Wee Sing

Version 2.3

By Cataquack Warrior

Welcome to the many worlds of Wee Sing. Be ready to have fun, play games, and sing and sing and sing! You get +1000 CP to start out.

Location

There are many fantastic lands to explore, so where are you starting out? Roll a 1d8 or pay 50 CP for the location.

1. Wee Sing Park- A magical little park that is perfect for celebrating a birthday.

2. King Cole's Kingdom- A dream world of nursery rhymes come to life. From the crooked domain of the Crooked Man to the palace of Old King Cole himself and his Fiddlers Three, there is much jollity here.

3. Grandpa's House- The house of an elderly man who still loves his toys, just as they still love them. And the toys are magically alive, so expect to be invited to shrink down and play with them.

4. Sillyville- A coloring book come to life, Sillyville has many different beings of different colors; the only trouble is that they have had trouble getting along with the other colors lately.

5. Big Rock Candy Mountains- In this magical land, you never change your socks, and little streams of lemonade come a tricklin' down the rocks! To access the candy world, all you have to do is go down a slide into a blanket cave while saying the password (Peppermint Tree).

6. Marvelous Music Mansion- A wondrous manor owned by Great Uncle Rubato, where music boxes come to life, hat racks sing and dance, and door knockers have puzzles for you to solve.

7. Wee Sing Train- The Wee Sing Line is a fully-operative train from a children's train track come to life. The children have been quite imaginative in the train's destinations, as you'll go everywhere from the Wild West to farms with vegetables growing in cupcakes to fairytale castles.

8. Under the Sea- A painting of an underwater ecosystem brought to life with magic, everyone can breathe down here just fine. Even so, not everything is perfect here, as things are starting to get polluted.

Background

Go ahead and choose a background for yourself. All of the backgrounds are free, but it costs 50 CP to choose your age and gender. On the other hand, for most of the backgrounds the age is kind of hard to tell.

Drop-In- You come as you are, with no background or respective memories for this world.

Child- Children come from the real world, but are often invited to participate in magical adventures. Your age is 1d8+3. Whichever land you start at, you actually begin with your real life on that Earth, but you'll soon find a way into that whimsical land.

Toy- In the many worlds of Wee Sing, everyone has a bit of magic in them, even toys. You can make yourself seem lifeless when being observed, but when you want to have some fun you can come to life.

Animal- There are many different animals in the Wee Sing worlds, ranging from animatronic ones that (kind of) resemble normal creatures to ones that look like people in animal costumes.

Human(ish)- Aside from the animals and living toys, Wee Sing lands have human beings…sort of. They have their own eccentricities and abilities, but they are still fun to get along with if you take the effort.

Perks

The magic of all sorts throughout the Wee Sing lands, and now some of it can be yours. All discounts here and elsewhere are 50% off.

Sing A Long (Free All)- There's a lot of singing and dancing here, so best that you have this perk. With it, you can sing and dance for over an hour nonstop before you need to rest a little.

Music of Learning (100 CP, Free Drop-In)- Just remember, it was ordinary people like you and me who made the Wee Sing series of songbooks that started it all. You are now a master at creating children's songs. And not just any ordinary songs, no sir! These songs gradually enhance the mental capacities of listeners. Moreover, you can make a song to teach any sort of educational lesson to someone, and as it is a song, they are more likely to embrace your teachings.

Present from Timbuktu (200 CP, Discount Drop-In)- Who would have thought you would find an enchanted music box in far-off Timbuktu – especially when the box plays American-style tunes? You have increased luck in finding unusual and magical items wherever you go, even when the locations should not have such items available.

Preserver of Lost Melodies (200 CP, Discount Drop-In)- The Wee Sing song collections were important not only in helping educate children, but also in saving many old children's songs from being lost and forgotten. By concentrating, you can remember the tune and details of any song that has been forgotten by the world you are currently in, and you will always remember those songs. Furthermore, just by hearing part of a song you can immediately identify key details such as its name, the creator, and the full lyrics.

Musical Fingers (400 CP, Discount Drop-In)- Your fingers are gifted for music, in more ways than one. At the simplest level, the perk gives you increased ability to play musical instruments with your fingers. However, simply by waving your fingers in the air, you can summon rainbow music notes that fill musical tools

around you with magic, making them come to life and play on their own. For instance, a figurine on a music box would come to life and play the music himself or herself. To shut down the things you brought to life, simply wave your fingers again.

