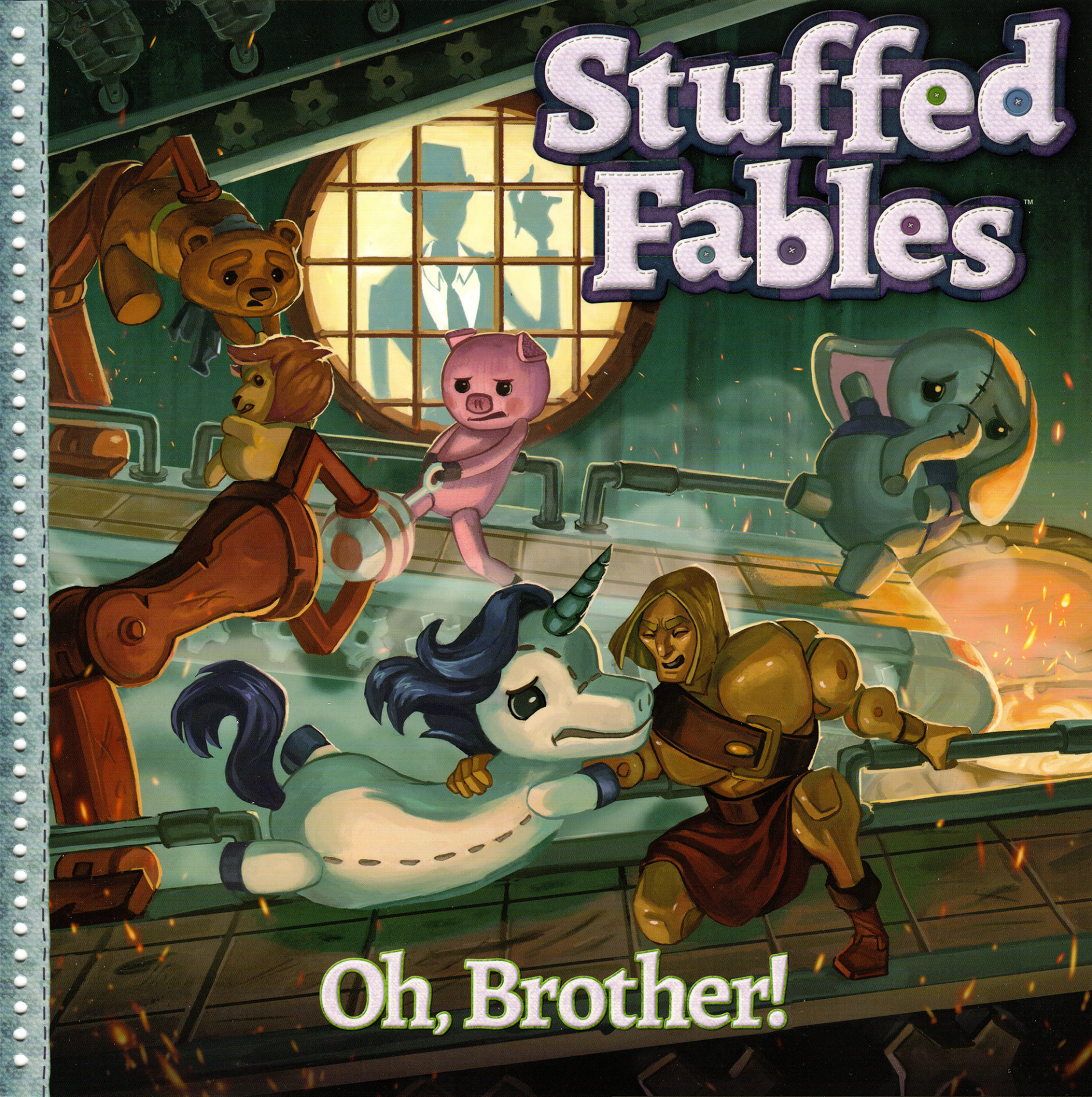


# Stuffed Fables™



Oh, Brother!





# CONFIDENCE GAME

51

## 51-1

The bookkeeper reads the following:

*The whole family was excited to wake up early for the next day's big game. The little boy even earned a special cheer from his sister that she had written just for him.*

*"Just think," his sister told him after giving a goodnight kiss, "your first real soccer game is tomorrow!" She scampered off to bed, and Daddy kissed him and said he was proud of all the boy's hard work. Mommy complained he was growing up too quickly. The little boy didn't want to tell them he was nervous about the game and scared of messing up in front of so many people, but when Mommy told him she had a special surprise, he forgot all about it.*

*"Manny!" he cried, when Mommy held the action figure out to him. "Thank you Mommy," the boy said, giving her a hug. He had missed Manny something awful the last few days, and was so relieved to have him back, that he promptly fell asleep without a care in the world.*

*Manny nudged Pokey's nose with a booted foot.*

*"Pokey! Get up, it's go time!"*

*"Manny must no longer be in time out," murmured Pokey, "because it's been a while since someone rudely kicked me in the schnoz."*

*"Stop bellyaching, horse. Let's go!" Pokey stood up and leaned over Manny.*

*"I'm not a horse, which you're well aware of," she snapped. "You know, the term 'action figure' was probably created so boys wouldn't feel self-conscious playing with dolls. Because that's what you are. A doll." Manny considered that.*

*"You know, that would have made me real sore not too long ago," he acknowledged. "But I have a lot of respect for Debbie Doll. So if I really am a doll, then by Crum, I am okay with it."*

*"Wow!" marveled Pokey. "Look at you, Mister Personal Growth. I'm almost proud of you. And look, here come the others." They nodded to Piggie, Lionel, and Lumpy as those three scaled the bed, unaware of the purple glow that was creeping out from under the closet door.*

*Back in the Fall, Crepitus sighed and leaned against the wall of his prison cell as the door was unlocked. The Compliance Agent walked in and looked around. He held his warm smile, but his eyes made it clear he viewed Crepitus with disgust.*

*"I told you already," said Crepitus with a shake of his head. "I'm not making nightmares ever again, so get lost."*

