

# Stuffed Fables™



Oh, Brother!





# SANDSATIONAL

39

## 39-1

The bookkeeper reads the following:

Bedtime meant story time, a treasured tradition in the house. Before, the little boy would pick a book and Mommy or Daddy would read it with him. But as he got older, he was expected to do more and more of the reading himself.

But the boy resisted reading, and he seemed to struggle with sounding out his words. Over time, he grew more and more agitated as he tried to read, and soon story time became something everyone began to dread a little.

"I feel like we're doing something wrong," Daddy told Mommy one evening, as they both got ready for bed. "But I'm not sure what. I want him to love reading as much as we do."

"I'll talk to his teacher in the morning," offered Mommy. "Perhaps she can make suggestions? I feel bad for him because I can see how frustrated he gets. He's really trying." And she too furrowed her brow in worry.

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Pokey awoke with a yawn, and carefully slid out of the little boy's arms. She missed waking up with Manny for a second night in a row, but her thoughts were cut short as Debbie Doll stormed into the room. She was wearing a crude dress Lumpy had made for her out of a torn tube sock.

"We have to go back," the doll insisted, punctuating her words with gestures from her one overlarge arm. "I owe it to him."

"Yeah, I know," Pokey agreed. "Manny's a nitwit sometimes, but his plastic heart's in the right place." Soon, all of the stuffies from next door joined them for a meeting.

"If you're going to rescue Manny, you're going to need an entrance to the Fall," said Theadora.

"Aren't you coming with us?" Lumpy whimpered. The bear shook her head.

"Sorry, Lump, but somebody has to stay behind, and right now that's Flops and myself. If we leave, that's two children at risk. Besides, I feel confident knowing so many excellent stuffies are on the job."

"Lamunda gave us this dust," said Pokey. "Though I'm not sure how it's supposed to help." Flops took the bag and emptied the contents, making a small pile of ultra-fine, shimmering dust.

"I think that's plastic dust," observed the young rabbit. Lumpy's nose twitched at dust particles floating in the air.

"Oh no," he moaned, before giving a tremendous, "Aaa-choo!" The dust billowed up into a cloud that faded away without a trace.

"Well, that was pretty disgusting!" said a new voice in the room. The stuffies jumped at the sight of a thin man sitting upon a tiny flying carpet. He played with his goatee, looking pleased with himself, as the stuffies gaped at his inexplicable arrival.

"Who are you, mac?" demanded Pokey.

The strange man extended both arms out and announced, "I am the Sandman, master of sleepy things and whatnot." And with that, he waved his hands, and a pile of sparkly dust appeared in one of his palms. He blew on it, and it went twirling and swirling around the room until - poof! It hit the little boy right in the face! "I daresay that young man is going to sleep like a champion!" the Sandman declared.

"Surely you're not THE Sandman, are you?" asked Lumpy. "And why are you even here?"

"Yes, I am none other than the Sandman. And I'm pleased you've heard of me. I've been having real problems with brand recognition lately. It's not good. And the reason for my visit is, I heard we have a mutual friend. Mr. Stitch? I needed help with something, and he thought I should talk to you. And he said you needed help and so you should talk to me."

"Okay then," shrugged Lionel. "Start talking."

Gather the discovery cards for Story 4 (marked with an orange 4 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.

**Note:** At the beginning of this story Manny is not available for a player to choose as their stuffy. You must rescue him. Instead, the player who would play Manny must start this story playing Debbie Doll. Retrieve the Debbie Doll character card (made up of 2 cards that are put together), the Debbie Doll instructions card, and the Manny's Arm item card from the discovery stack. Also assemble the Debbie Doll standee. Give these components to the Manny player. Equip the Manny's Arm item card to Debbie Doll.

## GEAR UP

Each player looks through the item deck for a weapon card of their choice with the keyword Household, then equips it.

Go to page 41, section 41-1.

## STITCH'S FABLE

### A HUNGRY NEW FRIEND

One day a young bunny was hippity-hopping through a meadow, when he stumble-bumbled upon a young fairy.

"Hello little fairy!" said the bunny.

"Hello," answered the fairy.

"Can we be friends?" asked the bunny, and his new acquaintance agreed they should definitely be friends. And so the two wee ones frolicked and rollicked through the meadow. After some time, the bunny heard his mommy calling for him.

