

DOWNLOAD PDF SIR GARIBALD AND THE DAMSEL IN DISTRESS (YELLOW STORYBOOK)

Chapter 1 : Ever After High The Rebels / Characters - TV Tropes

Sir Garibald and the Damsel in Distress (Yellow Storybook) [Marjorie Newman, Christopher Masters] on racedaydvl.com
**FREE* shipping on qualifying offers. Sir Garibald's dragon Hot Nose hatches a new money-making scheme and the first damsels to be rescued are the fierce Lady Elvira and her cat Matilda.*

At first glance he seems like he only cares about the honor of the family and that he is quick to frustration with Mulan. He first appears putting an incense stick on the hanging dish and praying to the honorable ancestors while Mulan is seeing the matchmaker. Nothing distracts him from his prayers, even when chickens go running around in the shrine to crazily devour the chicken feed. When Chi-Fu calls him from the Fa family for military duty, he puts down the cane, stands straight and accepts his assignment scroll, not caring about his old crippled body despite his limping and visible pain. Mulan worries that he is risking his life, especially after seeing him collapse after some sword exercises. On receiving these gifts, he immediately puts them down and confesses that all he ever wanted was Mulan to be happy and safe, informing her that his greatest honour is having her as a daughter. He was voiced by Soon-Tek Oh. She initially stays with the dresser waiting for Mulan to come. She and all the dressers help her get dressed after the bath. Fa Li consoles her after the matchmaker rejects her. During the rainy night, she weeps for her daughter who runs away with Khan the horse, and her husband Fa Zhou consoles her while watching over her at the same time. According to her second film, the only other child she likes is Sha-Ron a faux-Chinese version of the name Sharon , a little girl who wears a lavender outfit and ox-horns. She was voiced by Freda Foh Shen. She is very easy-going and gives Mulan the most freedom. She also provides comic relief in the family. She is first seen holding a cage with Cri-Kee in it. She covers her eyes while crossing a road and demonstrates the ability to show how lucky this cricket is. After Fa Li and all the dressers have finished beautifying Mulan, Grandma Fa gives her a few items to make her look perfect apple, pendant, jade necklace and Cri-Kee. She constantly encourages her to find a good husband. When Mulan asks Shang to stay for dinner, she asks him to stay forever. Mulan is shown to be fondly annoyed by this but Shang does agree to stay for dinner. In her second film, she plays a game in the house of Fa and brings in food for the perfect couple Mulan and Shang. Her speaking voice is provided by June Foray and her singing voice is provided by Marni Nixon. First Ancestor Fa[edit] First Ancestor Fa is the ghostly eldest member of the Fa family and acts as leader of the ancestors. He carries a staff with him. When he is summoned, he brings Mushu to life by saying the word "awaken". He usually stops the other ancestors from fighting and requests what he thinks are better plans such as summoning the Great Stone Dragon. When Mushu returns with Mulan, he gives him his job as a guardian again, though showing a frustrated face. In the beginning of his second film, he performs something interesting with the forming of smoke. He was voiced by George Takei. Other Ancestors[edit] Other Ancestors, members of the company including the farmer and his wife a parody of the famous painting American Gothic , and the counter who is always fiddling with his abacus. Mary Kay Bergman did the voice of the female ancestors in the first film and in the second film, they are voiced by Tress MacNeille. Cri-Kee[edit] Cri-Kee is a "lucky" cricket that was given to Mulan while getting her ready to meet the Matchmaker. Afterwards, Mulan lets Cri-kee go, but he continues to follow her and later befriends Mushu before joining him on his mission to protect Mulan. Mushu later rescues him from an avalanche that Mulan caused to wipe out the Huns. Despite this, he and Mushu help Mulan stop Shan Yu and save the Emperor, leading Mushu to deem him a lucky bug after all. In the second film, he becomes an enemy to Mushu when he tries to break up Shang and Mulan to keep his job. Later in a canyon, Cri-kee forces Mushu to tell the truth and later becomes friends with Mushu again at the end. He is portrayed as a very intelligent and confident horse. When he first saw Mushu, he tried to kill him with his hooves out of fear. In the first film, during the surprise ambush on the mountains, Mulan causes an avalanche killing many Huns. Khan risks his life to save Mulan and tries his best to run to safety before he almost falls to his death off the cliff. In the second film, he gets angry at Mushu who tries to break Mulan and Shang up after his saddle is

