

Stuffed Fables™

LOST STORY #1





THE FAST AND THE CURIOUS

3

3-1

The bookkeeper reads the following:

The Dollmaker was furious with the stuffies for meddling with his creation. If Crepus found out he let them sabotage his work to such a degree, the punishment would be severe and the humiliation unbearable.

And so he grabbed an overstuffed suitcase full of gizmos, whistled for his herd of crawlies to follow closely behind, and he bounded down the stairs and into the factory's machine shop. There he swept the dusty cover off an old black sedan with eccentric tail fins and shiny chrome fittings. Shoving the bag in the trunk, he hopped into the driver's seat and fumbled with his keys until he'd found one that fit in the ignition.

"Let's go!" he cried, but the automobile only sputtered and wheezed. In the end, it took all of the crawlies pushing the car for the engine to finally rumble to life, leaving the minions coughing and gasping for air as the garage filled with foul, black smoke.

Loaded with minions, the car sped out of the factory with a squeal of tires. The Dollmaker watched the speedometer until the car was going precisely 93 miles per hour, then he pressed the big red button on the dashboard, and the car, the Dollmaker, and his passengers, disappeared in a brilliant purple flash, leaving only a single, chrome hubcap spinning noisily on the crackled pavement.

Note: In this story Theadora is not available. Players must choose from the other available stuffies.

There is no discovery deck for this story. If playing this story as part of the Stuffed Fables campaign, it should be played between chapters 3 and 4.

The Lost deck is not used in this story.

Go to page 5, section 5-1.



STITCH'S FABLE: THE TEMPTING CAVE

One day young Oshiro and his friend Tsukuda went walking in the woods. They were very far from home, but just as Oshiro was going to recommend turning around, Tsukuda spied a large cave just off the road. It's mouth was tall and wide, and lined with fearsome stalactites and stalagmites.

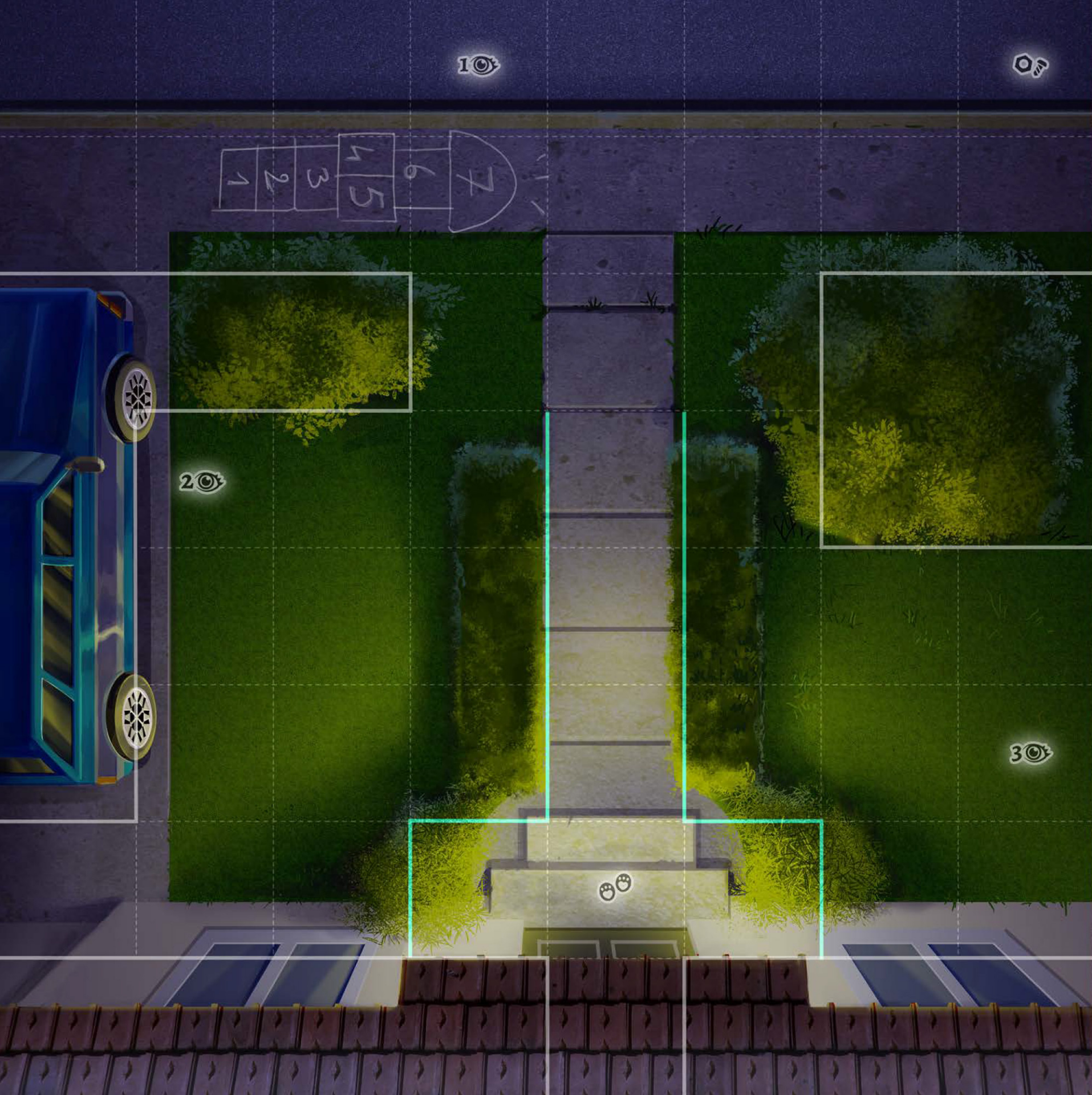
"Let us explore the cave!" said Tsukuda.