*"Oh, nightmares aren't your brand anymore, don't worry," agreed the Agent. "Celestial Resources*

*has reviewed your personnel file and agreed your employment is no longer a value-add for us. No, I'm here because some stuffies infiltrated the factory last night. Out-of-the-box thinkers? Yes. Sure. But the whole thing is very off-message, I'm afraid. And the Dollmaker tells me you know them."*

*"Oh dear, you're in trouble, Agent," laughed Crepitus. "They're going to break you just like they broke me."*

*"Absurd," said the Compliance Agent with a confident smile. "I've proactively reached out to them. I'll have them onboarded and synergized in no time."*

*"Yeah, good luck with that," said Crepitus. "My money's on them synergizing their fists into your face. How'd you reach out to them, anyway?"*

*"I sent one of your old snatchers," the Agent replied. And at that, Crepitus howled with laughter.*

*"You what? Do you know what you've done, you bureaucratic ding-dong? You're bringing them right to you! Right. To. You." And the Compliance Agent, his face looking slightly less delighted to be there, stormed away as Crepitus' mocking laughter echoed throughout the fortress.*

Gather the discovery cards for Story 5 (marked with a blue 5 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.

## 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 52, section 52-1.

## STITCH'S FABLE TWO PRINCES

Once upon a time there were two princely brothers who vied for the hand of the same foreign princess. The princes could not have been more different. One was exceptionally cheery, believing one should always see the best in everything. He approached life with a smile and a pleasant word upon his lips. The other was exceptionally sour, foreseeing disappointment and unhappiness behind every door. He approached life with a scowl and a weary sigh.

When the brothers presented themselves to the princess, the cheery prince expected her to choose him, and because his brother was so pessimistic, he agreed. But instead the princess shook her head and waved them both away.

"Your dedication to your philosophies has blinded you," she told them. "I will be bright and happy when it is best to be bright and happy, and I shall brood and be glum when it is best to brood and be glum. Life is not as simple as either of you would claim."





# GOING DOWN

52

## 52-1

The bookkeeper reads the following:

"Well, the gang's all here!" announced a perky Piggle, as they gathered on the bed. "What?" she asked in response to Manny and Pokey's horrified faces. "Do I have something in my teeth? Do I even have teeth?" Then they all heard the slow creaking of the closet door swinging open.

"It's Mark!" squealed Lumpy, and in a flash, the robotic snatcher had caught the little elephant up in its grip. The others fought back, but it was no use. The robot pulled them from the bed, into the closet, and shut the door.

They were struck by a sinking feeling and the closet shook, clothes fell from hangers, and a shoe box fell from a top shelf to bounce harmlessly off the snatcher's camera head.

And then it stopped. The door opened and vapor dissipated. The snatcher trudged forward out of the closet, the stuffies held in its tight embrace.

## SETUP

Generate a boss encounter of Snatcher Mk1.

Put the Leap Spaces environment card into play.

Each player keeps their figure on their card. They are currently in the clutches of the Snatcher.

## SPECIAL RULES

**Snatcher Activations:** When the Snatcher moves, it will always move toward the ★ space.

The Snatcher treats leap spaces as normal spaces, but cannot end a move on one. If the Snatcher moves onto an 1 symbol, read the corresponding section.

The Snatcher will not target stuffies whose figures are not yet in play.

**Getting Free:** Stuffies can attack the Snatcher even if their figures are not yet in play. All stuffies on cards are considered adjacent to the Snatcher for the purpose of attacking with them. Each time the Snatcher loses a dark stuffing, choose a stuffy to become freed and place it adjacent to the Snatcher, then generate an encounter of 1 random minion.

**Failed Leap:** If a stuffy fails a leap test, place its figure on a void space adjacent to the destination space and place a trapped status card on it. When the trapped status is removed, place that stuffy on or adjacent to the destination space.

**Leaving:** When a stuffy enters a ★ space, remove its figure from the map. If that results in no stuffies being left on the map, go to page 55, section 55-1.



## 52-2

The familiar smell of brimstone signaled that they were deep in the ancient bowels of the fortress. The clank from the snatcher's heavy feet echoed as it slowly lumbered along, crossing an ancient bridge that spanned a sweltering cavern.

The snatcher hugged the squirming stuffies close to its metal body as it marched forward. Pokey noticed a small, rectangular brass plate riveted to the robot's chest. The edges of the plate showed blackened singe marks.

"This must be a Mark One!" shouted Piggle. "They were known for going bonkers!"

Opening the plate requires a yellow/perception group task, difficulty 15. Only stuffies on their cards can contribute to this group task.

**PASS:** With the plate removed, the stuffies reached in and started pulling wires. Pokey noticed that when she pulled on certain wires, she could control the snatcher.

Choose a stuffy that is on its card to control the Snatcher. Remove the Snatcher's card from the threat track and retrieve the Hacked Snatcher instruction card from the discovery stack. Give those cards to the chosen stuffy's player. Place all other stuffy figures that are on their cards adjacent to the snatcher. Generate an encounter of 1 random minion for each stuffy figure that was just put into play.

4

4

53

## 53-3

The stone began to crumble beneath the snatcher's heavy feet. There was the rumble of gravel, and the snatcher's feet broke through. It dropped the stuffies as it caught itself, but it was too late. The stuffies dove away as a small section of the bridge collapsed, taking the snatcher with it, down, down, down into the fires below.

"So long, Mark!" Lumpy called after it.

Place any stuffies that are on their cards adjacent to the Snatcher, then remove the Snatcher from play.

## 53-4

The stuffies noticed the stonework was weak and crumbling. It seemed safe enough for a little stuffy, but if something heavy was to step there, anything might happen.

If the Snatcher moves onto the 2 symbol, go to 53-3.



Get free of the Snatcher and reach the ★ space. See the Leaving special rule in section 52-1.



