

Chip Hulseberg

Jay Austin

Invasion: CUTE Story Information

Story Pitch

Invasion Cute asks a simple question: what would the Universe be like if it was created by a stuffed animal God of primal cuteness? The answer, it turns out, isn't as adorable as one would hope; because where there is cuteness, there is also the potential for ugliness...

Dr. Theodore Bear was on the fast track to becoming a world class surgeon when a horrific accident left him...unraveled. Brutally disfigured and forsaken by the cute-munity Dr. Bear was driven to make society as ugly as he was. Exiling himself to an insane asylum, Dr. Bear finally had the peace and quiet to perfect his retribution – the hideous Ugly Beam! With its mighty power Dr. Bear, set about robbing society of its selfish beauty and handsome good looks.

Unfortunately, in the wake of this destruction, a group of friends found a loose thread in Dr. Bear's plan. Using his own recovered blueprints the “Cute Crew” built a Cute Beam to combat the growing cute deficit. Now, armed with their anti-anti-adorableness weapon, our heroes travel the Universe repairing the damage done by Dr. Bear, and searching lost temples, mental wards and televisions studios for the true nature of ugliness.

[Section taken from the Invasion: CUTE design document. ©2008-2009, Invasion: CUTE team.]

4. Section IV – Story, Setting and Character

4.1 Confederacy of Cute

The five planets orbiting the central star, DayGlo, make up an association of planets know as the Confederacy of Cute. All member planets are inhabited by cute beings.

4.1.1 Backstory

The Confederacy of Cute is a solar system composed of 5 major planets, a major moon, and a central sun. It was created in a time forgotten by most, but there is one who yet remembers -- one who is known as...

Squeee
ee
ee
ee
ee
ee...

Name truncated for safety.

None but the Great Squee... can hear the squeak of its own name.

Squee... is an intangible force for cute that pervades the Universe.

A Paen to Squee...

When someone squeaks, it is voice of Squee... speaking through them.

When someone smiles, it is the light of Squee... shining in them.

When someone is glomped, it is the touch of Squee... coursing through them.

Squee... is the notes of a cosmic symphony and the staff upon which it is written.

Know Squee... and know eternal cuteness.

~St. Joan of Cute

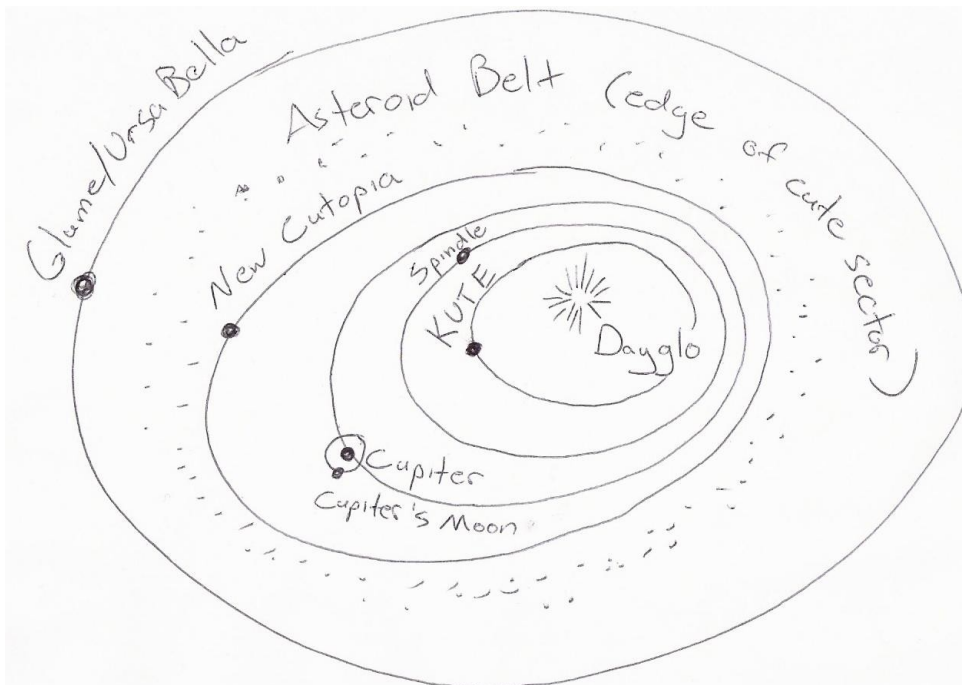
The Squeance (Creation myth)

When the Universe was born, it was created in a state of disarray. Here and there, cuteness and ugliness were intermingled in a primordial soup. The Squee... looked upon this mess and Squee'd in discontent. The Squee... saw that cute must be separated from ugly if it was to survive

and flourish. Additionally, it thought that cute things were much nicer to look at anyway. In its infinite wisdom, the Squee... called out to the very essence of cute within all cute beings and drew them toward the center of the Universe. There the Squee... created the sun, Dayglo, to warm them, and the five planets to shelter them.

