

Stuffed Fables™



WETTING GO

17-1

The bookkeeper reads the following:

Mommy and Daddy gave each other nervous grins in the hallway when they left the little girl's room, and Mommy held up crossed fingers for luck. "She can do it!" whispered Daddy. "I know she can."

"Here's hoping," said Mommy, "but still, I'm going to have the spare sheets ready just in case."

Inside her bedroom, the little girl held Theadora up in front of her, and gave the bear a playful spin.

"This is it, Thea!" whispered the little girl proudly. "No diaper! Take a look." And the little girl pointed the teddy's face towards her new big girl underwear. "I went potty with Mommy before bed. These are my new undies, and they're fancy, and I don't want to make a mess. No mess tonight!" The little girl was very pleased with her achievement. After her bath she had pulled the underwear on all by herself. She had even interrupted Daddy's television show with a gleeful wiggle dance. Now she snuggled up with Theadora, a big smile on her little face. She was proud, excited, and more than just a little nervous about the night going smoothly.

She fell asleep.

Outside her room, the sounds of Mommy and Daddy's television show soon faded away. The lights in the house were turned off one by one. Everything was quiet. Two overlarge bunny ears sprung up in attention.

"What's that noise?" Flops wondered aloud.

"Oh no, a noise!" squealed Lumpy, sitting up. Half his face was squished funny from lying on it all day.

"I don't hear a thing," said Stitch. "What are those bunny ears of yours picking up, Flops?"

"Aw, it's probably nothing," said Flops, waving off any concern. "It sounds like some water running is all."

"That's not good!" said Theadora, gently wriggling her way out of the little girl's arms. "Look at her diaper!"

"Good heavens!" Stitch exclaimed with a jump.

"What have we got here? Fancy new undies and no diaper?"

"The diaper!" Lumpy hissed. "It's been stolen!"

"No, no my good elephant," Stitch corrected. "I daresay we're witnessing the first night of potty training."

"It's true!" Theadora said. "Tonight is the big night, but the sound of running water could ruin everything!"

"I witnessed a bed-wetting once," Stitch said softly, his voice distant. "I was the lucky one that night. But my friends Chimp and Jelly, well..." and Stitch placed a hand over his heart. "Some gave all," he whispered.

"I'm too young and pretty to get wet," Lumpy insisted. "I was already the victim in the Great Upchucking last summer - I can't face that kind of action again!"

"We've got to turn the water off," Theadora said, paws on her hips. "Everyone prepare for an expedition."

"Agreed," said Stitch. "And I find the running water more than a little suspicious. What are the odds Mommy and Daddy would go to sleep with water running on the same night our little girl has no diaper?"

"Flops, where's the sound coming from?" asked Theadora.

"The bathroom," said Flops. "That's got to be the tub."

Gather the discovery cards for this story and without looking at them, place them in a face down stack near the play area.

Note: In this story Piggie and Lionel are not available for a player to choose as her stuffy. (You've not yet met them.)

Go to page 19, section 19-1.

STITCH'S FABLE: A GREEDY LITTLE PIGGY

One day a greedy little piggy went to visit his grandmother in the countryside. "I'm going outside to complete my chores," she told him. "So be good until I return." The greedy little piggy promised he would, but as soon as his grandmother left, he began sniffing for treats.

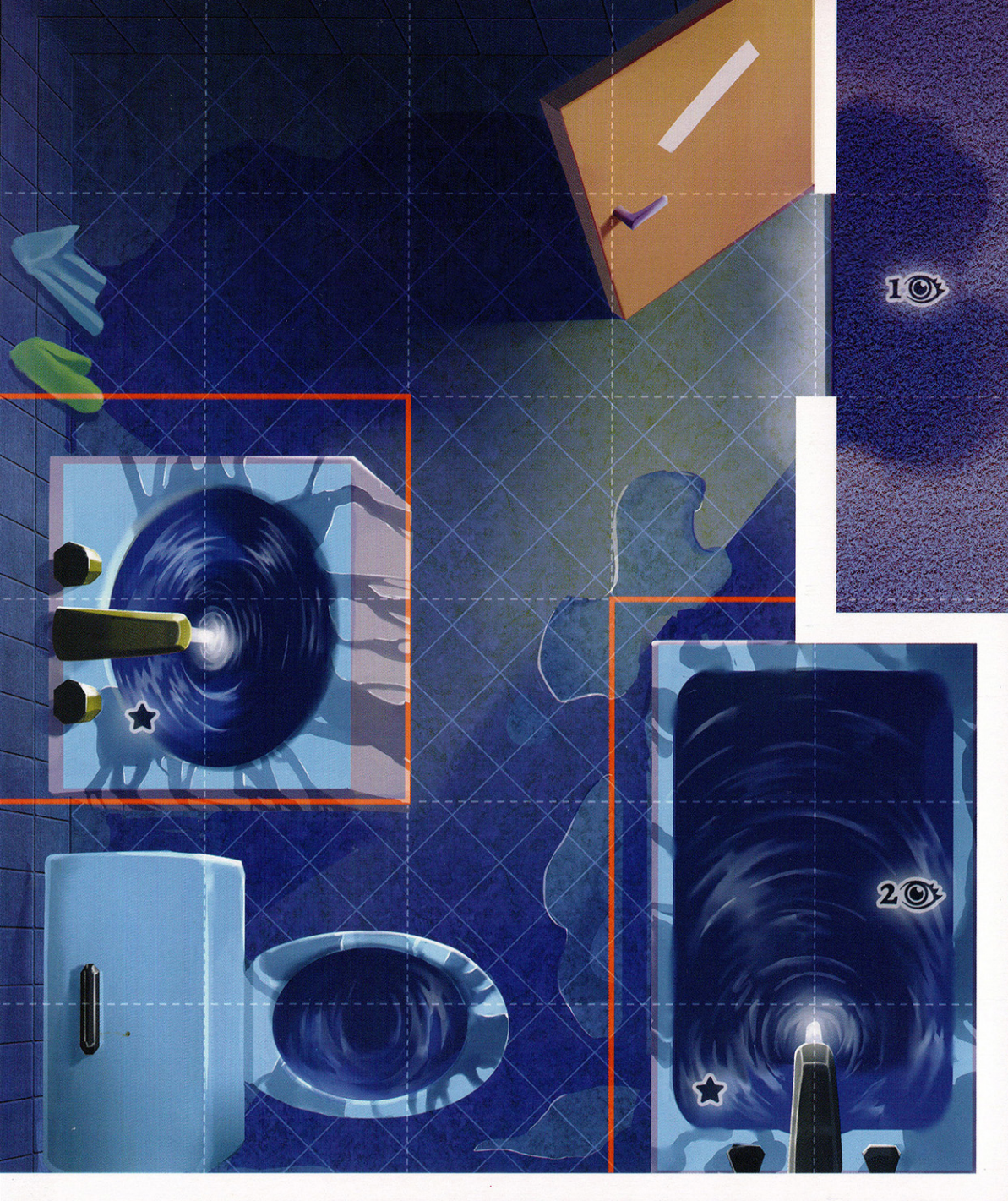
"Sugar!" he said, and ate what he found in the sugar bowl. "Oooh, apples!" he said, and he wolfed down the apples in the basket. "Mmm, butter," he oinked, and he licked up the creamy goodness in the crock. When his grandmother returned with a basket of fresh eggs, she was disappointed to see her food eaten.

