

# Operation: Sleepover

## Part 2

A black Atari 2600 console is shown from a top-down perspective. On the left is a black joystick with a red button and the word 'TOP' printed on its top surface. To the right of the joystick is the console's control panel, which features a green LCD screen displaying the title 'Operation: Sleepover' in green text. Below the screen are several control knobs and buttons, including a 'power' button, a 'color' knob, a 'left difficulty' knob, and a 'right difficulty' knob. The console is resting on a wooden surface, and a portion of a red patterned fabric is visible in the bottom right corner.

Based on the AR/TG game by  
Momewraith

Illustrated and edited by Areg5


You *said* you were going to explain why you are unable to reverse the *enchantment*.

That's what I'm *doing*.


I'm getting to that ...

What does this Justin fellow have to do with *that*?


As I was saying ...



Amisael's turned me  
into a 9 year old girl.  
*\*sigh\** At least I'm  
*older* now. It's better  
than being a *baby* ...



*\*sniff\** ...and she *did* say that I can go to Amy's sleepover now. I bet I hafta do that to get *changed back*. I wonder what she meant about "*getting ready?*"



I look pretty ready to  
me! *I'm one of the  
girls now!* Party here I  
come!

\*knock knock\*

I hope they didn't  
eat all the food!


Who is it, Monique?

Hi!

Just your dorky  
little sister.


Hold on ...





What do you want, Shrimp?

Can I come in?  
A ...Amisael said  
I could ...




Ha ha. You sure are persistent! She said you could join us when you were *ready*. You're *not ready*.

I ...I'm not?

*Of course* you're not! You look *really cute*, Bailey, but for one thing you'll need to put on some pajamas if you want to join our party ...


But I don't *have any ...*



That's not  
*my* problem.

Can I borrow some  
jammies from you?

I don't think they  
would *fit* you.



You *must* have some *old ones* that don't fit you anymore.

Maybe I do, but I don't know *where*. Mom gets rid of our old clothes. You know that.

What else do I need to do?

*\*giggle\** You have to be *older!* No *little girls* allowed!

But ...


A woman with long, straight black hair is shown from the back, looking towards a brown wooden door. She is wearing a grey top with a red strap. The scene is set against a light-colored brick wall on the left and a dark brown door on the right.

*\*slam\**

*...that's  
no fair!*


Those are the  
rules! Go away!

Grr ...




The *clothes* are the *easy part* ...where would Mommy put Amy's *old clothes* ...

Hey! Those *boxes* I saw in the *crawl space*! Maybe there's *old jammies* in 'em.




*\*shiver\** It looks *even scarier* than it did before! Here goes ...



Those must be Amy's  
old clothes! Good thing  
Mommy keeps our old  
stuff!

Bailey

Amy

A woman with dark hair is crouching in a dark room, holding a flashlight that illuminates her face and the floor. She is looking towards the camera with a slight smile. A thought bubble is positioned above her head, containing text. In the foreground, there is a cardboard box with some faint text on it.

There *has* to be  
jammies in this box!

\*giggle\*

This is the best  
sleepover ever!

Think she'll be back?

Huh? What are they  
talkin' about?

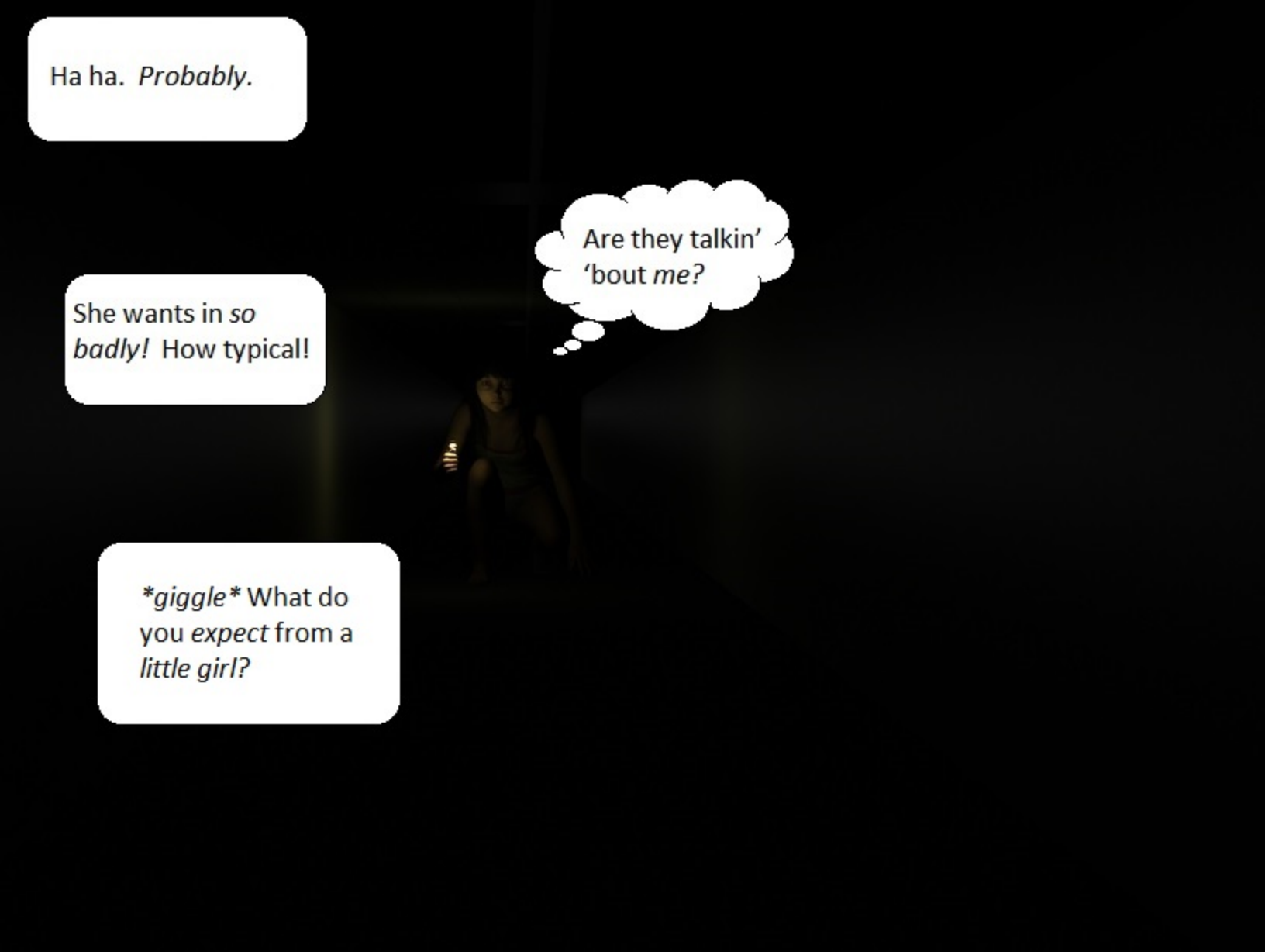



Ha ha. *Probably.*

She wants in so  
*badly!* How typical!

*\*giggle\** What do  
you *expect* from a  
*little girl?*

Are they talkin'  
'bout *me?*

A woman is visible in the center of the image, appearing to be in a dark environment. She is wearing a dark top and has her hands near her face. The image is overlaid with three white speech bubbles and one white thought bubble, all containing text. The background is mostly black with some faint vertical lines.

A person is shown in silhouette from the back, looking out through a window with a dark lattice pattern. The scene is dimly lit, with light coming from the window. The person's hand is visible near the bottom of the frame, holding a small object.

I better be *quiet!* I  
don't wanna get in  
*trouble!*


She just wants to *hang*  
with the *big girls!* Like  
*that's* gonna happen!


Now now, be nice!

Awww ...do I  
have to?

Good luck  
with that!

If they see me I'm  
dead!




A 3D rendered scene featuring two women in a room. The woman on the left has short, wavy red hair and is wearing a white floral-patterned spaghetti-strap top. The woman on the right has long, dark, wavy hair and is wearing a purple spaghetti-strap top. They are both looking towards the right. In the background, a black lattice structure is visible, with a person's face partially seen through it. Three speech bubbles are present: one at the top center, one at the bottom center, and one on the right side.

We should tell her  
if she wants to  
hang with us, she  
has to do *whatever*  
we want her to!


*\*giggle\** Like what?

Ha ha. I'll think  
of *something!*



If she wants to *join us*, she's gonna have to *earn it!*

Yeah, but *how?*



*Earn it?! What does  
that mean? Uh oh ...is  
she looking at me?*




*How do I earn it?*

*Spying again,  
Bailey? What a  
naughty little girl.*




Oh no ...

She did *see* you,  
you know.




P...please don't hurt me.

