

Stuffed Fables™



Oh, Brother!

TIME OUT

27-1

The bookkeeper reads the following:

"It's not just that he was refusing to share Manny," Mommy insisted. "He hit his sister! And he did it with that action figure!" Daddy sighed and looked up at the big bookshelf in the living room, where one plastic, muscled arm dangled off a shelf.

"Aw, poor Manny's in time-out," he laughed. Mommy gave him a dirty look and Daddy said, "Which I agree with of course! It's a boy thing, you know. His little caveman brain still wants to bang rocks on everything."

"I don't remember you laughing when his little caveman brain was wetting the bed," she chided.

.....

Pokey awoke and saw no sign of Manny.

"Causing trouble already?" she sighed, before going on with her nightly routine of checking on all the toys. But when she was done, and made sure none of the toys were broken, she began to worry about the action figure. Children had strong feelings about their nightly routines, and Pokey could not imagine the little boy would be willing to fall asleep without Manny present. "I'd better go ask Thea," Pokey decided. "She'll know what to do."

"Manny's in time-out," Theadora grunted. The little girl held the bear's midsection in a crushing grip, and the bear had resigned herself to not going anywhere that evening. "The little boy used Manny to hit my girl." Thea pointed to a light bruise on the girl's arm.

"Yeah, that resembles the outline of his face alright," Pokey sighed. "So where is he?"

"The time-out shelf," said Flops mournfully, placing a paw over her heart. It's a high-up shelf in the living room.

"I know it well," lamented Lionel. Pokey gave a grunt of amusement.

"Manny's gotta be hopping mad right now," she said.

.....

Manny was hopping mad. "Lock me up in a high tower, will you?" he demanded to the darkened living room. He considered leaping to freedom, but he wasn't sure he wouldn't break if he did so. He began to pace from his place on the shelf, when he noticed the framed picture next to him. "Oh my," he gasped, and memories came flooding back to him as he knelt before the grainy, faded photograph.

There was his little boy, just as Manny remembered him, proudly clutching his brand new Mighty Manly action figure. And now Manny accepted his little boy was grown, for there was no denying the boy was also Daddy.

And Manny trembled when he realized he had been gifted to one of Daddy's own children.

"I wasn't forgotten or lost!" he cried. "My little boy remembered! He saved me and now..." Manny choked a bit, though he would never have admitted it. "Such honor has been draped upon me. I shall shoulder this responsibility gladly! I will protect the boy." And he stood, and rubbing his eyes, began looking for a means of escape.

Gather the discovery cards for Story 3 (marked with a green 3 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.

Go to page 29, section 29-1.

