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Biff of the Jungle

The Magic Key



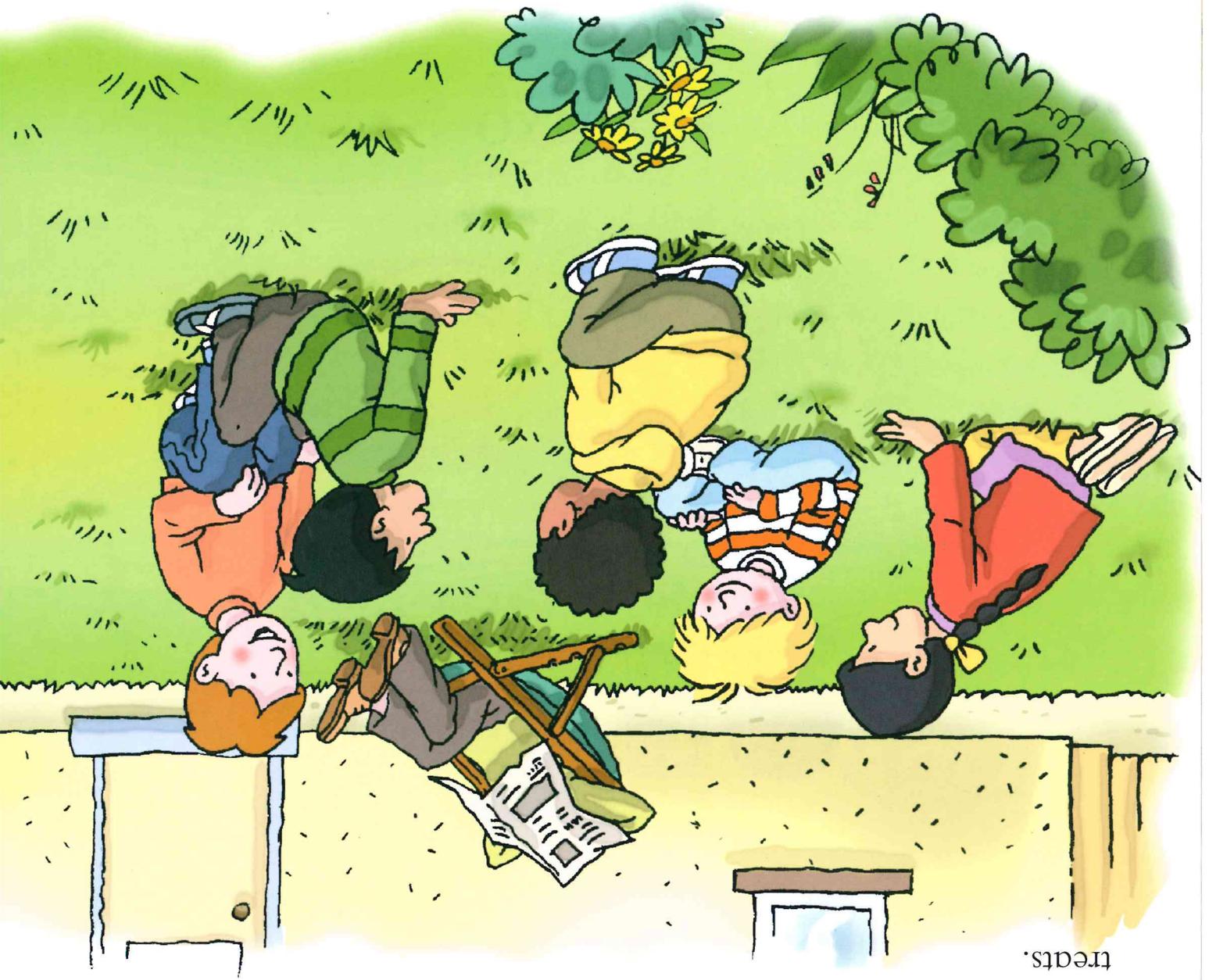
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# Biff of the Jungle

The Magic Key

The children were playing jungle safari. Biff and Floppy were stalking the others when Wilma came and interrupted them. She was cross! She wanted Biff to help her prepare for their party. Wilma had a long list of things to do – buy ice cream, decorate the room, wrap the parcel, put balloons up, and buy Floppy some doggy treats.