I wouldn't hurt you, Kitten. Don't be scared.




You wouldn't?

*Of course not. I'm  
Amy's guardian faery.  
You're her little sister.  
I'm your guardian now  
too.*



Does *that* mean you'll help me turn *back* into a boy?

If *that's* what you want ...




...you have to get into the *party* to do that. You were *right* about that.

Ok but I need to find *jammies* or they won't let me in.

Yes. You will find them in the box marked *Amy*.

But she said I have to be *older!* And *what* did they mean about *earning* ...

A character with long, straight black hair is shown from the side, looking towards a large screen. The screen displays a dark background with numerous bright green, glowing spots that resemble stars or data points. A white speech bubble is positioned near the character's face.

*...it.* Darn. Guess I  
have to figure *that part*  
out *myself*.




Amy

*Almost there ...*






Gosh! That was *heavy!*  
I'm sure not as strong  
as I used to be. Bet I  
can *open it*, though!




Ooooooh ...

A blue t-shirt with the Superman logo is shown inside a cardboard box. The logo is a red 'S' with a yellow background and a red outline. The box is brown and is set against a grey brick wall. A thought bubble is positioned above the box.


Amy's old Supergirl  
jammies! Cool!!

Amy


She used to wear these  
*all the time!* Hope they  
*fit me ...*

A young girl with long black hair and bangs is wearing a blue t-shirt with the Supergirl 'S' logo and red shorts. She is posing with her arms raised, one hand behind her head and the other open. She is standing in front of a white brick wall, with a wooden door visible behind her. A shadow of her pose is cast on the wall to her right. A thought bubble is positioned to her left.

Yay! I'm Supergirl!




Hey! What's  
*that* thing?

A woman with long black hair, wearing a blue top and red shorts, is looking down at an open wooden box on a red patterned carpet. Inside the box is a vintage video game console with a controller and a game cartridge. A thought bubble above the box contains text.


Looks like a really old *video game!* Wonder if it still works. Looks like there's a *game cartridge* in it.




*Operation: Sleepover?*  
What kind of name is  
*that* for a game?  
Wonder what you  
hafta do?




I have to try it out!

A young girl with black hair, wearing a blue Superman t-shirt and red shorts, is holding a black Sega Genesis console. She is looking at the console with a slight smile. A thought bubble is positioned to her right, containing text. The background is a grey brick wall and a wooden door.

Maybe when Amy sees this *cool game*, she'll let me join her *party* ...even if I am a little *younger* than her.



Hey ...I bet those guys 'll hog the game and I'll never get to play it! Or maybe it won't work at all, and they'll kick me out!




I better make sure it  
*works* before I *show it*  
to them.

Mommy and Daddy  
are asleep! I can use  
the big tv!






Uh ...


A young girl with black hair and bangs, wearing a blue Superman t-shirt and red shorts, stands in a dimly lit room. She is holding a stack of three black electronic devices, possibly a portable media player, a hard drive, and a power supply. She has a confused expression on her face. To her left is a blue sofa and a wooden coffee table. To her right is a white cabinet and a window with white curtains. A thought bubble is positioned above her head, containing text.

*Gosh! I have no idea  
how to set it up! I should  
know how to do it! What  
am I gonna do?*




I wanna play this *cool* game but I don't know how to set it up!

What's wrong, Bailey?




That's not a problem.  
You sit down and I'll  
take care of it.

Thanks Amisael!  
You're the best!



There! See?  
Easy!

*\*giggle\** Yeah  
maybe for you!  
Think it *works*?

A 3D rendered scene. In the foreground, the back of a person's head with long, dark, wavy hair is visible. In the background, a woman with short grey hair in a bun, wearing a black and purple bodysuit, has large, glowing blue and pink wings. She is standing on a red carpeted floor next to a black control panel with several buttons. A speech bubble above her says "Let's find out! Turn it on!". Another speech bubble below her says "'k". The floor is a speckled brown tile.

Let's find out!  
Turn it on!

'k

# Operation: Sleepover

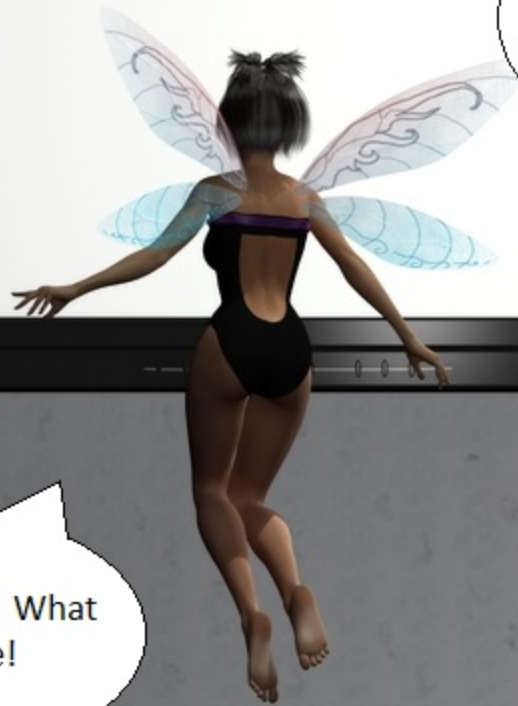
The Classic AR/IG Adventure game

It's Friday night. Your ten year-old sister's having a big slumber party downstairs. Your friends may call you a pedophile, but she and her friends sure are cute. Somehow, you must penetrate their encampment, without your parents finding out.

You are in **Your room**.


There is your dresser and your closet here.

You can go west.



Hey, look! You have to have to get into your sister's slumber party. That sounds like fun!

Just like you! What a coincidence!


A man with dark hair, wearing a white t-shirt and dark pants, is sitting in a blue office chair at a desk. He is looking at a computer monitor that displays a blurry image. A small, fairy-like character with translucent wings and a black swimsuit is floating in the air in front of the desk. The scene is framed by a thick black border.

The picture's  
kinda *sucky*.

It's an *old*  
game.

At least I get  
to be a *boy!*

You *must* like that!  
Try to make him  
*move!*



*\*giggle\** Look! I  
can make him walk  
around!

Neat!


What am I  
supposed to *do*?

I dunno. Go  
exploring!



Here I go!


Hey, does he look  
*familiar* to you?



Nope. I'm gonna go downstairs!

This is working *perfectly!* The *more* she *plays* the game, the *more* of *herself* she *will* lose ...until *nothing* is left but a *little* girl.

I think Amy would like this game.



Yeah 'cause  
there's a *boy* in  
it!

Don't you like *boys*?



Ewwwwwww!

You don't like boys? Why?


'Cause I'm *really* a boy! 'member?

That's *so* funny! You don't *look* like a boy!



*I know, but I really am!  
Hey, that looks like  
Mommy and Daddy!*

*Wow! Then the  
boy in the game  
must be you!*



Don't be jealous of your sister and her friends. You can have a slumber party with your friends next month.

Boys don't have slumber parties, Mom.

Now, Son, if you can leave your sister's party alone, I'll give you something special.


Hey! I bet I can figure out how to *change back to a boy* if I play the game!

Excellent!

I think you're *right!* You just have to *keep playing!*



I'm gonna look in  
the *kitchen* ...




Those snacks are for the girls. Help your sister take them downstairs.

Ok Mom.

Yes! That'll get me into the party!

Why do you want to do *that*?



Uh ...*oh yeah*, so I can  
*change back to a boy!*

Oh *that's* right.  
*\*giggle\** Don't  
drop the pizza!

I won't.



*This'll get me in! I'll just follow my sister into the party!*

We'll see ...



*Hey! They just took  
the pizza and kicked  
me out! Those  
meanies!*


Try the door!



It's locked!

You didn't think it was going to be *that* easy, did you? You just have to find *another* way in.

'k.



What am I gonna  
do *now*?

I think you should  
*look around* and  
*talk* to people.


Ok. You're *really*  
*smart* Amisael.



I'm gonna talk to  
Daddy!

Atta girl.

Son, your mother and I are so  
*proud* that you've been able to  
leave the girls alone so far, that  
we want to give you *this*. If there  
are *no complaints* from them in  
the morning, you can *keep it*.

A 3D rendered scene featuring a young girl with long black hair and bangs, wearing a blue Superman t-shirt, sitting on a wooden chair. In the background, a fairy with grey hair in a bun and translucent wings is walking away. The scene is set in a room with a window and a wall.

My Daddy has a watch *just like that!*

Did he give it to you?


I don't *think* so ...

Maybe *he did* and you just forgot to take it. You should *check*.

A 3D rendered scene featuring a woman with long black hair, wearing a blue sleeveless top and red shorts, standing on a blue carpet. She is looking towards a small fairy with translucent wings and a black outfit, who is sitting on a large blue cushion. A small, round, metallic coin lies on the carpet between them. Two speech bubbles are present: one above the woman and one next to the fairy.