STITCH'S FABLE

THE BALL OF STRING

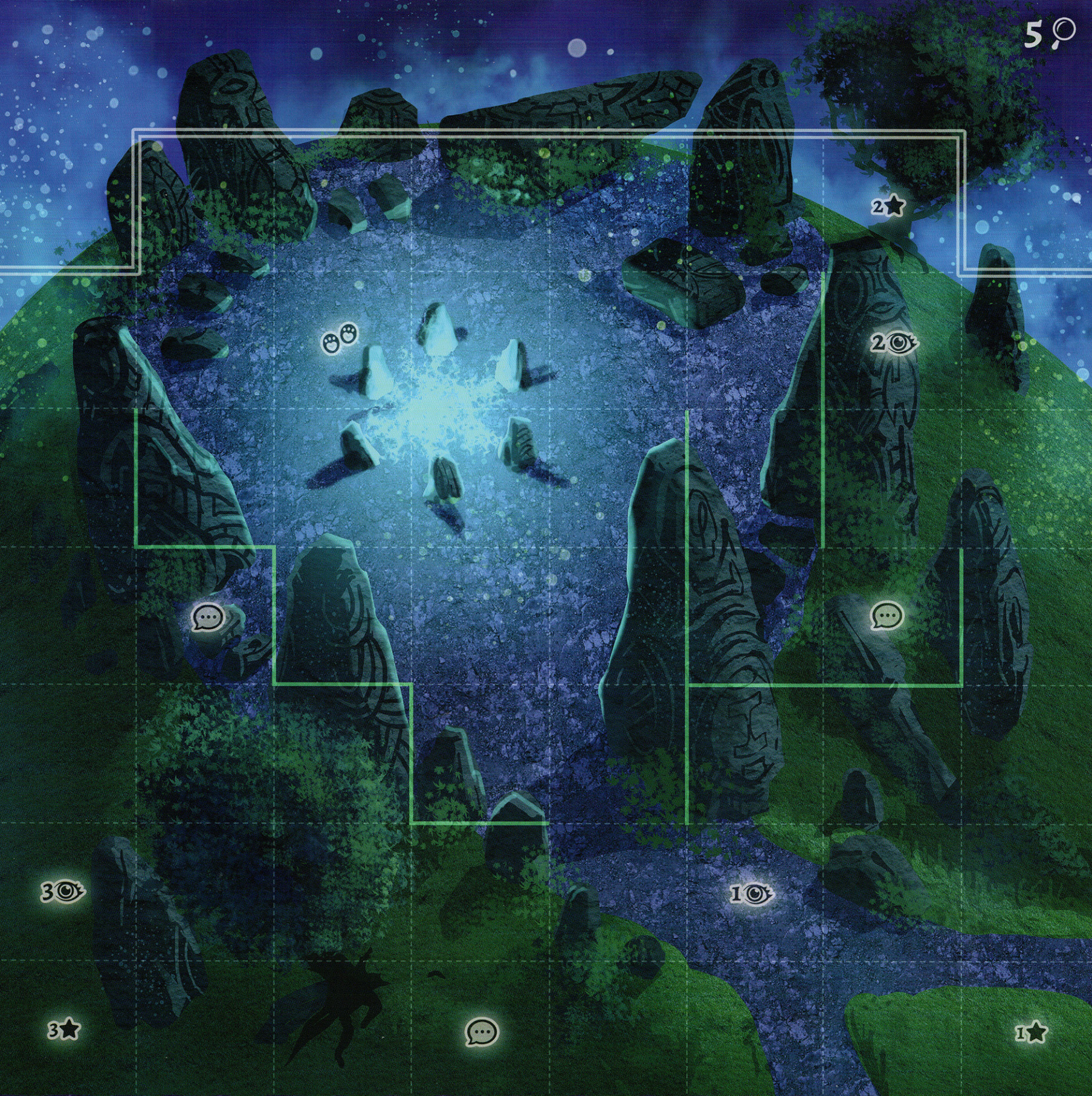
There was a little kitten who loved to play with a ball of string he had claimed for himself. But when one of his little sisters would ask to play with it, he would laugh and tell them no. If they complained it was not fair, he would laugh again, and explain this was just the way things were.

But one day his sisters had enough. They banded together and, overpowering their brother, took the ball of string for themselves.

"Mrrroow!" he yowled in anger. "This isn't fair!"

"You're right, brother," agreed a little sister. "Thank you for teaching us that lesson."





CROSSROADS

31-1

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:

Pokey sat up and shook her mane to clear her head.

"Gotta stop getting bonked like this," she groaned. The crawly that had pulled her into the glow was next to her, on its back, with its legs waving in the air. "Thanks for the ride, pal." Pokey grumbled, and flipped it over. The crawly scuttled off, its baby doll cry trailing after it. The other crawlies retreated as well.

"Probably running off to tell the Compliance Agent we're here," Lionel observed, and he roared at the retreating minions to show he was unconcerned.

"By the twin suns of Itharia! Where are we?" asked Mammy, surprised at not seeing the Heaps or piles of lost socks. They were in the middle of a ring of standing runic stones, similar to the ones they had encountered when they met with the guardians.

"The crossroads!" said Piggie. "It's the center of everything. We should be able to get to Squalor pretty easily from here! Just need to look at the signs."

"Squalor? Sounds wonderful." Pokey griped.

"Hey," warned Piggie with a grin, "don't be making fun of my lousy hometown."

Reveal a sleep card.

SETUP

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

Place 🗨️ tokens on the indicated spaces.

SPECIAL RULES

Leaving: Finding the correct direction to Squalor requires a yellow/communication group task, difficulty 15. Only stuffies on a ★ space can contribute to this group task.

PASS: Go to 31-4.



31-2

Generate an encounter of a number of huggers equal to the number of stuffies in play. Place the hugger leader on the 1★ space. Place the remaining huggers adjacent to the leader. Do not add any of the hugger's cards to the minion column yet. These minions will not move or attack for now and the stuffies can't attack them.

If you've already discovered the direction to Squalor, go to 31-3.



31-3

You must get past these huggers by either fighting them or pretending to be cheerful so that their cheerometers aren't alerted.

SPECIAL RULES

Pretending: On their turn, any stuffy adjacent to a hugger can pretend to be cheerful by performing a yellow/communication skill test, difficulty 5. Stuffies may now attack the huggers, but if any stuffy attacks a hugger, immediately resolve the FAIL effect below.

