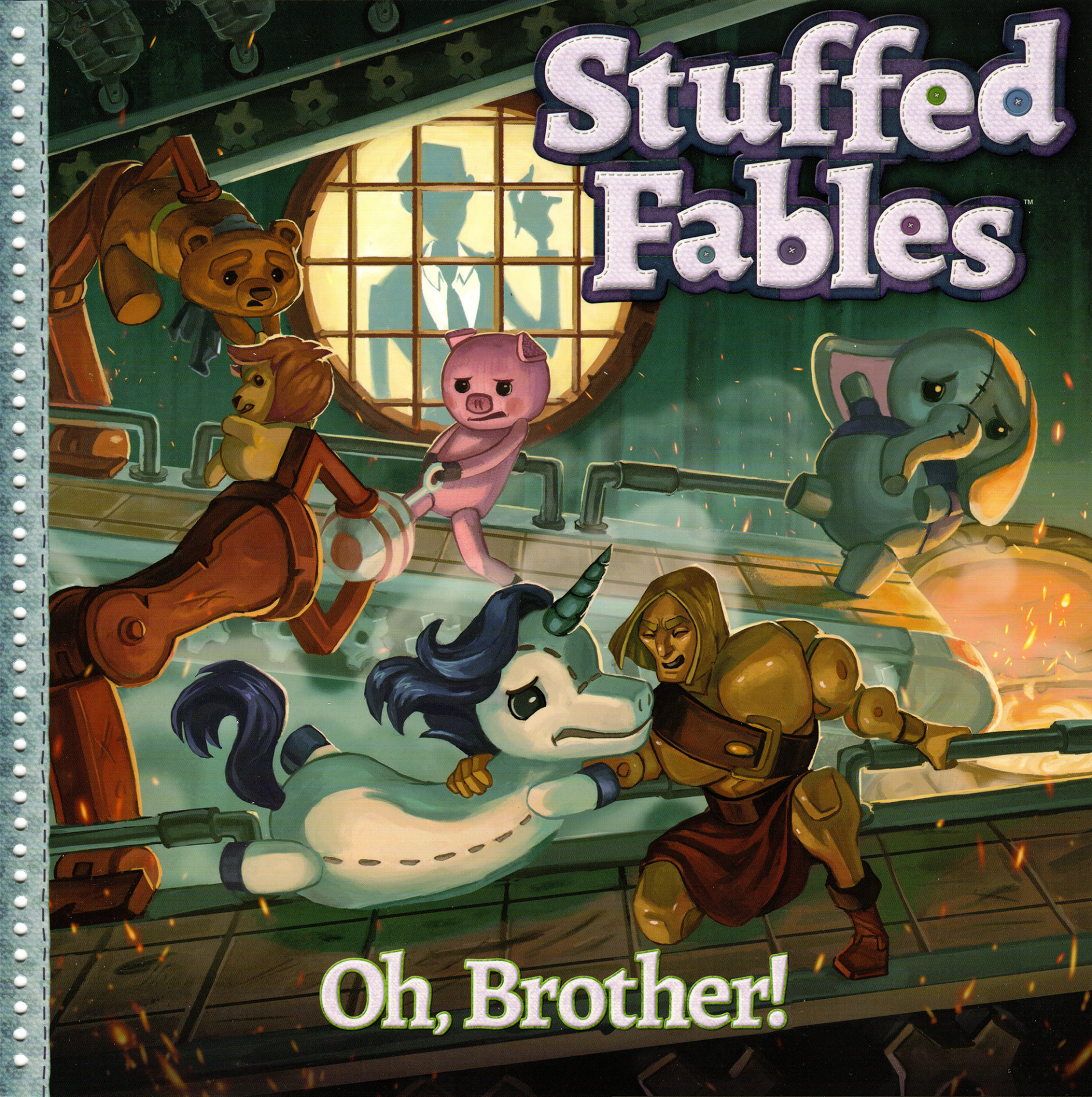


Stuffed Fables™



Oh, Brother!



3-1

The bookkeeper reads the following:

The little shape crept through the darkness, climbed the foot of the bed, then flopped down between Mommy and Daddy.

"Not again," groaned Mommy, covering her face with her pillow.

"Okay, back to bed you go," mumbled Daddy, scooping the little boy up to carry him back to his room.

"Pokey!" whined the boy, and Daddy grabbed the little stuffed unicorn he'd left in their bed.

