

# 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.