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The Mystery of the Wish-Watch is a story based on the fictional world of "The Mysteries of Jabali & Sauti" developed by three Kenyan companies - kikapu.studio, Studio Ang & The LAM Sisterhood under the stewardship of The Aga Khan Foundation, supported by The LEGO Foundation looking to generate media content to elevate the importance of reading for enjoyment and learning through plays across Kenya (and East Africa).

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It is an average day in Tisa.

You wake up in your bed to the sounds of a rooster ku-ku-kuru-ing, your family getting ready for the day, and the radio blaring.

The sun is shining; you yawn and smile.

It's a new day! Your favourite show starts to play.

You listen...

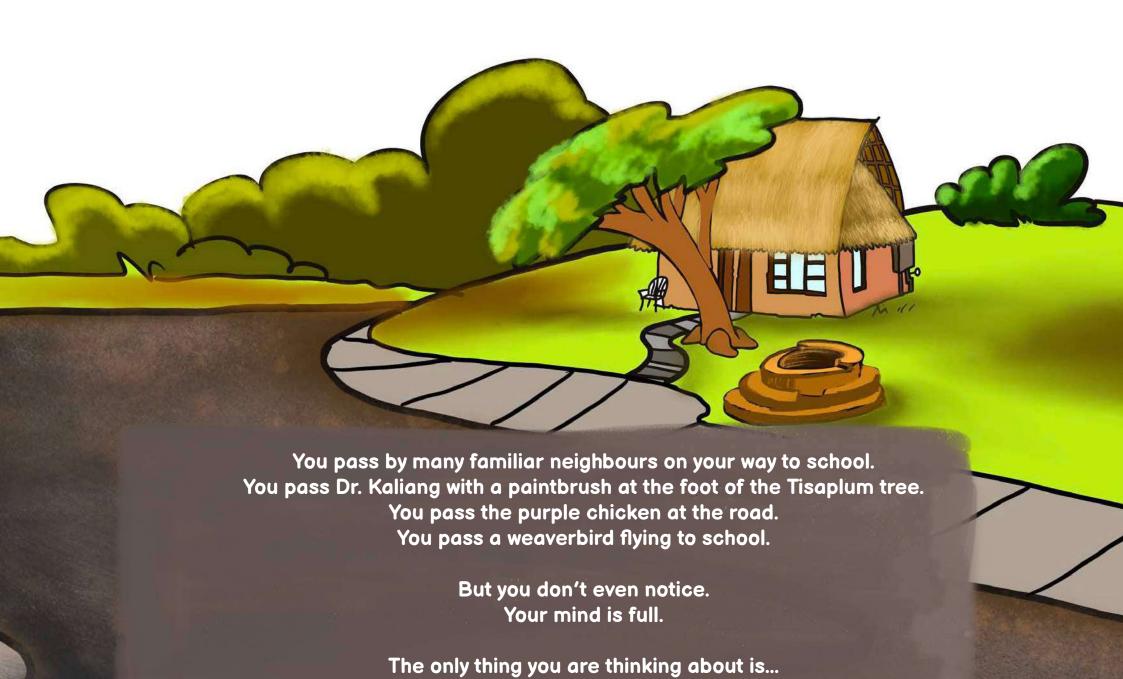
"This is 33.3 FM. I'm DJ Mahewa, blowing in with Tisa News.

Today, the purple chicken is stuck, the weaverbirds are weaving, and it's exam day for so many of you..."

Oh no, it is exam day. You have an exam! Today! The biggest exam.
You stop listening. Your mind is racing.
You are nervous that you aren't ready for the exam;
you wish you didn't have the exam at all!
If only wishes could come true...

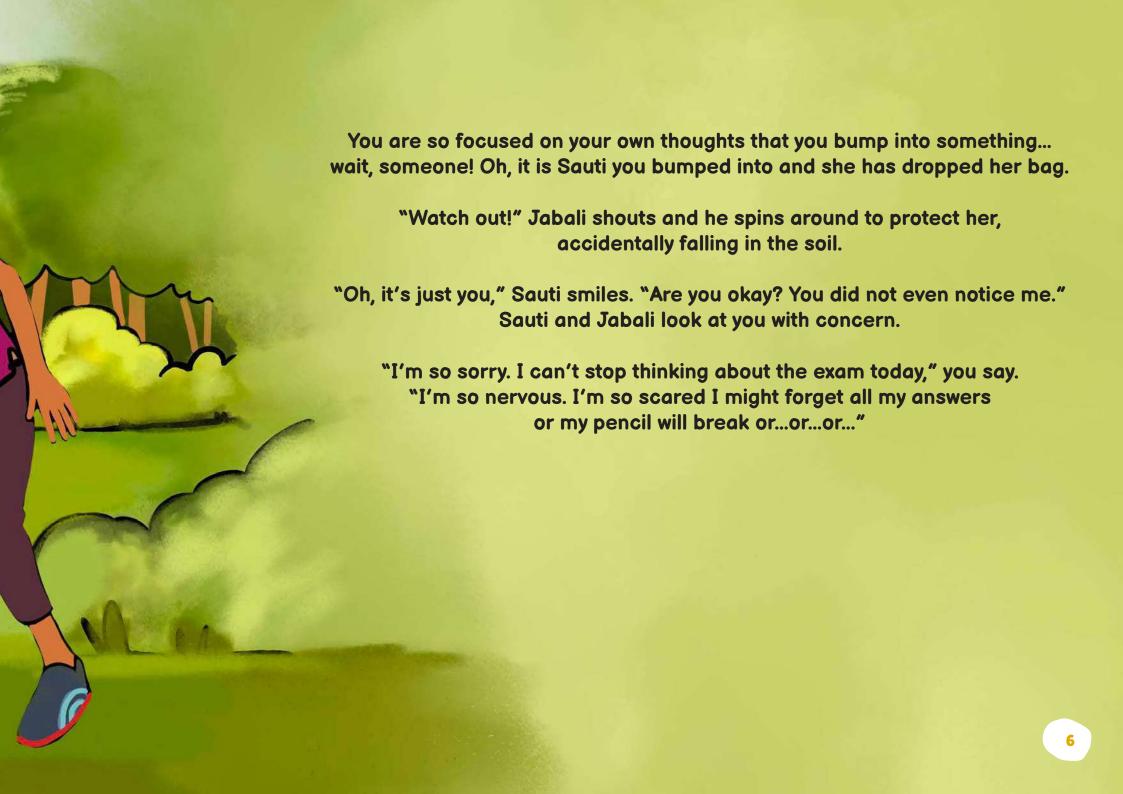
But you don't want to be late, so you quickly get ready and go to school.