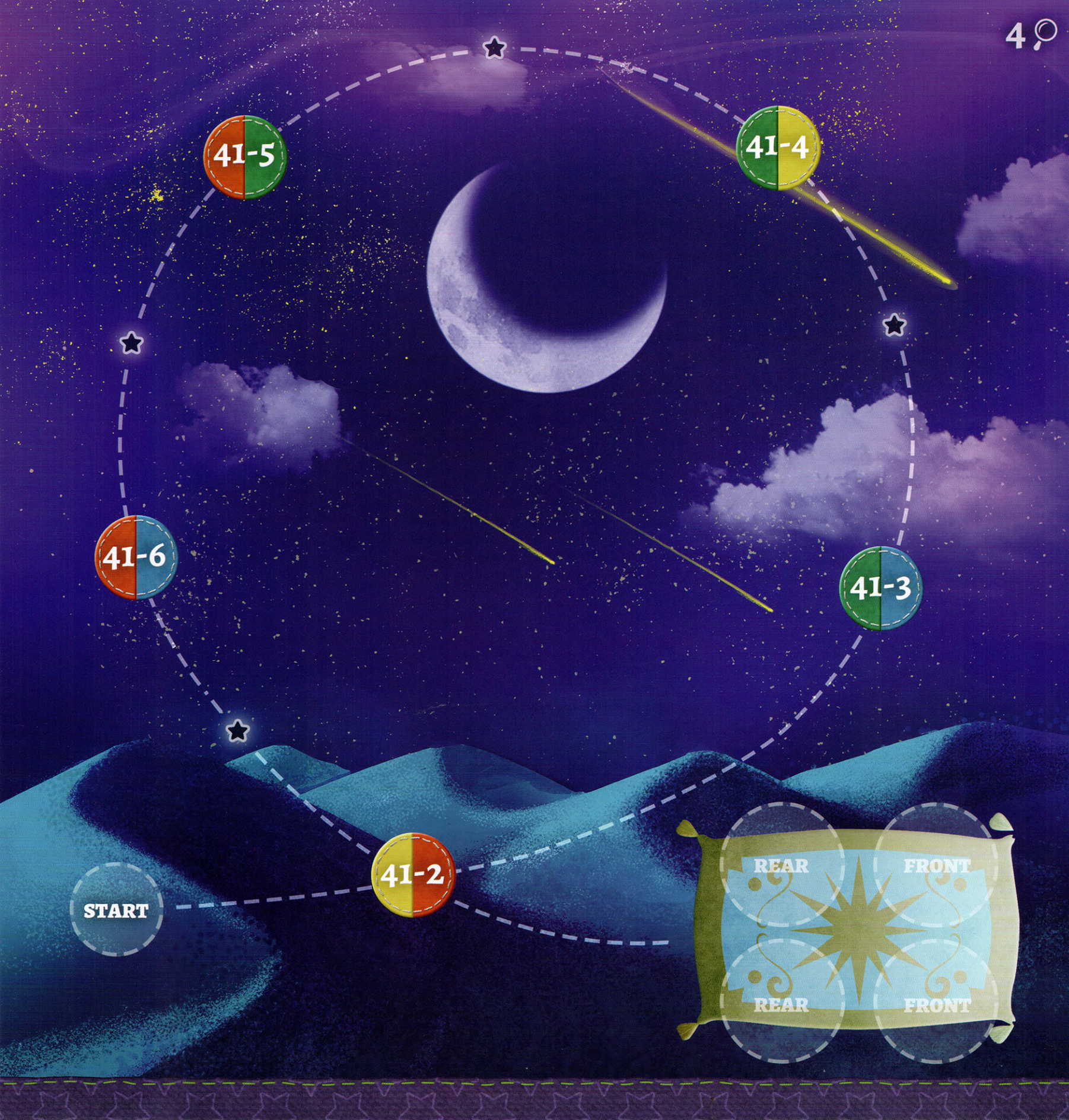
"Would you like to come home with me and meet my mommy, my daddy, and all my brothers and sisters?" asked the bunny, and his new friend agreed they should definitely visit the bunny's home together. But when they entered the burrow, the mommy and daddy bunny shouted in fright.

"I'd like you to meet my fairy friend," said the young bunny.

"But darling, that is not a fairy!" screamed his mother. "That is a filthy goblin." The bunny turned and saw his new friend licking its chops as it counted the bunny's family members. And the bunny realized people were not always who they seemed.





**41-1**

The bookkeeper reads the following:

*"There's someone called the Fashionista," explained the Sandman. "She's with a group of rebels somewhere in the Painted Desert, in a place known as the Girl Cave. They can help you get your friend back, and only I know how to get you to the cave."*

*"So what do you need?" asked Piggie.*

*"I need you to catch a shooting star for me," said the Sandman. "Then give it as a gift to the Fashionista, on my behalf."*

*"Why?" asked Lionel, but the Sandman only gave a shrug.*

*"Deal!" shouted Debbie Doll, catching the others off guard. But they quickly gathered their gear, climbed on the rug, and prepared to travel.*

*"I'll wait for you here," said the Sandman. "Don't worry, my carpet here knows the way."*

*"Giddy up!" shouted Pokey*

*"Oh, I just know I'm going to regret this," sighed Lumpy as the magic rug shot forward and disappeared straight into the wall, taking the stuffies with it.*

**SETUP**

Place the flying rug token on the START space. Each player places their stuffy on a spot of their choice on the rug diagram.

**SPECIAL RULES**

Each time a player draws one or more black threat dice during their 'draw dice' step, roll that die, and place it on the threat track. This represents the flying rug becoming more difficult to control. Then place a ★ token on any unoccupied ★ symbol to represent shooting stars the stuffies can try to catch.

In addition to using them normally, players may place purple dice on the group task track to help with catching shooting stars.

In addition to using them normally, players may use yellow dice to soothe the bucking rug. To do so, choose a die on the threat track and roll 1 or more of your yellow dice. If the roll is equal to or higher than the chosen die, discard that die and return all dice from the discard pool to the bag.

**Moving the Flying Rug:** Once per turn, during their perform actions step, each player must move the flying rug token one space (following the loop in numerical order) and go to the entry listed for that space (this move does not require spending a die).

**Catching Shooting Stars:** When moving, if your path crosses a ★ token, you may pause your move to try and catch it by performing a purple/luck skill test, difficulty 10 + the number of dice on the threat track. You may retrieve any number of purple dice from the group task track and add them to your roll for this test (discarding them after).

**PASS:** Keep the ★ token. You no longer need to catch any more stars.

**FAIL:** Discard the ★ token and return all dice from the discard pool to the bag. This test may be attempted again the next time a player crosses a ★ token.

**41-2**

If you have already caught a star, go to 41-7. Otherwise, continue reading:

*The rug seemed to have a mind of its own, and careened toward a sand dune.*

*"Pull up!" you shouted at the others, but you sensed the rug itself was fighting against you.*

Perform a red/strength OR a yellow/communication skill test, difficulty 2 + the number of dice on the threat track.

**RED PASS:** You manage to pull up, just missing the dune. No effect.

**YELLOW PASS:** You manage to calm the unruly rug just long enough to miss the dune. No effect.

**FAIL:** The rug smashes into the dune, sending sand and a few toy parts flying. All stuffies on front rug spots receive 4 damage. **Note:** Damage received from effects like this can be defended against in the same way as defending against a minion attack.

**41-3**

*They were headed straight into the belly of a gloomy, dark, tantrum cloud, and no one was sure if they could control the rug through the turbulence!*

Perform a blue/resistance OR green/agility skill test, difficulty 3 + the number of dice on the threat track.

**BLUE PASS:** They rolled the edge of the rug over and hunkered down as they entered the darkness. Place a courageous status card on your stuffy.

**GREEN PASS:** A crackling electrical energy pulsed through the cloud. Just as it was about to rip through the rug, they yanked the edge and spiraled out of its path. Gain 1 heart.