"Your big sister had her challenges," laughed Daddy. "But she was mercifully never a little bed bandit like you." Back in the big boy bed, Daddy knelt to tuck his son in. "I've got something I want to show you," he said softly. "It's from when I was a little boy." Daddy produced a bare-chested action figure he'd been hiding. "His name is Manny, and he was my favorite toy when I was a kid. You can have him, but you have to promise - no more getting up at night. You need sleep if you're going to grow up big and strong like Manny here."

The little boy's eyes lit up, and he held Manny close like a precious treasure. With the exception of brown, molded fur boots and a loin cloth, the figure was a pile of ridiculous plastic muscles, a square jaw, and a shock of yellow hair. Daddy grinned. "Check this out," he whispered and pressed a flesh-colored button on Manny's back that caused one of his arms to swing down sharply. To the little boy, it was like magic, and he stared at it in the glow of the night light as Daddy whispered, "G'night little man. I love you," and quietly left the room.

It was still in the dark bedroom, and the airplane clock on the wall tick-tocked.

Tick-tock...

Tick-tock...

Pokey yawned, and stood to ensure her little boy was asleep.

"What in the world do we have here?" she wondered when she saw the action figure, and she poked it in the face with a hoof. "C'mon, Mack, you gotta get up," she whispered. Manny came to and looked around in bewilderment.

"By Crum, what is this?" he gasped. He looked up at the plush unicorn staring down at him and asked, "Who are you, and what am I doing here?"

"There's no time to explain," Pokey answered. "This could be the big night. We need to arm ourselves and prepare for an attack."

"Ah, now you're speaking my language!" laughed Manny,

but he looked around and squawked, "My battle gear!" He grabbed Pokey's fabric and pulled her face to his. "What have you done with my battle gear, you pastel monstrosity?"

"I'm gonna go easy on you," said Pokey. "Judging by your confusion and worn paint, I'm gonna guess you've been in a box for a day, give or take a few thousand. But if you don't let go of my fur right now, you won't be fit for replacement parts. Got it, pal?"

"Sorry," said Manny, and he smoothed out Pokey's fur. "I don't get scared, ever, but that's not my little boy and I'm not sure what's going on."

"Buddy," snorted Pokey, "Judging by that haircut, your boy hasn't been little for a long time. C'mon, let me introduce you to some friends."

IMPORTANT: When choosing a stuffy for stories in this Adventure Book, the players may choose from any of the available stuffies. However, Manny must always be chosen and Pokey is strongly recommended. The fiction in this Adventure Book centers on certain stuffies. If players prefer their stuffies match the fiction best, we suggest avoiding Theadora, Flops and Stitch.

Gather the discovery cards for Story 1 (marked with a blue 1 symbol in the lower left-hand corner) and, without looking at them, place them in a face-down stack near the play area. This is the discovery stack for this story.

Retrieve the Manny and Pokey's Puffy Horn instruction cards from the discovery stack. Give these cards to the players controlling Manny and Pokey.

Retrieve all of the items from the discovery stack except Dyaso. Equip the Puffy Horn item card to Pokey, then shuffle the rest of these item cards into the item deck.

STITCH'S FABLE

THE TIMID DUCKLING

One day a newly hatched duckling waddled down to a pond where older ducklings were taking turns leaping into the water. One by one, they each jumped up high, quacking with delight, and came down - splash! - into the water. The new duckling got in line with the others, but when it was her turn to jump, she couldn't do it. The older ducklings knew what they were doing, and the new duckling was scared to leap and look foolish in front of them. Time after time, she made it to the front of the line, only to get scared and retreat back to the very end.

"Why don't you jump?" asked an older duckling.

"I'm embarrassed to look new at jumping into the water," the younger duckling replied.

"Suit yourself," said the older duckling, shaking his head. "But I'd rather look silly and have fun, than do nothing and be bored."





7-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on their left. Read the following:

Manny fell through empty, smog-choked air. What had happened? Where was he?

"Today makes no sense at all!" he raged. But as he spun through the air, he noticed Pokey not too far behind him, and somehow this was comforting. Or it was until he smashed into a toy kitchen and went bouncing, klickety-klack, down a pile of plastic junk.

"Hey Lumpy!" called Piggie as they fell. "I thought this place was thoroughly de-smogged the last time we were here?" But Lumpy didn't answer - he was too busy crying while holding his paws up over his eyes.

