

Stuffed Fables™





A KINDER WORLD

31

31-1

The bookkeeper reads the following:

Bedtime was prompt and full of ritual on the eve of the first day of school. The little girl was a bundle of nervous energy as she made plans, daydreamed, and asked her parents all manner of questions. Mommy and Daddy answered every query as they bathed the girl, got her into her pajamas, and brushed her teeth. They assured her everything would be fine, though in truth they were just as nervous as their young daughter!

"I'm going to be sick," Daddy admitted, once he and Mommy closed the little girl's bedroom door.

Mommy patted him on the back and said, "She's going to do great. We both got through our first days of school just fine, and she's much stronger than we were."

"That she is," Daddy agreed.

The little girl tossed and turned, and demanded several sips of water before she finally fell asleep clutching Theadora in her arms.

"Good heavens! Where are you off to?" demanded Mr. Stitch after sitting up and stretching. Lionel was already on the floor and had apparently armed himself.

"Tonight, when the enemy comes, I'm going in," growled the lion.

"Into what? Soup? Take that bowl off your head – it's not a helmet."

"I'm going back to the Fall!" snapped Lionel. "I don't ask anyone to follow me, but I can't stay here and fight at half strength every night." He held up his sewn stump and growled, "I'm getting my claw back."

Theadora slid off the bed and pulled out their carefully hidden stash of supplies from behind a heating vent in the wall. "I'll join you," she said. "Lionel is one of us now, and we'd do the same for anyone else."

"Yes we would!" agreed Flops and she bounded off the bed to collect her things. Lumpy cautiously slid down a blanket to the floor.

"I'd rather do just about anything than go back to the Fall," he said. "But if I lost something important, I'd want my friends to help me too."

Mr. Stitch looked down at them from the bed, and there was a large smile on the old stuffy.

"I'm proud to serve with such fine stuffies," he said. "Very proud indeed. I shall remain behind to guard our girl. Toss up my gear, would you?"

"Remain behind?" asked Theadora in shock.

"Yes my dear. Duty comes first. I will stand watch over our precious charge. Besides, it's time you all learned to operate without me. Do not worry – I have nothing but the utmost faith in all of you. But I do ask you to keep something in mind."

"What is it?" asked Flops.

"All of our troubles with Crepitus come from our going into the Fall that one fateful night for the first time. We made a scene. We drew attention to ourselves. Promise me this will be a stealth mission. Slip in, get the claw, and slip out. Leave nothing and no one behind. Can you do that for an old stuffy?"

"You got it cap'n," said Theadora with a playful salute.

That night the crawlies came from under the bed, and like every night, the brave stuffies repelled them. And when the crawlies tried to retreat – boom! – the stuffies threw themselves into the purple glow, and in a flash, they were gone.

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

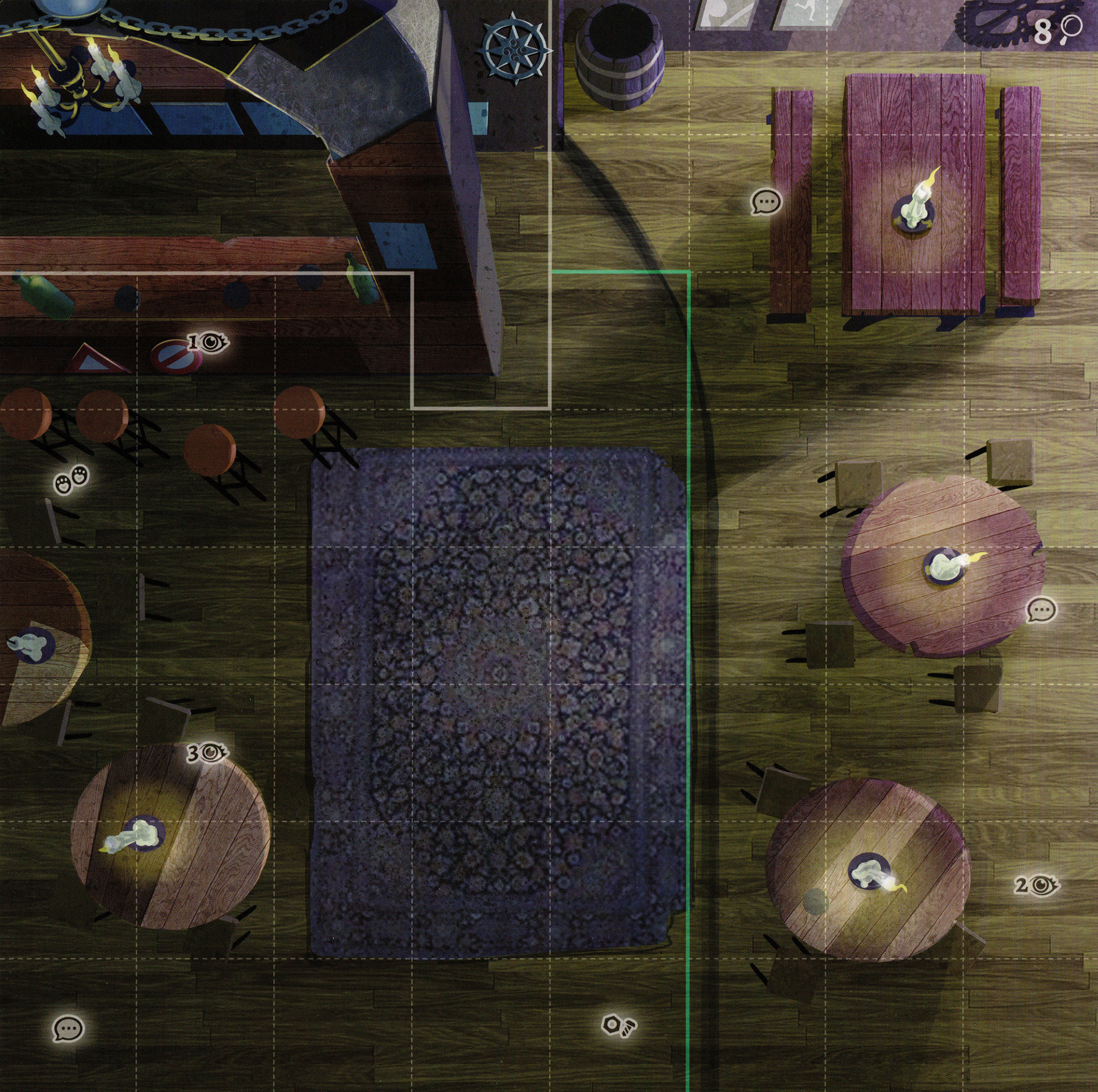
Note: In this story Stitch is not available. However, a new stuffy wants to join the party! Retrieve the Battle Rattle weapon card from the discovery stack and the Piggie's Battle Rattle instruction card. Players can choose from Theadora, Flops, Lumpy, and the new characters Piggie and Lionel, for this adventure.

