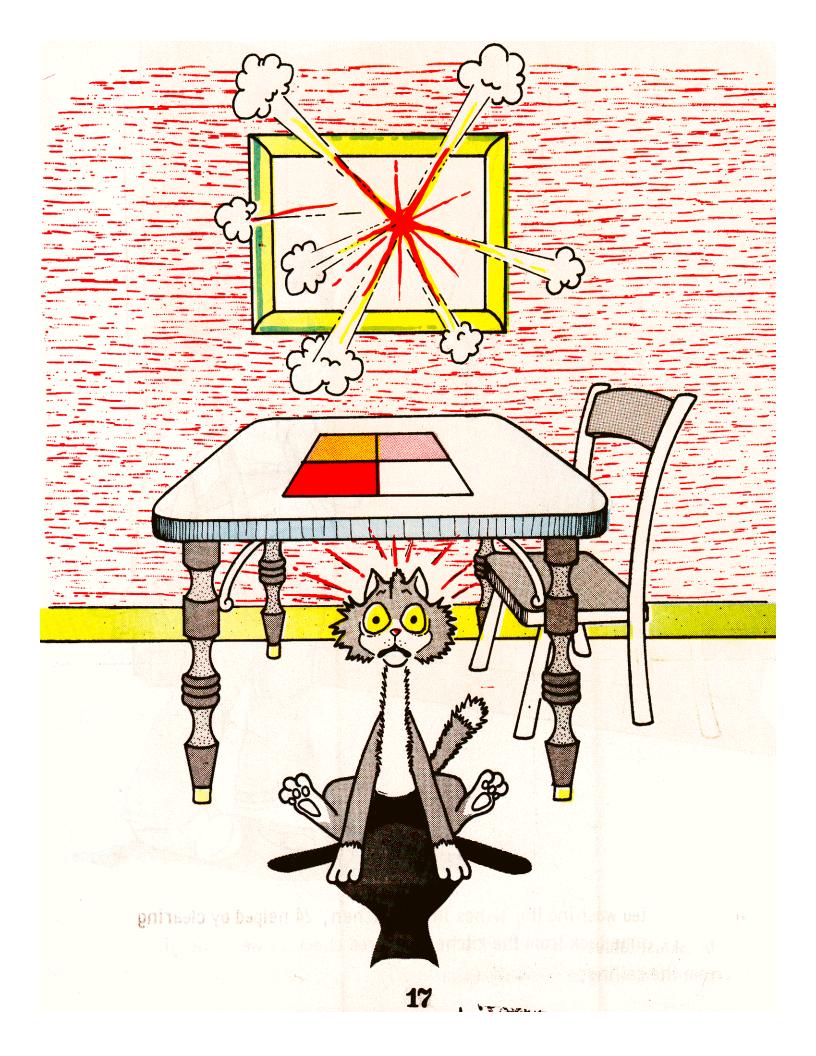
A few minutes later, I came back with the scrambled eggs.