...what will you do about this exam?









You all stand in silence for a moment and, before you can help it, you say, "I wish there were no exams."

Jabali, wiping off soil from his pants, whispers to Sauti, "Maybe we can help with the wi-"

"-Shh! Bibi said we can only use that in case of an emergency," Sauti tells Jabali.

"This looks like an emergency," Jabali replies, looking at you.

You hear them whispering and want to know what they are talking about.







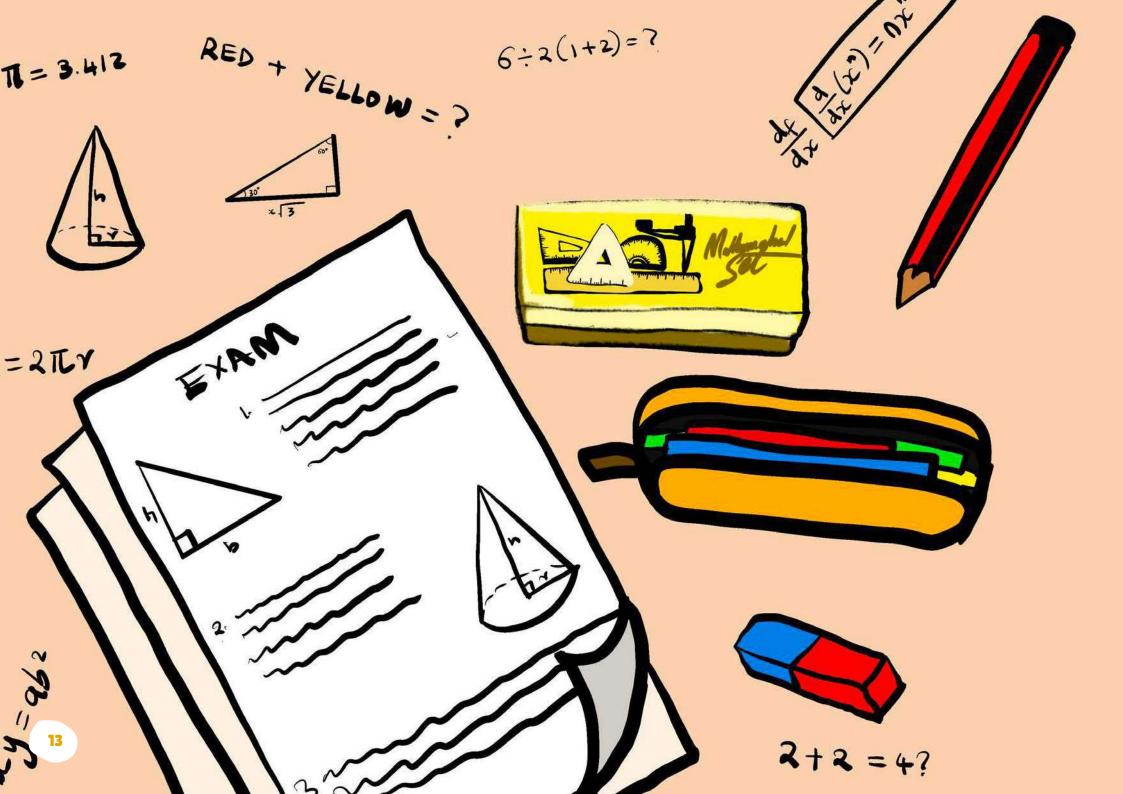
"Anything?" you reply, your head filling with a million ideas.

You know Jabali and Sauti are Tisa's greatest detectives.

You know they are telling the truth and that this watch can grant your wish.

"Anything," Sauti says,
"But, you have to be really, really, really careful
because you never know how your wish will turn out."





You think to yourself that you shouldn't make too big of a wish.

You remember the exam you have soon and you know you don't want to do it.

This should be a simple enough wish, right?
You know what to wish for - something that would make the exam get cancelled!
But what?

You pause to think.

Aha!
You have an idea.
You hold the watch, close your eyes, and make a wish.

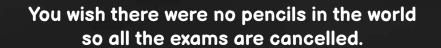
Do you wish...

...there are no pencils in the world?

Go to page 15

...there is a flood?

Go to page 19



You open your eyes and you find yourself in the exam room.

Teacher says, "Take out your pencils."

Everyone looks for their pencils, but nobody can find any.