Go to page 33, section 33-1.

STITCH'S FABLE: THE BOISTEROUS DUCKLING

There was a boisterous young duckling who was anxious to impress the other ducklings at his pond. He would quack on and on about every topic of conversation, and he laughed too hard at his own jokes. Soon the others avoided talking to the duckling, as he annoyed them greatly. Dejected, the boisterous young duckling quit trying so hard to fit in. But when he stopped, so too did the others stop minding his presence. Soon he belonged to the group as much as any other duckling. It was better to earn belonging by being himself, than to try to take it by acting a fool.





SHANTY'S

33-1

The bookkeeper reads the following:

They fell through the filthy air of the Fall once more, but now they went as experts, arms linked together, steering where they could. Beneath them was the glow of a settlement, undoubtedly Squalor based on the number of lights. Soon the town zoomed into view.

"This is going to sting," said Lionel.

They hit the angled roof of a market building and tumbled down into an alleyway. Lumpy groaned.

"I think I broke my everything," he wheezed. They found their feet, squeezing stuffing displaced by the impact back into its proper spot.

A familiarly awful tune drifted through the air, and Theadora said, "Sounds like Shanty's. Let's go." Many pairs of eyes looked at them as they walked in the door. "Remember what Stitch said," Thea reminded them. "Let's keep a low profile."

"It's them!" screamed a skinny pink pig, hopping up and down with delight. "It's the stuffy heroes!"

"We're doing great so far," groaned Flops. The pig ran up to them, a big smile on her face.

"I've been waiting for you guys to come back!" she said. "I'm Piggie. I saw you guys last time you were here, and it really inspired me! So I want to join you guys."

"No offense, but we don't really need a larger group," said Theadora.

"But I've already found my own gear and everything," said Piggie, her face looking sad. The others looked at each other. No one had the heart to tell her no.

"Tell you what," offered Flops. "You're with us for this visit, but please follow orders, okay?"

"You got it!" screamed Piggie.

"And please keep your voice down," Lionel grumbled.

SETUP

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

Place  tokens on the indicated spaces.

GEAR UP

Each player can look through the item deck and choose up to 2 cards that have the Household keyword, and equip those items to their stuffy. Then shuffle the item deck.

SPECIAL RULES

Leaving: When you feel like you have the information you need, and as long as there are no minions in play, players may leave Shanty's and head out to the Squalor Market at the end of any player's turn. To leave Shanty's go to page 35, section 35-1.

33-2

Shanty leaned close so his voice wouldn't carry. "Rumor has it the Dollmaker has a nasty new invention that lets Crepitus snatch up whoever he wants. The first version of the beast was foiled by brave stuffy saboteurs, but the Snatcher Mark Two is apparently quite a success."

"Question," said Lumpy, raising a hand. "Is the Snatcher named Mark, or does it only snatch you if your name is Mark?" The others looked at the elephant in bewilderment. "It's a legitimate question!" Lumpy insisted crossly.

"They say the Snatcher nabbed Marietta," Shanty whispers.

"She'll be in the fortress then," sighed Lionel.

Gain a heart! 

33-3

"I heard the Dollmaker was carrying around a claw on his key chain. He's a creep who works for Crepitus," said Shanty. "Rumor has it, our own Warble worked in the Dollmaker's laboratory back at the fortress." And Shanty nods at an aardvark stuffy sitting by herself at  .

33-4

The doors to Shanty's flew open with a boom, and in strolled Knuckle flanked by two crawlies.

SETUP

Generate an encounter of Knuckle and any 2 crawlies. If Knuckle is defeated or leaves, go to section 33-5. 

33-5

The patrons gaped in shock at what they had witnessed. Ordinary stuffies had squared off against a bully – and won! "Thanks stuffies!" shouted an old stegosaurus puppet. "Way to give 'em what for!" And everyone gave a cheer.

All stuffies gain 1 heart.

33-6

"Yes, I worked for the Dollmaker, for a while, before I escaped," she said. "The lab is a dangerous place, and sometimes toys get hurt working there. I can tell you the Dollmaker hangs his keys on a hook near his worktable." 



Look around for information. You can leave Shanty's at the end of any player's turn, as long as there are no minions in play. To leave, go to page 35, section 35-1.



First Surge: Go to section 33-4.

Additional Surges: Reveal a sleep card.