Magic is Ageless (600 CP, Discount Drop-In)- Whoever said that your imagination has to go away when you grow up? You retain that sense of childish wonder for life no matter your age. This also means that abilities that are limited by age can be used by you no matter your current age, and that you do not need to be a child to notice things that normally only a child could sense.

Sing and Learn (100 CP, Free Child)- Wee Sing songs are designed just for you, and you learn a little more with each song. Whenever you sing a song, your mental processes, from body coordination to reading proficiency, go up just slightly. Only maybe an inch, but that can still add up to a lot given enough time.

Junior Detective (200 CP, Discount Child)- Children can be quite curious, and you have the heart of an investigative detective. You have increased luck in finding clues when you are attempting to solve a mystery, and you gain enhanced skill in connecting the different clues together to find the truth. Your mystery-solving talent is further strengthened when you cooperate with others.

Simple Lessons (300 CP, Discount Child)- Don't dismiss the importance of early education. These simple lessons can be more important than you would think. Things like getting along with friends, not getting worried over appearance, or learning to share. Though many issues in life are complicated, they often stem from these simple yet easily forgotten problems. You now can always remember the simple rules in life, and use them to resolve problems by getting past the complicated tangles and to the core of the matter.

"Do Unto Others…" (400 CP, Discount Child)- "…as they do unto you." I don't think the people who invented the saying had inanimate objects in mind, though. Basically, when active, the perk causes objects to remember how they are treated, such that they can come to life and return the treatment to their users later on. A toy that gets to enjoy many tea parties, for example, will repay you by inviting you to a magical party of your own. Just be careful about which items you use it on – some things you use in a way that you certainly would not want to happen to yourself.

Imagination (600 CP, Discount Child)- The daydreams of a child can be so vivid that they could be their own worlds – and are! By physically setting up the basis for a magical world in reality, whether by building a toy railroad track or making a sidewalk painting with chalk, it becomes a whimsical world that you can potentially visit. However, you need to put sufficient love and effort into the world – for one, it has to be something you imagined, not someone else's. The world's setting depends partially on the physical features you established in the real world – for instance, if you colored in the trees purple and the sky green on a coloring page, that world will have the same features, and if you have crayons lying around in your pretend desert, that world will have giant crayons mixed in among the cacti. On the other hand, much of the world has a will of its own, so be ready for lots of surprises – an ordinary dollhouse would become an elaborate manor, and a railroad you set down on a flat, carpeted floor will take you through mountains and over rivers. Also, things that change the physical set-up of the setting in the real world will affect its imaginary counterpart, even if you are currently inside it. Items and beings from one world can fluidly transfer to the other world.

Character Song (100 CP, Free Toy)- You have a special song named especially after you (or you after the song) that perfectly describes you. It is a catchy children's rhyme, and easily gets stuck in people's heads. Whenever you sing it, you get a boost of energy and confidence.

On the Right Track (200 CP, Discount Toy)- You can somehow make train tracks magically appear in front of you. In the case that a train is actually present, it can move about those tracks fluidly as they appear. In addition, the tracks can be used for other purposes such as ladders, fences, and bridges.

Toy Cuisine (300 CP, Discount Toy)- Toy food – food made for toys – looks almost like the real thing, doesn't it? Well for toys, it is just as appetizing and healthy as real food. You are now able to safely digest all kinds of fake food props. More than that, you can magically summon your own toy food, or prepare preexisting fake food, and make it so that anyone can safely eat it; by safely allowing eaters to absorb nutrients they could never [safely] obtain otherwise, this variant of food can be very healthy. This sort of food can also be fed to inanimate objects to boost their vitality. In addition, just as toy food slices are perfectly uniform, by simply tapping the top of a food (regular kind or toy, it doesn't matter) with your finger you can cause it to split evenly into any number of pieces you desire – each piece will be half the size of the whole food, no matter how many pieces it is split into (this means that the nutritional intake will only be halved, such that each piece could be considered half the serving size of the original).