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unbuckled and in one of his attempts, he injures him by stomping on him with his hooves as payback. Khan is voiced by Frank Welker. He has a blue collar around his neck. Mulan often uses him to spread chicken feeds by hanging a bone in front of him, similar to the carrot on a stick trick. He is voiced by Chris Sanders in the first movie and Frank Welker in the second movie. He lives in a palace and he has a long mustache and beard. Yellow is his color that he wears. After Shan Yu is terminated, the emperor comes down the steps and, though he sternly reprimands Mulan for impersonating a soldier, he then thanks her for saving their beloved country. He is the first person to bow to her, and even offers her a position on his council, but Mulan politely declines the offer by saying that she feels she should return to her family. His role is a little smaller in the second film, where he suggests Mulan and Shang to take his daughters to Qui-Gong as part of the mission. He seems to have a genuine dislike toward women. Blue is the color he wears mostly. He gets mad when his hat is burnt. At the end of the film, as the Emperor praises Mulan for defeating Shan-Yu and saving China, he tells Chi-Fu to arrange Mulan for a membership in his council. He was voiced by James Hong. He was voiced by James Shigeta. The Matchmaker[edit] This character is an impatient and harsh woman, who obnoxiously judges potential brides. She distastefully judges Mulan, calling her too skinny, and asks her to pour the tea as the second part of the test. Blaming Mulan for the troubles, she publicly humiliates her and says that she will never bring any honor to her family being a wife. She also called Mulan a disgrace when the Matchmaker was the real disgrace. Grandmother Fa noticed her as a little stinker. She is voiced by Miriam Margolyes in the first film and April Winchell in the second film. He can grab Sora, lift him into the air, and throw him. He sends them into the carriage to complete the mission which is to marry the Princes of Qui Gong hiding their pretty faces with paper fans. When in the carriage, these princesses begin to panic as Mushu causes it to slide down by banging his head on the wheel. Ting-Ting is the eldest daughter of the Emperor of China. Her color is indigo and she is taller than both of her sisters. After Mushu has caused the carriage to slide down, she forces her younger sisters out and tries to escape, but her foot is stuck only to be saved by Ling and the carriage breaks afterwards. When she hears his jokes, she thinks they are funny but she tries not to laugh, as she has an embarrassing snorting laugh. However, when the firecrackers lit by the fireflies hit him, she laughs, which causes her to snort like a pig, which Ling thought was cute. Ting-Ting appears as mature and level-headed but is actually carefree in her heart. Her speaking voice is provided by Canadian award winning actress Sandra Oh and her singing voice is provided by Judy Kuhn. Mei is the middle daughter of the Emperor of China. Her color is pink and she is in between her sisters in height. She likes to get along with Yao because she thinks he is good-looking and gentle at heart. She is convinced by Mulan that her duty is to her heart and she knows that it is true. Frustrated by her older sister, she drops her fan to get in the tent and writes, "And so, my dear father, I cannot complete this mission. I have come to realize that my duty is to my heart. Considered a slight damsel-in-distress , she has been kidnapped by the enemies of China when the heroes have been knocked down during their fight but saved by her friends. Mei is passionate, brave and caring. Her speaking voice is provided by Lucy Liu and her singing voice is provided by Beth Blankenship. Su is the youngest daughter of the Emperor of China. Her color is orange and she is shorter than both of her sisters. Her favorite thing to do is gathering food from the trees and she likes to spend time with Chien-Po who likes food also. When the carriage is damaged and the fruit floats in the water, she picks them up again and she gets saved by him too. She is bright, childish and cheerful. Her speaking voice is provided by Lauren Tom and her singing voice is provided by Mandy Gonzalez. Sha-Ron[edit] Sha-Ron is a very excited little girl. Then as she goes outside and drops the buckets down, she and all of the other excited daughters of the villagers meet her and get trained how to fight enemies as so during the "Lesson Number One" musical number. Then as General Shang arrives, she takes his helmet with more excitement and runs home. She is voiced by Jillian Henry. When Mulan is about to complete the mission, he allows her to marry his son Prince Jeeki who likes playing with the Chinese finger trap. He timidly allows Mulan and Shang to marry each other and then begins to play with the fingertrap Jeeki used to play with.

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Chapter 2 : The Damsels in Distress – Paper Opera

Sir Garibald's dragon Hot Nose hatches a new money-making scheme and the first damsels to be rescued are the fierce Lady Elvira and her cat Matilda.

One such design, seen on the Super Mario Bros. Japanese box art, depicts her with a long-sleeved dress, no gloves, strawberry-blonde hair, and crown jewels with no distinct colorations. Peach has always been depicted as a blonde in video game artwork, although it was originally of a darker, more strawberry-blonde shade or in the case of the Japanese packaging, a dark blonde shade. On a similar note, her dress had always been depicted as pink in video game artwork, although because of the aforementioned graphical limitations of the NES hardware, her on-screen sprite in the Super Mario Bros and The Lost Levels depicted her as wearing a white dress with red highlights, with her only gaining a pink dress starting with the overseas version of Super Mario Bros 2. Despite this, one episode of the Super Mario Bros. Super Show did have the character refer to herself once as "Princess P. Games as of Mario Kart 64 use Peach as her prominent name. For the most part, however, the "Toadstool" name is hardly used outside of remakes and re-releases of older titles, which most times retain the original localized text. Recently, however, Super Smash Bros. On a similar note, although she was mostly referred to as Princess Toadstool in various countries outside the United States in most localizations or "Princess Mushroom" in some cases , the Danish dub for The Adventures of Super Mario Bros. History Super Mario Bros. Bowser invades the Mushroom Kingdom, transforms its inhabitants into various objects, and kidnaps Peach then known as "Princess Toadstool" so she cannot reverse his spell. Mario and Luigi go to rescue her. After they defeat Bowser, the brothers rescue Toadstool. Depending on the version, where she was found also varied. In the original game as well as the Deluxe version, she was merely found on the floor behind the destroyed bridge. In All-Stars, she is instead found in a cage dangling above a lava pit. The Lost Levels , Bowser kidnaps Peach again. Mario and Luigi travel through the Mushroom Kingdom again to save her. After defeating Bowser, the Bros. In the original version, her subjects celebrated around them after she recited a poem. In the Deluxe version, due to it reusing assets from the first game, she was merely found on the floor behind the destroyed bridge. In both instances, she largely reused her speech from Super Mario Bros. This is the first time in the overall Mario series where Toadstool is a playable character. Her main ability is limited fluttering time after jumping , but she has slightly poor vertical jumps. Toadstool is also the weakest character in the game and has the slowest "pull time" of vegetables. She helps them by sending them items and supplying advice via letters. In the English version, Toadstool plays a joke on Mario and Luigi at the very end by saying to them, "Thank you, but our princess is in another castle! Super Mario Bros 3. Also, she is seen in the opening, which shows her receiving a letter about how the Koopalings are taking over various lands nearby and her dispatching Mario and Luigi. In the 25th Anniversary release for Super Mario All Stars, aside from the role she played in-game, her sending letters in the game was referenced by a letter submitted by Nintendo with her being the in-universe author, with the letter itself stylized more after the SNES version in design. In the letter, she explains that, after so many years writing letters to Mario, she decided it was time to find new pen-pals, and jokingly states that she sent a power-up just for the reader and that they not tell Mario lest he possibly get jealous. She then gives a hint about how they should keep their power up handy as they re-discover their adventures in Super Mario All Stars. She then closes by stating that to get in touch with her, they simply need to find her "at another castle. He takes her to his castle in the Valley of Bowser. He holds her inside his Koopa Clown Car during his battle with the Bros. Super Mario World , where she accompanies Mario and Luigi via Hot Air Balloon and looks on as Mario and Luigi, gaining cape forms via feathers found, go and explore the island. When they return, they find her gone presumably being abducted by Koopas, as some Koopas were seen headed in her direction while they were flying earlier. Yours truly, Princess Toadstool, Peach. In the original Japanese version, it was merely listed as "Peach" - in the North American release and subsequent editions, the letter is formally typed with "Toadstool" and personally signed with

