

# Appy and the Square Moon Mistake



— A little drawing mistake turns the night sky into a wonderful, blocky adventure. —



Appy and the Square Moon Mistake  
A Little Blunder, A Big Wonder



## The Magic Pen

Pipixel loved to draw the night sky.  
With his glowing stylus, he tapped the air.  
“Tonight needs a bright, round moon,” he  
hummed.



## The Square Mistake

Slippity-slip! Pipixel's hand gave a tiny wobble.  
The line went perfectly straight. Then it turned a  
sharp corner.  
"Oh no!" he gasped. "The moon is a square!"



## A Plump Visitor

Out in the night, a soft shadow floated by.  
It was Appy, the little dumpling ghost.  
Appy stopped and stared at the blocky sky-light.



## Moon Panic

Pipixel hid his face behind his stylus.  
“I ruined the night!” he panicked.  
But Appy didn't look upset at all.



## Blocky Love

Appy pressed against the glass and smiled.  
“Ooooh!” Appy giggled.  
Appy loved the new moon because it looked like a  
giant glowing block.



## Step Outside

Pipixel climbed onto the wide windowsill.  
Appy floated close, three hairs perking up with  
joy.  
“You really like it?” Pipixel asked softly.



## The Starry Audience

Suddenly, a tiny sound came from the sky.  
Clap, clap, clappity-clap!  
All the little stars were watching.



## Clapping Stars

The stars clapped so hard they drifted into squares too.

Square groups of light danced around the moon.

“They think it’s a masterpiece!” Pipixel laughed.



## No More Panic

Pipixel realized that mistakes could be wonderful.  
He didn't want to fix the moon anymore.  
He and his new friend shared a happy high-five  
through the night air.



## A Blocky Bedtime

That night, Pipixel tucked himself under his star blanket.

Outside, Appy kept a quiet watch from the window.

And the square moon gave everyone the coziest, blockiest dreams.



## About the Author

### Vijay Kukreja



Vijay is a creative writer, technologist, and storyteller who enjoys turning simple ideas into imaginative stories for young readers. His stories are shaped by his own experiences, observations, family life, and curiosity about how technology can support human creativity.

With the help of AI tools, Vijay explores characters, scenes, visuals, and story worlds in new ways. He uses these tools not as a replacement for imagination, but as a creative partner to help bring playful ideas to life.

His goal is to create fun, warm, and engaging stories that children can enjoy, parents can share, and families can read together.



# The End

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