Forgot to Turn Off (400 CP, Discount Toy)- Toys are so commonplace in houses that people tend to just forget about them, which you can use to your advantage. With this perk, people become more likely to forget about your presence, particularly in regard to putting things in place to restrict you. Whether it is casting a spell to put you into stasis or closing the door to your prison cell, something will catch their attention at the last minute and they will forget that they didn't follow through with you until later.

Welcome to Our World (600 CP, Discount Toy)- Toys often have worlds of their own, ones that they would love their playmates to see for themselves. Well, now you can make that happen. For starters, you have increased luck in finding friendly secret areas and pocket dimensions attached to worlds that you visit, and

you can open the way to and from them at will. Moreover, you can shrink people down to the proper size of toys, or back to their old sizes.

What Profster Means Is… (100, Free Animal)- It can be tough for even adults to understand cryptic statements and morals. You, on the other hand, can perfectly understand these complicated speeches and explain them in a fashion that even children can understand.

Down on the Ocean Floor (200 CP, Discount Animal)- Hey, I know that sea otters and penguins can dive down for a while, but shouldn't they need to go back to the surface for air? You are now able to assert a special magic over a 1-mile radius that allows all beings within the field to breathe underwater. Furthermore, everyone can selectively switch between swimming and walking as if you were on land.

The Fly has Married the Bumblebee (300 CP, Discount Animal)- Fiddle-de-dee, fiddle-de-dee, the fly has married the bumblebee! ♫ Love doesn't care about what you look like – or what species you are, for the matter. You can now freely marry anyone you choose, regardless of race, species, or other differences, so long as both of you willingly and genuinely love each other and consent to the marriage (meaning that kids and non-sapient animals, given the limited understanding of things, still won't qualify). The marriage will be legal wherever you and your spouse go. On the flipside, you have the authority to conduct marriages with a similar effect, so that the marriages cannot be nullified except by the individual wills of the married spouses.

Sea Geography (400 CP, Discount Animal)- You can instinctively create fully accurate maps for the floor of any water body, from a lake to a full ocean. However, you will need to sit somewhere touching the ocean, and map it all out from there; a simple lake might take under a day, while a full ocean might require

you to keep to your post for weeks. Devote additional time to the map, and you can pinpoint specific things such as coral reefs, shells, or buried treasure.

Environmental Message (600 CP, Discount Animal)- Problems such as pollution can be a serious matter. As a representative of the natural world, which is most threatened by such negligence, you have a way of getting people engaged in addressing environmental issues. In particular, you immediately become ill when there is pollution present (don't worry, the negative effects for you are somehow reduced to a small cough and tiredness), thus acting as a detector for harmful elements. You also gain increased skill in locating and properly confiscating litter. In fact, things begin to instantly improve in an area once you remove the main pollutants and litter; however, to make sure that things stay clean, you'll need to get others involved.

Whims of Color (100 CP, Free Human(ish))- You have a magical ability to determine the colors of things. You can paint anyone or anything with just a splotch of red, blue, green, yellow, or purple, and they will instantly turn that color. You can also use invisible paint to make people invisible, though they can still be heard. The only downside is that you can only paint in absolutes; whenever you use a certain color of paint, the entire appearance of that person becomes an embodiment of that color, and you cannot mix them. The only exception is that you can return those you have painted back to their normal colors.

Elf Magic (200 CP, Discount Human(ish))- Santa's helpers sometimes make mistakes, so a little magic helps fix things up. With a simple bit of magic, you can fix any mistakes in an item. The level of magic required increases with both the complexity of the item and the amount of time since its creation. Due to the risk of tiring themselves out in this fashion, the elves generally reserve their magic for if they mess up, as it is best if they do a good job the first time to begin with.

Crooked Man (300 CP, Discount Human(ish))- Why, it appears that you bent over a little too much in Crooked Land. Well, that's okay, now; simply by making your back crooked, you can make the setting around you crooked. Trees and houses will bend, and roads that lead to a destination may just send travelers in loops, for example. And since your own back is crooked, you are not disoriented by any sort of crookedness. However, as soon as you straighten your back, the effects end.