*Hey! There it is!*


*See? He wanted  
you to have it!*

A woman with glowing, translucent wings in shades of blue and purple stands in a dark, textured environment. She is wearing a black swimsuit with purple accents and is holding a silver wristwatch up to her face with both hands. A large, thick arm from the right side of the frame is holding the watch. Three speech bubbles are overlaid on the scene.

Here. If the boy in the game has the watch, you need it too.

Really?

You have to do *everything* like *he* does to get into Amy's party!

A young girl with long black hair, wearing a blue Superman t-shirt and red shorts, is sitting on a blue checkered couch. She is looking down at a small white object she is holding in her hands. In the background, a fairy with translucent wings and a purple top is flying away from the couch. Two speech bubbles are present: one from the girl and one from the fairy.


Oooooooh ...it's pretty!

I think it's *more* than just pretty.




Huh?

There *must* be  
something *special*  
about it!

A 3D rendered scene. In the foreground, a young girl with long black hair and bangs is wearing a blue t-shirt with the Superman logo. She is looking towards the left with a questioning expression. In the background, another young girl with her hair in a bun is wearing a black leotard and large, translucent, iridescent fairy wings. She is sitting on a blue and grey checkered couch, leaning back. The background is a plain, light-colored wall.

Like *what?*

*I think you have to  
keep playing to find  
out.*




I want to go in the  
*crawlspace* but I didn't  
see a *lighter* ...

Look in the *junk*  
drawer.



Hey, a *flashlight!*

\*giggle\*




I wonder if it works ...

It *doesn't!* It needs *batteries!*



Yes!


Hey!!



*My flashlight didn't work and I had to use a lighter!*

*Relax, Kitten. The game's just a little bit different, that's all. Just keep going!*

*'K. I'll go into the crawlspace.*




Glad I have a flashlight!

I'm not even *scared* this time!

Only because it's just a *game*.

*\*giggle\**


A dark, atmospheric scene. In the center, a glowing rectangular box with a handle is visible. To the left, a character's head and shoulders are partially visible in profile, looking towards the box. To the right, another character's head and shoulders are visible, looking towards the box. The background is dark and indistinct.

*Hey ...wonder  
what's in *that* box!*

*I already know I  
hafta open it! This  
game's easy!*

*You're very  
good at it.*






Thanks! Now to  
drag it into the  
*laundry room.*

What could be  
inside?

Bet / know ...




It's my old *Superman* tee. It's *much* too small for me.

...I knew it! But it's too small to wear!

Is there *anything else* in the box?

Let's see ...

A pair of pink underwear, possibly pajama bottoms, is shown. The fabric is white with a repeating pattern of colorful icons: smiley faces, hearts, and flowers. The waistband and leg openings are a solid bright pink. The item is laid out on a surface with brown and black horizontal stripes.

My sister's *old*  
panties.

Hey! They look  
*just like yours!*


Yeah!



They say *Made in Taiwan ...*


What should I *do*?

They look like yours.  
Maybe you should *put them on*.



That doesn't make *any sense!* Why would I put on little girl panties if I was a *boy?*


Maybe you have to dress like a *girl* to get into the *party.*



Ok ...if you say so ...

Yes, Bailey ...put  
on your panties  
...heh heh ...

Hey, look!

A young girl with dark hair, wearing a blue Superman t-shirt and patterned shorts, stands against a brick wall. She is looking down at her shirt with a slightly concerned or thoughtful expression. The scene is lit from the side, creating strong shadows.

Everything looks  
*bigger!* My shirt fits  
me now! I'm 7 years  
old!!


*\*giggle\** He's a little  
Asian girl and he  
doesn't know it!

He has to *see!* Make  
him look in a *mirror!*




*\*gasp\* I turned  
into a little girl!*

*I...I...*




*\*giggle\** What's  
wrong Bailey?

I feel funny ...



Why do I feel so  
*funny*? Amisael?  
Huh?


Well, Bai-Lee ...



*It looks like  
you've gotten a  
little younger ...*

*Y...younger?*

*Yes, Bai-Lee.  
You're only 7  
years old now ...*




...just like in  
the game!

No ...

*Noooooooooooo ...*

*Heh heh ...perfect!*



*H...how...*


*Just look at  
you! What a  
little cutie-pie*

\*sob\* B ...but I  
hafta be *older*  
not *younger* ...

Awwww ...don't  
be sad little Bai-  
Lee.

B ...but ...

You just have to *finish that*  
*game* and everything will  
be *just fine*. You'll see.




*\*sob\** B ...but  
what if I get  
even younger ...

You just have to  
*win*, Little One.

B ...but what if I  
*don't*? I don't wanna  
be a *b ...baby* again ...

Don't you  
*trust* me?



*\*sniff\**

Uh huh ...

Good girl. Just *do as I say* and you'll be your *normal age* again. How old are you *supposed to be*?

A ...almost as old as Amy.

*Perfect! She's just about there!*


Oh, *that's right*. I forgot ...

...and *why*  
can't you go  
to her party?

'cause I'm not a  
*big girl* anymore.

Well, then we just have  
to turn you back into the  
*12 year old girl* that you  
were *before*, right?

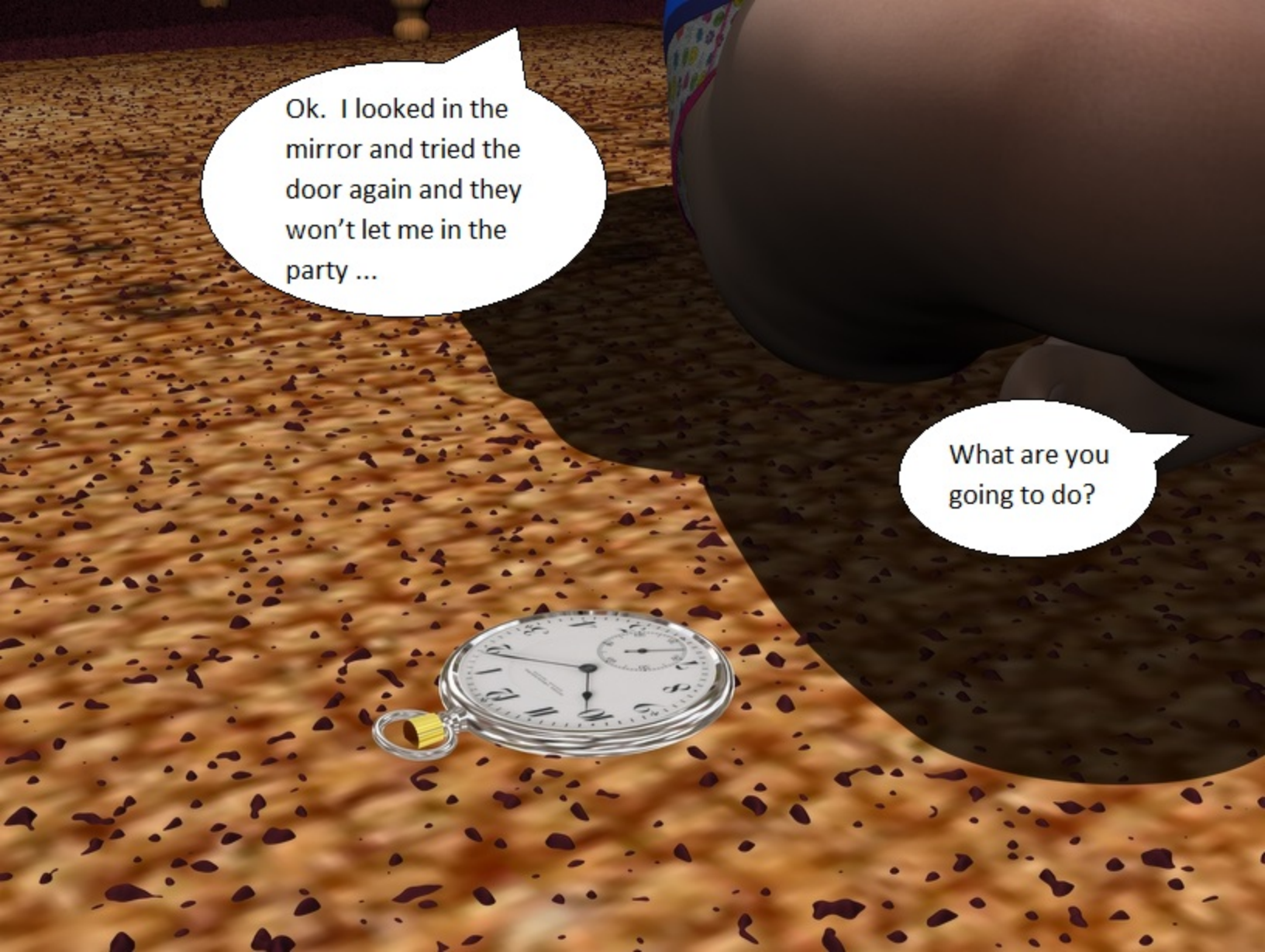
Right!



