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## *Fuzzy and the Fuzzkins Episode Guide*

### Season 1

1. Crash Landing – The series premiere! A group of Fuzzkin children on the way to the elite Puzzle Academy crash-land and find themselves stranded on Earth, a world that just doesn't appreciate a good crossword.
2. The Grump's Birthday – The Fuzzkins' new "friend", Roger the Grump, throws a birthday party that soon goes horribly wrong – the food is rotten, the games are rigged, and the wrapped presents conceal killer robots! Will Fuzzy and co. crack the code to the shutdown command in time?
3. The General – The Fuzzkins meet a new contender for the title of Puzzle Champion. His name is General Cross Sword, and he's out for victory at any cost! Will he destroy the competition at the Chicago Crossword Open, or just the building?
4. The New Girl – An escape pod crash-lands right near the Fuzzkins' base, and out pops Fuzzlyn, the pinkest and cutest ball of fluff you'll ever meet! But what horrible adversary is right on her trail?
5. The Seven Seas – Someone is stealing kakuros from all over the world, and signs point to a mysterious coastal lair. The Fuzzkins stick a mast on the Fuzzmobile and set sail for adventure!
6. Super-Fuzzkin – Roger the Grump is stealing genetic samples from the Fuzzkins to create a Super-Fuzzkin, but Fuzzkins don't actually combine very well. . .
7. A Day of Thrills – A message from the mysterious Cluemaster sends the Fuzzkins to Cedar Point, where they have to stop Roger the Grump from tampering with the roller coasters!
8. Home Sweet Home – Sick from rollercoasters and too much popcorn, the Fuzzkins stay home and learn about cryptic crosswords. But what horrors might be lurking in the kitchen?
9. Lost in Transliteration – Fuzzy gets a puzzle that's been garbled in transit, and tries to put it back together. Meanwhile, Mozzo tries to learn all of the Earth's languages at the same time.
10. Fuzzy Jones' Locker – A peaceful picnic at the beach turns sour when the Undread Pirate Fluffbeard executes a daring assault on the team's sandwiches! Can the Fuzzkins pull off a spectacular rescue to save their lunch?
11. The Saurus – Fuzzy consults his thesaurus while doing a crossword, but what's this? "Ugly" and "pretty" aren't synonyms! "Loud" and "noisy" aren't opposites! Where did this thesaurus come from anyway – the Nega Zone?
12. Hail to the Chief – Someone's been following the Fuzzkins! Oh wait, it's the Secret Service. There's a matter of National Security and only the nation's best puzzle-solving balls of fluff can save the day!
13. Up, Down, and All Around – Roger the Grump sends not one, but two killer robots to destroy the city, and the Fuzzkins are forced to split up to chase after them! Are two teams really better than one?