Content with its work, the Squee... turned to behold the Universe, and was offended by the continued existence of ugly beings. The Squee... had hoped that they would've gotten the point by now, but saw it was not to be. It let out another discontented Squee..., but then smiled when it saw a solution to the problem. The Squee... called upon all of the ugly beings and said unto them "Gather the rocks and rubble of the Universe and you shall have a home of your own." The ugly beings made ugly smiles at the attention paid to them, and went out to collect the rocks. When they had finished, the Squee... took 50 cubits of rock and created Glume, a suiting planet for the ugly. Then, the Squee... took the remaining rocks and created a thick screen of asteroids to hide the ugly beings from the cute beings' sight. Content once again, the Squee... traveled back to the inner planets, and to this day sits facing Dayglo and the glory of its creation.

4.1.2 Cosmography



4.2 Characters

4.2.1. Major Characters

4.2.1.1. Boing

4.2.1.1.1. Backstory

Boing is an apprentice Squee...ist monk at the Church of Our Lady Adorable. He entered the fold several years ago when he was struck by an image of Squee... formed from stray sprinkles on his plate. Seeing as sprinkles were his favorite food, he took it as a sign and brought it to the local church for the priest to examine. The priest looked at the sprinkle image, but could not say whether it was of divine origin or not. However, he did notice that the plate was full of plastic pellets and not sprinkles. Boing considered the contents of the plate, then thanked the priest and decided he would stick around for a while. Over the next few weeks, Boing hung around in the church more and more; mostly reading and taking naps. But the parishioners began to take offense to his presence when he setup a tent in a pew, and the priest was forced to speak to him. The priest told Boing that he could not just hang out in the pews all the time, but that he could stay if he agreed to spend at least some of his time reading the words of Squee... Boing agreed, seeing no harm in swapping one book out for another every so often.

Boing was setup in the monastery where he took pleasure in being with other monks and helping where he could. In accordance with his bargain, he read the Ancient, Kinda-old, and Semi-recent testaments of Squee... along with 15 Easy Ways to Feel Your Cutest Ever! Thanks to his diligent study, Boing was invited to the ordination of a new monk after the monk's return from his spiritual journey to Mount Fluff-and-Stuff. The ordination trial is usually kept secret from all but the devoted, but this specific monk had requested Boing's presence as a favor.

Boing sat near the front of the church and watched his friend approach the altar to Squee... As he did, the congregation grew quiet and focused. The head priest approached the monk and spoke thusly: "We are gathered here today to witness the culmination of our Brother's journey into the cottony soft embrace of Squee... As mere mortals, we cannot know the full name of our glorious god, but as his disciples, we desire to know ever more. The trial of ordination is a test of

this desire, and measures the freedom with which the Squee... flows through the body and soul. Today, our Brother will give the testament of Squee... and bless us with a resounding, five Es. Brother?"

The monk cleared his throat and looked at Boing. Boing smiled and waved, sensing some vague aura of importance surrounding the matter. The monk then turned and said, "Behold the name of our cute overlord, and join me and praising Squeee-e--e..." The monk gasped for air while the congregation applauded. The congregation then replied, "May we one day know the full name of Squee..." But one voice carried on long beyond the rest. It was the voice of Boing, calling out E after E in divine harmony. Some bowed down before him, others crawled on the floor and wept, while the poor monk just scowled at the premature end of his special day.

The priest walked over to Boing in amazement and could only say: "It seems that those sprinkles were a sign after all." In the months following, Boing was accepted as a full monk-in-training and began preparing for his spiritual journey.

4.2.1.1.2. Personality

Boing is very serious and he approaches his task from an analytical point of view. His natural aversion to confrontation leads him to be the group's mediator, negotiator and peace keeper. When things get stressful he goes into auto calm down mode which grants him greater focus and allows him to come up with a solution.