"I think we should go home," countered his friend. Just then from out of the cave blew a foul wind, upon which they heard a light and friendly voice.

"Who shall claim my treasure?" said the voice. "I am just a simple hermit wishing to give away a fortune. But who is bold enough to take it?"

"I am!" shouted Tsukuda, and he dashed towards the cave's entrance. But Oshiro grabbed hold of his friend, and pulled him back just as the cave's mouth came crashing down. For it was not a cave at all, but a fearsome oni. The fiend bellowed in rage at being cheated of its meal, and the two boys ran back home as quickly as they could.





BE ALARMED

5-1

The bookkeeper reads the following:

The stuffies sat on the edge of the big girl bed, well-armed and waiting for any minions that might try to disturb their girl's sleep. They never really knew when the minions would come, or if they would even come at all.

"I'm bored," announced Flops with a sigh.

"Me too," grumbled Lionel.

Lumpy was asleep, so Theadora gave him a nudge and he awoke with a start. The others got a giggle out of this, but they were interrupted by a noisy sound that came from outside. Bee-boo! Bee-boo! Woo-oo! Woo-oo!

The stuffies scrambled up the girl's dresser and peeled back a curtain to peer out the window. Parked in the street in front of their house was a long, black car with classy chrome-edged fins on the back end. Its lights were flashing and it was emitting that horrible car alarm noise. The girl began to stir in her sleep.

"Such a terrible sound!" gasped Lumpy, holding his big ears.

"Should we go investigate?" Flops asked Theadora, but when she turned around the teddy bear was gone. "Hey where'd Thea go?" she asked.

"Outside!" gasped Stitch.

The stuffies stared out the window, and helplessly watched as Theadora crept down the front walk toward the car. When she drew near, the terrible noise coming from the automobile stopped abruptly, but relief turned to horror when the car door opened and a pair of large hands reached and grabbed the teddy bear!

The other stuffies gave a cry, and threw themselves off of the dresser. They ran through the house to the front window Theadora had left open, quickly crawling outside to the chilly front yard. But they arrived too late. A crowd of minions was pushing the sedan, and it sputtered away down the street belching thick, black smoke from its exhaust pipes. The minions turned toward the stuffies, and the friends realized that a fight was unavoidable.

SETUP

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

Generate a random encounter.

Put the Darkness/Low Visibility and Walls/Barriers environment cards into play.

GEAR UP

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

5-2

You grabbed the big hunk of chalk and quickly filled in the missing lines. Completing the image made you feel better for some odd reason.

You gain 1 heart! If there are minions in play, choose one. Place that minion on any space with hopscotch pattern. The next time that minion would activate, discard that minion's threat die instead of activating, that minion spends its turn playing hopscotch. 

5-3

With a soft ker-chunk, the door swung open. If you could find the keys, you knew you could start the car and chase down the Dollmaker to rescue Theadora.

Finding the keys requires a yellow perception group task, difficulty 18.

PASS: Go to section 5-4.

5-4

After rummaging through the car, you stood on a fellow stuffy's shoulders and pulled the sun visor down. The keys fell down with a jingle, and soon you had the engine running. With each stuffy doing their part to help drive, you managed to pull out of the driveway, and begin swerving on down the road.

At the end your turn, and even if minion's are still in play, go to page 7 and start by reading 7-1.



Explore .



Surge: Reveal a sleep card.



You saw an incomplete hopscotch pattern drawn on the sidewalk with chalk. The neighborhood child who had started it had carelessly left their chalk out.

If you use the chalk to finish the pattern, read section 5-2, otherwise continue normally. 



You considered Mommy's minivan and wondered if you could use it to catch up to the Dollmaker.

If you have a fellow stuffy adjacent, you can climb on their shoulders and open the door. If you meet the requirement, and decide to open the door, go to 5-3.



There were a lot of kids that lived in this neighborhood. The one that lived next door didn't take care of his toys, and was always leaving them out in the yard. You wondered if you could find something useful in the dew-covered lawn.