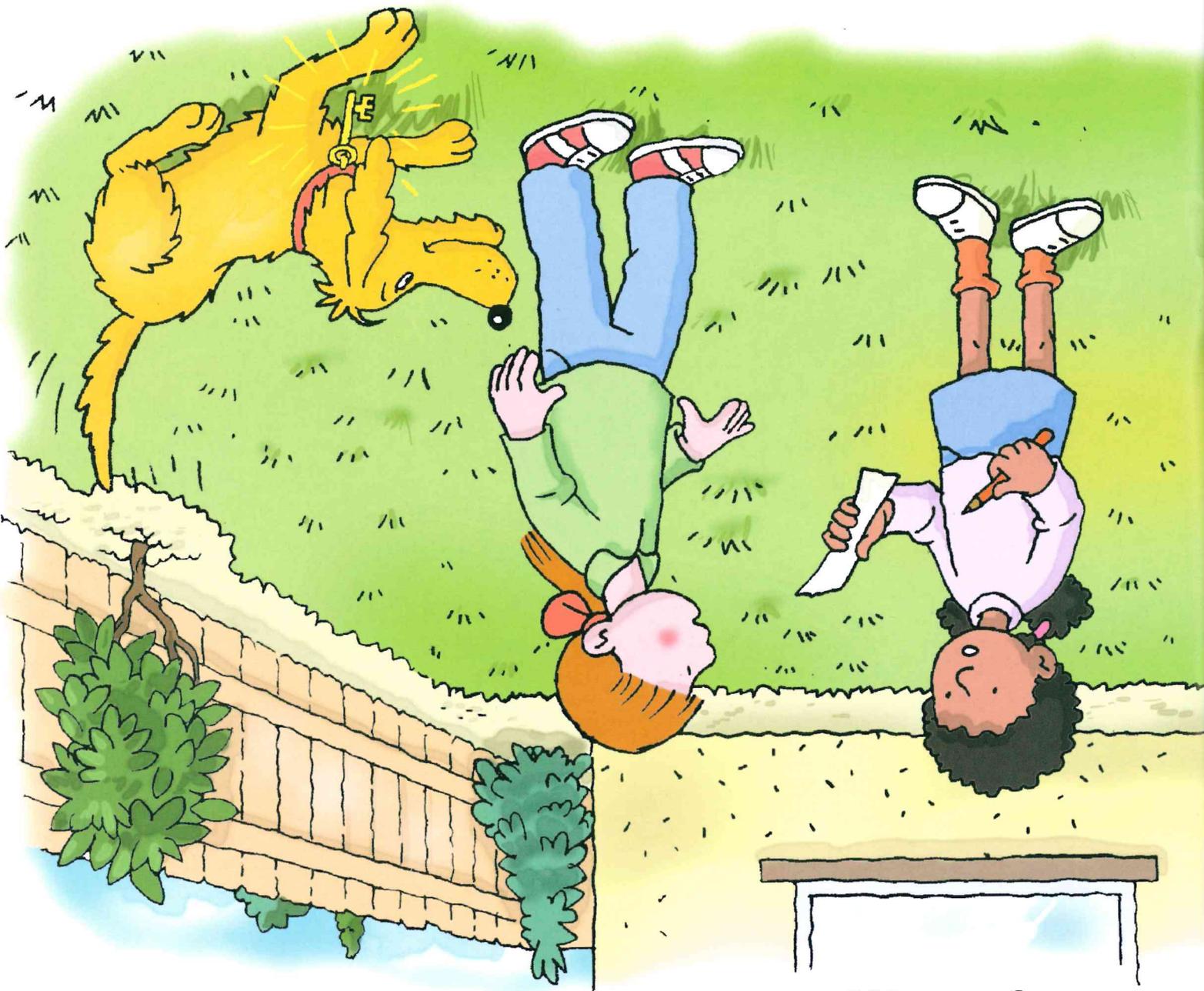
'Biff, why do you keep forgetting what you're supposed to do?'

Wilma sighed.

'I don't know,' said Biff.

I wish she did know, thought Floppy. I want my treats!

The key on Floppy's collar started to glow.



Suddenly, Wilma, Biff, and Floppy were dragged into a vortex of sparkling colours and lights. They were whizzing round and round, faster and faster . . .





They landed in a hot, steamy jungle.