4.2.1.2. Tinker

4.2.1.2.1. Backstory

Tinker is a freelance mechanic and electrician. He works on many of the planets in the Confederacy of Cute, and never keeps one assignment for too long. He enjoys traveling, but likes to spend his summers on Cupiter with his friends.

Tinker is the younger brother of Boing, but the two of them have very different outlooks on life. While Tinker is adventurous and outgoing, Boing has always been more cerebral and sedate. For this reason Tinker sought out more daring playmates, and made fun of Boing for being a sissy. However, he has always dreamed that Boing would decide to come with him on an adventure one

day.

4.2.1.2.2. Personality

Tinker is the most playful of the bunch. He likes to play tricks on people. He especially loves to tease Boing for being so round, and intentionally misinterpret what Fizz says. Tinker also likes to play with things to see how they work.

4.2.1.3. Fizz

4.2.1.3.1. Backstory

Fizz is a college friend of Dr. Bear. She first met him in a dormitory lounge while he was studying for an exam, and she was avoiding her wild roommate. Their first conversation was initiated when another (largely naked) student entered the lounge, and declared that "the universe tasted like feet." Dr. Bear nodded sagely until the student left, then turned to Fizz and said "The man has a point." Fizz laughed and agreed with him, then rolled over to where Dr. Bear was sitting and pointed at the books he had with him. He responded by saying "I'm a med student. We get a lot of reading." Fizz paged through the books, then gestured toward the mountain of reading material she had brought with her to the lounge. Dr. Bear gasped, and asked Fizz what her major was. Fizz made a scribbling motion with her antenna, but Dr. Bear looked perplexed. "Are you a mime?" said Dr. Bear. Fizz shook her body. "Hmm" he said, "clearly not a communications major..." Fizz scowled at Dr. Bear, then rolled closer and touched his hand with her antenna. "Writing, thank you very much" she communicated through the connection. Dr. Bear looked down at his hand in wonder. Fizz then said "Yes, its how I talk. No, it won't hurt you. No, it doesn't work two ways -- oh, and my name is Fizz." At that, she broke the connection and rolled back over to her side of the room. After a moment, Dr. Bear turned and said "My name is Theodore, but friends call me 'Dr. Bear.'" Fizz nodded at this and returned to her reading. Dr. Bear then made a sweeping gesture with his arm and said "And welcome to my den." Fizz inwardly smiled, but kept on reading.

Over the next few months, Dr. Bear and Fizz shared the den quite often, mostly in quiet companionship. Dr. Bear revealed more of his motivations for becoming a doctor, while Fizz shared the stories that she liked. Occasionally Dr. Bear could get her excited about some adventurous tale, but their relationship was low key for the most part. In the times when Fizz

wasn't reading she liked to occupy herself with watching others students on campus and guessing what they were up to. Frequently she would work on some little craft project while doing this so she didn't look too interested.

Currently, Fizz is enjoying her matriculation while fretting over what she will do with her degree.

4.2.1.3.2. Personality

The group's only female member is a small ball of fluff named Fizz. Since she was sewn together sans arms/legs she moves through the world by rolling around with her spherical body. She does not have a mouth with which to speak, but she is skilled at acting things out, or when necessary can communicate by touching another with her antenna.

Socially, Fizz is a bit of a shut-in, but not in an anti-social way. She is friendly with the few people she knows, although wary of meeting new people. Despite her timid exterior, she sometimes dreams of action and adventure like in the books she reads. Some suspect that Fizz actually has a strong will, but she likes to avoid situations that test it.

4.2.2. NPCs

4.2.2.1 Dr. Bear

4.2.2.1.1. Backstory

When Theodore Bear was five years old, he fashioned his first stethoscope out of some yarn and a thumbtack. Ten minutes later, his first "examination" went about as well as expected, but his "patient" recovered quickly enough to forestall punishment. When the teacher asked what he was doing, Theodore simply shrugged and said, "making him cute...because he was sad." The teacher smiled and told Theodore that only doctors know how to make people cuter, but that if he studied very hard he could become one some day. Theodore considered this for a second then nodded, "I'll try. For my friend, Joey."

As Theodore grew up, he strengthened his friendship with Joey Barnes. Both of them went to Walter Kay's School for Little Geniuses where they spent most of their time drawing pictures and passing them back and forth. Joey was a certified wonderkid, which meant that he and by

extension Theodore, could pass most classes with their eyes closed. That isn't to say that Theodore wasn't smart, more that Theodore and Joey thought of themselves as a team. The only class that Theodore really paid attention in was science, because it seemed to pique some innate interest in him. Otherwise, Theodore spent his time staring at girls and getting Joey into ill advised schemes. Of course, the way he saw it, he was merely helping Joey "socialize."