A stuffy on or adjacent to this space, can search for useful items .



You heard a mumbled, cackling sound that made your fur fabric stand on end. Everything seemed to pause for a moment. Then, from out of the shadows, emerged a dark heart leader.

Put the dark heart leader figure on or adjacent to the  and add its card to the minion column. If the dark heart leader is already in play, ignore this restless effect.

NIGHT IN THE HOOD

7



7-1

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:

"Watch out for that cat!" shouted Stitch, turning on the headlights just in time.

"I can't see a thing," shrieked Lumpy from down by the gas pedal.

"There! I spotted the car!" yelled Flops, pointing at something in the distance. "Step on it!" she ordered, swinging her weight to the right to pull the steering wheel. The whole car leaned to the left as it turned the corner. Flops spotted the radio, and turned it on with her ear. "That's better!" she said bobbing her head to the beat.

"No music!" howled Lionel, and the van sped on.

The stuffies crowded around the driver's seat, each contributing to the operation of the vehicle in some way. Stitch stood on the dash shouting orders and grabbing the steering wheel when necessary. Flops steered, reacting to each obstacle with nervous laughter. Lionel and Lumpy worked the brakes and gas pedals, one of them muttering angrily, the other sobbing.

But somehow it worked, and they swerved down the street in the dark and quiet neighborhood, sometimes hitting the curb, and running every stop sign.

Reveal a sleep card.

SETUP

Gather the sedan token and the minivan token. Place the minivan on the space marked with **START** and point it in a street direction. Set the sedan nearby. It must be spotted before it enters play.

Starting with the bookkeeper and going in player order, each stuffy takes its turn, but the stuffy figures remain on their cards.

SPECIAL RULES

Accelerating: When the stuffies start out, the minivan is at a stop. To move the minivan you must accelerate. You can accelerate before the 'perform actions' step of your turn, by rolling 1 attribute die of any color and placing it on the group task track. Your speed is the number of dice on the group task track.

Braking: To decelerate you can perform a red skill test at any time during your 'perform actions' step. The difficulty of the test is equal to the number value showing on any die on the group task track.

PASS: remove that die from the group task track.

Moving the minivan: During the 'perform actions' step of your turn you must move the minivan in the direction it's facing a number of street light spots equal to your speed which is the total number of dice on the group task track. If you move onto a numbered spot, pause movement and read the matching entry. Then continue moving if possible. You cannot move the minivan off of the board!

Turning: Before, during, or after moving, If the minivan token reaches an intersection you can attempt to change direction by 90 degrees. Changing direction requires a green skill test, difficulty equal to your current speed. After turning, or failing to turn, continue moving. If failure to turn would result in the vehicle crashing, end your turn, discard all dice from the group task track. Move all dice from the discard pool into the bag. Each stuffy loses 2 stuffing.

When drawing a black die during the draw dice step of a player turn, roll it and place it on the threat track. If the Dollmaker's sedan is out of view of the minivan, remove the sedan token. The Stuffies will need to spot it again. If the sedan is in view, move it that number of street light spots in the direction it's facing. If the Dollmaker's sedan encounters an intersection, the player's can choose which direction the Dollmaker goes. Vehicles can pass through or share a street light spot.

Catching up with the Dollmaker: To catch the Dollmaker you must end a move with the minivan either sharing a spot with the sedan, or in the spot directly behind it. If you accomplish this, each stuffy gains 1 heart. Immediately leave this page and go to page 9 and read section 9-1.

7-2

"Watch out for that parked car!" Stitch shouted.

Perform a green agility skill test, difficulty equal to your current speed.

PASS: Gain the courageous status.

FAIL: Crash! End your turn, discard all dice from the group task track. Move all dice from the discard pool into the bag. Each stuffy loses 2 stuffing.

7-3

"Look out for that rabbit!" barked Stitch.

Perform a green agility skill test, difficulty equal to your current speed.

PASS: Gain a heart.

FAIL: All stuffies gain a worried status card.

7-4

"Trash cans!" gasped Stitch.

Perform a green agility skill test, difficulty equal to your current speed.

PASS: Gain a heart.

FAIL: You knock over the trash cans! What a mess! End your turn, discard all dice from the group task track. Move all dice from the discard pool into the bag. Reveal a sleep card.



First Surge: Reveal a sleep card.

Additional Surges: Reveal a sleep card.



From here any stuffy can try to spot the Dollmaker's sedan. Perform a yellow/perception skill test. The difficulty of that test is the current speed of the minivan.

PASS: place the Dollmaker's sedan token on the map on any spot in view along the city streets, and as far from the minivan as possible in any street direction. Point the sedan in any street direction except toward the minivan. Then continue moving. This test can be performed even by stuffies who are not currently taking a turn, provided they have a yellow die stored on their card.