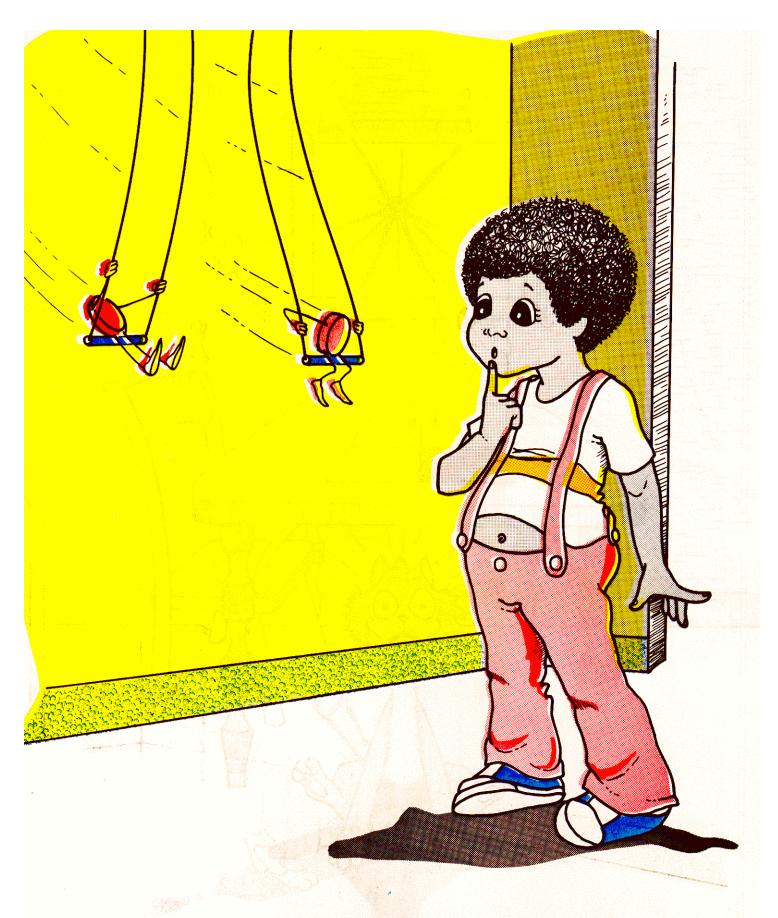






While I started washing the dishes in the kitchen, 24 helped by clearing the breakfast table.

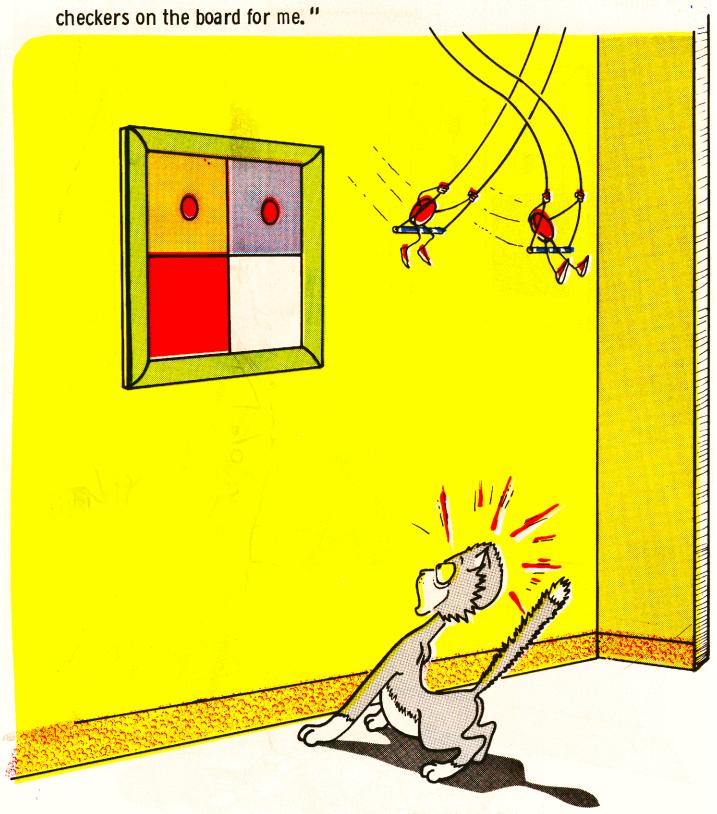




When I came back from the kitchen, two red checkers were swinging from the ceiling.