"Oh greedy little piggy," she said sadly. "Were those your favorite treats?"

"Oh no," he oinked. "There are far more delicious things than those."

"Indeed," replied his grandmother. "Self-control can lead to better reward - remember that when all you have to eat are eggs instead of apple pie!"





6

THINGS GO BUMP IN THE NIGHT

19

19-1

The bookkeeper reads the following:

They slid off the bed like true professionals, and crept into the darkened hallway. Flops took the lead as scout, and Theadora and Stitch followed after. Lumpy crept behind them, his teeth chattering in fright. "M-m-maybe I should stay behind and guard our girl?" he suggested.

"Steady, Lumps," Theadora said. "If something sinister is going on, we're going to need your muscle."

They could hear the water running from around the corner. It wasn't a rush of water, no, but rather a lazy, gurgling, and dripping sound. If someone wanted a wet bed, they had set it up perfectly.

"Any sign of parents?" whispered Theadora to the group.

"Nothing so far," answered Stitch.

"I hope they aren't wetting their bed," said Lumpy.

This gave the group a giggle.

"Let's stay focused," Theadora cautioned. Suddenly, from farther down the hall came the clanging of pans from the dark kitchen.

"Parents?" Stitch asked, but Flops shook her head. "I saw a shadow running out of there, but it was smaller. Our size."

"Okay gang," said Theadora. "Let's investigate!"

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place an objective token on each space marked with ★.

Put the Walls/Barriers environment card into play.

GEAR UP

Each player searches the item deck for a weapon card of her choice with the keyword: Study and equips it.

SPECIAL RULES

Searching Household Items: While on this page, when a player performs a search action, instead of drawing a card from the item deck, she looks through the item deck for a card of her choice with the keyword: Household and equips it.

Turn Off Faucets: The stuffies need to turn off all of the running faucets. To turn a faucet off, a stuffy must move onto an objective token, then discard that objective token. The first time a stuffy turns off a faucet, go to section 19-2. .

19-2

The minion leaped out of the shadows, a large, gaping heart-shaped hole in its chest, and it snarled.

"Good gravy!" gasped Stitch, and Lumpy let out a high-pitched screech.

"Bad guy!" yelled Theadora.

"He's not alone!" Flops hollered, readying her bow. Two more of the monsters hissed from the shadows at the end of the hall, then vanished into the bathroom.

SETUP

Generate an encounter of 3 dark hearts. Place 1 dark heart adjacent to the stuffy that turned off the faucet. Place the other dark hearts on objective tokens. ★

SPECIAL RULES

Dark Hearts: The dark hearts on objective tokens will not move from the objective tokens. Each time a dark heart on an objective token rolls a threat die to activate, if it rolls a 6, in addition to activating, the dark heart turns the faucet higher! Reveal a sleep card. .

19-3

With a great heave, the soggy stuffies strained until their stitches were about to burst, and finally the stopper popped free. But up from the drain came a sickly purple glow that was all too familiar to the stuffies.

"That light!" Lumpy exclaimed. "It's just like the one we saw under the big girl bed." There was a great gurgling noise as the water in the tub began to drain, and the stuffies felt the pull of a terrible suction. "Get back!" Theadora cried, but the power of the strange purple glow was sucking water down with such force, that a terrific whirlpool began to form.

The stuffies struggled to make it to the edge of the tub, but soon they were each plucked away and flailing helplessly as they circled the drain. Only Lumpy was able to make a decent lunge for the side of the tub, but the wet tub was too slippery for him to get a good grip. Soon they were each pulled down, and one by one, pop! They were each sucked down the drain. When the last of the water gurgled away, the sickly glow faded, leaving no sign of the stuffies.

Each stuffy that contributed 1 or more dice to this group task gains 1 heart. Go to page 21, section 21-1.



Turn off the faucets (see Turn Off Faucets in section 19-1), then pass the group task (found at 20-2).



Surge: Reveal a sleep card.



The light was on in the bathroom and long moving shadows played about. There was no doubt something suspicious afoot. You look at your feet to find you are standing in water and your absorbent feet were soaking it up. Peering through the doorway, you see one of the minions, snickering a hissing laugh as it played with the knobs on the bathroom sink.

Put the Water environment card into play. The sink spaces and bathtub spaces are considered water. .



The tub was filled to the brim with water. Using a roll of toilet paper as a step, you climbed up the side of the tub. Ah, but water had sloshed up over it and the porcelain was slippery, and with a cry you fell in with a loud ker-splash!

Pulling out the stopper requires a red/strength group task, difficulty 13. Stuffies can only contribute to this group task if they are on the bathtub, and if all faucets have been turned off (see Turn Off Faucets in section 19-1).

PASS: Go to section 19-3.



The little girl mumbled in her sleep, and a little hand groped blindly for its teddy. Theadora felt a tugging at her toy heart. "Oh dear," she whispered and was quickly overcome with worry.

Place a worried status card on Theadora.

21-1

There was darkness and the terrible sensation of being submerged in water, when suddenly the stuffies found themselves falling through open air once more, the smoggy night sky of the Fall offering little light.

"No, no, no!" Flops screamed. "Not again!"

"Brace yourselves!" Theadora called out to them. "We're going to lose some stuffing on this one!"

Lumpy only gave a single, high screech that did not end. But luck was in their favor, for they fell toward a large body of water, and with great kersplooshes, they each landed safely. One by one, the stuffies came back up to the surface. They appeared to have fallen into a large reservoir. A strong current pulled them toward a stone dam. Stitch yelled something, but the dam's floodgates were open, and no one could hear him above the roar of crashing water.