ROAD RAGE

9-1

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 had mastered driving enough to catch up with the Dollmaker, and now they were hot on his tail. "You two can come up now, I've got it on cruise control!" said Flops, and Lumpy and Lionel hopped up onto the seat.

The Dollmaker's car swerved erratically but it couldn't shake off the stuffies. "Keep on him," ordered Lionel. He climbed out the window onto the hood, leaned into the wind, and gave a roar. Minions crawled out of the Dollmaker's passenger windows to meet this new threat, and a great battle ensued.

Reveal a sleep card.

SETUP

Generate a random encounter.

Put the Leap Spaces environment card into play.

Choose 1 stuffy to be the driver. Place that stuffy on the the space marked with the ★. All other stuffies climb out onto the hood for a battle. Place them on or adjacent to the ☹.

SPECIAL RULES

Driving: The stuffy that is the driver cannot be moved from the ★. If that stuffy draws 1 or more threat dice on its turn, roll each threat die one at a time and compare it to the following chart before placing it on the threat track:

1- 2: Swerve: You must swerve to avoid a parked car. Choose to make a yellow or green skill test, difficulty 4.

PASS: You spot the parked car and adjust the wheel so that you narrowly miss it. Gain a heart!

FAIL: You jerk the wheel at the last minute! All stuffies on your car become scared.

3-4: Speed Up: The Dollmaker is getting away, you must keep up! This requires a skill test of a color chosen by the driving player, difficulty 4.

PASS: No effect. If you exceeded the difficulty by 3 or more, you ram the Dollmaker's car. Move all figures on the Dollmaker's car 3 spaces toward your car. If this would cause a stuffy to end on a leap space, it loses 2 stuffing instead of moving onto the leap space. If a minion ends on a leap space, it becomes defeated.

FAIL: The leap spaces cannot be used by stuffies until your next turn.

5: Slow Down: The Dollmaker's brake lights light up. You must try and reach the brakes. This requires a red skill test, difficulty 4:

PASS: You gently apply the break and avoid a collision. Gain the courageous status card.

FAIL: You ram the back of the Dollmaker's car. Move all figures on your car, 3 spaces toward the Dollmaker's car. If this would cause a stuffy to end on a leap space, it loses 2 stuffing instead of moving onto the leap space. If a minion ends on a leap space, it becomes defeated.

6: Hit a Pothole: Boom! Your car hits a pothole! All stuffies on your car receive a trapped status card.

9-2

Stitch held onto the side mirror with one arm, while he poked the Dollmaker with his magic pencil. Lionel hung from the roof, one paw jerking the wheel of the car, trying to force the Dollmaker to pull over. Lumpy was plastered to the Dollmaker's windshield, shrieking.

"Dratted stuffies!" the Dollmaker cried. "I can't see a thing!" He tried turning on the windshield wipers, and Lumpy sobbed as the mechanical arms began to swat his rump. The Dollmaker tried honking the horn, but nothing was working. He slammed on the brakes and turned the wheel sharply. Stuffies and minions flew from the Dollmaker's car, and tumbled onto the soft grass of a neighborhood yard.

The Dollmaker's car continued into an alley, but the minivan screeched to a crooked uneven halt in the street. Flops hopped out and muttered, "I guess I needed someone on brakes after all." She ran to the other stuffies and asked. "Are you ok?" Indeed they were, though everyone was frustrated they had lost the sedan.

Go to page 11, and start with section 11-1. Do this even if minions are still in play.



Explore 2☹ to stop the Dollmaker's car.



Surge: Generate an encounter.

Additional Surges: Generate an encounter.



You stood on the trunk of the Dollmaker's car and beneath your puffy feet you could feel something bumping and moving around inside the trunk. What kind of diabolical device was in there?

Place an angry status on this stuffy.



You stood upon the roof of the Dollmaker's old car. His window was down, so you and your fellow stuffies could try to get him to pull over by grabbing his steering wheel and generally being nuisances.