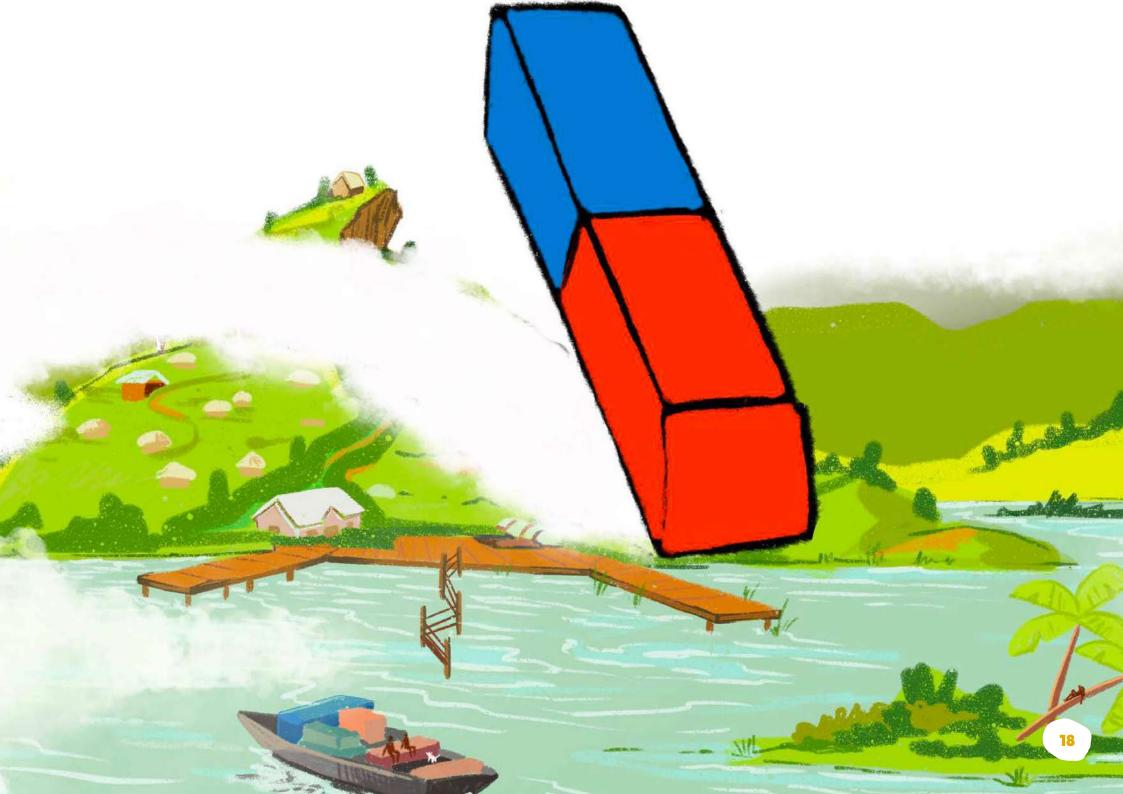
"Without pencils, how will we write our exams?" Juma asks. "Oh that's easy, we can just use pens!" says Teacher, to your great dismay. And before you can even respond, you hear a rumble. From every bag and every desk, rubbers started flying out and coming together. One by one, they join to become a giant rubber. And, oh no, what's happening? You notice something very strange.

The giant rubber seems to be rubbing out more than pencil marks.

It's rubbing out the world!

Now, it is rolling around erasing Tisa and the world goes kaput!

Go to page 21





You wish there is a flood so that all the exams are cancelled.

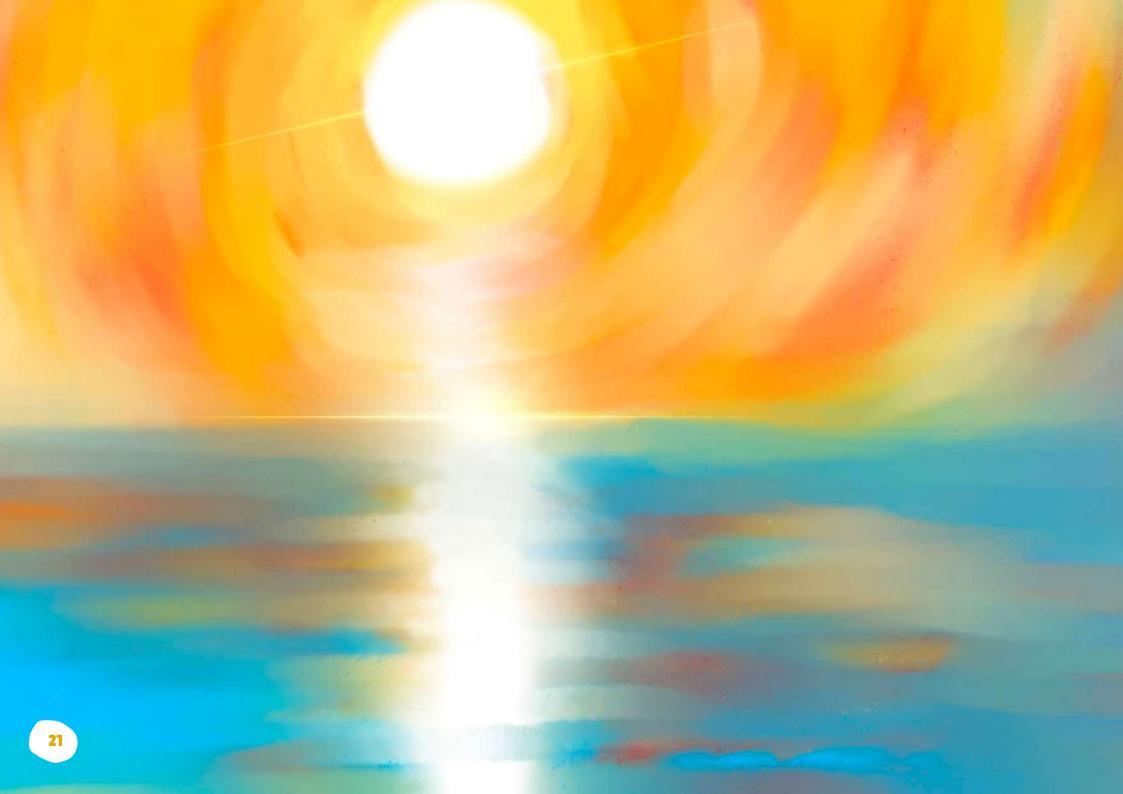
You open your eyes and it starts to rain.