**FAIL:** The ride was wet and bumpy. Place a soggy status card on all stuffies.

**41-4**

*They shot toward a cow that was attempting to jump over the moon! If they couldn't hitch a ride, they would surely crash into her.*

Perform a yellow/communication OR-green/agility skill test, difficulty 4 + the number of dice on the threat track.

**YELLOW PASS:** You land the blanket right on her back, and she enjoys your cheers of encouragement. Gain 1 heart.

**GREEN PASS:** The cow moos as you grab her tail, but she's busy and doesn't seem to mind. Gain 1 heart.

**FAIL:** The cow kicks you in the face! Lose 2 stuffing!

**41-5**

*As they passed the moon they began to dive sharply toward the ground. Unfortunately, a formation of paper airplanes was on a collision course with them!*

Perform a red/strength OR green/agility skill test, difficulty 5 + the number of dice on the threat track.

**RED PASS:** They hung off the corners of the rug like it was a parachute, which slowed their descent enough to miss the airplanes. Gain 1 heart.

**GREEN PASS:** They veered recklessly to the side, just barely missing the airplanes. Place a courageous status card on your stuffy.

**FAIL:** All stuffies on board were hit with a barrage of pointy, paper planes. Each stuffy loses 1 stuffing.

**41-6**

*They struggled to avoid crashing into the ground below.*

Perform a red/strength OR blue/resistance skill test, difficulty 6 + the number of dice on the threat track.

**RED PASS:** The bottom of the rug barely skimmed the sand as they worked together to pull up on the front of the rug. Remove all negative status cards from all stuffies.

**BLUE PASS:** They hit the dune, but managed to stay on course. Draw an item card.

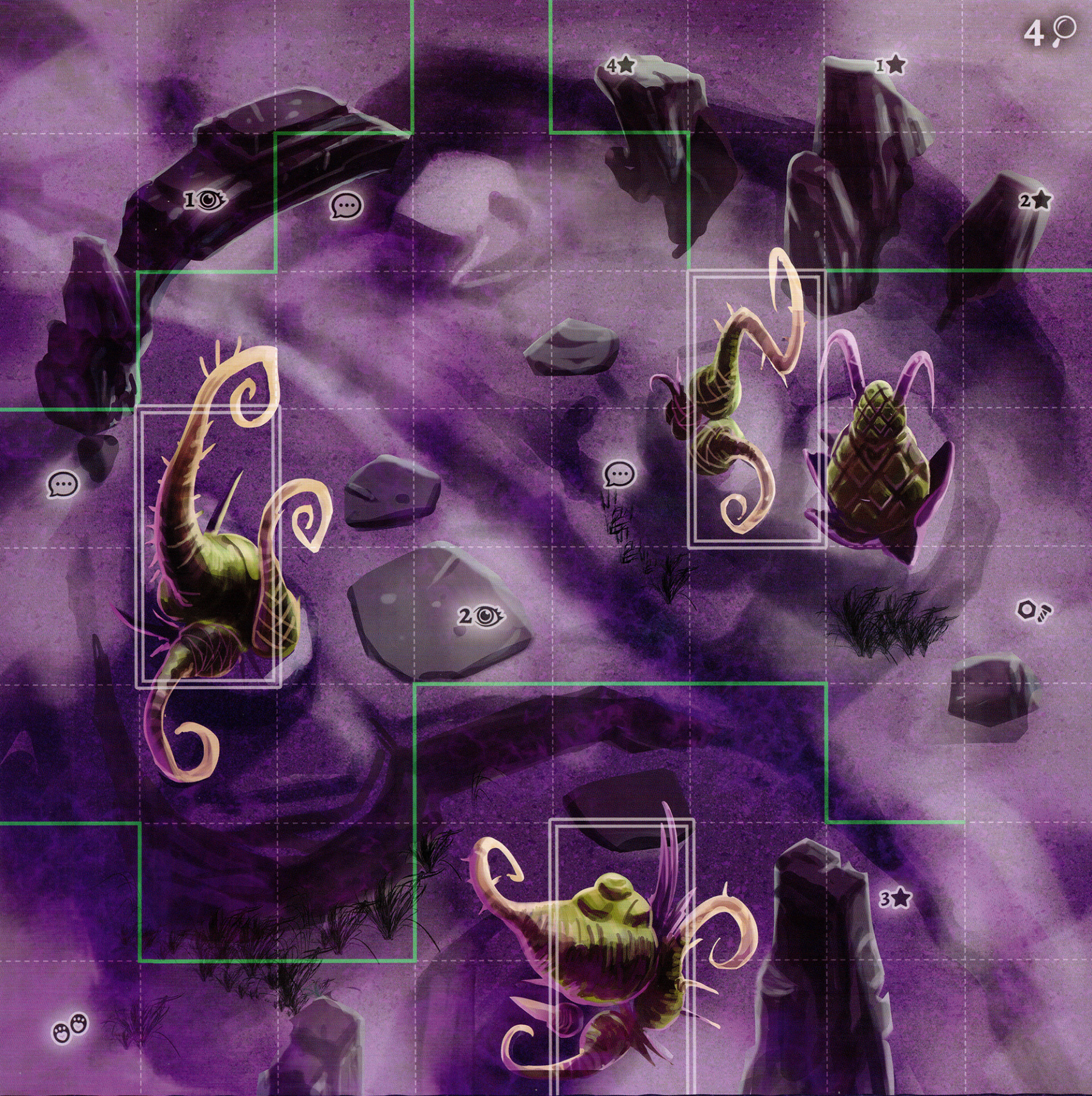
**FAIL:** All stuffies on back rug spots receive 4 damage. **Note:** Damage received from effects like this can be defended against in the same way as defending against a minion attack.

**41-7**

*They raced across the desert with the shooting star lighting their way.*

Go to page 43, section 43-1.