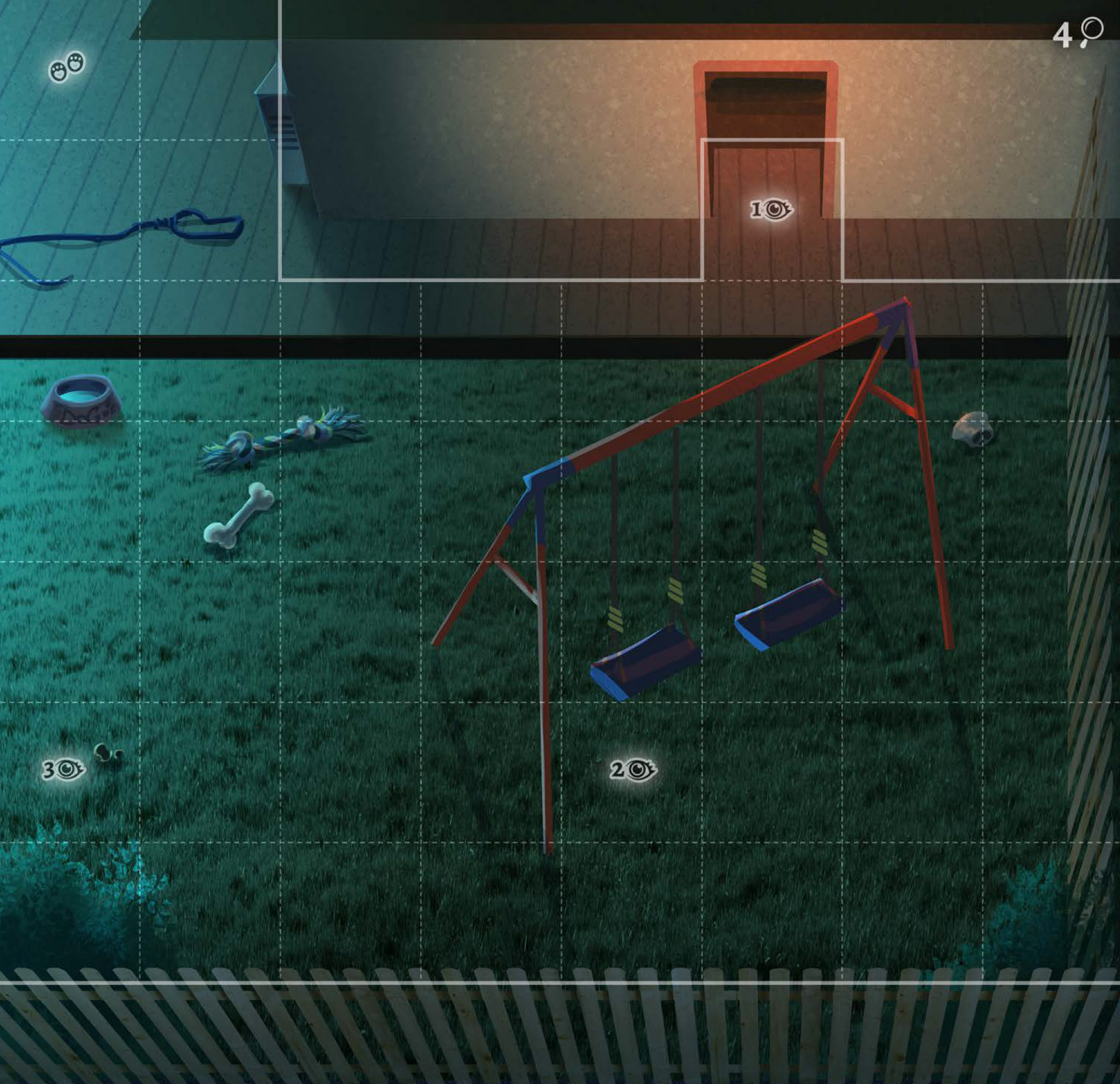
Forcing the Dollmaker to pull over requires a blue group task, difficulty 15. Only Stuffies on or adjacent to this space can participate.

PASS: Go to 9-2.



The trunk of the Dollmaker's car popped open just wide enough for a mechanical tentacle to appear from inside. It lashed about and tried to grab the stuffies.

The stuffy closest to 1☹ receives 4 damage. If more than 1 stuffy are closest, the bookkeeper chooses which receives this damage.



CHEWIES

11-1

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 had no time to recuperate — the Dollmaker had Theadora and they weren't going to let him take her into the Fall for any experiments he might be concocting.

"We're in luck!" cheered Stitch eyeing the sign at the alley entrance that said Dead End. "The fool trapped himself."

"Quick! We can take a shortcut through this yard and get him on the other side!" With that, Flops climbed a trash can and hopped over the gate. A couple seconds later, the gate opened and Flops beckoned everyone in. Lionel was all too eager and barged through the gate right away, followed by Lumpy and Stitch.

They stood in the dark back yard of a stranger's home, and they could only make out the shadowy form of a swing set. "I don't like the looks of this," moaned Lumpy.

"Wow, what a shock to all of us," chided Flops.

"Fear leads to caution. In this case, I'm with Lumpy," counseled Stitch. They could hear the unmistakable, scary gibberish of dark hearts hunting the neighborhood for them.

Reveal a sleep card.

SETUP

Place the Stuffies on or adjacent to the space marked with the .

Put the Darkness/Low Visibility and Walls/Barriers environment cards into play.

SPECIAL RULES

The stuffies need to find another way out of the back yard. They need to be quiet, as not to wake anyone in the house. Each time a stuffy places a threat die on the threat track, roll it before placing it on the track. If any 2 dice on the threat track have the same number, read section 11-2. Then ignore this special rule.