A slipper hits you on the head.

You look up and notice that it is raining more than just water.

You run to take shelter as it rains down slippers and seahorses and banana peels and dirty socks and mandazis and smushoos and glitter and more.





As you realise just how wrong your wish went, a bold, white light envelops you. It reminds you of how the sun reflects off the ocean surrounding Tisa, warm and silvery.

In the light, you hear a voice. It sounds like... like Bibi!
It is Bibi, Jabali and Sauti's grandmother!
She is well-known in Tisa for her great skill and magic.
Of course, she would save you.

"Now, how did that wish go?" Bibi asks.

You say, "Not how I planned. The world went kaput!"

"Normally, I let people live with the consequences of their actions, but...
you are a good child. And you are learning a valuable lesson.
So, you can try again." Bibi says.

"Again?" you ask.

"Yes. All you have to do is look closer!" Bibi says.

The light flashes and then goes off.

You close your eyes and open them again.





You wake up in your bed to the sounds of a rooster ku-ku-kuru-ing, your family getting ready for the day, and the radio blaring.

The sun is shining, you yawn and smile.

It's a new day! Your favourite show starts to play.

You listen...

"This is 33.3 FM. I'm DJ Mahewa, blowing in with Tisa News.

Today, the purple chicken is stuck, the weaverbirds are weaving and it's exam day for so many of you..."

Exam day! The day has started again!

Except... you look at your hands.

This time, you have the Wish-Watch with you.

You think about the words Bibi said - that you can try again.

That's it!

You just need to look a little bit closer.



You take a closer look at the Wish-Watch and you notice two big things.

Firstly, it seems like there is a pin missing. You remember that it was not missing before.

It must be around here... somewhere. This looks a little tricky to fix.

You have to find the pin and take it to Jabali and Sauti; they might know how to fix it.

But you don't know how long that will take!

Secondly, you notice the strap is loose. It seems easy to fix; you just have to tighten it with some loose string - you know how to do that. You just want a quick fix so you can make your wish.

This should be simple enough, right?

What do you do?

Go ahead and fix the strap?

Go to page 27

Try and find the missing pin?

Go to page 31





You try to tighten the strap with the loose string, but it isn't so easy because you can only use one hand.

A weaverbird on its way to school swoops into your bedroom to help you.

It uses its beak to hold the string so that you can tighten it with your hand.

"Thanks, weaverbird," you yell out.
You are excited about what you are going to wish for this time.



But before you can make a wish, you notice something strange.

The weaverbird is still, like a statue in mid-air, as if it is frozen in time.

Outside your window, the tree branches are still

and so are the leaves and the butterflies.

The hands on your watch have stopped moving.

The hands on your clock have stopped moving.

It looks like time has frozen and has stopped moving.
Something has gone wrong again!

Everything is frozen in time.. ...except you!

The world has gone kaput!

You decide to take a look around.

Maybe the pin fell nearby. Look, see? It's right there under the table.

You pick it up and quickly get ready to go to school.

You still have your exam but maybe if you get the pin to Sauti and Jabali,
the Wish-Watch can be fixed!

You have to hurry to make sure you don't miss them.









You can't stop thinking about the Wish-Watch!

You are so focused on your own thoughts that you bump into something... wait, someone! Oh, it is Sauti you bumped into and she has dropped her bag.

"Watch out!" Jabali shouts and he spins around to protect her, accidentally falling in the soil.

"Oh, it's just you," Sauti smiles.

You shout, "I can't believe I didn't notice you! I need your help!"

"Woah, slow down, what's going on?" Jabali asks.





Sauti says, "You must be stressed about exams."

"No, that's not it," you try to say, but Jabali is so eager to help you that he doesn't listen.

Jabali whispers to Sauti, "Maybe we can help with the wi-"

"-Shh! Bibi said we can only use that in case of an emergency."

Sauti tells Jabali.

"This looks like an emergency," Jabali replies, looking at you.

You know exactly what to say to make them pay attention and listen to you.









Sauti takes the watch and says, "Let me take a look - I think there is a way I can fix the strap to the pin."

Jabali says, "Oh, you don't have to do all that, you just have to stick the pin in."

Do you...

...stick the pin in like Jabali says?

Go to page 43

...fix the strap to the pin with Sauti?



Impatiently, you stick the pin in and you put the watch back on.

You are excited about what you are going to wish for this time.

But before you can make a wish, you notice something strange.











Sauti fiddles with the Wish-Watch then shouts, "Fixed it! It should work well now - maybe..."

You say, "I love to play. I just wish there was more free time to play!"

Sauti hands you the Wish-Watch and you hold it. You close your eyes and then,

do you...

...wish there was more free time to play?

Go to page 51

...make no wish at all?



You wish there was more free time to play.

When you open your eyes, Jabali and Sauti are gone, you are no longer wearing your school uniform, and your school bag is gone. The sun is shining. You have free time!

You decide you want to go play in the ocean with Opita, the Octopus. You are so excited for a day full of playing! But, as you head towards the beach, you see the purple chicken at the side of the road. It is looking upset.

"Hello," you say to the purple chicken. "Can you help me?" the purple chicken asks. "I've been stuck on this side of the road for months and I can't cross."

