







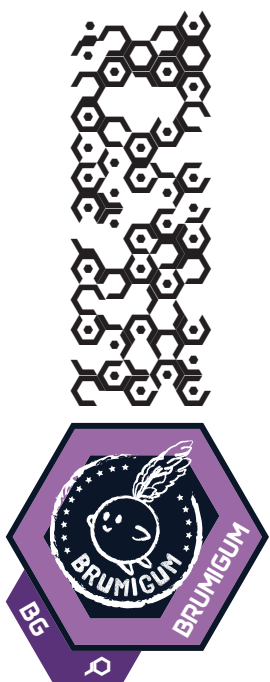


1

Storybook 1 - Chapter 1 Welcome to Brumigum

Prepare your stations as follows:

- » **NAV** : Add the Brumigum Map to your station
- » **NAV** : Add the Location Card deck for BG Brumigum to the Navigation Board
- » **OPS** : Add the Focus Card deck for BG Brumigum to your station
- » **INFO** : Retrieve the Storybook 1 Passport Folder and add it to your station
- » **INFO** : Add the Item/Contact Card deck for Storybook 1 to your station
- » **COM** : Begin reading your adventure on the next page...



"Brumigum is the perfect first stop," says Amele as you glide over an alien rainforest in the Odyssey's skiff. "It has lush landscapes, soaring cities, and fresh air that smells good all the time! Not only that, it's the homeworld of the Plumplim. They're a very welcoming people, and they're famous for their games and parties. This is the best place to make friends!"

The skiff zooms southward, and the jungle gives way to a vibrant city full of perfectly round people. You land on a platform in a busy, open-air spaceport, and the skiff door opens, overwhelming you with the scent of honey and summer rain. Two faint moons hang high in the early morning sky, and you take a moment to watch them disappear as the golden sun rises.

Amele gathers an armload of way too many maps and tourist brochures from a welcome booth, then peers through the crowds of pilots and Space Janitors. "Hmmm... We're supposed to be officially greeted by Matriarch Glumbin. But I don't see anyone who -"

Her thought is interrupted by a young, round plant-person with shiny leaves sprouting out of her head. She wears a badge that says *Official Government Intern*. She nods at you, then taps her earpiece. "I've found them, ma'am," she says. "Humans are made of skin and hair, right? Proceed to my location."

Moments later, you are approached by a squad of even more interns, followed by an older purple Plumplim who looks like a dignified fig. "You must be the Human Delegation," she says. "I'm Matriarch Glumbin, and these are my interns." They all curtsy. "Consider yourselves officially welcomed by the city of Pollet! Now, is there anything I can do for you before my next appointment?"

"Yes, please!" says Amele, waving the travel brochures around. "Where should we go next?"

The Matriach giggles with excitement. "I'd be delighted to! I simply *love* telling people where to go and what to do. Now let's see..." She takes the pamphlets and papers from Amele and sifts through them. "Hmm. No. Don't go here." She tosses one aside. "Don't go *here* either. And *this* place is closed for the season. And this one? No... just no." Her interns scramble, cleaning up the discarded brochures.









She hands you a small stack of a few pamphlets. "First on the list is Bumbulroot, where you can find the homestead of the Bumbul family. They're hosting the Sack Races on their land this afternoon. And you simply must see the fields where they grow

new spaceships."

Next, she shows you a brochure with an enormous, ancient tree on the cover. It looks like it could reach out and gather the whole planet in its branches. "The Communications Tree is both a living tree, and a luxury office building. While you're there, be sure to drop by Pollet Town Hall. I'll send word to my nephew to give you a tour."

A device beeps on her wrist, and she frowns. "Aw, *sap*. I really must get moving, and so should you. Welcome to Brumigum!" She disappears back into the crowd, trailed by her long line of interns.

Updates:

- » **NAV** : Add Location Card 1 - Bumbul Homestead - Bumbulroot Shipping Co.
- » **NAV** : Add Location Card 2 - The Communications Tree - Pollet Town Hall
- » **INFO** : Add Befriend the Plumplim as Mission 1
- » **OPS** : Add Focus A to Mission 1
- » **OPS** : Set Mission 1 Slot 1 to Off
- » **OPS** : Set Mission 1 Slot 2 to Standby
- » **OPS** : Set Mission 1 Slot 3 to Standby
- » **OPS** : Set Mission 1 Slot 4 to Standby



You arrive at the Bumbul Homestead and take in the scenery. To the left, a cluster of bulb houses grow out of the soft grass. They're packed so tightly together that you can't quite tell if you're looking at a neighborhood, or one big house made of squat, railcar-sized tulip bulbs. The cluster overlooks a tidy yard and a padlocked garden shed.

To the right is an open field where a few scattered Plumplim are setting up picnic lunches. Beyond the field is a patch of what appear to be impossibly tall pumpkins. Some are long and curved, some are round and thick, and many have... doorknobs and handles?

Suddenly, it dawns on Amele. "Oh yeah! Plumplim grow their own spaceship parts! That looks like it might be a field of doors."

Choose:

- Check out the field of doors. - Go to **X-101**
- Check out the cluster of bulb buildings. - Go to **X-201**



A Plumplim with a walkie-talkie stomps around grumpily near several carts, each laden with a tall stack of shipping crates. She presses a button on her device and says, "Hello, this is Tum, calling home base! Is *anyone* around? *Hello?* This is Tum Bumbul, Chief Operating Officer! Can you read me? Over!" She waits for a response, but receives nothing but static.

"She doesn't seem to be having a very good day," whispers Amele. "This looks like a great opportunity to be nice to someone! Let's eavesdrop."

You watch Tum grumble to herself. "This is *Bumbul's* fault," she sighs. "If that pickled twit hadn't given everyone the day off, Seepul would already be in Kraknee by now!"

Check:

- If Item B is set, go to **X-202**
- Otherwise, go to **X-102**



The Communications Tree stretches so high into the Brumigumian sky, you can't even see the top. Tiny pink veins etch patterns up and down the bark of the entire tree, glowing softly like rosy candlelight. A rather tall, stylish Plumplim leans in the doorway of the building.

"Ah, *marvelous!*" he says. "You must be the Human Delegation. The Matriarch messaged me to say you might show up. I'm simply charmed to meet you. *Charmed!* I'm Zed Glumbin, and I run our planet's communications centers. But please, call me Secretary Glumbin. I'd be delighted to give you a tour. *Delighted!*"

He whisks you into an elevator. As it whooshes upward, the Secretary makes small talk about the Communications Tree and how excellent the view from his office is, until you arrive at your stop.

"This is where the magic happens," says Zed as the elevator doors open. But the room before you doesn't look particularly magical. Rows and rows of Plumplim chat quietly into potted plants. "You see, these aren't just *any* plants. They're called twin plants -- highly sophisticated communications devices that will allow us to communicate with other similar plants here on

Brumigum. Would you like to try it out for yourself? Or, we could show you how we maintain the plants."

Choose:

- Learn how to maintain the plants. - Go to **X-104**
- Try to make a call. - Go to **X-204**



Pollet Town Hall is one of the many offices inside of the Communications Tree: an ancient tree that juts high into the atmosphere. In the front hall of the Tree, busy people walk up and down a gleaming grand staircase. Above them hang two massive globes, each about the size of a small car. They're each covered in a blanket of tiny flowers that grow so quickly, you can see them bud, bloom, and fade, sending soft purple petals sprinkling down onto a reflecting pool below.

At the edge of the pool, two Plumplim dance in the rain of petals. They giggle and bounce like two excited radishes. A third Plumplim watches over them. He is wearing a cool hat.

Check:

- If Item A is set, go to **X-205**
- Otherwise, go to **X-105**



A priest tends a booth outside the Temple doors. Above his head hang signs that say *Buy tickets for The Journey of the Sisters today!* and *Opening soon in the Temple Theater!*

"Aww, a play about sisters! That's so sweet," says Amele. "I miss my sisters. Well... most of them."

"But not just *any* sisters," says the priest. "In the Ancient Libraries, a tome tells the tale of Allium and Amethyst. They traveled from far, far away to make a home in the orbit of Brumigum. And one day, they created the Plumplim. Our play is an adaptation of that sacred text."

"Hmm...those names sound familiar," says Amele. "Aren't Allium and Amethyst the names of your moons? I feel like someone told me that at some point."

"Yes, they're one and the same!" he says. "In fact, modern scientific observations suggest that our moons came from a completely different part of the galaxy. Life did not appear on our





planet until after they arrived."

"So the moons *journeyed* to Brumigum!" says Amele, awestruck. "Just like The Sisters in your play!"

"Exactly! Now, let me give you the pitch for our play. Are you ready?" The priest clears his throat and summons an unnaturally deep voice, like he's narrating a trailer for a gritty action movie. "Buy your tickets today for the **ultimate musical theater experience: THE JOURNEY OF THE SISTERS!** You'll be on the **edge** of your **seat!** Featuring an original score by rapper **Compost Malone**, our most sacred texts have never **slapped so hard!**"

"No thank you!" says Amele politely as you walk away. "My attention span is too short for theater."

Updates:

- » **OPS** : Remove Focus B from Mission 2
- » **NAV** : Add Location Card 7 - Lonely Bowers - Ancient Libraries
- » **INFO** : Set Event Flag T
- » **OPS** : Set Mission 2 Slot 1 to Knowledge



A hunched, elderly Plumplim clerk calls to you from behind the counter. "Hey there, sprouts! Welcome to the Nufftee Seed Library: Seeds of all kinds, free to anyone who wants to grow 'em. We'll give you seeds until you've had e-Nuff." He chuckles to himself.

You ask him about Plumplim customs.

Choose:

- Continue the conversation. - Go to **X-107**



You came to Pollet Town Hall to learn about Plumplim culture, but you're too distracted by a pair of arguing Plumplim to learn anything. They sit together on a bench outside a permitting office, one shaking his head with disapproval. The other plays a handheld video game that makes little bleep-bloop noises throughout their conversation.

"Can't you *read* something while we wait? Allium and Amethyst didn't give you a brain just so you could waste it on video games."



"Hmmm... no." *bleep-bloop* "Remember, Allium and Amethyst wanted the Plumplim to have everything we need. Everything!" *-bleep-bloop-* "and that includes super cool video games. So in a way, I have a spiritual right to play my game."

"They were talking about things like soil and water, you goof! You don't *need* a video game."

The Plumplim gamer leans in very closely and says, "This is Sundrop Valley, the greatest video game of all time. And I **need it.**" *bleep-bloop*

The bleep-bloop sounds continue as you exit the building.

Updates:

- » **OPS** : Remove Focus B from Mission 2
- » **OPS** : Set Mission 2 Slot 1 to Conversation



At the Glumbin School, a blushing Plumplim teacher invites you into his classroom. "Gosh, I'm honored! It's not every day that off-worlders want to observe my teaching methods. Now children, let's show them how smart you are. Who can tell me where the Ancient Texts are kept?"

A tiny voice pipes up from the back row, "The Temple of Two Moons?"

"Yes, very good, Gurdith! But where exactly in the Temple are they - "



Suddenly, loud cheering outside the window interrupts the lesson. "NICE ONE!" "HOOOO WHAT A HIT!"

The teacher shouts back, "HEY! KEEP IT DOWN! WE'RE TRYING TO *LEARN* IN HERE!!!" He slams the window, grumbling, "As soon as I have tenure, I am moving to a classroom far, far away from the Bowlinseed Pitch." He takes a deep breath, composes himself, and resumes the lesson.

"Hmmm," says Gurdith, rethinking her answer. "Are the Texts kept...in the... Foyer of the Twelve...?"

"Good guess!" the teacher says with a little clap. "It is actually the *Chamber* of the Twelve. Let's all write that down. This is how we learn!"

Updates:

- » OPS : Remove Focus B from Mission 2
- » OPS : Set Mission 2 Slot 1 to Conversation



At the Kraknee Crate Depot, two orange Plumplim children call to you from a pile of crates. "Come play with us! We've got Turnips an' Beets!" They toss you a turnip. You thank them, but you toss it back. You're not hungry.

"Wait... you've *never* played Turnips an' Beets??" gasps one.




"It's a game!" says the other, digging a beet and a deck of cards out of the crate. "We'll play as the beet, and you'll play as the turnip. We can show you! There are seedling cards, which you can use to grow another sprout." He holds a seedling card onto his beet for a few seconds, and removes it to reveal that a new sprout has grown. The kids show you all of the amazing things that the cards can do to the turnip and beet, and you begin a game.

"Oh no, your turnip turned *blue*! I've never seen that happen before. We'll never win this now."

"Quick! Hold the fertilizer card onto your turnip! ...Well, that didn't work at all."

You, Amele, and the kids laugh together as you lose miserably. Before you leave, they hand you a turnip, a beet, and a small box. "It's our extra deck. We want you to have it! Maybe you'll lose in an even weirder, fun-ner way next time." You thank them and tuck everything into your pack.

Updates:

- » OPS : Remove Focus C from Mission 1
- » OPS : Add Focus D to Mission 1
- » OPS : Set Mission 1 Slot 2 to Knowledge






A Plumplim sits at a table with two large trays of purple seedlings, two pocket-sized balls, two decks of cards, and two piles of dice. "Yoohoo!" she calls, "I'm Gurdy, and in honor of the Sack Races, I'm teaching visitors how to play Seven Crimson. Come on over!"

You sit across from Gurdy, and she leans in close to tell you a tale. "Lonnng ago, the sisters Allium and Amethyst were lost in the jungle of Brumimgum. Eventually, they drifted apart and became separated! As they searched the jungle for each other, they kept track of where they had already been by turning plants crimson as they walked by. Finally, after each sister turned seven miles of jungle into deep crimson, they reunited. This game is based on that story!"

"Your tray of sprouts is your game board," Gurdy explains, and rolls a ball to you. "And here's your game piece. Look what happens when you put your game piece on a sprout!" She taps her own ball twice and places it on her tray next to a lavender sprout. In moments, the orb emits a weak purple glow, which causes the sprout to grow noticeably taller and turn from lavender to deep red.

"The cards and dice will tell you when you're allowed to move your orb, but the rules are complicated. It's better if we just play while I teach you," she continues. "For now, just try to remember that we're on the same team. We win if we both turn seven of our sprouts red. Alright, let's start. Your move!"

Updates:

- » OPS : Remove Focus C from Mission 1
- » OPS : Add Focus D to Mission 1
- » OPS : Set Mission 1 Slot 2 to Biology



ASK US ABOUT THE SACK RACES reads a big banner above the entrance gate of the Bumbul Homestead. You watch people take sacks from piles, climb inside, and hop-hop-hop along a race track. An Elemens practices with a extra-long sack to accommodate their extra-long body.

You dig through the sacks, which are helpfully labeled with special features such as *Mobility-assisted*, *Power Steering*, *Anti-Lock Brakes*, and *Includes cup holders*. You find one you like and practice hopping around, just like potato sack races on Earth.

"Holy moly!" shouts an enthusiastic Plumplim voice. "Do that again!" You hop again, and he bounces over to you, whistling loudly. "HooOoOoo! Yes sir, that's some good sack-racing right there, if I do say so myself!" You hop once more, just to show off. "And I *do* say so myself! *That's* what I'm talkin' about, right there! HooOOooo, what a hop! I swear I've never seen a better bounce in my life, or my name isn't Bumbin Bumbul!"

His cheers give you a profound boost of confidence.

Choose:

- Ask if you can participate in the race. - Go to **X-108**
- Promise to come back and cheer on the others. - Go to **X-208**

C 1 L5 The Bowlinseed Pitch

A class full of Plumplim and their teacher fill the field, facing each other warily. Each student holds a slimy, dripping fruit that looks like an overripe mutant blackberry. They're each about the size of a volleyball, and they're so heavy, some of the students struggle to carry them.

"Students, prepare your watgum fruit!" shouts the teacher. "Ready... Annnnnnnnd... *HEAVE HO!*"

All at once, the twenty tiny Plumplim children hurl their watgum fruit at each other. They explode on impact, splashing fruit juice and raining down pure chaos. The students laugh, scream, and run off to piles of watgum fruit on the field to reload.

Choose:

- Join in the watgum fight! - Go to **X-109**
- Ask the teacher how the watgums grow. - Go to **X-209**

D 1 E3 Jungle Path

You're ready to search the mouth of the Jungle Path for Seepul. Just beyond a thicket of trees, you hear a little Plumplim voice. "H-hello? D-don't eat me! I taste *terrible!* Yeah... and... uh, I'm poisonous. Yep, that's a real thing!" she unconvincingly adds. "I'm a *poisonous, bad-tasting* Plumplim!"

"Hi, are you Seepul?" says Amele as you push aside vines and foliage. "We're not going to eat you. We're here to help you get your shipment to Kraknee!"

"Whew, thank the moons!" sighs Seepul. "What a relief. Let's get going. We need to load up, and we need to protect ourselves from *panthers.*"

Choose:

- Help with the panther deterrents. - Go to **X-210**
- Ask how she knows there are panthers out there. - Go to **X-110**

D 1 G3 Temple of Two Moons

The Temple Guards are supposed to be frightening. They wear mysterious robes and wield long, shining axes. But at this moment outside the Temple of Two Moons, three of them chat and giggle like gossiping teens before a school dance. They excitedly approach you and ask, "Hey, can you count?"




"Yep!" says Amele. "We also have a stopwatch and a calculator, for times when we don't feel like counting. Why, though?"

"We're competing to see which one of us gets to do a fun job tonight," the Guard explains. "We need you to count to ten while we each find a rock. Then we'll put the rocks in this Meltbush." He points at a small, foul-smelling bush. "Whoever's rock melts last, gets the job."

