

TONY WRIGHTSALOT

DEAD ALREADY?!

This can help you with
that!



EVERYTHING YOU
NEED TO KNOW AS A
BUBBLE CITIZEN

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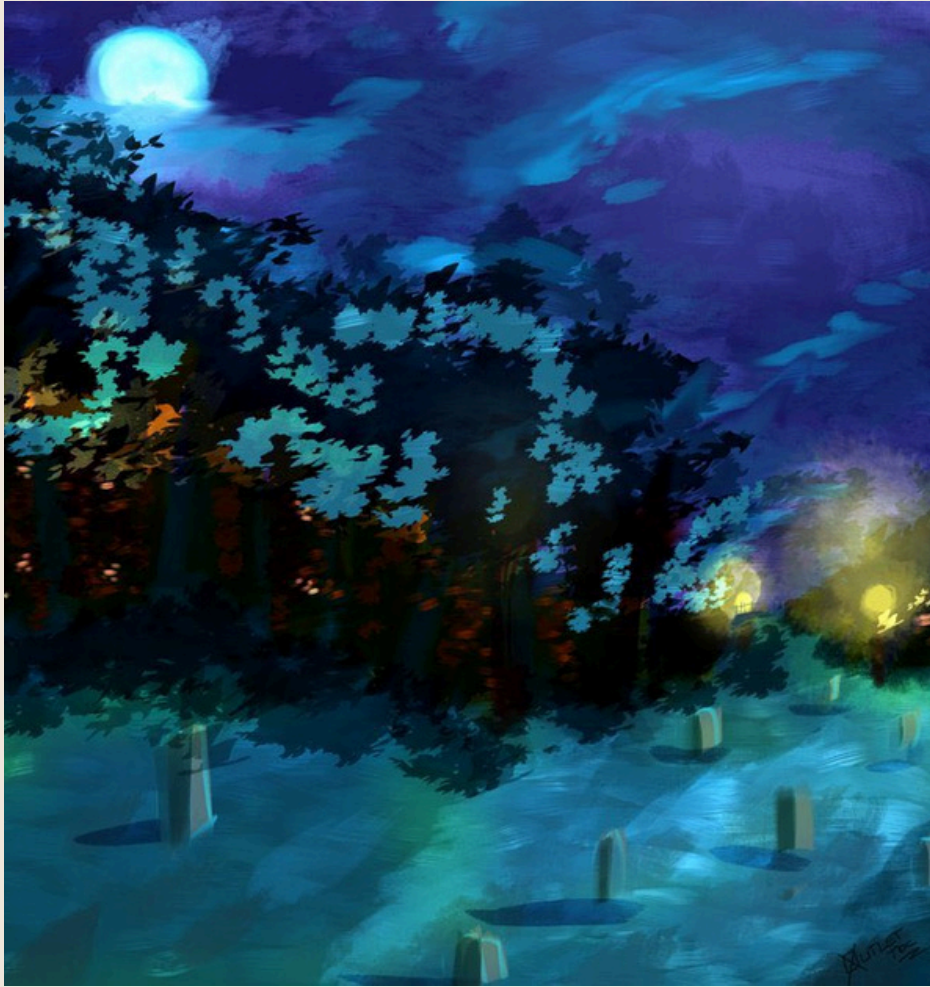
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So you were brought back from the dead? The kings mostly likely showed you and a group of monsters, a 10 hour informational.



























Chances are you were likely too terrified or bored to pay attention.

Don't worry! I got you covered! This is everything you need to know to fit in and at home in bubbletown! also included will be a bit of the journey you will be going through as you get adjusted and settled in!

WELCOME

AYE'Z. LQ:NE??

Wrong! Call it bubbletown! Please.

bubbletown language		A (ARR)	B (BA)	C (Si)	D (DEL)	How to say: Spell out the word and say it super fast. Prepare words beforehand for fast speaking	
							
E (AY)	F (FE)	G (FA)	H (Ag)	I (Hi)	J (Ja)	K (pep)	L (Le)
							
M (mm)	N (nun)	O (o)	P (pe)	Q (quuu)	R (rrrre)	S (sss)	T (ce)
							
U (out)	V (ve)	W (wa)	X (xe)	Y (ne)	Z (za)	Tip: Pronounce as you are singing the words	
							

Now first things first. Most locals don't call this town that! Most locals just call as it is! A town in a bubble: Bubbletown!

The truth is the majority of us have either forgot or never learned to speak AYE'Z. J LQ:NE. Its quite frankly a dead language.

It's a pain to learn and the kings are the only ones who can speak it fluently. You will still see some of the language up on signs and posers around town from time to time.

It can be useful to learn for that reason alone, It helps getting around for sure! So I attached an alphabet, you're welcome!

NOW LETS TALK BUBBLETOWN.



Forget all you know about Violet Hills! Bubbletown is where it's at!

So what is it? Bubbletown is a monster-filled community that lives deep in the violet woods! Protected by the kings' magic bubble, No ordinary human will ever find us!

Now I know, that's a lot to take in for sure. I know what you are thinking... "The Violet Graveyard legends are true" or perhaps "where is the giant laser? the man eating trolls? The HUGE monster bugs?!"

Luckily the man eating trolls aren't real. The laser is classified and well the bugs. Those are huge, VERY huge. Try to stay away from them.



MEET THE KINGS

THEY ARE AT YOUR SERVICE!

WHO IS WHO?

Don't look like a fool, they have names like you!

