

Ever since Arundel feels alone and misunderstood - that is why she flies into an imaginary dream world, where she once met a magic bow that enabled her to overcome space and time. In her dreams, Arundel allies with the daughters of the Senoi Vasantha, and feels familiar at once - just as well as with Professor Scholasticus Slyboots, a gifted scholar of Astrophysics and his family. On tour through Australia, she frequently escapes her parents, assisted by Billy-Joe Korora, an Aborigine boy of fifteen. They meet a humanoid kangaroo, named Walter, and his little possum friend, Pooty, who employ extraordinary strength by a magical stone from Ayers Rock.

While touring through space and time, Arundel and her magic bow enter the world of Laptopia. Soon they notice that they tackle the future of the world. Laptopia runs out of time. All power seems given into the hands of advanced laptops, which emancipated the lap they stem from. They pretend to serve their human masters, but in fact, they rule. They keep a sharp eye on Prince Watchalot and his family in the regal palace by means of permanent TV control. The elapsing time troubles this strange world, and a permanent cloud of electronic smog keeps the sunlight away from the city. The cloud is so thick, that the time travellers can sit on top. A plan of rescue is developed by General Armyless (a latter descendant of Scholasticus Slyboots), but fails. The interference by the earthlings brings about unexpected conflicts - inflicted by malicious creatures called Miseriors. Their headmaster – Malicius Marduk – manages to slip into the team of scientists to get hold of the past. Prince Watchalot takes the side of the artefacts – as the new true masters are respectfully addressed. From them he employs a bionic body and everlasting life. Heavily armoured the armies of the artefacts and the forces of the free world oppose. Both sides are ready and eager to fight. The world's doomsday is dawning. There is but one last chance. The duel of Billy-Joe and the monstrous Prince Watchalot shall bring a predecision. By means of his 'alter ego', Billy-Joe succeeds.

The lucky end of the combat makes the Advisor to interfere with advice, as his name says. The time travellers begin to understand a little better, what is really going on in Laptopia. Hope rises, when they succeed in putting Malicius Marduk literally on ice. On the far moon of Laptopia Arundel overcomes the prisoner at last, by her pity. The devilish forces must leave the world of the future once and for all.

In their own time however important changes occur. The miraculous 'School of Inbetween' on the Isle of Wisdomtooth attracts the youth and the scientists. While in far Laptopia Arundel is hailed as the saviour of the world, her new life begins on a secret island hidden deep down under.

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