You start the countdown, and the three guards scramble around the yard digging through gravel. As you get to ten, they each toss a rock into the Meltbush, which stick fast to its goopy leaves. You watch with fascination as the rocks begin to bubble and drip down the branches like warm nacho cheese.

"I win!" squeals a Guard. "My rock lasted the longest, so I get to scare the trialists tonight!" She scampers off into the Temple, calling back, "I'm so excited! I'm gonna go practice making scary faces in the mirror!"

Updates:

- » **OPS** : Remove Focus D from Mission 1
- » **OPS** : Add Focus C to Mission 1
- » **OPS** : Set Mission 1 Slot 3 to General

D 1 J3 Bumbulroot Shipping Co.

Outside the Bumbulroot Shipping Company, a worried orange Plumplim paces around the lawn. "Hey, do you off-worlders have a moment to help me out? My name is Tum Bumbul, and I'm searching for my kids, Bree and Stee. Maybe we can find them if we work together!"

As you search for the Plumplim children, you quickly discover muddy little handprints on a warehouse door. Tum lets out an annoyed groan. "Looks like they got into the compost pile *again.* We need to find them soon, or they'll eat too much and ruin their dinner!"





Inside the warehouse, you find nooks, crannies, and hundreds of boxes and crates. The kids could be anywhere. "Bree and Steel!" shouts Tum. "Come out here this instant!" Nothing happens. "Well, I guess they won't answer me while their mouths are full of delicious compost. This will take *forever*. Hmm... I've got an idea. Do you know any good jokes?"

As loudly as you can, you tell the best joke you know. Far across the warehouse, one of the boxes starts to shake and wiggle. You race over. Tum lifts the lid, revealing a lunchbox and two laughing Plumplim children. All three are half-full of compost.

"What a weird joke!" says Bree. "You're silly."

"She's right," nods Tum. "In a good way, of course. You seem like a lot of fun. You know what else is fun? The Sack Races! You should head over there and reward yourself with a nice time. And if you see my brother Bumbin, tell him that I'm sorry that my kids ate his compost again." She stops herself. "Actually, *don't* tell him. He needs to focus on the Races."

Updates:

- » **OPS** : Remove Focus D from Mission 1
- » **INFO** : Set Event Flag R
- » **OPS** : Add Focus C to Mission 1
- » **OPS** : Set Mission 1 Slot 3 to General

€ 2 D2 Lonely Bowers

In the cliff-hugging gardens of the Lonely Bowers, a serene-eyed Plumplim emerges from behind a silver tree trunk. She beckons to you and hands you a strange tool that reminds you of a watering can and glows with a sunny light. "I think this is a heliocan," Amele whispers.

The Plumplim leads you to a pink, fluffy topiary as light and airy as cotton candy. She nods at you and gestures to your heliocan. As you sprinkle sunlight onto the bush, it puffs up twice its size and settles down again, as though sighing. When you put the heliocan down, you swear you can hear it purr.

"Very good, off-worlders," whispers the Plumplim, "Now you know the Puffbush." She walks off and disappears into the Bowers, as though swallowed by the trees.

Updates:

- » **OPS** : Remove Focus E from Mission 2
- » **OPS** : Set Mission 2 Slot 2 to Insula

€ 2 E3 Jungle Path

Every plant you can see is covered in spines, burrs, or sharp fronds that gleam in the sunlight.

You dare to venture just a little bit closer... until you realize that several of the plants are growling at you. One is definitely hissing. Amele yelps. Tiny, dark red vines have grown out of the ground and around her toes, slowly swallowing her foot. She kicks around and stamps them off.

"Oh wow. No. No no no no," says Amele as she herds you away, yelling back at the jungle. "No thank you, jungle! We have no intentions of being eaten alive today!"

Updates:

- » No Actions for this blurb

€ 2 H3 Nufftee Seed Library

The Nufftee Seed Library is a homey little cottage with a well-kept patio out front, complete with a few cozy poof chairs. But wild, unruly plants grow in a fenced-off area behind the building. They wind through and over the fenceposts, barely contained.

There's a sign out front that reads, *Do you feel the need? The need for seeds? We seed to please, E-Nuff said!*

Behind the counter, a hunched, elderly Plumplim clerk softly reads romantic poetry to six pink seedlings. He seems like a great person to ask about plants and their importance in Plumplim customs.

Choose:

- Continue the conversation. - Go to **X-107**

€ 2 I2 Heirloom Patch

A lanky young Plumplim ambles over to you as you inspect the cultivated plants in the area. "Might I interest you off-worlders in a little gardening demonstration? I love impressing newcomers with my freakiest plants!"

You follow the lad to a potted plant with small, orange blooms that look like the tiniest, brightest goldfish. "This species, the goldfish-herb, evolved on our planet about the same time as we Plumplim did," he says. "Because it's sooo old, it needs more

moonlight than modern plants do."



Puzzled, Amele wonders out loud, "Wait... Plants require moonlight?"

"Not all plants! Just most plants that are native to Brumigum," he replies, grabbing a watering can from a nearby workbench. It has a label on it that says *Lunacan*. He continues, "Our moons are special. They reflect a unique purple light that the micro-organisms in our soil love!"

"Go ahead," he says eagerly, handing the can to you. "Give it a little sip of moonlight." You do this, and the plant begins to gently wave and bob its branches. Its orange blooms slowly turn to face you, then open like tiny mouths, making gleeful little slurping noises.

"Are you impressed?" he asks. "I bet you're impressed. Even *I'm* impressed."

Updates:

- » OPS : Remove Focus E from Mission 2
- » OPS : Set Mission 2 Slot 2 to Biology



Away from the noise and bustle of the Sack Race preparations, you notice some brightly shining metallic plants near a public trail. "Could those be spaceship-part plants?" exclaims Amele. She dashes into the patch, shouting, "*Let's poke at them!*"

You poke at the plants and discover that you've walked into a field of engines and fuel cells for spaceships. Each plant is covered in delicate copper veins and leaves that coil around its entire surface. They're certainly eye-catching, but they look limp and droopy. Deeper in the patch, you find three gardening tools that look like watering cans. They are each labeled with little icons: *Wet* with a raincloud icon, *Heliocan* with a shining sun, and *Lunacan* with two moons.



You pour the "Wet" can onto the spaceship plants. As expected, water sprinkles down. Next, you try out the heliocan. But instead of water, it shines golden light from its spout onto the plants. You pour the lunacan, and it emits soft purple light onto the plants. Soon, the fuel cells and engines look way happier.

A power-walking Plumplim heading down the trail regards you for a moment and nods their head in approval. "Now *that's*

some darn fine spaceship-gardening! No time to talk, gotta keep my heart-beet up. Just keep on doing what you're doing."

You feel validated.

Updates:

- » OPS : Remove Focus E from Mission 2
- » OPS : Set Mission 2 Slot 2 to Biology



From a distance, the Communications Tree almost looks like an entire grove of closely-packed weeping willows that have grown up and over a very tall mountain. As you draw closer, however, you can see that it is one solid tree trunk supported by graceful aerial roots that sweep from the topmost branches all the way down to the soil far below. The entire tree radiates soothing pink light, wrapping everything in a subtle rosy aurora -- from the clouds above, to the walkway below.

Check:

- If Event P is set, go to **X-212**
- Otherwise, go to **X-112**



The modest domed buildings on the outskirts of Sirrn would be a rather serene place if not for all the yelling. Several Plumplim college students are throwing old books at each other.

"Wrong! You're wrong, wrong, *WRONG!!* Professor Fenn said that Plumplim are bouncy because of the foods we eat. *NOT* because of our *CULTURE!* NOW EAT THIS BOOK, YOU WITHERED LITTLE TWIG!"

"Well Professor *Noad*, who is *way* smarter than Professor Fenn, says that we encourage bounciness on a cultural level! So you're *wrong*, and you can stuff your book right into your *rosette*, *YOU PICKLED TWIT.*"

"KNOCK IT OFF!" Amele shouts at the unruly young scholars. "Fighting is unacceptable! Books are for reading, not beating."

"Ahem," says a Plumplim hiding under a table. "This is a scholarly matter. We are simply having an intellectual disagreement as to the source of the Plumplim's bounciness."

Choose:

- Provide an example suggesting that diet is important. - Go to **X-113**
- Provide an example of Plumplim culture that supports bounciness. - Go to **X-213**

F 6 F2 Chamber of Twelve

You, Amele, and Petey stand outside the Temple of Two Moons, quietly worrying. You are interrupted by the unnerving sound of jangling metal getting closer and closer.

KA-CLANG. KA-CLANG. KA-CLANG.

An armored Temple Guard carrying a massive axe approaches.

She beckons you into a huge windowed room full of plants. You sit on some chairs near a work bench that holds a set of gardening tools, including some that you wouldn't find on Earth.

"This room leads to the Chamber of Twelve," says the Guard. "You should take a look around." She disappears into the Chamber.

Your keen eyes notice that three of the plants look unwell. One plant droops off of its crescent-shaped trellis, its blooms dull and sad. A pale pink bush reaches toward nearest window, flopping over in its pot. A succulent in bone dry soil looks crispy and unhappy.

Amele follows your gaze. "We should help those plants," she says. "Of course, it would be very embarrassing if we accidentally made things worse, so let's be careful. What should we do?"

Choose:

- Try to sprinkle moonlight on the droopy vine somehow. - Go to **X-314**
- Try to bring sunlight to the pink bush somehow. - Go to **X-114**
- Try to pour water from your canteen onto the succulent. - Go to **X-214**

F 6 G3 Temple of Two Moons

As you approach the Temple of the Two Moons from its surrounding gardens, you can see that it is a round, living building growing out of a low hill. It looks just like the round bud that forms before a flower blooms.

There's a Plumplim in a dark robe and a very cool hat in the middle distance. The hat is so large and so round, it almost looks like she's carrying another Plumplim on her shoulders. She is turned away from you. You'd really like to see the front of that cool hat.

Check:

- If Event Q is set, go to **X-115**
- Otherwise, go to **X-215**

F 6 L2 Pollet Town Hall

At Pollet Town Hall, a group of students wearing jaunty berets stroke their chins and gaze upon a mural. It's a detailed depiction of the area, from the Damproot Watershed in the west, to the Misty Wildwoods in the east.

You attempt to blend in by stroking your chin and saying things like, "Indubitably!" and, "How astute!"



"Truly," says a beret-clad Elemens, "Mickey Roundulo was the greatest artist of his generation."

"Indubitably," murmurs Amele, stroking her chin. "But would a great artist leave a blank spot on their art? The Temple of Two Moons was certainly built by Roundulo's time, but the area is blank!"

"Hmmm...astute," agrees a Felisi, also wearing a beret. "The Temple was left off of this map on purpose. As one of the fastest-growing living buildings on the planet, The Temple's appearance changes far too often to accurately depict. You see, the concept of 'Growth' is a core tenet of Plumplim society."

"Now where are *your* berets?" the Elemens cuts in, wagging a finger at you. He rummages through his bag, muttering, "I know I've got a few spare in here somewhere..." While he's distracted, you, Amele, and your loyal intern creep away.

Updates:

- » **NAV** : Add Disc 6 to Location Bumbul Homestead
- » **OPS** : Set Mission 6 Slot 1 to Conversation

You've already grown accustomed to Petey the Intern following you around. But right now, he has taken the lead.

"I graduated from Glumbin, so I can show you the way to the school's garden-box," he says proudly, trying to make his voice deeper and more adult. "I'm kind of a big deal around here."

Petey leads you around the back of the school. As you enter the garden-box, the students gasp, "*SPEEDY PETEY?*?" "He's my hero! Fastest pen in the sector!" "A real life legend!"

"Speedy Petey... it is an honor to have you back in class," says the teacher. "What can we do for you?"

"We're here to learn about plants!" says Petey. The students stare at him, eyes sparkling. They do not seem to care that he is standing next to at least two aliens, but they welcome you to join their tour of gardening tools.

Two of the tools look like tin watering cans. But they each have a little flap that covers the tip of the spout, like a tea kettle. You flip the little flaps and discover that one can is filled with brilliant golden light, and the other glows with a dim violet light.

Choose:

- Ask about the one with the golden light. - Go to **X-120**
- Ask about the one with the violet light. - Go to **X-220**

The Depot is very loud and busy, but somehow one small Elemens standing on a large crate overpowers them all with his booming speech: "Hey mate! You want crates? Don't wait, hesitate, or procrastinate... because WE. GOT. *CRATES*!! Big crates, small crates, in-between crates! Freight crates, first-rate crates, great crates, crates with grates, not-so great crates, crates you'll hate! All the crates you ingrates crave: we got 'em here at Kraknee Crate Depot."

He takes a big breath, and repeats his entire shtick.

Check:

- If Event O is set, go to **X-221**
- Otherwise, go to **X-121**

You reach the base of the Towerfern that arcs up through the dense undergrowth to the canopy. Could there really be a market hidden just behind that shrubbery? Is that a whiff of fresh-baked compost cupcakes drifting through on the breeze? There's only one way to find out...

Check:

- If Event S is set, go to **X-122**
- Otherwise, go to **X-222**

"Looks like a family business," Amele remarks, surveying the bustling scene at the Bumbulroot Shipping Company.

You can see exactly what she means: the whole operation is staffed by orange Plumplim. They range from a bright tangerine shade to a rich russet, but they're clearly related. Each one of them walks with a little spring in their step - a contented little bounce.

Check:

- If Event R is set, go to **X-223**
- Otherwise, go to **X-123**

The Open Market is far too visible to be a secret market. You can see its enormous red and white striped tents from far away. But maybe someone here knows something about the Enigmamarket. So you pass through a woven willow archway to peruse the jewel-toned stalls and tents that spread out before you.

A stall-keeper calls you over. "Any chance you're interested in some late-season thistles?" he asks. "They're a little soggy, but they're still tasty!"

You ask him if he can help you find the secret market. A coy twinkle appears in his eyes.

"Well, if you wanted to find the *Open* Market, you'd just look for our big tents, wouldn't you?" he says, tapping his chin. "Or you could look for our beautiful willow arch. But a *secret* market doesn't want to be found. A secret market would *blend into* its surroundings, and its entrance would be marked by something subtle. Something like, for example, a Towerfern. You see,

Towerferns only grow in the Misty Wildwoods. So if there's a Towerfern somewhere *else*, someone put it there for a *reason*." He chuckles, and gives you a knowing smile. "I suppose I'd better pack up my goods. I hope you folks find what you're looking for, but that's all the help I can give you."

He drops a *Closed* sign on the front of his stall.

Updates:

» **OPS** : Set Mission 3 Slot 2 to Conversation



The hermits who live all the way out in these remote bowers must get supplies somehow. So you look around a bit and spot a serene-eyed Plumplim emerging from a grove of silver-trunked trees. You ask her where her supplies come from.

"Supplies? I believe we get those..." she thinks for a moment, scrunching her brow, "...from a supplier. Yes. That sounds right."

"But who is the supplier?" asks Amele.


The Plumplim once again takes a moment to really consider the question, and finally responds with great confidence, "The supplier is a person."

Gathering all her patience, Amele calmly asks, "Would you please show us your supplies? Maybe there's an address printed on the boxes they came in." The Plumplim shows you to a shed, where you find crates with *Kraknee Crate Depot* written on the side.

"Maybe these crates came from... Kraknee?" the dotty little Plumplim says, marveling at her discovery. "Perhaps... from a crate depot located there?"

"Yes..." says Amele, doing her very best to be nice. "You're very smart. You did great."

Updates:

» **NAV** : Add Location Card 4 - Jungle Path - Kraknee Crate Depot



You carefully push your way into the dense forest, mindful of burrs and grateful that you already know where you're heading.

The dense foliage makes it almost impossible to see more than a few feet in front of you, but you carry on. Soon, you come across a cascade of golden moss hanging from the arc of a fern as tall as the canopy. This must be the place you're looking for! But the undergrowth is too thick! How will you get inside?

Check:

- If Event S is set, go to **X-224**
- Otherwise, go to **X-124**



The Bowlinseed Pitch is a wet, squishy field. A group of Plumplim wearing goggles and special gloves picks watergum seeds out of the grass, inspects them, and places them gently into trays. They wave at you as you walk past them.

On the far side of the field, you discover a sign. *Danger! Wet and foggy conditions. KEEP OUT! Management will not be held responsible for injuries, lost footwear, or wasted time.*

"Don't go past that sign!" calls one of the goggled Plumplim. He hurries over. "It's dark, there's nothing out there, and it's too wet and sticky to walk. The ground will suck the shoes right off of your feet! Here, I'll show you." He takes one step past the sign. As his boot hits the ground, it squishes deep into the mud and disappears. Amele takes him by the hands and pulls him to safety, but his boot is gone, never to be seen again. "Aw, blossomrot," he curses. "Not again!"

You only have so many shoes aboard the *Odyssey*, so you quickly turn around. "Good choice," says Amele. "And anyway, this place is too remote. There's no way a market would be out here."

Updates:

» No Actions for this blurb



The neighborhood of Pome Homes spreads before and above you, with small round houses clustered in the shade. Some are even scattered in the branches of tall trees. Their nest-like branches curl upward over thick, sturdy trunks.

Plumplim residents go about their business greeting neighbors and carrying cloth shopping bags printed with bright logos. Most

of the images on their bags feature red-and-white striped tents, with text that says *Munilee Open Market*. But at least one of them features a logo in violet with no text at all. Could that violet logo be evidence of a secret market?

Nearby, a few young Plumplim play with a puzzle.