KING VINCENT (RIGHT)

Fair and wise. Always there to make responsible leadership decisions and protect monsters by all means!

KING SIMON (LEFT)

Friendly and approachable. Will never not return a smile! Truly compassionate and caring to the citizens of bubbletown

King Vincent and King Simon are the powerful leaders of bubbletown.

Now I know what you are thinking, a royalty system? Seriously. But trust me, this place would fall apart without them. Their jobs range from controlling the peace to taking care of the bubbletown children.

Honestly in the 10 years I've been here, I had never seen them take a break. According to them and I quote "The well-being of our people comes first" I truly believe they stand by that!

Have a question? Ask the kings. Need a new set of clothing, Kings got your back. They live to serve us. Thanks Guys!



Our Values

01 Protect the safety of Bubbletown

Protecting the safety of the monster community is our top priority. So this means, no talking, interacting or associating with humans. Unless under circumstances approved by the kings. This has kept us safe since the beginning and always will.

02 Care & Respect for Bubbletown

Let's treat everyone with respect. Degrading comments about things like race, religion, culture, sexual orientation, gender or identity will not be tolerated. We moved pass this. Be nice to your community and your community will be nice back to you.

03 Accountability for personal behavior

Debates and mistakes are bound to happen in a new community. Personal accountability is super important. This makes sure that all things are justice and fair between monsters and conflicts can be solved smoothly.

WHEN DEALING WITH HUMANS:

YOU MUST REMEMBER E.V.A.D.E!

WHAT IS EVADE? WHAT DOES IT
STAND FOR? SEE BELOW:

E_{SCAPE}

When dealing with humans, its best to escape. Stay out of sight, as quickly as possible! The faster you are, the safer you are!



VIGILANCE

Stay vigilant of your surroundings. Look for exits, excuses. Anything to get you out of there and safely back into the bubble!



A VOID TALK

The less you say, the less they know. Don't dig yourself a bigger hole. Avoid all mentions of monsters and the legends of violet hills graveyard.



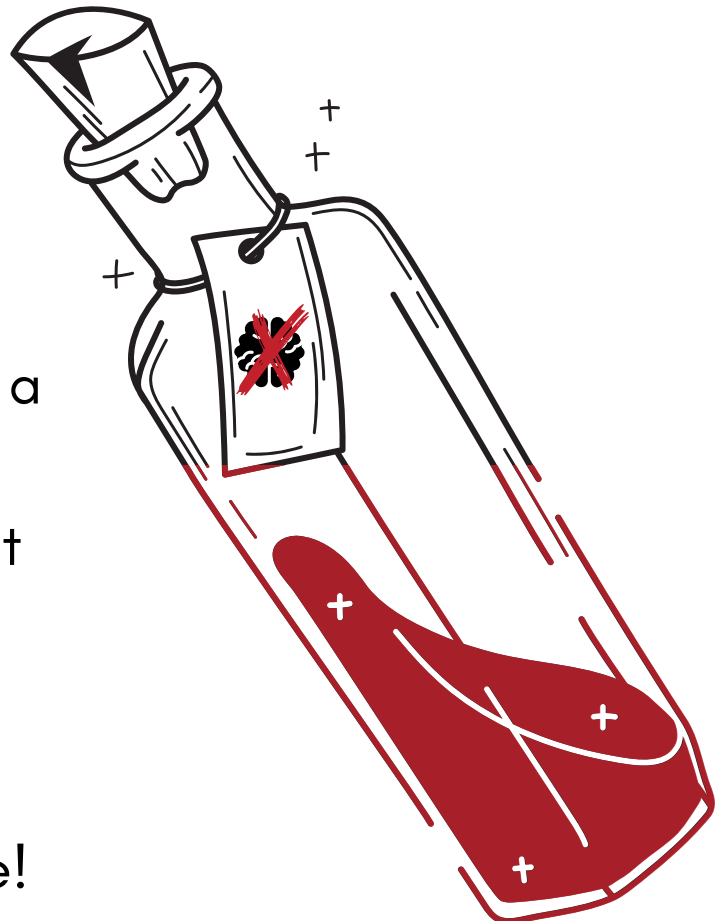
DENY

Deny deny deny. You aren't a monster. Make any excuse neccessary. Lie about everything. Make the human feel delusional and wrong.



ERASE

Every monster is provided a little emergency memory erasing potion. If you can't convince the human of delusion. Erase their memories. This is the only way to protect the bubble!



THE BUBBLETOWN ADAPTION

PROCESS



01

STEP ONE: INFORMING

The Kings will educate you on everything you need to know to get started with living in bubbletown.



02

STEP TWO: SMOOTHING

You will be provided with clothes and any items of comfort. As well as a journal for reflection. This will help sooth some feelings. Counseling is available



03

STEP THREE: EXPLORATION

You will be given time to explore to your surrounds. Make some friends, unite with old family members. You will be allowed stay at the castle during this.



04

STEP FOUR: JOB/HOME PROGRAM

You will attend a Job/Home program that will help you relocate out of the kings castle and settle into your own unlife.



05

STEP FIVE: ADDITIONAL COUNSELING

If you are still having a hard time, additional counseling is available. There are also many workshops you can attend!

5 stages of GRIEF



DENIAL

Denying it gives you time to more gradually absorb the news and begin to process it.



ANGER

Anger is a masking effect. Anger is hiding many of the emotions and pain that you carry.