*That's it! She's forgotten that she was ever a boy! I can proceed ...*

*Then let's go finish that game and grow you up!*

*Yay! You're the best, Amisaell!*



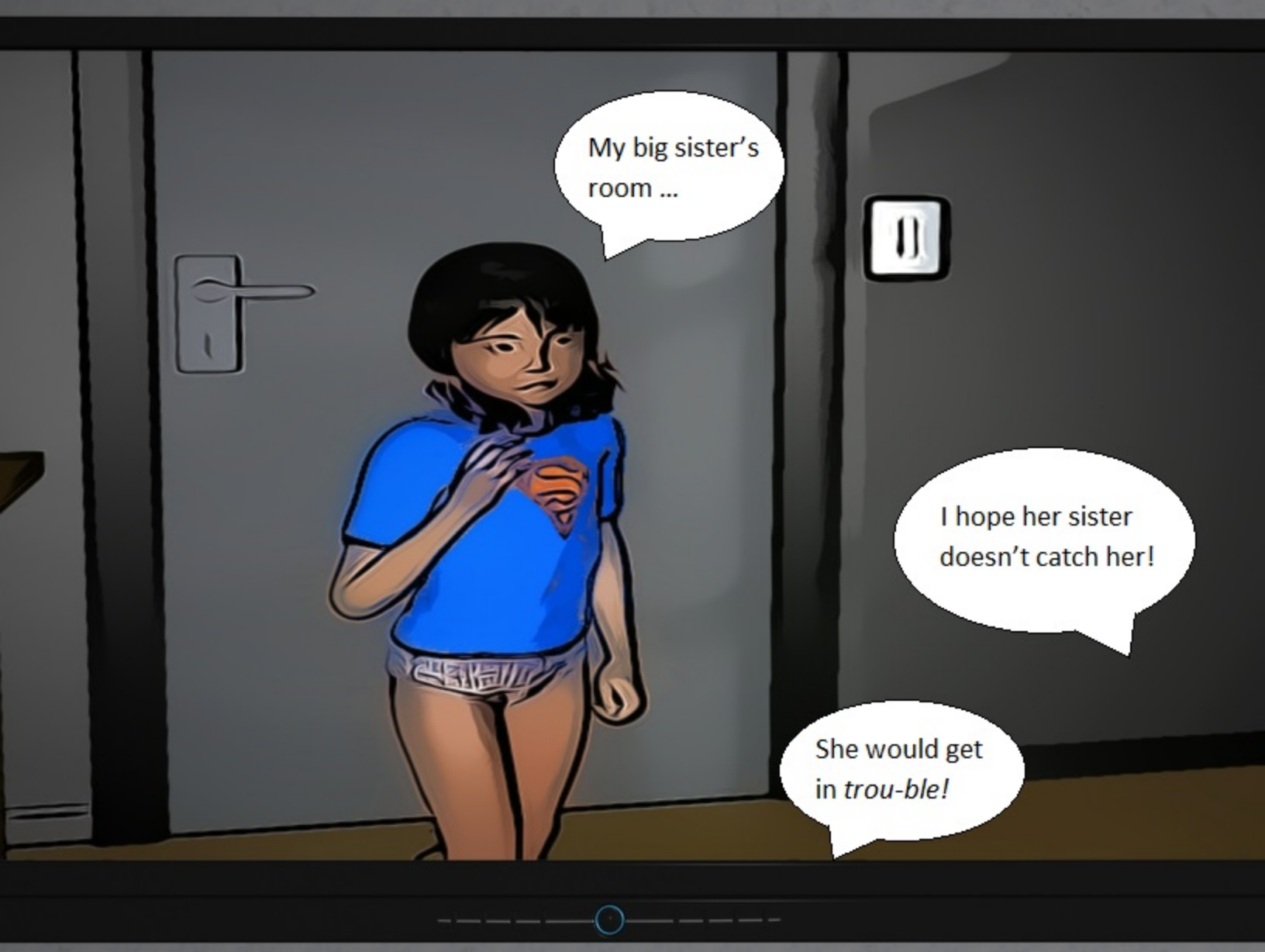
Ok. I looked in the mirror and tried the door again and they won't let me in the party ...

What are you going to do?

Keep looking around.  
Hey, I haven't been in  
my *sister's room* yet!

Try that!






My big sister's  
room ...

I hope her sister  
doesn't catch her!


She would get  
in *trou-ble!*

A young girl with dark hair and pink bows, wearing a blue Superman t-shirt and patterned shorts, is sitting on a brown carpeted floor. She is holding a black video game controller with a red button. In the background, a pixelated girl with grey hair, wearing a black bikini and a translucent blue cape, is lying on her stomach on the carpet, watching the girl play. A wooden chair is visible in the upper left corner.

Amy would *kill* me if she caught me in *her room!*

I hope the little *pixel girl* doesn't get caught! You might have to *start over!*

Yeah ...*or worse!*




My big sister has many clothes. Hey, her old training bra!

You *certainly* don't need a *training bra*.

I'm gonna take it!






I'm gonna *put it on!* I  
am a *growing girl*,  
after all!

*\*giggle\**

Make her put on  
the *panties* too.


Yeah! They  
match!

A woman with dark skin is shown from the back, wearing a bright pink two-piece bikini. She is standing in a room, looking into a large, ornate, arched mirror. The mirror reflects her image. The room is dimly lit, with a window visible in the reflection. The overall style is that of a comic book panel.

These are  
*really big!*

*\*giggle\** She  
looks silly!


Ha ha. She's  
playing *dress up!*

A young girl with short, straight black hair and bangs is shown from the chest up. She has two small pink bows in her hair, one on each side. She is wearing a bright blue long-sleeved shirt. Her mouth is open in a surprised expression, and her eyes are wide. The background is a simple room with a wooden chair and a patterned rug.

Hey, they fit  
me now!

*Look! She  
got bigger!*


She sure did!

A woman with long dark hair, wearing a bright pink two-piece bikini, stands in a room. She is looking at her reflection in a large, ornate mirror. The mirror shows her from a different angle, appearing to be looking at herself. The room is dimly lit, with light coming from the mirror's reflection. The woman has a serious expression.

I'm 12 years  
old now!


She's old enough  
to go to the party!

Quite the  
young lady!




Go to the *party!*

*Hold on ...I hafta put  
on jammies first!*

A young girl with dark hair is standing next to the open door of a grey car. She is wearing a blue t-shirt with the Superman 'S' logo and red shorts. She has a happy expression. The scene is set at night, with light coming from the car's interior and a window in the background.


Party here  
I come!

*Yay! She's 12 just like  
she wants to be! If she's  
12 than I must be too! I  
can go to the party!!*

A 3D rendered character with dark hair and translucent wings is lying on a brown carpeted floor. She is wearing a black and purple bikini. She has a speech bubble above her head and another one to her right. The background shows a room with a white wall and a dark baseboard.

Wait till Amy sees me!  
*She won't believe it!*

Don't you want to  
finish the game first?

A 3D rendered scene. On the right, a woman with short grey hair in a ponytail, wearing a black strapless swimsuit with purple and white patterns, stands with her arms crossed. She has large, translucent, iridescent wings. On the left, a large, realistic-looking human foot is extended towards her. The ground is a textured brown surface, and the background is a simple grey wall.

We can do that  
*later!* C'mon lets go  
to the *party!!*

*\*giggle\** I'll be  
*right behind you.*

\*knock knock knock\*

Go away!

Open up  
Amy!

No!

*Please? I hafta  
show you  
somethin'!*






Isn't it past your  
*bedtime?* Just *what* do  
you have to *show me?*




Look! I'm  
*bigger now!*



Bigger than what? A baby? You're even younger than you were before.

Huh?

Listen, Squirt ...it's like I told you ...




...no little girls  
allowed!!

*But Amy ...*

*\*slam\**

...that's  
*not fair.*


I'm afraid *it is,*  
Bai-Lee.

A young girl with dark hair in pigtails, wearing a blue t-shirt with the Superman logo and colorful patterned shorts, stands in a doorway. She looks up and to the right with a questioning expression. In the background, a fairy with translucent wings and a black outfit is flying away. Three speech bubbles contain dialogue.

*You're still just a little girl.*

*But I don't get it, Amisael.*

*You don't get what? You're 7!*




Why didn't you *tell me that* before I came down here?