Pokey landed face-first in rubbish and stuck there. Piggie bounced on her bottom off an old wagon. Lumpy thought the wagon looked familiar, though he forgot about it when he landed and began bouncing down a hill, his leg squeaker tooting all the way.

Pokey pulled her head out of the rubbish it was stuck in before flopping down the hill of junk to join the others at the bottom.

"That wasn't so bad," gasped Lumpy. There was a rumble above them, and the pile they had landed on collapsed, causing a wave of garbage to wash over them, burying them in discarded toy parts.

Reveal a sleep card.

SETUP

Place ☹️ tokens on the indicated spaces.

Place the broken toy pile token on the faded square area of the map.

Do not place the stuffies on the map yet, they are buried under the toy avalanche and must dig their way out!

Retrieve the Forced Movement environment card from the discovery stack. Put this card into play. The toy pile token is affected by Forced Movement (it will move in the direction of the arrows).

SPECIAL RULE

Digging Out: On their turn, each stuffy must perform a red/strength skill test, difficulty 4.

PASS: Place your stuffy figure on an unoccupied space on the broken toy pile token. Your stuffy may now move about normally and no longer needs to perform this test on their turn. If you are the first stuffy to pass this test, go to 7-2.

FAIL: Perform this test again on your next turn.

7-2

Manny and the stuffies stood atop a shifting heap of broken toy parts. As far as their glass bead eyes could see were similar piles, each towering dangerously high. Broken toys fell from the sky and cracked and busted upon the heaps. Giant crab machines roamed the mounds with searchlight eyes, scooping up choice bits to feed their engines. How could they find Lucy in this place? 🦀

7-3

You could hear Lucy's voice, but just faintly, only to have it drowned in the roar of an enormous machine's engine. Smoke belched from a smokestack on its back as it crawled across the heap like a crab with rusty steel legs. One arm scooped up broken toys and tossed them into its gaping maw. And then you see Lucy, window-eyes full of fear, hurled into the machine's mouth! A low foghorn sounded in the distance, and the machine turned and began to trundle away.

As long as there are no minions in play, and all of the stuffies are in play, players may leave at the end of any player's turn. To leave, go to page 9, section 9-1.

7-4

The sharp whistle of the fun park train pierced the dusty air. It raced along the track, its cars heaped with large interlocking toy building bricks.

"Oh no," moaned Lumpy. "This is gonna be bad."

The train did not slow, it smashed directly into the pile of toys created by the landslide, and it kept right on going.

If the broken toy pile token was on the train track, remove it. Place any stuffies that were on the token, and any that are not yet in play, on one of the spaces previously occupied by the token. Each of those stuffies and any other stuffy on a train track space, lose 2 stuffing and place a torn status card on each of them. Discard all dice from the threat track, then move all dice in the discard pool to the bag. 🦀



You must find which direction Lucy went before you can leave this location. Explore the 🗺️ spaces.



First Surge: Go to 7-4.

Additional Surges: Generate an encounter of a number of crawlies equal to the number of stuffies in play.



"Lucy!" you called out repeatedly, but there was no answer. You spied a half-buried Betty Bake Oven and tried to turn it over, but stopped when you thought you heard something. You stood up straight and pricked up your ears.

On their turn, any stuffy may perform a yellow/perception skill test, difficulty 6. This test may be performed from any space.

PASS: Go to 7-3.

FAIL: Place a worried status card on this stuffy. This test can be attempted again until it is successful.



There was a thick signpost with a one-legged plastic toucan perched upon it. The post only had two signs nailed to it, each pointing in a different direction. One sign pointed along the direction of the train tracks and said ORDER TOWN. The other sign pointed elsewhere and read TOOTH ACRES.