Choose:

- Approach the Plumplim with the violet logo shopping bag. - Go to **X-125**
- Approach the Plumplim with the puzzle. - Go to **X-225**



You walk through the large striped tents of the Open Market looking for anything out of the ordinary that might help you find a way to the Enigmmarket. Unfortunately, just about everything looks out of the ordinary! At a booth that almost looks like a candy shop, fudgy blocks of dark moss are arranged like decadent chocolate candies. You see a Plumplim selling small golden chests full of glittering seeds. One vendor offers you a sample of tasty punch that changes colors each time you take a sip.

"This place is amazing!" says Amele. "Amazing... but perfectly normal. These goods might seem odd to us off-worlders, but this is all pretty standard fare for a market on Brumigum." Feeling a little defeated, you decide to sit under the striped tents to watch the shoppers for a bit.

At a nearby stall, a Plumplim is purchasing a barrel of moldy-smelling liquid. "Oh, and I almost forgot!" she says. "Here's my membership charm." She displays a keyring with a little charm that looks like a tendril of golden flowers.

"Hmm, that's not *our* charm," says the shopkeeper, "So I can't give you a member discount. That charm must be from a *different* market." The shopper lets out an embarrassed gasp and fumbles in her pocket for another charm. This one is shaped just like the red and white striped tents you're sitting under, and the shopkeeper accepts it.

You ask the shopper about the charm shaped like a tendril of golden flowers.

"Oh, *this*?" she squeaks. "It's just a pretty moss that hangs from the trees at the En -" she stops herself short, blushing. "I'm sorry. I am terrible at keeping secrets, so I'm just gonna leave. Toodles!" She rushes off into the crowd.

Updates:

» **OPS** : Set Mission 3 Slot 2 to Observation



Many of the revelers from the Sack Races are still around, mingling, laughing merrily, and tossing stray streamers and popped balloons into compost carts.

As you and Amele approach, one says, "Hey, what's with that kid following you around? Are you famous or something?" Petey narrows his eyes and jots down some notes. You and Amele explain that you're undergoing the Temple Trials later and Petey was assigned to you.

"Ah, yeah, the Temple Trials. I know all about those," says the Plumplim sack fan, "But around here we've got some *trials* of our own. That whole pile of sacks needs to be packed into a truck for cleaning. And Marshy doesn't seem to be having an easy time wrangling the grabby moss."

You follow his gaze and see an angry pink Plumplim slapping around a very feisty pile of moss that has claimed her other hand and arm. It is not clear who is winning.

"What do ya say, friends?" asks the sack fan. "Could you lend a hand out here?"

Choose:

- Help get the pile of sacks into the truck. - Go to **X-126**
- Help Marshy wrangle the grabby moss. - Go to **X-226**



Town Hall is in chaos. Young Plumplim run up and down the Hall, playing loud music and giving each other wedgies. Someone appears to be getting their sprout pierced. It's a lot.

"The Temple Trials, you say?" says the receptionist, ducking behind his desk to hide from a spitball. "Well, clear these loitering teens out of here, and I'll tell you what I know about the Trials."

The teens are a tough audience, but Amele tries her best.

"Uhh... Why don't you rad kids come outside? Being outside is sooo cool," she says, in a very uncool way. "Being indoors is *not* cool. I am hip and I know what is up." Amele makes an unclear gesture, sort of like a high five, a thumbs up, and a dab all in one. It does not go over well.

As a spitball bounces off of Amele's forehead, you remember how important bouncing and movement are to the Plumplim. So you challenge the teens to a Bounce-Off, winner leaves Town Hall.

You are, of course, soundly trounced in the Bounce-Off. The happy rebel teens head out to celebrate their victory in someone's parents' root cellar.

The receptionist emerges from behind his desk. "Thanks for your help!" he says sincerely. "Unfortunately, I don't know anything about the Temple Trials. That sounds like something you should ask about at the Temple of Two Moons." He looks at you sheepishly. "I hope you enjoy your stay here in Pollet!"

Petey writes several notes on his clipboard.

Updates:

- » **NAV** 🏠: Add Disc 6 to Location Bumbul Homestead
- » **OPS** 🏠: Set Mission 6 Slot 1 to General

J 6 LS The Bowlinseed Pitch

At the Bowlinseed Pitch, a Plumplim student athlete is receiving private Watergum-pitching lessons. She picks up a Watergum fruit from a pile and throws it as far as she can. Sore from the strain, she rubs her shoulder tenderly.

"Hmm," says her coach. "Not bad, but let's work on your form. Try again, but throw with your legs."

"Really?" says the student. "Well, okay, I'll try it!" This time, the student puts the Watergum fruit on the ground and kicks it as hard as she can. It explodes into flying wet chunks.

The coach sighs and shakes juice and seeds out of his sprout. "No, no - throw with your *arms*, but use the *strength* of your legs," he says. "I'm sorry I was unclear. Let's try it again."

Updates:

- » No Actions for this blurb

K 3 HS Paddle Beach

You can see the Blomlim Sea spread out before you from the edge of this pristine beach. Waves lap gently at the shore, and the romantic scent of fresh juniper mingles with smoke from a distant campfire. Pairs of people stroll along the beach together, enjoying the atmosphere.

You see no signs of a market in the broad vista before you, but behind the beach-side cabins you see a thick forest where something the size of a market could be hidden.

Updates:

- » No Actions for this blurb

K 3 I2 Heirloom Patch

A narrow tower leans over the Heirloom Patch. At the top, you can see a whole lot more of the scenery, but you can't see any evidence of a secret market. Even up here, tall trees block your view of the Nufftee Jungle and other lands beyond.

The Communications Tree towers in the distance. It's far, *far* taller than any of the trees out here. If you could just get to the top of the Communications Tree, you'd be able to see *forever*.

Updates:

- » No Actions for this blurb

K 3 L1 The Communications Tree

You hurry into the elevator of the Communications Tree and zoom upward past cheerful bulb houses, through the top of the forest canopy, and into the open air above Brumigum. The elevator dings and its doors open. You step out onto a breezy balcony where hundreds of hanging roots stretch in all directions.

Looking towards Sirrn, you see the domes of the capital city fading away into the violet distance. As you search the surrounding area, something halfway between Pollet and Sirrn catches your eye.

An enormous fern stretches itself up toward the sun and curves back gracefully to the ground. You've never seen anything like it. Tendrils of gold hang down from its ruffly fronds.

"That's probably a towerfern," Amele says, "but the Misty Wildwoods are in the other direction. Maybe we should look closer."

Updates:

» **NAV** : Add Location Card 9 - Shhh... - Paddle Beach



» Go to: X-147



» Go to: X-148



» Go to: X-148



» Go to: X-154



» Go to: X-149



» Go to: X-159



» Go to: X-148



» Go to: X-151



» Go to: X-147



» Go to: X-148



» Go to: X-154



» Go to: X-155



» Go to: X-147

U 2 B B S S

» Go to: X-247

U 3 G C G S

» Go to: X-347

U 2 B I S S

» Go to: X-248

U 3 G C S S

» Go to: X-348

U 2 C B S S

» Go to: X-247

U 3 G O G S

» Go to: X-349

U 2 C I S S

» Go to: X-248

U 3 G O S S

» Go to: X-350

U 2 K B S S

» Go to: X-251

U 3 I C G S

» Go to: X-351

U 2 K I S S

» Go to: X-251

U 3 I C S S

» Go to: X-352

U 3 I O G S

» Go to: X-353

U 3 I O S S

» Go to: X-354

U 6 C B B S

» Go to: X-447

U 6 G B I S

» Go to: X-449

U 6 C B G S

» Go to: X-448

U 6 G B S S

» Go to: X-458

U 6 C B I S

» Go to: X-449

U 6 G K B S

» Go to: X-447

U 6 C B S S

» Go to: X-450

U 6 G K G S

» Go to: X-448

U 6 C K B S

» Go to: X-447

U 6 G K I S

» Go to: X-449

U 6 C K G S

» Go to: X-448

U 6 G K S S

» Go to: X-462

U 6 C K I S

» Go to: X-449

U 6 C K S S

» Go to: X-454

U 6 G B B S

» Go to: X-447

U 6 G B G S

» Go to: X-448

X-101

From sliding doors to airlock hatches, this field has it all. And you're surprised to find that the doors smell like tasty mixtures of warm baking spices. But there's not much else to do here, other than sniffing doors.



A Plumplim wearing a remarkably old and ugly feathered hat calls out to you from the nearby picnic field. "Hoho, my dear alien friends! Are you here to partake in the Sack Races?"

"Maybe...?" says Amele cautiously. "What are the Sack Races, exactly?"

"You *race...* in a *sack*! It's all in the name," he says, tipping his horrible little cap. "And speaking of names, mine is Bumbin Bumbul!"

"Now, how about it?" he says, hopping around eagerly. "All's you need is a sack, some friends, and some team spirit. Come now, join your buddy Bumbin Bumbul for a brisk bout of robust bouncing! Be back before it begins, buddy!" He grins and hops off to the racing field.

Updates:

- » **INFO** : Set Event Flag N
- » **OPS** : Set Mission 1 Slot 1 to Insula

X-102

"Maybe someone helpful will just appear at the Jungle Path," sighs Tum. "Maybe if I cross my fingers and hope hard enough, this will all work out!"

Updates:

- » **OPS** : Set Mission 1 Slot 1 to Engineering

X-103

You show the Market Signet to Tum, and she inspects the golden center of the nut closely.

"Wow, where did you get this?!" says Tum. "Looks like you're a trusted friend of... someone important. I wonder if I could trust you with--"


Just then, Tum's walkie-talkie makes staticky noises, and you hear a sweet elderly Plumplim voice on the line. "Come in, Tum! This is your Granny Blin. Don't you worry dearie, I'm on my

way! I'll keep Seepul and the cargo safe from the jungle panthers. I've got experience in these matters, and I've got *crossbow skills*. Those panthers won't know what hit 'em!" She cackles. "It'll be *me*! I'll hit 'em! 'Course, my *reputation* is so fierce that those panthers will run before I even see a single one, just like they always have."

Tum responds, "Of course, Granny. Thanks for your help, see you at home later."

It seems that the situation has resolved itself, so you say goodbye to Tum. With all this talk of panthers and crossbows, you realize that there's so much more to know about the Plumplim. It's time to learn more about their culture.

Updates:

- » **OPS** : Set Mission 1 Slot 1 to Conversation

X-104

"Wonderful, wonderful!" says the Secretary. "First, place one finger on the twin plant." You do, and the plant begins to buzz. Suddenly, you get the feeling that the plant is...listening.



Secretary Glumbin pushes one of the plant's leaves to your ear. You hear tiny scratching and nibbling noises, and you tell him so.

"Oops! That means this plant needs some de-worming solution." He hands you a spray, which you spritz on the plant. The plant cheerfully beeps at you. "Sounds like the plant approves! And now, for the most important step. Watch this."

You step back, and he produces a fine powder from his pocket. "Gently dust this on the receiving leaf." You sprinkle the plant with dust, and it begins to hum. Before your eyes, the largest leaf forms a bud, which bursts into round green seeds!

"And *voila*! We'll harvest these babies to make even more plants. You're a certified plant parent now!" You thank the Secretary for the demonstration.

Updates:

- » **INFO** : Set Event Flag P
- » **OPS** : Set Mission 1 Slot 1 to Biology

X-105

You and Amele join the dancing Plumplim under the falling petals. You groove together for several minutes before Amele finally asks, "Hey, why are we dancing right now?"

Still shaking his sprout, a Plumplim explains, "They say if you dance with your best friend in the petals of the moonlink plant, the Sisters will bless your friendship with the gift of 'Growth.'"

"Who are the Sisters?" asks Amele, continuing to shimmy.

"The Sisters are the creators of the Plumplim," says the guy in the cool hat. "Their names are Allium and Amethyst. And this sculpture of flowers" —he points at the orbs above you— "is a depiction of them."

"But the sculpture doesn't look like two Plumplim," says Amele. "It looks more like your moons, actually."

"Correct," he says. "Allium and Amethyst are *also* the names of our moons. They are one and the same. Trust me, I'm a priest." He points at his spiffy hat. "They don't give these out to just anybody."

You dance your way out of there.

Updates:

- » **OPS** : Set Mission 1 Slot 1 to Conversation

X-106

You show your Temple Signet to the serene Plumplim in the cool hat. "What a joyous surprise!" he says, a peaceful smile crossing his face. "This is Lula's mark! You must be a true friend to the Plumplim. As a Temple priest, I am honored by your attendance to this Moonlink Ceremony."

"Happy to be here!" says Amele. "What's a Moonlink Ceremony?"

"It is a ceremony of forgiveness," he says, indicating the two dancing Plumplim. "If two friends dance in the petals of the moonlink plant, the Sisters will bless their friendship with the gift of 'Growth.'"



"Not to be a gossip," whispers Amele, "but what did these two fight about?"

"She accidentally landed her spaceship on his bulb-house," sighs the priest. "And then he rolled his bulb-garage onto her spaceship. It was a huge mess."

"Yikes," says Amele.

"Yikes indeed!" agrees the priest. "But still, a lovely ceremony. Now, if you'd like to participate in *even more* Plumplim culture, I suggest heading to the Bumbul Homestead for The Sack Races later today."

Updates:

- » **INFO** : Set Event Flag N
- » **OPS** : Set Mission 1 Slot 1 to Insula

X-107





His eyes sparkle as though you just gave him a cookie. "You want to hear about Plumplim customs?! Lucky for you, I *love* talking to people about our customs. Did you know plants provide the foundation for our most important customs? You just opened a huge can of Brummy worms."

"Now, as you may have noticed by now, our moons are very special to us Plumplim," he continues. "They reflect a dark purple light that can't be found anywhere else! This special light makes the micro-organisms in our soil very energetic, which causes the plants on Brumigum to wave and bob around at night." He leans in giddily. "Isn't that the most interesting thing you *ever heard*?"

Without pausing for a breath, the clerk goes on to relay boring details about germination until Amele politely cuts him off. "Thank you! Please stop talking now, because we are going to leave."

He pauses a moment, quiet for the first time since you arrived. "Hmmm... well, make sure you see the Lonely Bowers, if you haven't already. *If* they'll let you in. Some real uncommon stuff grows there."

Updates:

- » **OPS** : Remove Focus B from Mission 2
- » **NAV** : Add Location Card 7 - Lonely Bowers - Ancient Libraries
- » **INFO** : Set Event Flag T
- » **OPS** : Set Mission 2 Slot 1 to Biology

X-108

You ask if you can participate in the race.





"Yes, yes, *yes!*" Bumbin cheers. "You've really got some slick moves! I was raised here at the Homestead, so I've seen a whole lot of Sack Races, and I know a good sack-racer when I see one." Bumbin bounces buoyantly. "Hand your sack to me, and I'll save it for you until the race. And if you need more racers for your team, just ask!"

"Team?" asks Amele. "Is this a relay race?"

"Nope!" says Bumbin, pointing to groups of Plumplim hopping in double and triple sacks. They bounce in single file, moving like a lumpy caterpillar. There's even a sack containing five Plumplim, all doing a synchronized hop dance. "And *three!* And *four!*" you hear them shout.

"Looks like the Sack Races won't start for a bit," says Amele. "While we wait, let's see if we can help out. I'm sure we can find some Plumplim in need of assistance somewhere!"

Updates:

- » **OPS** : Remove Focus C from Mission 1
- » **INFO** : Set Event Flag N
- » **OPS** : Add Focus D to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to General

X-109

The watergum fruits come splashing down, and you have no choice but to fire back. While the students pelt each other, you snatch a few watergum from a pile.




But no matter how hard you try, you can't land a shot on anybody! The Plumplim children bounce and roll to evade you like chaotic rubber balls.

"You're clearly doing the best you can," says the teacher, "but these kids have been having watergum fights since the day they sprouted. They're vicious." He sniffs back fatherly tears. "And I'm so proud of them!"

As you flee the syrupy onslaught, Amele picks watergum seeds out of her hair, frowning. "You know what? I bet we can find something *else* to do to help the Plumplim. Something

friendlier, and less sticky."

Updates:


- » **OPS** : Remove Focus C from Mission 1
- » **OPS** : Add Focus D to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to General

X-110

"There are *panthers* out here?!" says Amele, a little freaked out. "This planet always seemed so safe. I can hardly believe that there are dangerous creatures lurking about!"

"Oh yes, there have *always* been panthers in these jungles!" says Seepul, shivering a little. "They have big, pointy teeth that they use to *shred vegetables*. Thankfully, I've never seen one in real life before. But I heard all about them in the fables they tell at the Temple of Two Moons. There are so many stories about them! My favorite is *The Panther Who Wanted Plumplim Salad*. I know the title sounds scary, but don't worry -- it ends happily."

Updates:

- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons

X-112

A tall, stylish Plumplim greets you at soil level. "You've *finally* arrived! Zed Glumbin's the name, but while I'm on the clock, I'm Secretary Glumbin." He bows with a flourish, then guides you through dangling roots into the Tree's atrium. "Come, come! The Matriarch asked me to show you around, so... It's time for your government-mandated tour! Ha!" He gently shoves you into an elevator. "We'll go right to the canopy," he says, and you whoosh upward.




The doors open to rows and rows of Plumplim seated in desks, each whispering into a potted plant. Each plant has two prominent leaves: a small one that the Plumplim occasionally hold to their ear, and a large one that sits on the desk, rustling and rippling as the Plumplim tap it.

You notice that one Plumplim is having technical difficulties with her limp, dull plant. First, she throws a pencil in frustration. Then, she reaches for an object on her desk that looks like a watering can and pours it onto the plant. But instead of water, the can sprinkles down golden light! The plant perks up, its leaves

suddenly glossy and firm.

"If I didn't have this desktop heliocan," she sighs, "I'd never get any work done."

Updates:

- » **OPS** : Remove Focus E from Mission 2
- » **INFO** : Set Event Flag P
- » **OPS** : Set Mission 2 Slot 2 to Biology

X-113

"You can come out now, Pyrena," a scholar calls to the Plumplim under the desk. "We've run out of books to throw at you."