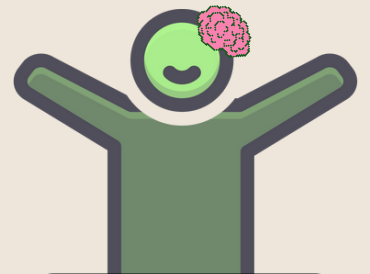
BARGAINING

Bargaining is a line of defense against the emotions of grief. It helps you postpone the sadness, confusion, or hurt.



DEPRESSION

Depression can be difficult and messy. It can feel overwhelming. You may feel foggy, heavy, and confused.



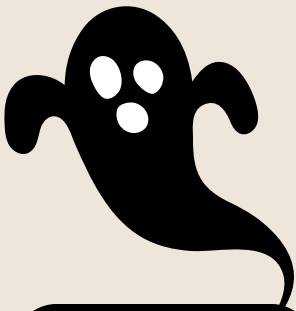
ACCEPTANCE

Acceptance is not necessarily a happy or uplifting stage of grief. It doesn't mean you've moved past the grief or loss.

GRIEF IS ALSO VERY PERSONAL. IT'S NOT VERY NEAT OR LINEAR. IT DOESN'T FOLLOW ANY TIMELINES OR SCHEDULES. IF STRUGGLING PLEASE SEEK PROFESSIONAL HELP

Types of MONSTERS

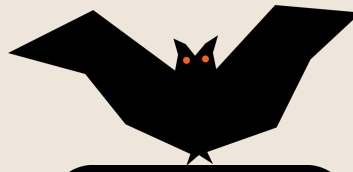
These are the most common types of monsters in bubbletown. You don't have to read all the pages for them, Just skip to the one that interests you! There are a lot of monsters not covered. If you have specific questions, ask the kings!



GHOST



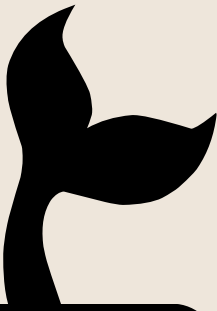
ZOMBIE



VAMPIRE



WEREWOLF



MERMAID



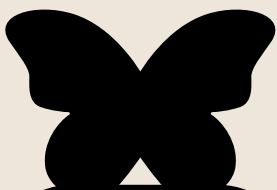
SKELETON



SHIFTER



WERECAT



BUG
MONSTER



SNAKE
MONSTER



BIRD
MONSTER



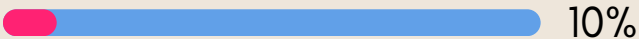
MONSTER
WILDLIFE

Ghost



SKILLS

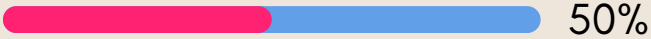
Strength



Dexterity



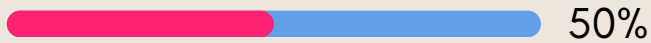
Hyperactivity



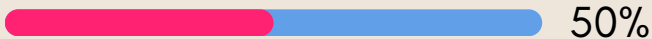
Stamina



Beauty



Style



Hygiene



Vision



Hearing



Sense of Smell



Ghosts have been around longer than bubbletown existed. Although a lot of ghosts from that time are very private and keep to themselves.

Ghosts are very elegant and quiet creatures. They are not the type to draw attention and are rather shy.

SPECIES PHYSIQUE

- Ghosts have white, pupil-less eyes. Their colors range from through different tones of blues and teals.
- The clothes, they have on are the clothes they died in. Although I've seen some ghosts manage to change bits of clothing around
- They have no need for an artificial heart as they are souls that are powerful to be without one

SPECIES ABILITIES AND ISSUES:

- More powerful ghosts have the ability to manipulate the size and shape of their body parts.
- They also more sensitive to magic and can often get trapped in magical items
- They are most powerful when the environment is dead, Winter is a good season for them.

COMMUNITY VALUES:

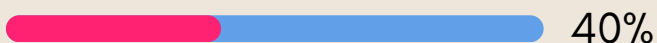
Ghosts have a very tight-knit community. First impressions are everything. They rarely talk to outsiders and are often seen with each other.

They have a huge respect for tradition and the culture of bubbletown. The more elder ghosts rarely speak. Not even the historian could crack them. Their mysterious nature often attracts others to them.

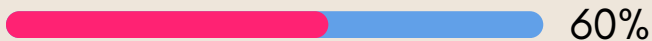


SKILLS

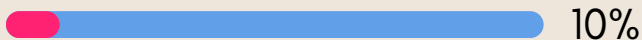
Strength



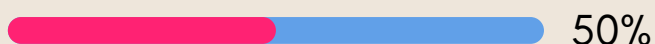
Dexterity



Hyperactivity



Stamina



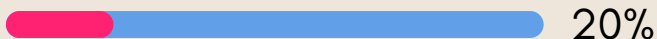
Beauty



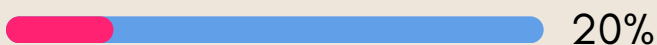
Style



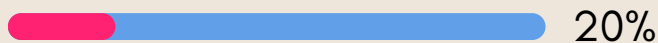
Hygiene



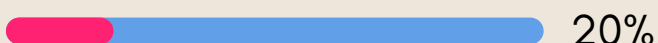
Vision



Hearing



Sense of Smell



Zombie

Zombies are surprisingly the rarer of the most common monster type. This is due to souls not being ready to come out. By the time, the soul comes out, most of the body isn't at a useable stage and needs to be combined with another creature. Or perhaps just reminds a skeleton.