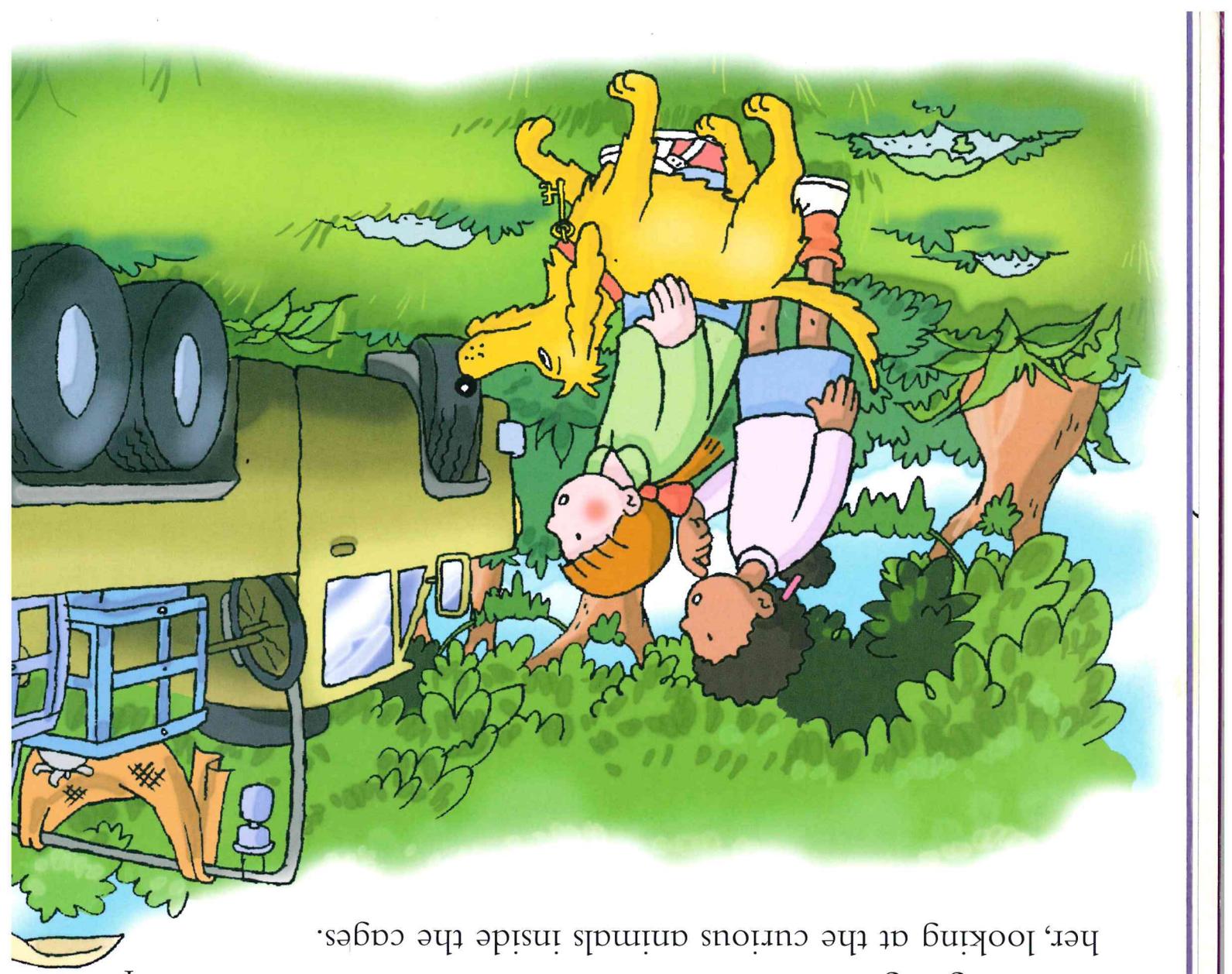
'Cool!' said Biff excitedly.

'It's not cool at all – it's