11-2

The dog door flew open and a slobbering bulldog appeared on the back step. She wore a sparkly pink collar and a dog tag that said Princess.

"Er, hello your Majesty?" offered Flops.

Place a mongrel figure on  to represent Princess.

Now, each time you draw a threat die during the

draw dice step, roll it and move Princess that many spaces toward the nearest objective token or figure if no objective tokens are in play. During her move, if Princess moves adjacent to:

An objective marker: Discard it. End her move.

A non swinging stuffy: Lose 2 stuffing, and place a torn status on that stuffy. End her move

A minion: It is defeated. End her move.

11-3

You saw you could swing on the swing set if you wanted.

SPECIAL RULES

Swinging: A stuffy that is on a swing space and with a green die stored on its card is considered to be swinging. When defending against an attack, the swinging stuffy can double the value rolled on that green die. If a stuffy cannot store any dice due to a status card effect, that stuffy cannot swing. On its turn, a swinging stuffy can choose to jump off the swing to try and fly over the fence to escape the back yard. If you choose this option go to 11-5.

11-4

Chewies are toys and stuffies made for dogs. They love nothing more than to play with their furry pals, but dogs play rough, and many chewies end up battered from the experience. You can help these poor chewies!

SPECIAL RULE

Helping the chewies: These poor toys are a torn up mess. They need stuffing and buttons. On any player's turn during the 'perform actions' step, a stuffy anywhere on the map, but not swinging, can spend a button to help a chewy. Roll any available die and consult this chart:

1-2: *"Thanks buddy!" shouts the chewed up stuffed squirrel. "You're nuts, man!"*

You receive a heart. Place an objective token on any adjacent space.

3-4: *"Oh, throw me! Please, please, please!" shouts the ball.*

Choose any space and place an objective marker on it. You receive a heart.

5-6: *"Oh yeah, oh yeah, oh yeah!" says the toy hotdog!*

Place an objective marker under your stuffy. You receive a heart.

11-5

Jumping over the fence requires a green agility skill test, difficulty 5. You can use your stored green die for this if you choose to.

PASS: Place the stuffy on its card. It has escaped.

FAIL: The stuffy smacks into the fence. Lose 1 stuffing. Place the stuffy on any space adjacent to the fence.

Once all stuffies have jumped over the fence, go to page 13, and start by reading section 13-1.

 Explore  to find a way out.

 **First Surge:** Generate an encounter of a number of dark hearts equal to the number of stuffies in play. Place them on or adjacent to the .

Additional Surges: Reveal a sleep card.

1   *The back door had a small hatch near the bottom. You realized a doggy lived there. Dogs love chewing on stuffies, especially if they have a squeaker. You backed away carefully.*

Move your stuffy to any adjacent space.

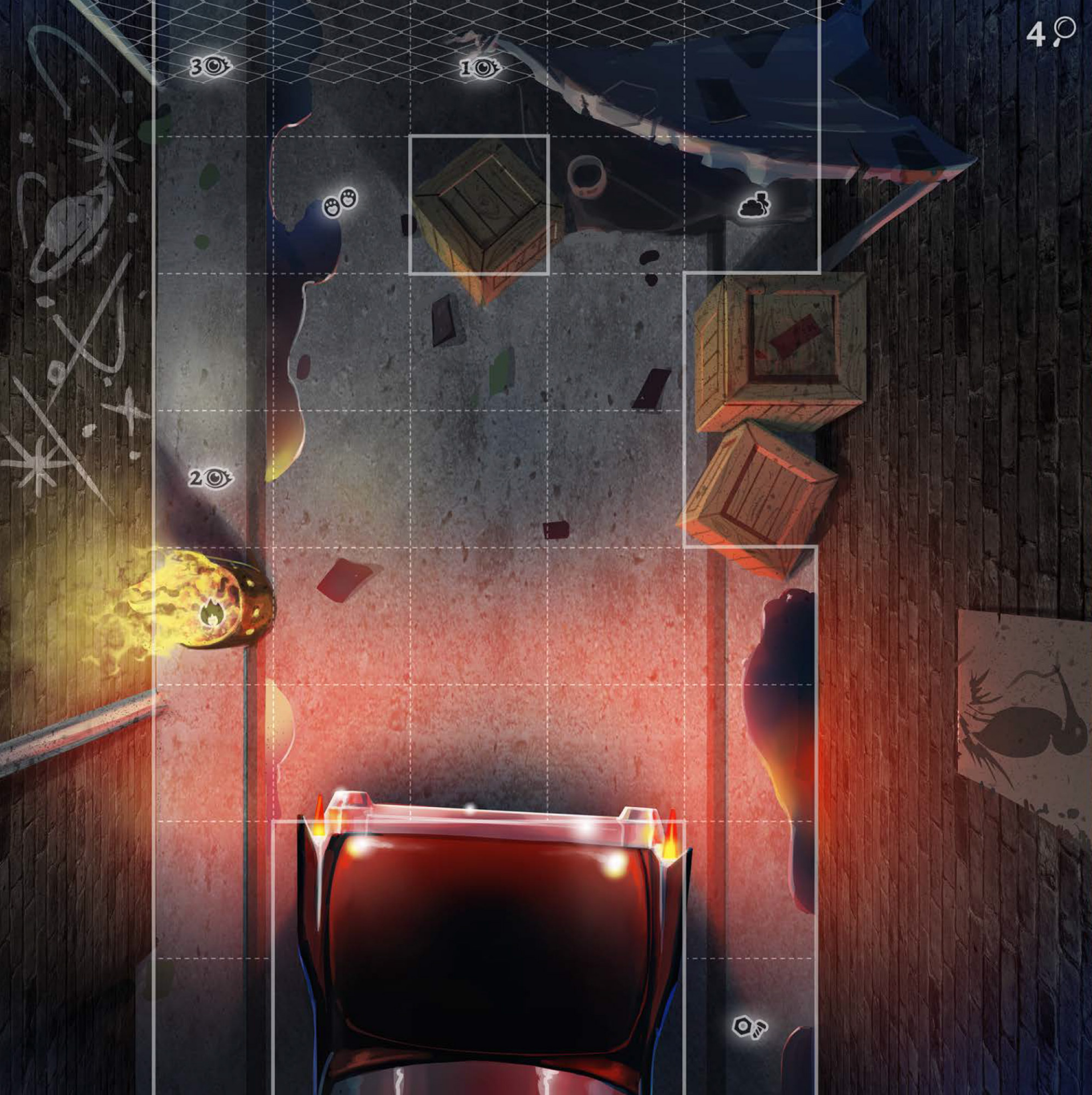
Note: If Princess is already in play, ignore this effect.