You explain that you've seen plants react and move around in the moonlight, or when fed by a lunacan.



"Exactly! Everything living in the soil reacts to the moonlight," says Pyrena, "and then we eat fruit that is grown from that soil. Perhaps that extra locomotion is passed onto Plumplim in the form of bounciness!"

"If that were true, we'd get bouncier just by hanging out in moonlight," huffs another student.

"So... why don't you do that?" says Amele, "Go outside and wait for moonrise. See if you feel any bouncier."

"You mean we can go hang out with each other AND get science done, at the *same time*?" says Pyrena in awe. The other students shake hands and agree to chill out in the name of science.

Updates:

- » **NAV** : Add Disc 6 to Location Temple of Two Moons
- » **OPS** : Set Mission 6 Slot 2 to Biology

X-114

You decide to care for the floppy pink bush. It's clearly too far away from the window to get enough sunlight. You'd move it closer, but the pot is heavy and there's no room on the windowsill. So you and Amele search through the tools on the workbench for anything that could help.

Amele holds up a watering can with a sun printed on the side.

"It's a heliocan. Will that help?"

You tip the heliocan, and it shines sunlight onto the pink plant. Soon, the plant begins to stand upright and puff up twice its size. You hear a satisfied rumble from the plant at its roots. You get the feeling it could use a little more love, so you pat it gently. It rumbles louder.

Updates:

- » **OPS** : Set Mission 6 Slot 3 to Biology

X-115

The Plumplim turns around, and you now have two new pieces of information: It's Lula, and the front of her hat is indeed even cooler than the back. The hat depicts the topography of Brumigum in incredible detail, with lights that indicate the major Plumplim cities, and a protruding copper-colored Communications Tree.

You ask her a bunch of questions. What do you need to know? What will happen during the Temple Trials? How trying will these trials be, exactly?

"And if you've got any good tips for us, we'd love to hear them," pipes in Amele.

Lula chuckles a little, "I daresay your current tactic will serve you well. Knowing to ask questions is important knowledge in its own right." Petey scribbles down a bunch of notes.

Lula adjusts her hat, "Having said that, I won't be answering any of your questions at this time. I wouldn't want to give you an unfair advantage!"

"I admire your commitment to fairness," Amele nods approvingly.

A tinkling chime sounds from a device on Lula's wrist. "Goodness, I can't believe it's so late!" she gasps, "I must attend to more preparations. Farewell, Human Delegation."




Check:

- If Event T is set, go to **X-216**
- Otherwise, go to **X-116**

X-116

PASSPORT ERROR DETECTED: Missing input. Are you sure Event T is not in your Passport?

Updates:

- » **INFO** : Set Event Flag T
- » **NAV** : Add Disc 6 to Location Ancient Libraries
- » **OPS** : Set Mission 6 Slot 2 to Knowledge

X-117

You, Amele, and Petey follow Lula up the garden trail to the Temple as she tells you a tale of how the Plumplim came to be.

"Long, long ago, the sisters Allium and Amethyst traveled the cosmos together. They enjoyed a life of adventure and discovery among the stars, until the day they found our beloved golden star, Craspedia. And they knew right then and there, that of all the stars in all the galaxies, Craspedia was the star they loved best. So they made a home the orbit of Brumigum, and they were very happy.

"But they were alone. Brumigum was bare, frozen, dry, and white as sand. So they decided to transform the planet into a place where life could grow.

"And Allium said, 'I want them to be safe and warm.' The sisters breathed upon Brumigum to make the atmosphere. And the planet warmed under the blanket of air, and its surface turned from frozen white to a vast blue sea and dark, towering mountains.

"And Amethyst said, 'I want them to have everything they need.' And so the sisters ground up the mountains and mixed them into the sea, until the land was black and rich with soil.

"In time, plants sprang from the soil. The planet that was once white, and then blue, now bloomed in every color. The sisters watched the plants grow, and they loved them very much."

"And here we are," Lula says, showing you out the garden gate. "May we meet again, and may you one day find the star you love best."



Check:

- If Event T is set, go to **X-218**
- Otherwise, go to **X-118**

X-118

You update your status and continue.




Updates:

- » **INFO** : Set Event Flag Q
- » **OPS** : Set Mission 6 Slot 2 to Biology

X-119

You update your status and continue.

Updates:

- » **INFO** : Set Event Flag Q
- » **NAV** : Add Disc 6 to Location Ancient Libraries
- » **OPS** : Set Mission 6 Slot 2 to Knowledge

X-120

You ask the teacher about the "watering can" that glows gold.

"Ah, the humble heliocan!" says the teacher. "It's a basic garden tool that provides sunlight to hungry plants. Just tip it toward a plant to sprinkle down delicious sunlight."

As you mess around with the heliocan, pouring concentrated light on various objects, a Plumplim child tugs on Petey's sleeve. "Can I have your autograph?" he whispers.

"No autographs!" scolds the teacher. "Give Speedy Petey some space. He may be a legend, but he's still a regular guy. Just a regular, legendary guy. Let him live." The Plumplim child runs off, sniffing.

"Well, I hope that little interaction doesn't show up on my quarterly review..." mutters the teacher. "Petey, I think it's probably best if you pack up your alien friends and head on out of here."

Petey salutes, and leads you off the premises. Once you're off the Glumbin grounds, he is back to his old self again - quietly writing notes.

Updates:

- » No Actions for this blurb

X-121

Farther into the Depot, you find a group of people just waiting around.

"We might as well ask around for details about the Engimarket," suggests Amele. "It's not like anyone here is doing anything." So you ask around about the Enigmarket, starting with the people who look the most bored.

"Did you say you're looking for *An Egg Market*?" says an Elemens. "That sounds delicious."

"The *Inny-what*?" says a befuddled Felisi. "Is that some sort of... belly button thing?"

"I've never heard of it!" says a shifty-eyed Plumplim. "...But if I *had* heard of it, I wouldn't just openly blab about it. You seem nice, but not nice enough that I'd risk my membership discount and free annual coupon book for you."

Updates:

- » No Actions for this blurb

X-122

Root, stem, leaf, spore, we've got all you need and more. The rhyme repeats through your head as you stand at the base of the towering fern. You can see its roots weaving through the soil, and there's a stem poking up above the ground. You touch it lightly. It's thick and strong like a smooth tree trunk. Next, you inspect the leaves. You hold the lowest leaf and study it closely, noticing bumps on the back.

"Those bumps must be sori," says Amele. "Ferns don't have seeds, they have spores. And the sori produce those spores!"

You let go of the leaf and it bounces back into place, leaving a thin trail of spores drifting in the air. Suddenly, you hear a faint voice in the distance calling, "Capes! Get your mysterious capes right here! Be the envy of all your friends and enemies in a mystical, Enigmarket-brand cape!" The voice fades.

You give the fern a gentle shake from root to tip, raining spores down on the foliage. Leaves and branches curl away, and the dense undergrowth suddenly parts.

You are now staring into a market full of haggling Plumplim.

Many have turned to look at you.

A Plumplim in a shadowy cloak steps to the forefront. "Welcome to my market!" he says. "I'm Enig. And you must be *very* special people. No one's ever come through this way before!"

Updates:

- » **OPS** : Set Mission 3 Slot 3 to General

X-123

You tap on the door, and it swings open. Inside is an orderly office where a Plumplim working at a desk peers at you over her bifocals. Her desk placard says *Tum Bumbul: Chief Operating Officer*.

You ask her if she knows anything about the Enigmarket. "Yes, I do," says Tum. She goes back to work.

"Then... could you please tell us what you know about the Enigmarket?" asks Amele.



"Nope."

"Why not?!" says Amele, exasperated.

"Because if you take the mystery out of the Enigmarket, it would just be a regular market," she shrugs. "But I'll give you a little hint. Take some tartmaple seeds." Tum points at a filing cabinet. "I keep my seeds alphabetized. Check under *T* for tartmaple."

You flip through the filing cabinet until you find an overstuffed envelope full of enormous seeds. The seeds have wings about the size of spatula, but they're light as a feather. You thank her as you leave.

Updates:

- » **NAV** : Add Disc 3 to Location Pome Homes
- » **OPS** : Set Mission 3 Slot 1 to General

X-124

Standing below the golden flowering moss, you inspect the Tartmaple seeds, turning them over and over in your hands. Each one has a blade on one side like a helicopter propeller. You hold it up near the moss, looking for a way they might be connected.

"I'm not sure how those seeds are supposed to help us," says Amele. "Mosses don't even have seeds -- they have spores!"

You wave the Tartmaple seed towards the curtain of moss and it stirs gently, scattering a thin trail of spores on the breeze. Suddenly, you hear a faint voice in the distance calling, "Watergum jam! Buy one jar, get one free! Get your watergum jam right here!" The voice fades.

You wave the seed more vigorously, and more spores lift off the moss. You hear more voices, but you still don't see a way into the Enigmmarket. So you toss the seeds high up into the air, letting them twirl down like helicopters. The seeds create a small whirlwind that lifts spores off the moss and scatters them across the nearby foliage. Leaves and branches curl away, and creating an opening through the hedge.

You are now staring into a market full of haggling Plumplim. Many have turned to look at you.

A Plumplim in a shadowy cloak steps to the forefront. "Welcome to my market!" he says. "I'm Enig. And you must be *very* special people. No one's ever come through this way before!"

Updates:



» **OPS** : Set Mission 3 Slot 3 to General

X-125

A variety of fresh goods poke out of the top of the bag: coiling spindly vines, delicate purple flowers, and some large seeds that look like wooden paddles. You ask the shopper if you can have a closer look at the unusual sack.

"Oh this?" they reply. "It's just a sack I got from the market. The logo is an image of a fern and some dangling moss. That's not unusual at all. What *is* unusual is the amazing bargain I got on these tartmaple seeds! In fact, it was such a good deal, you can have a pair of them." They give you a pair of seeds, each with a single large wing the size of a spatula. "Now please excuse me, I really must get home before the mallow roots dry out."

Updates:

» **NAV** : Add Disc 3 to Location Bumbulroot Shipping Co.
» **OPS** : Set Mission 3 Slot 1 to General

X-126



A group of five Plumplim take a sack from the pile, get inside, and bounce all the way to the truck, where they flop over, presumably in exhaustion. Then they pick themselves up, walk back to the stack of sacks, and do it over again. Based on the number of sacks in the truck and the number of sacks left in the pile, they have been doing this a very long time, and they still have a long way to go.

"Would you all like some help?" says Amele, "I don't mean to be critical, but have you tried carrying the sacks to the truck instead? I simply feel there's a faster way."

"Oh, there's definitely a faster way," says one of the five, "But this is more fun than carrying them, and we've got nothing better to do. You wanna join us? You can take care of the stack of Off-Worlder Calibrated Sacks."

You and Amele race the Plumplim back to the truck over and over. Petey scribbles notes for the first few races, and then joins you for the rest.

Updates:

» **NAV** : Add Disc 6 to Location Pollet Town Hall
» **OPS** : Set Mission 6 Slot 1 to General

X-127

You join the other sack-racing-fans in the stands. Everyone is already popping confetti poppers, waving pompoms, and having a great time.













"Go Primrose Pacers!" cries a Plumplim sitting next to you. "Hey, do you want to help me support the Pacers? They're my favorite team!" She gives you a giant, primrose-shaped horn. You blow into the horn, and it emits a loud *TOOOOOT*, along with a cloud of tiny blossoms that float away on the breeze.

The Pacers hop, hop, hop and make it over the finish line! As the last sack-racers finish the race, the fans leave the stands and join them on the field, still cheering all the while. The whole Bumbul family is there too - all orange, cheerful, and bouncing.

A giddy Bumbin Bumbul bounces your way. "Hey there, Humans! You have got to be some of the loudest cheerleaders we've ever had. You are so much fun. I am so glad you came!"

You say that you want to see fun more things on Brumigum. "Well," he says, "if you're game, there's something called the--" he stops himself, gets closer to you, and drops his voice to a whisper. "*The Enigmarket!* It's the most interesting place on the planet, and it's a secret. I can't tell you anything more. You'll have to find it and figure out a way to get in. And please, don't tell anyone I told you about it! Remember, it's a *secret*."

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

X-128

A cheerful voice shouts, "All aboard for the Sack Races!" It's Bumbin Bumbul and his little feathered cap. He bounces over. "I've got your sack all ready for ya, and it's even got a mobility assistance feature! All you've gotta do is get your team together. And if you don't have a team, you can always borrow some of my cousins."

You gather your team and ready yourselves at the starting line. And -- go! Cheers erupt from the crowd. "Go Speedy Sprouts!" "Petunia Pacers all the way!" "You can do it, Human Team!"













You hop all the way down the track, avoiding obstacles like giant mushrooms with bouncy caps and thorny green vines. The Plumplim in the stands cheer their hearts out.

When you reach the finish line, you're greeted by breathless scores of Plumplim, including Matriarch Glumbin and some of her interns. "Well, bless my stalks!" she says as you climb out of your sack to do some cool-down stretching. "You did so well, it's hard to believe that this is your first ever Plumplim Sack Race. Are you *sure* you haven't visited this planet before?" she chuckles.

Amele slaps your back with pride. "Humans are clever folk! And athletic, too."

"Yes, very clever," agrees the Matriach. "In fact, you might even be clever enough to find the--" she stops herself, gets closer to you, and drops her voice to a whisper. "*The Enigmarket!* It's the most interesting place on the planet, and it's a secret. I can't tell you anything else about it, but I have a feeling you're bright enough to get there. And please, don't tell anyone I told you about it. I don't want to lose my membership discount."

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

X-129

"All aboard for the Sack Races!" says Bumbin Bumbul as he bounces your way. "Want your sack? I have it all ready for ya! This one is nice and roomy, and it's got mobility assistance. And if you need more teammates, you can always borrow few of my cousins."













You ready yourselves at the starting line. And -- go! Cheers erupt from the crowd. "Go Lucky Clovers! Tulip Troopers all the way!" You're pretty sure you hear the Matriarch shout, "WOOO! GO HUMANS! HOOT-TOOT-TOOT!"

You do your best to hop down the track, avoiding obstacles like giant mushrooms with bouncy caps and giant green vines. At the end, it is difficult to say who won. When you reach the finish line, you are cheered on by breathless scores of Plumplim, including the Matriarch and her interns. They approach you as you do some cooldown stretches.

"I'm so glad that you're here," says the Matriarch warmly.

"You got my head out of my email, and that's no small feat. You even played Turnips an' Beets with us. Are you *sure* you haven't visited this planet before?" she chuckles. "You're really fun to have around! Come to think of it, you'd probably feel right at home at--" she stops herself, gets closer to you, and drops her voice to a whisper. "*The Enigmarket!* It's the most enjoyable event on the planet, and it's a secret. You'll have to find it yourself. I can't tell you anything else, but I have a feeling you'd fit right in. And please, don't tell anyone I told you about it! I don't want to lose my membership discount."

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

X-130

A distinctly not-cheery Plumplim cheerleader bounces sadly to you and Amele. "I can't get this crowd going. I just don't have enough pep to rally them!"

"Well, we've got pep to spare," says Amele. "Hand over your pompoms, and we'll take care of this!"

The starting whistle sounds, and the sack racers are off. You and Amele shout, whoop, and shake your stuff.

"*NOOO!*" shouts a spectator in an umbrella hat. "The Moss got 'em!" The crowd gasps as a squad of sackers tries to untangle themselves from a patch of moss on the Sack Race field.

"They need our team spirit!" shouts Amele. You whoop and holler, and the crowd joins you. The moss-covered sackers bound happily away.

Another unwitting sack-squad bounces toward the sinister

patch of moss. To warn them, you lead the crowd in a chant: "MOSS IS BAD. MOSS IS BAD. MOSS IS BAD." They avoid the trap in the nick of time! As the last sack-racer crosses the finish line, you and Amele lead the crowd in a final holler of encouragement.

At the finish line, you catch up with Matriarch Glumbin and her interns. "How wonderful that you've participated in this great Plumplim tradition!" she says. "I can tell you truly care about our culture. You simply must take the Temple Trials. Succeeding in the Trials would cement your friendship with the Plumplim people."














"And an endorsement like that would be great for BUD certification!" says Amele.

"Fabulous!" claps The Matriarch. "Now, you'll need an intern for the Trials. Let's see who's available." She whistles, and a lime-green Plumplim with a clipboard steps forward. "This is Petiole, one of my favorite interns! He will take notes on your behavior and interactions from here until the Trial's end. You may call him Petey. Good luck!"

"But when does the Trial start? And why do we get an intern?" asks Amele. But the Matriarch has already rounded up her remaining interns and left.

You leave the Sack Races with Petey following close behind you, taking quite a lot of notes.

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **INFO** : Add Take the Temple Trials as Mission 6
- » **OPS** : Add Focus F to Mission 6
- » **OPS** : Add Focus J to Mission 6
- » **NAV** : Add Disc 6 to Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 1 to Off
- » **OPS** : Set Mission 6 Slot 2 to Off
- » **OPS** : Set Mission 6 Slot 3 to Standby
- » **OPS** : Set Mission 6 Slot 4 to Standby

Bumbin Bumbul meets you near the starting line. "Just in time! I've got a sack for you right here. If you need more team-mates, my cousins can help you out. Now, everyone in the sack! Keep your sensory organs up above the lip, and you're good to go!"

The Head Race Guard blows her whistle. Everyone hurries to the starting line, awaits her second whistle blow, and....You're off!!