BOILING!' said Wilma.

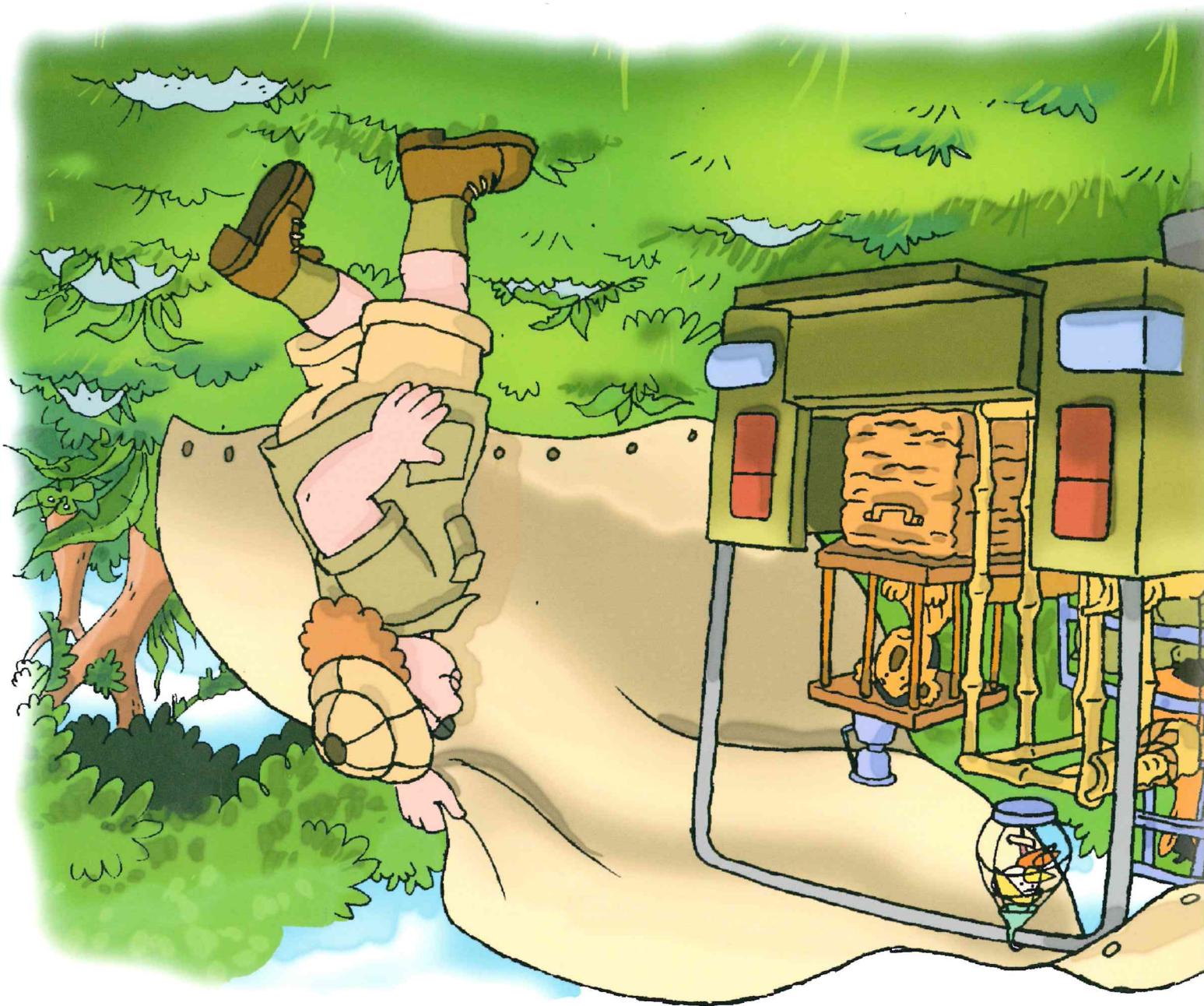
A truck pulled up and the driver jumped out.