They fought bravely against the current's pull, but each of the stuffies shot through the gates and tumbled down cascading falls. Boom! Bop! Bip! Thud! The stuffies bounced off a wooden water wheel near the base of the waterfall, and with a final cry, plunged into the roiling river below.

Flops seemed to be having a great time. "Whee!" she screamed into the night. The others did not agree.

"I'd like off this ride now," groaned Stitch.

"Look out, everyone!" Lumpy cried. Up ahead, jagged, broken toys stuck up from the water like angry teeth.

"We need to swim to safety," Theadora yelled out.
"Everyone follow me!"

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place  tokens on the indicated spaces.

Generate a random encounter.

Put the Water environment card into play.

SPECIAL RULES

Rushing Water: When a player draws a threat die, roll it before placing it on the threat track. On a 1-3, move all figures currently on water 1 space in the direction of the water's flow. On a 4-6 move them 2 spaces. If a figure's move is blocked by an obstacle (a colored line or a wall), it must stop. Minions moved off of the edge by rushing water are defeated. If a stuffy gets swept off the edge of the map by the rushing waters, place that stuffy aside, and reveal a sleep card. Then go to section 21-3. 

21-2

They stood there soaked and dripping in shallow water, staring into the shadowy mouth of a cave. The current was weaker there, and the stuffies were able to move into the cave, but they noted the river had risen enough to threaten flooding the entire cave. It was time to hatch a plan.

If there are no minions in play at the end of any player turn, and no stuffies have been ‘swept away’, you may exit into the cave. If you do, go to page 23, section 23-1.

21-3

You tried to swim to an outcropping of tangled junk, but the current proved too strong, and you were quickly pulled away from your friends. The water rolled you, and your head went under as you spun around. When you finally emerged, you could hear your friends calling for you in the distance – but it was too late. The current had swept you downstream!

SPECIAL RULES

Save that Stuff: Stuffies can now only exit by moving off the map in the direction of the swept away stuffy. A stuffy that is not on the map cannot take a turn. Once all stuffies have moved off the edge, go to page 25, section 25-1.

21-4

A smaller, less dangerous tributary wound away to flow into the shadowy mouth of a cave. The thought of floating through an unknown cavern seemed loathsome, but the rapids were brutal and the stuffies knew they wouldn't last long.

SETUP

Place 2 objective tokens on the spaces marked with ★.

SPECIAL RULES

A stuffy can claim an objective token by moving onto it. The first stuffy to claim an objective earns a heart. When both objectives are claimed, go to section 21-2.

Explore the ☞ symbols. If a stuffy is swept away by the rushing water, see the special rules in section 21-3.



Surge: Reveal a sleep card.



★ The river splits here. Go to section 21-4.



The rusty remains of a bicycle were embedded ominously in the surging water. Looking ahead, you saw the river was littered with even more dangerous obstacles. The river raged and smashed against these hazards as if daring you to draw any closer.

You quickly reached out and clung to the rusty frame, but discovered you were not alone! Tiny dolls, no more than several inches high, also clung to the bike. They had squat little faces and bright shocks of hair that stood up in cute little points.

"Well hello there," you said.

*"Can you help us?" one of the dolls begged.
"Our home under the bridge up yonder was
washed away in this flood."*

Choose 1 of the following: If you ignore their pleas, place a worried status card on this stuffy. **-OR-** If you throw the troll dolls to the river's edge, make a green/agility skill test, difficulty 3.

PASS: This stuffy receives a heart.

FAIL: No effect. You or another stuffy can attempt to help the dolls again until you achieve success. 



The stuffies stood at the edge of an immense forest, its twisted and dark trees growing up far into the night sky. Thorny vines grew among the trees, their thick coils barring the way. The only obvious way through was to travel downstream and hope for a trail. But looking up, the stuffies saw an immense cliff rising up from the river's edge, its face a toothy saw blade of sharp angles. Perched atop the cliff sat a mighty factory-fortress with impossibly tall smokestacks reaching into the sky. 



CAVES OF FURGOT

23

23-1

Return all dice, except those stored on cards, to the dice bag. The bookkeeper passes the bookmark to the player on her left and the new bookkeeper reads the following:

The soggy stuffies trudged through the murky water, battered and exhausted. Small outcroppings of faintly glowing crystals helped light the way.

"I have so much water in my stuffing, I think I weigh twice as much," Theadora groaned.

"Why is the water so salty?" Lumpy asked as he sprayed it from his long trunk.

"It is the Tearfall," said Stitch, his limp especially pronounced. "It is said to be made from the tears of countless crying children."

"That's horrible!" gasped Lumpy. "All those poor babies!"

"Oh, it's not so bad," said Flops. "We cry when things are bad, but out of that sorrow comes strength. Each time we suffer we become stronger."

"That is true," Theadora agreed, "but don't forget that sorrow is not the only cause of tears! Joy and laughter can make us cry as well, and children know joy and laughter better than anyone."

"Good point," said Lumpy.

And so the stuffies arrived at a large set of steps that wound upward through the living rock, spiraling out of sight.

"Safe at last," sighed Flops.

"I wouldn't be so sure," said Stitch. "This cave will be underwater soon, and who knows how far the water will rise? We don't want to get stuck on stairs that lead nowhere."

"I don't think we have a-" said Theadora, but she was cut off as the sound of a baby doll's crying echoed through the cavern.

"Crawlies!" Lumpy cried.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Place a  token on the indicated space.

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

Place 2 objective tokens on the spaces marked with .

Put the Leap Spaces environment card into play.

Put the Water environment card into play.

SPECIAL RULES

Rising Water: Each time a threat die is placed on the threat track, move both objective tokens 1 space up the steps. All spaces below the objective tokens are considered water spaces now. When the water reaches a landing, move the outer token the extra 2 spaces to keep the tokens moving together. If the water reaches the top landing, reveal a sleep card. The platform is no longer accessible. Move any stuffies on the platform to the top landing or stairs.

Any time a stuffy passes through or occupies an objective token, give that stuffy a soggy status card. .

23-2

They examined the curious box. Its colorful sides had all been painted to depict hot air balloons floating in a sky of bright, fluffy clouds. But when they tried the lid, it wouldn't budge.

If you have an item with the keyword: Pry, skip to the 'Pass' effect below. Otherwise, you try to bash the box open. Make a red/strength skill test, difficulty 7. If you have an item with the keyword: Bash, the difficulty is only 3.