You bounce along, doing your best to avoid the weird plants scattered on the field, until you notice a pink bush just like the one you saw in the Lonely Bowers. It sits under a tree, which restricts the sunlight it receives. Every time the wind blows, the tree's bowers move, allowing some sun to touch the bush, which causes it to expand rapidly. When the tree's bowers move back and the bush is back in the shade, it shrinks again.

Amele shouts at you from the sidelines, "LOOK LOOK! IT'S THE PUFFBUSH! JUMP ON IT BEFORE IT EXPANDS!"

You bounce onto the bush at the exact moment it begins to expand. It hurtles you wildly forward, propelling you through the air and over the finish line. A joyous crowd awaits you and your fellow sackers, including Matriarch Glumbin and her interns. They greet you.

"That was some top notch sacking!" The Matriarch says. "Puffbush is so rare, many Plumplim can't recognize it. You've become quite the student of Brumigumian plants! I daresay you're ready for the Temple Trials. If you succeed, you'll impress Lula, the high priest of the Temple of Two Moons. Her endorsement will truly cement your friendship with the Plumplim people."














"An endorsement like that sounds like it'd be really helpful for your BUD certification," Amele adds. "Let's do it!"

"Fantastic!" says the Matriarch with a little clap. "I've got a great intern right here for you. You'll need him for the Trials." She whistles loudly, and an oblong, lime-green Plumplim with a clipboard appears at her side. "Keep Petiole with you until the Trial's end. You may call him Petey. Good luck!"

"But when does the Trial start? And why do we get an intern?" asks Amele. But the Matriarch has already rounded up her remaining interns and left.

You leave with Amele. Petey follows close behind you, taking quite a lot of notes.

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **INFO** : Add Take the Temple Trials as Mission 6
- » **OPS** : Add Focus F to Mission 6
- » **OPS** : Add Focus J to Mission 6
- » **NAV** : Add Disc 6 to Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 1 to Off
- » **OPS** : Set Mission 6 Slot 2 to Off
- » **OPS** : Set Mission 6 Slot 3 to Standby
- » **OPS** : Set Mission 6 Slot 4 to Standby

You explain that you're here to learn about Plumplim culture and participate in any way that you can. "Wonderful!" Lula exclaims. "Make sure you stop by the cheer supply station before you head to the stands. Cheering is an important part of these races, and you need to be prepared!"

You thank her, and you do as she says. At the cheer supply station, Amele puts on a glittery cape that says *I AM THE PARTY* on the back. You dress in a mascot costume. You are now Planty McGreen: a long bean with too many googly eyes glued on the front. With profound confidence, you strut to the crowd as the starting whistle is blown.

Amele chants, "Hoot-hoot-toot and a sackity sack! Let's go sackers, we've got your backs!" You repeat the chant as the crowd joins in, until everyone in the stands is hoot-hoot-tooting. The sackers themselves are spirited, bouncing faster and higher. The last sack-racer crosses the finish line, and you lead the crowd in a final holler.

"Good show!" Lula says, approaching you with The Matriarch at her side. "You clearly have unmatched enthusiasm for Plumplim culture. It would honor me and my people if you would participate in the Temple Trials."

"That sounds like something that would be great for a BUD

certification,” says Amele.















“And you, Planty McGreen!” the Matriarch says, her face streaked with tears of joy. “You were *magnificent*. I must know your true identity!” You un-mascot yourself, and the Matriarch gasps, “Planty McG is the *Human Delegation*?? *Human* beans! Why, I have never been so impressed!”

The Matriarch reaches behind her and wrangles a skinny, lime-green Plumplim with a clipboard. “This is Petiole Noad, my top intern,” she says. “You’ll need an intern for the Trials, and I am honored to loan him to you. He goes by ‘Petey.’ Keep him with you until the Trial is complete. Good luck, Human Delegation!”

“Wait,” says Amele, “Why do we need an intern? When are the Trials? What’s going on?” But the Matriarch and Lula have already left.

You head out with Amele, Petey following close behind you. He’s taking a *lot* of notes.

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **INFO** : Set Event Flag Q
- » **INFO** : Add Take the Temple Trials as Mission 6
- » **OPS** : Add Focus F to Mission 6
- » **OPS** : Add Focus J to Mission 6
- » **NAV** : Add Disc 6 to Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 1 to Off
- » **OPS** : Set Mission 6 Slot 2 to Off
- » **OPS** : Set Mission 6 Slot 3 to Standby
- » **OPS** : Set Mission 6 Slot 4 to Standby

X-133

Enig walks you out of the market through a low gap in the dense forest. “My, what a marvelous, mysterious, *mesmerizing* evening!” he says. “I must say, I’m quite sad to see you go. You’ve only been here a short while, but the place just won’t be as interesting without you. Where are you headed next?”

“To Urvellion,” says Amele. “We’ll relax for a few days with my family before joining the once-in-a-lifetime Lightstorm Festival. I can’t wait to do visit the beaches and enjoy fantastic adventures.”

“I know just what you need,” says Enig with a huge grin. “A Space Janitor! There’s a spare one in the spaceport that I can have assigned to your ship. A Space Janitor can help with any work you need to do, so you can get back to your fantastic food!”



“That’s so kind of you,” says Amele. “But... why? If anything, *we* should give *you* a gift, since we crashed your market.”

“There is nothing more exciting than mysterious off-worlders crashing my market,” Enig says. “This gift is the least I can do, and I give it happily. I wish you safe travels, and more mystical adventures!”

You take one last look at the lights of Sিন্ন before making your way back to the spaceport, where Matriarch Glumbin meets you at your skiff. “Goodbye, my dear Human Delegation!” she says. “I certainly hope you’ll visit again soon. And best of luck with your application to BUD. I’m confident that your friendship with the Plumplim will help you out with that! Safe voyages, friends.”

You board the skiff and rise up to meet the Odyssey, ready for some relaxation.

Updates:

- » **INFO** : Add Item B to Passport
- » **COM** : Chapter complete. Add chapter 2: Don’t Throw Away the Stowaway to your passport!

X-137

The guards depart to take Petey home, but the High Priest remains behind. The regal Plumplim introduces herself in a soothing voice. “I am High Priest Lula Blossum. Walk with me,” she says, leading you into The Chamber of Twelve.

The High Priest shows you the wonders of the Chamber—fossil impressions of ancient leaves, ceremonial jewelry from centuries past, and a really nice compost tea dispenser.

“We appreciate the tour, Madam High Priest,” Amele says, impatience in her voice, “But... when will we be starting the Trials?”

“Starting the Trials?” asks the High Priest. “But my dear, you have already passed.”

“We *passed*?” gasps Amele. “But... how? When? What? Who?? Help?!”

“The Trials began the moment the Matriarch sent Petey to follow you around,” she explains. “And in that time, you chose to learn about my people. You were everything that was required of you, and more. You were a friend.” She pauses a moment. “In fact, please call me Lula. Since we are now friends.”

She leads you to a glorious tree growing right out of the ground of the Temple. Its branches hang low and heavy with fruit. “Ah, here we are,” says Lula. “This is the Tree of Friendship. It is a close cousin of the trees we call The Family Trees, but it is unique. Each of its fruits bear a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people.” She plucks a fruit from the tree, cracks the nut inside, and gives it to you.

“I am sorry for the confusion,” Lula says, patting your hand, “but you acted admirably. Well done, Human Delegation.”

Choose:

- Continue. - Go to **X-138**

X-138

You carefully tuck the nut that is the Temple Signet into your Passport and politely depart.

Amele chats with you as you head back to the skiff at the spaceport. “Araveen will be a good place to visit next,” she says. “We can go to POUNCE and see if their research has turned up any new information about the Ancient Portal that stranded you here. And while we’re there, we’ll have a good chance to explore the planet.”

When you reach the spaceport, she takes off her botanical crown and hands it to a small, orange Plumplim and encourages you to do the same. “The Bumbuls will make sure the plants find their way back into the soil of Brumigum,” she assures you.

As you check the skiff’s rearview mirrors and brake lights, you overhear a small, overly-serious voice talking to a spaceport security agent. “Greetings, citizen. On behalf of Matriarch Glumbin, I’m looking for the Human Delegation. Have you

seen any Humans around? They look a lot like Felisi, but with less fur, no tail, and completely different limbs and body.” The agent points in your direction, and the intern taps his earpiece. “I’ve located them, ma’am. Proceed to my location for an official, government-mandated farewell.”

“*There* you are!” huffs the Matriarch, pushing through the crowds. “You can’t leave without saying goodbye. It’s required by the government!” She stamps her foot.



“Of course!” says Amele. “Farewell, Matriarch, and thank you. I’m so glad we were able to see you once more before we head to Araveen.”

“I wish you a very fond and very official farewell,” says the Matriarch with a curtsy. “I suspect you’ll feel right at home on Araveen - the Felisi are a lot like Humans! For example, both Humans and Felisi have fur and bear live young. And their bathrooms are full of sand, and they can see in the dark, just like you.”

“That’s mostly wrong,” says Amele, “but thank you.”

You board the skiff, ready for your next adventure.

Updates:

- » **INFO** : Add Item A to Passport
- » **COM** : Chapter complete. Add chapter 3: The Rules of the Duels to your passport!

X-140

High Priest Lula maintains her reserved expression as she watches the guards depart. But once they’re out of view, she claps and laughs with excitement.

“You truly impressed me!” she says. “I’ve never seen the Trials passed in quite this manner. Well done!”

“We *passed*?” gasps Amele. “But... *how*? When? What? Who?? Help?!”

“The Trials began at the Sack Race, the moment Petey joined you,” explains Lula. “Through your Trial, you were there for the Plumplim in times of trouble, and in times of joy and celebration — just like any good friendship. And because we are friends now, I would like to show you more of my home. Will you join me in The Chamber of Twelve?”

Lula leads you through the great round wooden door and shows you the wonders of the Chamber. There are artifacts, like full suits of preserved bark armor from centuries ago, as well as living specimens, like a pond of perfectly spherical fish, and a tree growing right out of the ground under the Temple.

"This is the Tree of Friendship," she says. "It is a close cousin of the grove we call The Family Trees, but it is unique. Each of its fruits bear a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people."

She plucks a fruit from the tree, cracks the nut inside, and encloses it in your hand. "Maybe one day, you will show me your home," she says, patting your hand. "And if you do, I would treat it as my own, just as you have here on Brumigum."

Choose:

- Continue. - Go to **X-138**

X-143

The guards depart to take Petey out for some celebratory ice compost, but the High Priest remains behind. The regal Plumplim introduces herself in a soothing voice. "I am High Priest Lula Blossum. Walk with me," she says, leading you into The Chamber of Twelve.

You walk with her through halls of wonders - ancient artifacts, fossilized insects, and giant hives where a swarm of finger-sized kitten-creatures live.

"We are grateful to be welcomed into the Chamber," Amele says. "But... is this relevant to the Trials? When will those begin?"

"Begin?" asks the priest. "But my dear, you have already passed."

"We *passed*?" gasps Amele. "But... how? When? What? Who?? Help?!"

"The Trials began when we assigned you an intern," explains the High Priest. "Your intern's notes show that you aided the Plumplim when we needed you, and celebrated with us when we asked you to." She leads you to a glorious tree growing right out of the ground of the Temple. Its branches hang low and heavy with fruit.

"This is the Tree of Friendship. It is a close cousin of the trees we call The Family Trees, but it is unique. Each of its fruits bear

a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people." She plucks a fruit, cracks the nut inside, and gives it to you.

"I apologize for any confusion," she says, patting your hand, "But you were kind in the face of uncertainty. You felt lost, yet you continued to aid those around you. You have proven yourself a friend."

Choose:

- Continue. - Go to **X-138**

X-147

You arrive at the Bumbul Homestead. There's still a little time before the Sack Races, so you take out your copy of the game Seven Crimsons.

"Hey, I know that game!" says a blue Plumplim. "Are you looking for players? My friends and I would love to join you."

More and more interested Plumplim arrive, some with their own copies of Seven Crimsons. Soon, you've drawn a crowd! You enjoy a quick Seven Crimsons tournament to pass the time.

Shortly after, a loud voice over a megaphone blares, "It's the moment you've all been waiting for... The Sack Races will start soon! Everyone, head to the stands or the starting line."

Check:

- If Event N is set, go to **X-227**
- Otherwise, go to **X-127**

X-148

Everyone is still setting up the Sack Races at the Bumbul Homestead, so you look around for something to do. A Plumplim with a large cardboard box waves at you. "Hi there, off-worlders! Would you like to play Tag while we wait for the Races? I can teach you the rules." You thank her and say that you already know how to play Tag.

"Great!" she says, opening her box. Inside are hundreds of small paper tags. "Let's get started!"

Apparently, the Plumplim version of Tag is *nothing* like the Human version. You've got to run around tagging plants while your opponent bounces over them. If your opponent touches a tagged plant, they lose a point. But if you incorrectly tag a plant,

you lose. It's a bit complicated for you, so you explain the rules to Human-Tag. But your new Plumplim friend is just too confused.

"So your game is called 'Tag,' but *no tags* are involved?" she says. "None? Really? You just... chase each other? That doesn't make sense." You'd argue, but she's *right*. You're speechless.

Thankfully, a voice over a megaphone calls out, "Listen up, Sack Racers! Find a sack and meet at the starting line. It's almost time to RACE!"

Check:














- If Event N is set, go to **X-128**
- Otherwise, go to **X-228**

X-149

Before you choose where to go next, you huddle up with Amele to review everything you know about the Plumplim so far. One fact is very clear: The Plumplim love plants. They use them for just about everything.

"Not only do they love plants," says Amele, "they *are* plants! So learning more about the plants on Brumigum could help us better understand the Plumplim themselves. We could go to the Heirloom Patch to learn about ancient plants, or we could check out the Nufftee Seed Library to see what grows here now. But let's not limit ourselves. They have other interests too -- like games! Everyone in Insula knows how much fun Plumplim games are. So wherever we end up going, let's look for more opportunities to learn about Plumplim plants and games."

Updates:

- » **OPS** : Remove Focus A from Mission 1
- » **NAV** : Clear All Discs: 1
- » **NAV** : Add Location Card 8 - Heirloom Patch - Nufftee Seed Library
- » **OPS** : Add Focus C to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to Off
- » **OPS** : Set Mission 1 Slot 3 to Off
- » **INFO** : Add Learn about Plumplim Culture as Mission 2
- » **OPS** : Add Focus B to Mission 2
- » **OPS** : Add Focus E to Mission 2
- » **OPS** : Set Mission 2 Slot 1 to Off
- » **OPS** : Set Mission 2 Slot 2 to Off
- » **OPS** : Set Mission 2 Slot 3 to Standby
- » **OPS** : Set Mission 2 Slot 4 to Standby

X-151














"Aren't the Plumplim a fascinating culture?" says Amele. "It's impossible to see it all... so I want to see as much of it as we can! Where should we go next?"

Amele rummages through her pack and digs out the travel brochures you picked up at the spaceport. "Wherever we go," she adds, tunneling under the snacks and keepsakes smashed in her bag, "on the way, let's keep an eye out for chances to work alongside Plumplim. Collaboration is a BUD-approved friendship-boosting technique, after all."

"How about here?" she says, handing you a wrinkled pamphlet with an illustration of an elegant, bud-shaped building. "I've never been to the Temple of the Two Moons. They've got culture, history, tradition, and some very weird plants. In fact, the entire building is a plant! Botany has deep...*roots*... in Plumplim culture."

She winks. "Did you get my pun? It was a really good pun, but you're not laughing. Hmm. You might want to make sure your translator device is working properly."

Updates:

- » **OPS** : Remove Focus A from Mission 1
- » **NAV** : Clear All Discs: 1
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **OPS** : Add Focus D to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to Off
- » **OPS** : Set Mission 1 Slot 3 to Off
- » **INFO** : Add Learn about Plumplim Culture as Mission 2
- » **OPS** : Add Focus B to Mission 2
- » **OPS** : Add Focus E to Mission 2
- » **OPS** : Set Mission 2 Slot 1 to Off
- » **OPS** : Set Mission 2 Slot 2 to Off
- » **OPS** : Set Mission 2 Slot 3 to Standby
- » **OPS** : Set Mission 2 Slot 4 to Standby

X-154

In the midst of all the fun things happening at the Bumbul Homestead, you're surprised to find Matriach Glumbin and her interns busily typing on their personal communicators. Don't they want to find a sack to race in, or get ready for cheer practice, or

enter the picnic basket contest?

One of the interns shrugs. "That sounds exhausting," he says. "And I'm wearing my nice work clothes. I don't want to get dirty. I'll just answer some email until the Sack Races get started." He yawns.

You can't stand to see these nice people wasting a sunny afternoon on email, so you bust out your deck of Turnips an' Beets. "Come on, interns!" says Amele. "And you too, Matriarch! A card game isn't tiring, it won't get your nice clothes dirty, and it's a lot more fun than email."

Soon, everyone is laughing and smiling instead of emailing and yawning. Between rounds, Amele gives you a little wink. "Hey," she says quietly. "This was a good idea. I'm glad you're here."

You keep playing until the Sack Races begin.

Check:

- If Event N is set, go to **X-129**
- Otherwise, go to **X-229**

X-155














"I've got great news for you, Plumplim friend," says Amele. "We're here to help! What's the trouble?"

"My cousin Seepul needs help getting through the jungle with her carts!" says Tum. "Usually, she has a crew to escort her. But this time, my brother messed up the shift schedule. The jungle is a dangerous place for a young Plumplim to travel alone. There are panthers *everywhere*! And Seepul *must* make this delivery today. The Kraknee Spoon Races are tomorrow, and they need their shipment of spoons! Please, find Seepul and help her."

You agree to help, and Tum gives you coordinates for Seepul's departure point on the jungle path. You head out.