# WORD SEARCH

## 43-1

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:

*"Uh oh," moaned Lumpy "I think I hear mongrels!" Lumpy's ears were so big, the others didn't question his hearing. The rug began to lurch and slow down.*

*"Oh don't quit on us yet!" cried Pokey. "We still need you!" But the carpet came to a soft landing upon the sand. All around them towered bizarre outcroppings of rock and strange, twisting plants.*

*"Lazy rug!" griped Lionel, kicking rainbow sand onto the carpet. "What're we going to do now?"*

*"I don't think it's lazy at all," insisted Debbie, crouching down to pet the rug with Manny's muscled arm. She thought she could hear the rug purr. "I think it's brought us to the right place."*

*"In that case, we need to start searching for clues" said Piggie. "C'mon everyone, let's try to find this Girl Cave. Everyone spread out and search."*

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

**Finding Clues:** There are 4 clues to discovering the entrance to the Girl Cave. While on a space, if a stuffy performs a successful search action, instead of drawing an item, read the corresponding entry.

**Grabbers:** There are strange plastic aquarium decorations littering the landscape that will grab you if you're not careful. Each time a player draws a black threat die from the bag, roll it and consult this chart before placing it on the threecat track.

**1-4:** No effect.

**5-6:** Place a trapped status card on each stuffy that is adjacent to a double solid white line.

## 1★

*They searched the stone outcropping top to bottom. Near the base they finally found something carved into the stone and they quickly brushed some sand aside to see it. In the dim lighting, they could make out the letter "L."*



## 2★

*As they searched the stone for clues, they came across a clue, crudely carved into the stone itself. It was the letter "W" almost completely obscured by sand.*

## 3★

*They found a small rusty metal placard on the side of the stone pillar. It had the letter "B" engraved on it.*

## 4★

*A rusty metal band wrapped completely around the ancient pillar. On one side was a metal ring in the shape of an "O." Was it a clue?*

## 43-2

What do you do now? Discard any colored die and choose 1 of the following:

- Pound on the flat stone. Go to 43-5.
- Lob a rock onto the stone. Go to 43-3.
- Pour water onto the flat stone. Go to 43-4.
- Blow the sand off the flat stone. Go to 43-6.
- Lay down on the flat stone. Go to 43-7.
- Bow down before the stone and introduce yourself. Go to 43-8.

## 43-3

*You hoped you didn't look too silly, especially since you had no idea what you were doing. But nothing happens.*

## 43-4

*You felt like this might be the right thing, but unfortunately nothing happened.*

## 43-5

*Nothing happened, aside from your hand hurting like crazy...*

## 43-6

*You crouched down and blew. The sand magically retreated and you saw a star-shaped depression in the stone.*

If a stuffy with the shooting star is on this space, go to 43-9.

## 43-7

*The view was different down low, but unfortunately, nothing happened.*

## 43-8

*The other stuffies snickered and pointed as you introduced yourself to the flat stone. Nothing happened.*

## 43-9

*The ground rumbled beneath your feet and you fell hard upon your rear end. A hole opened at the bottom of the sloping depression, and sand began to slide into it.*

*"Hold on!" yelled Piggie as the stuffies found themselves sliding inexorably toward it!*

Go to page 45, section 45-1.



Find 4 clues. See the Finding Clues special rule in section 43-1. Then explore the spaces.



**Surge:** Generate a random encounter.

## 1

*You examined the rock formation looking for clues, when you noticed carvings in the stone. The rock formations must have been the ruins of some ancient structure. You saw the carvings were letters. Some letters were worn away by time. They read: "Ac--ons --eak lou--r tha~ w-rd~."*

## 2

*You saw a flat stone embedded in the sand there. It looked like it might have carvings on it, but the sand was obscuring your ability to make it out clearly.*

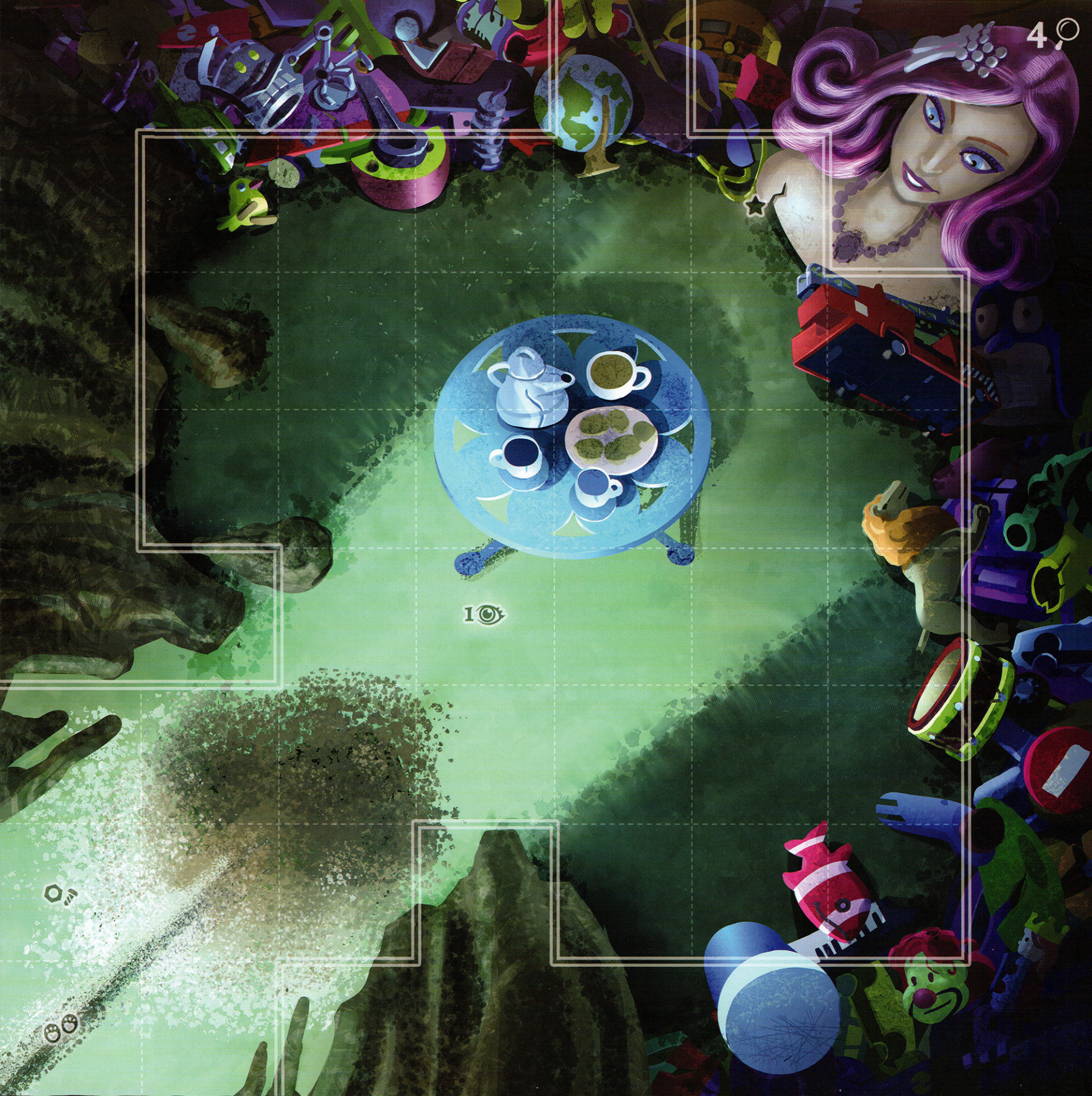
If you have found all 4 of the clues (read all the star entries), go to 43-2.