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## Season 2

1. Back in Action – Things have been quiet for the Fuzzkins since their dramatic defeat of Roger the Grump. But now a new, more insidious menace looms – five different states are considering legislation that would make crossword puzzles illegal! Who could be behind this dastardly deed?
2. The Primordial Ooze – The Fuzzkins are invited to Kenya to participate in the Kenyan National Crossword Tournament, but their reservation is switched and they get on the wrong plane? Innocent mix-up, or horrible conspiracy?
3. Can't Teach an Old God New Tricks – A door-to-door evangelist knocks on the door of the Fuzzkins' home base, one thing leads to another, and now the Fuzzkins are refusing to work together because of religious differences! Can they reconcile in time to solve General Cross Sword's latest puzzle?
4. Quiz Show – Kazz appears on Contestants' Row, everybody's favorite multiple-choice quiz show, but he can't seem to get a single question right! It's up to the Fuzzkins to figure out what's going on behind the scenes!
5. Hair Today... – When Jonesy's Hair Tonic runs a puzzle competition with a year's worth of hair tonic as the grand prize, the Fuzzkins spring into action. But they face competition from a surprising source – Yzzuf, whose home dimension has been suffering a sudden epidemic of baldness!
6. Time's A-Wasting – The Fuzzkins return home from an innocent trip for ice cream to discover another series of puzzles from the Cluemaster, challenging them to unlock the secret of time travel! Beware, Fuzzy! One wrong answer and the device you build will be explosive!
7. A Very Fuzzkin Halloween – The Fuzzkins host a costume party and dress up in wild costumes! Who's that dashing light-blue figure with three antennae?
8. 100 Million BC – The Fuzzkins use their brand new Chron-O-Portal to travel back to the age of the dinosaurs! What prehistoric puzzles will they find there?
9. A Very Special Episode – In this Very Special episode of *Fuzzy and the Fuzzkins*, Fuzzy and the gang have to deal with Frazzle's new addiction and the harm it does to team dynamics.
10. I'm at the Pizza Hut – The Fuzzkins travel to their local Pizza Hut and solve various math-related puzzles. Did you know that a medium pizza with six slices contains the same amount of pizza as a medium pizza with eight slices?
11. Inauspicious Beginnings – Roger the Grump returns with a clang, but is it really him, or has he been... recycled? Learn about his secret origin as the Fuzzkins attempt to figure it out!
12. Opposite Day – It's opposite day – up is down and hot is cold! The Fuzzkins have a lot of fun trying to solve a backwards crossword, until it goes a little too far, they rip a hole in space-time, and find themselves trapped in Yzzuf's universe!
13. Stop That Truck! – This truck's amuck! A tractor-trailer full of prize-winning ducks has been rigged with explosives! Will taking the truck over the Zakim Bridge with the ducks flying be any different than taking it over the bridge with the ducks sitting quietly? The Fuzzkins have 22 minutes to find out!



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## Season 3

1. What's Orange and Solves Puzzles? – Fuzzlyn and Fuzzy tour the Crayola factory, and come up with a series of color-themed puzzles! Meanwhile, the rest of the Fuzzkins are all out of snacks, so it's up to Plushtieri and Mozzo to go... grocery shopping!
2. Fuzzy Math – A packet of index cards arrives in the mail, covered in confusing symbols. Is it a message from the Cluemaster? A challenge from General Cross Sword? Some kind of trap from Roger the Grump? Either way, it's time for the Fuzzkins to learn about base conversions!
3. Roger the Grump Opens a Taco Bell – Roger the Grump opens a Taco Bell.
4. The Okay Lumberjack – Mozzo meets a troupe of singing, dancing lumberjacks who just want to protect their livelihood, while Fuzzy meets a set of dour wildlife conservationists. Chaos erupts when both groups get brought back to the Fuzzkins' base! Can the Happy-Go-Lucky SuperChip brand wood-chipper resolve their differences?
5. Less Than Three – The Candy Parade has come to town for Valentine's Day, and everyone's in costume! But some of the costumes seem more real than others...
6. Eat at Joe's – The Fuzzkins head to their favorite restaurant for a big dinner, but no one brought any money! Can they solve the owner's cooking-themed riddles to avoid washing dishes for the next week?
7. Who-Doku? – An escalating series of mistaken identities turns the World Sudoku Tournament into a farce.
8. All the King's Fuzzkins – Aging Senator Rodney Fuzzworth has a request for the Fuzzkins: bring him Fuzzbin the teddy bear, prized treasure of his youth. The Fuzzkins get in the Chron-O-Portal and head back to meet Senator Fuzzworth as a young boy!
9. Polyglot – While visiting a local university, the Fuzzkins discover a series of posters with encrypted messages, but no matter what they do, they just can't seem to crack the code. They're forced to go to the puzzle's creator to admit defeat, but the response they get isn't what they expected!
10. The Interwebs – The Fuzzkins each get new laptops through the One Laptop Per I Don't Actually Know What You Are But Have a Free Computer program, and chaos erupts! Plushtieri discovers online shopping. Bozzic gets eaten by Second Life. Fuzzy meets a lovely lady online, who turns out to be Fuzzlyn. Can the other Fuzzkins come up with a puzzle so exciting that their friends will tear themselves away from the shiny box?
11. Fluffbeard's Infernal Device – The Fuzzkins discover Fluffbeard's deepest secret, and the sinister machinery he's using to try and fix his little "problem"! (Spoiler warning: his beard is fake!)
12. Fuzztron 3000: A mysterious electronic device provides the Fuzzkins with all the answers they'll ever need... but at what cost?
13. Lies, Damned Lies, and Lies – The Fuzzkins' paper shredder starts duplicating everything it shreds! To make matters even worse, when Fuzzy leaves the Trapezoid of Justice to find a repairman, he gets kidnapped by a shadowy government organization and subjected to repeated lie-detector tests! How will the Fuzzkins get their friend and their shredder back?