Helping the chicken means you can't play yet, but... you're kind. You have to help.

"Why can't you cross the road?" you ask.

"I'm too scared to cross it by myself. I don't want to get run over and become someone's lunch. Will you help me?" the purple chicken asked.

You guide the purple chicken across the road, avoiding the tuk tuks, Beba the Matatu, and Sun and Wind who are having an argument.

"Thank you," the purple chicken says.

"You're welcome," you reply.

Time to go play in the ocean!

You take another step and Aivi, the Dancing Cow, runs into you.

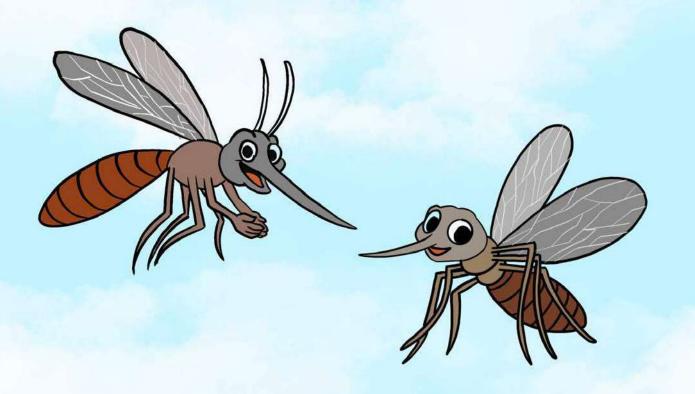
"Oh, I'm so glad I ran into you," Aivi said. "I need a dance partner to practice for the Dance Festival. Will you help me?

Please, oh please?"

You really want to go play, but Aivi asked so nicely you can't say no. So you help Aivi perfect her Chakacha Dance routine.

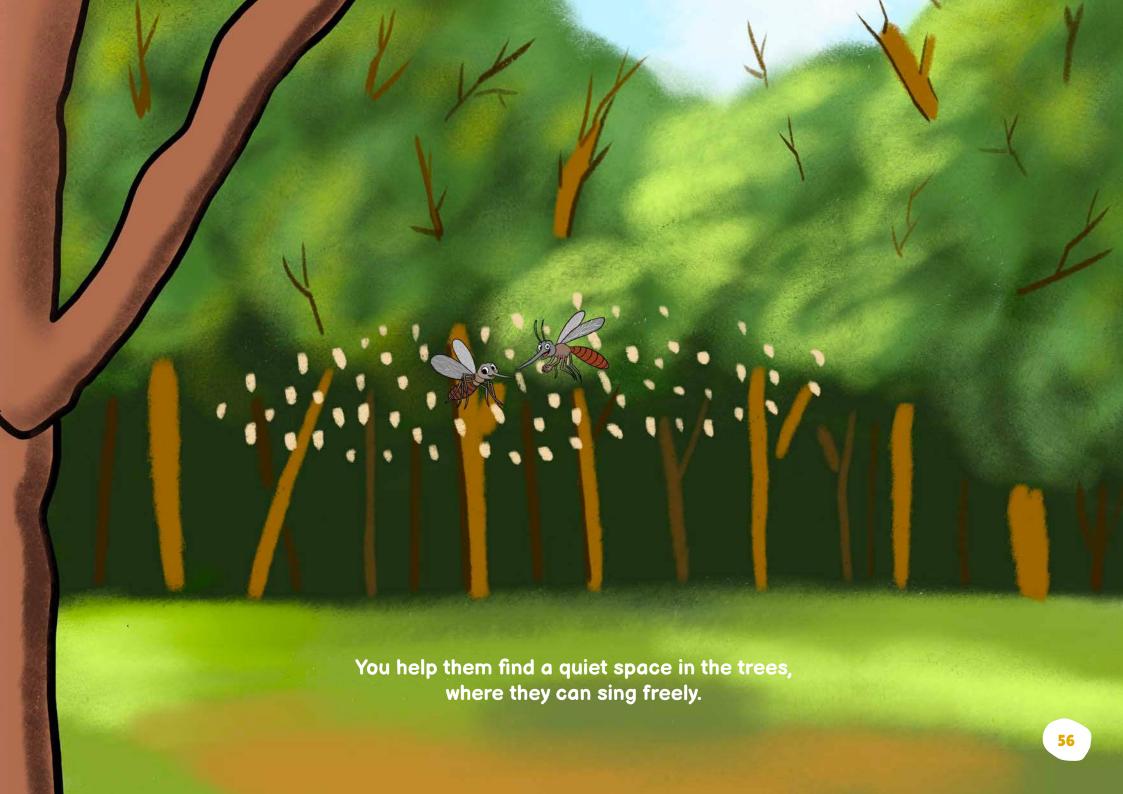
Finally, done... time to go play in the ocean!





You take another step and run into the Mosquito Choir who need help finding a place to rehearse.

You really want to go play, but the choir needs to rehearse for a big show, so you can't say no.





Every step you go, you keep meeting different beings that need your help, from Mama Tapi, to the goat birthing triplets, to Dr. Kaliang.

A whole line has formed waiting for your help.

Finally, you are done helping and are ready to go play in the ocean with Opita.

But now it's bedtime and you are called to go to sleep.

Just like that, the day is over.

Even though it does feel wonderful to help people, your wish went all wrong since you didn't get to play after all.

It feels like your world has gone kaput!

The same warm light surrounds you and you know the world went kaput.

Again.

Bibi's voice rings out, "Now, how did that wish go?"

You say, "Not the way I wanted it to."

"I can tell that you are kind and generous.

I came back again because you deserve to know one thing," Bibi says.

"What, Bibi?" you ask.

Bibi smiles,

"Actions good or bad have consequences.