When Theodore and Joey were in high school, Theodore began to notice that Joey was gone from class an unusual amount. At first Theodore was excited to think that his friend was finally loosening up and skipping a few classes, but then he wondered why he hadn't been invited. Theodore confronted Joey and asked him where he had been going, but he was unwilling share. He would only tell Theodore that it wasn't important and not to worry about him. Theodore wanted to press further, but Joey seemed so committed to smiling and moving the conversation onto other subjects that he let it go.

Only a month later, Theodore's homeroom teacher announced that Joey had withdrawn from school for medical reasons. Theodore was both baffled and crushed to hear this. On the one hand, Joey had seemed perfectly healthy, but on the other, hand he had been missing a lot of school over the past month. Theodore asked for more details, but the teacher said that he didn't know anymore than he had said. When Theodore got home from school that day, he immediately went to visit Joey's house to find out what was really going on. When he arrived, he was greeted by Joey's mother who looked exceptionally tired considering it was only the afternoon. She said that she knew he would come by, and apologized for hiding so much from him. Both her and her husband had hoped that Joey would recover without anyone needing to know about his rehabilitation, but the doctors had decided that more intensive treatment was needed. Theodore protested that nothing was wrong with Joey, and demanded to know why his mother didn't try to stop the doctors from "fixing" his only slightly uncute body. At that Joey's mother heaved a shuddering sigh and said that she did try, almost pleading with Theodore for forgiveness. Theodore then asked her in a softer manner which hospital Joey had been taken to. His mother replied that he was at Parkside, but that her husband didn't want anyone to know, and that he should keep it a secret that he told her. Theodore nodded solemnly and thanked her for the information.

When Theodore returned home he emptied the schoolwork from his backpack and began filling it with supplies for a short journey. He then left a note for his parents and took the first bus

to the spaceport. From the spaceport, he took a flight to Cupiter's moon, after faking his age to get a ticket with the little money he had. When Theodore arrived on the moon, he sought out Parkside and found it on the edge of the moon's premier resort town. Once inside he asked to see his friend personally, but had to settle with a short conversation across a pane of glass. When Joey saw Theodore, he was both shocked and thankful. After inquiring about how Joey was feeling, Theodore stated that he intended to get Joey out if it took him a week to do it. Joey thanked Theodore for caring, but replied that he needed to be in here. Theodore tried to convince Joey otherwise, but he was unshakable in the belief that Theodore was his best friend, and that he would finally get the chance to be normal for him. Theodore disagreed with Joey, but didn't have the heart to press his friend any further. He told Joey that he would get better in no time (more for his own benefit,) and took the shuttle home.

During his senior year Theodore directed his passion into medical studies to help his friend. He wasn't sure how it would logically help him, but it made him feel better, and helped him relax every so often. Occasionally he got the chance to visit Joey, but the conversations became more subdued as time dragged on. The doctors tried many different treatments, but none of them seemed to get him any closer to release. This, of course, only motivated Dr. Bear further, and drove him into medical studies in college.

Now studying at Cupiter college Dr. Bear is balancing his naturally playful personality with his dedication to his friend. Casual acquaintances rarely notice anymore than that he's a good student, but some suspect that something lies deeper within him.

4.2.2.1.2. Personality

Dr. Bear is a naturally carefree and social person, but has been twisted by the failures of the medical system. After living through banishment, he became motivated to fight for equality while also becoming bitter about cuteness. Inside he still longs to be cute again, because it reminds him of his simpler childhood and its friendships.

4.3 Story

4.3.1 Prelude

Our story begins at Dr. Bear's graduation from medical school (98% of medicine is plastic

surgery in the Confederacy of Cute). Several of his friends (including Boing, Tinker, and Fizz) have set up a party for the newly matriculated doctor. Unfortunately, as Dr. bear prepares to blow out the candles on his graduation cake, the flame jumps from the candles and sets his fabric and stuffing on fire. In a moment of panic, the other party goers attempt to put out the highly flammable Dr. Bear, but in their haste, they knock him over and onto a table of gifts, which unfortunately all contain the same set of medical implements. The sharp tools combined with the fire burn and butcher poor Dr. Bear who is left crumpled on the floor with fluff strewn about the room.