**Surge:** Generate an encounter of 2 random minions.



1 Go to 52-2.



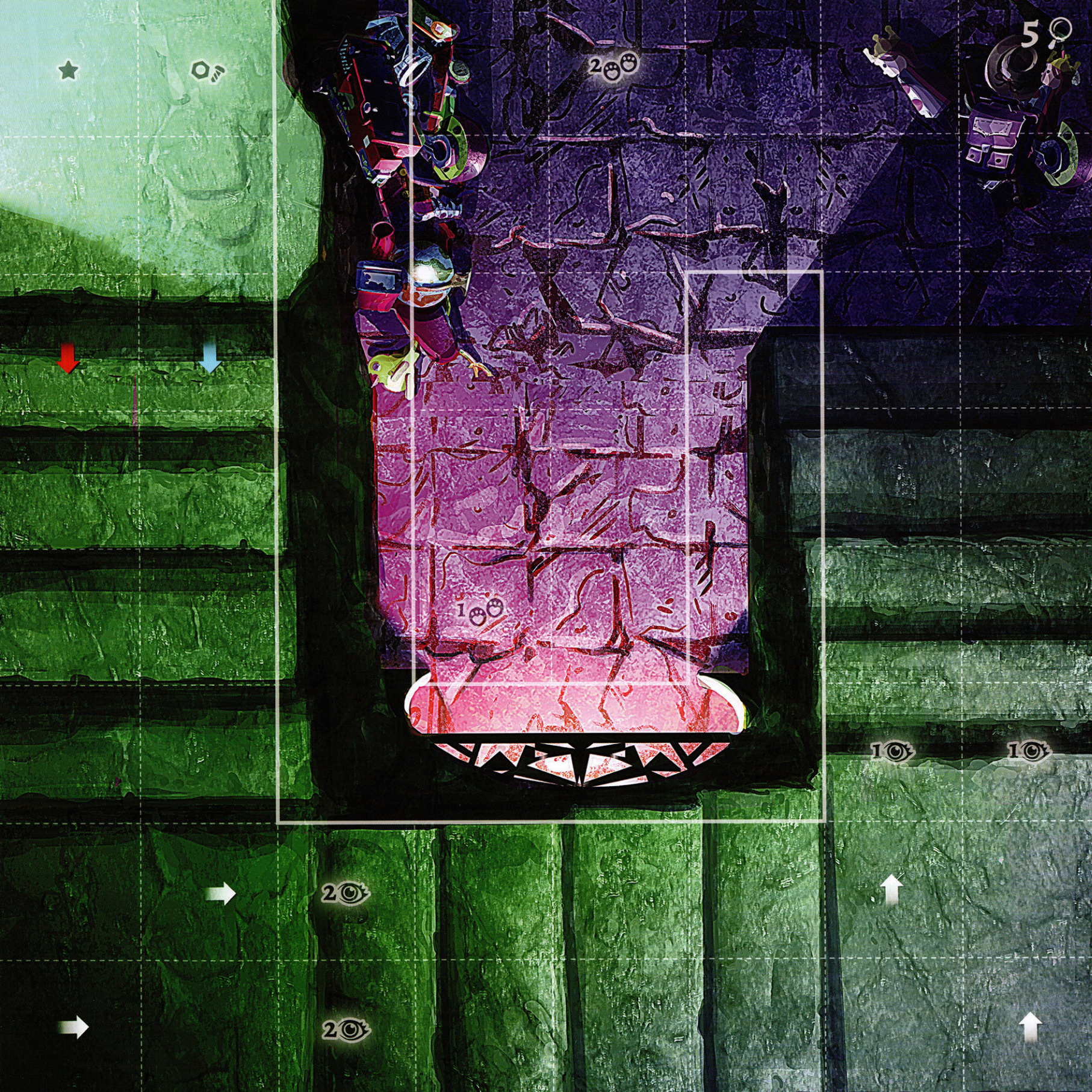
2 If the Snatcher moved here, go to 53-3. Otherwise, go to 53-4.



The little boy was hot and kicked off his blanket. Sweat dampened his hair, and he tossed about restlessly. In the Fall, a ball of flame roiled up from below.

Roll a die for each stuffy that is not on or adjacent to the 0 space. On a result of 1 or 2, place a scorched status card on that stuffy.





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... so now where do we go?" asked Pokey, looking at Piggie and Lumpy.*

*"You said you have seen the map of this place, right pig?" asked Manny.*

*"It was a long time ago," answered Piggie looking around at the unfamiliar stairs and arched hallways leading every which way.*

"I smell cookies!" exclaimed Lumpy.

*"This is no time for snacks!" groused Pokey. "We've got minions on our tail you know."*

*"No, the elephant's onto something!" said Manny brightly. "Didn't that wizard's gingerbread house smell like cookies too? It practically stunk of them! Lead the way my long-nosed friend!" Lumpy's chest puffed up with pride.*

*"Follow me everystuffy!" He began to ascend the stairs, but stopped short when a gaggle of minions appeared on the landing above, giggling and pulling out bowling balls. Lumpy turned as if to run back down, but he could hear more minions arriving from that direction as well.*

*"The only way is up!" cried Manny, bounding up the steps to join Lumpy. "Fight by my side, big elephant!" And he placed a reassuring plastic hand on Lumpy's shoulder.*

Reveal a sleep card.

Each player places their stuffy figure (or the Snatcher figure if a stuffy controls it) on or adjacent to the 1  space.

Generate an encounter of a number of hugglers equal to the number of stuffies in play.

Gather the 4 bowling ball tokens and keep them near the play area.

**Bowling Balls:** Each time you draw a black die, if there are any bowling ball tokens in play, starting with the ones lowest on the stairs, move each bowling ball token in the direction of the arrow it is on until it reaches the next arrow or would leave the map.

If a bowling ball moves into a space with a stuffy, return it to the supply. That stuffy receives 5 damage (and can defend normally). Stuffies cannot move into a space with a bowling ball. If a bowling ball rolls into a minion, or off the map edge, discard it to the supply.

Then, if there are 1 or more Hugglers on or adjacent to the ★ space, roll the black die before placing it on the threat track. On a result of 1-3, if the blue arrow is unoccupied, place a bowling ball token from the supply on it. On a result of 4-6, if the red arrow is unoccupied, place a bowling ball token from the supply on it. If there are no Hugglers on or adjacent to the ★ space, place the black die on the threat track normally.