1 The counter was manned by a shaggy blue stuffy with thick, black eyebrows. "I'm Shanty," he said. "What can I get you?"

If you have a stuffing token, button or an item to trade, you can discard it and converse with Shanty about the following topics: If you ask Shanty about rumors, go to section 33-2. **-OR-** If you ask about Lionel's claw, go to section 33-3. **-OR-** Look through the item deck and take a Candy or Juice Box item card. Then shuffle the item deck.



2 You introduced yourselves to Warble. "Buy me a juice box, and I'll tell you all I know." said the aardvark.

If a member of your party has a Juice Box, discard it and go to 33-6.

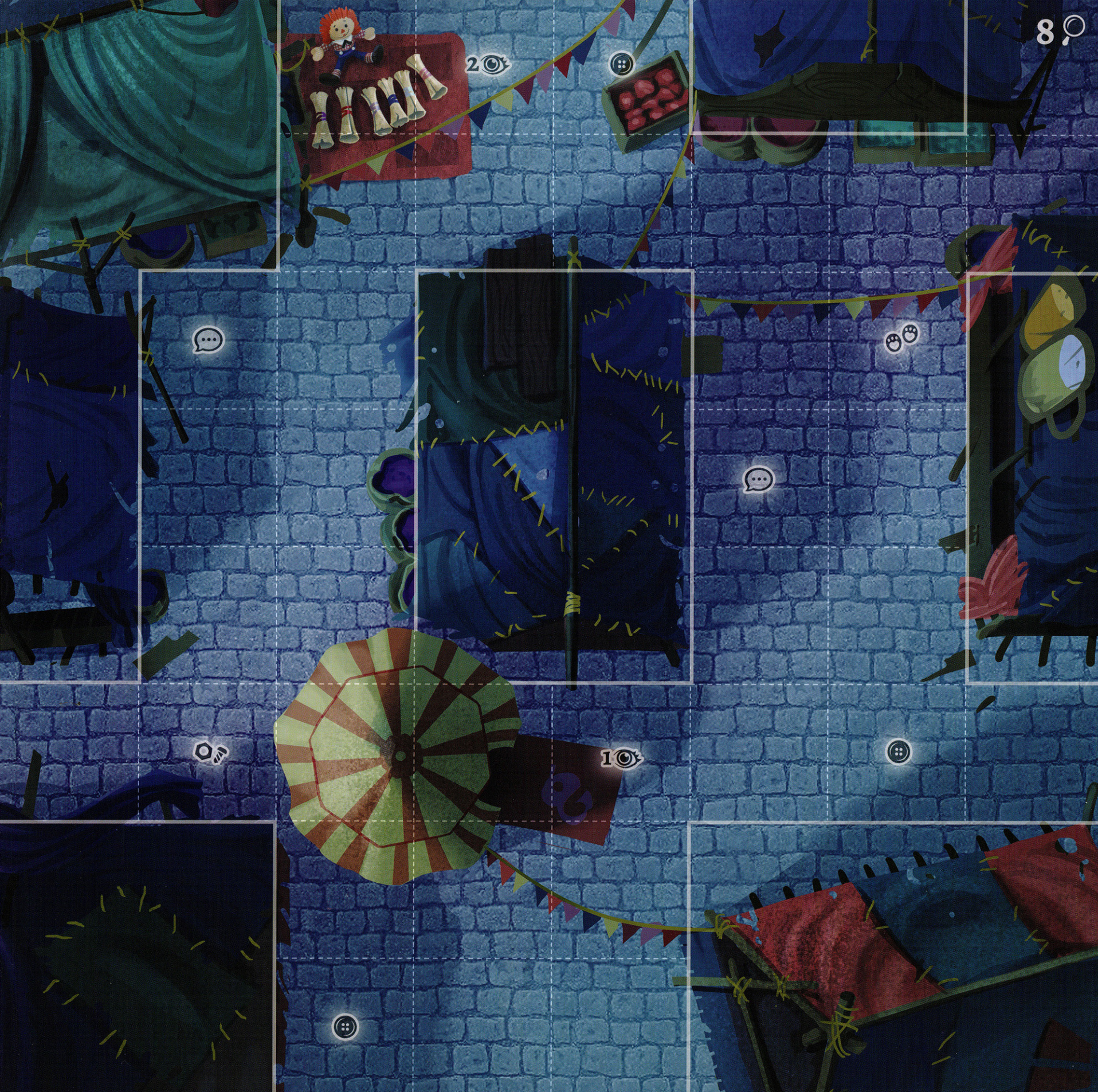


3 You passed by a table where several patrons were hunched over their drinks, listening to a toy princess tell a story.

"Nobody really knows who shut down the floodgates," whispered the princess. "But the River Rats caught a band of thieves, all set to risk their own stuffing in order to save their village."

"They're heroes!" insisted the princess. "I'm telling you, there's change afoot."

Retrieve a Resist Crepitus Lost card from the discovery stack and add it to your Lost deck. Then shuffle the Lost deck. 



SQUALOR MARKET

35

35-1

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:

"Okay," said Theadora as they left the tavern, "we may have been a little noisy in the tavern, but now let's try to keep a low profile."

"Right," agreed Flops. "It's not like anyone here saw us fall screaming from the sky onto a roof a few minutes ago."

"You'd be shocked how often that happens," said Piggie with a shrug. "So where do you guys need to go now?"

"I need my claw," answered Lionel. "I shall not rest until I am once again the fearsome beast that I was."

"We need to find a reliable way into the factory," said Theadora. "Maybe someone around here can help us?"

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.

Put the Walls/Barriers environment card into play. 🗺️

35-2

"Hello my little rabble-rousers," laughed Lamunda when she saw them. "Come in, come in. Let Lamunda tell you everything you need to know."