The ambulance is summoned and Dr. Bear is carted off to Cutesy Needlepoint and Hospital Center. Surgeons work tirelessly sewing Dr. Bear back together and re-stuff him with premium cute fluff. Multicolored thread is used to re-sew the tears in his fabric, and cute patches are placed over parts of his body that were too badly burned to be repaired. Finally, his missing eye is replaced with a triangular shaped button and it is sewn on with one point facing up.

Days later, when Dr. Bear wakes up the 3 heroes explain to him what happened, and give him his first look at his new appearance. Dr. Bear is horrified and immediately has all mirrors removed from his room. The attending doctors agree that his negative reaction warrants special treatment, which results in his transfer to an exclusive cuteness rehab center.

The 'Parkside Center for "Adorable" People' is a "rehab" facility for the cute-challenged. Its headquarters are on the dark side of Cuptier's moon because the lack of light means that the patients never have to see themselves. The Parkside facility is built out of fabric with friendly "rehab-style" messages sewn directly onto the walls. However, some patients have left journals of their stay (a la V for Vendetta) on the wall as well. It is also important to note that the Parkside facility is a horrible place, very much like an ugly leper colony; but since it is located on the moon, the inhabitants of Cupiter don't realize how bad it is. They just assume that the the facility is so wonderful that nobody ever wants to leave.

Parkside is hard on Dr. Bear. On top of his poor body image, he now feels forsaken by his friends. In his mind, his friends have abandoned him, just as Joey's family did to him. As he stewes in his anger he begins making friends with other patients at the facility and together they begin plotting their escape (Dr. Bear is the smartest because he has a doctorate). The group of escapist collaborators disguise their planning meetings as typical rehab activities like arts and crafts (finger painting a map of their escape route), shuffleboard (practicing their fighting technique)

and bingo (punch cards to run the ugly beam).

On the night of their escape, Dr. Bear sneaks a needle and thread into his room and tears off his triangular eye before sewing it back on with one point now facing down (to give him an evil look). With his final ritual complete, he leads the patients out of the facility, and together they steal a space short bus and leave the moon.

After escaping, Dr. Bear and his crew of henchmen travel to the manufacturing planet Spindle where they steal materials and machinery needed to construct the ugly beam, and build a permanent base. When the beam is complete Dr. Bear tests it out on Spindle, turning the whole planet ugly and destabilizing the Nuclear Attractor.

Meanwhile, our cute heroes learn about Dr. Bear's actions and become alarmed since they were partially responsible for sending him to rehab in the first place. Boing and Tinker agree to go to Spindle to reason with Dr. Bear, and convince him to end his rampage. In their haste to get going they inadvertently shove Fizz in a sack with their supplies effectively adding Fizz to their rescue team. En-route to Spindle the trio receives word from investigators at Parkside that Dr. Bear's secret notes have been uncovered including schematics for the cute beam. When the team arrives on Spindle they use the schematics to construct cute beams of their own.

Unfortunately for our heroes, they arrive on Spindle too late to meet Dr. Bear. While the team deals with the mess on Spindle, Dr. Bear takes his crew to Glume, the furthest planet from the cute sun and they set up their Ugly headquarters. When the base is complete Dr. Bear proclaims himself supreme ruler and renames the planet Ursa Bella, after himself. At this point Dr. Bear sends out one of his henchmen to uglify each planet in the Cute System while he rules from his new base on Ursa Bella.

4.3.2 Planets

4.3.2.1 Spindle

4.3.2.1.1 Backstory

Spindle is the Cute System's primary source of thread, fabric and fluff. It's a series of cute mines, factories and refineries that extract, refine and produce the building blocks of any cute society.

The factories on Spindle become Dr. Bear's first stop once he escapes from Parkside. He and his crew ransack several factories and steal the materials needed to set up their permanent base on the planet Glume. Most importantly, Spindle is powered by a Nuclear Attractor, which splits light particles into rainbows to generate power. Dr. Bear's attack destabilizes the Attractor which could potentially cause an explosion, expending all of the planet's cute energy and destroying all of the natural resources. The heroes are tasked with navigating the fluff mines and repairing the ugly factories. In the final stage they need to defeat the level boss, Gretta "Ten Eyes," and stabilize the Attractor.

4.3.2.1.2 Stages

- The mines.
- The factory floor.
- The upper factory and control room.