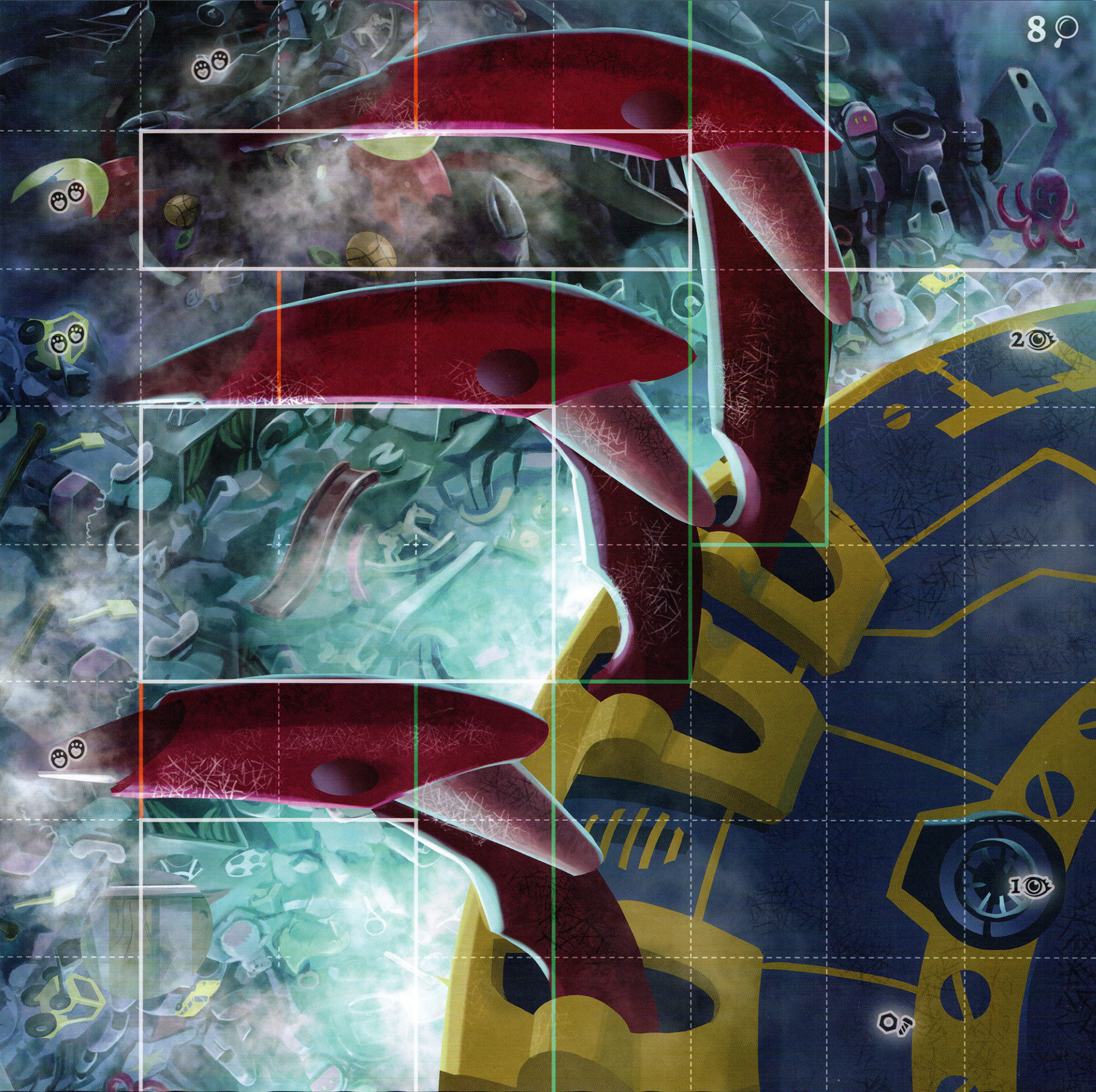
"You look suspiciously familiar," squawked the toucan. His one-eyed stare made you feel uncomfortable.

Gain 1 heart.



The little boy mumbled something incoherent and rolled precariously close to the edge of the bed. One of his arms flopped over.

Move each stuffy figure on the map 4 spaces toward the 🦀 space and place a torn status card on them.



LEG UP

9-1

Return all dice, except those stored on cards, to the dice bag. Reshuffle the minion deck. The bookkeeper passes the bookmark to the player on their left. Read the following:

"Wait, Manny!" they yelled, but the action figure ignored their protests.

"Nobody makes me look like a fool!" he shouted, his tiny plastic feet clattering along the ground as he ran. Piggie caught up to him with her long skinny legs, but Pokey and Lumpy trailed behind, huffing and puffing. Just ahead, the crab machine took another long, ponderous step, its segmented metal leg crunching half-broken toys as it set down. Manny ran right up to it, and began to climb using rivets as hand-holds. Piggie shrugged and grabbed on as well.