18

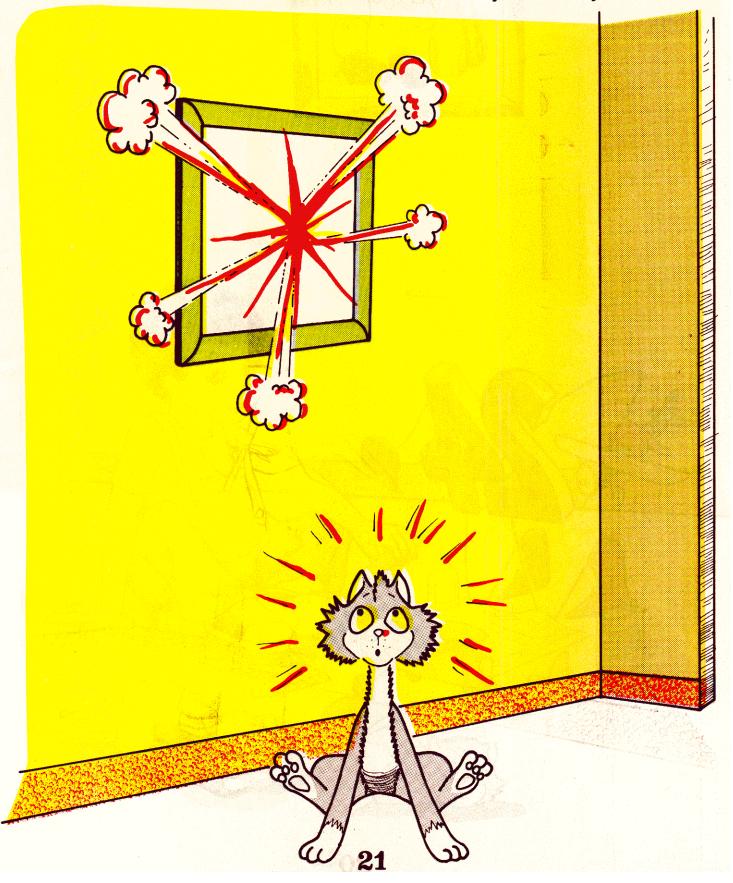
"I am not ready yet," shouted my friend. "Please put the two red



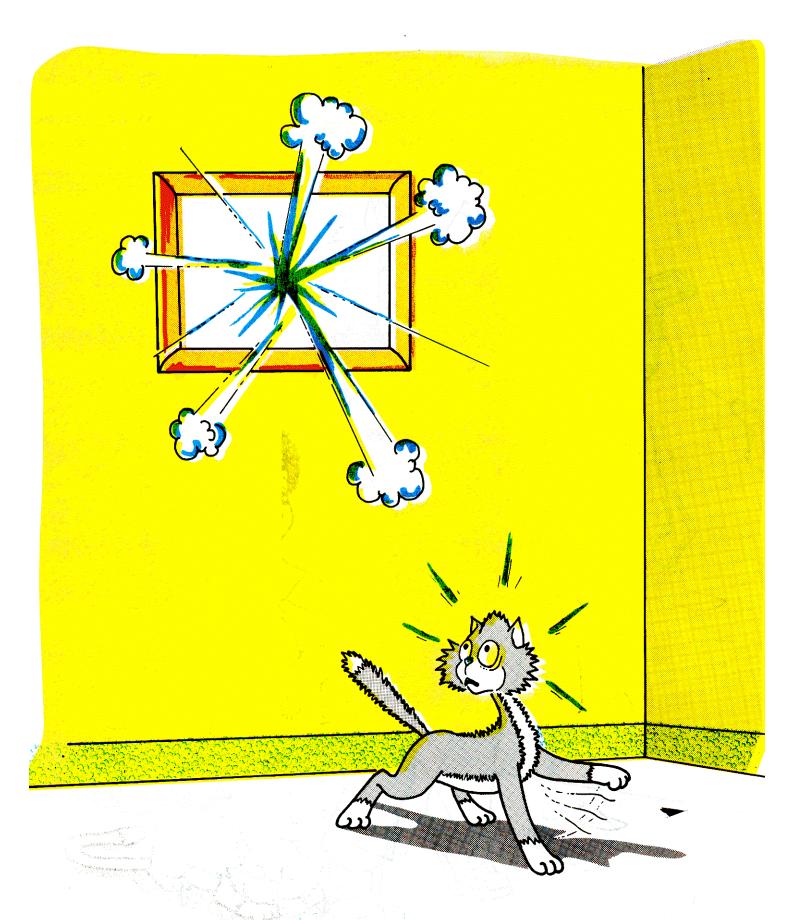
came back from the kitchen, two red chockers were swinging



Then I went to the closet to take out one of my favorite toys.