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"Peach" in pink underneath. This marked a transition to the widespread use of her original name in other markets, therefore making it an international standard and the first and only time Japan heard the North American name of the princess in the Shindou Edition and its remake , though most of the in-game text refers to her as "Toadstool". In this remake, she wears a ponytail. It reads "My castle is in great peril!! Will he never tire of terrorizing us? Retrieve all of the Power Stars from the walls and the paintings in the castle. However, she noticed something amiss in the tour video: Specifically, that there was an ominous figure in the background in the video who resembled Mario. She attempted to inform Mario and Toadsworth about what she saw, but they were too busy thinking of the opportunities for the vacation to pay attention. Before Mario left to find help, she warned him to be careful, as she had a ominous feeling about the situation. She also attempted, to no avail, to defend Mario during his trial at Isle Delfino after it became apparent he was framed for defacing the island with gunk. While Mario is cleaning Delfino Plaza as part of his sentencing, Shadow Mario grabs her and runs off. Mario chases Shadow Mario and rescues Peach. He attacks Mario in his Mecha-Bowser , but Mario defeats him. Over time, Mario makes his way to that said area and finds Bowser and Bowser Jr. Mario defeats Bowser in a final battle and rescues Peach. They then managed to spend their vacation for real. New Super Mario Bros. As Peach and Mario are taking a walk around the castle, it is struck by lightning. When Mario goes to investigate, Bowser Jr. Mario chases Bowser Jr. Eventually, Mario was able to confront both Bowser Jr. She then thanks Mario before kissing him. Mario attempts to ride on the castle, but Kamek attacks him, sending him flying into space. With the help of a Luma , Mario sets off to rescue Peach. Peach sends Mario letters with 1-Up Mushrooms throughout the game. Wii , Peach is celebrating her birthday with friends at the castle. During that time, Bowser Jr. After being rescued, Peach takes a hot air balloon alongside Mario with Luigi accidentally being left behind , with Peach either also alluding to a secret world that she has to tell Mario about, or otherwise ask him how his adventure was like. She was initially planned to have a playable role in the game, although technical difficulties regarding her dress resulted in this concept being dropped in the final version. When Mario arrives, a giant Bowser kidnaps Peach. Once Mario defeats Bowser, he returns to the Festival and enjoys a giant cake. In the end, when Mario collects the final Grand Star, he and Peach pose together. Upon Mario and a few Toads noticing said case the next day at the same location, Mario gives chase to find Peach and bring her back to safety. During the credits, she is carried by Mario until they reach the castle, to which they then do a curtsy. For the New Super Mario Bros. At the beginning of the game, the Princess is out for a nighttime walk with Mario, Luigi, and Toad. Toad spots a broken Clear Pipe sticking from the ground, prompting the Mario Bros. Once they do, various items and power-ups spew from it before the Green Sprixie Princess emerges and explains that her kingdom is under attack from Bowser, who has kidnapped the other six princesses and sealed them in bottles. Princess Peach is the first of the foursome to try and stop Bowser, immediately running for the Pipe and ultimately falling into it. She joined by her friends in their quest across the realms of the Sprixie Kingdom and eventually helps to defeat Bowser. However, she also has the ability to temporarily hover in the air, as she did in Super Mario Bros. Like every other character in the game, she can use all of the power-ups that appear. Her appearance changes slightly when using some of the power-ups, most notably the Fire Flower ; when she grabs one, her hair, which is normally worn hanging down, is pulled back into a ponytail. In the Mario and Mario Challenges, Peach is kidnapped by a group of Goombas , so Mario goes to rescue her, successfully doing so in the latter challenge after the player completes a set number of levels uploaded by other players chosen at random. In addition, Peach appears as an unlockable Mystery Mushroom costume , which can be unlocked either at random upon completion of the Mario Challenge, or by scanning a compatible Princess Peach amiibo. Said costume replaces the usual Super Mario Bros. While playing the game as Peach, her special ability consists of slowly descending in midair. Super Mario Odyssey Artwork of Peach in her wedding dress Peach appears again in Super Mario Odyssey , once again taking her signature role as the damsel in distress. In the game, Bowser makes an attempt to marry Peach, and large billboards and posters advertising the marriage can be seen throughout the different kingdoms in the game. Peach is also seen to be wearing a tiara, instead of her