*The sandman paced the little boy's room. He glanced at the hourglass he had placed on the nightstand earlier. The last few grains of purple sand poured through the narrow glass choke point. He sighed in irritation, and flipped the hourglass over again. In the Fall, the sands shifted violently.*

Move all figures 2 spaces toward the space.





# HIDEOUT

45

## 45-1

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:

*"Am I broken anywhere?" moaned Debbie, rolling away and finding her feet. They had tumbled down a steep tunnel and landed atop a pile of sand.*

*"You look better than I feel" answered Pokey, swishing sand from her tail.*

*"That was a blast!" giggled Piggie. "I would do that again. And again."*

*Lumpy gave a sneeze then complained, "I wanna go back to bed."*

*Dim light, and more sand streamed in from above, allowing them to make out their environment. They were in a cavernous chamber that was partly the ruins of some ancient, abandoned structure. Piled up along the edges of the chamber were a wide variety of plastic toys in various states of disrepair.*

Reveal a sleep card.

## SETUP

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

## 45-2

*There was a clattering sound from behind, and turning you saw Riff and Raff, the marionette brothers, lightly fall to the same sand pile that brought you here.*

If you're disguised, go to 45-3. Otherwise, continue reading:

*"Oh look, dear brother, the meddlers led us right to the Fashionista's hideout," cooed Riff, dusting himself off. Raff clapped his wooden hands.*

*"Think of our reward, dear brother," he giggled. "The agency will make us into real boys! I've always wanted to be a real boy!"*

Generate a boss encounter of Riff and Raff. 

## 45-3

*"You didn't happen to see which way those stuffies went?" Raff asked them, and each of the disguised stuffies pointed in a different direction. "Ugh, never mind!" he moaned with disgust. "Keep doing... whatever it is you're doing down here. We don't actually care, do we dear brother?"*

*"No dear brother," cooed Riff. "We do not care."*

You may leave this location at the end of any player's turn. To leave, go to page 47, section 47-1.

## 45-4

*They popped the plastic voice box open, but inside the tiny speaker was corroded beyond repair.*

*"Oh, I know!" said Lumpy, excitedly pulling out the shooting star and placing it into the brooch. It fit perfectly, glowing brilliantly before disappearing, leaving the speaker looking shiny and new.*

*"I... I can talk! Oh thank you!" gasped the Fashionista. "If I had a body, I would hug you! How can I ever repay you?" she asked.*

*"Fashionista," said Pokey sorrowfully, "we were sent by the Sandman to bring you the shooting star as a gift, but now it is gone."*

*"Oh that silly goose!" laughed the Fashionista. "He's in love with me, but I'm not certain he realizes I do not have a body." She noticed Debbie just then and said, "Oh! I see you are a fellow Debbie. I am sorry - the arm threw me off!"*

*"Yes, Fashionista," Debbie said. "This arm actually belongs to our friend who has been taken into the factory-fortress. We need your help getting into that place to rescue him."*

*"I have just the thing!" said the Fashionista, nodding to the twirl-fairy. Minutes later, several toys came in with hand-sewn costumes made from old stuffy parts. The stuffies quickly dressed and looked at each other. They looked just like dark hearts!*

Each player must choose a Dark Heart figure and card. Replace your current figure with the chosen Dark Heart, and use its card to remind you which Dark Heart figure is yours. If there are no minions in play, you can leave this location at the end of any player's turn. To leave, go to page 47, section 47-1.

## 45-5

*In front of them was a large, plastic fashion doll bust with lavender hair and blue eyeshadow.*

*"The Fashionista," whispered Debbie. The Fashionista began to talk.*

*"Vvvtss zlee ssssskt bidd kloo sss zzt" came a garbled metallic sound. They noticed a shooting star-shaped plastic brooch with speaker holes molded into the Fashionista's neck. Clearly, the speaker was malfunctioning. A plastic twirl-fairy spun down next to the Fashionista.*

*"Answer the Fashionista!" she ordered. A Bye-Bye Kitty poked at the stuffies from behind with a broken ruler.*

*"Um.. we can't understand her!" snapped Pokey.*

*"Aw nuts. Yeah, we can't understand her either," sighed the fairy. "She's our wise leader, but her words stopped working a while ago. It's been simply awful!"*

Fixing the Fashionista's broken voice box requires a yellow group task, difficulty 14. Only stuffies on or adjacent to the ★ space can contribute to this task.

**PASS:** Go to 45-4.



Explore the  space.



**Surge:** Go to 45-2.



*"I can't see anything," whined Lumpy. "All I see is elephant," grouched Lionel, swatting one of Lumpy's ears out of his face.*

*The stuffies tiptoed into the chamber, clinging to each other in the near darkness. In the middle of the area was a child's table set up for a tea party, with dozens of plastic teacups of all sorts. They heard movement.*

*"Um... guys?" worried Piggie. From the edges of the room, the toy piles began to move. Dark shapes rose up and slowly shambled forward.*

*"Raaawr! Come out so I can see you while I rip you apart!" snarled Lionel.*

*They were surrounded by a misfit collection of plastic toys armed with makeshift weapons. There were far too many of them to fight. The strange toys forced the stuffies across the room.*

Place your stuffy on the ★ space. Place a  token on the globe, firetruck, and tiny bird. Go to 45-5.