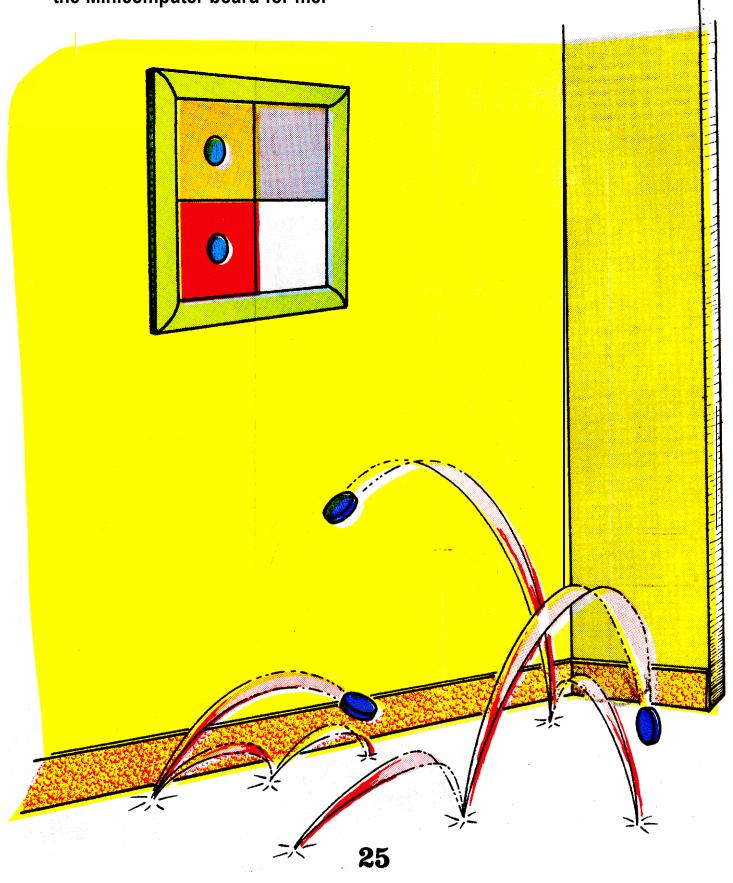




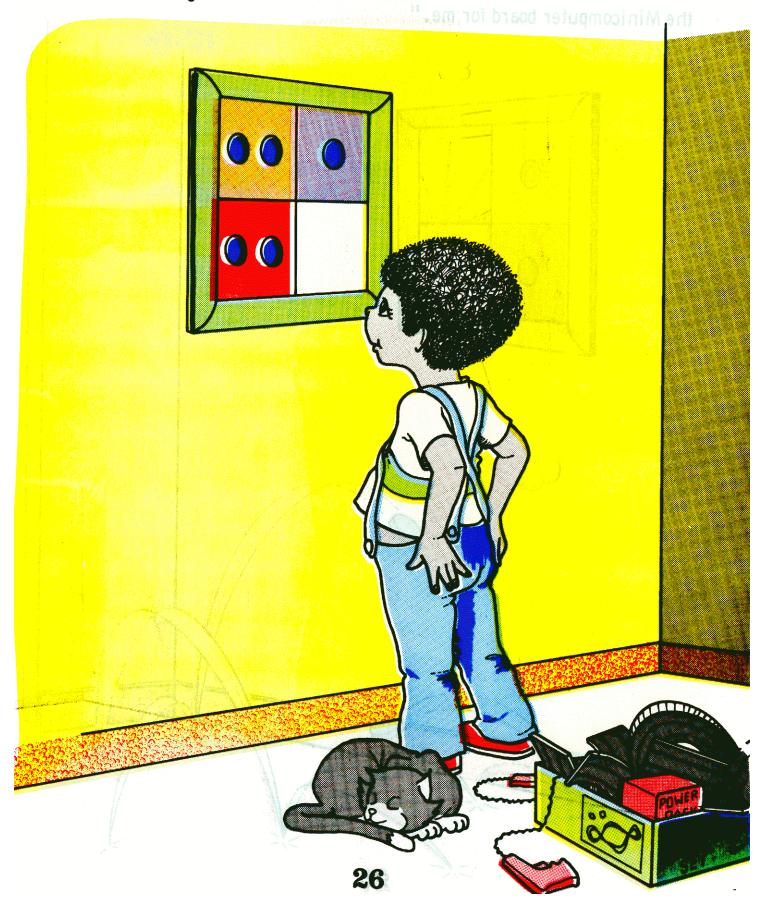
A little while later, I went to the closet again to pick out a game.



