

CATSCAPADES 2024

Poor **Yuna** has been plagued by nightmares for several months. Every night, she would toss and turn in her bed, unable to escape the terrifying images that haunted her. As usual she tries to avoid falling asleep by talking to her doll, **Loslappie**. Needless to say, Loslappie isn't much of a chatty chic, rolled her eyes and fell backwards off the bed.

Yuna leaned down to lift Loslappie up and notices a tiny shimmery creature trapped under the doll. He begs her to set him free, and then hops onto the bed.

"My name is **Cas-purr**. I'm also a friendly **ghost**. Why aren't you asleep yet?" Yuna tells him of her nightmares and Cas-purr reckons the only solution is a visit to the **Dream** Factory. He explains that not many know how to get there, but he'll show her how.

As Yuna climbs out her bedroom window, her brother **Zori** barges into the room. "Oh no!" Caspurr cried, "Now Zori will have to come with us. Anybody who sees me, has to get the **Alula** anti-dote so that they forget whatever you'll see tonight."

He leads the two siblings outside to the vegetable garden. He pushes the hosepipe under the biggest **Acanthus** plant. "You'll see," he said, "The only way to get to the dream factory is via hosepipe." Zori is extremely impressed. "**You go Boss**."

Suddenly the other end of the hosepipe widens and Caspurr beckons them to follow him into the tunnel. "What if there is a **flood**?" Yuna asks. "Don't worry, **Roli** will make sure that doesn't happen." She looks around and sees a bright red star above them - Roli. The hosepipe has now dissolved and the **Cassiopea** constellation opened around them. They could even see **Orion** in the **Skye**. Caspur points to **Luna Rossa** and tells Yuna that he is a Red Moon, and, if you look at him long enough, you'll see a **Moonwalker** on Luna Rossa.

"When we get to the other side of the **Magenta** Mountain pass, you'll be able to see **Jupiter** on the horizon.

"And there it is! Our largest planet, Jupiter. Yuna asks, "what are those dots around it?" Caspurr laughs, "They are not dots, they're his 80 moons, my girl."

As they turned the next corner, a **blizzard** of **snow** suddenly overwhelms them.

Caspurr couldn't help them, being a see-through spook'n all, but Yuna somehow managed to crawl out, dragging Zori behind her.

Just ahead of them was a barren desert, a lot like the **Sahara**.

Caspurr tells them it means they are getting close to the Dream Factory.

Next minute a **Falcon** swoops over them and everything suddenly turns black.

Yuna gingerly steps forward and trips over a tiny cutie, aptly named **Cutie-Patooti**, who manages to dodge just in time.

Cutie introduces our travellers to **Aksel**, a little **heartbreaker** nunu who tells them his uncle works in the Dream factory and guards the important Dream Catcher there.

In the distance they see a small lake with **smoke on the water**. Behind it is a big building with pink and blue clouds surrounding it.

Before they got to the large wooden door, two uniformed guards, **Fioravanti** and **Naartjie**, stepped up and searched Yuna and Zori from head to toe.

As the door opens, they hear the **sound of music**. And then **Medusa** appears in the doorway of the Dream Factory.

She calls **Sassy** over and instructs her to take Zori to the **Amulet** Hall. Yuna freaks out and grabs his arm. "He's not going anywhere without me."

"Just relax." Medusa sighs. "We want to match his amazing eyes for our jewellery range.

We've copied **black opals**, beautiful **Sapphires**, and lots of other **Treasures** to use in the dreams. They are all **made for keeps**."

Yuna relents and watches her brother go off with Sassy. She looks around and asks Medusa about all the paintings on the walls. "Most are paintings of some of our managers' favourite dreams. **Sofizar** is manager now.

She oversees the factory and all the dreams in the entire world. **Clara** here, will take you to meet her."

As they walk down the last corridor, Yuna asks Clara why the colours in this area's paintings are so dull and dark. "Doesn't she like any nice dreams?"