And wishes are BIG actions.

A wish changes how the world works
and you can never predict what will happen."

"So what should I do?" you ask Bibi.

"That's not for me to say. It's up to you to determine how you want your life to go.

All I can say is do your best. You can try again with one more wish if you choose, but
this is the last time I can come to help. After this, you're on your own!" Bibi says.

The light flashes and then goes off.
You close your eyes and open them again.
You wake up in your bed again.
And yes, you still have the Wish-Watch with you.

This time, you pause.

Should you even make a wish?

Do you...

...wish you had already passed your exam?

Go to page 61

...make no wishes?



You wish you had already passed your exam.

You open your eyes and you are in Dr. Kaliang's laboratory.
You look down and you are wearing a labcoat with a badge saying "Assistant".
In front of you are little test tubes with coloured liquids in them.

"Quick! You have to make a green solution or else, the world goes kaput! Which ingredients should we mix?" asks Dr. Kaliang.

You panic! You try to speak, but nothing comes out.

"Hurry, we don't have time," Dr. Kaliang continues.
"I need the answer in the next ten seconds or the world will go kaput!"

This was one of the things you learned in school, and was probably even on the exam, but you didn't know you would need to know it in real life!

"I think you make green by adding blue and red," you say, grabbing and mixing the chemicals together.





"Nooo, wait, that's the wrong answer," Dr. Kaliang says.

But it is too late.

The blue and red become purple.

"The purple is pretty too," you say.

"Yes, but look!" says Dr Kaliang.

The purple liquid expands in the test tube. It starts to spill over and pours into the lab, turning everything it touches purple.

The test tube starts to grow too, even as the purple spreads across Tisa.

Soon, all of Tisa turns bright purple and is sucked into the enormous test tube!

And that's how the world goes kaput!





The same warm light surrounds you and you know the world went kaput.

The wish didn't work out.

The light flashes and then goes off.
You close your eyes and open them again.
You wake up in your bed again.
And yes, you still have the Wish-Watch with you.

How many times will you do this?

This time you pause.

Should you even make a wish?

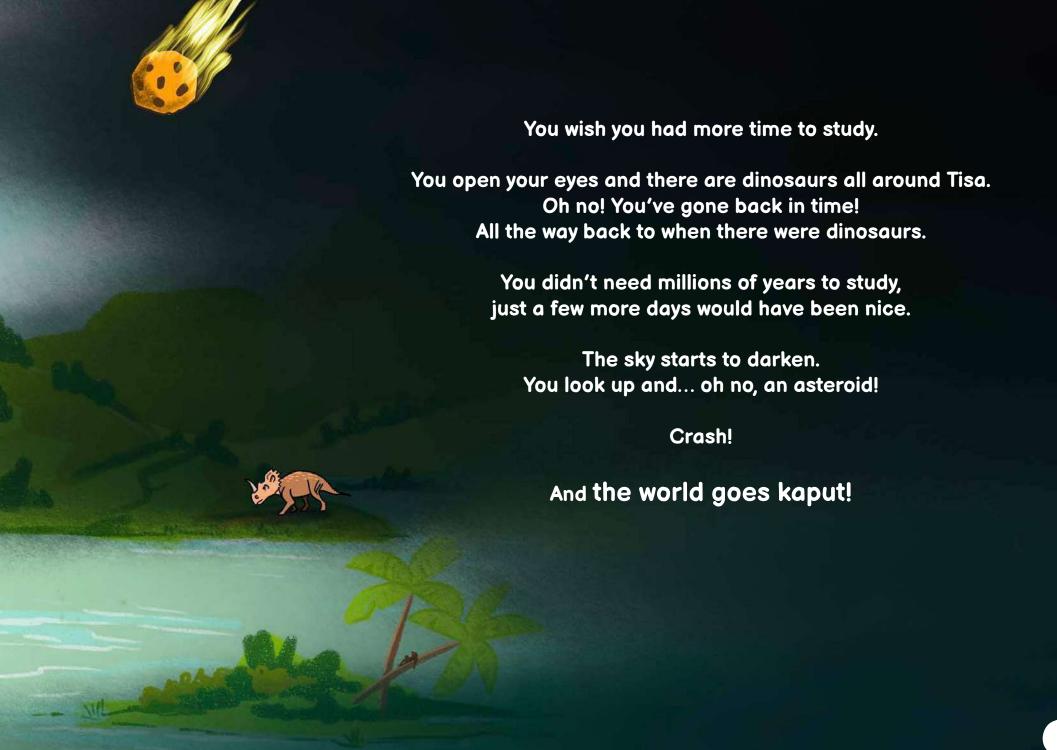
Do you...

...wish you had more time to study?