Three Chances, Then *Poof*! Goon (400 CP, Discount Human(ish))- You can select a single target and forbid him or her from doing some specific sort of naughty behavior. Every time the target breaks the rule and does it, you automatically know and can teleport there. You must then remind him or her of the warning, and give three more chances. If the target rejects your warnings and does the action four times, with you repeating the warning each time, you have the power to turn him or her into a "goon" – a mutated form of the original body that covers him or her with garish splotches and instills a feeling of being miserable. Moreover, physical and magical strengths are significantly limited when stuck as a goon. Until the subject repents and shows that he or she has turned over a new leaf, or if a sufficiently strong magic undoes the transformation, the goon curse remains.

Story of a Song* (600 CP, Discount Human(ish))- Almost every song in the Wee Sing worlds has some tie to reality, even nursery rhymes such as Little Boy Blue and the Muffin Man. Now, by singing a song out loud, you significantly increase the chance of similar events happening in the setting. For example, singing "Rain, rain, go away" could dispel even a monsoon's rainstorm, while singing a character's theme song would increase the chances of you encountering said character in the near future – in fact, he or she may even join in on the song halfway through! That said, the songs cannot manifest something from nothing, meaning that for a song to have an effect, the things tied to the song must exist in the current setting. A song about a person who does not exist where you are, for instance, wouldn't be able to summon that person, and the harder it would be for the full effects suggested in the song to occur, the less likely it is that the song will

have that amount of influence. As a result, songs that imply significant alterations to reality are highly unlikely to work.

Items

Here are a few extra keepsakes you might want to bring home with you. All items reappear in the Warehouse if lost or destroyed.

Wee Sing Collection (200 CP, Discount Drop-In)- A large set of the various audio tapes, songbooks, and videos making up the full assortment of Wee Sing products. You also get similar songs and videos that are native to the setting you are currently in, as if an alternate version of Wee Sing or a similar children's edutainment was made for each jump.

Marvelous Mansion (400 CP, Discount Drop-In)- A beautiful little mansion enchanted with musical magic. For instance, the chairs will instantly clear the table when instructed, and the stairs play music like a piano. The mansion is accessible from your Warehouse, but you can also import it to a location of your choice in each jump.

Imaginary Friend (200 CP, Discount Child)- A toy that appears perfectly ordinary to everyone you don't want to show him or her to, but for you and others you share the ability with, it comes to life as a human-sized being. Your imaginary friend doesn't really have any other special powers, but he or she is very loyal to you and loves to have fun. Does not count against companion limits unless specifically imported as a companion.

Wee Singdom (400 CP, Discount Child)- An amazingly fun children's board game in which you move a train all throughout the Wee Singdom – which, interestingly enough, includes all the key Wee Sing worlds and Sing-a-Ling-a-Land. You and others can therefore travel to those worlds even outside the jump, but only when you are playing the game. In addition, if you place another board game on top of Wee Singdom, assuming the new game's setting mixes well with the Wee Sing lands, the setting of that game becomes another area of the Wee Singdom, and the board expands; afterwards, you can visit that world as well. Any worlds explored via the Imagination perk can also be merged into the game accordingly.

Magic Jump Rope (200 CP, Discount Toy)- Seemingly a miniature jump rope fit for a small doll, this jump rope is enchanted by magic and can increase to a normal size. Furthermore, applying magic to the rope can cause its length to increase, or make it divide into two separate ropes.

Cuckoo Clock (400 CP)- A large clock with a cuckoo (or mouse) that comes out every hour to announce the time. The clock remains perfectly accurate on the time no matter where you take it. In addition, the cuckoo or mouse will instinctively come out when there are other important things to announce, such as keeping appointments, arriving guests for a party, and other things you have scheduled or planned.

Nature's Orchestra (200 CP, Discount Animal)- A collection of natural plants and phenomena (clouds, rainbows, etc.) who make up an orchestra, with each member knowing an instrument or being able to sing. When summoned, they can manifest themselves into equivalent natural things in the surrounding environment. Right now they don't know much except music, which is what they love most of all. They can be imported into jumps without counting against companion limits unless specific parts of the orchestra are imported separately and specifically as companions.

Conch Shell (400 CP, Discount Animal)- With this shell, you can always hear the roar of the sea, and visit it, too. By blowing into the shell enough times, you produce a melody that generates a portal to the nearest sea; since this is a magical shell, though, it also counts magical oceans, so the portal could lead inside the world of a painting of an ocean if it is closer.

