

# Glitchub and the Lost Avatar



— A Chibub Adventure with pixel sparkles, tablet portals, and one tiny game friend. —



Glitchub and the Lost Avatar  
A Chibub Adventure



## A Tap at the Tablet

Chibub and Glitchub were playing a quiet game.  
The tablet made a tiny tap-tap.  
Then the screen gave a little sneeze of sparkles.



## Someone Stepped Out

A tiny avatar stepped out of the screen.  
It blinked at the rug.  
“I think I am lost,” it said.



## Whose Friend?

“Who do you belong to?” asked Chibub.  
The avatar touched its glowing heart badge.  
“I forgot my friend’s name.”



## Pixel Clues

Glitchub looked inside the game.  
There were three saved castles.  
And one tiny trail of heart-shaped pixels.



## The Wrong Castle

They followed the first trail.  
It led to a castle full of dancing carrots.  
“That is fun,” said the avatar, “but not my home.”



## The Too-Loud Level

The second trail led to a noisy level.  
Buttons bounced everywhere.  
Lost Avatar covered its tiny mitten ears.



## The Heart Badge Glowed

At the third trail, the heart badge glowed.  
The avatar smiled a little.  
“I remember laughing here.”



## A Real Friend

The trail led to a little room with a drawn star.  
The avatar hugged the star.  
“This is where my friend made me brave.”



## Back Through the Screen

Glitchub opened a soft blue doorway.  
Lost Avatar waved with both mitten hands.  
“I know my friend now.”



## Friend Found

The avatar returned to the game.  
A small child's hand waved from the tablet.  
Chibub smiled. "Every game friend needs a real friend."



## 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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