**Leaving:** When a stuffy enters a ★ space, remove its figure from the map. If that results in no stuffies being left on the map, go to page 57, section 57-1.



*There was a familiar voice, and suddenly a small shape hurried in from the other direction. It was Stitch! “Keep going! I will hold them off!” he shouted, and pointing his pencil, sent a crackling blast of energy at a bed bug. The sight of the old rag doll filled the stuffies with inspiration.*

Each stuffy gains 1 heart. Defeat the bed bug on the 2  space. Place the Stitch figure on that space.

**Stitch's Support:** At any time on their turn, a player may spend their yellow (or purple) dice to attack with Stitch. Stitch has a range of 4.



Get to the ★ space. See the Leaving special rule in section 55-1.



**Surge:** Reveal a sleep card.

**1**  They made it to the first landing. They could see shadows moving in the orange glow from the entrance below and heard the metal clanking of mechanical minions approaching. If they didn't keep moving, they would surely be overwhelmed.

**2**  Huffing and puffing, they reached the second landing. A commotion from the lower level signaled the imminent arrival of more minions. They were helpless to do anything about it other than keep heading up, and into danger.

*The noise and racket of mechanical minions grew louder, and from the darkness emerged a rolling swarm of bed bugs!*

Generate an encounter of a number of bed bugs equal to the number of stuffies in play +2. Place the first one on the **2**  space. Place the rest adjacent to an already placed bed bug.

Go to 55-2.



*The little boy's legs made motions like he was running in his sleep. In the Fall, the stuffies felt the nervous restlessness.*

If Manny and Pokey are in play, place a worried status card on each of them.





## BLOCKERS

## 57-1

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:

*They escaped their pursuers thanks to Stitch's interference, and they used the moment of quiet to catch their breath and locate where Crepitus was being held.*

*"What's your nose telling us, Lump?" asked Pokey. Lumpy held his trunk aloft as high as he could. Time seemed to creep along and the stuffies became impatient.*

*"Well?" growled Lionel.*

*"I lost the scent." Lumpy lowered his trunk, and grinned sheepishly. "I'm sorry."*

*"Well what now?" griped Manny, but nobody had a chance to answer. A low growling caught their attention. In the dim torchlight they could make out two mongrel guards lying in front of a heavy, iron entrance that was barred.*

*"Looks like they're guarding something important." mused Piggie.*

*"I've handled these beasts before," said Manny, brandishing his plastic sword.*

*"I want to see what's beyond that door," whispered Pokey. "But we don't want to get these hounds stirred up."*

Reveal a sleep card.

## SETUP

Each player places their stuffy figure (or snatcher if a stuffy controls it) on or adjacent to the  space.

Place 1 random mongrel on each  space, but do not add their cards to the sidebar yet. Face their figures in the direction of the arrows.

Put the Forced Movement environment card into play. Stuffies are not affected by the forced movement.

## SPECIAL RULE

**Roaming Sentries:** The mongrels are guarding the door. If they see the stuffies, they will howl loudly setting off the alarm. When moving mongrels, keep them facing in the direction of the arrow pointing out of their current space. Mongrels can see in a straight line the direction they are facing. If any stuffies are occupying a space in a mongrel's line of sight, or a space adjacent to a mongrel, the mongrel will howl. Exception: Mongrels will NOT raise the alarm if the Snatcher is in their line of sight.

If the alarm is raised, go to 57-3. 

## 57-2

*"Why does Raff never have to feed the prisoners?" griped Riff. "Why indeed, dear brother?" One of the marionettes appeared with a tray of food, half walking, half floating along.*

Place Riff on the  space. If the alarm has been sounded, go to 57-3. Otherwise, Riff's card is not yet placed on the sidebar and he will follow the Roaming Sentries special rule from section 57-1.

If Riff moves onto the  space, go to 57-7. 

## 57-3

Place the cards for all minion figures in play on the sidebar. If Riff is in play, add 2 dark stuffing to his card. These minions will move and attack normally now. The rules for roaming sentries and forced movement no longer apply. 

## 57-4

*Somewhere metal gears were grinding. The birdcage hanging from the ceiling lowered to land on the stone floor with a mighty clang. Its door popped open and out of the cage emerged a small, gray wind-up mouse, peeping and squeaking, shaking its little head.*

*"It's Squee!" shouted Lumpy, and the mouse zoomed to the elephant!*

An alarm began to sound.

The current player may look through the item deck, take the Squee item card and keep it or trade it with another player. Each stuffy in play gains a heart.  is no longer available. Go to 57-3.

## 57-5

## SPECIAL RULE

**Leaving:** When a stuffy enters the  space, remove its figure from the map. If that results in no stuffies being left on the map, go to page 59, section 59-1.

## 57-6

*"I smell cookies again!" whispered Lumpy as they approached the open door. *

## 57-7

*Riff drifted up the stairs, grumbling to himself, and disappeared through the newly opened doorway.*

Remove Riff from play. The door has been opened. Go to 57-5.

## 57-8

*There were two levers on the pillar. They pulled the right one and heard a loud clunk, and the heavy iron bars of the doorway creaked open.*

The door has been opened. Go to 57-5.

## 57-9

*There was a heavy iron gate, but no obvious way to open it. *



Find a way past the locked door at .

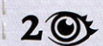


**First Surge:** Go to 57-2.

**Additional Surges:** Reveal a sleep card.



A sinister shadow on the floor drew their attention to a metal birdcage suspended by a chain high above. In the gloom, they thought they could see shapes inside the cage!



You saw two levers, side by side.



To reach the levers, you must have another stuffy adjacent or be in control of the Snatcher. If you can reach, choose 1 of the following:

-  Pull the left lever. Go to 57-4.
-  Pull the right lever. Go to 57-8.



