

Luluma and the Bad Dream Snack Pack



— A Luluma Adventure with midnight snacks, silly broccoli dreams, and bedtime cartoons. —



Luluma and the Bad Dream Snack Pack
A Luluma Adventure



A Wiggly Bedtime

Luluma floated through the bedroom at bedtime.
The pillows were tucked in.
But the dreams under the blanket went wiggle-
wiggle-worry.



The Snack Pack Opens

Luluma found a tiny snack pack by the nightlight.
It crinkled softly.
“Bad dreams go in here,” it whispered.



One Dream Bite

A bad dream popped out.
It looked like broccoli with spooky eyebrows.
Luluma took one brave nibble.



Too Many Bad Dreams

Then another dream popped out.
Then three more.
Soon Luluma's tummy was full of scary broccoli.



Broccoli Rumbles

Luluma's tummy went grumble-grump.
A broccoli dream wore a tiny crown.
Another one made a very dramatic frown.



Appy Peeks In

Appy peeked from behind the pillow.
His three little hairs trembled.
“Why is bedtime full of bossy vegetables?” he
asked.



Cartoon Idea

Appy blinked his googly eyes.
“What if we do not eat the dreams?” he said.
“What if we make them silly?”



Pajama Broccoli

They gave one broccoli dream pajamas.
They gave another a pillow hat.
The scary eyebrows became sleepy eyebrows.



The Bedtime Cartoon Show

The dream bubbles floated across the wall.
Broccoli slid down a moonbeam slide.
Appy laughed so softly the room felt safe.



Goodnight, Silly Dreams

At bedtime, the snack pack was empty.
The bad dreams were cartoons now.
Luluma whispered, “Silly is softer than scary.”



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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