PASS: A hugger waved and said, "Bye-bye." Remove a hugger that is adjacent to your stuffy from play, then remove your stuffy figure from the map and place it on your card. If there are now no stuffies on the map, go to page 33, section 33-1. Otherwise, this test may be attempted again.

FAIL: The cheerometer on one of the huggers began to go haywire! Add the minion card of each hugger still on the map to the minion column. All huggers now follow the normal rules for moving and attacking. The Pretending special rule is no longer in effect.

31-4

You now know that the 1★ is the direction of Squalor. When a stuffy enters the 1★ space, remove its figure from the map. If that results in no stuffies being left on the map, go to page 33, section 33-1.

If there are any minions in play, go to 31-3.



Find the direction to Squalor. See the Leaving special rule in section 31-1.



Surge: Reveal a sleep card.



1 A group of huggers blocked the road, and they waved cheerfully at the stuffies.

"Hello!" called the yellow hugger. The stuffies saw its cheerometer needle was starting to register their moods, so they all smiled and waved back.

Go to 31-2.



2 A droopy beanbag hound leaned against a standing stone. "Which way to Squalor?" you asked.

"I've never heard of that place," the hound slowly drawled, in a voice as droopy as its face. "But, if you got a button to spare, I could use my sniffer to help."

You may discard a button to change any die on the group task track to a 6.



3 They found a signpost that has been knocked over and half-covered in dirt. They stood it up, but weren't sure which way to orient it. Strangely, the sign nailed to the post had a thick red line painted over the name SQUALOR. The word ORDER was painted just above.

Gain 1 heart.



The boy's legs kicked in his sleep, and in the Fall the ground lurched and the stuffies tumbled downhill.

Move each stuffy 4 spaces toward the bottom of the map page, but do not move it off of the map. If a stuffy crosses a green line during this move, it loses 1 stuffing.



SHANTY'S

33

33-1

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:

"Oh, just wait 'til you guys see Squalor!" Piggie was excited to show everyone her hometown. "The greatest stuffies in all the Fall live in Squalor and the market has loads of great stuff! It's my town, so people know me by name. You should probably let me do the talking." She skipped along joyfully, on her tiny stuffed hooves, her chest puffed out with pride. They followed the winding dirt road downhill from the Crossroads. Lumpy noticed they weren't encountering many strangers. "Not a lot of traffic," he said worriedly.

"Probably partying at Shanty's pub!" answered Piggie. "That's my old hangout!"

"I hope you're right, pig," grumbled Manny.

They came upon the town that used to be called Squalor, but the welcome sign that loomed over the road into town had been altered. Where the word Squalor used to be was now fastened a tattered yellow vinyl Slippery Slider. The word ORDER was painted on the dingy, yellow surface in green paint.

"Looks like they got re-branded," laughed Pokey. Piggie looked truly shocked.

"Maybe we can find out in Shanty's," she said with a furrowed brow. "Assuming it's still around. We can sneak in the back door to keep a low profile."

Soon they found themselves in a crooked alleyway standing in front of a plain wooden door. Some cheery accordion music could be heard from the other side. "What is that horrible music?" Pokey complained, and Manny was forced to agree.

"It's Shanty's!" smiled Piggie.

Reveal a sleep card.

SETUP

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

Place  tokens on the indicated spaces.

SPECIAL RULE

Leaving: Players may choose to leave at the end of any player's turn. To leave, go to page 35, section 35-1. 

33-2

"Well, things have been odd since Crepus left," whispered Shanty. The Celestial Agency took over. They fired all the stuffies that worked at the factory, and

replaced them with machines. They've been building a plastic wall around the place, and it's made plastic very rare," Shanty eyed Manny's plastic body. "You'd best be careful."

"But I'm using this plastic," Manny protested.

"Aye, but the new law says all plastic is forfeit," Shanty explained. "They don't care if it's part of you."

"Let the cowards come for it," Manny snarled. 

33-3

"Most plastic has been confiscated, and it's illegal to sell in the market." Shanty cast his eyes about suspiciously. "You can talk to Filbert over there. He might know, but you'll need to wet his whistle with a juice box first."

You may discard 1 button or 1 stuffing to place a  token on the  space. When a stuffy moves onto the space with the  token on it, discard that token and go to the  section of this page.

33-4

"Hello!" said the cheerful huggler as it entered the bar. The scattered patrons immediately stood and began dancing enthusiastically. One of them, a tall stuffed giraffe, beckoned you out on the dance floor.