"I'm going to regret this," she called out.

"We're climbing giant legs to get inside a crab machine that's eaten our friend," yelled Lumpy. "I'm pretty sure we're all going to regret this!"

Reveal a sleep card.

SETUP

Each player places their stuffy figure on a space.

Put the Forced Movement environment card into play.

9-2

Opening the hatch requires a red/strength/yellow/perception group task, difficulty 15. (Red, yellow and/or purple dice may be contributed to this task.) Only stuffies on or adjacent to the space can contribute.

PASS: All stuffies that contributed to this group task gain 1 heart. This space now allows entrance into the machine. Place the machine interior mini map near the play area. Place tokens on the indicated spaces.

SPECIAL RULE

Moving into the Machine: Figures can move from the space on the map to the space on the machine interior mini map in the same way they move between two normal adjacent spaces. The first stuffy to do so must read the section. Figures cannot attack between the and spaces.

9-3

Lucy was on a conveyor belt that fed junk into the machine. She was racing as fast as her wheels would go, but she was exhausted and beginning to falter.

SPECIAL SETUP

Place the Lucy Caboosy token on the space.

Place a token on the indicated space.

SPECIAL RULES

Moving Lucy: A stuffy on a conveyor belt space that is between Lucy and the furnace may push her away from the furnace by performing a green/agility skill test, difficulty 3. This test can be attempted any number of times.

PASS: Move the Lucy token 1 space in the opposite direction of the Forced Movement arrows. Lucy cannot be moved off the conveyor belt.

FAIL: No effect.

Forced Off the Map: If a stuffy figure is forced off the map, it loses all of its stuffing and becomes collapsed. Place it on an unoccupied space adjacent to the conveyor belt. If Lucy is forced off the map, go to 9-4.

Stopping the Machine: You must use the lever at the space to turn off the machine. When a stuffy moves onto the space with the token on it, discard that token and go to the section of this page.

9-4

They turned around and Lucy was gone. The machine began to tremble and a loud sound of metal scraping on metal reverberated through the interior. The stuffies shuddered, and each imagined hearing the boy child's voice crying back in the world they had left behind.

Place a worried status card on all stuffies. Retrieve the Lost Lucy card from the discovery stack and put it on the bottom of the lost deck. Reveal a sleep card. You must still stop the machine using the lever at the space.



There was a rusty lever there, with a complex series of possible positions.

A stuffy on the space may attempt to turn off the machine by performing a yellow/perception skill test, difficulty 6.

PASS: *The belt ground to a halt. The machine shuddered and gave one last lurch forward. The thing's mouth fell open and a rope ladder rolled out like a dog's tongue. The stuffies climbed down. The machine had stopped at the edge of a colorful candy filled land. As they set their paws down in the sticky, syrupy landscape, a small periscope poked out of a hatch in the belly of the machine. Someone was spying on them!* If Lucy is still in play, all stuffies gain 1 heart. Retrieve the Lost Lucy card from the discovery stack and remove it from the game. Go to page 11, section 11-1.

FAIL: No effect. This test can be attempted again until it is successful.



You must get inside the machine. Explore the spaces.



First Surge: Generate a random encounter.

Additional Surges: Reveal a sleep card.



There was a metal hatch there that looked like a possible way to get inside the machine. It had a complex system of rusty wheels that needed to be turned. A quick check suggested it would be difficult.

Go to 9-2.



The giant machine lurched ever forward, but due to its lengthy strides, the stuffies were covering a great deal of distance. Far ahead, they saw Crepitus' old factory-fortress which appeared to once again be in full production. Now they noticed a wall made of plastic building bricks surrounding the structure, though it seemed one portion of wall was still being completed.

Gain 1 heart.



You dropped down into the mechanical interior of the machine. It was loud with the sound of gears and machinery, and smelled like grease and smoke. You heard a tiny voice and were joyful at the sight of Lucy! But joy turned to desperation when you saw her predicament.

Go to 9-3.



The little boy moaned in his sleep. His hands unconsciously went to his belly. The sound of gas rumbled in his tum, and on the machine, there was the sound of pressure building up within its smoke stacks. Then, with a loud rumbling, the machine let out an earth-shaking noise like that of an enormous foghorn.

Draw 5 dice from the bag. Place all black threat dice drawn on the threat track and discard the rest.