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## Season 4

1. Over and Over and Over – The Chron-O-Portal malfunctions and the Fuzzkins are thrown into a time loop! Can they discover the problem? Can they repair the complicated circuitry of the Chron-O-Portal, or will they be stuck forever solving the same three paint-by-number puzzles for all time?
2. Fuzz! The Musical – It’s a musical extravaganza! The Fuzzkins try to cheer up a depressed shoe salesman (Christopher Walken) by singing and dancing, and eventually get the entire town to go along!
3. The Pirates’ Code – Fluffbeard hatches a new plan: replace everyone’s hands with hooks so they no longer have opposable thumbs and cannot open his treasure chests! Luckily, his Master Computer (Lady Gaga) wants your disease – in the form of a computer virus! Can the Fuzzkins shut down Fluffbeard’s plan in time?
4. Only in Kenya – Kazz wins first place in the International Slitherlink Tournament, and the emcee of the tournament (Alex Trebek) presents him with his prize: an all-expenses-paid vacation in Kenya for all of the Fuzzkins! What disaster will prevent them from getting to Kenya *this* time?
5. Pedal to the Medal – The Fuzzkins start a rock band managed by the Cluemaster’s brother, Colonel Clue (Jack Black), but will the sudden ascent to stardom go to their heads?
6. First Down – A misunderstanding about the term “first down” causes Mozzo to head off to learn about American football. The problems compound when he gets mistaken *for* a football in the Denver Broncos game, and kickoff happens in fifteen minutes!
7. Web of Intrigue – Bozzic hears that famous puzzle writer and editor Will Shortz (Will Shortz) has been kidnapped, and runs off to save the day. Soon, he too needs rescuing from the Green Goblin!
8. The Lonely Island – “Will Shortz’s disappearance was part of a larger plan,” reads the message that appears on the Fuzzkins’ doorstep. This starts the Fuzzkins on a whirlwind journey that finally brings them face-to-face with the Cluemaster (Hugh Hefner)!
9. 32 Across – The Sunday *New York Times* crossword contains an important secret message, and the Fuzzkins fight a desperate battle to solve it while simultaneously keeping General Cross Sword from figuring it out! But the General’s motivations are more complicated than they seem. . .
10. 32 Down – Second part of a two-part episode. The sky darkens with the arrival of Cryptid ships, and the Fuzzkins realize there was a whole lot more going on than they realized! Sigourney Weaver guest-stars as the Cryptid queen!
11. Past as Prologue – The Fuzzkins need to find something to defeat Roger the Grump’s latest scheme, but they can’t find anything! They turn to their past adventures to find some inspiration. . .
12. The Fuzzkins Go to the LHC – The Fuzzkins head to the Swiss particle accelerator to watch some collisions, and meet Wuzzy the W boson (Stephen Hawking)!
13. Showdown in Space – This is it! The chips are down, the doomsday clock is at a minute to midnight, and the other clichés are flying at a record pace. The Fuzzrocket heads out into the cold expanse of space for the final battle against an old foe. . .