4.3.2.1.3 Boss – Gretta "Ten Eyes"

Gretta is blob made from clashing pieces of cloth. She doesn't really have any defining physical features, but what she lacks in shape, she makes up for in spare parts. From googley eyes to buttons to patches, Gretta is a girl that's gotta have it all. Who cares what those pesky doctors say, if two eyes are good, ten eyes are better. Now that she's stationed at the Spindle refinery she finally has the means to feed her insatiable desire for fashion. Never content to keep one look for long, Gretta is a master of the quick change, swapping parts in and out as the voices in her head dictate. Because as Gretta always says: if one me is good, ten me's are better.

4.3.2.2 K.U.T.E.

4.3.2.2.1 Backstory

KUTE is a small planet that has been converted into a giant broadcast station which beams television to all of the other planets in the Confederacy of Cute. It's primary feature is a large satellite dish which towers over the rest of the planet.

At the time of the story, the KUTE broadcast studio is commandeered to distribute the Ugly Manifesto. Cute TV shows and commercials are replaced with Dr. Bear's Propaganda. The anchors are all driven nuts trying to capture the story of the century. Uglified reporters will frequently try

to get interviews with our heroes.

4.3.2.2.2 Stages

- Entering the studio from the street
- Traveling through the studio, walking past the new UGLY TV shows and old KUTE shows.
 - **A Stitch in Time** - A sci-fi time traveling show where they must keep the universe from falling apart.
 - **Knit/Sew** - A medical drama about two egotistical and narcissistic, yet wounded and lovable doctors who talk about everything but their patients.
- Climbing to the top of the satellite dish (vertical level). Boss fight takes place at the top of the satellite.

4.3.2.2.3 Boss – Dora Darling and Chuck Charming

Dora and Chuck first met at auditions for what would become the Darling and Charming Morning Show*. Chuck initiated their first conversation by asking Dora how much she paid for her wig. Dora responded to this query by calmly asking Chuck if he had ever considered a career in radio. Since then, neither has spoken a single line to the other that wasn't scripted. In the business, this type of relationship is known as chemistry.

Secretly, Chuck maintains a collection of wigs that he steals from Dora's dressing room, while Dora wishes that Chuck would show her what's coming up at 7. However, their on-air interactions are characterized by a forced cheeriness that makes the cameramen wince on the inside. Once, a cameraman winced on the outside and lost his job for gross insubordination. Since then, the tech staff has been wearing matching uniforms so they can't be individually identified.

In the current time, Chuck and Dora have become crazed by the opportunity to capture the story of the century. Each sees it as a chance to finally move ahead of their counterpart and remove their name from the morning show (Dora sees it as such: "<Narrator> Welcome to the Darling Morning show, with your host Dora Darling! and without your self-centered, blow hard of an ex-host Chuck Charming!"). They have whipped the tech crew and subordinate reporters into a frenzy tracking down our heroes for an interview, and now issue commands from their dressing rooms.

**Only on even days. On odd days, it's the Charming and Darling Morning Show. Don't ask what happens on months ending with an odd day.*

4.3.2.3 Cupiter

4.3.2.3.1 Backstory

Zounds! The home planet of our heroes (and Dr. Bear) has been uglified!

Dr. Bear has carpet bombed the city with UGLY weapons causing their hometown to be blotted with unsightly ugly craters. Meanwhile, Dr. Mangle, a former Cupiter Medical College professor has taken control of the school. Before Dr. Bear's plot began, Dr. Mangle was a leader in patchwerking(sic) science, until he was fired for attempting outlawed tests. Now that the doctor has reclaimed Cupiter College, he continues his frightening "whole cloth creation" experiments amongst the enormous looms of his laboratory.

4.3.2.3.2 Stages

- Heroes enter the city and find the CC campus
- Heroes enter the campus and goes through various classrooms and labs
- Locate Dr. Mangle's lab and fight with him

4.3.2.3.3 Boss - Dr. Mangle

Dr. Mangle was once an esteemed professor at Cupiter Medical College, but was forced out when he took his craft too far. Originally a skilled patch maker, Mangle slipped further and further into the banned science of "Patchwerking," until he was removed for experimenting with "whole cloth creation." Stripped of his funding, Dr. Mangle took to the streets where he did low cost stitchwork in exchange for supplies. He was also secretly helped by old students who still believed in his work. Day in and day out, Dr. Mangle tried to continue his experiments so that he could finally recreate his pet cat, Mr. Worthington the Third, but he had little success, and was eventually sent to Parkside for looking sad too often.