TOOTH ACRE

11-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on their left. Read the following:

"What's all this?" asked Manny, lifting his foot to look at all the sugar crystals stuck to the bottom.

"Tooth Acres!" said Piggle enthusiastically. "It's a gooey, sprawling maze of half-eaten candy and discarded sweets."

"We need to get back home," urged Pokey. "I'm worried about the boy. What if he wakes up and Manny and I aren't there?"

"No offense," said Manny, "but I still need to find my original little boy."

"Seriously buddy?" sighed Pokey. "I'm pretty sure Daddy was your little boy. He's grown up now."

"No!" gasped Manny, clearly shaken to his core. "That can't be! He promised he'd be as musclebound as me one day! Have you seen Daddy's tummy?" Pokey chuckled.

"There's a mystery here in my old homeland," Piggle mused. "Why is the Fall being polluted again? Is Crepitus up to his old tricks? Besides, I don't even remember the magic words to get back."

"I do," said Lumpy meekly, and he looked down at his feet as if embarrassed.

"Okay," said Piggle. "I guess we should play it safe and get back. Let's hold hands." They all did so, and Lumpy began to recite the words, when Manny suddenly saw something in the distance. "What in the universe?" he exclaimed, then he let go and ran off into the candy land.

"Oh brother!" griped Pokey.

"Does he not get how this works?" asked Lumpy.

Reveal a sleep card.

SETUP

Place Manny adjacent to the 1☙ space. Each other player places their stuffy figure on or adjacent to the ☙ space.

Place ☹ tokens on the indicated spaces.

Place one cake token on each ★ space.

Put the Forced Movement environment card into play.

SPECIAL RULES

Soda Stream: The stream depicted on the map is made from thousands of spilled soft drinks. The acid is concentrated and dangerous. Each time a stuffy moves onto a soda stream space, it must stop its movement and loses 1 stuffing, unless that space has a cake token on it (cake floats).

Forced Off the Map: If a stuffy figure is forced off the map, it loses all of its stuffing and becomes collapsed. Place it on an unoccupied land space adjacent to the last space it was on. If a cake token is forced off the map, place it back on a ★ space. ☹

11-2

"You have merch?" Pokey was in awe.

"By Crum...it's beautiful!" Manny pushed the plastic head back and a piece of purple candy popped out to land at their feet. "I've never seen this before."

"It's a PALZ dispenser," said Pokey. "I'm not surprised to see your face. Throwbacks are all the rage right now."

"It all ends up here eventually," added Piggle. "Kids get tired of a toy, or it gets lost or broken. It all ends up here."

Manny stood up straight, a look of realization washing over his face.

"My accessories!" he crowed and began looking around like a dog sniffing out a biscuit. "If something like this is here, my accessories must be too!"

"I don't want to discourage you, Mr. Manny, sir," said Lumpy timidly. "But, well, look around. Looking for a specific toy in the Fall is like looking for a specific needle in a stack of needles."

Retrieve the Plastic Smuggler lost card from the discovery stack and shuffle it into the lost deck. ☹



You must cross the soda stream, and cut down the licorice ropes blocking the way at 3☙.



First Surge: Generate an encounter of a number of bed bugs equal to the number of stuffies in play +2.

Additional Surges: Reveal a sleep card.



"What in the universe is this?" Manny stood looking down at a colorful plastic device half buried in a mound of sugar and candy corn. On the top of the device was a plastic molded head that bore an uncanny resemblance to Manny. A graphic on the side said "PALZ Candy".

Go to 11-2.



You stood by a stream filled with a brown, fizzing liquid. Chunks of ice drifted by. You picked up a nearby lollipop and, holding its paper stick, you dipped the candy end into the stream.

The stream hissed and bubbled. You pulled the stick out but the candy was gone, eaten away by the acid of the soda stream. You warned the others.



A deep, multicolored thicket of long licorice ropes choked the path. They needed to hack their way through by attacking the ropes.

The licorice ropes can be attacked by stuffies on or adjacent to this space. The ropes have a defense of 7. Once the ropes have been defeated, when a stuffy enters this space remove its figure from the map. If that results in no stuffies being left on the map, go to page 13, section 13-1.



The boy mumbled in his sleep, and swung an arm through the air, before letting it flop back down on the bed. In the Fall, the soda stream exploded, as if something heavy had fallen into it!

All stuffies on or adjacent to a soda stream space lose 1 stuffing.