*The Sandman walked through his plan to ask the Fashionista to marry him. He knelt and opened his hands as if presenting a ring. A sense of hope and also anxiety passed among the stuffies in the Fall.*

Place a worried status card on the bookkeeper's stuffy. Discard all dice from the threat track, then return all dice from the discard pool to the bag.





# TRICK OR TREAT

## 47-1

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:

*"Giddyup magic rug!" ordered Pokey, and they shot off across the dunes. The Fashionista had explained to the stuffies that most plastic toys brought to the fortress were ground up into tiny bits and dumped out in the plastic desert. The best plastics were melted and made into plastic building bricks. The discovery gave them a sense of urgency. There was no way they were going to let the Agency turn Manny into plastic sand or molded bricks!*

*The Fashionista told the stuffies that most plastic children's toys were made from cheap materials that broke easily, or failed to keep the interest of children for long. Still, no toy deserved this fate.*

*Landing near the factory-fortress, they bid farewell to the magic carpet and went the rest of the way on foot, practicing their best Dark Heart impersonations along the way. With the entrance looming, they joined the flow of minions entering the fortress.*

*"My costume pinches my heinie," whispered Lumpy, pulling at his bottom. Piggle couldn't help but giggle a little.*

*"Shhh!" scolded Pokey.*

Reveal a sleep card.

## SETUP

Each player places their stuffy figure (still in Dark Heart disguises) on or adjacent to the space. Place tokens on the indicated spaces.

Retrieve the Compliance Agent minion card from the discovery stack.

Generate a boss encounter of the Compliance Agent, 4 crawlies, 4 hugglers and 4 mongrels. Place the Compliance Agent figure on the space. Place the (round based) mongrel leader, huggler leader, and crawly leader each on a different space. Place the remaining figures adjacent to their corresponding leaders. Put the Compliance Agent and Leader minion cards into play normally, but do NOT put the normal minions' cards into play.

## SPECIAL RULES

**Stay Concealed:** The stuffies cannot attack while on this page.

**Minion Turn:** When the minions take a turn, do NOT activate them, instead, go to 47-2.

**Minions With Baggage:** There are minions carrying boxes or bags of stuff. When you draw a black die during your draw dice step, before placing it on the threat track, roll it and consult this chart:

**1-2:** Move the Compliance Agent and all other minions 1 space South (if able).

**3:** Move the Compliance Agent and all other minions 1 space West (if able).

**4:** Move the Compliance Agent and all other minions 1 space East (if able).

**5-6:** Move the Compliance Agent and all other minions 1 space North (if able).

**Find Out Where They Take the Plastic:** If a minion has a die next to its card on the threat track, that minion is carrying plastic. During the perform action step of each player's turn, if that player's stuffy is adjacent to a minion carrying plastic, they may perform a yellow/perception skill test, difficulty equal to the value on the threat die next to that minion's card +2. This test may be attempted any number of times.

**PASS:** Remove that minion from play and discard the die that was next to it on the threat track. Then, go to the section below that matches that minion.

**FAIL:** Go to 47-3.

## Crawly Leader

You saw a crawly pushing a toy baby bassinet full of plastic shards. You also spotted some buttons and were able to grab them without the crawly noticing. Gain 2 buttons.

## Mongrel Leader

You followed a mongrel with a Frisbee in its mouth, when suddenly another mongrel tried to take the toy for itself and a growling tug-of-war ensued. The distraction proved helpful. Place a courageous status card on your stuffy. Immediately choose a die from the discard pile and store it on that courageous card.

## Huggler Leader

A huggler carried a bulging sack of stuff, and you noticed a jagged edge of broken plastic peeking out of a hole in the sack. You discretely yanked on it and the bag quietly tore open, spilling broken toy parts everywhere! You spied two mismatched Debbie Doll arms in the clutter. Score! Gain 1 heart.

## The Compliance Agent

You caught a glimpse of the agent's clipboard. It had two columns listing different kinds of toys. Under the column titled Brick Burner, you spotted the words: "action figures". They were sending Manny to be melted into bricks! You looked around and saw the sign for the Brick Burner! Players may now leave at the end of any player's turn. To leave, go to page 49, section 49-1.

## 47-2

*A huggler waddled up to the Compliance Agent and tugged on his pant leg.*

*"Bye-bye" it said, pointing into the crowd in your general direction. "Bye-bye."*

Move the Compliance Agent 3 spaces toward the nearest disguised stuffy. Then, each stuffy adjacent to the Compliance Agent loses 3 stuffing.

## 47-3

*A huggler shuffled by, its cheerometer needle waving, but it wasn't sure you were the minion triggering it.*

*"Hello" it said, waving as you passed, and you mumbled your best attempt at impersonating a cheerful Dark Heart.*

Increase by 1 the face value of the die next to that minion's card on the threat track (unless it's already a 6). Place a worried status card on your stuffy.



Find out where they take the plastic. See the Find Out Where They Take the Plastic special rule in section 47-1.