"I'm so glad we can help!" says Amele. "I've heard stories of panthers on Brumigum, but why would Plumplim be afraid of them? I assume that panthers eat meat. But Plumplim are *plants*. Maybe there's a cultural reason why Plumplim fear panthers."














Updates:

- » **OPS** : Remove Focus A from Mission 1
- » **NAV** : Clear All Discs: 1
- » **NAV** : Add Location Card 4 - Jungle Path - Kraknee Crate Depot
- » **OPS** : Add Focus D to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to Off
- » **OPS** : Set Mission 1 Slot 3 to Off
- » **INFO** : Add Learn about Plumplim Culture as Mission 2
- » **OPS** : Add Focus B to Mission 2
- » **OPS** : Add Focus E to Mission 2
- » **OPS** : Set Mission 2 Slot 1 to Off
- » **OPS** : Set Mission 2 Slot 2 to Off
- » **OPS** : Set Mission 2 Slot 3 to Standby
- » **OPS** : Set Mission 2 Slot 4 to Standby

"Maybe we should check out those Sack Races," says Amele. "We're here to befriend the Plumplim people, right? Well, games are a great way to get to know a person. For example, one time my friend Shanzo cheated at cards. He immediately confessed, and then he felt so bad about it, he threw up all over the floor." She smiles fondly. "And that's when I knew we'd be best friends."

Amele yanks a wrinkled travel brochure out of her back pocket. "Then again," she says, handing it to you, "there's still lots to learn about the more refined side of Plumplim culture." On the cover is a sleek, modern bulb-building behind smiling Plumplim students, all round and cheerful like happy little cherries and grapes. "This is the Glumbin School. We could go there and learn all sorts of stuff about art, architecture, and education. After all, we want a well-rounded experience here on Brumigum. And yes, that pun was intentional."

Updates:

- » **OPS** : Remove Focus A from Mission 1
- » **NAV** : Clear All Discs: 1
- » **NAV** : Add Location Card 3 - The Glumbin School - The Bowlinseed Pitch
- » **OPS** : Add Focus C to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to Off
- » **OPS** : Set Mission 1 Slot 3 to Off
- » **INFO** : Add Learn about Plumplim Culture as Mission 2
- » **OPS** : Add Focus B to Mission 2
- » **OPS** : Add Focus E to Mission 2
- » **OPS** : Set Mission 2 Slot 1 to Off
- » **OPS** : Set Mission 2 Slot 2 to Off
- » **OPS** : Set Mission 2 Slot 3 to Standby
- » **OPS** : Set Mission 2 Slot 4 to Standby

X-201

Walking up to the big bulb house, you can see it's covered with mismatched doors and windows. One door hangs open at the very top of the house. It doesn't appear to lead anywhere.

"Y'all look confused," says an elderly Plumplim waving at you from the entrance. She's small and pale orange, like a friendly dried apricot. "That door is for receiving air deliveries! Not so confusing anymore, is it? Heh. Now, come have some tea with your Granny Blin. Piping hot door tea, made from farm-fresh doors grown right here at Bumbulroot."

You follow Blin into the house and accept a sweet-smelling cup. "Mmm, your doors are delicious!" says Amele, sipping deeply. "And your family seems so interesting. Air deliveries, tea made from doors, an entire field full of spaceship parts... this place has everything!"

"You're too kind!" blushes Blin. "And you're right, there's lots to do around here. Like the Sack Races! Those'll be happening later today. I suggest you finish your cup of door, find one of my grandkids, and sign up to race. In fact"—she gestures at you—"It would be a real treat if *you* participated! I dunno what kind of alien you are, but you're wigglier than anything I've ever seen. It sure would be a lot of fun to watch you in action. So wiggly!"

Updates:

- » **OPS** : Set Mission 1 Slot 1 to Conversation

X-202

It seems impossible, but you have a nut in your Passport that makes you think of Brumigum.

Would you like to show it to Tum?

Choose:

- Show Item B to Tum. - Go to **X-103**
- Do not show Item B to Tum. - Go to **X-102**

X-204

"I'd be simply *thrilled* to teach you plant-to-plant communication. Thrilled!" says Secretary Glumbin. He shows you to a disc-shaped plant. "We'll use this plant to call the friendliest person on the entire planet: Bumbin Bumbul! Seriously -- he's so

friendly, the government gave him a medal." Zed taps gently on the plant's leaves, and it begins to buzz.

"Bumbin Bumbul here!" says a cheerful voice on the other side of the call. "Uh... but why is the Communications Tree calling me? Is there an emergency? Oh no, has there been another grape shortage??"


"Not at all, Mr. Bumbul! It's Secretary Glumbin and the Human Delegation, just saying hello!"

"Oh wow, *Humans*! Why don't you come down to the Bumbul Homestead for The Sack Races this evening? We've got sacks of all shapes and sizes." You thank Bumbin and promise to stop by if you have time.

"Oh goodie! I'll see you later today," says Bumbin. "And I'll send in more grapes, to help with the shortage!"

"What? There's no grape shortage --" starts the Secretary, but Bumbin has already hung up.

Updates:

- » **INFO** : Set Event Flag N
- » **OPS** : Set Mission 1 Slot 1 to Insula

X-205

It seems impossible, but you have a nut in your Passport that reminds you of Brumigum.

Would you like to show it to the Plumplim? He looks important. He's wearing a cool hat, after all.

Choose:

- Show Item A to the Plumplim. - Go to **X-106**
- Do not show Item A to the Plumplim. - Go to **X-105**

X-208

You promise to come back to the Sack Races later and cheer everyone on.




The Plumplim fellow takes off his feathered hat and holds it over his heart in awe. "Are you saying... that *my* cheering inspired *you* to cheer? Why, that's the best thing I've ever heard in my entire life! I'm so humbled by your words, they should change my

name from Bumbin Bumbul to 'Bumbin *Humbled*'!"

Bumbin wipes a tear from his eye and hands you some cheering items including a feathery wand, a moon-shaped light that flashes different colors, and a selection of sporty mascot costumes. "Come back this afternoon, and bring your team spirit!"

Amele thanks Bumbin, and he hops away. "Until the race," she says, "let's look for any Plumplim who need help with stuff. We're great at helping with stuff!"

Updates:

- » **OPS** : Remove Focus C from Mission 1
- » **OPS** : Add Focus D to Mission 1
- » **OPS** : Set Mission 1 Slot 2 to General

X-209

"Hey, throw them at each other, not at *me*!" shouts the teacher, ducking behind a pile of watergum. You and Amele dart after him, narrowly avoiding a watergum to the back of your head. It lands a few feet away from you, sending juice and watergum flesh flying in every direction. The students cackle and cheer. It is a loud, wet mess.

"How the heck do you grow these fruits?" asks Amele. "They're so heavy! I would think they'd just snap a plant in half under their weight."

"I appreciate your curiosity," says the teacher, wiping his glasses off on his shirt, "but it's too loud to have a conversation here. Why don't you ask someone at the Nufftee Seed Store or the Heirloom Patch? Go someplace where there aren't dozens of shrieking children."

Updates:

- » **NAV** : Add Location Card 8 - Heirloom Patch - Nufftee Seed Library

X-210

After you help Seepul load up her cart, it's time for the next task. You ask her how to deter panthers.





"Panthers hate the smell of kanfur fruit," she says, rummaging through her pack. She hands you a grater. "While we're traveling, I'd like you to sit here next to this barrel of kanfur. Just keep

grating the fruit, and we'll be... great!"

You do as she asks and take a seat next to a barrel of lime green fruits. Seepul takes the reins up front, and you embark into the lush green jungle. As you ride, it becomes more and more apparent that there's nothing to fear out here. Still, it's better to be safe than sorry, so you keep grating fruit. Just as you reach for the last kanfur, you arrive at the edge of Kraknee.

"And we can stop here!" says Seepul. "Another day without a single panther sighting. That kanfur has never failed me yet! Thank you so much for your help. You deserve a break. Go look around for a game to join and have some fun!"

Updates:

- » **OPS** : Remove Focus D from Mission 1
- » **INFO** : Set Event Flag O
- » **OPS** : Add Focus C to Mission 1
- » **OPS** : Set Mission 1 Slot 3 to General

X-212



Secretary Zed Glumbin sits on a bench outside, drinking a dark, muddy substance out of a tiny espresso cup.

"It's Amele and the Human Delegation!" says Secretary Glumbin. "I'm so delighted to see you, I nearly dropped my cup of mud. Delighted! But...Why are you back?"

"It seemed like a good idea at the time!" says Amele. "Where do you suggest we go next?"

"You'd like to learn more about the Plumplim, right? Isn't that your whole deal?" he asks. You nod. "Hmmm... well, you can have a look at some of our weirder plant species at the Lonely Bowers. Many have very specific needs and the hermits who live out there are the only Plumplim around who really understand how they work. And if you're a bookish type, there's always The Ancient Libraries where we store tons of tomes about everything... Don't be afraid to branch out and really explore the region."

Updates:

- » **NAV** : Add Location Card 7 - Lonely Bowers - Ancient Libraries
- » **INFO** : Set Event Flag T

X-213

The Plumplim under the desk calls to a student hiding behind a marble bust, "You can come out now, Rund. We don't have any more books to throw at you."



"The Sack Races are one of the most important holidays in the Plumplim year," says Rund. "Our society rewards bounciness. Without this motivation, we would not continually bounce to higher heights."

You explain that you've seen a lot of Plumplim just bouncing for fun at the Sack Races. You know that the Plumplim enjoy bouncing because they've told you so.

"There's only one way to be sure," says Amele. "All of you must bounce until it isn't fun anymore. If it *never* stops being fun, you will have your answer."

The scholars commend you for your dedication to the advancement of Plumplim science, and bounce out of there.

Updates:

- » **NAV** : Add Disc 6 to Location Temple of Two Moons
- » **OPS** : Set Mission 6 Slot 2 to Knowledge

X-214

"That's a bold call," says Amele. "I think most people would try one of the nearby gardening tools first. But if you'd really prefer to pour your beverage on this plant, I support you."

You dig a canteen out of your pack and dribble some drops water onto the miserable succulent, which puffs up a bit in response. You gradually pour the rest of the canteen, and the plant rises like baking bread.

As you near the end of the water in your canteen, the plant barks at you, in that it starts shooting pieces of bark into your face. You stop pouring water, and the barking stops.

Updates:

- » **OPS** : Set Mission 6 Slot 3 to General

X-215

The hat is much cooler than you first suspected. It has an

atmosphere. A corona of clouds swirls in slow motion around it, like someone painting in pastel watercolors all around the wearer's head.

"Sadly, these hats are for High Priests only," says the hat's wearer. "You can't have one." She pats Amele's hand to comfort her.

"You're *High Priest Lula Blossum*?!" gasps Amele, now clutching the High Priest's hand. "What's it like to be High Priest? Do people ask for your autograph all the time?? What can you tell us about the Temple Trials? What will we be... trying? Will there be snacks? Tell us everything! We're literally taking notes." Petey readies his pen and clipboard.

Lula chuckles and pats Amele's hand, "I do admire your curious nature. Knowing to ask questions is important knowledge in its own right." Petey nods and scribbles out a few more pages of notes.

"Having said that," Lula continues, "I can't tell you much about the Trials. That would give you an unfair advantage!" She pauses and looks at you. "But... I like you, off-worlders. Of all the places in the galaxy you could be, you're here with me. So I will answer one question you may have about us."



Choose:

- How did the Plumplim come to be? - Go to **X-117**
- When did the Plumplim come to be? - Go to **X-217**

X-216

You update your status and continue.

Updates:

- » **NAV** : Add Disc 6 to Location Ancient Libraries
- » **OPS** : Set Mission 6 Slot 2 to Knowledge

X-217

You, Amele, and Petey follow Lula up the garden trail to the Temple as she tells you a tale of when the Plumplim came to be. "Long ago, the space-traveling sisters Allium and Amethyst discovered a beautiful golden star. They loved the star so much, they made a home in the orbit of a planet nearby: Brumigum.

They were happy, but they were alone. So they covered

Brumigum with plants of all kinds. But the sisters were still alone, for the plants did not think or communicate.

And so the sisters touched the face of Brumigum, and the Tree of Communication grew. They rounded the soil, and out from it sprang the Temple of Two Moons. They pulled clay from the ocean to make 12 tablets, on which they wrote their story. And the sisters were so proud of their work, that they began to glow with purple light - the color of hope and devotion. They rose back into the orbit of Brumigum to shine their light upon the whole world.

And this light stirred some very special species of plants below. They grew limbs, so they could move and better reach the purple light of night. They had opinions and feelings, which they shared at the Tree of Communications.

Many years later, the special plants wanted to know where they came from. And they uncovered The Temple of Two Moons, where they found tablets, each detailing 1,000 years of the sisters' story. And the plants knew that they were loved, and would be loved until the end of time."

"And here we are," Lula says, showing you out the garden gate. "May we meet again, and may hope glow brightly in your heart."




Check:

- If Event T is set, go to **X-119**
- Otherwise, go to **X-219**

X-218

You update your status and continue.



Updates:

- » **INFO** : Set Event Flag Q
- » **NAV** : Add Disc 6 to Location Ancient Libraries
- » **OPS** : Set Mission 6 Slot 2 to Biology

X-219

You update your status and continue.

Updates:

- » **INFO** : Set Event Flag Q
- » **OPS** : Set Mission 6 Slot 2 to Knowledge

X-220

You ask the teacher about the "watering can" that glows purple.

"Ah yes, the lunacan! A very special garden tool," he says. "The plants on Brumigum don't just need sunlight. They also need moonlight from the Sisters! Now, the lunacan isn't able produce the *precise* light of our moons—that's impossible—but it's close enough to help in a pinch. Now, look what happens when I use the lunacan on this cactus from the planet Araveen."

The teacher tips the lunacan, sprinkling a soft purple glow onto a flowering cactus. You watch as its bright pink blooms suddenly shrivel into seed pods before your eyes. "Pretty neat, right?" says the teacher. "Any more moonlight, and that plant would flop over and die. Let this be a lesson, kids. Don't use a lunacan on plants from other worlds."

"In a way, the luna-can is a luna-*cannot*," jokes Amele. She waits for your laughter.

The teacher shakes his head at Amele. "Ma'am, this is a place of learning. We do not tolerate low quality puns here. Petey, I think it's best that you pack up your alien friends and take a hike."

Petey silently salutes, and leads you off the premises. Once you're off the Glumbin grounds, he is back to his old self again - quietly writing notes.

Updates:

- » No Actions for this blurb

X-221

"Yay, it's my anti-panther squad!" shouts Seepul from far across the Depot. She runs to you with a wide, wild smile. "Thanks again for helpin' me out with the crates. I'm so grateful! Or should I say... *crateful*?" She giggles merrily to herself. "Now come with me," she says, grabbing Amele's hand. "Let me take you inside so I can thank you properly."


She tugs you through the crowded depot and straight past several Plumplim Depot Guards who nod at Seepul respectfully as you pass. Seepul seems to be a big deal around here.

Deep within the Depot, a crew unloads Seepul's carts. She leads you to a large crate of kanfur fruits, dives in, and hands you

the biggest kanfur fruit of all. It's bigger than your head!

"Take this!" she says, tossing it to you. It's really heavy. "Now you'll be safe from panthers wherever you go. I like to say that if you have *kan-fur*, then the *fur-can't*. Get it? Because panthers have fur!" You shake your head at the terrible joke, but Amele laughs so hard she has to lie down on the floor to compose herself.

Updates:

- » **INFO** : Claim Achievement# 102, "Now Panther-Free!"
Wow!

X-222

You hold the tartmaple seeds, turning them over and over and over in your hands. Each one has a blade on one side like a helicopter propeller. You hold a seed near the fern, trying to figure out how they might be connected. Other than its enormous size and violet color, the fern looks just like the ferns you've seen on earth. You inspect a leaf and find little bumps all over the back of it.

"Those bumps must be sori," says Amele. "Ferns don't have seeds, they have spores. And the sori produce those spores!"

You wave the seed towards the fern and it stirs gently, producing a thin trail of spores. Suddenly, you hear a voice in the distance calling, "Does your sprout look dull and lifeless? Try Toni's Nitrogen Tonic and get back your glossy sheen!" The voice fades.

You wave the seed vigorously and more spores lift off the fern, but it doesn't seem to be enough. You toss the tartmaple seeds high up into the air and they twirl down like helicopters, creating a whirlwind that lifts spores off the fern and scatters them across the nearby foliage. It curls away, and suddenly there is an opening through the dense undergrowth.

You are now staring into a market full of haggling Plumplim. Many have turned to look at you.

A Plumplim in a shadowy cloak steps to the forefront. "Welcome to my market!" he says. "I'm Enig. And you must be *very* special people. No one's ever come through this way before!"

Updates:

- » **OPS** : Set Mission 3 Slot 3 to General

X-223

Outside the company offices, Bree and Stee play together inside a fenced-in play pen. Nearby, their grandmother watches over them with headphones on, bopping her head to some music you can't hear. You ask her about the Enigmarket.

"SORRY, MY DEAR," she says too loudly. "I CAN'T HEAR YOU. I'VE GOT HEADPHONES ON. BUT IF YOU'D LIKE, GO SAY HELLO TO THE TWINS. JUST MAKE SURE YOU LOCK THE BABY GATE ON THE WAY OUT. WE DON'T WANT THOSE RASCALS GETTING OUT AGAIN."

You unlock all six locks on the baby gate and say hello to Bree and Stee. Then, because you don't have any better ideas, you ask the toddlers if they've ever heard of the Enigmarket.

"En...Eni..." Stee struggles to pronounce the word. "Enigmarket, like the poem!"




"Root, stem, leaf, spore," chants Bree, "'We've got all you need and more!'"