"Lamunda, our friend's missing claw is in the factory-fortress. Can you help us?" Lamunda stroked her chin while she considered their dilemma.

"I take it a recommendation of walking in the front door won't suffice in this case? No? Very well. Lamunda will help." The old marionette placed her wooden hands on the round, polished ball of black glass that sat before her. Her face twitched as her mind explored the globe's depths. "Getting in... will that be difficult?" she whispered. "Or is it getting out that you must concern yourselves with now?"

Choose 1 of the following: If you ask about getting into the fortress, go to section 35-5 -OR- If you already know how to get in, ask about getting out of the fortress and go to section 35-6.

35-3

The stuffies rifled through the bins of junk, but nothing looked interesting.

"Wait!" said Piggie. "I found something neat!" and she held up a fancy ribbon wound into a large ball.

"That's just a kite tail," Flops protested.

"Excellent choice!" said Moppy. "The replacement kite tail is yours, but you still have two selections left!"

Draw 2 cards from the item deck and equip them if desired. Go to section 35-7.

35-4

There was a commotion in the market and the stuffies heard yelling. They turned to spy dark hearts harassing a wind-up robot.

"Where are the outsiders?" one of the dark hearts demanded.

"Do you think he means you guys?" Piggie wondered.

"There they are!" a dark heart said, pointing in their direction.

"As a general rule, Piggie," said Lumpy with a sigh, "if something's bad, it's probably looking for us."

SETUP

Generate an encounter of a number of dark hearts equal to the number of stuffies in play. 🐉

35-5

"Very well then. Find me the tail of a king of the sky, then return to me here. Perhaps Moppy's 3-for-1 can provide one to you?"

Place an objective token on any ☹️ space. A stuffy that moves onto that objective token can read ★ in the sidebar. 🗺️

35-6

"The blind see the way. Find Gandy here in the market. He can help you, but you will need the secret code word: Hope." 🗺️

35-7

Lamunda did not even open her eyes when the stuffies returned, but they saw a note lying in front of her. It read: The easiest way to get into a high place is to fly!

"Oh no," Lumpy moaned.

"There were kites back at the Heaps," said Theadora. "And they were close to that fortress. It looks like we're heading back there." 🗺️

35-8

"I was a worker in the fortress before I lost my buttons," said Gandy. "We'd sort through junk for the good stuff. That's the easy way out, you gotta go through the sorting then ride the junk train out."

You now know how to escape the fortress factory!

As long as there are no minions in play, players may now head to the Heaps at the end of any player's turn. To go to the Heaps, go to page 37, section 37-1.



Visit the 🗺️ symbols to discover how to get in and out of the fortress.



First Surge: Go to section 35-4.

Additional Surges: Reveal a sleep card.



This is Moppy's 3-for-1 Bargain Bins. In addition to his typical junk, this vendor has a series of bins filled with broken parts. If you would like to exchange a button or a piece of stuffing to dig through the bins for 3 useful items, go to section 35-3.



Flops pointed out a familiar striped pavilion. The sign said Lazy Lamunda - the Mostly Accurate Fortune Teller.



If you have a button or an item card you'd like to trade for a reading from Lamunda, discard it and go to section 35-2.



Lionel pointed at an old rag doll with red yarn hair that was missing its button eyes.

"Maps!" the rag doll cried. "Get your fairly decent, semi-accurate maps here!"

"Do you have any maps of the factory fortress?" Theadora asked him.

"Of course not!" the old doll snapped. "Such a thing is forbidden."

Convincing Gandy to help you requires a yellow/perception group task, difficulty 20. Only stuffies on or adjacent can contribute. Reduce the challenge by 5 if you know the secret code.

PASS: Go to section 35-8.

4🔍

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

"We know how you feel!" Lumpy called after it.

Reveal a sleep card.

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

Place  tokens on the indicated spaces.

Each player must place a stuffy objective token on one of the spaces marked with ★. These represent places where kites are circling.

Catching a Kite: Kites love to fly behind kids as they run. Each stuffy must move a total of 8 spaces on its turn to get the kite's attention. You can only move through each space once. One of the spaces passed through must be a kite space. Move that objective token and place it under the active stuffy at the end of its move then immediately try to catch it. Trying to catch the kite requires a green/agility skill test, difficulty 4.

PASS: Go to section 37-2.

FAIL: You slip and trip on junk toys. Lose 2 stuffing. Return the objective token to a space with ★.

It is hard to find a dark kite flying in a dark sky, and you were beginning to give up hope, but suddenly a small shadow passed overhead. It was a black kite, a bit tattered perhaps, but otherwise in decent shape. You called after it and waved your kite tail around, feeling a bit like a fool.

"Ooo, what's this then?" said the kite from high above. You ran along the edge of a heap, enticing the kite to follow you, and just when it seemed right behind you, you turned and leaped, grabbing it by its lower corner. "Whoa there!"

the kite cried out, and the two of you tumbled off the heap. The kite bobbed and weaved from the uneven weight, but you hastily attached the tail to the kite's base, then held on tight. The kite's flying evened out and it cried, "Hey, look at me and this tail! Thanks friend!"

Discard this objective token, and discard 1 black die from the threat track. Then move all dice from the discard pool back to the bag.

This stuffy has caught a kite.

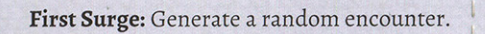
Once each stuffy has caught a kite and there are no more objective tokens to be claimed, go to section 37-3.

"I wish I were human," said Lumpy, his eyes clamped shut.
"Then I could be sick."