While in Parkside, Dr. Mangle made finger paintings of his cat and waited around for nothing in particular. However, when Dr. Bear arrived he was convinced to exact revenge upon the very college that had been unable to help Dr. Bear. Dr. Mangle was unsure at first, but when he considered the supplies he would receive, he agreed to help. Now back in Cupiter College, Dr.

Mangle experiments with a new found zeal, trying to recreate his lost cat.

4.3.2.4 Cupiter Moon - Parkside

4.3.2.4.1 Backstory

This level exists to help tell Dr. Bear's story. Up to this point, the heroes are under the impression that Dr. Bear's actions are motivated solely by the fact that he is distraught over his appearance. On this world the heroes will learn the truth about the rehab center and the poor conditions that pushed Dr. Bear over the edge.

Since the level takes place on the dark side of the moon it will be very bleak. The enemies in level will be rehab patients and staff that did not escape with Dr. Bear. The interesting thing is that they will attack our heroes until they are struck by the cute beam BUT the cute beam WILL NOT change their appearance. This is because everyone who is sent to rehab IS actually cute, they just don't realize it. Being hit by the beam helps them come to the realization that they are cute. This realization helps the heroes come to the conclusion that the same thing will happen if they get the chance to shoot Dr. Bear with the cute beam.

After enemies get struck by the cute beam they will stop and offer up information about Dr. Bear's time at the rehab center and shed light on how his escape went down. The heroes will also be able to enter Dr. Bear's room and rifle through his things where they will find his diary/personal documents. These documents will shed more light on Dr. Bear's state of mind and future plans.

After completing this world, the heroes will know about Dr. Bear's base on Ursa Bella. This means it's time to travel to the frontier.

4.3.2.4.2 Stages

- The patient rooms and common rooms.

4.3.2.5 New Cutopia

4.3.2.5.1 Backstory

The "Cutequistadors" are a faction at war with the UGLY Brigade on New Cutopia. When our heroes arrive, they find that there are two main camps on the planet. The Cutequistador camp

is located around the Fountain of Cute (though it is disguised as a swimming pool). It is set in a very cute crater with lots of cute tents. The Cutequistadors themselves are a generally attractive bunch, but they have some swarthy features such as beards and pointy sticks (they contend that it's the savage nature of the jungle that brings out the beast in them). Across from the Cutequistador camp is the UGLY brigade camp. It is full of ugly creatures that guard what they call the "Fountain of Cute" (actually the Spring of Evil). The landscape is plain for the most part, but there are shoddy decorations that disguise the evil parts as cute ones (nice looking potted plants sitting on piles of garbage, etc).

Our heroes are led by the Cutequistador's prime guide (Precioso "The Savage" Cutista) across a river into the UGLY camp. They first encounter El Dorado, the city of gold, but are unimpressed by the distinctly non-cute mountains of gold, and turn them into confetti. They then continue on an ancient temple where Boing complete his spiritual quest and becomes a true monk. Finally, they reach the (fake) "Fountain of Cute" which is protected by the Fountain Guardian. After a staged fight, to make our heroes feel good about what they're doing, they're told about the legend of the fountain and how they need to do something cute to turn it on. In doing so, they activate the Spring of Evil and turn their guide into a slightly meaner version of himself (the boss). After defeating their evil guide, both camps proffer an offering of fluff from an innocent, but our heroes only want to know where the Fountain of Cute is. After being led there, Tinker links the cute beam up with the Fountain and accidentally turns New Cutopia's moon into a giant beach ball. Satisfied with their power, they go to confront Doctor Bear.

The camps were originally created when an UGLY brigade member (the first people here) spit into the Fountain of Cute, triggering an explosion of cute. The explosion made a large crater and transformed any nearby UGLY member into a cute person. In response, the UGLY brigade members that weren't effected refused to associate with their now cute brethren. Whether it was jealousy or true hatred, no one truly knows, but the groups have been separated ever since. Some of the cute-ified UGLY brigade members try to look tough (with the beards) to compensate for their cute exterior, while others kinda like being cute.

4.3.2.5.2 Stages

- Uglified Jungle with pathetic cute accents
- Lost Temple of Squee...