PASS: You find Marietta's toy mouse Squee! *The mouse sprang to life and squeaked excitedly. It began to tell a tale of how a horrible intruder, like nothing that had been seen before, had broken into their hut and had grabbed Marietta. Retrieve Squee from the discovery stack and equip it to any stuffy.*

FAIL: Nothing happens.



23-3

"Careful now!" urged Lumpy as he crouched on his gray knees, watching Squee's key get wound. Theadora set Squee down on the other side of the bars. Only a few seconds later there was a light click and the grate swung open. Squee smiled proudly as the stuffies passed by.

"Well done!" said Stitch.

Go to section 23-4.

23-4

The stuffies emerged to find themselves deep in the Bramblebum forest. There was no time to spare, as no sooner had they stepped out, then water began to spill out of the grate.

Go to page 27 section 27-1.



Defeat the minions and pass the group task (found at ).



Surge: Reveal a sleep card.



The stuffies found a colorful box painted like it came from a child's bedroom.



Go to section 23-2.



Looking down at the rising water, you saw a large shape crest the surface before diving back down. What was that? The large shape does not reappear, but the thought of something lurking beneath you is terrifying. You shouted at your friends to hurry and get away from the water.

Move each other stuffy up to 2 spaces away from the objective tokens. .



They had reached a landing atop the stairs, and an exit lay before them. But the way was blocked by a heavy, locked grate, and behind them the water was swiftly rising.



"We need to get these bars open!" shouted Flops. The grate was locked from the outside. Something small like a mouse could slip through the bars and release the latch on the other side.

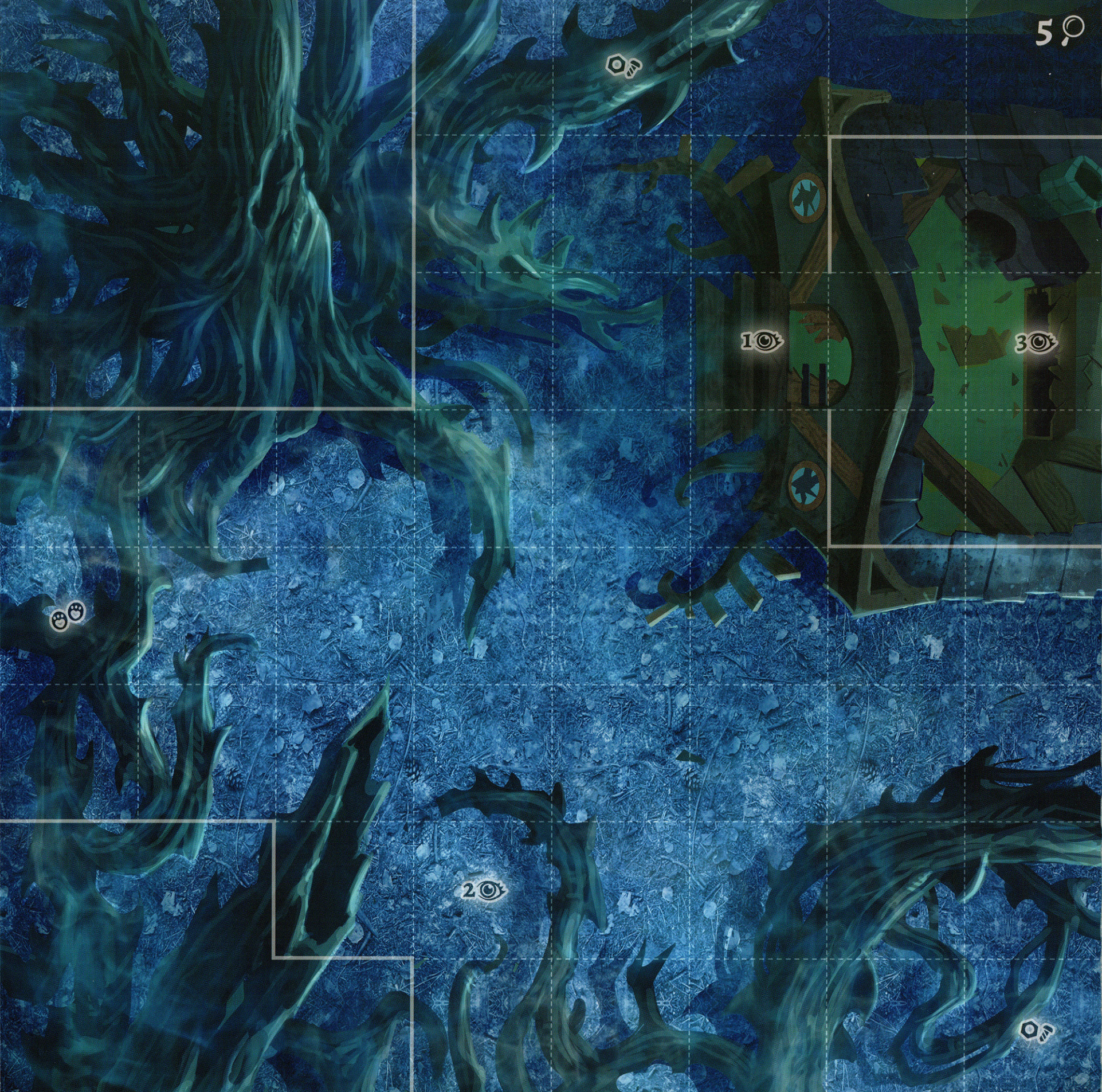
If you have Squee in your party, you can send her through the hole. If you do, go to section 23-3. Otherwise, you will need to bash the grate. Bashing the grate requires a red/strength group task, difficulty 15. If you have an item with the keyword: Bash in your party, the difficulty is only 12.

PASS: Go to section 23-4.



A pale, milky fish with translucent scales emerged from the water. Its eyes were blind and overlarge, and its gaping mouth opened and closed rhythmically. Everyone fell silent for they had the eerie impression the fish was searching for them, and they did not like the sharp, jagged teeth they saw in its mouth.

Place a scared status card on each stuffy.

**25-1**

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 her left and the new bookkeeper reads the following:

They collapsed on the river bank, soggy, and feeling lost. Theadora groaned as she sat up and took a look at their surroundings. They were back in the Bramblebum, lying by a section of river so curvy it formed a small mere. Theadora noted they were lucky to be pulled into this shallow area, for not too far away, the river fell away into a series of raging waterfalls.

"Why is the water so salty?" asked Lumpy as he found his feet.