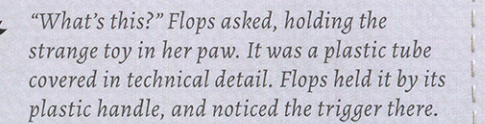
"Ugh, no thank you," said Flops. "Just enjoy the flight, Lumps! This view is amazing!" The kite brigade cut through the sky, heading toward the mighty fortress in the distance.

Go to page 39, section 39-1.

The stuffies need to catch kites. See Catching a Kite in section 37-1.



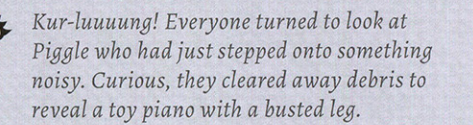
Additional Surges: Reveal a sleep card.



"Why I'm a Z-47 Quantum Disintegrator,"
said the toy gun happily.

"Don't touch that button!" Theadora yelled, and Flops dropped it to the ground. It looked dangerous, but potentially useful, so they stowed it away.

Retrieve the Ray Gun weapon card from the discovery stack. Equip it or trade it to another stuffy. 

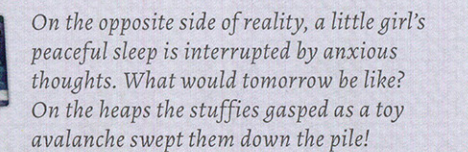


"Oh, this is a piano," said Piggie, her ears pricking up. And she slowly reached down and touched the keys. The sound was pleasant.

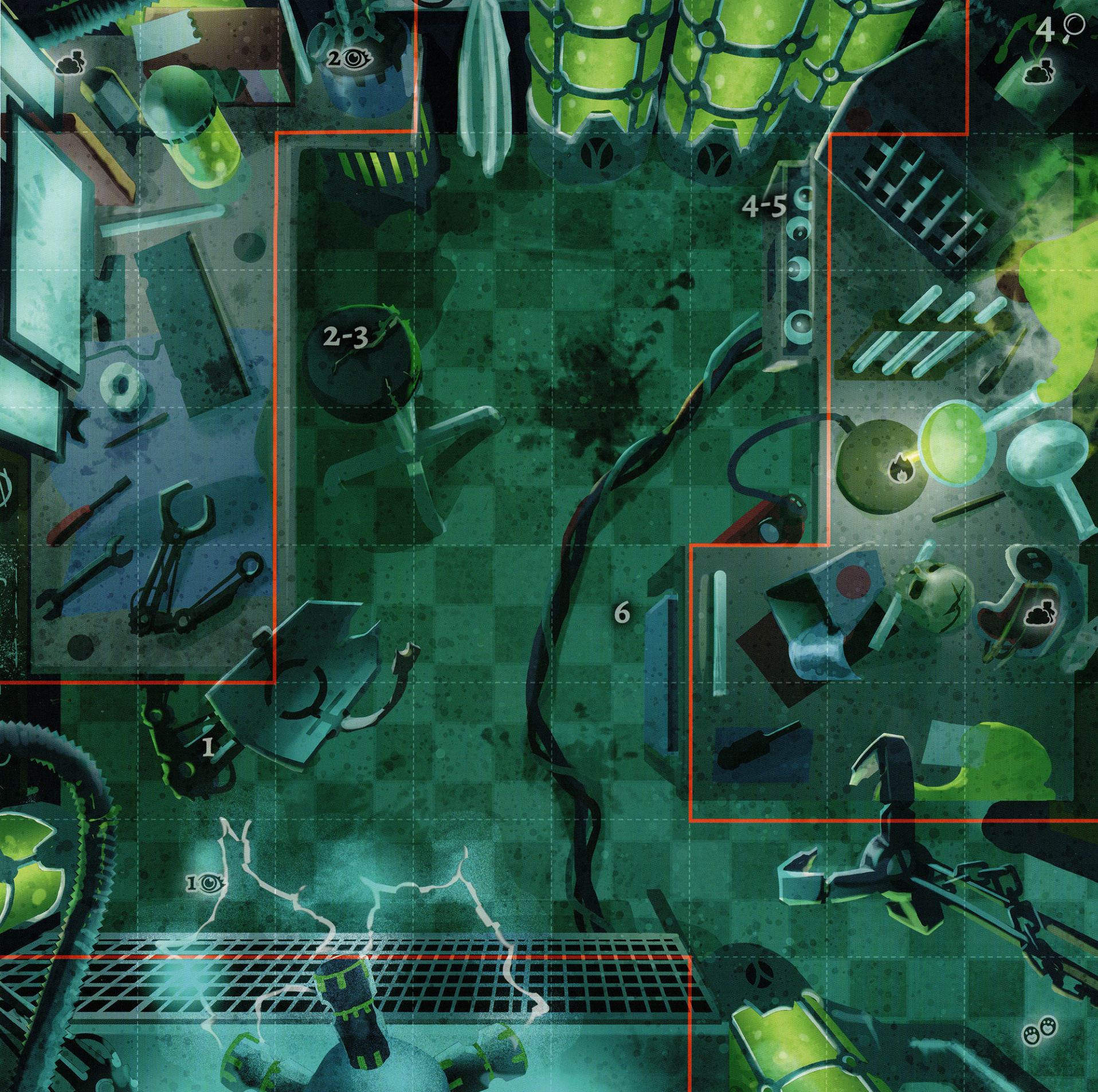
"Let's keep moving," barked Lionel. But Piggie kept poking at the keys, and soon she was playing a beautiful little melody.

"It's lovely," said Theadora. "I think this place could use more lovely music."

Gain a heart. 



Each stuffy loses 1 stuffing.