You ran off too fast.

But the game should a made me *bigger!* Why didn't it work?!

Well ...




You're right!  
I bet that's it!

...maybe because you  
*didn't* put on your  
sister's *clothes* yet, like  
in the *game*!

I bet it is too! If you want  
to be a *big girl* again, you  
have to do *exactly* what  
you did in the *game*!

*Let's do it!*  
Let's go to  
*Amy's room!*




You look *scared*.

A ... Amy doesn't like me to be in *her room!*

Why?

She thinks I'll *break something* I guess.



I'm sure you won't. You're a *very careful* little girl.

I'll look out for Amy. You just find the same underwear you used in the game!


I know but ...

Ok.

Ooooh ...Amy has  
so many clothes!

Can you find the  
same undies you  
wore in the game?

I think so ...


A 3D rendered character with large, translucent, glowing wings. The wings are primarily blue and purple with intricate white patterns. The character has dark hair with bangs and is wearing a black strapless outfit with purple accents and white patterns. She is looking slightly to the left with a neutral expression. In the background, a window shows another character in a blue top.

*Here they are! The training bra and the panties!*

Put them on!


Amy would be so mad!

She wouldn't care.  
She *outgrew* them.



These are so *big!*


They won't be  
for *long.*

A woman with black hair tied back, wearing a pink sports bra, stands in a room with a white dresser. A fairy with blue wings and a purple top is sitting on the dresser. Three speech bubbles are present: one from the woman saying "Nothings happening.", one from the fairy saying "Give it a minute.", and one from the woman saying "'k.".

Nothings happening.


Give it a minute.

'k.



Why isn't it  
working?

Hmmm ...



I think I know!  
*Wait here!*


Um ...

A woman with dark hair, wearing a bright pink sports bra, is shown from the back, looking towards a white, curved surface. On this surface, there is a glowing green projection of a human figure, which appears to be a virtual or augmented reality overlay. The background is dark, and the overall scene suggests a futuristic or high-tech environment. A speech bubble is overlaid on the left side of the image.

...wait!

*\*gulp\** She left me here alone! What am I gonna do now? I bet Amy's gonna walk in *any minute!*





Ahhh!

You forgot *this!*


So?

Oh ...you *need this!*

*I don't get it.*

*You will. The girl in the  
game had the watch  
...pay close attention ...*




A woman with short grey hair, wearing a purple and black strapless top, and large, translucent blue and purple wings. She is holding a large, round, silver pocket watch in front of her. In the background, a mannequin in a pink top is visible in a window. The scene is set in a brightly lit, modern interior.

*...here we go ...*

*\*giggle\* I  
feel funny!*




A woman with grey hair in a bun, wearing a purple strapless top and brown shorts, has large, translucent blue and purple fairy wings. She is holding a large, silver pocket watch with a white face and black numerals. The watch has a yellow ring at the top. In the background, a mannequin in a pink bikini is visible in a window. Three speech bubbles are present: one at the top center, one on the left, and one at the bottom center.

*See? It worked!!*

*I can't believe it!! The watch makes you fit the clothes!!*

So it does!

A woman with long dark hair, wearing a pink bikini, stands in profile on the left side of the frame, looking towards a vanity. On the vanity, a tiny fairy with translucent blue wings and a purple dress sits cross-legged, holding a large, glowing clock. The vanity has a large, ornate mirror above it. The scene is set in a dimly lit room with light coming from a window in the background.


*You're back to normal!*

*Yeah, I ...hey ...wait a minute ...*


...that doesn't  
seem *right* .

It *doesn't*?

No. It *doesn't*.




*I'm supposed to be  
Amy's big brother,  
not her little sister!*



Do you *really*  
think so?


Yes. I do.

I see.



All I have to do is *put on my regular clothes* and that *watch* will *change me back!*


You know, I think you're *right!*

A young woman with black hair and bangs is wearing a pink bikini. She is standing in a room with a white vanity and a mirror. In the background, another person is visible near a doorway. The scene is lit with soft, indoor lighting.

So ...I'm gonna  
*get my clothes*  
and *change back*  
into a *boy* now.

Go ahead.

Um ...ok. Uh...  
where are you  
*going?*




*That glowing ball ...it's  
so pretty ...*

*I'm just sitting  
down. Why?*



Uh ...


If you *really* want to turn *back into a boy*, I won't stop you.

A woman with dark hair, wearing a pink bikini, stands in a dark room. She is holding a glowing blue orb with intricate patterns. A speech bubble is positioned above her head. In the background, another person is visible from behind, also holding a similar glowing orb. The scene is dimly lit, with the primary light source being the glowing orb.


Wh ...what's that  
*glowing ball* do?

*The Orb?* You wouldn't  
be interested in *that*.  
I'm surprised you even  
*noticed* it.

W ...why?

A woman with glowing blue wings is kneeling on a dark floor, looking at a large, reflective sphere that glows with a blue light. The sphere reflects the woman and the surrounding environment. In the foreground, the lower part of another person's body is visible, wearing a pink and black striped waistband. A speech bubble is positioned in the lower-left area of the image.


It enhances a girl's  
*femininity*. Boy's don't  
usually notice it at all.  
Isn't it pretty? I can just  
*stare* at it for *hours*.

A scene from a video game. A large woman with dark hair and a pink top is looking down at a smaller woman with short blonde hair and translucent wings. The scene is dimly lit with blue and purple tones. Three speech bubbles are present, containing dialogue.

It makes me  
feel ...so good ...

I *know* it does. Well,  
you have to *change*  
*your clothes* now so  
you can be a *boy* again.


A ...a boy ...



*...ewww, gross!  
I'm a not a boy!  
I'm a girl!!*


*Of course you are,  
Punkin. You *do* have to  
change, though ...for  
the party!*

*I forgot! I'll put  
on my jammies!*



I hope everyone's  
*still awake!*

I'm sure they are.


A 3D rendered scene featuring a woman in the foreground and a fairy in the background. The woman has long black hair and is wearing a blue short-sleeved t-shirt with a red and yellow Superman 'S' logo on the chest, and red shorts. She is looking towards the right. In the background, a fairy with translucent wings is flying away from the viewer. The setting appears to be an indoor hallway or room with a white door on the left and patterned wallpaper on the right.

*Hey ...we should finish the game!*

*Why?*

*Just to make sure you can get into the party.*


*You're right. I almost finished it. Let's do it!*

A 3D rendered scene set in a room with a brown carpet and a white wall. In the foreground, a woman with long black hair is sitting on the floor, wearing a blue Superman t-shirt with the red and yellow 'S' logo and black underwear. She is looking towards the right. In the background, a woman with short grey hair and large, translucent, iridescent wings is running away from the viewer. She is wearing a black and purple leotard. There are three speech bubbles: one in the top left, one in the top right, and one in the bottom left.

Let's see ...I haven't searched the *bathroom* yet!

See what you can find!


Yeah!

A young girl with long, straight black hair and bangs is shown from the chest up. She is wearing a blue t-shirt with the Superman logo on the front. She has a slightly surprised or curious expression on her face. The background is a simple room with a wooden table and a blue chair on the left, and a grey wall and brown carpet on the right.

Hey, the cabinet has some spare toilet paper and a half box of *diapers*, left over from my *little cousin's* visit two months ago.

*Diapers?!*


What are you going to do with *those*?




I guess I should *take them*. Why else would they *be there*?

*\*giggle\** I bet if you *put one on*, you would turn into a *baby*!

I'm sure not going to do *that*!


A woman with long black hair, wearing a blue t-shirt with the Superman logo and red shorts, is walking in a hallway. She is holding a white object in her right hand. The hallway has a red carpet and white walls.

Time for the party!

A small fairy with dark hair and large, translucent blue wings is talking to a woman. The woman's back is to the viewer, and she has long black hair. The scene is set in a room with a grey wall.

If you take that *diaper* to the party, they'll laugh at you!

Don't worry, I'll hide it in the *laundry room*.



There! They'll  
never find it!

I still don't know  
what you want with  
a *diaper*!

*\*giggle\** I have some  
*ideas*! Let's go to the  
party!

\*knock knock\*


They *have* to let  
me in *now*!



A comic book panel showing a woman with long black hair, wearing a blue sleeveless top and red shorts, standing in profile and talking to a man who is partially visible in a doorway on the left. The man is wearing a blue shirt and brown pants. The background is a plain brown wall. The scene is framed by a black border with horizontal lines on the left and right sides.

Hi Sis!

Hi! Can I  
come in?


A comic book panel showing two women. The woman on the left has short dark hair and is wearing a black top with a yellow bat-like emblem. She is smiling and looking towards the other woman. The woman on the right has long dark hair and is wearing a blue top; her back is to the viewer. The background is a simple indoor setting with a window on the left.