'Glad you're here,' she said. 'I'm Nora Lockemp.' She started

unloading cages from the back of the truck. Biff and Wilma helped her, looking at the curious animals inside the cages.



Wilma felt sorry for them. She thought it was cruel to keep the animals locked up.  
'They're only in cages while they're travelling,' said Nora.



Just then, Nora's phone rang. Biff listened in to the conversation. 'Yes, bagged the lot; Nora said proudly, looking at her list. 'One Kipper Bird, one Chipogator, one Wilfopotamus, one Anneenamong, and one Nadimaroo. What are you going to pay for them?' Biff gasped. Nora was going to sell the animals, not save them! She ran to tell Wilma what she had heard and they started releasing the animals.





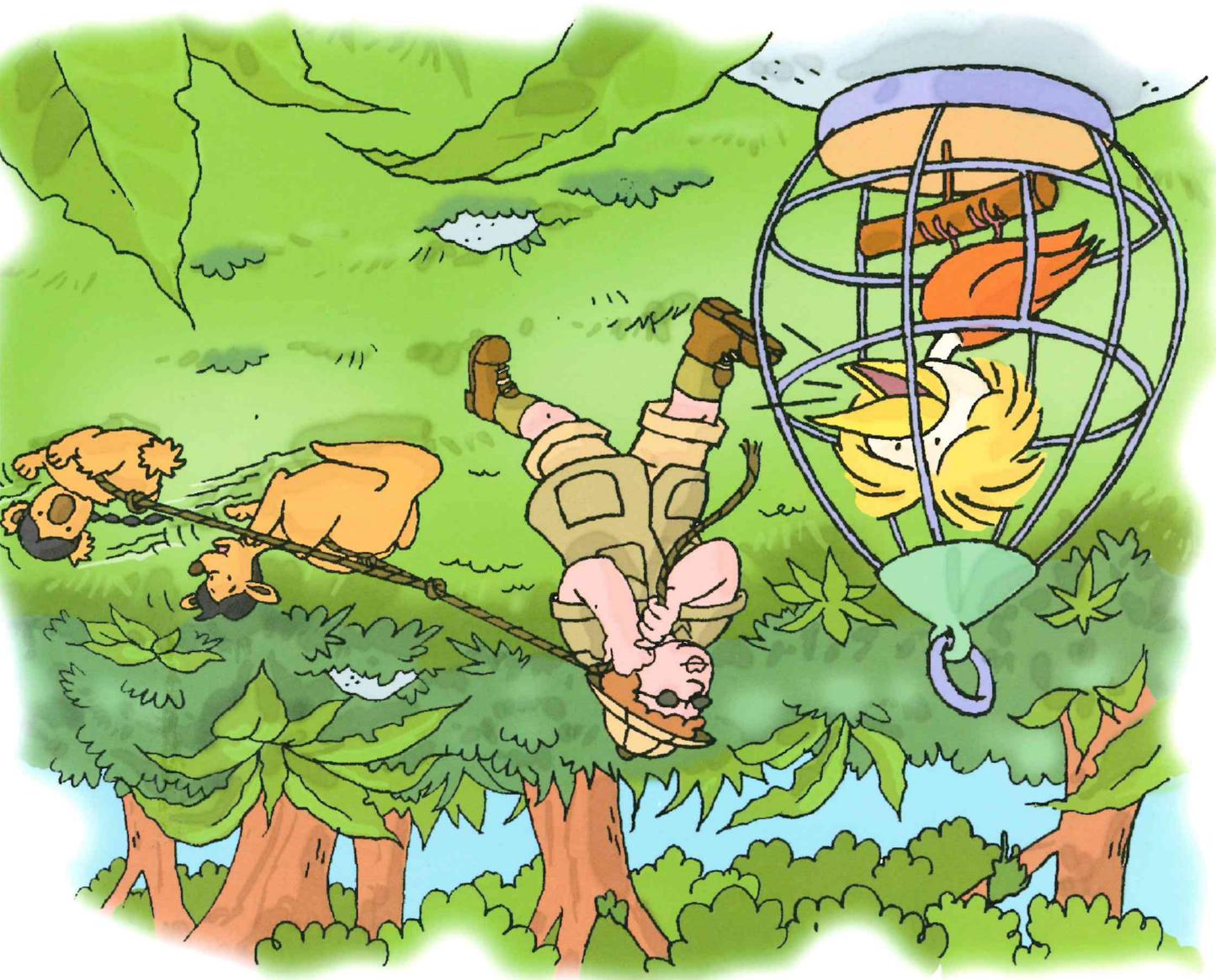
But they only had time to free the Amneanomy and the Nadimaroo before Nora came back. She was furious! Biff and Floppy managed to hide, but Nora caught Wilma and locked her in one of the cages!