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usual crown. Upon Mario defeating Bowser, the latter has the airship fire the onboard cannons to attack the Odyssey and cause Mario, Cappy and the Odyssey to fall to the Lost Kingdom. Peach cries for help from Mario, but as Mario is unable to help her, Bowser leaves the Cloud Kingdom with her. Mario ultimately manages to catch up to Bowser and Peach and halt the wedding at Moon Kingdom, also defeating Bowser. However, before she and Mario can escape, the chapel starts to collapse. In order to save himself and Peach, Mario is forced to capture Bowser in order to get all of them to safety. After getting to safety, Bowser, even after losing his power, attempts to vying her hand in marriage with a bouquet of Piranha Plants, pushing Mario away. To prevent that, Mario desperately tries the same thing with a Burst Flower. As a result, Peach gets swarmed by pestering grooms, but ultimately chooses neither and sternly rejects them, annoyed by their behavior. However, when she decides to leave on the Odyssey, she beckons the disheartened archenemies to come along to go home.

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Chapter 3 : Merida | Disney Wiki | FANDOM powered by Wikia

Sir Garibald's dragon Hot Nose hatches a new money-making scheme and the first damsels to be rescued are the fierce Lady Elvira and her cat Matilda. But when Hot Nose's plan starts to backfire when Lady Elvira decides that Sir Garibald's reward is to look after her cat.

Spear Fate Mends a new tapestry with her mother , and they both ride on their horses after watching the lords leave Quote "Some say that fate is something beyond our command. That destiny is not our own. But I know better. Our fate lives within us. You only have to be brave enough to see it. Merida is the eleventh official Disney Princess and the first to originate from Pixar. Contents [show] Background Princess Merida is the headstrong and free-spirited year old tomboyish, willful daughter of Queen Elinor , who rules the kingdom alongside her husband, King Fergus. Merida has honed her skill in archery and is one of the most skilled archers ever seen. She is also skilled in sword-fighting and racing across the countryside on her horse, Angus. Despite her outgoing, forceful, headstrong, and willful personality, Merida does have a playful softness of heart; particularly when it comes to her younger triplet brothers, Harris, Hubert, and Hamish. Official Description Merida is a princess by birth and an adventurer by a spirit. She spends her days practicing archery, riding her horse Angus, and exploring the world around her. She loves her family, but she wants to control her own destiny. Personality Merida is a very bold, brave, daring, courageous, stubborn, rebellious, and headstrong girl who does not fit the stereotypical princess role. Rather than being a damsel in distress who is subservient to the customs, traditions, and social restrictions her society places on her and expects her to follow, Merida openly rebels and defies her heritage as a princess and would like for nothing more than to be a normal girl. She is very athletic and enjoys nothing riding her horse Angus and practicing her archery, of which she is the best in the kingdom. She also seems to be skilled in sword fighting, as shown in the Brave featurette "Cutting the Class". She tends to be ungraceful and has bad manners, and is extremely tomboyish. In terms of personality, she greatly parallels and resembles her father , as the two both tend to be unruly, impulsive, and loud. However, she also does resemble her mother in terms of stubbornness and inability to listen to others. When Merida was younger, she had a close relationship with both her mother and her father. She showed a curious side as she followed the wisps despite needing to go back to the trail and seemed to believe in the legends and myths of her kingdom, highlighting her innocence and naivety. She also tended to be playful, as shown by her playing hide and seek with her mother and being very hyperactive. She is also shown to have developed an interest in archery early on her childhood, possibly by influence from her father. As she has grown up, Merida is still very energetic and free-spirited, but has a more strained relationship with her mother though she still holds the same good relationship with her father and is more rebellious. This is because she views the strict training and social etiquette that her mother teaches her as tedious and bothersome. Unfortunately, Merida is very short-tempered, and impulsive, causing her to do things without considering the consequences her actions can lead to. For example, she wanted her parents to call off the gathering for the three clans allied with the DunBroch despite the fact it could possibly lead to war. She also entered the games that would determine who would be her groom so she could "shoot for her own hand. This was also shown when she bought a spell from a witch to "change her mother" without realizing the potential harm the spell could do to her or what would happen to her. It is through seeing the consequences of her actions that she goes to appreciate the role her mother plays as a diplomat, especially when due to Elinor being a bear Merida had to act as the diplomat and settle matters herself. This also helps to mend the distance between her and Elinor. However, Merida can understand when she is in the wrong and will do her best to fix what has happened. Despite her impulsiveness, and short-tempered nature, Merida can keep a calm head in a dangerous situation, as shown when she managed to calm her mother after her mother nearly attacked and ran frantically after the wisps and when she settled the dispute between the three different clans. Merida is kind and caring to those she really cares about and who are very close to her, as shown through her interaction with