"Try to catch the three checkers," yelled my friend, "and put them on the Minicomputer board for me."

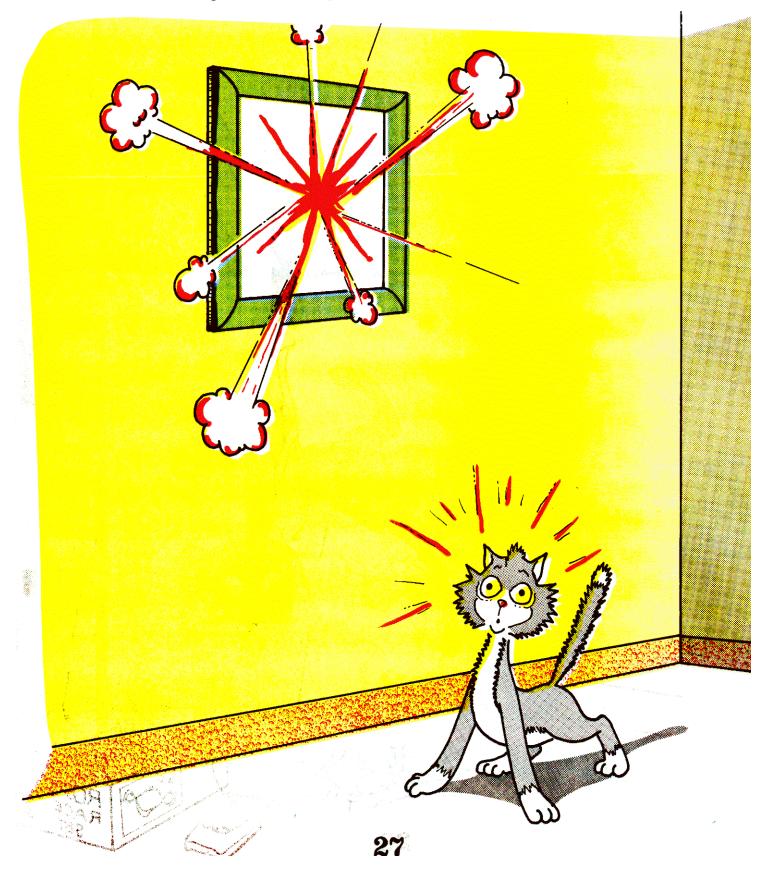


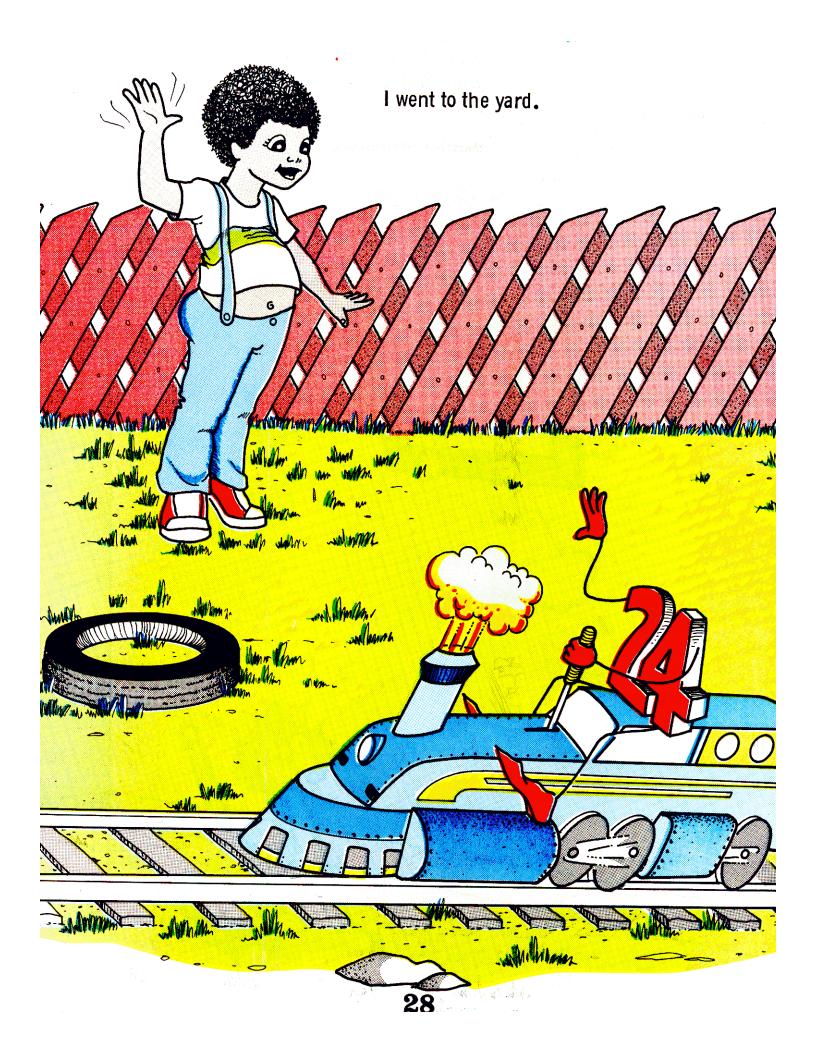
I put the three checkers on the Minicomputer board for my friend and went to set the game on the table.