Zombies are souls that were ready to get moving!

SPECIES PHYSIQUE

- Zombies often smell pretty bad, its rotting flesh. Although the magic has any further rotting, its still spoiled meat. Potions are need to keep a decent smell
- Zombies are built different depending on the state of the human but also what was recovered. The artificial heart is protected by remains of their real heart.

SPECIES ABILITIES AND ISSUES:

- Much like skeletons, zombie is able to detach limbs and body parts while keeping them active. However the movement is limited.
- If a zombie has brain or a nerve expose, they can reach into and rewire how it works
- They are less vulnerable to magic as their artificial heart is less exposed.

COMMUNITY VALUES:

Zombies are often intellectuals within the monster community. They are incredibly creative and smart. Often zombies are brought back for these reasons.

however they are surprisingly down to earth and can be quite social monsters. unfortunately they are hard to understand at times. Depending on the state of their vocal cords.

Vampire

Vampires are complicated bunch. Often misunderstood and feared for their blood drinking habits. Luckily for them, There are some monsters who see past this and into their gushy blood filled hearts! (aka werewolves like me!)

Vampires don't work in the traditional soul way and need to be bitten to become a monster

SPECIES PHYSIQUE

- Vampires are built like humans and remain stuck at the age they were bitten
- Although years can pass, there brain stops developing in age. They can gain experience but not grow older in maturity.
- Vampires don't have a need for an artificial heart as their souls are powered by the soul energy in animal blood.

SPECIES ABILITIES AND ISSUES:

- Vampires have no reflection, on silver mirrors however they do show up on modern mirrors and photographic.
- Their eyes work in the dark and can be used as nightlights as they glow.
- They are strong, have a good sense of smell, hearing and vision.
- They can summon other bats and turn into one
- As for flaws: holy water and stakes can pierce through their skin. They are weak in Sunlight and can be blood deprived

COMMUNITY VALUES:

Vampires are often avoided due to their blood drink nature. But they are not dangerous individuals, they are quite friendly and have many quirky traditions. They have formed bonds with the werewolf community. Often Vampires are seen socializing with werewolves in a beautiful friendship that has existed throughout bubbletown history!



SKILLS

Strength



Dexterity



Hyperactivity



Stamina



Beauty



Style



Hygiene



Vision



Hearing



Sense of Smell





SKILLS

Strength



Dexterity



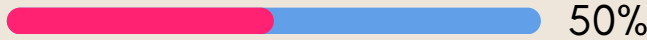
Hyperactivity



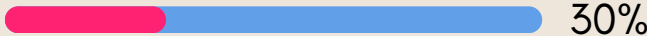
Stamina



Beauty



Style



Hygiene



Vision



Hearing



Sense of Smell



Werewolf

Finally! The good stuff! Werewolves is a human body mixed with Wolf DNA.

They can often be seen in packs and howling at a full moon. They love a good chase and won't shy away from a good eye scratch. I happen to be a werewolf, myself and I love it!

SPECIES PHYSIQUE

- Half Man, Half Wolf. Werewolves in bubbletown take the appearance of a humanoid with canine features such as wolf hair, nose, fangs, claws, ears and tails
- They also have a full wolf form, which they can switch into during a full moon.

SPECIES ABILITIES AND ISSUES:

- Werewolves are super fast and strong.
- They have a good sense of smell, hearing and vision. Often this can lead to overstimulation.
- We like other monsters, have artificial hearts. Biting only gives rabies.

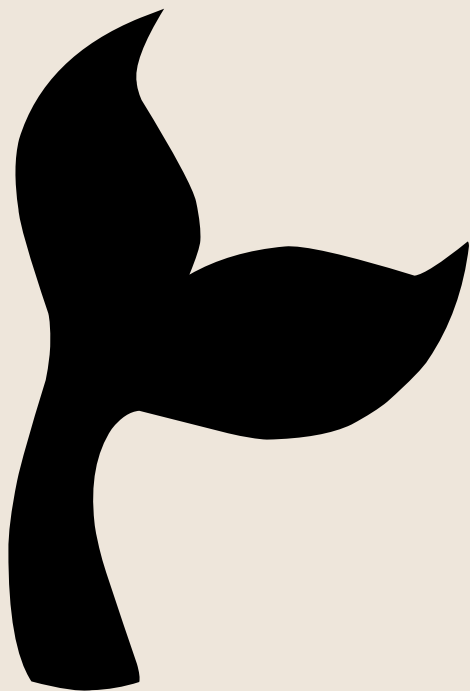
COMMUNITY VALUES:

Werewolves are social and friendly monsters who love to make a good pal. Their free-caring nature attracts good people!

They are often seen on the construction grounds as their strength comes super handy in building.

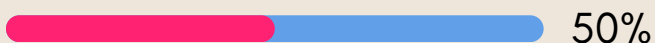
Never shy to help someone out, Werewolves have a good reputation around the monster community.

They are one of the few monsters that have formed strong ties with vampires. A friendship rooted in bubbletown history.



SKILLS

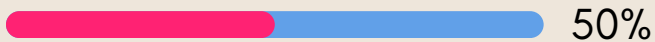
Strength



Dexterity



Hyperactivity



Stamina



Beauty



Style



Hygiene



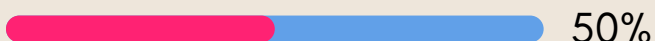
Vision



Hearing



Sense of Smell



Mermaid

Mermaid/Fish monsters are beautiful monsters who love putting on a good show.