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her family, particularly her brothers whom she dotes on. She is also shown to care for her horse, Angus, greatly, as she personally tends and cares for him and does not let anyone else do it for her. Overall, Merida has grown throughout the course of the film from a stubborn, rebellious, and defiant person to a more understanding, open minded individual but remaining brave, courageous, kind, adventurous, free-spirited, compassionate, and loyal to those she loves the most. Appearances Brave Merida as a young 6-year old child with Elinor. Merida is first seen as a child playing hide-and-seek with her mother Queen Elinor on her sixth birthday. Fergus , her father, presents her with her own bow as a birthday present. The Wisps lead her out of the forest and back to her parents. Elinor tells her that the wisps lead you to your fate, but Fergus does not believe it. Merida with her family at dinner. One day when there are no lessons, she goes riding on her horse Angus. She shoots arrows at targets she sets up in the forest and just explores. Merida returns home to join her family for dinner. Moments later, Elinor tells Merida that the three Lords are coming to present their suitors to compete for her hand in marriage. Not wanting any of this, Merida angrily storms out of the Great Hall to her bedroom. As she is takes out her anger and frustration on her bedposts by striking with her sword, Elinor enters telling her the story of a beloved king who had divided his kingdom for each of his four sons to rule, but the eldest wanted to rule the entire land and so brought chaos and war, and his desire to follow his own path led to the downfall of the kingdom. Merida is determined she will not marry whoever wins the games. Merida and her family at the presentation of the suitors. Days later, the Lords arrive in DunBroch. Elinor prepares Merida in a tight formal dress and they all gather in the Great Hall for the presentation of the suitors. Each of the Lords presents their sons. Merida is not pleased with any of them. A brawl breaks out, at which Elinor is disgusted and Merida is displeased. Elinor proclaims that only the firstborn of the great leaders may compete in the games which give Merida an idea of how to get out of the marriage: Merida stands up for herself. When the competition begins, Merida sneaks her bow and arrows behind her throne. As the suitors shoot at the targets, she chats with Fergus about each of them until Wee Dingwall wins by accident, striking a bulls-eye. She sneaks off and appears on the field, declaring she will shoot for her own hand. Merida tearfully runs away from the castle as Elinor quickly fishes the bow from the fire, feeling horribly guilty and she too begins to cry. Merida cutting the family tapestry in anger. Noticing a broom that sweeps by itself and a talking crow , Merida discovers that this old woodcarver is actually a witch, and asks for a spell. The witch tells her to get out, threatening her with floating knives, until Merida offers to buy all her carvings with her silver pendant in exchange for a spell that will change her fate. The witch begrudgingly gives in and conjures up a cursed cake , which she says that she did for a prince who had wanted the strength of ten men and got what he wanted. Merida takes the cake and heads back to DunBroch. Merida being roared in the face by Elinor.

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Chapter 4 : Couples Costume Ideas - Group Costumes for Halloween

Books by Marjorie Newman, Oxford Literacy Web, A child's first book of prayers, Mole and the baby bird, Sir Garibald and the Damsel in Distress (Yellow Storybook), Steve (Horizons), Bible Stories II, King and the Cuddly, Just Like Me.

A Fractured Fairytale August Narrator: Once there was a boy named Calipso. He was small even for a little boy. His family told him so. Calipso never liked hearing that he was small, but he was good-natured about it. And polite to his seven brothers and sisters, except at dinner when they would steal his carrots and he would pout. This podcast will also be available with an accompanied slideshow. Bradley Minnick and welcome to Arts and Letters, a program providing opportunities for the celebration of the arts and humanities. One evening after a bad day of school and all of his delicious carrots had been stolen, Calipso could take no more. He whistled, then he shouted, then slammed his fists on the table, and then pinched his sister. It seemed as if to the family a noisy ghost had come to dinner. They looked underneath the kitchen table, then behind the door, and then in the cupboards and the pantry. Who had made all that fuss? The Flight of the Firefly Wish so long for great to happen. Show me worlds and so much more. Calipso was sent to bed without any dessert. Calipso trudged up the long, long flight of stairs to his bedroom. It was more of a windowsill partitioned off from the garret stairwell by pale curtains. Off in the distance he recognized a faint glimmering light. Slowly that tiny, white bulb floated up to his window like the reverse flight of a lazy paper airplane. Amazed, Calipso watched as the light drifted through a crack in the window and landed on his nose. Lauren and Micah Sukany, musicians, artists, writers, welcome. Thanks for having us. This is a beautiful concept. Where did you guys get the idea? At the time I had written several prose poems and a number of parables. I shared a few drafts with Lauren. I was also inspired. So, I told Micah I wanted us to write a fairytale story together with accompanying illustration. And we were already writing and performing music as The Damsels, so the idea of putting together a soundtrack came together pretty naturally for us. And then we were offered a show at a gallery called Good Girl Art Gallery. It was really fresh, kind of inventive, innovative place, so we wanted to come up with something that was just really different. So this brought all of your talents together " art, music, and storytelling. And it was something we could do together. Yeah, we wanted a complete work of art. Yes, um, that was part of from the prose poems. In which I found that if you stack a bunch of images, like collage them, they start forming associations of their own. And it can be very evocative without you actually having to say anything. And then going back to the concept of a dream " dream episodes are connected by the subconscious, if you believe in that kind of thing, and so each of the stories are somehow related. They are related to whatever the subconscious is trying to work out, but the actual content is not at all connected. Together they flew over wide rivers of clouds and around dense mountains of light into the Land of Dreams. Despite the great distance they traveled, Calipso felt as if he had been there many times before. Everyone has for everyone dreams. Stepping down under the shadow of a tall tree, Calipso felt a bit. Then all around him, Calipso saw a great multitude of people. He giggled, for they were all in their pajamas. They wait for Grog. The land of mist and the land of fog. I am the seven bridges keeper. I am the way and you are the sleeper. Seven bridges, seven secret words. Heads, shoulders, knees, and toes. Arms and legs and torsos. Seven bridge, seven secrets heard. Each body part knows one secret word. Could you talk a little bit about creating the handmade book. Basically, they are linoleum block prints. And some of them are multi-colored. So, each one of the blocks were inked up, and then a piece of paper was put over it, and then I rubbed a wooden spoon across the back of it. And there are I think 13 or 14 illustrations, so as you can imagine, there was just ink and paper all over our little studio apartment at the time. We like a challenge. Calipso was curious, but his curiosity turned to fear when he saw a towering giant. Giant Song Grog Axes, knives, hammers, and cleavers. I am the giant and you are the sleepers. Chop, chop, on the chopping block. Timers, roosters, set alarm clocks. I am Grog from the land of Nod. I am the way and you are the sleepers. And then an eye blinked. And then a head rolled upright. And then a toe twitched. Grog the giant puts them all back together. You are too small for