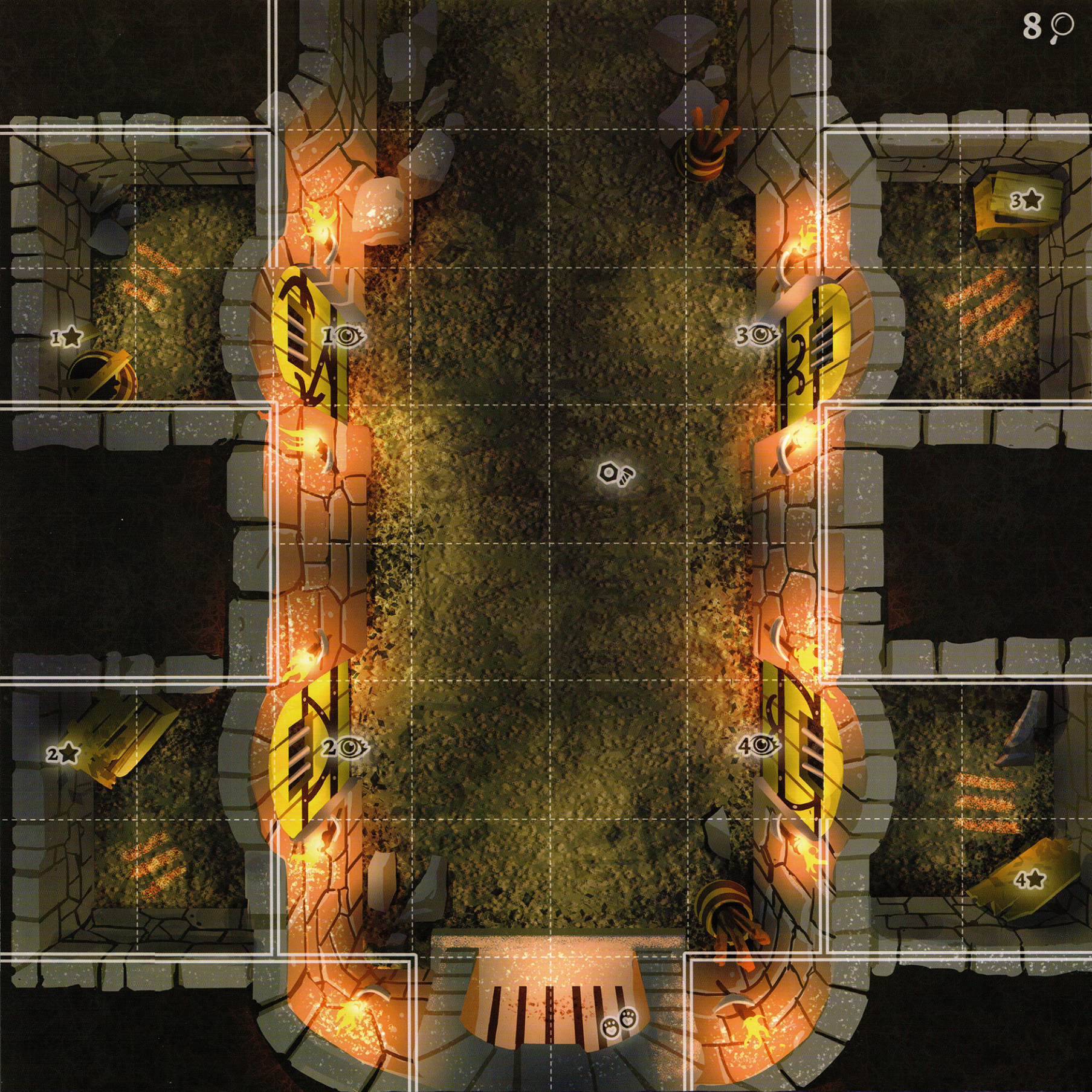
If the door has been opened, go to 57-6. Otherwise, go to 57-9.



A sharp whistle pierced the darkness. The mongrels stopped as if frozen. In fact, it was as if time itself stood still. The stuffies didn't know what to make of it, but they took full advantage.

Starting with the bookkeeper and continuing in turn order, each player may move their stuffy up to 3 spaces.





# THE GOAL IS IN SIGHT

## 59-1

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

## SETUP

Each player places their stuffy figure (or snatcher if a stuffy controls it) on or adjacent to the space.

Place a door token on each cell door.

Place a token on each of the indicated spaces.

## SPECIAL RULES

**Looking in Doors:** The spaces on this page can only be explored by Lumpy, a stuffy controlling the Snatcher or a stuffy that is adjacent to another stuffy.

**Locked Doors:** The doors on this map are considered locked. To open one of these doors, an adjacent stuffy must perform a red/strength skill test, difficulty 6. Reduce the difficulty of this test by 1 for each adjacent stuffy. If you are controlling the Snatcher, instead of performing a skill test, you may spend 1 dark stuffing to bash a door down.

**★ Tokens:** If you move onto a space with a token, discard that token and go to the matching entry.

If Riff opened the door in the previous room, go to 59-2, otherwise continue:

*They stood looking at the torchlit hall with cell doors on either side. "Oh brother," sighed Pokey.*

*"Let's spread out and find the Wizard," said Manny "Elephant, prepare that nose."*

*With his trunk held aloft, Lumpy started moving slowly toward the nearest cell door. The others each picked a door and started tiptoeing through the quiet hall.*

Reveal a sleep card.

## 59-2

*"Oh dear, look at this washed up failure." Riff taunted Crepitus at the door to his cell. "I don't know how long the Compliance Agent is going to keep you around. You're a drain on the budget, and he doesn't need you anymore. Nightmares are a thing of the past. Consumer appetite is where the real profits are. Bon appetit!" He slid Crepitus' tray through the slit and started to walk back toward the door, only now his way was blocked by angry stuffies. "Well now I really wish my dear brother had done this instead of me!" he moaned.*

Reveal a sleep card. Generate a boss encounter of Riff. Place him on the space with the symbol. Add 2 dark stuffing to his card. If you defeat Riff, go to 59-7.

## 59-3

*You see the cell is holding small toy-sized prisoners.*

Crepitus is not in this cell.

## 59-4

*You see the cell is holding small toy-sized prisoners.*

Crepitus is not in this cell.