SPECIAL RULES

Dancing: When a player draws a threat die, they must roll it before placing it on the threat track. Then, the first time they roll to move on that same turn, if their roll is equal to or higher than the last threat die on the track, return that threat die to the bag. When the number of threat dice on the track equals the number of minions in play, the situation becomes hostile.

Hostile: Once the situation is hostile, the dancing special rule is no longer in effect, minions will begin taking turns normally, and the minions must be defeated before the players can leave. 

33-5

Piggie played a little tune on the piano, but soon found a dead key. Her eyes went wide and she lifted the lid to the piano. Inside was a note written on a scrap of paper. When she opened it, a small amount of sand poured out.

Retrieve story card 3-1 from the discovery stack and read it aloud to the other players. 



"Well this is mighty kind of you," whispered Filbert the stuffed donkey as he sipped the juice box slowly. When he finished, he whispered, "Moppy's in the market is rumored to have a secret stash of plastic. But you have to know the secret password - Skibblededibble." 



Look around for information. Explore the  spaces. See the Leaving special rule in section 33-1.



Surge: Generate an encounter of the huggler leader plus a number random minions equal to the number of stuffies in play minus 1. These minions do not yet take a turn. Discard all threat dice, then return all dice from the discard pool to the bag. Go to 33-4.



The counter was manned by a shaggy blue stuffy with thick, black fuzzy eyebrows.

"Piggie? Is that you?" he asked, shocked.

"Shanty!" she yelled, running around the counter to give the big guy a hug.

"So much for keeping a low profile," griped Pokey.

You may discard 1 button or 1 stuffing to choose 1 of the following:

-  If you ask Shanty about rumors, go to 33-2.
-  If you ask about Manny's accessories, go to 33-3.
-  Look through the item deck and take a Candy or Juice Box item card. Then shuffle the item deck.



"Hey, my old piano!" Piggie cried. "I'm surprised it's still here." Pokey looked at the old thing with its bright paint chipping off.

"It's seen better days," she observed.

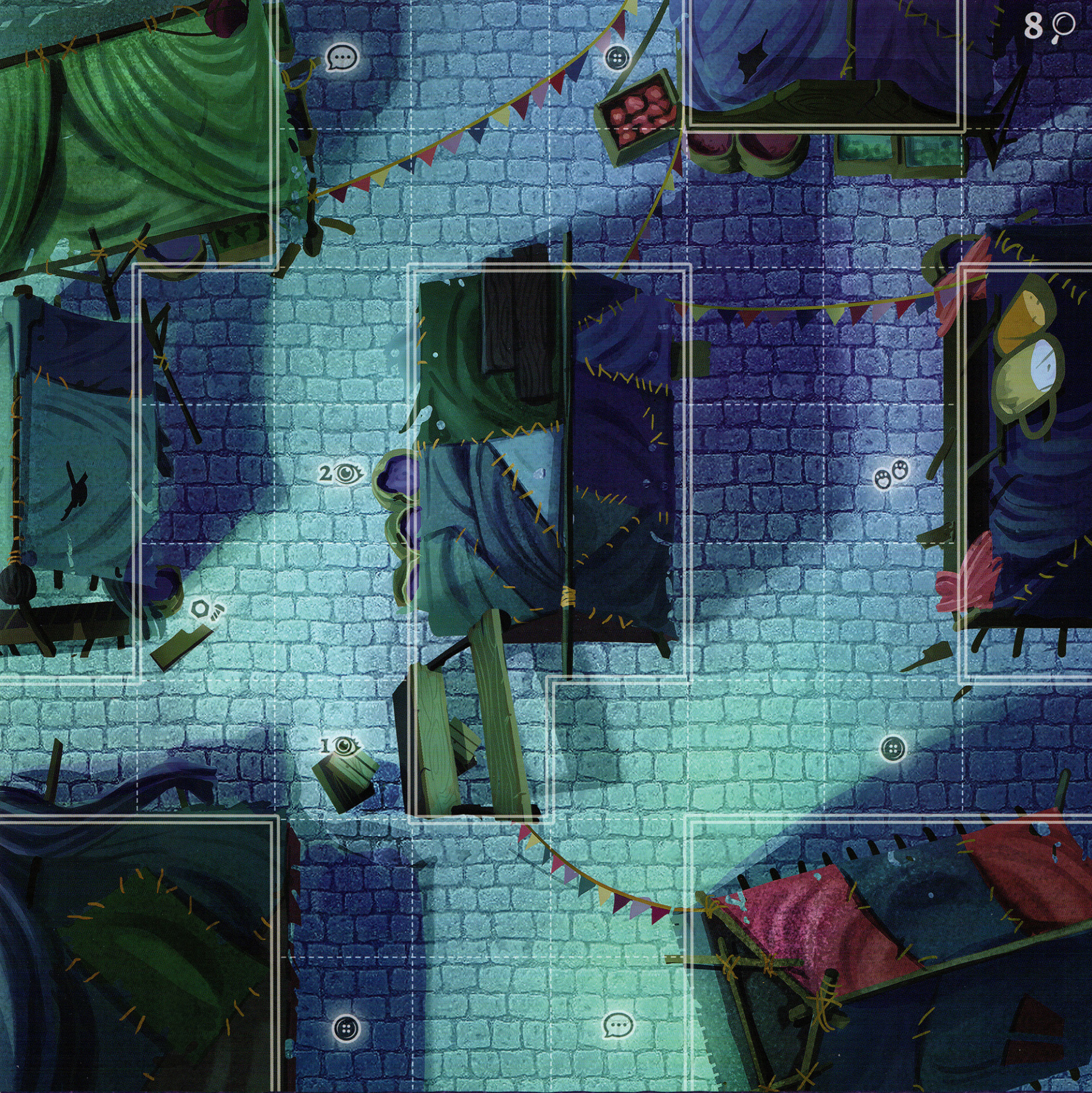
"So have you, lady," the piano shot back.