*Sure! What kept you?*

*I just had to get ready!*

Yay! *You did it!*  
Now let's go to the  
*real party!*

Hold on ...

A comic book panel showing a woman with long black hair and bangs, wearing a blue t-shirt with the Superman logo. She is looking towards the left. A dark, shadowed figure is partially visible on the left side of the frame. Two speech bubbles are present: one from the dark figure and one from the woman.


Your friends  
won't mind?

Nah, they're cool.




Hey guys! You all know my lil' sis!

Hi!

A comic book panel featuring a young girl with long black hair and bangs, wearing a blue t-shirt with a red and yellow Superman logo. She has a thoughtful expression. To her left, a thought bubble contains text. To her right, the back of another person's head and shoulder is visible. The background is a simple indoor setting with a doorway.


This is the most fun I've ever had in my life. I'm so glad Daddy gave me that pocket watch! I couldn't have changed without it!



Girls, it's getting  
*late!* Everyone to  
*bed!*


'k Daddy.

I'll just wait  
'till everyone's  
*asleep!*



I just need to get something ...

What are you doing? Daddy said to go to bed!




Now to get  
the *diapers!*

What are you  
going to do  
with *those?*



You'll see!


*Oh my!*



I have to be  
*really careful.*

*\*giggle\** You're  
*diapering her!*  
Why doesn't she  
wake up?

I dunno.



*There! Now to just let the magic watch do its thing!*

*She looks so funny!*

*Won't she be surprised!*



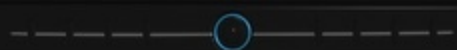


Awww ...how cute!

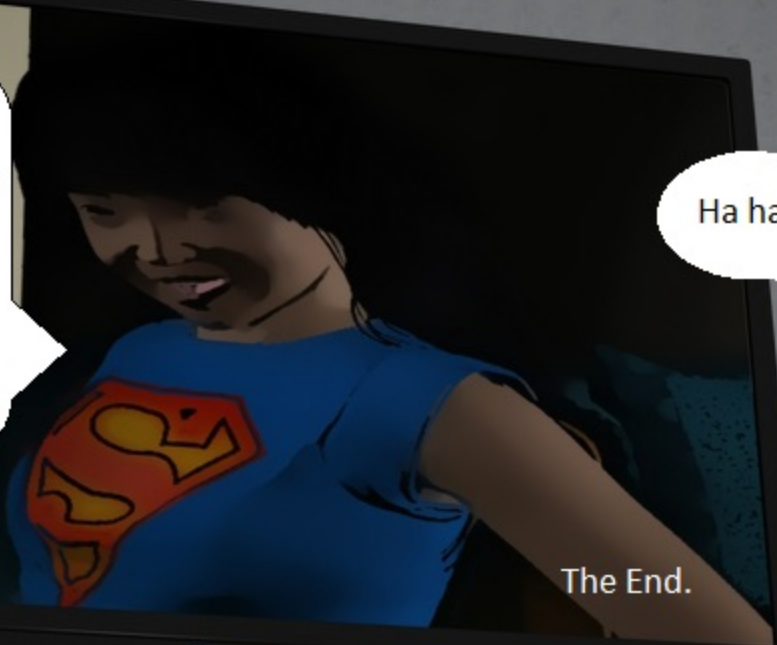
\*giggle\*



She turned into  
a *little baby!*



*\*giggle\** Now I'm the big sister! She needs some company! I'll get more diapers for her friends! What are Mommy and Daddy going to do when they find all these babies?!



Ha ha ...

The End.



The End

*We won! Let's  
go to the party!*

*Ssssssss ...*



Guess we won't be playing *another round!*


*Bai-Lee ...*

*\*pop\**

Yes?

Operation: Sleepover


ATARI



*Relax ...I wouldn't do that! I just want to finally go to the party!*

Ok. You're ready.

*I can't let you turn Amy into a baby, if that's what you're thinking. I'm her guardian faery ...*




*\*giggle\** Think they're talkin' 'bout *boys*?

Probably. Do you like boys?

Yeah but I don't have a *boyfriend* yet.


You're so *pretty*, I'm sure it's just a *matter of time*.



*Well, Justin ...you got your wish!  
You get to go to the party, although  
not as you expected. Amy wanted a  
little sister, and she's gonna get one!  
Just one more thing you have to do!*


\*knock knock\*






*Hi Sis! Don't you look adorable!*

*\*giggle\** Thanks!  
Can I come in?



*Of course you can! I was wondering what was keeping you!*

*I just had to get ready!*

A 3D rendered scene featuring a woman with long black hair and bangs, wearing a blue t-shirt with the Superman logo. She is smiling and looking towards another person whose back is to the camera. The background is a simple indoor setting with a white brick wall and a wooden door frame. Two speech bubbles are present: one from the woman in the Superman shirt and one from the person in the foreground.

Your friends  
won't mind?


Nah, they're  
cool.



Hey guys! You all know my lil' sis!

Hi!

Isn't she just the cutest thing!



This is the *most fun I've ever had* in my life.


We were playing trivia! Wanna play?

Sure!

I'm going to ask you a *Sports question*. If you can prove you're a *man* underneath that *little girl body*, you can become a *boy* again.

A *boy* again? What's she *talking* about? I'm obviously *not a man*!


Uh ...ok.



What NFL quarterback, according to Hollywood Henderson, "couldn't spell cat if you spotted him the C and the A?"

- A) Terry Bradshaw
- B) Brett Favre
- C) Steve Young
- D) Peyton Manning

I ...I don't know *anything* about *football*.



If you don't  
answer you  
can't stay.

Uh ...is ...is it C?

*Hahaha ...*

*She got it  
wrong!*


**Yes!!**



I have a  
*little sister!*


I *knew* you  
could do it,  
Justin!






*I'm so happy!*

Amy wanted a  
*little sister* more  
than *anything*.

A 3D rendered scene featuring a woman in a blue and red superhero costume with a yellow and red emblem on her chest. She is being struck by a powerful, bright green energy blast that radiates outwards in many lines. To her left, a woman with long black hair is seen from the back. In the background, a small fairy-like character with green wings and a black outfit stands on a golden, pebbly floor. A speech bubble is positioned above the fairy, containing the text: "I was obligated to give her one ...but not just anyone ...". The setting appears to be an indoor space with wooden pillars and a red patterned carpet.

*I was obligated to  
give her one ...but not  
just anyone ...*



*That little  
sister is ...*


*Ahhhh ...*



A 3D rendered woman with long black hair and bangs is looking at her reflection in a mirror. She is wearing a blue short-sleeved crop top with the Superman 'S' logo and a red skirt. Her right hand is raised towards her chest. To her right, the profile of another person's face is partially visible, looking towards her. The background is a white brick wall and a wooden door.

Me.

*Huh? I'm looking at myself?! Why is everything so big ...*



Oh no ...