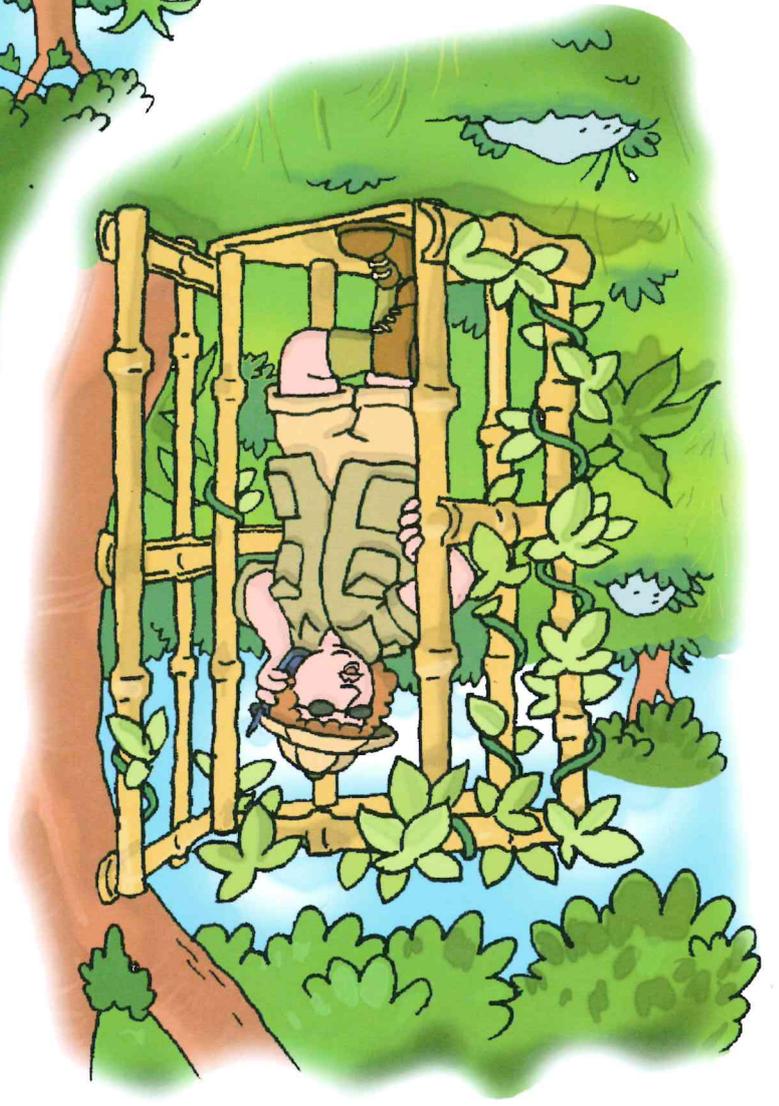
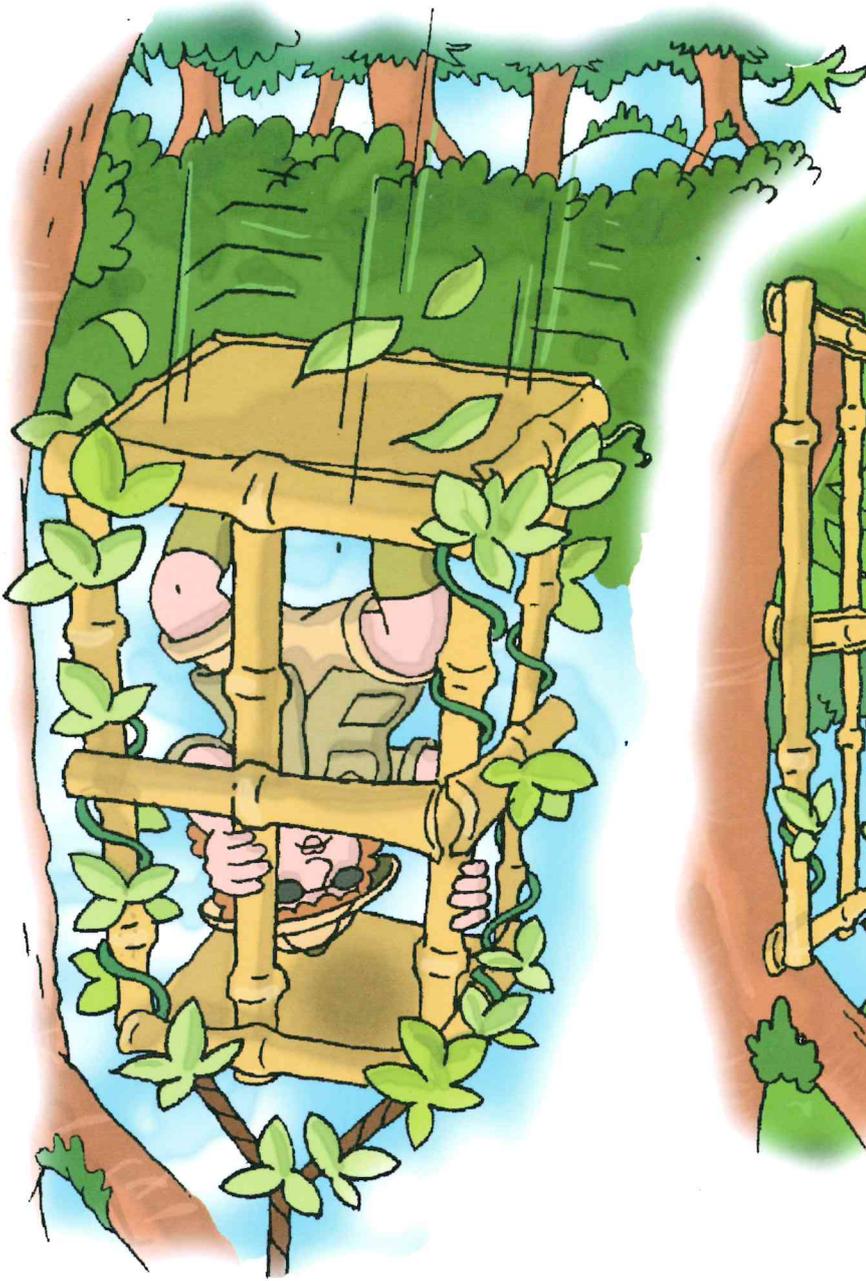