You may discard a yellow die to play the piano. If you do so, go to 33-5.



Back in the real world, the little boy coughed in his sleep. The swinging doors to Shanty's slammed inward as air rushed in, startling everyone.

Place a scared status card on all stuffies within 3 spaces of the  space.



MARKET VOLATILITY

35

35-1

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:

They stepped out of Shanty's and into the bustling market. "This is like the prized markets of Itharia," Manny said with approval.

"What kind of stuff did those markets sell?" asked Lionel.

"I do not know. I've never actually been there, but I would like to go someday. It was just something I remember from my show," Manny replied. They all stopped in their tracks.

"You had a show?" Pokey yelled. "Like a TV show? Get outta here!" And she jabbed Manny with one stuffed hoof.

"Yes," he replied. "Daddy used to love watching it."

"Oh looky, they have wind-up mice," cheered Lumpy, and he wandered away to inspect further. A large train almost ran him over, and angrily tooted its horn at the inattentive elephant.

"I'll keep an eye on him," offered Piggie, and she followed after Lumpy.

Reveal a sleep card.

SETUP

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

Place 🗨️ tokens on the indicated spaces. 🎲

35-2

"Well you sure are a sight for my painted eyes!" Lamunda gasped as she recognized Piggie, Lionel, and Lumpy. "What is your legal issue, dearies?"

"Our friend Manny was taken away just because he's made out of plastic," Pokey complained.

"Plastic!" Lamunda exclaimed. "Oh dear, oh dear. You must rescue him, and quickly! He's no doubt bound for repurposing!" She directed them to an alley that would lead to the mayor's office storehouse. They would need to climb in through a window. If they were too late, Manny and his accessories would be boxed up and loaded onto a truck! "Here, you might need this." And Lamunda handed Pokey a small velvet bag full of sand. "It's magic!"

"Thanks?" shrugged Pokey.

You receive the bag of sand token! You can now leave at the end of any player's turn. To leave, go to page 37, section 37-1.

35-3

No that's not it! Reveal a sleep card. 🎲

35-4

Moppy cautiously pulled a round, gray and brown, plastic shield from under the counter.

"That's mine!" gasped Manny, sliding his arm through the plastic loops on the backside of the buckler. Suddenly, the fastener on the front of his Mighty Harness started to produce a golden glow. The buckler spun briefly before locking into place with a metallic clanging sound that came from a tiny speaker in the harness.

Just then, Mayor Knuckle shoved through the crowd to stand next to Manny.

"Plastic is against the law!" he bellowed, pointing at the shield. Manny took a swing at him, but Knuckle caught his arm and lifted him up. "Say, you're plastic too," the ape observed dully. "All of you is against the law!"

Retrieve the Mighty Buckler item card from the discovery stack. Equip it to Manny. All stuffies gain 1 heart. The player playing Manny must choose 1 of the following:

Fight: Go to 35-6.

Surrender: Go to 35-7.

35-5

No, that's not it! Reveal a sleep card. 🎲

35-6

Generate a boss encounter of Knuckle. Place Knuckle adjacent to Manny.

