

# Chibub and the Game That Learned Manners



— An overexcited arcade game yells too loudly, until a little cherub shares a lesson in kindness. —



Chibub and the Game That Learned Manners  
A Cozy Level Up



## The Playroom Arcade

Chibub and Glitchub were playing a pixel puzzle game.

Glitchub tapped the buttons with his grid-patterned tail. \*Click, click, tap!\*

Suddenly, a block slipped the wrong way.



## Loud Voices

The game screen flashed bright red.  
“TRY AGAIN!” yelled GamerBox the arcade  
machine, its voice shaking the toy shelves.  
Glitchub tucked his tail in surprise, and Chibub's  
halo gave a nervous wobble.



## Too Much Shouting

Glitchub tried the puzzle one more time.  
\*Boop!\* The blocks tumbled down again.  
“TRY AGAIN!” shouted GamerBox even louder. It  
didn't mean to be mean, it was just very  
overexcited.



## Chibub's Gentle Idea

Chibub fluttered up to the glowing neon screen.  
He patted the orange plastic cabinet with his small  
hand.

“You have a wonderful volume,” Chibub  
whispered. “But puzzles are easier with kind  
words.”



## The Picnic Stop

Chibub flew to the kitchen and brought back two small cups of cool water.  
He gave one to Glitchub.  
They sat by the arcade machine and took a cozy little break together.



## The Champion Round

With fresh water and happy hearts, they tried the big final level.  
Zoom! The puzzle pieces fit perfectly into place!  
GamerBox showered the screen with tiny pixel flowers.



## Polite Dreams

That night, GamerBox turned down its lights to a soft, warm amber glow.  
Chibub curled up under his star blanket, and  
Glitchub snuggled beside him.  
And the quiet game whispered a sweet, sleepy  
goodnight to the room.



## 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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