"It's the Tearfall," declared Stitch, who was helping Flops wring water out of her stuffing. "It is made of the tears of crying children."

"Tears?" Lumpy gasped. "But... but there's so much of it! All those poor children!"

"Oh, buck up Lumps," said Flops. "It's not as bad as all that. Joy and laughter cause tears as well."

"And tears are not bad at all," offered Theadora.

"Remember when our little girl tried to climb her bookshelf and fell? She cried and cried. But she learned from the experience, and after that she used a step-stool to reach the high shelf."

"Quite right," Stitch agreed. "There is great beauty in sorrow. We grow stronger from it, and each time sorrow touches our lives, it teaches us to better appreciate happiness."

"That makes sense," Lumpy said, wiping his eyes. "I'm just missing home and our little girl right now."

"Me too," said Theadora. "Let's get going so we can see her again soon."

And so the stuffies set off. Not long after entering those dark and foreboding trees, they discovered a small dirt path that brought them to a familiar location.

"Marietta's hut!" Stitch exclaimed.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Put the Walls/Barriers environment card into play.

Place the door token on the doorway at .

25-2

You climbed the tree, just high enough to pull the soldier's foot free. She fell to the ground with a thud.

Sliding down the tree you asked, "What was that group of buildings I saw up there?" pointing to the east.

"That's an outsiders camp," she answer. "Toys and such that would rather live free than work for Crepitus.

Gain 1 heart.

If there are no minions in play, and you would like to go to the outsider's camp, go to page 27, section 27-1.

25-3

There was a low, rumbling growl and several mongrels slunk into the clearing, baring their fangs.

SETUP

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

25-4

The hut was empty.

"I hope Marietta is okay," whispered Lumpy.

"It doesn't look good," Stitch admitted. The hut, a cluttered mess under normal circumstances, appeared to have had all of its contents thrown about and smashed, and there was no sign of the old corn husk doll. Flops flipped over a wooden bowl, and from underneath came a frightened squeak.

"Marietta's little mouse!" Theadora exclaimed. The little toy mouse sped toward a hiding place on its tiny wheels, before running out of energy and rolling to a halt. The empty hole in its back signaled that its winding key was missing.

"What a cutie!" said Lumpy. "This little fellow needs looking after. I'm going to call him Squee," said Lumpy with a grin.

Retrieve the Squee card from the discovery stack and equip it to a stuffy. Squee cannot be used until its winding key is located. Finding the winding key requires a yellow/perception group task, difficulty 9.

PASS: Lumpy inserted the key into Squee's back and gave it a couple cranks. The mouse sprang to life and squeaked excitedly. It began to tell a tale of a horrible intruder, like nothing that had been seen before. The intruder had grabbed Marietta in its claws before giving an unpleasant noise and disappearing in a blink.

The stuffy that placed the last die on the group task track receives a heart. Squee can now be used. .



Explore the  symbols.



First Surge: Go to section 25-3.

Additional Surges: Reveal a sleep card.



The stuffies stood before Marietta's hut, the forest leaning in at them, and in the distance they heard the baying of hounds. Flops gave a knock on the door but no response ever came. "Perhaps we should enter for safety?" suggested Stitch. Theadora walked around the structure and discovered something familiar – an old red wagon!

Look through the item deck. Take the Red Wagon item card and place it in reach of all players, then shuffle the item deck.

Entering the hut requires a red/strength group task, difficulty 13. Only stuffies adjacent to the door can contribute to this group task.

PASS: Remove the door token. You may enter and exit the hut freely.



"Er, sorry to be a bother," said a voice above you. Looking up you saw an action figure dressed in combat fatigues hanging upside down from a twisting, thorny branch. She grinned sheepishly. "Been stuck up here for ages," she said. "Is there any way you could help me down?"

Climbing up to help requires a green/agility skill test, difficulty 7.

PASS: Go to section 25-2

FAIL: Nothing happens. You or another stuffy may try again until you succeed.



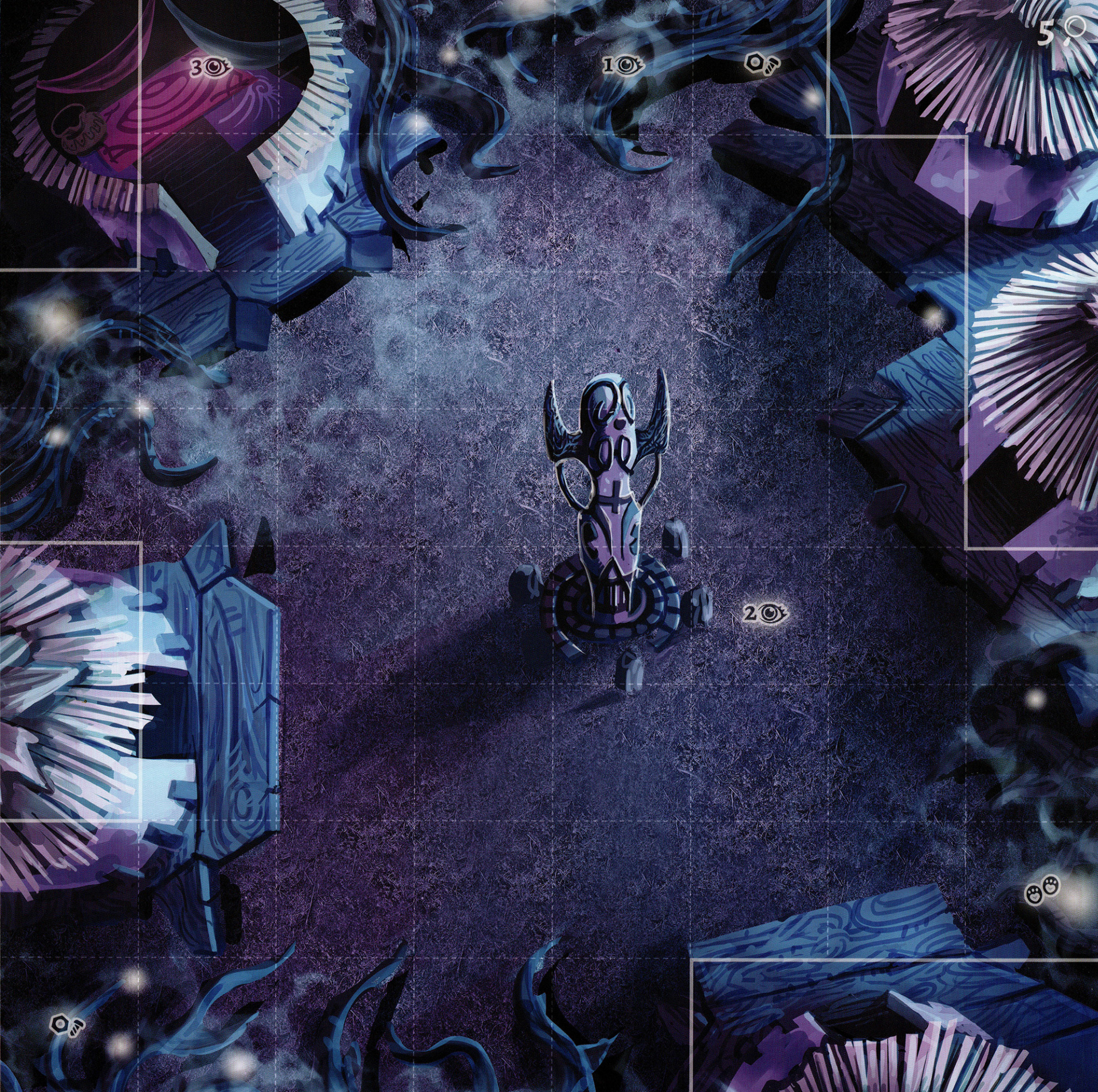
Marietta's hut had been ransacked!