SPECIAL RULES

Backup: Each time a stuffy attacks Knuckle, generate an encounter of 2 random minions. The number of additional minions in play cannot exceed the number of stuffies in play. Do not put into play any minions that would cause this limit to be exceeded.

Resisting Arrest: Knuckle, and all other minions, will always move toward Manny and attack him, if able.

If Manny becomes collapsed, or Knuckle is defeated or leaves, go to 35-7.

35-7

Knuckle's minions surrounded Manny and took him into custody for breaking the law.

Remove Manny and all minions from play. The stuffies will need to figure out how to deal with Manny's legal problems. 🎲



Visit the vendors and explore the 🗨️ spaces. Look for Manny's accessories. The rules for vendors can be found on page 6 of the rulebook.



First Surge: Discard all dice from the threat track and return all dice in the discard pool to the bag.

Additional Surges: Reveal a sleep card.



A sign above the shabby stand read: Lamunda's Mostly Helpful Legal Advice.



If one of your party has legal problems (and only if you've been instructed to deal with legal problems), you may seek legal advice by spending any of the following: 1 button, 1 stuffing, 1 item card, or 1 debt repaid. If you do so, go to 35-2.



Moppy's bargain bins consisted of several bins of broken toy parts and stuffed animal bits. The stuffies enjoyed digging in the bins, but found no sign of Manny's accessories.



"Excuse me," asked Pokey "Do you have any special p-l-a-s-t-i-c items perhaps?"

Moppy was a wide orange shaggy stuffed monster. His plastic eyes shifted left and right, before asking for the password.

If you say Skibbledibbble go to 35-3.

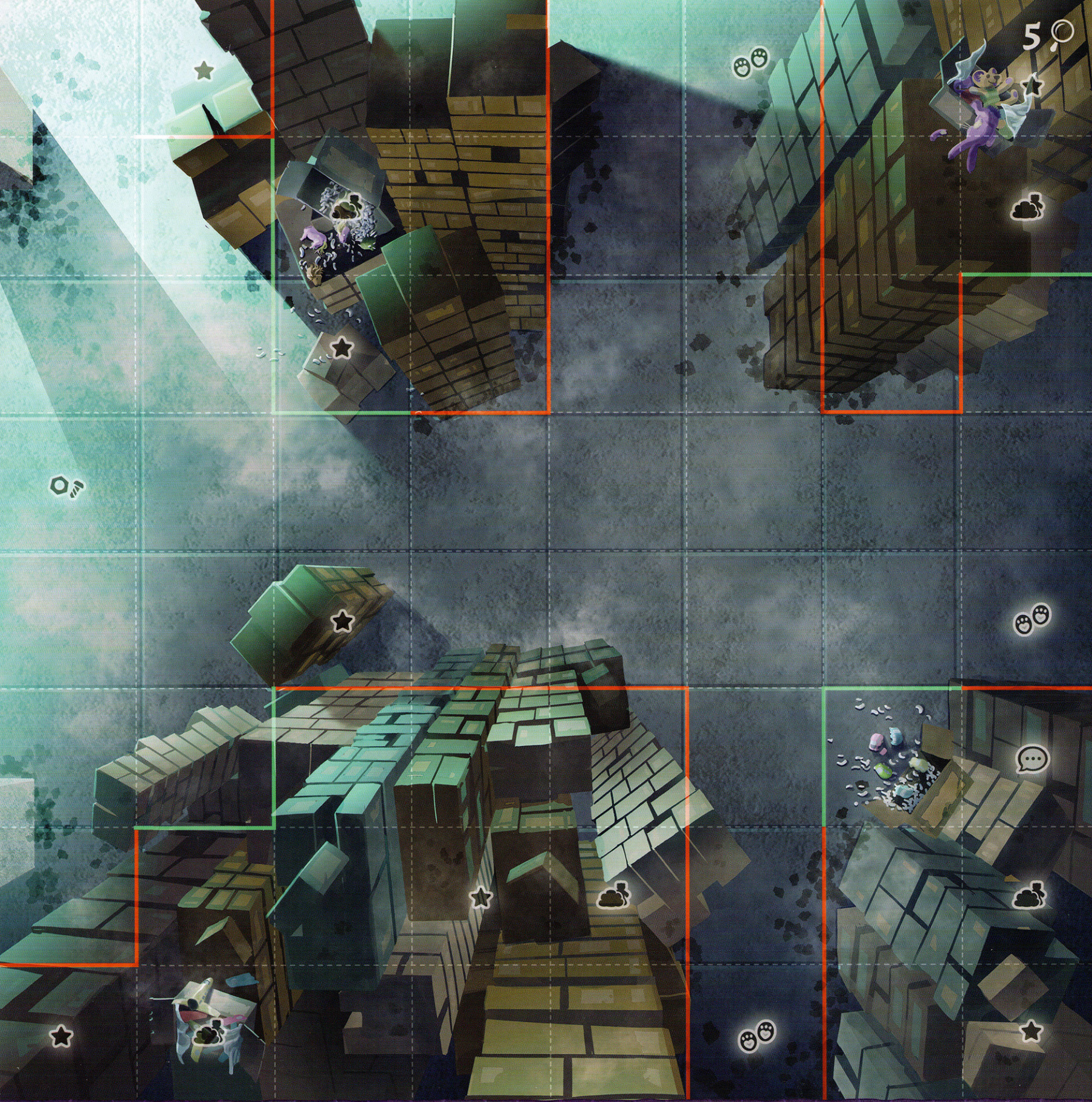
If you say Skibbledibbble go to 35-4.