They are bodies that were mixed with fish DNA. Luckily they came out on the prettier side! They live in bubbletown lake.

SPECIES PHYSIQUE

- Mermaids/Fish monsters have a variety of different looks. The common trait being fish tails and gills.
- They like other monsters, have an artificial heart.
- They are often beautiful creatures with lovely singing voices.
- Their hair however can sometimes look like a rats nest.

SPECIES ABILITIES AND ISSUES:

- Mermaids are able to entrance their audience with their lovely singing voices. Much like Shifters, their natural magic works with memory. They play lovely images in your head to put on a good show!
- They are good and fast swimmers but unfortunately can't live without both water and air

COMMUNITY VALUES:

Mermaids are loved by the monster community as they are kind of like local celebrities.

They often put up a good play at the Bubbletown Lake. Some of the best entertainment in bubbletown is made by mermaids.

They are quite resistant to change and prefer local culture and traditions over new ideas.

Skeleton

The self-proclaimed "backbone of the Monster society" These skeletons can be kind of tricky to befriend. Much more so if you are a werewolf (like me!)

They are essential workers, who do tasks that are more common/community service based. They are basically over glorified retail workers.

SPECIES PHYSIQUE

- Nothing special here. Just bones. average human anatomy.
- A strange thing about bubbletown skeletons is they have tongues. Don't ask why, we don't know and frank it scares us.
- Like any monster (except Vampires, Shifters and Ghosts) They have an artificial heart which contains the monster's soul.

SPECIES ABILITIES AND ISSUES:

- Able to detach limbs and body parts while keeping them active. They are able to see/hear without the needed body parts. However it is very limited.
- Their bones are much like teeth, which means they are sensitive to the cold. They also more sensitive to magic, this is due to their heart being more exposed than other monsters

COMMUNITY VALUES:

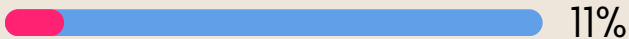
The skeleton community tends to be very close and neighbourly to each other, they can be a bit rebellious and admire going against societies norms (as you don't cross the skeleton code)

The skeleton code consists of "Rejecting human constructs" Meaning no skin. No clothes. No hair. Nothing that keeps you human.



SKILLS

Strength



Dexterity



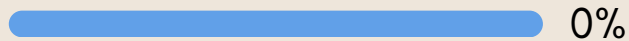
Hyperactivity



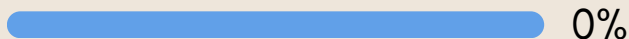
Stamina



Beauty



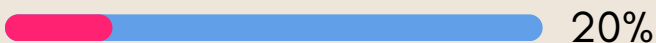
Style



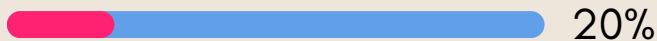
Hygiene



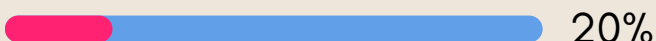
Vision



Hearing



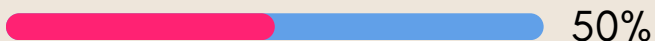
Sense of Smell





SKILLS

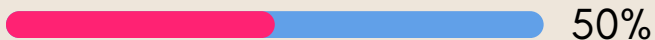
Strength



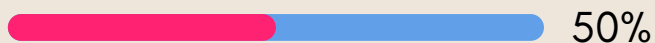
Dexterity



Hyperactivity



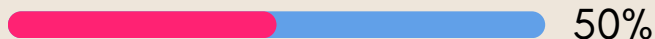
Stamina



Beauty



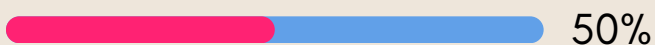
Style



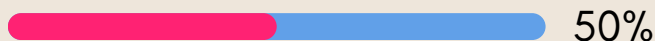
Hygiene



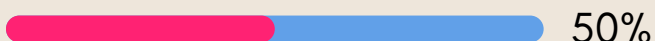
Vision



Hearing



Sense of Smell



Shifter

A mysterious and tricky bunch. They are not to be easily trusted. Rather than changing shapes. Shifters work with memory alternation magic. They change appearance based on what another person perceives of them. You might see your cousin, your friend or your lover! Their magic is a result of their soul being confused with their identity before dying. Most don't remember their lives and go by The last name "doe."

SPECIES PHYSIQUE

- Appearance varies from person to person. They can be your friends, your family or a total stranger
- The Kings have described their real appearance as a person with Black Horns and fangs. However most of us will never see their true appearance.
- They don't need an artificial heart. Not much is known as to why.

SPECIES ABILITIES AND ISSUES:

- Shifters are able to mimic someone from your memory. They can switch appearances in seconds. Ranging from strangers to family members
- They can also mimic voices and certain skills
- Many have been appointed as collectors for bubbletown, They bend in with humans and collect anything we might need back home. However due to their rapidly changing identity, they can not remain with humans.

COMMUNITY VALUES:

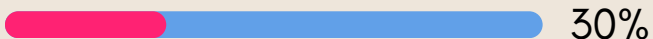
Shifters have a weird reputations in the community. Some see them as pranksters while other see them as dangerous and not to be trusted.

They have a pairing tradition in their community. This is where a shifter finds another shifter to share their life with. Not necessarily romantic but rather a life bond.