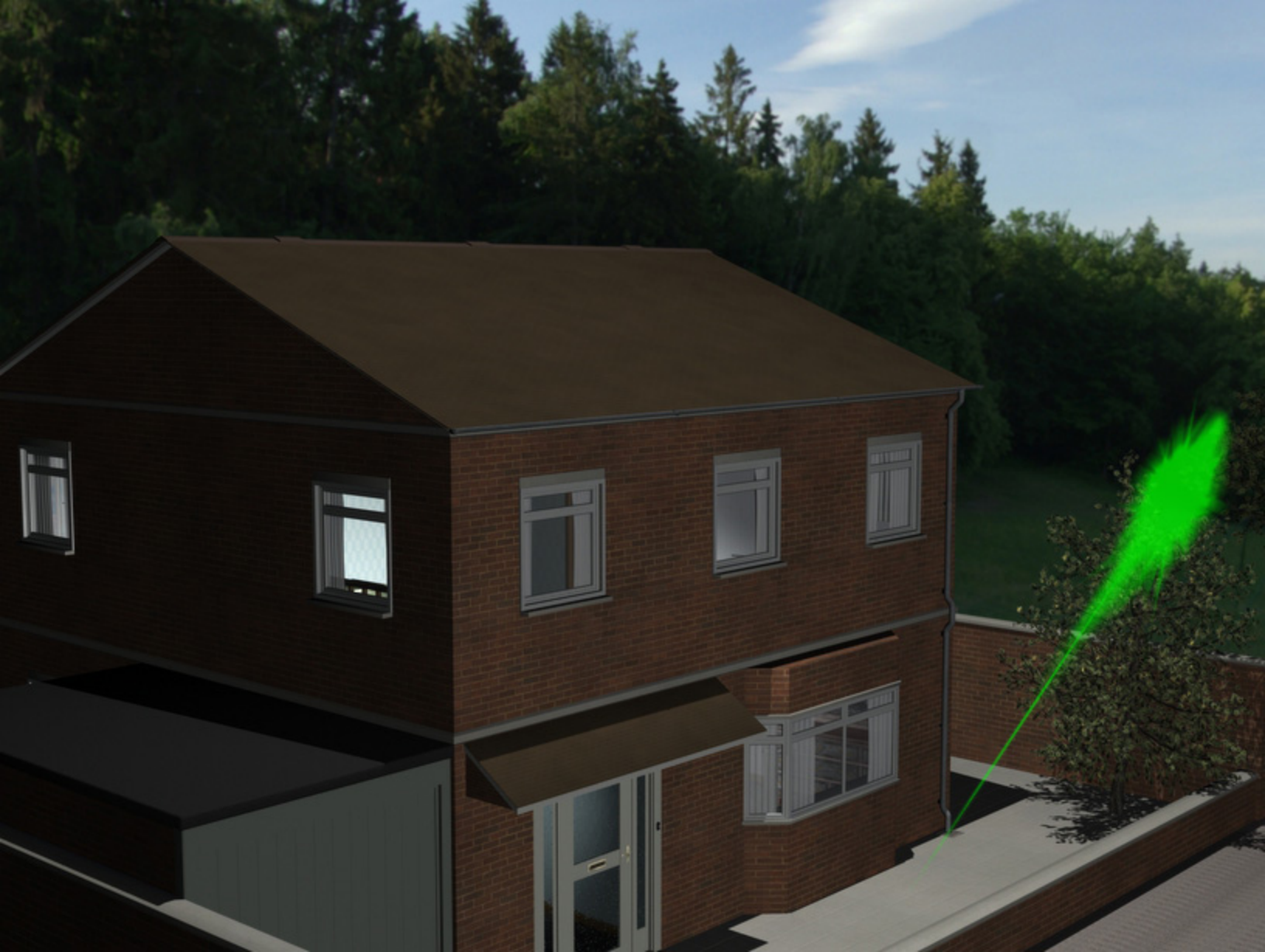
Oh yes!



No!



Nooooooooo ....