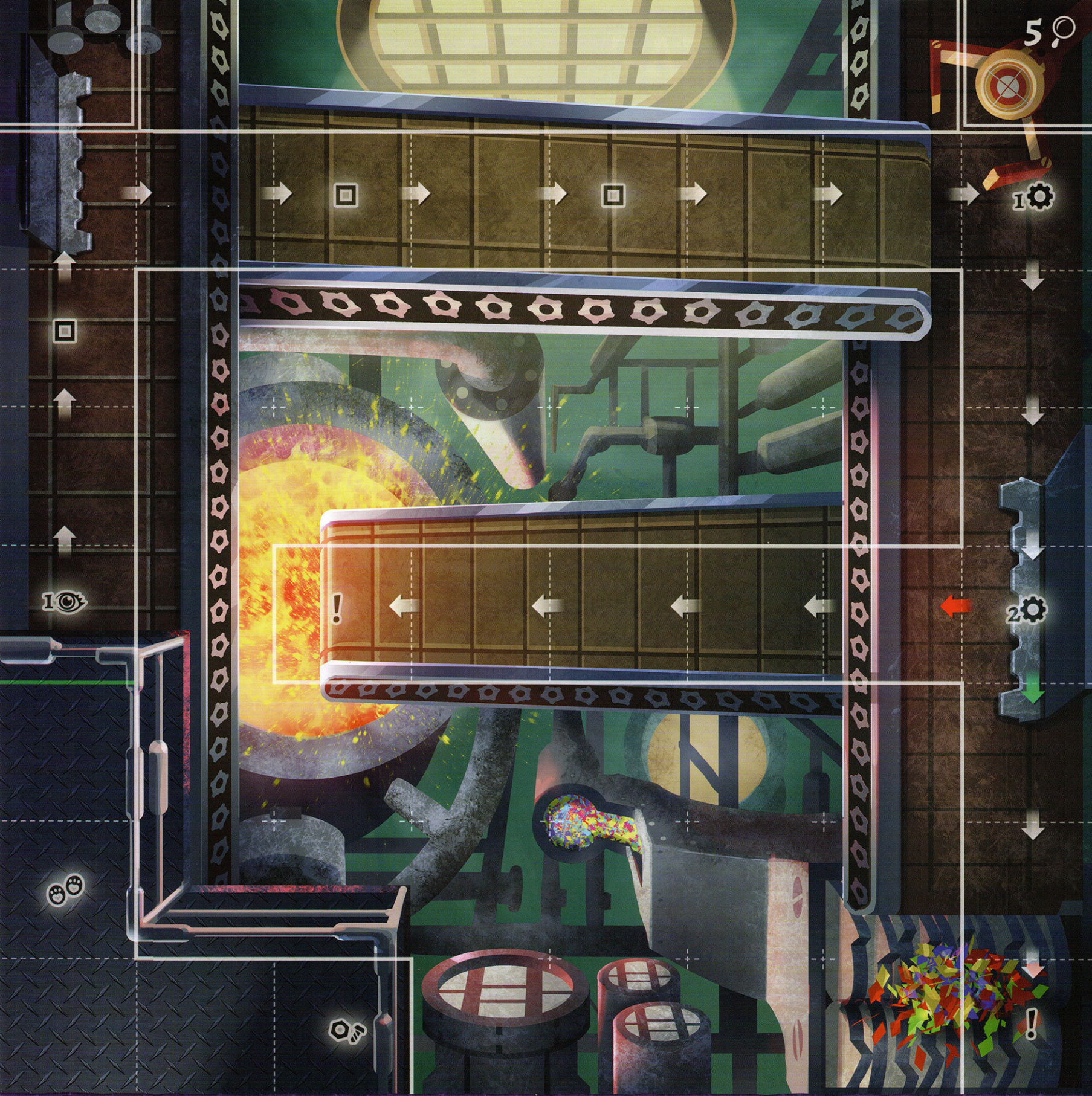
**Surge:** Go to 47-2.



*The little boy reached down to scratch his leg and the Sandman froze. In the Fall the stuffys' costumes became itchy.*

Draw 5 dice from the bag. Place any black dice drawn on the threat track following the Minions with Baggage special rule from section 47-1. Return any other dice drawn to the bag.





# END OF THE LINE

## 49-1

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:

*"Feel that heat?" asked Debbie.*

*"We must be getting close to the furnaces," Lumpy reasoned. They had followed the flow of minions until they were sure of their location.*

*"Look what I found in all the commotion!" Debbie showed a mismatched pair of slender doll arms. "I can't wait to put these on!" she sighed as they walked. All Debbie Dolls shared the same body mold even though the PVC used to make them came in a variety of different skin tones. Debbie didn't care if her new limbs matched or not.*

*They took the path of least resistance, avoiding other minions, and following the sound of machinery. Finally, their route opened up to an enormous assembly line in full production. They were standing on a catwalk above the bustle. Below them, broken toy parts moved along on conveyor belts, going in every direction. Occasionally whole boxes stuffed with toys could be seen trundling along.*

*"Manny could be in one of those boxes!" shouted Pokey over the din. "Let's get looking!" And with that they leaped into action.*

Reveal a sleep card.

### SETUP

Each player places their stuffy figure (still in Dark Heart disguises) on or adjacent to the space.

Place all 4 box tokens face-down (box side showing) and randomize them. Without revealing them, place 1 token on each space. The last token should be left face-down near the playing area in case it's needed.

Put the Forced Movement environment card into play.

### SPECIAL RULES

**Gear Spaces:** When any figure or token moves onto one of the spaces, go to the matching section.

**Danger Spaces:** If a token moves onto a space, discard it and reveal a sleep card. If a figure moves onto a space, it is defeated/collapsed. A stuffy that is collapsed this way is removed from play until this story is over.

**Opening Boxes:** A stuffy sharing a space with a box can attempt to empty it of its contents by performing a red/strength skill test, difficulty 6. This test may be attempted any number of times.

**PASS:** Reveal the token and go to the indicated section.

**FAIL:** No effect.



## 49-2

*The box was filled with a wide assortment of misfit toys.*

Replace the 49-2 box token with a token and place another token on an adjacent space. If you haven't already, place the box token that was set aside during setup on the space.

## 49-3

*The box was filled with a hundreds of plastic accessories.*

Replace the 49-3 box token with a token. If you haven't already, place the box token that was set aside during setup on the space. If a stuffy makes a successful search action while on a space with the token, instead of drawing a card, discard the token and go to the section of this page.

## 49-4

*The box was filled with a variety of lost toys.*

Replace the 49-4 box token with a token and place another token on an adjacent space. If you haven't already, place the box token that was set aside during setup on the space.

## 49-5

*The box tipped over and out tumbled Manny. He sputtered with rage and lifted his one good arm in preparation for a fight. Pokey yanked off her mask.*

*"Manny, it's us!" she cried, and rushed in for a hug. This time, the exhausted Manny didn't resist.*

*"You came for me!" he said in wonder.*

*"Of course we did you lug. Come on, let's join hands!"*

Replace the 49-5 box token with Manny's figure. If that space is occupied, place Manny on the closest unoccupied space.

### SPECIAL RULES

**Moving Manny:** If a player's stuffy is adjacent to Manny at any point during their turn, at the end of that player's turn they may place Manny adjacent to their stuffy.