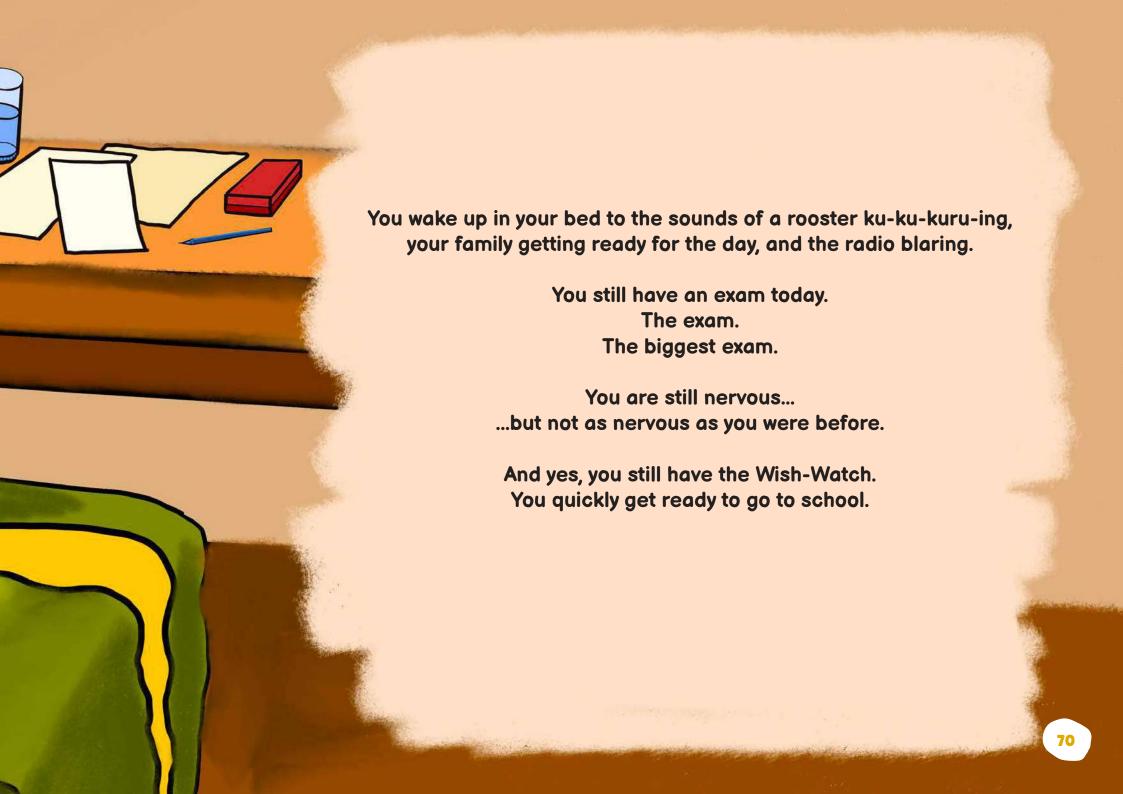
Go to page 67

...wish everything went back to normal?













You pass by many familiar neighbours on your way to school.

This time, you notice everything.

You pass Dr. Kaliang with a paintbrush at the foot of the Tisaplum tree and you say, "Green is made by adding yellow and blue!"

You cross the road with the purple chicken, saying, "You can do it!"

You pass Aivi, the Dancing Cow, practicing some moves.
"Try spinning on the 3rd beat,"
you share as you rush past.

You pass Juma playing with a seahorse in what looks like a glittery dinosaur footprint on the soil!

It looks like a fun game, but you don't stop to play. You spot Sauti from afar, her bag dangling on her shoulder. "Sauti! Your bag might fall," you shout.

Before Jabali spins around, you say, "And watch out, Jabali, that spot is slippery!"

"Thanks!" they both say, smiling at you.

"We're so distracted thinking about this exam!" Jabali says.

"Exams can be scary," Sauti says.







This time, you are surprised to hear yourself say, "You just do your best!"

"I guess, but... what if my best isn't good enough?" Sauti asks.

"We could wish it away..." Jabali starts to say.

You say, "With this?" holding up the Wish-Watch.

"How did you get that?" Sauti asks.

"It's a long story.

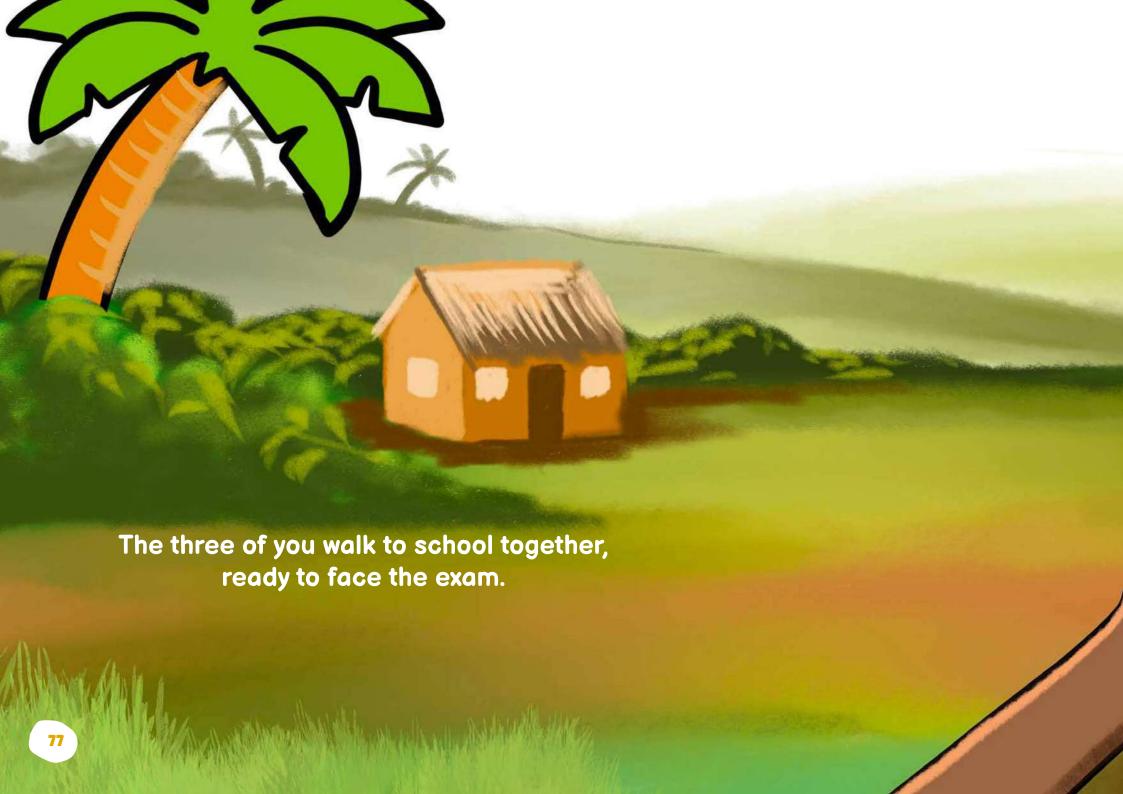
But, I think Bibi can tell you," you say.