Snowflake Sleigh (200 CP, Discount Human(ish))- A magical flying snowflake, used by Santa's elves when they need to travel. It can be piloted in a normal (car)-sized form, but it can also shrink itself and its riders down to the size of a snowflake. In its miniature form, the vehicle can perfectly blend in with regular snowflakes. However, it can be a little tricky to pilot, so fly safely and buckle up.

King Cole's Castle (400 CP, Discount Human(ish))- A full replica of Old King Cole's castle. It is a large, medieval castle sitting on the top of the hill, and it is staffed with a variety of servants based on nursery rhymes such as the Fiddlers Three and the Royal Duke of York. The castle halts aging for everyone who has reached middle age (40 to 50 years old) as long as they are inside the castle. The castle is accessible from your Warehouse, but you can also import it to a location of your choice in each jump.

Companions

What, feeling lonely? Don't be; Wee Sing always offers lots of chances to make friends.

Say Say Oh Playmate (50/300 CP)- Adventures are even more fun when you're sharing them with friends. Pay 50 CP per companion or import 8 for 300 CP. You

can also use this option to befriend canon characters. Each companion comes with a free background and 400 CP.

Drawbacks

This is a fun place, but I suppose you could take drawbacks if you want; in any case, things will probably still work out as long as you don't give up. You can take up to +600 CP.

Sing and Play All Day (+0 CP, Mandatory)- Hopefully you like saccharine children's videos, because that is what this universe is composed of. Whether you are in the "real" world or in a fantasy realm, expect to be constantly caught up in children's' games like ring-around-the-rosie and singing nursery rhymes. This option is nullified if you take *Wee Scream*.

Knock, Knock (+100 CP)- Who's there? Riddle. Riddle who? That's the riddle for you to solve. Every time you come to a door, the door knocker is animated and enjoys giving out riddles. Unless you can solve the riddle, it will not let you enter the door, though it will let you exit without trouble. This only ever happens to you, and your friends all get through just fine.

Stuck (+100 CP)- Whenever you start singing a song or doing something rhythmic like clapping your hands, there is a 25% chance that you will forget the final step to ending the number, leading to you endlessly looping through the song or movement until someone else steps in to help you.

I Just Wanted to Help (+100 CP)- You have a very helpful and curious nature that wants to provide assistance whenever possible – even when no assistance is needed. Moreover, you tend to end up getting yourself into situations that create comedic problems; everyone will be fine in the end, but it will still cause some trouble.

Just Can't Get It Out Of My Head (+200 CP)- You know how it is when you hear a song, and you just can't get it out of your head? And it's really funny, because it just keeps going around and around. And you try to forget it and you try to think of something else, but you just can't. You have gotten a certain children's song stuck in your head from the moment you arrived in the jump, and it will not leave until the end of the jump. It is so strong that you will unconsciously hum it.

Truly a Child (+200 CP)- Everyone in these imaginary worlds, even 100-year-old King Cole himself, is childish, so it is only natural that you do the same. You cannot think of anything that would be unsuitable for a 4^{th}-grader.

Low Budget (+200)- Hey, making these videos costs a good deal of money, you know, and money doesn't grow on trees, even in Wee Sing worlds. The special effects seem cheaper than ever, and that includes any otherworldly things you brought along for the show. Any special items, body forms, or powers that are above the pay grade of the movie are either downgraded or nullified to fit with the cost margin.

Color Clash (+300 CP)- Oh, dear. A bit of magic went awry, and you and your attire has changed to a singular color – red, blue, green, yellow, or purple. You decide that you like this color more than anything else in the world, and you refuse to associate with anything that is not the same color as you.

Silly Soul (+300 CP)- More than simply childish, many of the people in the Wee Sing lands are quite silly indeed. You think that a huge, priceless ruby makes a good paperweight and that a solid-gold goblet is a pie-eating trophy; in fact, you value common blankets more than silver and gold. That said, sometimes childish nonsense can be a sort of wisdom of its own if you look at it the right way.