SKILLS

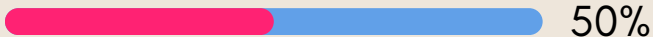
Strength



Dexterity



Hyperactivity



Stamina



Beauty



Style



Hygiene



Vision



Hearing



Sense of Smell



Werecat

A Werecat is a human body mixed with feline DNA.

They can often be seen in alone and in tall places. They are quite lazy and enjoy a peaceful afternoon in bubbletown. They deeply hate water and going on "chases"

SPECIES PHYSIQUE

- Half Man, Half feline. Werecats in bubbletown take the appearance of a humanoid with feline features such as feline hair, nose, fangs, claws, ears and tails
- They also have a full cat form, which they can switch into at will. (lucky bastards)

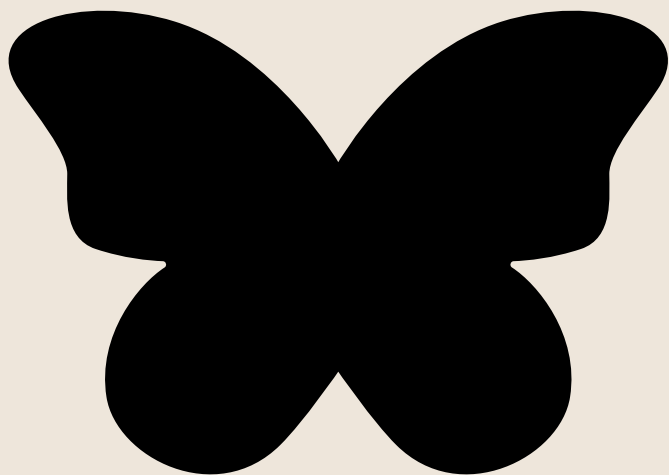
SPECIES ABILITIES AND ISSUES:

- Werecats are super slow and not very strong.
- They have a good sense of smell, hearing and vision. Often this can lead to overstimulation.
- We like other monsters, have artificial hearts.
- They are quite graceful with their movements

COMMUNITY VALUES:

Werecats, like to keep to themselves. They are often seen alone even within their communities.

They can be quite lovely dancers, as their movements are graceful and precise! however the majority of them enjoy relaxing by the sun and in high places.



SKILLS

Strength



0%

Dexterity



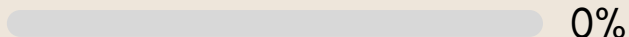
0%

Hyperactivity



0%

Stamina



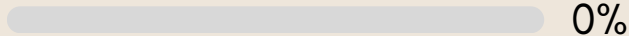
0%

Beauty



0%

Style



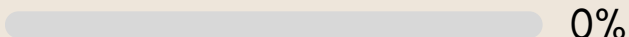
0%

Hygiene



0%

Vision



0%

Hearing



0%

Sense of Smell



0%

Bug monster

A bug monster is a human body mixed with bug/insect/arachnid DNA.

Categorizing these monsters would be too much of a task! So the skill section is left blank. There are simply a LOT of variations!

SPECIES PHYSIQUE

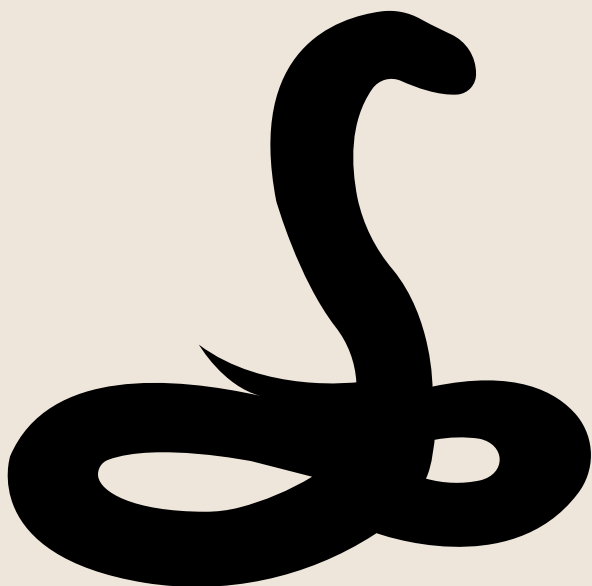
- Ranging from bees to spiders to beetles. Any Bug you can think of, There is a monster!
- Half Man, Half insect. Bug monsters in bubbletown take the appearance of a humanoid with bug features such as antennas, wings, extra limbs, fangs and more!

SPECIES ABILITIES AND ISSUES:

- Most have good sense of smell, hearing and vision. Although it varies on the type of insect/arachnid
- Like any monster (except Vampires, Shifters and Ghosts) They have an artificial heart which contains the monster's soul.
- Extremely good at patterns and problem solving. They can be quite smart!

COMMUNITY VALUES:

Extremely social monsters, Often they are seen performing traditional dances, sometimes while flying! They can be quite interesting to befriend!



Snake Monster

A Snake Monster is a human body mixed with snake DNA.

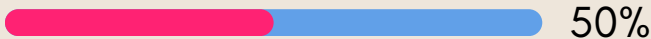
They are often alone and live near Bubbletown Lake. Unless you're the King and live in a castle!