- Spring of Ugly

4.3.2.5.3 Boss – Precioso “The Savage” Cutista

Precioso grew up as the ultimate mama's boy, which instilled in him a desire to become bad ass. As a teenager, Precioso snuck into Parkside, hoping to find mentors to train him in hardcore-ness. There he fell in with other patients that were looking to bust out, and began to help them with their plan. Despite the fact that Precioso snuck into Parkside in the first place, breaking back out again seemed like a "tough" thing to do. After escaping with Dr. Bear, he was put in charge of a legion of ugly lackeys and sent to New Cutopia to harness the Spring of Ugly. However, Precioso got little respect from his soldiers because he was unbearably cute. Precioso stewed for a while, but then knew what to do. The next day, Precioso grew a peach fuzz beard and renamed himself "The Savage."

Gaining a token amount of respect, "The Savage" led his lackeys to New Cutopia where they discovered both the Fountain of Cute and the Spring of Ugly. However, when the group broke up to explore both of them, something went horribly wrong. "The Savage's" regiment was turned cute after a lackey spit in the Fountain of Cute and caused an explosion of primal cuteness. "The Savage," of course, laughed at this turn of events, as his ugly counterparts were now as cute as he was.

At the current time, Precioso waits with his cute "ugly" legion while the rest of the army attempts to activate the Spring of Ugly. He secretly hopes that the rest of the army will be cute-ified like his half so he will be the supreme ugly leader. The boss version of Precioso is a slightly more evil looking, but still very cute, version of himself. He will gain slightly ruffled hair and tiny horns.

4.3.2.6 Glume/Ursa Bella

4.3.2.6.1 Backstory

Glume is the only planet in the Confederacy of Cute that is not naturally cute. It is the furthest planet from DayGlo and therefore receives the least amount of cute starlight because most is blocked by an asteroid belt. It is as if Squee... (him/her)self did not want to look at it. The terrain is rugged and the planet is sparsely populated with creatures of the less-than-cute variety. Glume is generally ignored by people from other Cute Planets.

After Dr. Bear escapes from Parkside, he and his crew set up their headquarters on Glume using the supplies that they pilfered from the factories on Spindle. Once their facilities are built Dr. Bear declares himself new planetary ruler and renames the planet "Ursa Bella," after himself. This results in an endless stream of jokes from his henchmen referencing the irony of the planet's new name juxtaposed with Dr. Bear's appearance.

The Glume skyline is flooded with Dr. Bear's terraforming machines which resemble giant flying sewing machines that float across the terrain stitching down giant squares of fabric.

4.3.2.6.2 Stages

- Walk from the spaceport through the surface terrain and arrive at the entrance to Dr. Bear's fortress.
- Travel through Dr. Bear's terrestrial space fortress.
- Confront Dr. Bear inside the terraforming machine

4.3.2.6.3 Boss – Dr. Bear

When the Cute Crew arrives on Glume, Dr. Bear is prepared for revenge. Distraught over the collapse of his UGLY empire, Dr. Bear makes his last stand on Glume. He is determined to make the Cute Crew pay for their offenses, and he has all sorts of plans in the works once he uglifies our heroes.

As Dr. Bear waits in his lab he grows angrier and more frustrated over his crumbling plans. At the peak of his anger the stitches on his face and body begin to break and fluff starts bursting from his seams. His rage has turned him from UGLY to evil. The Cute Crew must summon all of their strength to defeat Dr. Bear inside of the terraforming machine as it crosses the planet.

4.3.2.7 Dayglo

4.3.2.7.1 Description

Dayglo is the star at the center of the Cute System. It shines cute rays of multicolored light out to all of the planets. Everyone likes DayGlo.

4.3.3 Conclusion

When the game is over, Dr. Bear has been subdued by the cute beam and falls into a deep

depression hibernation. However our heroes have a plan to make him feel super duper cute! While Dr. Bear is asleep, they round up his previous friends from Parkside and sew Dr. Bear's distinctive patches onto their bodies. They then gather all of these people into a room, hide them, and wait for Dr. Bear to awake. When Dr. Bear wakes up, he is ashamed of his actions and convinced that there is no place in the world for him. However, our heroes convince him that all people belong, and recount their experiences at Parkside. He then feels even worse about what he did, but our heroes make him a bargain. He can repay his debt to society by convincing misguided people of their worth at a revamped Parkside. Dr. Bear agrees to do this, and vows to move Parkside to the light side of the moon. Our heroes then state that he needs an official uniform for his new job and each offer him an accessory of their own. Then they reveal his "staff" which are the former inmates at Parkside, who are all wearing patches of the type that Dr. Bear has.