## 59-5

*You see the cell is holding a human-sized prisoner.*

Crepitus could be in this cell.

## 59-6

*You see an empty cell.*

Discard the token from this cell. Crepitus is not in this cell.

## 59-7

*You gather the keys to the jail cells off of a collapsed Riff.*

Remove all door tokens.

## 1★

*They found a group of stuffies huddled in a corner, lacking stuffing and buttons.*

*"We dared to protect our friends, and for that they threw us in here."*

Each stuffy may spend a button or stuffing to gain 1 heart.

## 2★

*The cell was filled with a large pile of toys that had been converted into weapons.*

Retrieve a card of your choice from the item deck and equip it.

## 3★

*In the far back corner of the cell was Crepitus, slumped against the wall. He looked utterly defeated.*

*"Wizard, we're here to rescue you!" announced Manny. Crepitus looked at them with sunken eyes.*

*"It's too late," he whispered. "I'm old and tired, and forced into a lousy retirement package. I've failed."*

*"The world needs you!" yelled Pokey. "You're the best bad dream maker in the universe! Your dreams made kids hug their stuffies and call for their parents. This Agent that's taken over is a fraud. Kids don't hug their stuffies anymore and all they want from their parents are more and more cheap toys! You were way better than that!"*

As long as there are no minions in play, the stuffies can leave this location at the end of any players turn. To leave, go to page 61, section 61-1.

## 4★

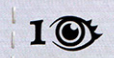
*The cell is empty.*



Find which cell is holding Crepitus and set him free.



**Surge:** Generate an encounter of 2 random mongrels. Place them on or adjacent to the space marked with .



If you are able to look in the door (see the Looking in Doors special rule), go to 59-3.



If you are able to look in the door (see the Looking in Doors special rule), go to 59-4.



If you are able to look in the door (see the Looking in Doors special rule), go to 59-5.



If you are able to look in the door (see the Looking in Doors special rule), go to 59-6.

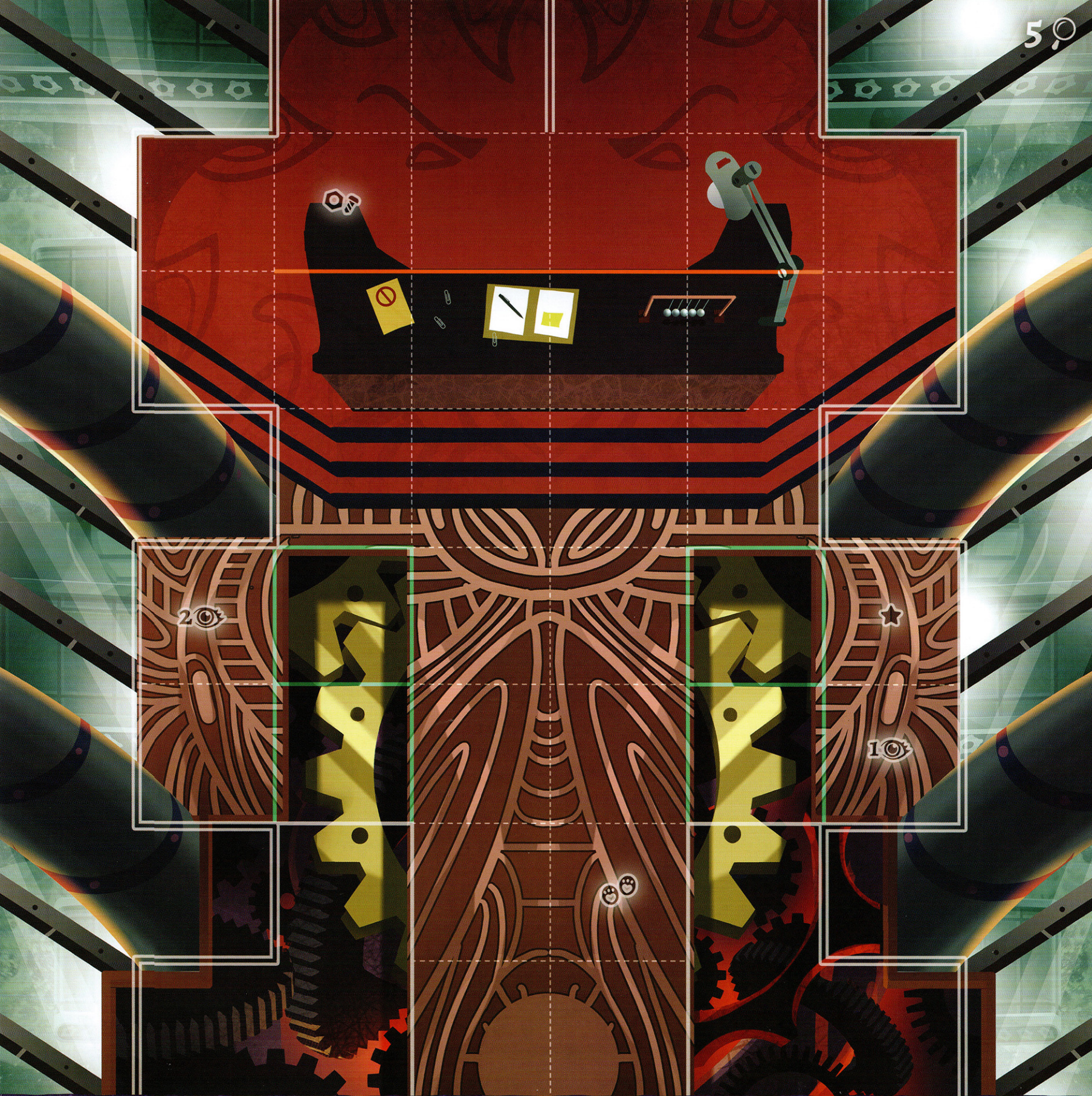


*"Yikes! There's a spider on your back!" The bookkeeper has a spider on their back. Any other player's stuffy must perform a green skill test, difficulty 4.*