MARSH WALLOW

13-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on their left. Read the following:

"An action figure is nothing without his manly accessories," continued Manny. "I must find them!"

"Quick! Everyone turn around!" hissed Piggie. They all whirled around, just as two burly fairies dressed in tutus stumbled by, happily slurping on old candies.

"Tooth fairies!" whispered Lumpy. "Yes, I suppose they'd love this place. Luckily they were more interested in eating candy than talking."

"Not friendly?" asked Pokey. "Those guys look friendly," she said, pointing at a couple of approaching strangers. They each were a different dingy color. Their faces were stretched in permanent grins, and they seemed to be giggling uncontrollably. Each had a small mechanical device imbedded in its belly that had an indicator needle.

"Hello," said one, and the other repeated the greeting. Then two more appeared, and they too giggled to themselves, and all four opened up their arms, as if all they wanted was a hug.

Reveal a sleep card.

SETUP

Each player places their stuffy figure on or adjacent to the 100 space.

Place 100 tokens on the indicated spaces.

Place a door token on the dashed line that separates the 100 and 200 spaces.

Retrieve all 4 Huggler minion cards from the discovery stack. Generate an encounter of a number of Hugglers equal to the number of stuffies in play.

13-2

Place the Crepitus figure on any space in the house. Do not add his card to the sideboard.

"Crepitus, what are you doing here?" asked Piggie.

"Oh hello, Piggie," he said. "I'm retired, no more nightmares for me."

"But Mr. Stitch says nightmares are important," Lumpy protested. "Right?"

"Giant wizard, I have need of your tremendous powers," declared Manny. "I need to know where to find my manly accessories." Crepitus raised an eyebrow.

"Er, ignore the new guy," said Piggie. "What are you doing out here living like a hermit?"

"Well I'm in hiding if you must know. The Celestial Agency has dispatched a Compliance Agent to the Fall. He wants to bring me back, but I'm not going. They're mad because without me, they can't make nightmares, and without all that crying, the Tearfall is running low."

"Well, what makes kids cry now?" asked Lumpy.

"Product placement! With the Celestial Agency in charge, children will spend the night dreaming of new toys, then beg their parents to buy those toys. If they don't get their wish, they cry."

"And if they do get them, the bed bugs will come in and break them!" Piggie gasped.

"It just makes the kids want more. It's a vicious, but genius cycle," continued Crepitus. "But I don't want any part of it."

There was a crash outside and Crepitus groaned.

"Did you lead them right to me?" he snapped. Indeed, a Snatcher had just arrived and was looking about with its camera lens eye. "You did. Marvelous." Crepitus shook his head. "You guys won't rest until I'm dead, eh?"

"Sorry Mr. Crepitus, sir," said Lumpy with a meek grin.

Generate a boss encounter of Snatcher Mk1. Upon defeating Snatcher Mk1, go to 13-3.

13-3

They fought bravely, but the Snatcher grabbed hold of Crepitus and vanished.

"No!" Manny bellowed. "I'm tired of people vanishing today!"

"This is beyond us now," warned Piggie. "Come on everyone, it's past time to get back home and report everything we've learned." Manny harrumphed at this.

"Do calm down, little toy," chided Lumpy. "Sometimes it's better to talk things out than run off willy nilly!"

If the Waking sleep card has not been revealed, go to page 62, section 62-1. Otherwise, go to section 62-2.



Get into the house at 100.



Surge: Reveal a sleep card.



They approached the house. It was a small human dwelling, though big to stuffies. Its walls were covered in graham cracker shingles, and its shrubbery were wads of cotton candy.

"The door's covered in gumdrops," Pokey observed. "The handle's a caramel apple. Who do you suppose lives here? Some tooth fairies?"

"This house is too big for fairies," Lumpy replied. The door was too sticky to knock on, so Manny thumped on the cracker walls and they heard a voice from inside. "Nobody's home!" it warned.

Convincing the voice to let you in requires a yellow/communication group task, difficulty 13.

PASS: *"We won't bother you!" you shout back. "Please let us in. We just need directions."*

"Oh, well, why didn't you just say so?" answered the voice, and the door opened.

Discard the door token. Remove all Huggler figures and their cards from play. There is now nothing blocking you from moving into the house.