'Help!' cried Wilma, as Nora chased off after the escaped animals.  
'Get me out of here, Biff!'  
Biff thought quickly. 'This is what we have to do,' she said. 'One. Set a trap for Nora. Two. Lure Nora into the trap. Three. Lock Nora up inside the trap. Four. Get the key from Nora, and five . . . ?'  
'Get me out of here!' Wilma interrupted.  
'Exactly!' replied Biff.

Before long, Nora was back, clutching the Nadimaroo and the Amneanong. As she was tying them up, Biff gave the signal to the Kipper Bird.  
Kipper Bird.  
'Ring, ring!' sang the Kipper Bird. 'Ring, ring!'  
It sounded exactly like Nora's mobile phone.

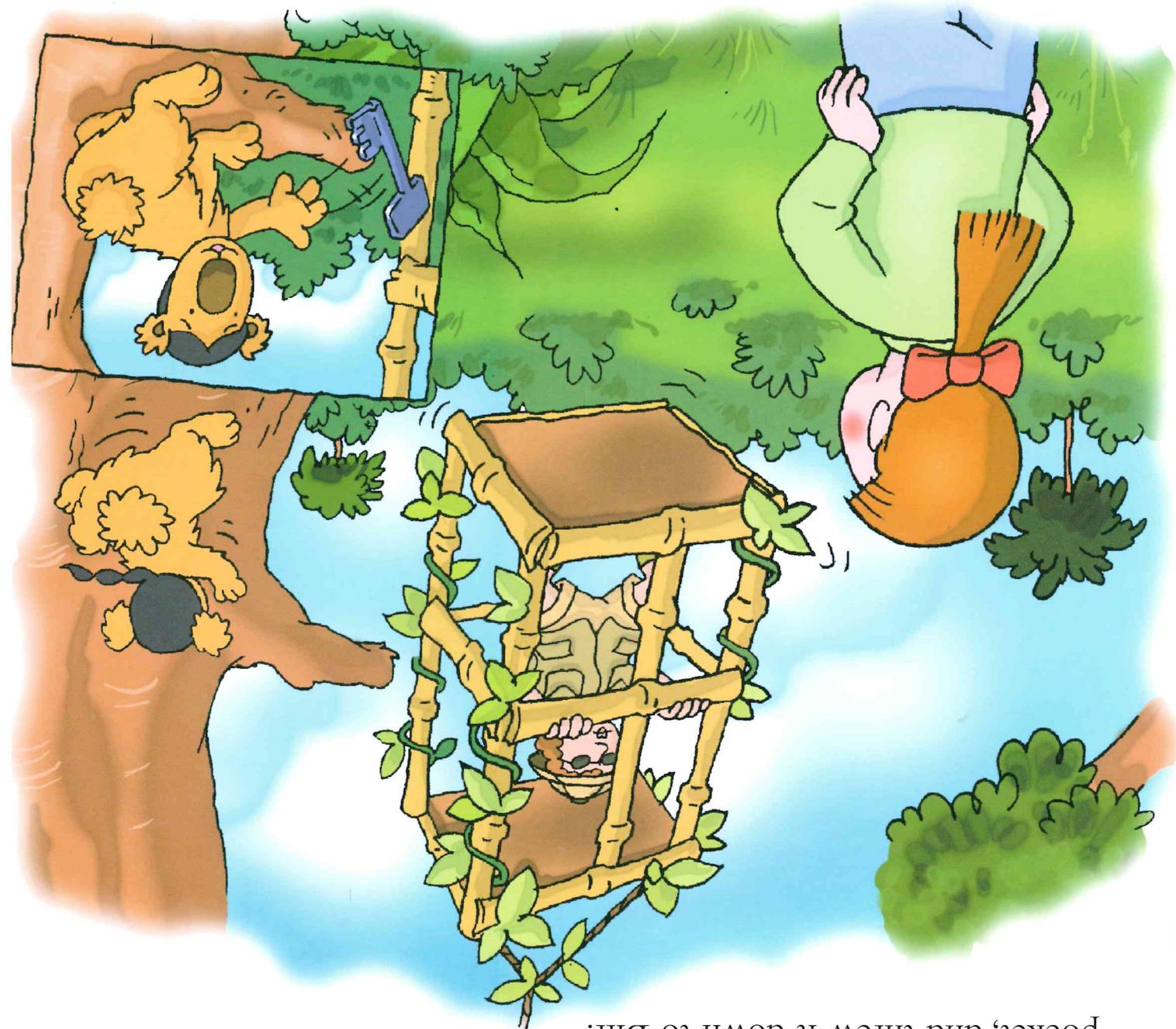




Nora rushed to answer her phone, but just as she grabbed it there was an almighty TWANG! Nora was caught in Biff's trap! The rope on the trap lifted it higher and higher into the trees.

'Floppy, guard the Noralump!' said Biff, with a grin.

Nora was very angry. 'Let me out! Immediately!' she yelled. 'No way, Nora!' Biff told her. The Anneenamong climbed the tree, grabbed the key from Nora's pocket, and threw it down to Biff.





Biff released Wilma first and then unlocked the cages of the Kipper Bird, the Chippogator, and the Wilfopotamus. They were free!

They all stared up at Nora in the cage. The Nadimaroo even ran up the tree to get a closer look. They couldn't just leave her there, could they? But what would happen if they let her go? 'I hate being locked up; wailed Nora. 'I've scratched my hand! Ouch! It hurts!' The Nadimaroo looked at her sympathetically and licked her hand. Nora gently stroked the Nadimaroo in return.



'OK,' they said, 'Go for it!'

one another.

The Annenamong climbed up to the trap and gestured to Biff and Wilma. The animals wanted to free Nora! Wilma and Biff looked at







SNAP! The Chippogator bit through the rope and the trap came hurtling to the ground. The Annemansong opened the cage door and Nora stepped out.