SKILLS

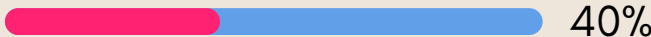
Strength



Dexterity



Hyperactivity



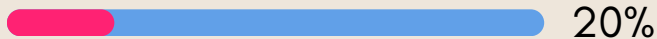
Stamina



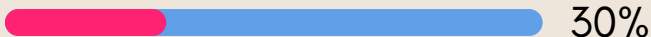
Beauty



Style



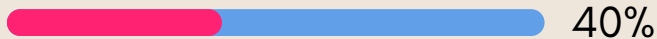
Hygiene



Vision



Hearing



Sense of Smell



SPECIES PHYSIQUE

- Snake Monsters can be a SUPER tall ranging from 7-10 feet tall
- Long tongue
- Half Man, Half snake. Usually they are different variations in patterns and colors. they have scales.

SPECIES ABILITIES AND ISSUES:

- They move quite fast
- They have a good sense of smell and vision. However they can't hear very well.
- They are sensitive to the cold.
- Like any monster (except Vampires, Shifters and Ghosts) They have an artificial heart which contains the monster's soul.
- They can grow new skin and heal a bit faster than other monsters

COMMUNITY VALUES:

Snake Monsters can vary from being the friendliest people you know to some of the meanest.

They often are considered extremely beautiful due to the different variations in color and patterns.

They are not social at ALL. Many being shy and secretive monsters. Which is why King Simon is such an oddball of the bunch.

Bird Monster

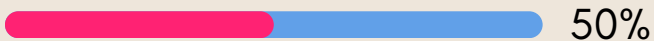
A Bird monster is a human body mixed with bird DNA.

These beautiful flying monsters keep a watchful eye on Bubbletown. Much like werewolves and Vampires, these monsters can turn into an their mixed animal.



SKILLS

Strength



Dexterity



Hyperactivity



Stamina



Beauty



Style



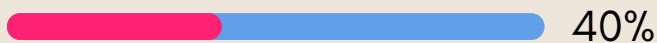
Hygiene



Vision



Hearing



Sense of Smell



SPECIES PHYSIQUE

- Half Man, Half bird. Bird monsters in bubbletown take the appearance of a humanoid with bird features such as feathers and wings.
- They also have a full bird form which they can switch to at will.
- Like any monster (except Vampires, Shifters and Ghosts) They have an artificial heart

SPECIES ABILITIES AND ISSUES:

- They have a good sense of smell and vision. However they cant hear very well.
- Birds are able to attract partners with their lovely singing voices. It can also be used to threaten. Its a secret form of communication.
- They can fly both in and out of full bird mode.

COMMUNITY VALUES:

Many bird Monsters have social organizations, Many species separate into small family groups or "flocks" for activities such as nesting and territorial defense.

They can be VERY territorial. So don't touch their things! You will regret it!



SKILLS

Strength



Dexterity



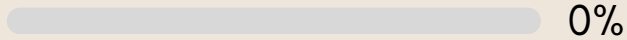
Hyperactivity



Stamina



Beauty



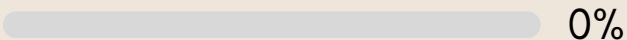
Style



Hygiene



Vision



Hearing



Sense of Smell



Monster Wildlife

When the bubble was created everything under the bubble was affected by its magic, including wildlife

Categorizing these monsters would be too much of a task! So the skill section is left blank. There are simply a LOT of variations!

SPECIES PHYSIQUE

- Ranging from magic and big insects to scary mice
- These creatures come in all shapes, colors, patterns and sizes!

SPECIES ABILITIES AND ISSUES:

- Most have good sense of smell, hearing and vision. Although it varies on the type of species. All the skills of the creatures were slightly altered and advanced.
- They don't have an artificial heart. But rather are still alive.
- They can be quite smart

COMMUNITY VALUES:

Some of these creatures are sweet enough to be kept as pets. For example Monster frogs, lizards, rats and mice.

However some are to be avoided at all costs. Like monster bugs. Monster birds can be very territorial and can be dangerous to handle. If you see a monster goose, run. Don't look back, abandon everything and RUN.

It's a good idea to consult with the kings about which creatures are safe and which aren't

JOIN THE WORK FORCE!

There are lots of different jobs in Bubbletown. Ranging from being a local vendor to collecting items from the human world. So join the workforce and earn that sweet sweet candy!





LOCAL THINGS TO DO

SIGHT-SEEING & ATTRACTIONS

Bubbletown has been around for a long time. With this there is a lot of culture and a plethora of activities for everyone. Some of the more famous activities include:

- Haunted stories campfire
- Monster escape room
- The Monster Market
- Historical Castle Tours
- Bubbletown Art Walk
- Candy stands and shops
- Mermaid's lake
- The royal garden
- Skeleton Jazz concert
- King's day Month Festival

We also have a number of holidays. But here are some of the big ones!

Candy Day (November 4)

Vampire Day (November 8)

Werewolf Day (February 6)

Monster friendship Day (February 14)

Skeleton Day (October 28)

All Hallows Eve (October 31)

Winter Solstice Day (December 21)

Kings Day (March 22)

Kings birthday Celebration (April 6)

International Monster's Day (August 14)

GETTING AROUND

To get around bubbletown, you can use the king's portals. They are located in different spots around the town. Otherwise you are stuck on foot.

KINGS DAY FESTIVAL

Kings day is the day we celebrate the creation of bubbletown and its history. The festival events go on throughout the whole month!

ANYTHING ELSE

If you have any doubts over the traditions, consult with the kings and their historian. They will be happy to share more information on certain holidays and events around town.