**PASS:** Whew! Close call! The bookkeeper and the stuffy that tested gain 1 heart.

**FAIL:** Place a scared status card on the bookkeeper





# FINAL STRETCH

61

## 61-1

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

*Crepitus led them through the twisting corridors of the giant factory. When they ran into minions, he ordered the confused creatures to stand down, and they obeyed. Crepitus seemed tired and stopped frequently to catch his breath.*

*"Are you okay, Mr. Crepitus?" asked Lumpy, but Crepitus just waved him off, too proud to ask for help.*

*They finally arrived at the control room for the entire factory. As they approached, a set of double doors opened silently, revealing an enormous chamber with windows on all sides that overlooked factory operations. The muffled sounds of industry held a certain pounding rhythm the stuffies could feel in their little plastic hearts.*

*"Crepitus! Excellent timing," said the Compliance Agent standing by his desk. "The paperwork came in and we are formally terminating you."*

*Crepitus shuffled forward and waved a hand to warn the stuffies to stay back. Green energy flickered in his weathered palm. Crepitus swung his arm and hurled a green fireball, but the smarmy Agent easily sidestepped it. The fireball smashed into a window and shattered the glass there. The Compliance Agent smiled and made a mocking face expressing pity.*

*"In fact, I'm signing your paperwork right now!" said the Agent, doing so with a flourish stroke of his pen. A blast of raw energy struck Crepitus in the chest, sending him flying backwards across the room where he landed in a heap on the floor.*

*The stuffies were unsure what to do, but just then Mr. Stitch hobbled in, and his presence was reassuring.*

*"For scaring the heck out of kids!" yelled Pokey, and together they charged.*

Reveal a sleep card.

## SETUP

Place the stuffies and Stitch on or adjacent to the ☹ space.

Place the Crepitus figure on its side on the ★ space.

Generate a boss encounter of the Compliance Agent.

Set aside 1 courageous status card, 2 stuffing tokens, 1 heart token and 1 angry status card.

## SPECIAL RULES

**If a Stuffy Becomes Collapsed:** Go to 61-2.

**If the Compliance Agent is defeated:** Go to 61-3.

## 61-2

*"It's no use! He can't be defeated!" shouted Manny. "My accessories are junk. I don't know why I ever believed they had power!"*

*"They don't have power," laughed Stitch. "Don't you get it? You are the power!"*

*"Me? But I'm just an action figure. A plastic doll!"*

*"Oh, you are more than just plastic!" Stitch insisted. "Someone loved and cherished you so much, they kept you to pass down to their own child! You're an heirloomer like me! The power has resided in you all along!"*

*Suddenly it all made sense, and Manny turned to face the Compliance Agent, and held his plastic sword aloft and bellowed, "I have the power!" The air felt charged, and a mighty bolt of pure blue energy enveloped the sword!*

*"I'm getting some real push-back here," sighed the Agent.*

Retrieve the Mighty Power! item card from the discovery stack. Replace Manny's weapon with this weapon. ⚡

## 61-3

*"That's it, I quit!" cried the Agent indignantly. He swiped everything off his desk into a briefcase with one long arm, then turned on his heel and stormed out. A second passed and he stormed back in to grab a snow globe off his desk, then turned and left for real.*

*"Do you think his name is Chad?" asked Lumpy. "He really comes across as a Chad."*

*The stuffies rushed to check on Crepitus. Stitch was by his side, the eraser of his pencil over Crepitus' chest. Crepitus' eyes fluttered open, and he seemed surprised to be alive.*

*"I feel... well" he said, as if he couldn't believe it.*

*"Good! You have much work to do!" said Stitch tapping Crepitus' leg with his pencil.*

*"Yes, I think I'm ready now." Crepitus agreed.*

If the Waking sleep card has not been revealed, go to page 66, section 66-1. Otherwise, go to page 67, section 67-1.



Defeat The Compliance Agent.



Surge: None.



*"Leave me, I'm no use." whispered Crepitus in a hoarse, raspy voice. "Save yourselves! Fulfill your destinies!" And he threw up an arm, wrist to his forehead to show just how despondent he was.*

*"For crying out loud, Crepitus," you sighed. "Things are really not that bad."*

Gain 1 heart.



Move Stitch adjacent to your stuffy.



*"You must take what you need!" Stitch urged.*

Choose 1 token or card from those set aside during setup.



*The little boy lifted his head from the pillow and rubbed his sleepy eyes. He searched around in the dark for his favorite stuffies. When he didn't find them, he paused for a moment confused.*

*"Ice cream," he said to no one, then curled back up and fell asleep.*

Every stuffy gains 1 heart.



## 66-1

The bookkeeper reads the following:

*They arrived laughing, clapping each other on the back, and sharing stories from their adventure.*

*"And then, and then his face went like this!" Pokey put her hooves on her hips and gave her best irritated Compliance Agent face. Everyone bust out laughing.*

*"That was him!" Lumpy laughed. "That was the stupid face he made!"*

*"Shhh!" shushed Lionel. Above them on the bed, the little boy stirred at the sound of their merriment. Manny stopped to sniff at the air.*

*"Coffee!" he whispered.*

*"Okay, gotta go. See you guys tonight?" Piggie asked.*

*"You know it," Pokey agreed.*

*"See you tonight then, heroes!" laughed Piggie.*

*Manny and Pokey had just gotten into position when Mommy and Daddy came in. "Aww," whispered Mommy when she saw the little boy sleeping soundly.*

*The little boy yawned and stretched when daddy tussled his hair.*

*"Good morning, buddy! Go potty then meet me downstairs for breakfast. You've got to eat a good breakfast before the big game today!"*

*"The game!" cried the little boy. That's all it took to get him running for the kitchen. "I'm going to kick a home run today!"*

*"Wait, you're what?" Daddy asked.*

*"Kidding!" came the cry from the stairs.*

*The boy stared out the window as they pulled into the parking lot of the soccer field. He nervously clutched Pokey and Manny tightly to his chest, as he had never played a real game of soccer before. There were so many people! Certainly more people than at soccer practice.*

*"You'll have to leave Manny and Pokey here in the car during the game," said Daddy, but the boy didn't want to, and clutched them tighter.*