2  *You saw a child's swing set. Two empty swings swayed in the breeze, just old wooden seats attached to rusty chains. It looked like many a child had played on this set and the sight filled the stuffies with good cheer.*

Remove all negative status cards from all stuffies. Go to 11-3.

3  *Stitch stopped everyone. "Shhh!" he hushed and everyone froze in their tracks. Stitch shook the pencil, and small points of light appeared in the back yard. Fireflies! In their glow you could see the yard was littered with toys and stuffed animals that had seen better days. "Chewies!" exclaimed Stitch.*

Go to 11-4.



HOMELESS

13-1

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 hurried down the alley, looking left and right. There was no outlet, so the Dollmaker had to be down there. They found themselves in a shabby dead end between two old dilapidated, abandoned buildings. At the end of the alleyway was a chain link fence that could be seen behind a ramshackle tent and a trash barrel that burned with a warm, orange glow.

As the stuffies made their way toward the tent, red light suddenly fell over them. They turned and watched as the Dollmaker's old car backed down the alleyway toward them.

They waved away the exhaust fumes as the Dollmaker stepped out, and he held up Theadora in one hand. He reached into the car and pressed a button. The trunk slowly opened, and long, mechanically segmented arms began to unfold from within. Each long appendage ended in a menacing looking claw, and the Dollmaker chuckled in delight to see fear on the faces of the stuffies.

Reveal a sleep card.

SETUP

Place the Stuffies on or adjacent to the space marked with the ☹️.

Generate an encounter of The Dollmaker.

Put the Walls/Barriers, Fire and Hiding Spot environment cards into play.

Gather objective tokens equal to the number of stuffies in play and place them near the board.

SPECIAL RULES

Getting Pinched: When a player draws a threat die during the draw dice step, after adding it to the threat track, place an objective token under that stuffy. Moving off of an objective token requires a green agility skill test, difficulty 4. A stuffy that ends its turn on an objective token receives 5 damage and must defend normally.

Note: if all undefeated objective markers are already in play, choose one that is in play and move it to your stuffy.

If you do not draw a threat die, remove any 1 objective token from the board. The grab arm is pulling back ready to strike again.

Destroying the arms: A stuffy on or adjacent to an objective marker, can attack the arm normally treating an objective token like any other enemy. The arms have a defense of 6. It only takes 1 successful attack to defeat an arm. Once all arms are defeated, the trunk beast is defeated. Read 13-3.

Defeating the Dollmaker: If you defeat the Dollmaker, you win! If the Waking card has been revealed, go to page 14 section 14-2. Otherwise go to section 14-1.

13-2

"Well, aren't you so very kind," said the woman, and a tiny mouse crawled onto her shoulder and squeaked at you.

"Marietta? Is that you?" you ask. The old woman just held a finger to her mouth and gently shushed you.

All Stuffies gain 1 heart.

13-3

The final claw arm sputtered from its place on the wet concrete. The other mechanical arms hung limp from the trunk of the Dollmaker's creepy car. You all marched toward him and the fiend looked worried, but he had the perfect diversion. The Dollmaker threw Theadora at you, then fumbled with his keys as he climbed back into his car. Lionel roared loudly and it took all of the stuffies to hold him back.