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anyone to notice. Here, we have a, dismemberment, and then a toe dreaming. And fairytales in general, or at least the older ones, contain a lot of violence. But I think more than anything, it was just a joke to explain how you feel so disconnected when you first wake up. Are these my eyes? It has a kind of soul. How do you see the sections working together? They are dreamlike, but at the same time they forward the story. So, it is dreams, and it is connected through adventure. There once was a boy who wanted a bicycle. He needed a bicycle that would take him through the sky and to the nearest star where the great princesses lived. He imagined a great and brave quest. He would lay under the almond tree dreaming of these things. One day an old woman hobbled past. The boy heard her approach, so he opened his eyes and looked at her. But, inside her cloak was a red bicycle. Some days were tiring and other days weak, but most days were filled with joy—the joy of fulfillment and familiarity. So, we have bicycles and shady deals. The familiar made strange. Like a dream, adventure is desired and adventure is achieved. Or a bicycle maybe. I like the red bicycle. Any reason for red bicycle. I had bought Micah a red bicycle for his birthday. So, I crashed pretty quickly. You think radioflyer and all that. Also, I think adding random details makes it seem as though there were some sort of significance to them.

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Chapter 5 : Damsel In Distress Quotes (26 quotes)

"The only thing true about what you just said was the storybook damsel part - and that only because you're pretty enough to be one." I'm not a damsel in.

Cerise Hood Voiced by: Rena Strober credited as Rena S. Daughter of Red Riding Hood. Ramona is also this to Cerise. That said, the two seem to have fun with their rivalry sometimes and do genuinely care about each other. Cerise can really pack in the meat. A Day in the Limelight: Spending more time with Raven and the rest of the Rebels allow her to be more open and even socialize with others more easily. Heck, she even starts to show more wolf-like characteristics around pretty much anyone. There are still webisodes where she plays a prominent role, but usually she has cameos. This could be slightly justified by the fact that, now that the audience knows her secret about her parentage and wolfish traits, a major portion of her plotline is somewhat resolved. Does This Remind You of Anything? Her lycanthropy, specifically her trying to keep it a secret, is sometimes treated like closet homosexuality. Emerging from the Shadows: More like "merging with the shadows". Human Mom Nonhuman Dad: I Just Want to Be Normal: I Just Want to Have Friends: After spending most of her life in the shadows, she hopes that the Rebel movement will allow her to break out of that shell and make friends. Of course, she has a more practical reason to wear it than tradition. Her hood has the ability to make Cerise blend in to the shadows. Her eyes turn yellow whenever her wolf side shows. My Instincts Are Showing: Obviously this is due to her wolf heritage. Our Werewolves Are Different: She has a rather During formal occasions, such as Legacy Day and Thronecoming, Cerise wears a hood trimmed with fur. Has a somewhat rocky relationship with her sister, Ramona, for differing opinions on keeping their family secret. She gets it from her father, who has more streaks to the point of Multicolored Hair. Tomboy with a Girly Streak: She can run faster than most people and her favorite class is cross-country running. Her ears are furry and pointed, though she keeps them hidden under her hood. Cedar Wood "Honest to goodness" Voiced by: As of "A Wonderlandful World" it is confirmed she is black. Since she can only tell the truth, she sometimes can be very blunt. Throughout the yearbook episodes in chapter 3, Cedar is mostly seen taking pictures with her MirrorPad. Cannot Tell a Lie: Cannot Keep a Secret: She has no interest in having a boyfriend, according to her profile. The web episode The Beautiful Truth focuses in her and how she calls out the pageant for celebrating vanity and shallow beauty. While the books and supplementary materials make reference to Cedar having a love of art, this has yet to be seen in any of the webisodes. Cedar, the puppet girl, is a a talented ventriloquist. Doubly ironic is the fact that her puppet Splinter can only lie. Spends most of the Thronecoming special wearing her inherited pair of glasses that magically expose falsehoods. A mild case as she has a noticeably nasal voice. Possibly explained as her inability to lie keeps her nose from growing. Chariclo Arganthon Cupid "Loves a happily ever after" Voiced by: A transfer student from Monster High. Her signature look has a few references to her Monster High design. Her lips are done in the doll style, but with two shades of pink to look more subtle. Her headband mimics the heart-shaped section of twisted hair on the older Cupid. Young love is notorious for being messy and confusing. A very subtle example, but the highlights in her blue eyes are shaped like hearts, which is held over from her MH design. The animators seem to forget this detail every so often, however. In spite of being the daughter of the God of Love, she has horrific luck with her own love life and she also has horrific aim. Despite her feelings for Dexter, she gives him sound advice on how to woo Raven. And in "Cupid Comes Clean Kinda" she tries to hook them up when she sees Raven has developed a crush back on him. Being the daughter of Eros, despite her amateurish skills, she technically DOES have the powers, advantages, and capabilities required to be one. Also, if she chooses to follow in his footsteps, she technically WILL become one. One of the nicest at Ever After High. Cupid genuinely wants to help her peers out, even if doing so puts her in a worse position. Cupid is highly excitable and often shouts her enthusiasm, much to the detriment of pretty much everyone. A selfless and incredibly sweet romantic who has bubblegum pink hair. Her introductory episode to this series, that is reveals that she