"What a cute little rhyme!" says Amele. "What does it mean?"

Bree shrugs. "I dunno. I'm just a little kid. But it's from the Eni... Eni.... Enny-Markus."

You thank them and leave, locking each of the six locks behind you.

Updates:

- » **INFO** : Set Event Flag S
- » **NAV** : Add Disc 3 to Location Pome Homes
- » **OPS** : Set Mission 3 Slot 1 to Insula

X-224

You stand at the base of the moss, the rhyme repeating through your head: *Root, stem, leaf, spore, we've got all you need and more.*

You can see the moss's tiny roots weaving through the supporting fern, with tender stems dangling down. You touch one gently. You let go, and it bounces back into place, leaving behind it a thin trail of spores drifting through the air.

In the distance, you hear a voice. "Do you offer a senior discount on these rhubarb blankets? I'm not technically a senior yet, but one day, I will be, so --" But as the spores clear, the voice fades away.

So you shake the moss from root to tip, and spores rain down on the nearby foliage. The leaves curl away and reveal an opening through the dense undergrowth.

You are now staring into a market full of haggling Plumplim. Several have turned to look at you.

A Plumplim in a shadowy cloak steps to the forefront. "My my!" he says. "I've never seen anyone come through *this* way before! You must be very special people. Welcome to my market. I'm Enig."

Updates:

- » **OPS** : Set Mission 3 Slot 3 to General

X-225

The Plumplim children are having a difficult time putting a puzzle together. "You've got to find the corner pieces of the puzzle first," says one. "Everyone knows that!"

"I already *tried* that. I think the puzzle is cheating! Where did your mom get this puzzle? She should return it."

"From the market!" says a purple Plumplim child. "The *secret* market."

"I bet she got it from the *crummy* market. Because this puzzle is crummy!"




"Nuh-uh!" cries the purple child. "She got it from the secret market, and I can prove it! Because I know *the secret market poem*. But I won't tell it to you. Because it's a secret."

"You're just making excuses. I bet you've never even heard the poem."

The purple Plumplim child clears her throat dramatically

and recites, "'Root, stem, leaf, spore, we've got all you need and more!'" She smiles proudly. "See? I *told* you so. But... don't tell my mom that I told you the poem. She'll be mad."

Updates:

- » **INFO** : Set Event Flag S
- » **NAV** : Add Disc 3 to Location Bumbulroot Shipping Co.
- » **OPS** : Set Mission 3 Slot 1 to Insula

X-226

"Are you *kidding* me with this stuff?!" Marshy grumbles, still attempting to break free from the moss. "Someone, please help me wrangle this rude little plant! It won't get back into its bag!" She kicks around at the grabby moss, and it grabs her foot. Half of Marshy's body is now stuck inside of the moss.

"There has to be a better way," says Amele. "I truly dislike fighting of all kinds." This gives you an idea. You suggest being nice to the moss.



"No," Marshy says. "I hate the moss, and the moss hates me. But if *you* want to try being nice to it, be my guest."

You lean down and whisper compliments and sweet nothings to the grabby moss, patting it gently. Amele joins in, "You're very green, and you're good at grabbing people. I see a bright future ahead of you."

The grabby moss slowly creeps down from Marshy and rolls itself up into a fuzzy green sphere. You pick up the moss ball and roll it into its bag.

Petey takes some notes.

Updates:

- » **NAV** : Add Disc 6 to Location Pollet Town Hall
- » **OPS** : Set Mission 6 Slot 1 to Conversation

X-227

At the Bumbul Homestead, the Sack Races are just about to start. So you seek out Bumbin Bumbul.

"I'm so glad you made it!" he says, handing you a sack. "If you need more people for your team, you can borrow some of my cousins. Now all you need is a team name."

"How about 'The Human Hurricanes'?" suggests Amele. "Actually, no. That's too aggressive. Hmm... we could be *The Bloomin' Humans!*" You can't think up a better name right now, so The Bloomin' Humans it is.

You ready yourselves at the starting line. And -- go!

"Go Wisteria Walkers!" cheers the crowd. "Petunia Pacers all the way! You can do it, Bloomin' Humans!"













You hop along the track, doing your best to avoid obstacles like giant mushrooms with bouncy caps and thorny green vines. When you reach the finish line, you're greeted by breathless scores of Plumplim. It's difficult to say who won, but it also doesn't seem to matter.

Bumbin bounces over to you. "WOWEE! That was some fine sack-racing. I love your unique style!"

You thank him and return the sack you borrowed. You ask him where you should go next.

"Well," he says, leaning in close, "rumor has it, there's something called the Enigmarket! I can't tell you where it is, or even if it really exists. You have to find it all by yourselves. But I'm sure you'll get there - in your own, unique Human way! But remember, it's a secret. Good luck!"

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

You stand at the edge of the stands. "Go Primrose Pacers!" cries a Plumplim sitting next to you. "Hey, do you want to help me support the Pacers? They're my favorite team!" She gives you a giant, primrose-shaped horn. You blow the horn, emitting a long, loud *TOOOOOOT*.













The Pacers hop their way to the finish line, and you cheer your heart out! At the end, it is difficult to say who won. But all of the sack-racers and all of the fans in the stands meet at the finish line to dance and party together, including Matriarch Glumbin and some of her interns.

"Well, bless my stalks," says the Matriarch. "If it isn't the Human Delegation! I just adore your enthusiasm for our Plumplim traditions. It's hard to believe that this is your first ever Sack Race. Are you *sure* you haven't visited this planet before?" she chuckles. "You must be quite cosmopolitan. One of those 'citizen of the galaxy' types."

Amele slaps your back with pride. "Yep, Humans are cultured folks! And clever, too."

"Yes, very clever," agrees the Matriarch. "You might even be clever enough to find the--" she stops herself, gets closer to you, and drops her voice to a whisper. "*The Enigmarket!* It's the most interesting place on the planet, and it's a secret. I can't tell you where it is or how to get in, but I have a feeling you're curious and determined enough to find it. And please, don't tell anyone I told you about it! I don't want to lose my membership discount."

Updates:













- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

Now that the Sack Races are about to get started, you, Amele, the Matriarch, and her interns gather in the stands with the rest of the excited Plumplim fans.

"Go Primrose Pacers!" shouts one of the interns. "Hey, do you want to help me support the Pacers? My sister is the captain." He gives you a set of poppers that explode into primrose-shaped confetti. You cheer, shout, and whoop as the Pacers hop, hop, hop over the finish line. At the end of the race, it is difficult to say who won. But everyone is happy and covered in confetti.

When things quiet down a bit, the Matriarch turns to you. "Thank you, Human Delegation," she says warmly. "You got my head out of my email, and that's no small feat. You even played Turnips an' Beets with us. Are you *sure* you've never visited this planet before?" she chuckles. "You're really fun to have around! Come to think of it, you'd probably feel right at home at--" she stops herself, gets closer to you, and drops her voice to a whisper. "*The Enigmarket!* It's the most enjoyable event on the planet, and it's a secret. You'll have to find it yourself. I can't tell you anything else, but I have a feeling you'd fit right in. And please, don't tell anyone I told you about it! I don't want to lose my membership discount."

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 5 - The Open Market - Pome Homes
- » **INFO** : Add Infiltrate the Enigmarket as Mission 3
- » **OPS** : Add Focus G to Mission 3
- » **OPS** : Add Focus H to Mission 3
- » **OPS** : Set Mission 3 Slot 1 to Off
- » **OPS** : Set Mission 3 Slot 2 to Off
- » **OPS** : Set Mission 3 Slot 3 to Standby
- » **OPS** : Set Mission 3 Slot 4 to Standby

X-230

Bumbin Bumbul tosses you a sack. It's roomy and mauve, with a little knob at the opening labeled *Bounce-Assisted*. He shows you how to adjust the mobility assistance to your liking. You feel like you could bounce to the moons!

You join your fellow sackers at the starting line. The Head Race Guard blows her whistle and.... You're off!! As you bounce, a group of sackers land on a patch of creeping moss and it quickly tangles them up. A different sack-squad giggles devilishly and hops on a plant with undulating white fruit, which explodes into smoke. The other competitors hop away to avoid the smoke, landing on other plants with other weird effects. You brush against a small bush and find that it melted small holes in your sack!

You manage to bounce over the finish line, where a joyous crowd awaits you. Among the crowd is Matriarch Glumbin and her interns.

"I'm so charmed that you've participated in this great Plumplim tradition!" she says. "You seem like culturally-minded people. Perhaps you should seek out High Priest Lula and take the Temple Trials. Succeeding in the Trials would truly cement your friendship with the Plumplim people."

Amele agrees, "An endorsement like that would be great for BUD certification."














"You'll need an intern for the Trials," says The Matriarch. She whistles loudly, and a lime-green Plumplim with a clipboard appears at her side. "He will take notes on your behavior and interactions from here until the Trials' end. Good luck!

"Petiole Noad, at your service," says the intern. "You may call me Petey."

"But... when do the Trials START?" asks Amele. "And why do we need an intern?" But the Matriarch has already left for her next appointment.

You leave with Amele, Petey following close behind you, taking quite a lot of notes.

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **INFO** : Add Take the Temple Trials as Mission 6
- » **OPS** : Add Focus F to Mission 6
- » **OPS** : Add Focus J to Mission 6
- » **NAV** : Add Disc 6 to Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 1 to Off
- » **OPS** : Set Mission 6 Slot 2 to Off
- » **OPS** : Set Mission 6 Slot 3 to Standby
- » **OPS** : Set Mission 6 Slot 4 to Standby

X-231

You walk with Amele over to the spectator section of the grounds and arm yourselves with pom-poms, glittery capes, and other pep-related accessories.

You dress in a mascot costume, and find that you are now Sacky the Sack: a giant taupe bag with googly eyes glued on the front. Somehow, the costume is very flattering. With profound confidence, you sashay to the crowd just as the starting whistle is blown.

"Come on, folks!" Amele shouts to the crowd. "Let's have a traditional Sack Race cheer!"

You chant: "Hoot-hoot-toot and a sackity sack! Let's go sackers, we've got your backs!" You repeat the cheer rhythmically as the crowd joins in, until everyone in the stands is hoot-hoot-tooting. The audience reaches a fever pitch of pep, throwing confetti bombs and shooting streamers at each other from tiny canisters. Even the sackers themselves are spirited, bouncing faster and higher as the cheering continues.

As the last sack-racer crosses the finish line, you and Amele

lead the crowd in a final holler.

Matriarch Glumbin's interns push through the crowd, making way for the Matriarch as she heads in your direction. "This has to be the *best* Sack Race I have *ever* attended!" she says. "And you, Sacky! Never have I felt a "hoot-hoot-toot" so deeply in my soul. Please, reveal your identity!"

You un-mascot yourself, and the Matriarch gasps, "The *Human delegation*?! I am so very touched that you care this much about our culture. I believe you are now ready to undergo the Temple Trials. Impressing High Priest Lula Blossum and the others at the Temple would truly cement your friendship with the Plumplim people."














"And an endorsement like that would be great for BUD certification," says Amele. "Let's do it!"

"Excellent!" cheers The Matriarch. "Now let's get you an intern!" She whistles loudly, and a lime green Plumplim with a clipboard appears at her side. "Petiole here will do nicely. We call him 'Petey' for short. He'll take notes for you until the Trials are complete. Good luck!"

"But... when do the Trials *start*?" asks Amele. "And why do we need an intern?" But the Matriarch has already left for her next appointment.

You leave with Amele. Petey follows close behind you, already taking quite a lot of notes.

Updates:

- » **NAV** : Clear All Discs: 1
- » **NAV** : Clear All Discs: 2
- » **OPS** : Remove Mission 1 from play entirely.
- » **OPS** : Remove Mission 2 from play entirely.
- » **NAV** : Add Location Card 6 - Chamber of Twelve - Temple of Two Moons
- » **INFO** : Add Take the Temple Trials as Mission 6
- » **OPS** : Add Focus F to Mission 6
- » **OPS** : Add Focus J to Mission 6
- » **NAV** : Add Disc 6 to Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 1 to Off
- » **OPS** : Set Mission 6 Slot 2 to Off
- » **OPS** : Set Mission 6 Slot 3 to Standby
- » **OPS** : Set Mission 6 Slot 4 to Standby

X-232

PASSPORT ERROR DETECTED: Unexpected input. Are you sure you have Event N in your Passport?

Please return to the previous blurb (**X-251**) and proceed as though you do **not** have Event N in your Passport.

Updates:

- » **COM** : Continue to **X-132**

X-237

High Priest Lula maintains her stoic demeanor as she watches the guards depart. But once they're out of view, she bubbles with excitement. "I am so impressed! I have *never* seen anyone pass the Trials the way you did."

"We *passed*?" gasps Amele. "But... how? When? What? Who?? Help?!"

"The Trials began the moment we tasked Petey to follow you around," explains Lula, "And in that time, you chose to learn about my people. You aided us when we needed you, and celebrated with us when we asked you to — just like any good friendship. And because we are friends now, I would like to show you more of my home. Will you join me?"

Lula leads you through the great round wooden door to the Chamber of Twelve, and shows you its wonders. There's a shrub covered in what appear to be finger-sized kittens, and pieces of ancient clay tablets under glass. At the very end of this tour, Lula leads you to a glorious tree growing right out of the ground of the Temple. Its branches hang low and heavy with fruit.

"This is the Tree of Friendship," says Lula. "It is a close cousin of the grove we call The Family Trees, but it is unique. Each of its fruits bear a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people."

She plucks a fruit from the tree, cracks the nut inside, and encloses it in your hand. "Maybe one day, I'll get to meet more Humans," she says, patting your hand, "And if I do, I hope they're a lot like you."

Choose:

- Continue. - Go to **X-138**

X-240

The guards depart to walk Petey back out to the grounds, but the High Priest stays with you. The regal Plumplim introduces herself in a soothing voice. “I am High Priest Lula Blossum. I’m glad I finally get to meet the famous Human Delegation,” she says, leading you into The Chamber of Twelve. “Walk with me.”

She shows you the wonders of the Chamber: historical artifacts like ancient Plumplim musical instruments, centuries-old texts, and living specimens like a glorious tree growing right out of the ground of the Temple. Its branches hang low and heavy with fruit.

“Thank you for the tour,” Amele says, impatience in her voice. “But when will we start the Trials?”

“Start the Trials?” laughs the priest. “But you have already passed!”

“We *passed*?” gasps Amele. “But... how? When? What? Who?? Help?!”

“Everything you have experienced since the Sack Races has been part of the Trials,” explains the High Priest. “And in that time, you chose to do all that was asked of you, and more.”

She plucks a fruit from the tree. “This is the Tree of Friendship. It is a close cousin of the trees we call The Family Trees, but it is unique. Each of its fruits bear a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people.” She cracks the nut inside the fruit, and gives it to you.

“Well done, Human Delegation,” she says. She pauses a moment, and corrects herself, “Well done, my dear friends.”

Choose:

- Continue. - Go to **X-138**

X-243

High Priest Lula maintains her composure as she watches the guards depart, but the moment they’re gone, she bursts into smiles and laughter. “Well done! I commend you on your passing of the Trials. You got into some interesting scrapes, didn’t you?”

“We *passed*?” gasps Amele. “But... how? When? What? Who?? Help?!”

“You have been on Trial since I met you at the Sack Races,”

explains Lula. “And in that time, you chose to learn about my people. You aided us when we needed you, and celebrated with us when we asked you to — just like any good friendship. And because we are friends now, I would like to show you more of my home. Will you join me in The Chamber of Twelve?” She leads you through the great round doors.

Wonders fill the Chamber. Ancient texts carved on clay tablets are given pride of place in twelve different alcoves. Historical artifacts hint at the history of the Plumplim. Lula points out the cubby where she keeps all of her cool priest hats. And there in the middle of the enormous room, a glorious tree grows right out of the ground of the Temple. Its branches hang low and heavy with fruit.

Lula gestures to it. “This is the Tree of Friendship. It is a close cousin of the trees we call The Family Trees, but it is unique. Each of its fruits bear a nut that cannot be found anywhere else. This nut is the most precious symbol of the Plumplim people.”

She plucks a fruit from the tree, cracks the nut inside, and encloses it in your hand. “Take this, as my second gift, and remember your friends on Brumigum,” she says. “No matter where you go next, we will never forget you.”

Choose:

- Continue. - Go to **X-138**

X-247

Amele looks up at the sky and gasps. “Oh, it’s time! The Sack Races the Matriarch mentioned are starting now! We should go check it out.”

You return to the Bumbul Homestead, where there’s an entire field just for Sack Racing.

Bumbul cousins bounce around the field managing every little detail. From stocking the Hydration Station to rallying the crowd, there’s a bright orange Bumbul for every task. Elsewhere, a set of Plumplim in nifty green suits that say *Race Guard* on the back engage in a pre-race push-up contest.

The Sack Race Field is a wide expanse of land dotted with very strange plants that you've never seen before. Surely, those plants will be trampled!

Check:

- If Event N is set, go to **X-230**
- Otherwise, go to **X-130**

X-248

"We should get going," Amele says. "The Sack Races will start pretty soon."

At the Bumbul Homestead, you can't stop thinking about the wonders you saw at the Lonely Bowers. Who was that Plumplim? And how can sunlight fit into a watering can?! This is a lot to take in right now.

You settle under a nice tree to reflect. Plumplim rush around you, stocking the Hydration Station, laying down the chalk starting line, and handing out refreshments to the crowd.

Amele notices you pondering and waves around for your attention. "Hey, I said the Sack Races are about to begin! Let's move."

Check:

- If Event N is set, go to **X-131**
- Otherwise, go to **X-231**

X-251

Amele looks up at the sky and gasps. "Oh, it's time! The Sack Races the Matriarch mentioned are starting now! We should go check it out."