Rewind (+400 CP)- Good news and bad news. The good news is that your adventure in the jump only covers the span of one hour. The bad news is, that's because your adventure is a normal-length Wee Sing video of its own. Why's that a problem? Well, it appears that your video is quite popular with the kids, and they'll watch it over and over and over. Whenever the hour of the video ends, you automatically start back at the beginning and repeat until you have gone through ten years. You can change events somewhat, but you tend to get railroaded into the exact same songs.

Foil (+400 CP)- You are going to be one of the lessons in the story, as you have some sort of central flaw. Maybe you have a fixation on looking perfect or can't help bopping your friends on the head, but whatever it is will lead to trouble.

Gooned (+500 CP)- You did something awful to upset the Good Fairy, enough that she has decreed for you to become and stay a goon for the entirety of the jump. Unlike the normal goon curse, yours will not fade away until the ten years are up.

Pretend (+500 CP)- That's such a cute game you have, pretending that you've been jumping across different worlds. But here, only the magic of the Wee Sing universe is real. You lose all powers from outside the jump, and any item that does not fit in with Wee Sing's style will fail to work. Oh well, at least it's not as big of a deal here.

Wee Scream (+600 CP)- Why must children leave Wee Sing Park as soon as the party is done? Why do some toys mistake shrunken children for "new dolls"? Who are those people spying on the mansion? In truth, the most probable answer is simply that the series was low budget and they made a few plot holes. Not anymore. No matter which world you end up in, there is a dark secret lurking behind the innocence.

The End

Well, the video is finally finished. What do you wish to do now?

Go Home- Yeah, I can understand; after a fun adventure, it's sometimes good to just go home to your family and friends. You keep all of the abilities, items, and other things you have acquired in your jumps.

Stay- The childish and whimsical spirit of this world can be infectious, and you do not wish to leave that magic behind.

Move On- It's on to the next world – hopefully one with less singing and children's games.

Notes

Origin- Wee Sing originated as a set of tapes and songbooks compiled by a couple of music teachers in order to both preserve old songs and stimulate cognitive development in children. Many of the songs were later used as the basis for multiple video stories that would teach kids important morals.

Video Plots/Worlds- It's important to keep in mind that, for the most part, the Wee Sing videos seem to not have been planned out ahead of time as a continuous series. Essentially, they made the first video and, after seeing its relative success, came up with another and so on. As a result, the stories, themes, and overall appearance of each video and its imaginary world differ sharply. Below are summaries of the different videos and worlds.

Wee Sing Together- A girl has her two stuffed animals Melody Mouse and Hum Bear come to life at night. They say that they want to repay her for playing with them, so they invite her, her brother, and their friends to a special birthday party at Wee Sing Park. It's basically the sort of park you'd find in a small town, with a picnic table in the center and a cave to take shelter from the rain. It's unclear what there is, if anything, beyond the actual park. The video doesn't have any big themes, though there's a little about being brave when there's an unexpected shower.

King Cole's Party- Several children from nursery rhymes like Jack and Jill travel together across King Cole's fairy tale kingdom to go to his castle. King Cole, despite continuing to be active and healthy, is celebrating his 100th birthday, and along the way they find a few humble presents to give him, highlighting the main theme that the best presents come from the heart. The overall setting is sort of the medieval European countryside you'd see in a nursery rhyme, though the place is completely peaceful and friendly. It turns out in the end that the adventure was dreamed by one of the boys, whose dad resembles King Cole.

Grandpa's Magical Toys- A boy and his friends go to visit his grandpa, who has a room full of old toys he used to play with as a youth. The kids accidentally shrink themselves, and they learn that the toys can come to life. The children have fun playing together with the toys until they find a way to turn back to normal. Among other things, the video emphasizes the theme that people can stay young at heart and enjoy playing games no matter how old you are.

Wee Sing in Sillyville- Two children and their dog get pulled into a coloring page they just finished. There they are asked by a person called Sillywhim to help her solve a problem the town of Sillyville has. The people of the town wear four different colors – yellow, blue, green, red, and purple – and each of them (except purple) only likes their own color and doesn't want to do anything with the other colors. As you can guess, the main theme centers around racism and prejudice. Sillywhim manages to get everyone back together, and the children return to their home. Sillyville is your classic, old-fashioned small town, with a vibrant forest around it; that said, the buildings and plants are often strange colors, and even trees, frogs, and nuts can talk.