If you say Skiddelebidle go to 35-5.



The little boy reached out for Manny or Pokey and found neither. He gripped his pillow instead.

Place a worried status card on Manny and Pokey if they are in play.



BOX STOP

37

37-1

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 could tell he was trapped in a box. A glow-in-the-dark whiffle ball provided just enough light for him to make out his surroundings. He stood up and found he was waist deep in broken plastic bits and parts from hundreds of different toys. He tried to jump, hoping to grab a flap and maybe force his way out, but he couldn't reach.

"Think, Manny!" He was used to solving problems with his muscles, not figuring things out like a puzzle. He hated feeling trapped. Somewhere in this box had to be the answer, so he started digging around for anything that might help.

Meanwhile, the stuffies broke a window and climbed into the dark storehouse. As their glass bead eyes adjusted to the gloom, they realized there were stacks of boxes everywhere. How were they ever going to find Manny?

"Let's spread out and find Manny, then get outta here!" whispered Pokey.

They were startled when the warehouse loading door noisily rolled open and they saw the Dollmaker standing near the back of a three-wheeled delivery truck.

"Load as many of these boxes as you can," he ordered his minions. A swarm of crawlies began scuttling around, working together to load boxes into the truck. The Dollmaker noticed the broken glass and knelt down. He clicked a button on his glasses that produced a small light and he began scanning for possible culprits.

"Keep a lookout for intruders!" he shouted.

Reveal a sleep card.

SETUP

Put the darkened box mini map into play, placing it near the Adventure Book. Place Manny on the ☹️ space of that mini map. Manny is considered to be 'in play'.

Each other player places their stuffy figure on or adjacent to a ☹️ space of the current Adventure Book map.

Place a 😊 token on the indicated space.

Put the Hiding Spots and the Darkness/Low Visibility environment cards into play.

Generate a boss encounter of the Dollmaker.

SPECIAL RULES

Searching for Manny: A stuffy on a ★ space that doesn't yet have a ★ token on it can search the boxes for Manny by performing a yellow/perception skill

test, difficulty 4. This test may be attempted any number of time.

PASS: Place a ★ token on your space. If all 4 ★ tokens have been placed, go to 37-4.

FAIL: No effect.

Defeating the Dollmaker: If the Dollmaker get defeated, generate an encounter of a number of crawlies equal to the number of stuffies in play.



37-2

If there are no box tokens on the map, place one on a ★ space that has no ★ token on it. Otherwise, remove all but 1 box token from the map.

There should now be only 1 box token on that map, that is the box Manny is in!

"There he is!" Lionel spotted Manny's muscly arm sticking out of a box, way up high on a stack of other boxes. "We're coming for you, buddy," whispered the lion.

Go to 37-3.

37-3

The Dollmaker headed toward the three-wheeled truck. "We are on a strict schedule, and if we are late, there's an 87.2% chance the Compliance Agent will have our skins! Let's skedaddle my minions!" And he hopped into the cab and started the engine. His minions hurried to load a couple more boxes to fill the truck. One of those boxes had Manny's arm reaching out!

"Get to that box!"

Once all stuffies (other than Manny) are on or adjacent to the box Manny is in, go to 37-5.

37-4

Place a box token on each ★ space that doesn't have a ★ token on it.

When a minion moves, instead of moving toward a stuffy, it will move toward the closest box token. If this would cause it move onto a box token, instead it stops 1 space short and the box token is removed.

