

THE FLAXENS

STORIES 3 & 4

THE FLAXENS AND THE SIZE MACHINE

THE FLAXENS AND SULKY TIRTUS

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Story 3: The Flaxens and the size machine

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The Flaxens simply cannot sleep. They are so impatient about tomorrow's fair! Pinxel Flaxen dreams about eating pink cotton candy, Ortus Flaxen — about luck in a fishing game, and Vulbert Flaxen — about winning ball throwing games. What they wished for, all were true in their dreams.



Finally, the long-awaited day arrives. Ortus and Vulbert ran first thing to the ball game. Pinxel looked around the sales tents and soon noticed her good friend, Salomon the gardener, who came to the fair to sell his flowers and vegetables.



Next to Salomon, a salesperson was selling a round thing with a big and a small horn attached.



“What are these?” Pinxel asks amazed.

“These are size machines,” the salesperson answers kindly.

“What does a size machine do?” Pinxel continues.

“It can be used to make things bigger. This way, you will never get bored of even your old things,” the salesperson explains.

Pinxel didn't understand what that means, but she didn't care. The most important thing for Pinxel was that it was pink and cheap. It looks so pretty that you don't even need to use it. Pinxel picks the prettiest one and pays for it.

"You can also use it to make things feel smaller," the salesperson yells out after Pinxel.

Again, Pinxel doesn't understand the salesperson, but she is too happy about being the owner of a pretty machine to care.



The Flaxens have a great time at the fair. Pinxel's cotton candy is so huge, there's enough to share with her brothers. Ortus gets the prize he wanted from the fishing game, a new set of coloured pencils to replace his worn ones. Vulbert's aim was stubborn, and he won a cuddly fox from a ball-throwing game. Everyone laughs how the fox got the fox toy. Everyone laughs how the fox got the fox toy.



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THE FLAXENS AND THE SIZE MACHINE

Pinxel Flaxen finds a size machine at the fair. What does it do? Even the Flaxens don't know. It will soon become clear, however, that the size machine looks pretty, but is rotten inside.

THE FLAXENS AND SULKY TIRTUS

The Flaxens' friend Tirtus doesn't feel like doing anything. The Flaxens show him that being in a dull mood doesn't necessarily mean that plans they have made are dull. At the same time, Tirtus learns yet another lesson from the Flaxens: action comes first, then the will to do it.

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