The Clockmaker's Secret

Page 1
Leo and Mira spent their summer in their grandfather's old clock shop.
Ticking filled the air, but one clock—an iron one with golden gears—never ticked.



One evening, a bolt fell loose. The iron clock creaked open. Inside was a brass key... and a tiny glowing map.

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When they turned the key, gears whirred.
The floor split—and they fell into the Clockwork City.



The city buzzed with machines and timekeepers. Mira asked, "Why is everything... counting down?"

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They met Tikk, a cog-eyed girl who said,
"Time here runs on balance. But someone's stealing hours."



They followed Tikk into the Undergears.

Pipes hissed. Shadows moved. Clocks ticked... backward.

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"The Thief of Time," whispered Tikk. "He wants to rewind the city for himself."



They snuck into the Chrono Vault, where all city time was stored. The vault was almost... empty.

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Mira spotted a loose coil near the vault's heart.
She rewired it—click! Time surged back.



Page 10
The thief appeared—but the vault clock struck twelve.
His mask cracked. He vanished in gears and smoke.



Tikk handed them the brass key.

"You fixed time. That makes you part of it now."

Back in the shop, the iron clock ticked once. Then stopped.

Mira locked the key in her journal. Leo whispered, "I think we'll be back."

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Beneath the floorboards, a second clock began to glow...