LAB ASSIGNMENT

39-1

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 stuffies each clung to the tail of a kite as they soared through the sky, leaving the Heaps behind. They were suddenly presented with the realization that the Fall they beheld was a hauntingly beautiful landscape. They saw Squalor in the distance, and a train passing along the outskirts of the Bramblebum forest. But that wasn't all! They saw more towns and settlements far in the distance. They passed over a creepy mansion lurking in a forest and wondered what secrets lay within. And there were more locations just like the Heaps, only some were far larger, bordering on the size of mountains.

"I can't get over how beautiful it all is," shouted Theadora.

"Of course!" Piggie shouted back. "The Fall is wondrous. It's just Crepitus who ruins the whole thing!" And then they came to the Tearfall and the enormous factory-fortress that lurked on the cliffs above it. The kites swooped down silently and delivered their passengers safely to a large window sill that sat on the side of a high tower.

The stuffies quickly slipped into the enemy's fortress and into the Dollmaker's laboratory!

Reveal a sleep card.

SETUP

Each player places her stuffy figure on or adjacent to the space marked with 6.

Retrieve the Dollmaker boss card from the discovery stack. Keep it nearby.

Place the Dollmaker figure on the space marked 2-3. Do not put his card in play yet.

Put the Hiding Spots environment card into play.

Put the Fire environment card into play.

SPECIAL RULES

The Dollmaker: At the beginning of this encounter, the Dollmaker is busy working and unaware the stuffies have snuck into his lab. He will not move or attack. Each time a player draws a threat die from the bag, before placing it on the threat track, roll it. Place the Dollmaker on the matching numbered space.

Being Discovered: After determining where the Dollmaker moves, if there are any non-hidden stuffies within 3 spaces of the Dollmaker, he has discovered you. Your turn ends; discard any remaining unused dice. Immediately activate the Dollmaker. He will now move

and attack normally. Put the Dollmaker boss card into play, and place a number of dark stuffing on him equal to the number of stuffies in play. He is now considered in play.

39-2

You climbed up the white lab coat, carefully and quietly. Using the breast pocket as a foothold, you were able to stretch out and grab hold of the keys.

Retrieve the Dollmaker's Keys party item, Left Claw item, and Lionel Has Both Claws instruction card from the discovery stack and place them nearby. If Lionel is in play, equip the Left Claw to him in addition to the Right Claw.

39-3

The stuffies rejoiced at freeing Marietta, and vowed to return for the other captives as well. It was time to make their escape! Their soft, padded feet made them especially stealthy on those stone floors, and Gandy's map proved more than semi-accurate. They found the spiraling stone staircase they needed to get away!

Gain 1 heart. Go to page 41, section 41-1.

39-4

Not only do you release Marietta, but you free all the other captives as well. The prisoners, angered from having been held for so long, start destroying the Dollmaker's experiments.

Gain 1 heart. If the Dollmaker figure is on the map but he is not yet in play, he is now well aware of your presence and will move and attack normally; add the Dollmaker boss card to the sideboard and place a number of dark stuffing on him equal to the number of stuffies in play. You must defeat the Dollmaker to leave.

After defeating the Dollmaker, go to section 39-5.

39-5

The freed captives smashed everything in the Dollmaker's lab to pieces.

"We need to get out of here!" Piggie urged. They left the lab, exiting down a long, dark corridor. They followed Gandy's directions, which led them to a staircase, spiraling downward into darkness.

Retrieve a Resist Crepitus lost card from the discovery stack and add it to your Lost deck. Then shuffle the Lost deck. Go to page 41, section 41-1.



Explore the symbols.



Surge: Reveal a sleep card.



A dozen cages were stacked up against the wall, each occupied by a sad toy awaiting the Dollmaker's mischief. "Oh honey, I'm so happy to see you!" came a whispered voice, and looking up you spied Marietta in one of the cages. "The key to the cages is hanging up next to that lab coat over there," she whispers. "And please, you must get us all out of here!"

If the stuffies have the Dollmaker's keys and the Dollmaker has not been alerted, choose 1 of the following: If you stealthily release just Marietta, go to section 39-3. **-OR-** If you release all of the captives, go to section 39-4.

If you have the Dollmaker's keys, but the Dollmaker has already been alerted, you openly release all the captives! Go to section 39-4.

If you do not have the keys, you may explore this space again once you obtain them.



"It's my claw!" Lionel gasped. "And it's... a decoration on his keys?" A low vicious growl started deep in his throat. The keys hung from a tiny hook on the wall.

If Lionel is in play, place an angry status card on him.

Climbing up to get the keys requires a green skill test, difficulty 10.