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has a big crush on Dex. She continues having a big crush on him, but also supports him getting with Raven. The books and webisodes differ on this, in the books Cupid can fly, but she is never seen doing so in the webisodes. Cupid was reassigned to Book End by orders from Mount Olympus Works as a hairdresser at the Tower Salon. All Girls Want Bad Boys: Her hair grows very fast, so Poppy has to constantly cut it and dye the roots of her violet half. Briefly seen during part 2 of the True Hearts Day special, with a slightly different look. She loves to style princesses, from their hair to their outfits. Due to being the younger twin, Poppy is the one of the few students without a legacy. Half of her hair is dyed purple. Spare to the Throne: This is changed to intentionally when they find out that Poppy is the older twin and they decided to keep this a secret. She and her sister are named after flowers and, furthermore, each name has a double letter. Tomboy and Girly Girl: Compared to Holly, Poppy is the more artsy and adventurous twin. She even has Princessology as her least favourite class, because it teaches how to be a prim and proper princess. Son of the Giant from Jack and the Beanstalk. A ticklish pinkie toe, which is, apparently, the case of all giants. Does Not Like Shoes: His face has never been shown so far. Easily the largest student in campus, by virtue of being Ginger Breadhouse Voiced by: She is unhappy with her legacy, and would much rather be a pastry chef. All of the Other Reindeer: Creating Life Is Unforeseen: Ginger created her pet fish Jelly by accident when she used a cooking spell on a gummy fish as part of an extra-credit assignment. Actually a Dark-Skinned Pinkhead. She is mentioned quite a bit in the books, especially when Raven goes to visit her mother in The Unfairest of Them All. Has hot pink dots above her eyebrows, and skin tone dots under her eyes that may or may not just be freckles. I Am Not My Mother: Raven can relate and helps her prove it. In Spell and Kiss, she has a chance to tell Hopper that she was the one who kissed him and thus reverted his frog wish. Wears round glasses with pink frames. Ginger is always generous, friendly and optimistic.

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Chapter 6 : Princess Peach - Super Mario Wiki, the Mario encyclopedia

// *Sir Garibald and the Damsel in Distress (Yellow Storybook)* / Marjorie Newman // *A 16th Century Galleon (Inside Story)* / Richard Humble // *Little Vampire Learns to Be Brave* / Angela Sommer-Bodenburg.

These walking eggs will try to detonate themselves by walking into you. Their blast radius shows up as a red circular region around them. Caitlyn Bairstow All There in the Manual: Poor Rumbi is often used as a ride by Hat Kid, and the more things the spaceship bridges, increases the chances he bumps headfirst into them. Even his voice is cute. Although Rumbi likely has some degree of sentience. Besides riding on Rumbi, you can whack him with the umbrella to get a Pon out of him. The Roach King Easter Egg: Leaves hidden notes across the ship that are only readable with the Camera badge. If one hacks the game to go out of bounds in the second sublevel of the Tilight Travels purple time rift, he greets Hat Kid and offers them a cookie. Is notably bigger than the other roaches seen ingame. Kyle Johnson The men that run Mafia Town. As their title implies, they are a literal Mafia made up entirely of Lethal Chef types, both figuratively and literally. According to their dialogue and the Mafia Time Rift storybook, Mafia Town used to be just an isolated island town until the Mafia of Cooks arrived and took it over, presumably by force. On the other hand, they do admit to doing heinous things to other people because it amuses them. Overall, the Mafia seem to be entirely neutral, provided no one gets on their bad side. The Mafia members have a deep, powerful voice. Courtesy of Kyle Johnson. Most members of the Mafia of Cooks are bald. A bunch of Mafia goons can group together to form a giant ball, which the Mafia Boss uses in one of his attacks. She goes through with it anyway, dropping him through a trap door and causing him to scream "NO! During the Final Boss , they and the Conductor are the first characters to help Hat Kid take down Mustache Girl when she starts making it impossible for Hat Kid to damage her. Gets constantly beaten by Hat Kid. Some of them gets beaten by Mustache Girl even before she learns of the Time Pieces, too. When Mafia Town is flooded by lava, you can spot several Mafia goons getting burned in it. One of the Mafia ends up stranded in Subcon Forest and sucked into a painting That must be thrown in a bonfire. Another Mafia becomes an unfortunate " trophy " for Queen Vanessa. But is a useful, and powerful, technique used to defeat Mustache Girl in the final battle. Although they do manage to keep things working in Mafia Town somehow. The End Is Nigh: Mafia only attack by punching or tackling. The Family for the Whole Family: From Nobody to Nightmare: Well, okay, Nightmare might be giving them too much credit , but the memory you can piece together in the mafia memory Time Rift reveals that they were just a bunch of low-rank nobodies, waiters, fast food chefs, janitors, then the man who would be their leader decided to Manifest Destiny from their homeland, arriving at the island they would eventually take over. During the final fight against Mustache Girl, one of the Mafia will notice that them dying will give Hat Girl the health pons she needs to win and demands his friend to punch him dead, starting the chain of other Heroic Sacrifices in the crowd. All of the Mafia Goons are identical save for slight differences in clothing and all refer to themselves as "Mafia". The Mafia has an odd way of thinking, to say the least. Now you owe Mafia a favor. And Mafia will remember. While a few of the Mafia members will have a surprisingly amicable chat with Hat Kid, a lot of them are still rather fond of doing mean-spirited things for little reason except that they can to the townsfolk that remain: A Mafia member more or less starts the game by telling Hat Kid that she still has to pay a toll for passing Mafia Town, even in space. One of them admits that they joked that they were taking everything away from a family in repossessing their home, only to do it anyway saying that was the real joke , and then force them on a boat off the island. There are a few who offer to give Hat Kid a high five, and then play a game of pattycake, before they punch Hat Kid in the face. The only way to finish them off is to either jump on their heads, or use a bomb from the Brewing Hat. By extension, the " Welcome to Mafia Town " theme in-general is the one most associated with the Mafia. According to Cooking Cat in the rafters of the Mafia base, the Mafia of Cooks really sucks at the "cook" part of their name. Mafia are one of the few non-boss enemies in the game that take multiple hits to defeat, and hold the highest number of hits required at