Sauti and Jabali smile because, of course, Bibi had something to do with this!

"So, do you want to make a wish?" Sauti asks.

"Not this time; I'd rather do the exam!

It's not like the world will go kaput!" you laugh.





PLAY AREA

DINOSAUR MONSTERS



Hey,

Welcome to the Play area.

Did you enjoy solving the mystery in this story?

This is Juma. He is our friend and Tisa's Game Master.

He's going to show you an amazing game or activity that you can play with your friends or by yourself.



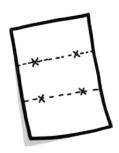
Hello,

I'm Juma. What's your name?

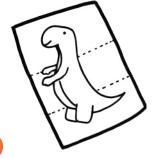
Do you want to do something fun?

LET'S MAKE SOMETHING

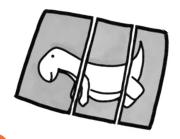
Materials: Paper, Colours, Scissors



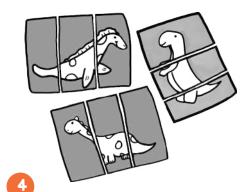
Fold a piece of paper into 3 equal parts



Draw and colour a dinosaur on the whole piece of paper

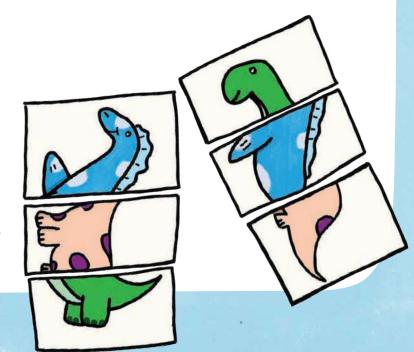


Cut your paper into 3 equal parts where you folded it



Trade pieces with your friends and make dinosaur monsters from the different pieces!

Final Results



CHALLENGE BOARD



Complete the challenge before the count of 10. Beat as many challenges as you and your friends can.

LET'S MAKE SOMETHING

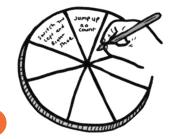
Materials: Piece of Cardboard, 1 Sheet of White Paper, Pen or Marker, Scissors, Small Plate, Dice, Ruler



Use a small plate to draw a circle on the piece of paper.
Cut out the circle.



Use a pen or marker to draw 3-4 lines across the circle, running through the centre. Try and make the sections the same size.



In each section write a challenge. Here are a few ideas:

- Find a kitchen item
- Touch something blue
- Jump 10 times
- List animals starting with letter 'S'
- Switch your left and right shoe
- Find and bring 3 different types of leaves



Cut an arrow pointer from the cardboard paper and place it flat on the centre of the circle.



Roll a dice and move the arrow past the same number of sections that you rolled. Do the challenge on the section where the arrow stops before someone counts to 10. Then someone else rolls the dice and does a challenge.



Final Results



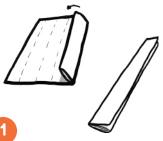
HABIT-WATCH



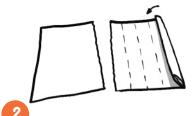
Build new habits by making a paper habit-watch. Go for a walk, read a book, eat a fruit, play a game etc.
What habits do you want to build?

LET'S MAKE SOMETHING

Materials: 2 Sheets of A4 paper, Small Cardboard, Glue or Tape, Pen



Take an A4 sheet of paper, and fold it on the long side to make a watch strap.



Take half an A4 sheet of paper and also fold from one long end to the other to make the watch buckle/holder

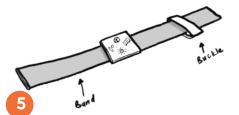


Cut a square cardboard paper to the size of a hand watch. Draw the symbols of the habits you want to work on, i.e.,

- Go for a walk,
- read a book
- Eat a fruit,
- Play a game, etc.



Wrap and glue the buckle at one end of the strap. We will call the other side of strap the the band.



Glue the cardboard piece on the middle of the strap with the activity part facing up.



Wrap the paper watch around your wrist and pass the band through the buckle. Pick the habits to do and repeat this everyday until your habits stick.

HABIT-WATCH



Examples of Habits and their symbols



Eat vegetables



Eat Fruits



Cooking



Play Outside



Go For A Walk





Read A Storybook



Sleep Early





JABALIAND SAUTI SEASON 1

Which mystery will you read next?

- 1. The Mystery of Jabali's Pen
- 2. The Mystery of the Disappearing Yummies
- 3. The Quest for Mrs. Quack's Eggs
- 4. The Mystery of the Cracked Feet
- 5. The Mystery of the Shape Shifting Pet
- 6. The Mystery of the Disappearing Girl
- 7. The Mystery of the Fallen Nest
- 8. The Mystery of the Howling Wind

- 9. The Mystery of the Duckling in the Bucket
- 10. The Mystery of the Abandoned Smushoos
- 11. The Mystery of Missing Sleep
- 12. The Mystery of the Funny Feeling
- 13. The Mystery of Giant Jabali
- 14. The Mystery of the Lion's Roar
- 15. The Mystery of Morning Tide
- 16. The Mystery of the Wish-Watch

