

# Кошмар в Дорсете





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Being a true record of the visit by  
Childe Anissa and Baby Zeno  
to Dorset in 2014.

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Sometimes the worm (or the boll weevil) turns and everything that had seemed to be very, very good becomes really awfully bad.





But skill, magic and a good plan can  
often solve the problem.

Once upon a time there were two cushions.

No. No. No. They were cousins.

They were big girls. They were not babies.

They knew how to sing and dance.

And one summer in Dorset they learnt how to save themselves and Baby Zeno from an awful fate.

Truly they were big girls.



It started even before Anissa and her family got to Dorset.

They had been staying in France, where Anissa had become ill. She got a dreadful fever and arrived in England sweating, hot and tired.

Her parents were worried and took her to the doctor.

Grandpa wanted them to use cold flannels to make Anissa better but her parents insisted on pushing capsules into her bottom.

Things had never seemed so bad.

But they were going to get worse. Anissa and Cousin Nancy were going to have to run for their lives.



At first, Anissa was happy enough.

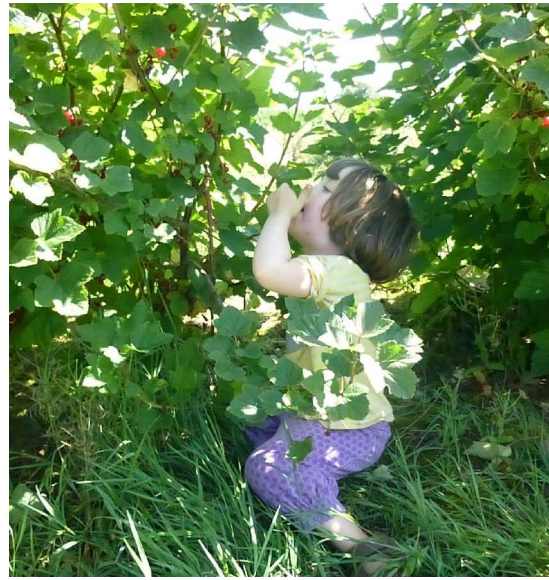
Once she was well enough to get up, she went into the garden to pick raspberries and red currants.

She ate lots of them because Grandpa said she could.

She loved them as much as anything ever. Rather like her Mama loved hazelnuts.

The currants went squish into her tummy easily and she hardly had to bother chewing at all.





But then she saw her Papa and her Grandpa looking at her  
and she knew that something bad had happened.

She became worried.





The next day they went to the beach - Anissa and Grandpa and Baby Zeno and Papa.

All of a sudden her Papa looked fierce and said to Grandpa:

“Dad, shall we slay Anissa and Baby Zeno down and eat them for lunch?”





Anissa began to run. She ran as fast as her little legs could carry her, down to the sea and then along, along, along.

She didn't know where she was running to.

She just knew that she must run away.

Poor Baby Zeno would have to look after himself.



Then Grandpa stood up.

He had a steely glint in his eye.





Anissa ran.

But Grandpa was faster.

He leant sideways as he ran.

Anissa hoped he might fall over. But he didn't.

Soon he had caught her.

Then it got really bad.





Grandpa scooped up handfuls of sand and started to pelt Anissa with them.

She tried to fight back and, even though Grandpa was much taller and much better at throwing, Anissa was quicker and she managed to drive him back.

Anissa had won the first battle but the war continued.



Anissa ran back to her Papa. Just in time she remembered that he had become evil too and she tried to scare him with her fierce hands.

But Papa picked her up and dragged her to the sea where he tried to tear her in half but she wriggled free.

She started to run again.



She ran and ran.





But Grandpa and her Papa caught her again.

Luckily they were both so tired with all the running that they didn't have the energy to slay her down and eat her there and then.





That afternoon, Cousin Nancy arrived with her parents.

Anissa was happy because now she had a friend.

She explained to Nancy what had been happening and how Grandpa and her Papa had become evil.

Nancy asked why.

But Anissa didn't know why. She just knew that things were not as they should be.



Nancy suggested that they should poo and fart on Grandpa, which WAS funny.

But deep down Anissa knew that it wouldn't solve the problem of the evil badness.





Anissa was quickly proved correct because her Papa started to attack Baby Zeno.

He hit Baby Zeno with a right and then a left and then a right and another right. Then he hit him with both fists.