**Leaving:** If all stuffies are contiguously adjacent and there are no box or tokens in play, the stuffies join hands and return to the real world. If the Waking sleep card has not been revealed, go to page 65, section 65-1. Otherwise, go to section 65-2.



*There in the mass of small toy bits, you discovered something very special.*

Retrieve the Mighty Sword item card from the story deck. If/when Manny is in play, equip it to him.



Find Manny by opening the boxes. See the Opening Boxes special rule in section 49-1.



**Surge:** Generate a boss encounter of The Dollmaker.



**1** The wide conveyor belt squeaked and rattled as it carried boxes to be emptied and sorted.



**1** A robotic arm grabbed boxes and emptied them out onto the conveyor belt. If a box token moves onto this space, reveal it and go to the indicated section.



**2** A small camera sensor scanned incoming items for sorting.

If Manny, Debbie or a token moves onto this space move it 1 space in the direction of the red arrow. If any other token or stuffy moves onto this space, move it 1 space in the direction of the green arrow.



*The little boy rolled onto his stomach and pulled his knees in so his bottom was up in the air. In the Fall, the machinery faltered for a moment, and then, with a great whine, the belts reversed course momentarily.*

Move all figures and tokens 1 space in the opposite direction of the arrows.



## 65-1

The bookkeeper reads the following:

"Oh thank goodness!" the Sandman gasped, as the stuffies crawled out from under the bed. "I was getting worried."

"We're okay!" Piggie assured him.

"Er, I wasn't talking about you," he said. "My gift! Did you? Did she?" he could barely contain his nervous excitement.

"The Fashionista was very impressed with your gift," Pokey confirmed. "I think she's ready to talk to you now."

"You know she's just a bust, right?" asked Lumpy. The elephant was still in his dark heart costume.

"Just!" scoffed the Sandman. "Well thank you for your help, stuffies," he said, and just like that, he and the carpet vanished into thin air.

"You all came back for me!" Manny said with a look of shock upon his face. "Thank you Pokey," he said sincerely. "You too Piggie. Lionel. Debbie Doll! I'm glad to see you. Thank you as well. And thank you..." Manny's voice trailed off as he eyed the dark heart costume. And just like that, the stitches gave out, and Lumpy's costume fell to pieces on the floor.

"Oh rats," Lumpy grouched. "I wanted to keep that!" Everyone laughed, and they gathered the remains of their costumes and shoved them into the glow beneath the bed before it could fade away. Debbie stepped forward with Manny's arm and helped him click it into place.

"I see you have new arms and clothes," he observed. "Very nice, Debbie!"

"I'm feeling a little raggedy," she admitted, "but I'm thankful!" It was still early enough that they had time for Manny to recount the story of his time in the box.

"We have to do something about this Compliance Agent, groaned Piggie. "He's the worst!"

"Not a problem!" laughed Lionel. "Manny has his powerful sword now! He'll cut that guy to pieces!" But Manny hung his head in shame.

"The plan is no good," he said sorrowfully. "It turns out my accessories are just cheap, rubbery plastic. I had thought they had power, but I was wrong on that count. Each one of you risked your lives for me and we have naught to show for it!"

"Hey, it's okay," said Pokey. "We'll work it out somehow."

"We need to rescue Crepitus," said Lumpy. "Right? He can fight the Compliance Agent."

"What if he is too afraid?" asked Pokey. "He seemed pretty beaten down last time we met him."

"We will just have to convince him" said Piggie. "He must have learned something from all this."

That morning, Daddy made waffles while Mommy packed lunches.

"Don't forget to call me after your meeting with the teacher," he said quietly. Mommy nodded over at the little boy who was sounding out words on the maple syrup bottle.

"Maybe everything's going to be just fine?" she suggested.

## 65-2

The bookkeeper reads the following:

They arrived to find the Sandman dumping a small sack of sparkling powder on the boy.

"You took your sweet time!" he snapped. "It's taken a lot to keep this kid down."

"We're okay. Thanks for asking," Piggie laughed.

"My gift!" said the Sandman anxiously. "Did you? Did she?" he could barely contain his nervous excitement.

"The Fashionista was very impressed with your gift," Pokey confirmed. "I think she's ready to talk to you now."

"Well thank you for your help, stuffies," he said, and just like that, he and the carpet vanished into thin air.

"You all came back for me!" Manny said with a look of shock upon his face. "Thank you Pokey," he said sincerely. "You too Piggie. Lionel. Debbie Doll! I'm glad to see you. Thank you as well. And thank you..." Manny's voice trailed off as he eyed Lumpy, still in the dark heart costume. And just like that, the stitches gave out, and Lumpy's costume fell to pieces on the floor.

Everyone laughed, and they gathered the remains of their costumes and shoved them into the glow beneath the bed before it could fade away. Debbie stepped forward with Manny's arm and helped him click it into place.

"I see you have new arms and clothes," he observed. "Very nice, Debbie!"

"I'm feeling a little raggedy," she admitted, "but I'm thankful!" It was still early enough that they had time for Manny to recount the story of his time in the box.

"We have to do something about this Compliance Agent, groaned Piggie. "He's the worst!"

"Not a problem!" Lionel declared. "Manny has his powerful sword now! He'll cut that guy to pieces!" But Manny hung his head in shame.

"The plan is no good," he said sorrowfully. "It turns out my accessories are just cheap, rubbery plastic. I had thought they had power, but I was wrong on that count. Each one of you risked your lives for me and we have

naught to show for it!"

"We need to rescue Crepitus," said Lumpy. "Right? He can fight the Compliance Agent."

"What if he is too afraid?" asked Pokey. "He seemed pretty beaten down last time we met him."

"We will just have to convince him" said Piggie. "He must have learned something from all this."

That morning, Daddy made waffles while Mommy packed lunches.

"Don't forget to call me after your meeting with the teacher," he said quietly. Mommy nodded over at the little boy whose head was down on the kitchen table.

"Maybe the problem is he isn't getting enough sleep?" she wondered.

## TALKING POINTS

- ✱ Think of someone you know. How are they different from you?
- ✱ Have you ever struggled with something that others find easy?
- ✱ Is there something you find easy that others struggle with?





## 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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