When there is only 1 box token in play, go to 37-3.

37-5

The stuffies linked paws and grabbed Manny's hand. Lumpy quickly recited the special words, and a golden glow enveloped the stuffies as they became immaterial.

If the Waking sleep card has not been revealed, go to page 64, section 64-1. Otherwise, go to section 64-2.



Manny needs to find a way to escape. The rest of the stuffies need to find which box Manny is in. See the Searching for Manny special rule in section 37-1.



Surge: Reveal a sleep card.



Manny was hesitant to call out, since he didn't really know who was outside the box. Was it the minions that were a constant nuisance, or was it his friends? Friends! And just like that Manny realized that yes, the band of stuffies were all friends.

"If they're my friends, why do I get so obstinate with them?" he wondered. "You need to start doing better, Manny. Remember that episode of Mighty Manly, when Dominia learned that friends were more important than ancient treasures? Surely you're better than Dominia, right?"

Without looking at them, the player controlling Manny must retrieve story cards 3-2 through 3-6 from the discovery stack and place them in a face-down stack.

The Manny player must then read story card 3-2 to themselves (not aloud), and follow any instructions on that card.

Manny cannot reveal the content of the story cards.

Note: If the Manny player requires assistance in reading the cards, the assisting player must also abide by these instructions.



The little boy became restless in his sleep, pushing the covers off and curling into a ball. In the warehouse a box toppled off a high stack.

Place a worried status card on all stuffies except Manny.

64-1

The bookkeeper reads the following:

They crawled out from under the airplane bed.

"Oh boy, that was a close one!" laughed Pokey. "I can't believe we pulled it off!"

"Come on Manny," gripped Lionel, tugging at the hand that still gripped his paw. He gave a pull, then screamed, "Suffering cats!" and leaped into Piggie's arms. Out from under the bed came a fashion doll that had seen better days. She had no clothes, one of her arms was missing, and the one arm she had was not actually hers. One of Manny's large, musclebound limbs was attached to the doll, and she used it to give a bashful wave.

"Um, hi?" she said nervously.

"Yeah, she's terrifying. You okay, champ?" Piggie asked Lionel, who quickly climbed down. The lion was not used to being embarrassed and mumbled something no one else caught.

"Where's Manny?" Pokey demanded, shoving a plush hoof in the doll's chest. "How'd you steal his arm?"

"I didn't steal anything!" the doll insisted, and she told them all about how Manny had found her, and gave her one of his arms so that she could escape. "He's a real hero. I hope to repay him as soon as I can. Oh, my name's Debbie Doll by the way." She told them the whole story, and they introduced themselves, but they were cut short by an alarm clock going off down the hall.

"We have to get you into position!" whispered Piggie. "Come on!" They dashed back to the living room and helped Debbie climb the shelf.

"Stay hidden away up here with your arm hanging over the edge," advised Pokey.

"Manny was put in time-out for a couple of days," Piggie explained. "We'll come and get you later tonight. Promise!"

64-2

The bookkeeper reads the following:

They crawled out from under the airplane bed and heard the little boy quietly whimpering.

"Rats!" hissed Pokey, and she rushed up the bedding to comfort the boy.

Piggie turned to instruct Manny to do the same, but Manny was not there! Instead there was a doll with no clothes on and the one arm she had was not actually hers. One of Manny's large, musclebound limbs was attached to the doll, and she used it to give a bashful wave.

"Um, hi?" she said nervously.

"Where's Manny?" Lionel growled, shoving a claw in the doll's chest. "How'd you steal his arm?"

"I didn't steal anything!" the doll insisted, and she told them all about how Manny had found her, and gave her one of his arms so that she could escape. "He's a real hero. I hope to repay him as soon as I can. Oh, my name's Debbie Doll by the way." She told them the whole story, and they introduced themselves, but the boy was still whimpering and they were cut short by Daddy stumbling down the hall to investigate.

"Come on, we have to hide you!" whispered Piggie. They snuck out and got Debbie Doll on the bookshelf, with her muscled arm hanging down, just so. Upstairs, the boy was already crying for Manny while Daddy comforted him.

Piggie, Lumpy, and Lionel crept back to the little girl's room when the coast was clear.

"Poor little fellow," Lumpy said mournfully. "He misses Manny something awful. And if we can't fix this, it's only going to get worse!"

TALKING POINTS

- ✱ Do you have more things than you really need?
- ✱ Do you have a favorite thing you don't like to share?
- ✱ Sharing doesn't always need to be something physical. What other things do we share?





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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