Go to section 25-4.



The trees! The trees became animated and clawed angrily at the stuffies.

Each stuffy receives 4 damage. Defend against this damage normally.



BAND OF RUBES

27-1

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 her left and the new bookkeeper reads the following:

The stuffies knew it was too perilous to stay in one place too long, and so they took off into the Bramblebum. They were dogged by mongrels, damp from the over-wet ground, and wounded by snagging thorns. After a long stretch of aimless travel, they stumbled upon a small abandoned village, crudely made from junked toy parts. Whoever lived here must have left hastily due to the impending flood.

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

Put the walls/barriers environment card into play. .

27-2

The large hut was gloomy, lit only by feeble light coming in from a single window. You fumbled in the dark, looking for clues.

Finding some useful clues in the hut requires a yellow/perception skill test, difficulty 3.

PASS: Go to section 27-3.

FAIL: Nothing happens. You or another stuffy may try again until you succeed.

27-3

"Hands up!" shouted an angry voice, and a battered feline stuffy fell from the ceiling, and landed smoothly, brandishing a sharp stick. There was a flare of torchlight at the doorway, and suddenly the hut filled with armed misfits – damaged dolls, patchy stuffies, and worn puppets. They were a scruffy bunch, but defiant and proud.

"We mean you no harm," said Theadora, raising up her paws.

"We'll be taking those," said a cross baby doll, and it began to strip the stuffies of their weapons and gear, tossing the items in a corner.

"You're making a mistake," Stitch insisted, but fell silent when a sharp stick was waved in his face.

"Outside!" barked the baby doll.

The stuffies were led to a central gathering area in the village, and there they were tied to an iron ring on a wooden post.

"We are not your enemy!" Flops insisted.

"You?" scoffed a soft doll with yellow yarn hair and a dingy blue dress. "It is you who awoke the wrath of the dark master! His henchman, the Dollmaker, is using the power of tears to fuel his new experiments, and tearing the Fall apart to find you. He will not stop, even if he has to drown us all."

"And what about the floodwaters?" Lumpy squealed. "Your village is in danger if you stay here." But the doll only waved his words aside.

"We sent our best warrior Lionel upstream," she says. "He will shut off the water. You will see." A terrible howl arose suddenly from the nearby trees.

"It is Crepitus!" a villager cried. "His minions have found us!" And with that, the villagers began to run, leaving Theadora and her friends trapped. Just then, the village was discovered by evil minions!

SETUP

Generate a random encounter.

Add 1  on a space adjacent to the entry space of each small hut. Place all stuffies adjacent to the post in the center of the village. They are all bound to the post! Place a trapped status card on each stuffy. Each stuffy must unequip all of its item cards. Place all of the stuffies' items in a stack near the council hut. Each stuffy can get its items back immediately upon entering the hut, but first they must escape. When all of the minions have been defeated, and the stuffies are free of their traps, go to section 27-4.

27-4

The stuffies fought to protect the fleeing villagers, despite their hostility. They understood the villagers' fear, and were impressed by their scrappy attitudes. Soon the enemies were vanquished and the stuffies prepared to follow in the footsteps of the village's great warrior. They were going to the floodgates whether the outsiders wanted them to or not!

Go to page 29, section 29-1.



You must first discover what happened to the villagers by exploring the  symbols.



Surge: Reveal a sleep card.



The ground grew watery as the river rose in the distance, threatening to flood the area. It was only a matter of hours before the flood would wash away this little settlement. The stuffies' plastic hearts ached for the people who built the village – surely they had endured great hardships to live out here, away from the influence of evil.

Place a courageous status card on this stuffy. .



You passed an open gathering area dominated by a large wooden post carved to look like a strange creature. It was painted in garish colors and had a weathered iron ring attached to it. .



The windows of the largest hut in the village were dark, but the door hung slightly ajar. It looked almost like a town hall.

