

4 Weeks of Super CYBERCHASE Science!

January 30 - February 24, 2006

Week 1: Jan 30 - Feb 3 HOW THINGS WORK

<i>Episode Title</i>	<i>Description</i>	<i>#</i>	<i>Airdate</i>
Penguin Tears	The CyberSquad tries to stop Hacker from taking the Prism of Penguia.	403	Jan 30
Clock Like an Egyptian	The CyberSquad must rescue Dr. Marbles from an ancient pyramid guarded by a Mummy.	109	Jan 31
A Crinkle in Time	Hacker tricks the CyberSquad into going to a perilous place.	408	Feb 1
Model Behavior	Hacker schemes to crack Happily-Ever-After's protective skywall with Wicked's voice.	122	Feb 2
A Tikiville Turkey Day	Hacker steals the precious Egg that keeps Tikiville green and peaceful.	410	Feb 3

Week 2: Feb 6 - 10 MEASURING UP

<i>Episode Title</i>	<i>Description</i>	<i>#</i>	<i>Airdate</i>
Cool It	The kids must retrieve the right amount of coolant for Motherboard from Castleblanca.	114	Feb 6
A Broom of One's Own	Wicked uses magic brooms to sweep in a new scheme.	409	Feb 7
Fortress of Attitude	Hacker broadcasts from a booby-trapped statue of himself which the kids must disable.	123	Feb 8
Measure for Measure	The kids & Digit must stop Hacker and his terrible "Transformatron" machine.	405	Feb 9
All the Right Angles	The kids race Hacker to find a powerful treasure with a strange map.	205	Feb 10

Week 3: Feb 13 - 17 MAKING PREDICTIONS

<i>Episode Title</i>	<i>Description</i>	<i>#</i>	<i>Airdate</i>
The Grapes of Plath	The kids must find a cure for the Crab Prince's lie-inducing glitch.	306	Feb 13
Hugs & Witches	Dr. Marbles and Lady Lovelace will be lost in time unless the CyberSquad can stop Hacker.	201	Feb 14
Raising the Bar	Hacker attacks the books of Cybrary with an information-eating cyberbug.	210	Feb 15
A Change of Art	Hacker's statues of himself cause problems across Cyberspace.	406	Feb 16

Return to Sensible Flats	When Hacker moves to Sensible Flats, the town suddenly runs out of water.	117	Feb 17
--------------------------	---	-----	--------

**Week 4: Feb 20-24
PUZZLING PATTERNS**

<i>Episode Title</i>	<i>Description</i>	<i>#</i>	<i>Airdate</i>
----------------------	--------------------	----------	----------------

Double Trouble	Hacker returns to Shangri-La in search of its peace-keeping Good Vibration.	209	Feb 20
EcoHaven CSE	The kids must determine from a footprint who has stolen the massive cyberbeast Choocroca.	301	Feb 21
The Secrets of Symmetria	Hacker reprograms Symmetria's Symmetrizer to wreak havoc on Cyberspace.	110	Feb 22
Out of Sync	Hacker disrupts the Music of the Spheres, throwing Mount Olympus into chaos.	126	Feb 23
Past Perfect Prediction	The team must help Slider save his home from Hacker.	404	Feb 24