Caspurr lands on her shoulder and says: "Sofizar doesn't care much for those types of dreams these days. I think she's the inventor of nightmares."

"Here we are," Clara quickly replied. They had arrived at the dark entrance to the office.

Caspurr whispers in Yuna's ear: "I must warn you. Do not let your guard down, because she can be very devious."

Yuna nods and follows them into the dark office.

"Who have you brought with you?" asked a sinister voice.

"This is Yuna. She was awake when I arrived at her home."

"I see, what were you doing awake?"

"I ... didn't want to. Don't like ... sleeping."

"You don't like sleeping?" said Sofizar. "You should come and work at the factory then. Time stands still while you are here, and you will never have to go to bed, ever again. Doesn't that sound perfect?"

"Yes," mumbled Yuna.

"But Yuna—" interjected Caspurr, but he was cut off by Sofizar.

"Excellent. You will start at once. Take her to the factory floor, Caspurr." Off they go.

"I told you not to trust her, but you didn't listen!" hisses Caspurr.

"You're on the factory floor now because you said you'd work here!"

"Oh no. What am I going to do?"

"Nothing. You accepted her job offer. You will be bottling dreams forever."

"What about Zori? I must get him back home. "

"And who is this?" asked a charming mature lady wearing a **lilac gingham** overall.

"This is Yuna," Caspurr answered, "Sofizar assigned her. She's going to be working for you."

"Welcome. My name is **Isabella**, and I'm your new boss. Come on, I'll show you how it works. Your job is to be a dream-mixer. "

"How does that work?"

"Simple. There are three key ingredients in a dream mix. Once it's delivered to a person it mixes with their own memories and thoughts to make a dream. It's quite extraordinary.

"Over there is the feelings station." She points to various large buckets of powder. " We have happiness, excitement, love, boredom, and lots more there. If you can feel it, you can dream it! Unfortunately, ever since Sofizar's been in charge we've had to add fear and panic into dreams as well.

"Anyway, you sprinkle a little powder into the bottle and then the next step is colour. Pick any colours you want and pour it into the bottle. Got it?"

Yuna nods. She decides to ask Isabella when Sofizar became the manager of the factory. Isabella frowns at first. "You know, it was around the same time that the Dream Catcher got stolen. Our detective, **Nancy Drew** and the security chief, **Hansom** are still trying to find it."

"What does a Dream Catcher do?" asks Yuna.

"Are you the police chief now or are you bottling dreams, Yuna?"

"Back to the third ingredient – you have to add a sprinkling of herbs from these bottles. My favourite is **Basil**. Then you shake the bottle, and you **got it made**. Get started." And off she marched.

Winnie puts her newly mixed bottle on the conveyer belt and whispered to Yuna "Why did you ask about the Dream Catcher?"

Yuna pulls her face. "None of this is a coincidence. Let's find my brother and then go and search for the answer."

Caspurr rolls his eyes but follows.

When they reach the Amulet Hall, Zori is no longer there. Plus, Sassy is tied up in a corner. Yuna quickly unties her.

Sassy tells them Zori heard a noise in the office next door and went to investigate.

When she tried to follow, someone overwhelmed her from behind and tied her up.

Yuna runs to the open door and gasps. She calls the others. "The Dreamcatcher is here! And another person tied up too. Who are you?" The tightly bound redhead answered: "My name is **Catsy Cline**."

Winnie asks her if she can sing too. "No," says Catsy, " I'm Mr Spalding's secretary.

He's the person behind the nightmare plot and he basically damaged the Dream Catcher so nobody can have pleasant dreams any longer."

"Okay, can you tell me where my brother is?" Yuna demands.

"Zori? Oh, he found a **9mm** pistol in the desk drawer and got **Franknfurter** to hold Mr Spaulding at gunpoint on the balcony. They're there now.

Zori called more security guys too.

I think they're also getting the **Mechanic** to start repairing the Dream Catcher.

Now can someone please untie me?"

She looked up as Zori walks back into the office.

She giggles, "Oooh, **I get a kick out of you!**"