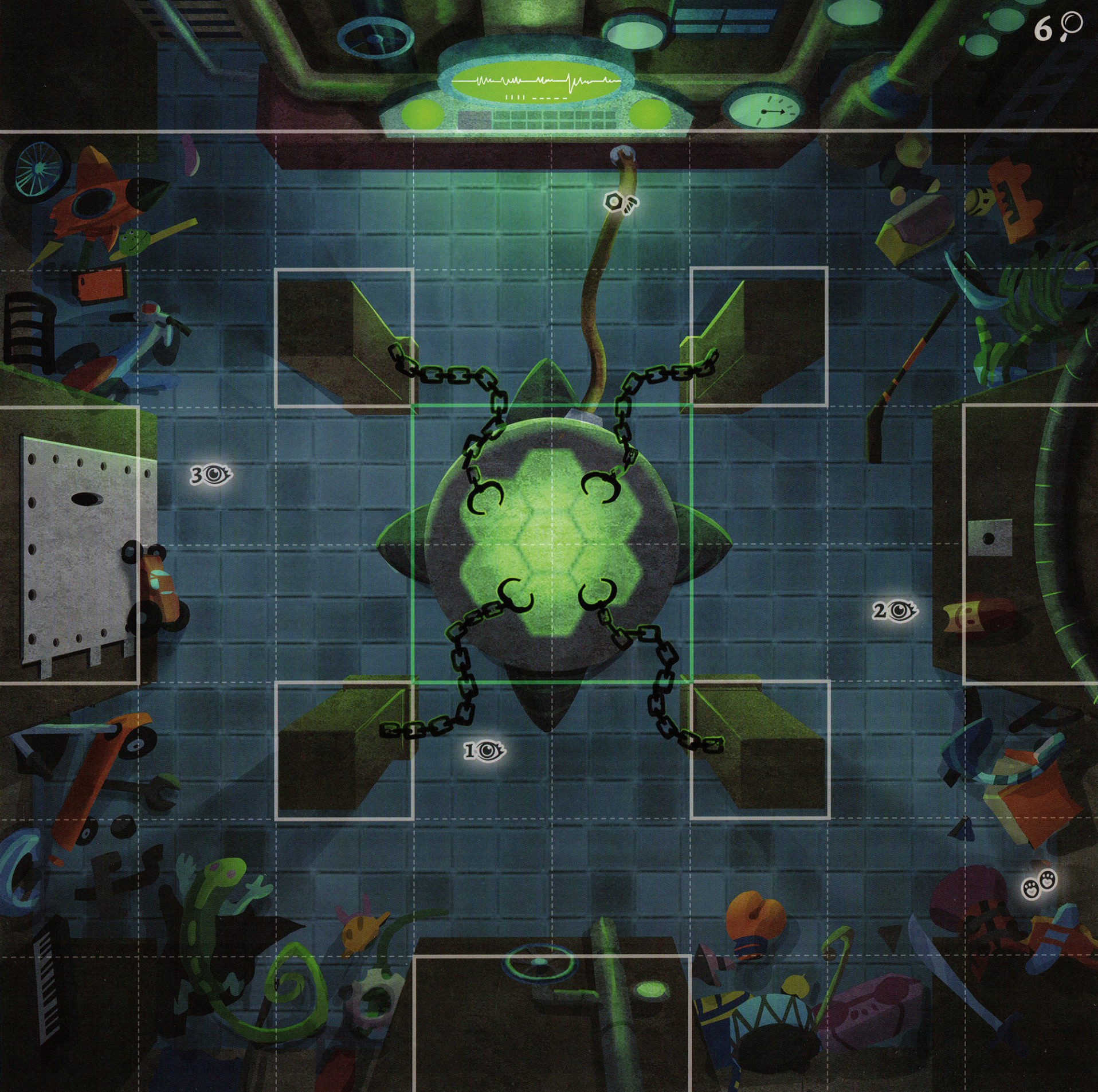
"We might find some important clues here," Flops suggested.

If you search for clues in the abandoned council hut, go to section 27-2.



The little girl sat upright in her bed and murmured something softly before settling back down on her side. The stuffies reeled as the ground buckled under them.

Remove all dice stored on each stuffy. .



THE FLOODGATES

29-1

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 her left and the new bookkeeper reads the following:

The stuffies worked their way upriver, searching for the source of the flood. The way was slow, for they had to avoid the more traveled pathways, but eventually they made it back to the great waterfalls from which the Tearfall was born. They hid and peered into the mist, and saw the Tearfall burst forth from a great opening in a rocky cliff. A huge mechanical gate was attached to the opening, and it sat open, allowing the water to rush out.

Near the base of the falls was a large waterwheel that spun wildly from the force of the water that hit it. The purpose of the wheel was hard to determine, but no doubt it was connected to the crude and crooked guard outpost that sat nearby. Lumpy spied an entrance at the base of a tower, but evil minions patrolled around it.

Reveal a sleep card. If you have Squee in your party, go to 29-3, otherwise go to section 29-2.

29-2

"We'll never make it through the door," Lumpy whimpered. "There are too many guards."

"What about that window?" asked Stitch, pointing at a small opening in the outpost's stone wall. It would be a tight fit, but they had few choices.

Go to section 29-4.

29-3

"There are too many guards," Lumpy whimpered.

"What if we used Squee to make a distraction?" Theadora suggested.

"Squee?" Lumpy gasped, and he held the little mouse close. "No, no, no." But Squee wriggled out of Lumpy's arms, and squeaked excitedly. "Well if you say so," said Lumpy. "But you play it safe!" Lumpy used the key to wind Squee up, then set it down on the ground. The little mouse shot off towards the guards, got close enough to squeak something rude, then zipped away as the guards gave chase.

Discard Squee and go to section 29-4.

29-4

The stuffies snuck into the floodgate control room. It was dimly lit and damp, and the sound of mechanical gears grinding made it hard to hear anything else. There was an entire wall covered in a tangled maze of tubes and wires, all running into a strange metal statue of a monstrous robot-

like minion. Stranger still, in the center of the room there was a round, stone pedestal on which lay a collapsed lion stuffy. One of the lion's paws was shackled. "Crepitus must be using the Tearfall to power up his minions! Let's figure out how to close the floodgates!" shouted Theadora above the din.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with .

If you climbed through the window, each stuffy had to fit through the narrow gap and must discard stuffing until it has no more than 4. It was the only way to get in.

29-5

There was a loud hissing noise, and suddenly the statue trembled. It was not a statue at all! Red light sprang to life in its glassy eyes, and the machine rose up on its spidery, mechanical legs. It was awake!

"It's being powered by the energy from the Tearfall!"

Retrieve the Snatcher MK1 boss card from the discovery stack.

SETUP

Generate an encounter of the Snatcher Mk1. .

29-6

The lion shook its furry head and let out a roar.

"Hurry!" it bellowed. "Cut me loose before it's powered up!" You hammered on its shackles to no avail, and the lion grew agitated. "There's no time!" it yelled. "That Snatcher is about to wake! Go grab that iron bar over there." You dashed for the bar, but turning back, you cried out in horror as the lion chewed through the fabric of its own arm. The severed, shackled paw fell to the pedestal. "Freeeeeeee!" roared the lion, and it let loose with an ear-splitting roar.

"This guy," said Flops with admiration. "I am all about this guy."

You have freed Lionel. He can now be selected as a player's stuffy in future plays of the game. Retrieve his Right Claw item card and instruction card from the discovery stack. Gain 1 heart. Also retrieve the iron bar party item from the discovery stack, and place it nearby. .

29-7

The vault creaked open. Inside was a rusty metal crank that looked like it might come in handy.

Retrieve the metal crank party item from the discovery stack, and place it nearby. .

