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The Adventures of Teddy Ruxpin

1. Location _____
2. Name Of A Person _____
3. Proper Noun _____
4. Plural Noun _____
5. Name Of A Person _____
6. Noun _____
7. Adjective _____
8. Adjective _____
9. Adjective _____
10. Plural Noun _____

The Adventures of Teddy Ruxpin

Teddy Ruxpin leaves his homeland in _____Location_____with his friend _____Name of a person_____in search of adventure. They meet up with an inventor named Newton Gimmick who accompanies them on their quest for the Treasure of _____Proper noun_____. What the trio unexpectedly find are six _____Plural noun_____with different meanings and powers. They also can enable the Monsters and Villains Organization (MAVO) to have absolute power over the land, and their leader, _____Name of a person_____ wants to make sure that an Illiop never possesses them. Elsewhere, a less pronounced threat also routinely besieges the trio, the wannabe _____Noun_____Jack W. Tweeg, a _____Adjective_____troll/grunge who has his eyes on joining MAVO. The sixty five episode series unfolds gradually as the Trio meet _____Adjective_____and often _____Adjective_____Plural noun_____while visiting intriguing lands.

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