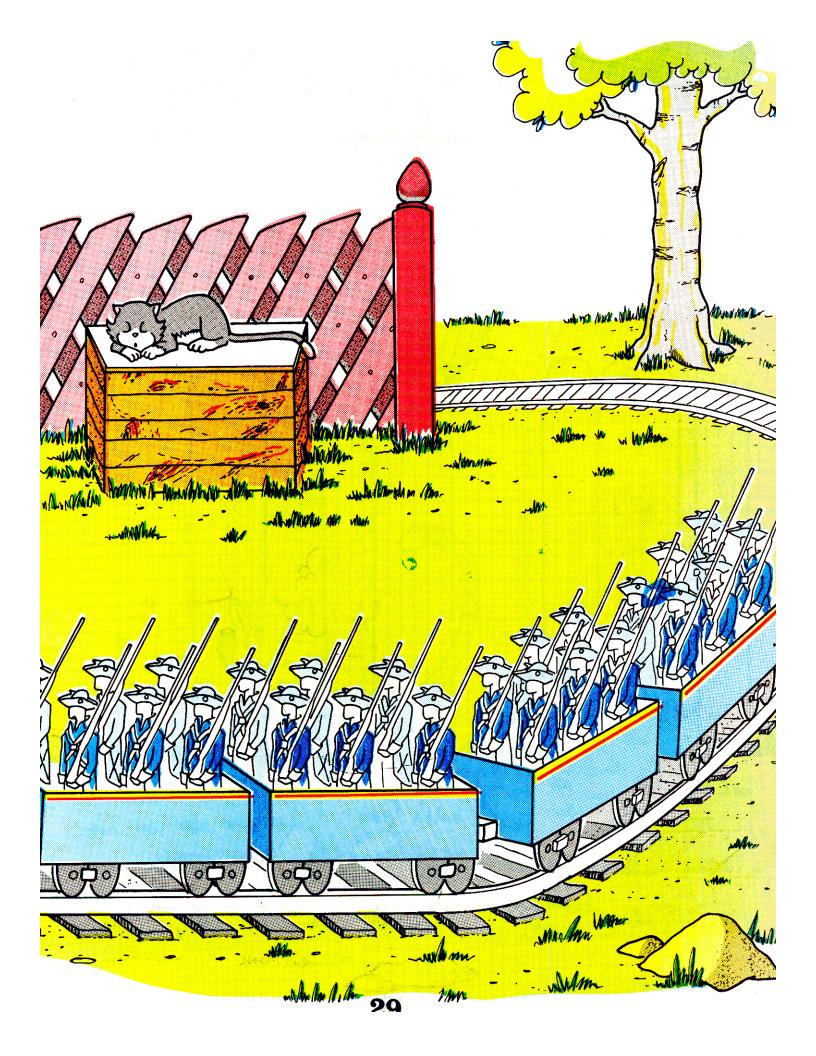


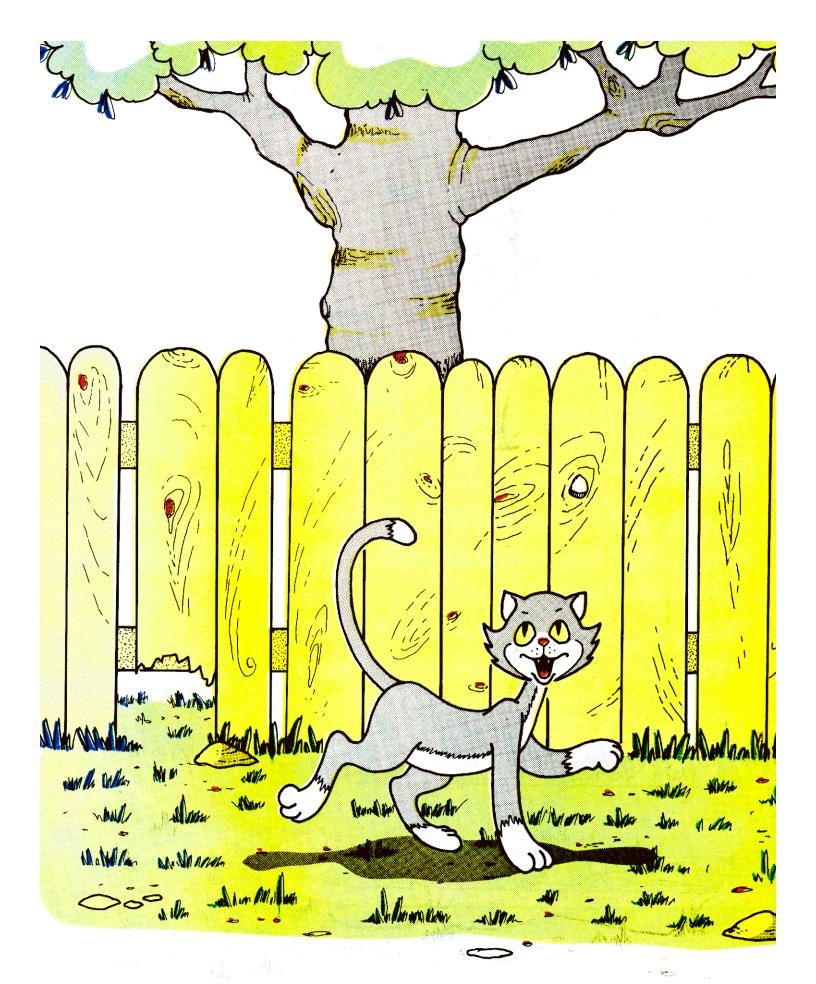
By the time I had put the game down and looked up again, the frame was empty once more.

There was a big shout of laughter outside.











"The Weird Story of 24" is enough to give a cat heart failure! From the moment that 24 nonchalantly shows up in the mailbox to the time of his enigmatic disappearance, life is just one strange happening after another. Minicomputer boards appear on the ceiling, pictures vanish into thin air, checkers take on a life of their own — all guaranteed to disturb a cat's morning snooze. It's hard to fathom how the boy can take it all with such equanimity.

But behind all the supernatural occurrences, readers have a chance to learn more about the number 24. In particular, by anticipating how the boy is going to get 24 out of the various predicaments he falls into, the readers may strengthen their knowledge of and confidence with the Minicomputer. Indeed, such involvement can only increase the enjoyment provided by this delightfully illustrated little tale.

Edward Martin

## STORIES BY FREDERIQUE

Ages 5 to 8

The Playful Numbers
The Baby Is Born
81 Roses
One Out of Seven
The Old Shoemaker
I Am A Very Happy Boy
The Little Dreamer
Two by Two
The Weird Story of 24
Where's My Nose?
The Happy Puppet
The Magic Box
Summer School in the Old Days

Ages 8 to 12

The Little Donkey
Singing Friends
Dancing Friends
I Am Not My Name
The Living Lines
The Square Trap
Nabu Wins an Award

Ages 10 to 14

The Hidden Treasure
A Valentine Mystery
Election in the Number World
A Very Strange Neighborhood