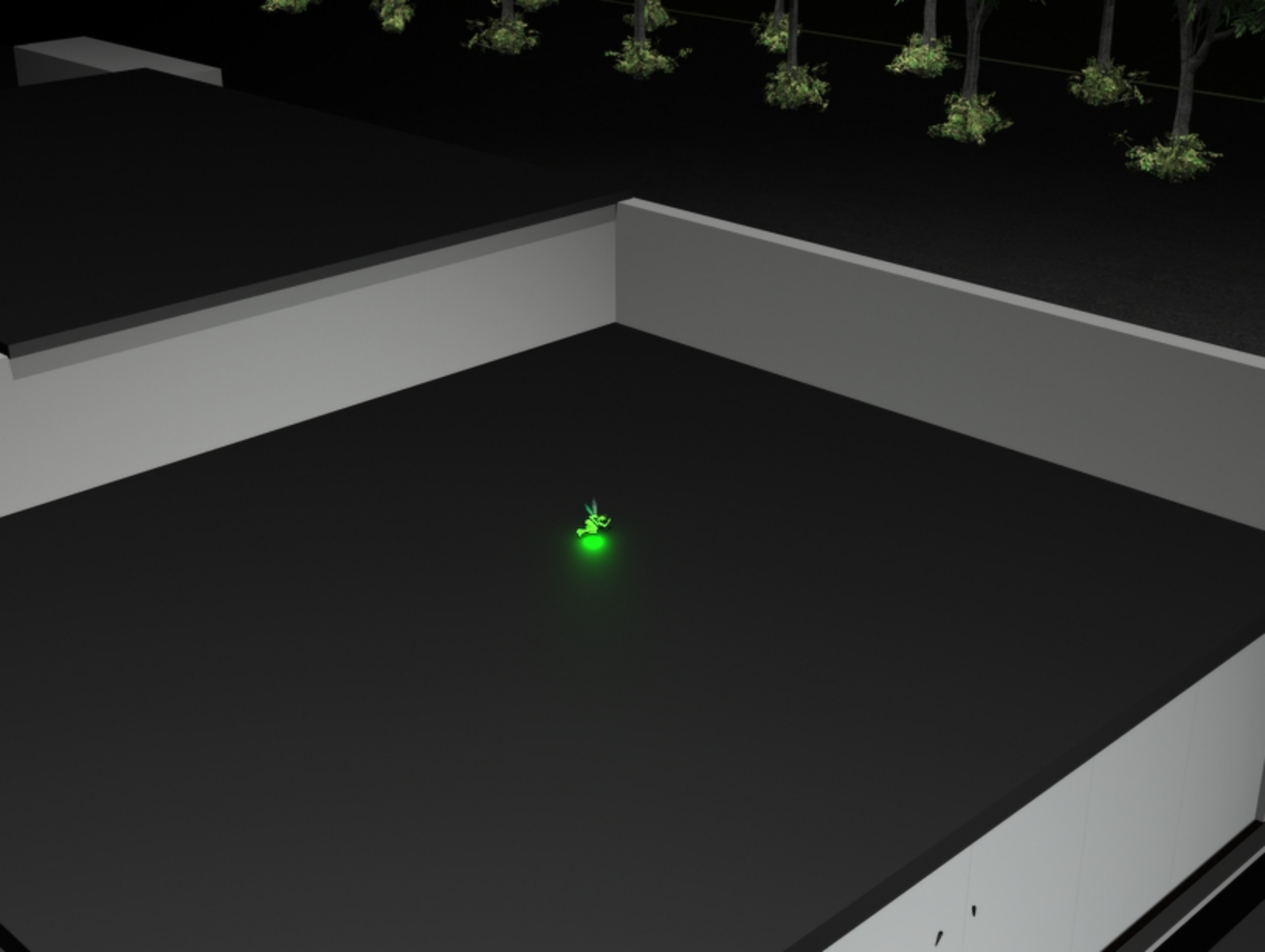


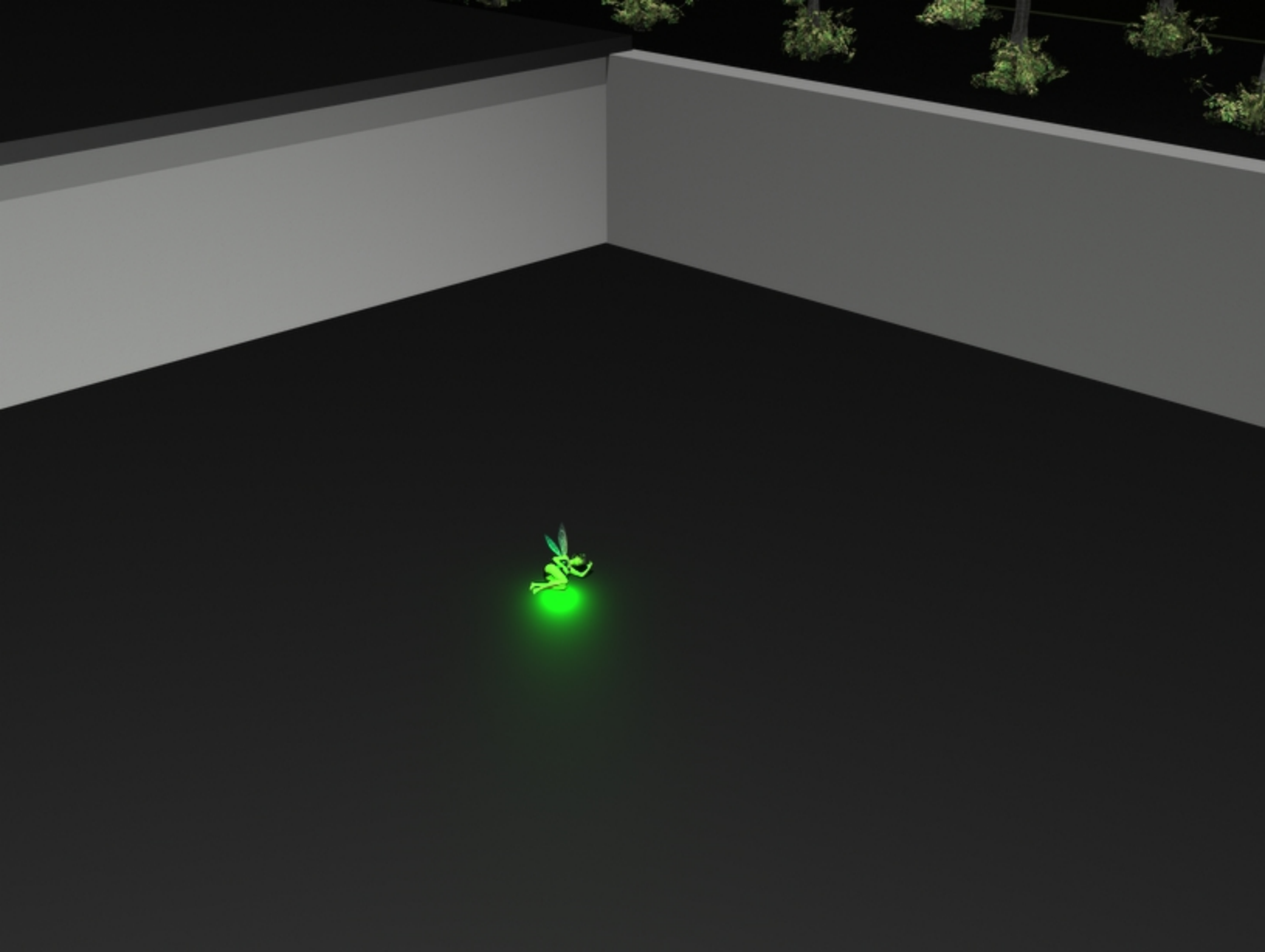




A 3D architectural rendering of a modern, two-story building with a minimalist design. The building features a mix of light gray and dark gray panels, with a prominent dark horizontal band across the upper level. A bright green, glowing explosion effect is centered on the roofline. The text '\*BOOM\*' is overlaid in white, bold, sans-serif font. In the foreground, there is a gravel driveway with a dark car partially visible on the right. A small, modern entrance with a dark canopy is on the left. The background shows a blue sky with white clouds and a green lawn with a tree.

**\*BOOM\***










*My God ...*


...you ...you're  
Justin?!

Or Bailey ...Bai-Lee. I  
was, but as you can  
see ...*not anymore.*



*I don't doubt that I am the cause of your troubles ...but I don't know how my powers work yet ...so I can't help you.*


I see.



I'm sorry.  
*Truly, I am.*

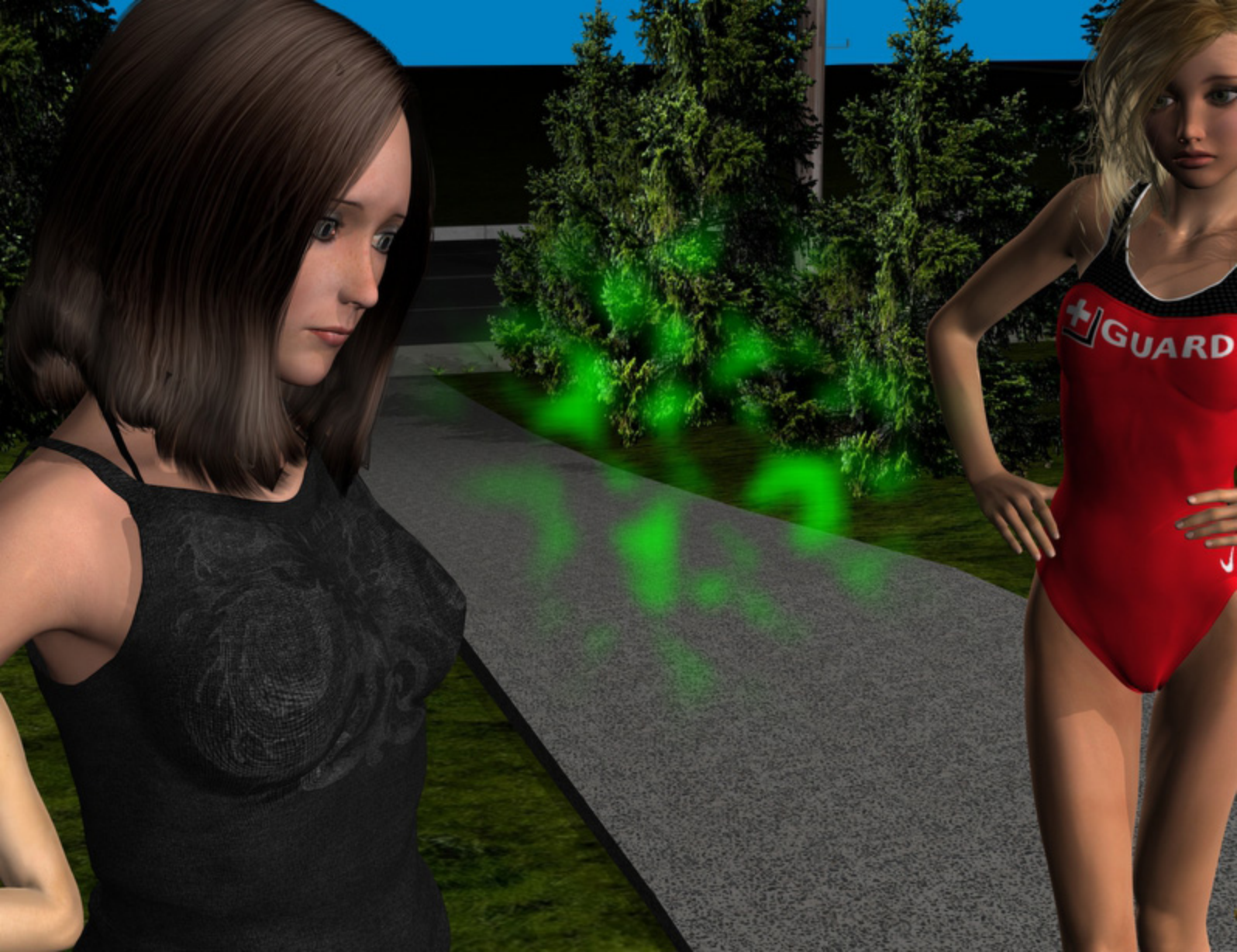
That is *quite*  
*a tale.*


I wish it  
*wasn't mine.*



I must go back to  
*my charge* ...as is  
now *my duty*.


Of course. Goodbye,  
Amisael ...*Justin*. I  
wish you *well*.






That was  
*unfortunate.*

Professor ...what do  
we do *now*? We  
can't leave Devon  
and Cindy *like this*.



There are other ...*less conventional* means I must consider. This will take some *thought*. Care for the children. I will *contact* you when I have a *solution*. Goodbye.




I hope she can think of  
*something* ...those  
*poor kids.*

# *Epilogue*



*That night ...*



A 3D rendered woman with long brown hair, wearing a black lace tank top and dark shorts, stands in a dark room. She has her right hand on her forehead and a look of exhaustion. A large white thought bubble is positioned to her right, containing text. In the background, there is a bed with a dark purple coverlet, a wooden nightstand with a lamp, and a door. The floor is dark wood.

That *simple apparition* took me *much longer* than I anticipated. *I'm lucky I made it back at all.* I am really spent.


Sara ...



Yes, Sallisael?

I am bound to *you*  
now, Sara ...I am  
*Sarasael*. We must  
*speak*.

*\*sigh\** Very  
well.



I know what you are *doing*.  
You are expending *dangerous*  
*amounts of energy*. You are  
*exhausted!*

It cannot be  
helped.

You need rest!

But ...




*No! I am your guardian faery and your safety is paramount! Stop what you are doing! Undo this illusion. It is killing you!*

My children ...

*They are asleep. They will not know. You need to stop now!*


I ...

A close-up shot of a woman with dark, shoulder-length hair, looking slightly to her right with a thoughtful expression. She is wearing a dark, possibly black, top. The background is dark and out of focus, suggesting an indoor setting.

*You know this  
to be true.*

*Sarasael ...You are right. I  
can't keep this up anyway...  
I am more exhausted than I  
have ever been. I will stop.  
However, I must resume  
after I am rested ...until a  
solution is found.*

*That is all I ask.*




You win ...ahhhh  
...that does feel  
better.

As I knew it  
would.

I *cannot* let this be  
known to anyone. I  
do have *enemies* ...

They will *not* know.  
I will *protect* you  
from *all* harm.



Thank you.

You need *your rest*,  
Little One. You will  
be *undisturbed*.

I am in your debt.



I would be *forgotten in an attic\** if it wasn't for you. You are *not* in my debt. Climb into bed.

'k.

\*Click to see Poolside  
Chapter 5 Part 2!




I didn't realize *just how young* you've *become*. Maintaining your *illusion* must be *very difficult*.

Increasingly so. I'm losing the ability to do simple magic. I won't be able to keep this up for much longer.



I will help you *all I can*. I will *guard* you as you sleep. *Here*.

That ...that isn't necessary.



I seek only to  
*comfort* you. I can  
take it away ...

That's ok ...*it is*  
comforting.  
Thank you.



Goodnight,  
*Good Witch.*

*\*yawn\** Goodnight,  
*my guardian.*



*The End*



*Click for  
Video!*