*"What if your sister holds them for you?" asked Mommy.*

*"Oh!" gasped his sister. "Yeah, yeah, yeah, let me hold onto your stuffies! I promise I'll take good care of them. I'll even keep them with me, so you can see them! And of course so they can see you," she added with a knowing smile.*

*The game got underway with cheers and shouts of encouragement from parents on both sides. Whistles blew and little kids chased the ball up and down the field*

*like a swarm of bees. But not the little boy. He stood in the backfield looking awkward and afraid. When the ball rolled past him, he stood there looking panicked. Mommy and Daddy shouted encouragement, but their faces were a mask of concern.*

*The coach ran up the sideline to stand near the boy and gave him a pep talk, but the other team ran the ball right by and scored a goal. Some of the little boy's teammates stopped to check on him as they ran to their positions, and it didn't take long for the ball to make its way back to the little boy.*

*His sister couldn't contain herself.*

*She stood on the bleachers and screamed, "You got this little brother!" and she held Manny aloft. The boy glanced up and saw Manny, and his family, and then his sister held Pokey up as well. And with that, he sprung into action.*

*A few swift steps and he caught the other team's forward by surprise, kicking the ball away to his own teammate and changing the momentum of the game. It was like a light went on. That moment changed the little boy forever. He learned that doing something, anything, is better than doing nothing when you are in a bind and others are depending on you. From then on, he challenged every ball that threatened their goal.*

*At the end of the game, his teammates complimented him, and his coach even said, "Good hustle."*

*Back in the Fall, Crepitus stood in his office staring out the broken window at the quiet factory, gears turning in his head. There was a light rap on the door.*

*"You called for me, sir?" asked the Dollmaker. Crepitus didn't even turn to face the loony scientist.*

*"Put up fliers in Ordertown, sorry, fliers in Squalor," Crepitus told him. "Tell them we're hiring again. Previous experience a plus, but we'll take anyone."*

*"Sure thing, boss," the Dollmaker said.*

*"I'm going to need more minions," Crepitus continued slowly, his thoughts coming together. "Scarier ones. Much scarier."*

*"The scariest thing we ever made was Skreela," said the Dollmaker. "Surely you don't want to make another one of her!" And at this, Crepitus' eyes lit up.*

*"No, but you've given me a wonderfully terrible idea," he said, and he threw back his head and cackled.*

## TALKING POINTS

- ✱ Have you ever given up on something you were worried you might not be good at?
- ✱ Do you have to be good at something to have fun?
- ✱ Think of a time you were glad you gave something a second chance.



## 67-1

The bookkeeper reads the following:

*They arrived laughing, clapping each other on the back, and sharing stories from their adventure, only to find they were trapped beneath the bed. A wall of wadded up blankets blocked their way. They started trying to work their way past all the material when they heard the voices of Mommy and Daddy enter the room.*

*"What in the universe happened here?" gasped Daddy.*

*"Somebody had a wild night's sleep," said Mommy. "Look at those blankets on the floor!"*

*"Hello sleepyhead," said Daddy. "How did you get upside down in bed?"*

*"Go away," the boy groaned. He didn't want to wake up that morning.*

*"Maybe I should give you my coffee?" joked Daddy.*

*"Go away."*

*"It'll put hair on your chest. You'll really make an impression next time you go swimming."*

*"Go away!" But Daddy picked the exhausted boy up and carried him away.*

*"See you tonight," whispered Piggie, and she, Lumpy, and Lionel slipped away.*

*The boy stared out the window as they pulled into the parking lot of the soccer field. He nervously clutched Pokey and Manny tightly to his chest, as he had never played a real game of soccer before. There were so many people! Certainly more people than at soccer practice.*

*"You'll have to leave Manny and Pokey here in the car during the game," said Daddy, but the boy didn't want to, and clutched them tighter.*

*"What if your sister holds them for you?" asked Mommy.*

*"Oh!" gasped his sister. "Yeah, yeah, yeah, let me hold onto your stuffies! I promise I'll take good care of them. I'll even keep them with me, so you can see them! And of course so they can see you," she added with a knowing smile.*

*The game got underway with cheers and shouts of encouragement from parents on both sides. Whistles blew and little kids chased the ball up and down the field like a swarm of bees. But not the little boy. He stood in the backfield looking awkward and afraid. When the ball rolled past him, he stood there looking panicked. Mommy and Daddy shouted encouragement, but their faces were a mask of concern.*

*The coach ran up the sideline to stand near the boy and gave him a pep talk, but the other team ran the ball right by and scored a goal. Some of the little boy's teammates*

*stopped to check on him as they ran to their positions, and it didn't take long for the ball to make its way back to the little boy.*

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*She stood on the bleachers and screamed, "You got this little brother!" and she held Manny aloft. The boy glanced up and saw Manny, and his family, and then his sister held Pokey up as well. And with that, he sprung into action.*

*A few swift steps and he caught the other team's forward by surprise. He drew his leg back to kick the ball, but just before making contact, his toe caught on the ground. The ball bounced off his head as he fell, and the other team's star players tripped over the boy to land in a big heap of grass-stained little kids.*

*The ball was quickly taken by one of the little boy's teammates, who ran it downfield for a score! The other players on his team lifted him up off the grass and laughed and clapped him on the back.*

*"That's one way to do it!" his coach called to him, a big grin on his face.*

*That moment changed the little boy forever. He learned that doing something, anything, is better than doing nothing when you are in a bind and others are depending on you. From then on, he challenged every ball that threatened their goal. Some got past him, but others didn't, and that was okay because it made him strive to be better.*

*Back in the Fall, Crepitus stood in his office staring out the broken window at the quiet factory, gears turning in his head. There was a light rap on the door.*

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*"No, but you've given me a wonderfully terrible idea," he said, and he threw back his head and cackled..*

## TALKING POINTS

- ✱ Have ever given up on something you were worried you might not be good at?
- ✱ Do you have to be good at something to have fun?
- ✱ Think of a time you were glad you gave something a second chance.





## 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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