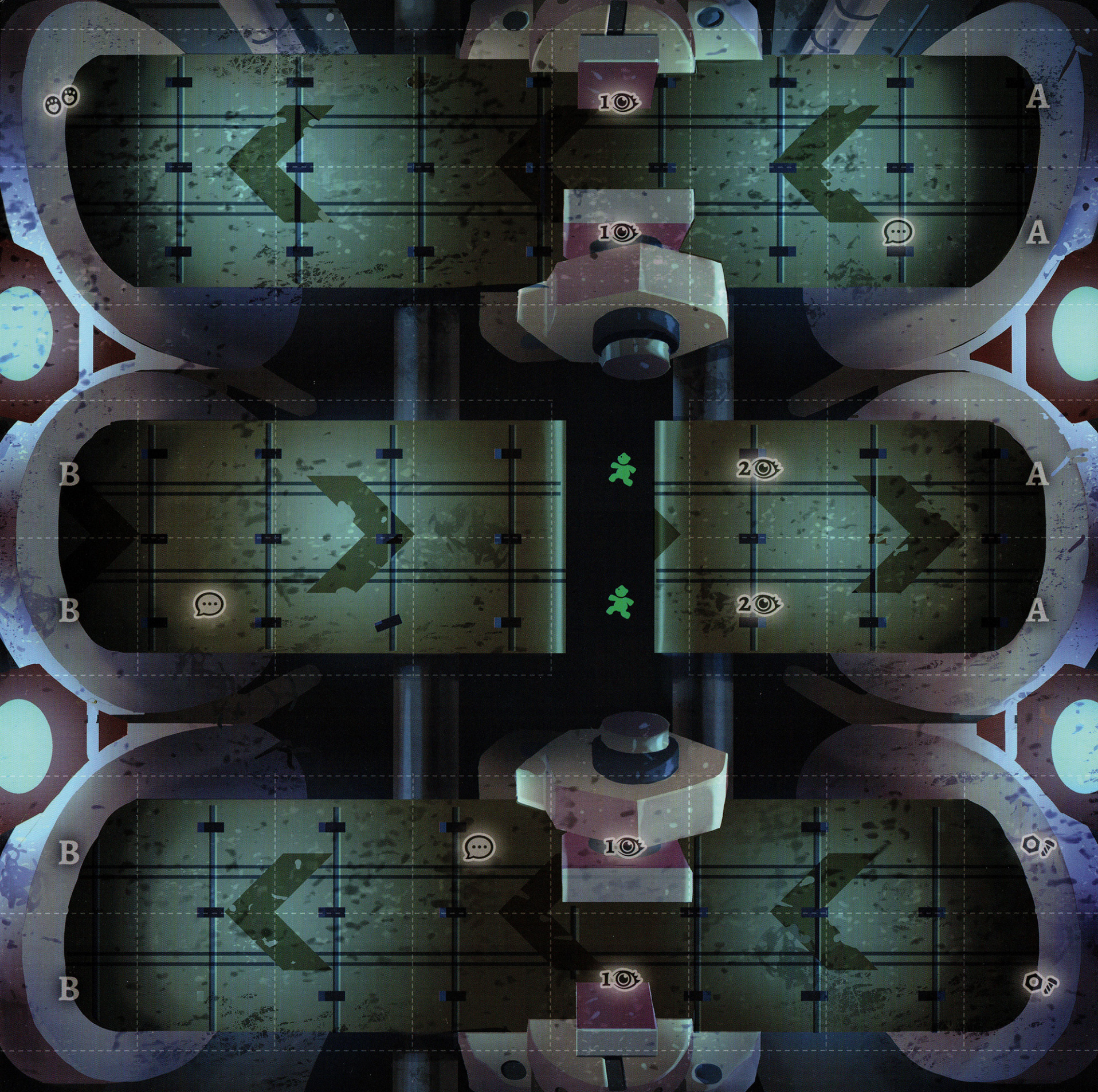
PASS: Go to section 39-2.

FAIL: You lose your balance while reaching for the keys. They jingle a tad. If the Dollmaker has not been alerted, roll any die and immediately move the Dollmaker to the space matching the number rolled. You or another stuffy may try again until you succeed.



Deep in the factory fortress the dark form of Crepitus sits up in his bed startled. Was that a noise he heard? He felt something he had never felt before.... fear.

Place a worried status card on each stuffy.



THE LINE

41-1

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 stairs led down to a wide hallway filled with citizens toiling for Crepitus. They carried all manner of miscellany in their arms or on their backs. No one looked up from their labor to notice the newcomers.

"Do you see how industrious they are?" asked Piggie. "If you ask me, this is the real secret of the Fall. If we toys weren't beholden to Crepitus, think of the wonders we could build!" They heard a commotion coming from the stairs above them, and so they hurried on.

Once again, Gandy's information proved reliable, and they found the secret fissure in the factory wall that let them slip into the highly guarded sorting chamber.

"This is it," whispered Lumpy. "It's our ticket home!"

"Let's work our way up the line and get on that train!" said Theadora.

"Oh no – crawlies!" Flops moaned.

"Excellent!" roared Lionel, and he held up his claws. "Tremble you minions!" he bellowed, halting all work as the Lost looked over at him in wonder. "I can break you, but you can never break me. Do you hear me?"

"This guy!" said Flops admiringly. "I almost feel sorry for the crawlies!"

Reveal a sleep card.

SETUP

Generate an encounter of a number of crawlies equal to the number of stuffies in play. Place the crawlies on or adjacent to the spaces marked with . This is where the stuffies will escape!

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

Place tokens on the indicated spaces.

Put the Leap environment card into play.

SPECIAL RULES

The Line: When drawing dice during the Draw Dice step, if any threat dice are drawn, move all figures and tokens 1 space in the direction of the arrows for each threat die drawn. Any figures on or adjacent to the do not move at all.

Moving onto a Sorting Machine: The lettered spaces on the sorting machines are linked. It costs 1 movement point to move from a lettered space to the matching letter on the next conveyor belt. This also applies for figures moved by drawing a black threat die.

Escape: If a stuffy moves onto one of the spaces marked with , set that stuffy aside; it has escaped. Discard 1 threat die from the threat track, then move all dice from the discard pool back to the bag. Once all stuffies escape, go to section 41-2.

Falling in the Gap: On the middle belt there is a gap that can be leaped. If a token moves onto the gap, remove it from play. If a crawly moves onto the gap, ignore the effects. Leaping across the gap allows a stuffy to cross without any negative effects. If a stuffy fails its leap roll or moves onto the gap space, place a torn status card on that stuffy.