You head to the racing field at the Bumbul Homestead. As you dig through boxes of sacks in the Supply Tent, you notice a dark green Plumplim with cascading, silvery-gold leaves. She's very elegant, and she is staring at you.

"Pardon me," she says in a cultured voice that calls forth images of kings and queens from your mind. "Are you the Human Delegation? I've heard so very much about you."

"Yep, and a Lackerdood!" pipes up Amele, pointing at herself. "Don't forget about me! I'm Amele."

"I am honored to meet you," says the noble Plumplim, bobbing

her head in a polite bow. "Please, call me Lula."

"*LULA?! Lula Blossum?*" gasps Amele. "You're the high priest of the Temple of Two Moons! Are you racing today?"

Lula laughs, and the sound seems to make everyone in the tent just a little happier. "I'm not very good at bouncing or racing. But cheering is just as important, so that's what I'm here to do. And how about you?"

Check:

- If Event N is set, go to **X-232**
- Otherwise, go to **X-132**

X-314

The trellis reminds you of the shape of a moon, so you check tool bench for something that might contain moonlight. Amele picks up a small can with a pour spout. "Is this what you're looking for? I think it's a lunacan."

You tip the lunacan, and artificial moonlight glows from the spout. The leaves of the plant perk up, and its blossoms become a vibrant orange. The vestibule is still, but the plant starts to wave and bob as though a soft wind were passing through the room.

Once the plant looks healthy and happy, you disengage the lunacan and put it back on the bench.

Updates:

» OPS : Set Mission 6 Slot 3 to Insula

X-347

"Isn't this a *wondrous* turn of events!" says Enig, twirling his cape. "Long ago, my mother told me that there were once other gateways into the market, but I've only ever seen folk come through the hedge near the Capitol. Hmm... I do wonder how you got in. Are those Towerfern spores on your clothing? But how did you get them loose, and why would you bring them all the way here...?"

Amele starts to tell him, but Enig pulls his cape closed dramatically. "No, no!" he says. "Please don't tell me! I *love* a mystery. All of the best things in life have no explanation or reason at all! And you folks are the most mysterious mystery to cross this threshold in quite some time. Come right in. Don't be shy!"

Enig guides you past stall after stall, a whirlwind of colors and smells and new faces. He takes you to a Plumplim cape shop to fit you for matching capes, but they are all far too small. You pop by a repair shop called Molia's Modern Machines and watch as its proprietor fixes a refrigerator with what looks like a carrot.

As the afternoon sky darkens into twilight, Enig leads you through the crowd to a cart that has *Shhhh, it's a secret!* painted on the side in big bright letters.

"Will you do the honors?" he grins, pointing at a theatrically oversized power switch. You and Amele throw the switch, and suddenly the market fills with a warm glow from strings of lanterns high up in the trees.

"Now it's time for you to get back to your mysterious and exciting life!" he says, passing you a morsel of glowing cake on a tiny skewer. "But thank you for letting me share my market with you. I'd like to give you something to remember me by." He hands you a small nut that has been neatly spit in two. "It's the signet of the Enigmarket. They grow on a small tree here, just back that way. My mother used to give them out as a sign of respect." He sighs. "Oh, Enig-Ma. I miss her terribly!"

You carefully tuck the nut into your Passport.

"Thank you, Enig," Amele says. "And thank you, Enig-Ma!"

Choose:




- Continue. - Go to **X-133**

X-348

Amele pauses to take stock of the situation. "We're looking for a towerfern growing outside the Misty Wildwoods, and we have tartmaple seeds that could help us once we find it. Do you think we'll find anything if we just wander around?" She thinks some more.

"Maybe we should find some higher ground? That might help us see an enormous fern without getting lost in the forest."

Updates:

- » OPS : Remove Focus H from Mission 3
- » OPS : Add Focus K to Mission 3
- » OPS : Set Mission 3 Slot 3 to Off

X-349

"Isn't this a *fantastic* turn of events!" says Enig, twirling his cape. "Long ago, my mother told me that there were once other gateways into the market, but I've only ever seen folk come through the hedge near the Capitol. Hmm... I wonder how you got in. I spy a dusting of golden moss spores on your clothing, and are those tartmaple seeds? But what would you do with..."

Amele starts to tell him, but Enig pulls his cape closed dramatically. "Please don't explain anything to me, ever! You folks are the most mysterious mystery to cross this threshold in quite some time, and I *love* a mystery. Now, come right in. Don't be shy! You deserve a tour of my marvelous market!"

Enig guides you past stall after stall, a whirlwind of colors and

smells and new faces. He takes you to a Plumplim cape shop to fit you for matching capes, but they are all far too small. You pop by a repair shop called Molia's Modern Machines and watch as its proprietor fixes a refrigerator with what looks like a carrot. Amele stops into a dayspa called the "Enig-Spa" and comes out looking relaxed and smelling like herbal tea.

As the afternoon sky darkens into twilight, Enig leads you through the crowd to a cart that has *Shhhh, it's a secret!* painted on the side in big bright letters.

"Will you do the honors?" he grins, pointing at a theatrically oversized power switch. You and Amele throw the switch, and suddenly the market fills with a warm glow from strings of lanterns high up in the trees.

"Now it's time for you to get back to your mysterious and exciting life!" he says, passing you a morsel of glowing cake on a tiny skewer. "But thank you for letting me share my market with you. I'd like to give you something to remember me by." He hands you a small nut that has been neatly spit in two. "It's the signet of the Enigmarket. They grow on a small tree here, just back that way. My mother used to give them out as a sign of respect." He sighs. "Oh, Enig-Ma. I miss her terribly!"

You carefully tuck the nut into your Passport.

"Thank you, Enig," Amele says. "And thank you, Enig-Ma!"

Choose:




- Continue. - Go to **X-133**

X-350

Amele pauses to take stock of the situation. "We're looking for a golden moss that looks like dangling flowers, and we have tartmaple seeds that could help us once we find it. Do you think we'll find anything if we just wander around?" She thinks some more.

"Maybe we should find some higher ground? That might help us find this gold moss without getting lost in the forest."

Updates:

- » **OPS** : Remove Focus G from Mission 3
- » **OPS** : Add Focus K to Mission 3
- » **OPS** : Set Mission 3 Slot 3 to Off

X-351

"Isn't this a *wondrous* turn of events!" says Enig, twirling his cape. "Long ago, my mother told me that there were once other gateways into the market, but I've only ever seen folk come through the hedge near the Capitol. Hmm... I do wonder how you got in. Are those towerfern spores on your clothing? But how did you get them loose, and why would you bring them all the way here...?"

Amele starts to tell him, but Enig pulls his cape closed dramatically. "Please don't explain *anything* to me! All of the best things in life are inexplicable. I *love* a mystery, and you folks are the most mysterious mystery to cross this threshold in quite some time. Come right in. Don't be shy!"

Enig walks with you through the market, taking time to introduce you to some of the stall keepers, and offering you samples from a few he thinks you'll like. It's a whirlwind of colors and smells and new faces. He takes you to the cape shop to fit you for matching capes, but they are all made for Plumplim, so they're far too small. You pop by a repair shop called Molia's Modern Machines and watch as its proprietor fixes a refrigerator with what looks like a carrot. "Hey Enig!" she calls, wagging the carrot at him. "I finished fixing your lanterns! They're ready to use tonight. And thanks for the huge tip!"

As the afternoon sky darkens into twilight, Enig leads you through the crowd to a cart that has *Shhhh, it's a secret!* painted on the side in big bright letters.

"Will you do the honors?" he grins, pointing at a theatrically oversized power switch. You and Amele throw the switch, and suddenly the market fills with a warm glow from strings of lanterns high up in the trees.

"Now it's time for you to get back to your mysterious and exciting life!" he says, passing you a morsel of glowing cake on a tiny skewer. "But thank you for letting me share my market with you. I'd like to give you something to remember me by." He hands you a small nut that has been neatly spit in two. "It's the signet of the Enigmarket. They grow on a small tree here, just back that way. My mother used to give them out as a sign of respect." He sighs. "Oh, Enig-Ma. I miss her terribly!"

You carefully tuck the nut into your Passport.

"Thank you, Enig," Amele says. "And thank you, Enig-Ma!"

Choose:




- Continue. - Go to **X-133**

X-352

"Let's go over all the evidence!" says Amele. "We're looking for a Towerfern growing outside of the Misty Wildwoods. And then there's the poem, 'Root, stem, leaf, spore, we've got all you need and more.' I'm not sure how this all connects, but it must!" She thinks for a moment.

"We should find some higher ground. That might help us see an enormous fern without getting lost in the forest."

Updates:

- » **OPS** : Remove Focus H from Mission 3
- » **OPS** : Add Focus K to Mission 3
- » **OPS** : Set Mission 3 Slot 3 to Off

X-353

"Isn't this a *fascinating* turn of events!" says Enig, twirling his cape. "Long ago, my mother told me that there were once other gateways into the market, but I've only ever seen folk come through the hedge near the Capitol. Hmm... I do wonder how you got in... Are those golden moss spores on your clothing? But how did you...?"

Amele starts to tell him, but Enig pulls his cape closed dramatically. "No, no!" he says. "Please don't tell me! I *love* a mystery. All of the best things in life have no explanation or reason at all! And you folks are the most mysterious mystery to cross this threshold in quite some time. Come right in. Don't be shy!"

Enig guides you past stall after stall, a whirlwind of colors and smells and new faces. He takes you to a Plumplim cape shop to fit you for matching capes, but they are all far too small.

"Such a shame that a Plumplim cape wouldn't fit you, at least not past the bottom of your face," he says, looking you over. "And so much of you *isn't* face. Marvelous!"

As the afternoon sky darkens into twilight, Enig leads you through the crowd to a cart that has *Shhhh, it's a secret!* painted on the side in big bright letters.

"Will you do the honors?" he grins, pointing at a theatrically oversized power switch. You and Amele throw the switch, and suddenly the market fills with a warm glow from strings of lanterns high up in the trees.

"Now it's time for you to get back to your mysterious and exciting life! Thank you for breaking into my market. Take this." He hands you a small nut that has been neatly spit in two. "It's the signet of the Enigmarket. They grow on a small tree here, just back that way. My mother used to give them out as a sign of respect." He sighs. "Oh, Enig-Ma. I miss her terribly!"

You carefully tuck the nut into your Passport.

"Thank you, Enig," Amele says. "And thank you, Enig-Ma!"

Choose:




- Continue. - Go to **X-133**

X-354

"Let's go over all the evidence!" says Amele. "We're looking for a pretty golden moss hanging from trees. And then there's that slogan, 'Root, stem, leaf, spore, we've got all you need and more.' But how does it all fit together? And how will we ever find anything just wandering around?" She paces thoughtfully.

"We should find some higher ground. That might help us see a spray of golden moss without getting lost in the forest."

Updates:

- » **OPS** : Remove Focus G from Mission 3
- » **OPS** : Add Focus K to Mission 3
- » **OPS** : Set Mission 3 Slot 3 to Off

X-447

The door to the Chamber of Twelve opens.

Four temple guards and the High Priest of the Temple enter the vestibule. They first approach Petey, who bows his head and gives them his clipboard of notes. They flip through the papers, reading and whispering commentary to one another.

“Oh wow, I can’t believe they did *that*.”

"Have you read page 29 yet? It's the most interesting thing I've ever read in my life."

“Humans are so cool. I wish we had more of them around!”

They confer a moment longer, then nod at each other. With a quiet dignity, the High Priest approaches you with something fluffy in her hands.

“You have honored Amethyst, Allium, and all the Plumplim people,” she says. “In thanks, we present you with two gifts. The first shall stay with you on Brumigum.”

Petey hands you and Amele fluffy pink crowns made of living branches of pink puff-bush intertwined with glowing copper wire. The soft, fluffy leaves move in the light, as though inhaling and exhaling. The movement of the leaves create a slight cooling breeze on your heads.

Check:

- If Event Q is set, go to **X-237**
- Otherwise, go to **X-137**

X-448

The door to the Chamber of Twelve opens.

Four temple guards and the High Priest of the Temple enter the vestibule from the Chamber. Petey greets them, bows his head, and gives them his clipboard of notes. The guards review the papers, each reading a page and then passing it along the line until it reaches the High Priest herself.

After they confer for a moment, they each nod, and the High Priest hands something shiny to Petey. “You have honored the Plumplim, Amethyst, and Allium,” she says. “In thanks, we present you with two gifts. The first shall stay with you on Brumigum.”

Petey bows his head and presents you and Amele with jagged

crowns made of bark just like that of the little succulent you met earlier. Now that you’re no longer dodging pieces of it flying at your head, you notice that it doesn’t look like any bark you’ve seen before - it’s dark and metallic. The crown looks strong and intricate, like something an ancient ruler would wear. You put it on, and you look *awesome*.

Check:

- If Event Q is set, go to **X-140**
- Otherwise, go to **X-240**

X-449

The door to the Chamber of Twelve opens.

Four guards and the High Priest of the Temple enter the vestibule from the Chamber of Twelve. Petey hands his stack of notes to the High Priest. She flips through the papers quietly, but the guards can’t help but quietly commentate to one another as they read over her shoulder.

“Did you see the part on page 28 yet? It’s hilarious!”

“Humans are *seriously* weird. I'm into it.”

“I hope I get to meet more of them, to be honest!”

The guards and High Priest quietly confer a moment longer, then nod at each other.

“You have honored the Plumplim, Amethyst, and Allium,” says the High Priest. “In thanks, we present you with two gifts. The first shall stay with you on Brumigum.”

The High Priest reaches up as high as she can to present you and Amele with crowns of beautiful orange flowers and dark green vines. The flowers open and close in the light, as though whispering to each other. You look amazing, like powerful guardians of the forest.

Check:

- If Event Q is set, go to **X-243**
- Otherwise, go to **X-143**

X-450

Amele sighs loudly. "I keep thinking about the Temple Trials," she says. "How can we pass them if we don't know what they are? It's been fun looking around, but should we be studying? Where are we supposed to go? And... what is that weird whirring noise?"

Do you hear that?"

Moments later, a Bumbulroot Shipping Drone hovers above you, drops a basket of snacks into Petey's open arms, and zooms away. Normally, you wouldn't accept snacks from a strange drone, but there's also a note sealed with two moons, the mark of the Temple. It reads:

Dear Trialists,

Please accept this gift of clutchfruit pastries. The clutchfruit tree only bears fruit when it is symbiotically connected to grabby moss. So much can be accomplished when we support each other, don't you agree?



Enjoy this taste of Brumigum, and come to the Chamber of Twelve this evening.

Good luck,

High Priest Lula Blossum

"Let's take our time eating these," says Amele. You enjoy the sticky pastries until there are none left.

Updates:

- » **NAV** : Remove Disc 6 from Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 3 to Off



Amele sighs loudly. "I keep thinking about the Temple Trials," she says. "How can we pass them if we don't know what they are? It's been fun looking around, but should we be studying? Where are we supposed to go? And... what is that weird whirring noise? Do you hear that?"

Moments later, a Bumbulroot Shipping Drone hovers above you, drops a basket of snacks into Petey's open arms, and zooms away. Normally, you wouldn't accept snacks from a strange drone, but there's also a note sealed with two moons, the mark of the Temple. It reads:

Dear Trialists,

Please accept this gift of watergum jelly with loamloaf toast. It is a comfort food to the Plumplim. We often eat it when we're celebrating.



Enjoy this taste of Brumigum, and come to the Chamber of Twelve this evening.

Good luck,

High Priest Lula Blossum

"Let's take our time eating these," says Amele. You enjoy the jelly and toast, savoring each slice until the jar is empty.

Updates:

- » **NAV** : Remove Disc 6 from Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 3 to Off



Amele sighs loudly. "I keep thinking about the Temple Trials," she says. "How can we pass them if we don't know what they are? It's been fun looking around, but should we be studying? Where are we supposed to go? And... what is that weird whirring noise? Do you hear that?"

Moments later, a Bumbulroot Shipping Drone hovers above you, drops a basket of snacks into Petey's open arms, and zooms away. Normally, you wouldn't accept snacks from a strange drone, but there's also a note sealed with two moons, the mark of the Temple. It reads:

Dear Trialists,

Please accept this gift of heirloom goldfish-herb crackers. The genetics of this herb have remained unaltered for centuries, and we continue to tend it even in difficult conditions.



Enjoy this taste of Brumigum, and come to the Chamber of Twelve this evening.

Good luck,

High Priest Lula Blossum

"Let's take our time eating these," says Amele. You enjoy the little crackers, eating them by the handful until there are none left.

Updates:

- » **NAV** : Remove Disc 6 from Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 3 to Off



Amele sighs loudly. "I keep thinking about the Temple Trials," she says. "How can we pass them if we don't know what they are?"

It's been fun looking around, but should we be studying? Where are we supposed to go? And... what is that weird whirring noise? Do you hear that?"

Moments later, a Bumbulroot Shipping Drone hovers above you, drops a basket of snacks into Petey's open arms, and zooms away. Normally, you wouldn't accept snacks from a strange drone, but there's also a note sealed with two moons, the mark of the Temple. It reads:

Dear Trialists,

Please accept this gift of flaky turnovers. These pastries are flavored with fresh fruit gathered from engines grown on the Bumbul Homestead.



Enjoy this taste of Brumigum, and come to the Chamber of Twelve this evening.

Good luck,

High Priest Lula Blossum

"Let's take our time eating these," says Amele. You enjoy the engine turnovers until there are none left.

Updates:

- » **NAV** : Remove Disc 6 from Location Chamber of Twelve
- » **OPS** : Set Mission 6 Slot 3 to Off