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four. Mafia believes is building character when intimidating people! Really Years Old: The Mafia are, for reasons unknown, apparently extremely long lived. Small Role, Big Impact: However, they are the sole reason Hat Kid has to go on this adventure due to trying to shake her down for a toll , and are the reason Mustache Girl becomes the Big Bad. When the key atop her bed is taken, said Mafia is seen outside the dresser frozen solid. They all refer to themselves as "Mafia". The only one to avert this is the Mafia Boss. Throw a Barrel at It: The only one remaining mafia on top of a tower made of TNT barrels will attempt to throw them down at Hat Kid. The barrels he throws grows spikes and sometimes bounce around the tower. Once he realizes that his efforts are futile, he decides to deal with Hat Kid personally, only to end up as A Twinkle in the Sky after Hat Kid defeats him. All of the Mafia are barrel-chested with tiny legs. This state can be canceled out with a Goomba Stomp or explosives made by the Brewing Hat. Mafia attacks with very telegraphed punches. That said, Mafia able to punch puny kid with hat across room. Would Hurt a Child: Any of them, if you attack them or infiltrate their headquarters. Though at least one particular instance has a guy who will adorably play patty-cake with Hat Kid, then punch her across the street with no provocation. You No Take Candle: They all talk in this fashion. John Mondelli The red-coated leader of the Mafia of Cooks. And Now for Someone Completely Different: His boss fight is the only one that is fought in full 2D perspective like a side-scroller platformer. Authority Equals Ass Kicking: Brain in a Jar: If anything, the Time Rift in Mafia Town shows is that he treats the ones working for him rather well, letting them relax and have fun. Everyone Calls Him "Barkeep": He is only known as the Boss of the Mafia. Spins and flips around the stage at high speeds while doing his acrobatics, although this tends to leave him dizzy and vulnerable afterwards. Fate Worse than Death: Although he does imply that he can get himself a new body. He will call for some of his Mafia goons to aid him in battle and then lots of them to make the "Mafia Ball" attack. He is only the first boss of the game, but the Mafia he founded is the underlying reason for Mustache Girl being the Big Bad. He will always use it in conjunction with his Precision-Guided Boomerang attack. He knows what Time Pieces are and has apparently had experiences with them before, given his comment before his boss fight. What this means is never fully explored, however, nor is his comment about the last time he saw one having been nearly years ago. This comment was replaced later on with one suggesting unfamiliarity with the Time Pieces, likely because it was a remnant of an earlier stage of development that no longer applies to the narrative in the final game. The Mafia Boss also claims that he is well-traveled, and knows the locations of all the relics to the point that he drew a useful map to help Hat Kid find them. He dual wields two kitchen knives, and he can throw them around like boomerangs. Spends most of his boss battle shouting at Hat Kid, and he gleefully yells out his attacks. More specifically, business boss " he ran a fishing business before becoming unsatisfied with his life and sailing with his men to find new land until they settled on the island that would become "Mafia Town". The head of the Mafia of Cooks is substantially less heavily-built than his underlings. Can throw his knives, which will return to him eventually. Uses electrical attacks during his boss battle. His EX version in Death Wish is a fine welcoming to how brutal the boss battles in said mode can be, as he ups the duration of his attacks before he becomes vulnerable and all of his attacks save Mafia Ball are juiced up in some way. He is the first major boss you face in the game, and unlike later bosses, has no special gimmicks or multiple phases. He just has a steady attack pattern that is easy to follow, which gradually changes overtime after every few hits. Spectacled Mafia "Mafia saw spaceship! Mafia knew all along! Mafia is being invaded by aliens!

Chapter 7 : A Hat in Time / Characters - TV Tropes

// *Sir Garibald and the Damsel in Distress (Yellow Storybook)* / Marjorie Newman // *Greece in the Time of Pericles (Making History)* / Fiona Clarke.

Chapter 8 : List of Disney's Mulan characters - Wikipedia

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// *Sir Garibald and the Damsel in Distress (Yellow Storybook)* / Marjorie Newman X // *Macbeth (Gift Books)* / William Shakespeare // *Egyptian Pharaoh (World of)* / Anne Millard.

Chapter 9 : Most Popular "Damsel In Distress/Princess" Titles - IMDb

// *Sir Garibald and the Damsel in Distress (Yellow Storybook)* / Marjorie Newman // *Tremendous Treks (Peter Kent's Wide-eyed World)* /// *Roman Myths and Legends (Myths & Legends)* / Anthony Masters.