The Best Christmas Ever- An elf wants to help his friend, as the friend is becoming clumsy and keeps messing up his usually great work at the workshop. The elf uses a snowflake to fly for help, and he accidentally crashes into a family celebrating Christmas. The family goes with him to the North Pole to try to help. They eventually realize that the elf needs glasses to see better, all the while singing Christmas carols. Along with the subplot about the glasses, there are other themes such as cooperation and cultural diversity.

Wee Sing in the Big Rock Candy Mountains- A girl goes with her stuffed animals down a slide into a blanket fort while singing a password so they can travel to the Big Rock Candy Mountains. They meet up with some animal friends and go exploring. The overall area has various candies as natural features, such as peppermint trees and soda lakes, though the scenery didn't have the highest budget.

The video covers a lot of different small themes (introducing yourself, be patient so you can tie your shoes, cleaning up), but the main plot uses Bunny Foo Foo as an example that friendship is reciprocal – there are times when you won't get your way since your friends have their own things they want to do.

Wee Sing in the Marvelous Musical Mansion- Several children and their aunt go to visit their Great Uncle Rubato in his Marvelous Music Mansion. Rubato and the aunt know how to make things come to life through music magic, so many of the features in the house, from knight's armor to doorknockers to clocks, can come to life in one way or another. They go to bed, but in the morning certain items owned by the different live music boxes have disappeared. The family plays detective to try to solve things, and they eventually realize that one of the music box players got envious of the other boxes' styles of music and tried to combine all of theirs into his own routine. The theme therefore centers on how everyone has their own unique talents and doesn't need to imitate others to be happy, but you also learn about different music terms and the like. It's interesting to note that this is the sole video that takes place entirely in the "real world" – the mansion's interior is strange, certainly, but it exists normally on Earth, with normal people who walk by and wonder why a lady is talking to a doorknob and trying to solve a riddle.

The Wee Sing Train- A brother and sister finish making a play railroad through different areas, and they are invited by the talking train to shrink down and ride along. The train goes through a desert with cowboys and a Western town, then to a farm with vegetables growing in cupcake holders, up through some mountains, and then to a fairytale castle where a frog is dating a princess. The train's engineer Tusky keeps getting into trouble because he wants to be helpful but is kind of clumsy, so the moral focuses on being careful.

Wee Sing Under the Sea- A boy finds a magic shell that transports him and his grandmother into the incomplete painting she was making of the ocean floor. There, Weeber the penguin has gotten lost and wants to find the South Pole with

the help of the local sea creatures. To find the way, they'll need the help of a grumpy crab who specializes in mapping the sea floor. To make things worse, a sea otter has gotten sick because of the pollution caused by the trash dumped in the ocean (though things quickly get better once everyone picks the junk up). As you can probably tell, it's largely an environmental theme. After they clean up, the boy and grandmother appear back on the beach and see that her painting has been filled in properly.

Wee Singdom- As the finale to the series, this video tries to bring back the different stars from past episodes. Two kids are playing a board game that involves moving the different characters from the Wee Sing videos across the board on the train (see Wee Sing Train) until they reach Sing-a-Ling-a-Land. We then shift focus to inside the game, where Sing-a-Ling-a-Land is a small forest grove. There, the humanoid music note Singaling and giant parrot Warbly are worried because they've invited their friends together for the Wee Sing Festival, only the rainbow that's supposed to be the star has vanished. While the different characters try to keep themselves occupied, the train searches around for the rainbow. The kids eventually find that their cat took the rainbow and, upon returning the piece, are invited inside for the grand celebration.

Imagination- Essentially, this perk rewards individual creativity, and it works less well when you are using something that was already made by someone else. For instance, take the case of a Lego set for an alien mine. Since the specific details were all laid out by Lego, you would have trouble entering that world, as it lacks a personalized connection to your imagination. On the other hand, if you made it into a mine that some Pokémon explore and make into a hotel, the addition of your creative touches would increase your ability to visit that world you personally imagined. Also, please keep in mind that, for the most part, the imaginary worlds tend to be low-powered, while still having magical things.