MONSTER

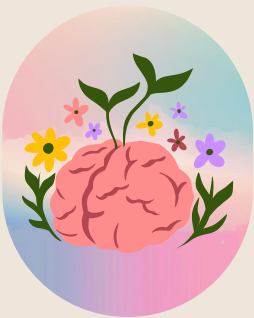
WORKSHOPS



HERE IS THE 411: HOW TO CLEAN YOUR BONES

This workshop is ran by steven, the skeleton. it runs for 3 days and teaches you everything you need to know about skeleton hygiene

STARTING FROM  3



MEDITATION & BRAINFULNESS AS A ZOMBIE

This workshop will teach you how to fill your lush for human brains with mindfulness and mediation.

STARTING FROM  0



FINDING A HUNT/HOWL BALANCE

Sometimes finding a balance between hunting and howling can be a real struggle for some werewolves. This workshop will dive into that!

STARTING FROM  6



BLOOD-DEPRIVED? FANGS OUT ITS TIME TO EAT!

Having trouble including blood in your diet. Still a bit jumpy about it? This humane hunting and cooking course for vampires will do the trick AND treat!

STARTING FROM  12



places to eat and drink

FOOD & DRINK

So you have a problem. Your taste buds are dead but you enjoy to eat.

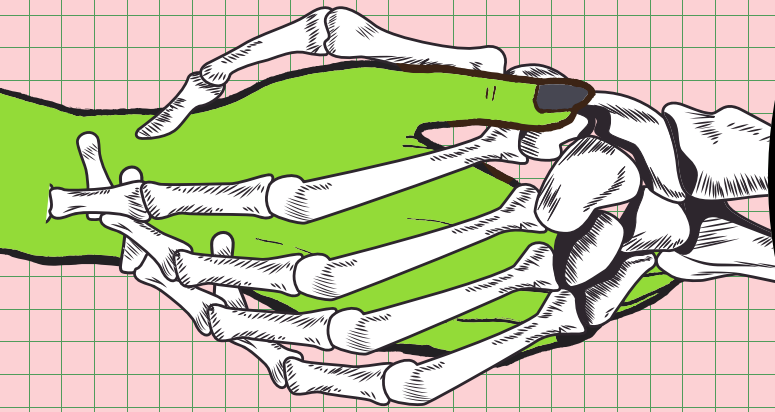
Luckily there is a solution! Candy! Dyes and Chemicals from Candy actually brings our taste buds back to life! So I have listed some of the best places around town.

- Unlife is sweet.
- Bewitched Jelly Beans
- Red DIE 40! (Bar)
- Bubble & Gums
- Sweet Fang Shop
- Love, Sweets, Magic
- Enchanted Sweet Shoppe
- Dan's Sweet Onions
- Cal's Colorful Candy
- Fizzy Fountain



Candy

It sure tastes!



WHAT TO TRADE?

To make it in Bubbletown, You need to trade. That's the only way to get access to extra and cool things you might want!



CANDY

Candy is the delicious currency of bubbletown. A lot of it has to do with how easy it is to obtain in Violet Hills. It is also the only thing that monsters can taste! So if you got candy you can trade it in exchange for goods and services!

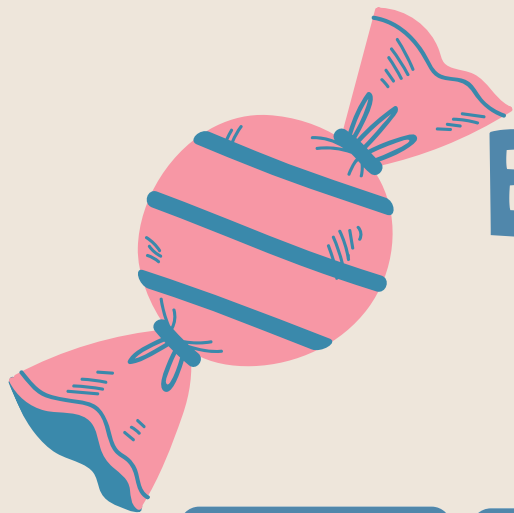
PERSONAL ITEMS

When you first arrive you are given a few comfort items and a set of clothes. You can trade these for other items in the marketplace. You can even trade your way up! Just have to know how to bargain!



POTIONS

If you are an approved potion vendor, you can sell potions created by the kings! hell you can make your own or sell ingredients for the potions! the most common being lots and lots of plants! of course to activate any magic , the kings magic words are required. Otherwise its as good as really bad tasting plant juice.



Bubbletown Bingo

**Candy
Onion Dan
got into a
fight**

**King
Simon's
Funny
Gasp**

**Janet for
Candy
accounting
made a
mistake**

**A new
monster
bug is
discovered**

**Steven
overpriced
his classes
again**

**A
skeleton
is chased
by a
werewolf**

**A
skeleton
calls you
a normie
skin
wearer**

**potion
mishap**

**King
Vincent
sighs**

**The
historian's
funny
sneeze**

**Free
space**

**2 candy
vendors
are
dueling**

**someone
tries to pay
with old
shoes**

**someone
smashes
the
pumpkins**

**Werewolf
howling at
their first
full moon**

**someone
misusing the
travel
portals**



thank you

To Tony Wrightsalot

Thank you for taking the time to inform the citizens of *CVB's & QMC* about the many wonderful things that make this town feel like home.

We are truly grateful and we hope to continue our partnership as we move forward. We are so happy to have you as a local writer and looking forward to working with you on projects in the future

Best wishes,



King Simon
King Vincent

King Simon & Vincent