The interior of the house smelled richly of cinnamon and vanilla. They looked around, taking in the sights of the cluttered home. Every nook was filled with all manner of machined parts and bits. A telescope sat on a tripod near a large window, pointing up toward the gloomy sky, and beside it, gazing into its viewfinder, was Crepitus!

Go to 13-2.



The boy whimpered pitifully in his sleep, and each of the stuffies were filled with anxiety.

Place a worried status card on all stuffies.

62-1

The bookkeeper reads the following:

The stuffies scrambled out from under the little boy's bed.

"What just happened?" Manny gasped as he crawled out. His face lacked its usual big emotions, settled as it was in a mask of shock.

"Hurry!" hissed Piggie. "To the little girl's room! The sun's almost up!" And with that the stuffies ran out. Manny followed, but he was too lost in his own thoughts to rush.

"A guy's gone a little while and the world turns ridiculous," he murmured.

"Thank goodness!" Theadora exclaimed when she saw the others run in to the girl's room. "We were worried sick!"

"I wasn't," Lionel said with a dismissive wave, but Flops laughed and gave the lion a playful shove.

"So, Pokey, you got your first taste of the Fall," said a frail voice, and old Mr. Stitch hobbled into view on the bed above, leaning heavily on his pencil. The old thing had been sharpened so many times, it was more a cane than a walking stick.

"It was incredible," said Pokey. "Terrifying too."

"Mr. Stitch, there's something wrong in the Fall," Lumpy said, wringing his hands nervously. "It's all smokey and gross again."

"Is Crepitus back to his old tricks?" Stitch asked.

"No," Piggie answered. "If you can believe it, he went soft or something, and now someone else has taken over the Fall."

"Interesting," Stitch mused.

"You can say that again!" barked Manny as he walked into the room. "This whole night has been interesting. As for that old wizard, I regret I could not save him."

A noise from the kitchen startled everyone, and Mr. Stitch whispered, "One of the parents is up and making coffee! Positions everyone!" The stuffies began to dive for their appointed places in the little girl's room, and Pokey grabbed Manny and pulled him away.

"Bub, you're annoying," said Pokey as they entered the little boy's room. "But I'll give you this - you're a heck of a fighter."

"You too," said Manny. "Annoying that is. Let go of my hand already." The two scampered up the airplane bed, and Manny took a good long look at the little boy's face. "Uncanny," he whispered. "So much like my little guy, and yet not." He turned to ask Pokey a question, but just then Daddy walked in, and Manny froze and slid off onto the floor. Daddy picked him up and smiled brightly.

"It looks like you were a hit," Daddy said, before opening the curtains and letting in the bright morning light.

62-2

The bookkeeper reads the following:

The stuffies scrambled out from under the little boy's bed.

"What just happened?" Manny gasped as he crawled out. His face lacked its usual big emotions, settled as it was in a mask of shock.

"Hurry!" hissed Piggie. "The little boy's already awake. You two get into place right away." Manny and Pokey scaled the airplane bed. Piggie and Lumpy scampered behind the bedroom door, just as Daddy walked in, carrying a tearful little boy.

"Aha!" cried Daddy. "You see? There's Manny in your bed. You just missed them is all."

"Manny!" cheered the boy. Daddy set him down, and the boy snatched up Manny and left the room with his dad. "I'm going to make a castle for him with my blocks."

"Great idea," Daddy agreed. Pokey watched them sadly. The boy hadn't seemed to notice she had been missing too.

"Don't worry, Poke," whispered Piggie, emerging from behind the door with Lumpy. "Manny's just new is all."

"Kids always have lots of love to go around," Lumpy agreed.

"Aw, it's nothing," said Pokey. "I'm not worried." But when her friends snuck back into the little girl's room, she sighed nervously and stared out the window.

TALKING POINTS

- ✱ Have you ever noticed how people change as time passes, but also stay the same?
- ✱ Have you ever noticed how the world changes as time passes, but also stays the same?
- ✱ How have you changed over time? How have you stayed the same?





POKEY

Pokey was one of the first gifts the little boy received, and for a long time she was the only one he cared about. To the little boy, there is no greater source of strength than his plushy unicorn pal, and Pokey has vowed to never let him down.

MANNY

Manny was one of Daddy's action figures when he was growing up. Manny's hard plastic body is made more for daily play than snuggling, but the little boy doesn't care. To him, Manny is big and tough like his dad. Manny agrees, though his tough-guy attitude can sometimes get him into trouble.



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