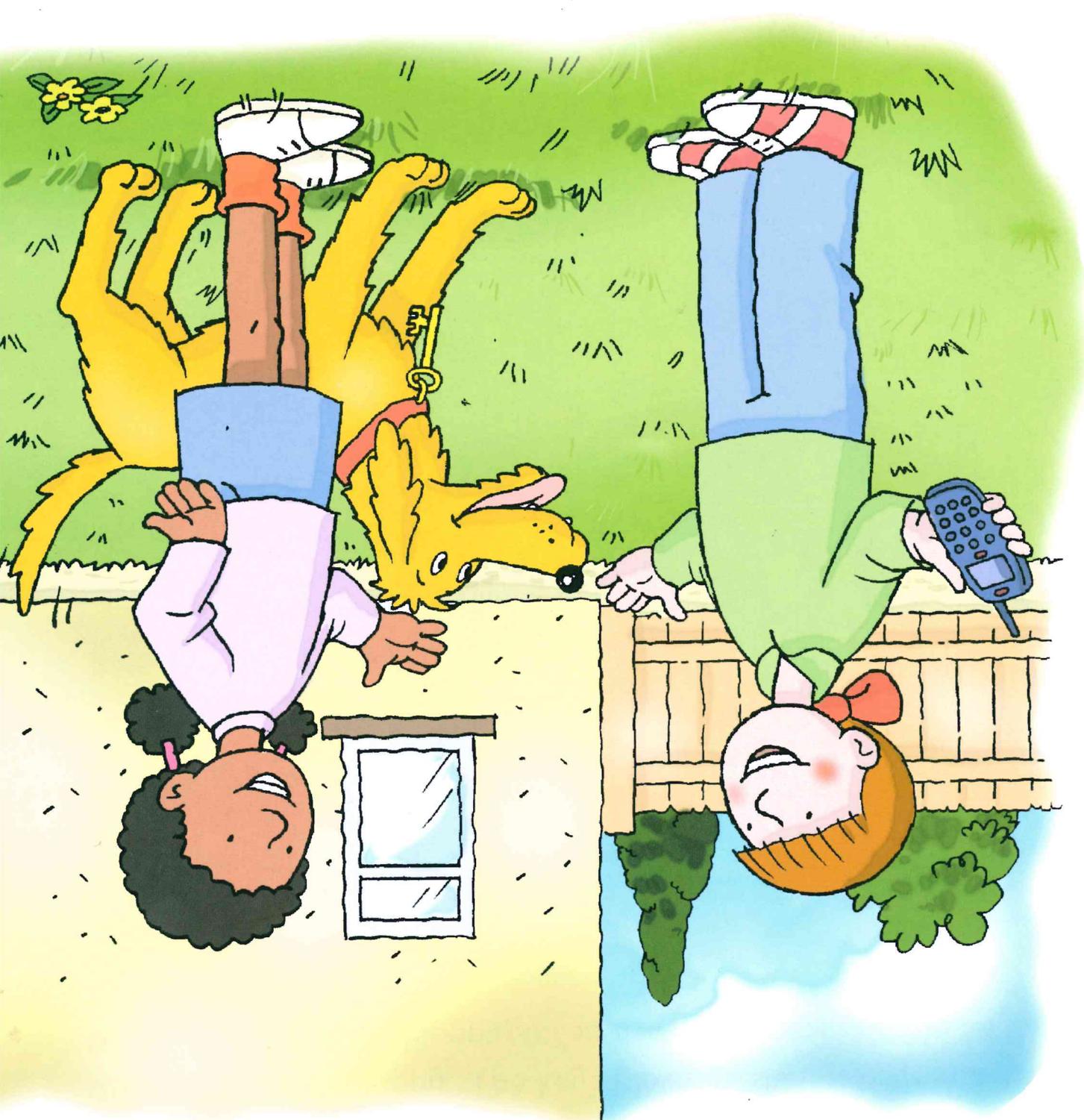
The animals were nervous. Would Nora try to catch them again?

Nora smiled, 'I can't believe you set me free; she said, 'I'll never trap another animal as long as I live. From now on I'm going to look after rare species, not sell them!'  
The animals screamed with delight.



Nora turned to Biff, Wilma, and Floppy. 'Here,' she said, handing Biff her mobile phone. 'I won't need this any more; Wilma looked at Floppy. 'The key's glowing,' she said. 'We're going, thought Floppy.'





They were back in the Robinsons' garden.

'Come on, Wilma. We've got a party to organize,' said Biff. 'Have you made the cake?'

Wilma's face fell. 'Sorry. I forgot,' she said.

'Wilma, when will you learn?' Biff smiled. 'If you want to remember something . . . ?'

The girls looked at each other. 'MAKE A LIST!' they cried.





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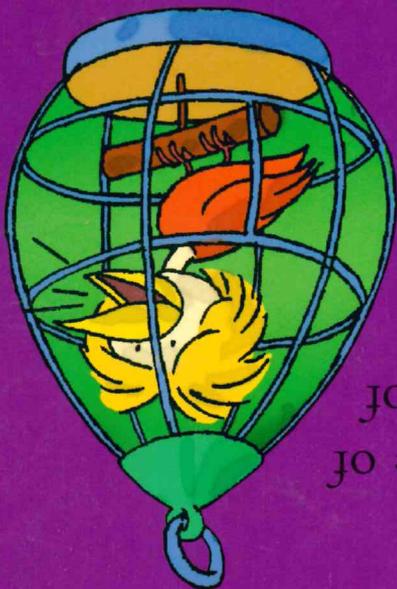
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Based on characters in the Oxford Reading Tree Series written by Roderick Hunt and illustrated by Alex Brychta and published by Oxford University Press

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First published 2001  
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British Library Cataloguing in Publication Data available  
ISBN-13: 978-019-272658-2  
ISBN-10: 0-19-272658-7  
1 3 5 7 9 10 8 6 4  
Printed in China

# Biff of the Jungle

When the Magic Key on Floppy's collar starts to glow, the children are off on a new adventure, whizzed by magic to wonderful lands and faraway worlds.

Biff, Wilma and Floppy land in the middle of a hot, steamy jungle, where they find lots of strange animals trapped in cages. Will they be in time to set them free and save them?



*The Magic Key was produced by HIT Entertainment for the BBC.*



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