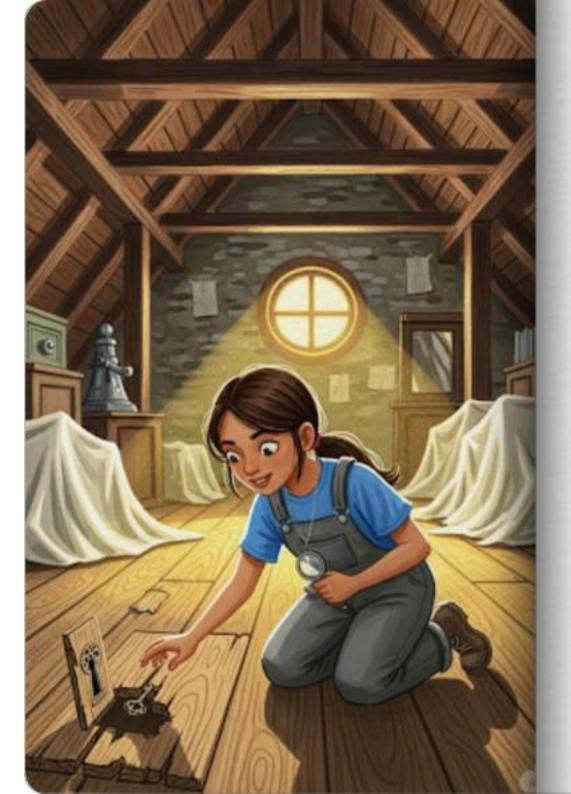




Lyra loved to invent. Her favorite place was the attic, filled with forgotten treasures and the smell of old wood. Every afternoon, she'd climb the creaky stairs, her mind buzzing with new ideas.

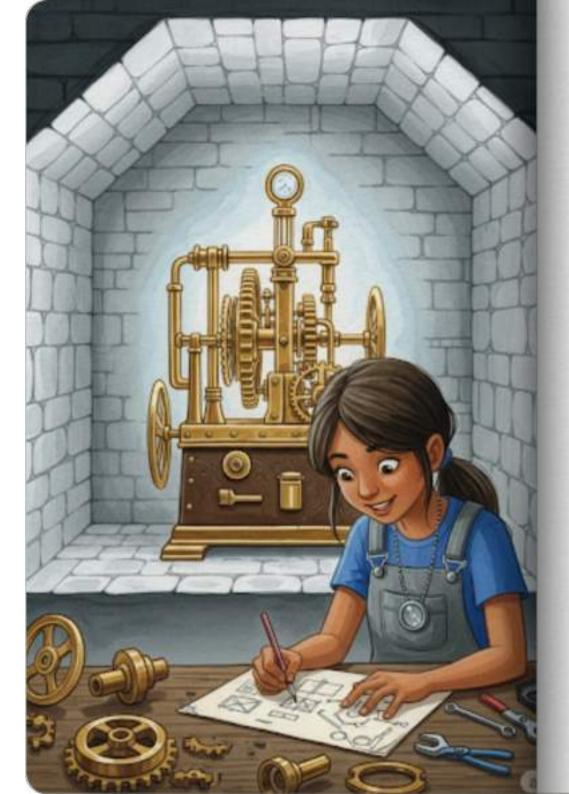


One sunny day, while searching for a lost spring, Lyra noticed a loose floorboard. Beneath it, not dust, but a tiny, ornate keyhole gleamed. Curiosity tugged at her heart.

After much searching, tucked away in an old velvet box, she found a tarnished, oddly shaped key. It fit perfectly!
With a soft click, a section of the wall swung inward, revealing a secret room.



Inside, the air was still and thick with forgotten dreams. In the center stood a peculiar machine, made of polished brass and gleaming gears, but clearly broken. Its parts lay scattered like fallen stars.



Lyra's eyes lit up. This wasn't just old junk; it was a puzzle! She spent days poring over the scattered pieces, sketching diagrams, and carefully cleaning each part.



Finally, with a deep breath,
Lyra placed the very last gear.
A soft hum filled the room,
then a gentle whirring. Lights
blinked on, and the machine
began to glow.



From a small hatch, a tiny, round robot with blinking eyes rolled out. "Beep-boop!" it chirped, looking up at Lyra. She named him Pip.

Pip wasn't just any robot. With a gentle whir, he projected shimmering images onto the wall – faraway lands, fantastical creatures, and stars that danced.



Lyra hugged Pip gently. She knew this secret room and her new friend were just the beginning of many wonderful adventures. The attic, once just a workshop, was now a gateway to magic.



Every day after school, Lyra and Pip would explore new wonders, always remembering that the greatest discoveries often hide in the most unexpected places.