41-2

The friends bravely struggled against the flood of toys and garbage, and were eventually able to struggle their way to the front of the line, spilling out onto a pile of refuse. The Lost who were shoveling toys looked down at them in surprise, and Theadora raised her hand in greeting to them. One of them, a beat up super hero figure, raised his hand in response and gave a weak smile.

"See us and know you too can be free," Theadora whispered. The stuffies and Marietta took a moment to catch their breath before dashing off to climb onto the train that would take them back to Squalor.

"Thank you my friends," said Marietta. "You saved me from a terrible fate."

"You helped us before," said Lumpy.

"That's what friends do," Flops agreed. "We help each other."

When the train pulled into Squalor with a squeal of its brakes, the stuffies helped Marietta down.

"Are you going home now?" she asked.

"Not just yet," said Theadora. "The train is heading back to the Heaps. There's a toy there that we'd like to see again."

"See you soon?" the old corn husk doll asked.

"Count on it!"

If the Waking card has been revealed, go to page 98 section 98-2. Otherwise go to section 98-1



Escape! (See the Escape special rule in section 41-1).



Surge: Reveal a sleep card.



The stuffies saw a heavy iron device designed to crush toys every few seconds.



SPECIAL RULE

A stuffy that ends its move on these spaces, voluntarily or not, loses 2 stuffing.



There was a gap between two conveyor belts, through which small toys or broken junk fell into a grinder. The gap was intimidating to the stuffies, but could be jumped.



"Careful," warned Flops. "Don't let the belt's unpredictable movement send you tumbling in!"

See: Falling in the Gap in section 41-1.



The little girl whimpered in her sleep before kicking off her blanket. In the factory, the machine sputtered and the belt jerked forward.

Move all figures and tokens 3 spaces in the direction of the arrows on the belt.

98-1

The bookkeeper reads the following:

The little girl woke with nervous excitement, but she was refreshed and ready for her big day. She got dressed, ate some food, and Mommy helped her pack up her brand new backpack.

"May I bring Thea to school with me?" the little girl asked her mother.

"I don't think you're supposed to bring toys to school," Mommy said.

"I just want to bring her for nap time," the little girl countered.

Mommy thought about it and said, "Okay, but if your teacher tells you not to, promise me you'll keep Theadora in your backpack until you return home." The little girl promised, and happily stuffed Theadora into the bag.

"You're not supposed to bring stuffies to school, stupid!" snapped the bigger girl. The day had gone so well up until recess. The little girl knew she should have probably left Theadora in her bag, but she had brought the stuffy out onto the playground anyway, which quickly got the attention of Janet, a tall girl with a bad attitude. She rounded on the little girl when she played on the slide with Theadora. "Did you hear me, stupid?" Janet snapped, and she reached out and grabbed hold of one of Thea's paws.

"Let go!" demanded the little girl, as other children gathered nearby to watch.

"It's my turn to play," insisted Janet.

Theadora was stretched tightly between them, but the little girl pulled herself closer, and with her face directly in front of Janet's said, "Let go of my stuffy." She did not say it angrily, but her face was so serious, and her eyes so fierce, that Janet let go and backed away.

"I didn't want the dumb stuffy anyway," the bully sneered, and she turned and walked away. And though her stitches were strained, Theadora's heart swelled with pride, for it was just like their confrontation with Knuckle the night before.

The little girl, thought Theadora, could take care of herself just fine.

98-2

The bookkeeper reads the following:

The little girl could barely open her eyes, and Mommy practically had to drag her out of bed. She was so tired she felt like she was sleepwalking through getting dressed and eating. Mommy helped her pack up her brand new backpack.

"May I bring Thea to school with me?" the little girl asked her mother.

"I don't think you're supposed to bring toys to school," Mommy said.

"I just want to bring her for nap time," the little girl countered.

Mommy thought about it and said, "Okay, but if your teacher tells you not to, promise me you'll keep Theadora in your backpack until you return home." The little girl promised, and happily stuffed Theadora into the bag.

"You're not supposed to bring stuffies to school, stupid!" snapped the bigger girl. The day had not gone well. The little girl knew she should have probably left Theadora in her bag, but she was miserable and so had brought the stuffy out onto the playground anyway. This earned the attention of Janet, a tall girl with a bad attitude. She rounded on the little girl when she played on the slide with Theadora. "Did you hear me, stupid?" Janet snapped, and she reached out and grabbed hold of one of Thea's paws.

"Let go!" demanded the little girl, as other children gathered nearby to watch.

"It's my turn to play," insisted Janet. Theadora was stretched tightly between them and neither girl would give ground. Then, with a sickening tearing sound, one of Theadora's legs tore off in Janet's hands. "I didn't want the dumb stuffy anyway," the bully sneered, and she tossed the leg to the ground.

Mommy sewed Theadora's leg back on later in the afternoon, when the little girl had returned home. She couldn't even scold her daughter for taking Theadora out to the playground, for the girl's heart was clearly broken over the beloved teddy bear's injury. When she finished her repairs, and handed the stuffy back to the grateful, tearful child, she said, "I know you've learned a hard lesson here sweetie, so I won't go on about it. But I think we need to leave toys at home from now on, don't you?" And the little girl sadly nodded her head.

TALKING POINTS

Sometimes we are afraid when meeting new people, that they will not accept us just the way we are.

Should we act differently around people we don't know? What about people we know?

Would you want to really know a person's true self, or would you rather they put on an act?



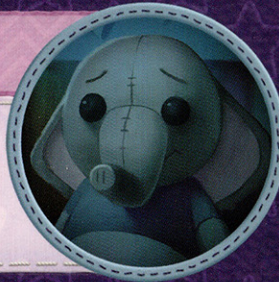


THEADORA

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.



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