29-8

The stuffies worked together to turn the crank, which groaned in protest the entire time. They felt a rumbling as somewhere above them the floodgates slowly shut, and the noise of rushing water ceased. Inside the outpost, things fell quiet.

If there are no more minions in play, you have succeeded in your task! Recite your part of the magic spell to return to the bedroom. If the Waking card has been revealed, go to page 97 section 97-2. Otherwise go to section 97-1



Pass the group task (found at 30).



First Surge: Go to section 29-5.

Additional Surges: Generate a random encounter.



A stuffed lion was chained to the pedestal by his paw.

To help the lion, you must first move onto the pedestal and discard 1 stuffing. Once on the pedestal, go to section 29-6.



You stood before a stone vault that bore an oval-shaped hole in the middle. It looked like you could pry it open if you had something to stick into the hole.

If you have an Iron Bar, you can create a lever. Rapidly moving this lever up and down raises the stone lid of this vault. This requires a green/agility group task, difficulty 15. Only stuffies on or adjacent to this space can contribute.

PASS: Each stuffy that contributed a die gains 1 heart. Go to section 29-7.



You stood before a metal panel bearing a circular hole in the middle.

If you have a Metal Crank, you can turn the crank to shut off the flow. This requires a red/strength group task, difficulty 15. Only stuffies on or adjacent to this space can contribute.

PASS: Go to section 29-8.

97-1

The bookkeeper reads the following:

"There's no time to lose," urged Mr. Stitch, and one by one they climbed up the big girl bed.

"I don't see any wet spots," Theadora whispered hopefully. "I think we got lucky!"

"Don't jinx it," hissed Flops as she sat down next to Lionel. She used a small needle and a bit of thread to begin closing up the lion's clawless arm. She had to work quickly, for morning's light was just beginning to find its way through gaps in the bedroom curtains. Lumpy flopped down on his usual spot in the bed, his ears drooping around his head. In his large puffy paws, he toyed with Squee's turnkey.

"Cheer up, Lumps," offered Mr. Stitch. "We know Squee is likely fine, so there is no use fretting. And who knows? Perhaps you will run into each other again? After all, a sad parting allows for a joyous reunion." Lionel stood up and looked sadly at his stump. He sat down next to Lumpy.

"It's okay, little elephant," growled Lionel. "I too left part of myself behind."

"Do you think you'll ever find your missing claw?" Lumpy asked.

"Oh yes," replied his new companion. "Crepitus should tremble in anticipation of my return."

Flops's long ears shot up straight.

"Footsteps!" she warned. The stuffies dashed to take their usual spots, but Lionel wasn't sure what to do.

"You're with me, pal," said Lumpy, and he placed an arm around the lion's shoulders. The doorknob turned and in crept Mommy and Daddy. They delicately peeled back the covers and checked the little girl's drawers.

"She did it!" Mommy whispered excitedly. "She's dry!"

"That's our girl!" agreed Daddy. And they opened the curtains and woke their daughter, and told her how proud they were of her. And as they lifted her up and carried her out of the room, Theadora still clutched tightly in her arms, no one noticed the new stuffed lion, leaning its shaggy head on the elephant.

97-2

The bookkeeper reads the following:

"There's no time to lose," urged Mr. Stitch, and one by one they climbed up the big girl bed.

"Oh dear," Theadora groaned when she reached the top. The little girl tossed fitfully, and there in the middle of the bed was a large wet spot, and it grew as the wetness slowly spread to the surrounding bedding. And suddenly the little girl bolted upright and all of the stuffies went toppling down to the floor.

The little girl began to cry. By the time Daddy made it to her bedroom, the cries had turned into pitiable wailing.

"I couldn't do it, Daddy!" she howled. "I'm all wet!"

"Oh dear," Daddy said with a sympathetic face. "There, there, it's okay."

"I didn't want to wet it, Daddy, I promise!"

"Oh sweetie," he replied. "Everyone struggles at first."

"But I didn't want it to be me," and she wiped the tears from her cheeks.

"Come on," Daddy said. "Let's get you cleaned off and changed, then I'll clean up the bed. Everything will be fine – you'll see." And he bent over and lifted his daughter from the bed, but stumbled over Theadora on the ground. "Looks like your stuffies got lucky," he said. "They got to take it easy and miss out on all the action." And he carried her away without ever noticing the new plush lion that he had just kicked under the bed.

TALKING POINTS

There are few things more precious than the ability to resist an easy reward for a greater reward that comes with greater effort.

Have you ever regretted giving in to an easy temptation?

What did you miss out on by doing so?



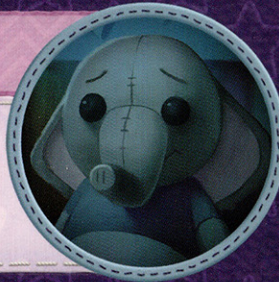


THEADORA

Theadora (or Thea) is special because she does so much to ease her little girl's fears at night. The girl has selected Thea to be the one she snuggles when she slumbers, which is a terrific honor that Thea does not take for granted.

LUMPY

Lumpy listens to the little girl when she is blue. He is an excellent listener and the girl often whispers secrets into his elephant ears. Some might find that stressful, but Lumpy believes that when you speak about your fears, they have less power over you.



FLOPS

When the little girl is feeling silly and playful, she turns to Flops. The bunny's ears are so long and flouncy that a toss of them can send the girl into fits of giggles. Flops is also quick to laugh, and seeks to find humor in every situation.



LIONEL

The little girl has no idea how she acquired Lionel, but she loves him for his bravery and fierce determination. He is everything she wishes she was in the face of fear. When others get scared, Lionel relishes the chance to show his grit.



STITCH

Stitch is an heirloomer, a handmade sock doll passed down a couple generations. In the little girl's eyes, Stitch is a lot like her grandpa – kind, wise, and able to grouch while giving you a wink at the same time.



PIGGLE

Piggle is an energetic piggy full of enthusiasm. In the little girl's mind, Piggle is youthful and optimistic, eager to belong to something special. Trapped in the Fall, Piggle grew frustrated with the Lost. When the little girl's stuffies came along, Piggle knew they were her chance to make a difference.



TABLE OF CONTENTS

Story 1: Big Girl Bed.....Page 3

Story 2: Wetting GoPage 17

Story 3: A Kinder World.....Page 31

Story 4: Unhinged.....Page 43

Story 5: Nothing but the Tooth Page 55

Story 6: Shots and the Dark...Page 69

Story 7: Fear of Loneliness....Page 83

Endings.....Page 96