Continue to 13-4.

13-4

"You haven't seen the last of me! I'm going to get all of you if I have to rip every bit of stuffing from you to do it!"

With that the Dollmaker sped off down the alley dragging the sparking, limp appendages of his failed experiment behind him on the pavement.

The stuffies are victorious! If the Waking card has been revealed, go to page 14 section 14-2. Otherwise go to section 14-1.



Make sure to visit 1👁️.



You saw a shabby makeshift shelter. You were saddened some people do not have a place of warmth and safety they can call home, and a wave of sentiment pulled at your plastic heart. You drew back the sheet to find an old woman with leathery skin inside. She sat up and smiled at you. "Well hello there, trespassers," she said in an oddly familiar voice, holding her buttonless coat closed to keep out the chill.

Now everyone knows that when a person looked at a stuffy, the night magic goes away, and they become just a normal stuffed toy. But for some reason this didn't happen when the woman cast her gaze upon you. You knew you could help the woman by giving her buttons.

If you give her any buttons, go to 13-2.



You saw a rusty metal barrel blackened with soot. The barrel was hot to the touch and there were flames flickering from its top. The homeless must have used this to keep warm on cool nights, or to cook whatever meager food they had found. Fire, however, is very dangerous!

If your stuffy is standing on this space when you draw a black die from the bag, place it on the threat track normally. Ignore any trunk beast effects.



You saw a strange design sprayed onto the brick wall with paint. It looked like a wide circle with some kind of complicated, celestial symbols all around it and it seemed familiar.

ENDINGS

14-1

The stuffies ran to embrace Theadora. She cried a bit at the comfort of knowing that her friends were true heroes who would risk their lives to save her.

"We were scared you were going to end up in the Dollmaker's lab," said Lumpy with a furrowed brow.

"I wasn't afraid," boasted Lionel. "I know you've got strong stitching."

"So how do we get home?" asked Flops.

"That's the challenge at hand," pondered Stitch.

"Perhaps I can be of some help?" The old woman that lived in the alley stood nearby. How was it she could see them? She scooped them up and carried them to the minivan, then drove them safely home. They thanked her after she tucked the keys back into the visor, and soon after, the old woman vanished into the chill night air.

The stuffies quickly snuck back into the house, and found their way to the bedroom.

"Who was that old woman?" asked Flops.

"Marietta is a Guardian," answered Stitch as the bunny helped him up onto the bed.

Theadora wiggled her head into the crook of the little girl's arm. "What's a Guardian?" she asked softly.

"They are magical beings that protect the connection between worlds, making sure that balance is maintained. They rarely involve themselves in the affairs of stuffies. I can't help but think that maybe we're destined to play a role in something important."

The next morning, as Daddy and Mommy loaded the minivan for a family excursion, they each noticed a scratch on its side. Shaking their heads, each thought the other had done something careless. But a scratch is just scratch, and as they drove away that day, the little girl snuggled into Theadora and whispered, "I love you, Thea," into the teddy bear's fuzzy ears.

14-2

The stuffies ran to embrace Theadora. She cried a bit at the comfort of knowing that her friends were true heroes who would risk their lives to save her.

"We were scared you were going to end up in the Dollmaker's lab," said Lumpy with a furrowed brow.

"I wasn't afraid," boasted Lionel. "I know you've got strong stitching"

"So how do we get home?" asked Flops.

"That's the challenge at hand" pondered Stitch.

"Perhaps I can be of some help?" The old woman that lived in the alley stood nearby with an empty shopping kart. How was it she could see them? The stuffies climbed into the shopping cart, and the woman pushed them to where the minivan had been left, but as they neared, blue and red police lights could be seen pulsating and reflecting off the houses and trees.

"Oh no!" whispered the woman, and she turned the cart around and quickly headed the other way. "Don't worry, I'll get you home," she said.

Back in the alley, she gathered the stuffies near the celestial graffiti on the brick wall, and began reciting strange words that caused the graffiti to glow purple. The stuffies were gone in an instant!

They reappeared under the girl's bed and could hear her whimpering. They quickly climbed up the blankets and onto the bed. Blue and red lights flashed through the window, and they could hear the police talking to Mommy and Daddy just inside the front entry.

"It was probably just some teenaged joyriders," said a woman. "Beside a couple of dings, it looks like your minivan will be just fine."

The little girl sat up. "Mommy!" she cried, as she fumbled in the dark to find Theadora. She clung to the teddy until Mommy came in and gave her a hug and words of reassurance.

They next day, they all slept in.

TALKING POINTS

Have you ever made a hasty choice you later regretted?

Have you ever purchased an item, only later to wish you had waited and saved your money?

When is it good to act boldly, and when is it better to wait?



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