Then he landed two more rights and a left and a right.

It was awful and it only stopped because Granny came out and saved him.



Granny called them in to the kitchen to play a game and Anissa thought they would be safe now...

But she was wrong.

Because, before long, Granny too became evil.

Anissa could see it in her face.

What could have caused it?





But there was no time for Anissa to wonder about why because now she saw that her Papa was ready to slay Baby Zeno.

Papa had been sharpening a knife all afternoon. He said it was for the kitchen but obviously it was so he could eat Baby Zeno.



Anissa knew she had to think quickly, so she put on her magic thinking-spectacles.

All of a sudden she had a brilliant idea.

It could save her and Cousin Nancy and Baby Zeno.







Quickly she ran and called her Mama, who had also been ill with fever but was not affected by the evil.

“Mama, Mama,” she cried, “Please come and teach Baby Zena to dance”. She called him Baby Zena so her Mama would understand properly, not because Baby Zeno was a girl.

Anissa and Nancy were delighted.



While Baby Zeno was learning to dance, Anissa and Nancy ran and dug up potatoes and picked a courgette, which they thought they could use later in the War on Evil Badness.



As soon as they got back, Anissa and Nancy started on the next stage of Anissa's plan.

She didn't know whether Uncle Simo had become evil but she DID know from last year that Uncle Simo could easily be put out of action if they all jumped on him. If he was evil, it would stop him doing anything bad. If he wasn't evil, at least it would distract the others.

So they jumped on him hard. Nancy jumped first, which took his breath away. Then Anissa and Baby Zeno helped to finish him off.





But when she looked round, Anissa was horrified to see that her Papa was sharpening an axe ready to slay Baby Zeno down.

What could she do next?



Together, Nancy and Anissa tried to work out a cunning new plan.

Eventually they thought of one. They were both delighted.







The plan was simple. They would both lure the evil people (Grandpa, Papa and Granny) down to the goose shed and lock them in.

What could be simpler?

They set off fast. There was no time to lose.



Everything worked really well. Nancy was just finishing telling them a story. Then she and Anissa were going to run out and lock them in the shed.

But OMG, Anissa suddenly realised there was no door.

Their plan was in tatters.



Then Anissa had ANOTHER idea.

First she needed to go and wash her hands in the wheelbarrow.

It had been raining, so that was easy.





She told Nancy to distract Grandpa by picking flowers and asking him what they were called. That kept Grandpa busy for hours.



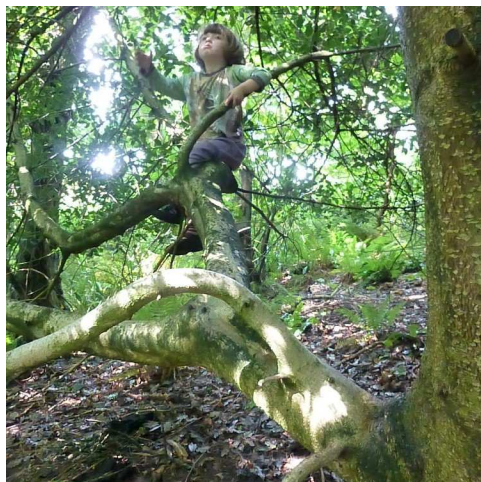
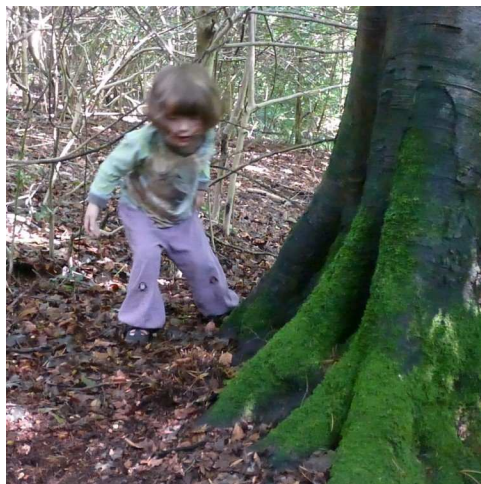


Anissa ran to the wood and found the magic spell-binding tree.

She climbed it and asked the tree to grant her three wishes. The things she wished for were as follows:

1. An enormously loud shouting voice.
2. A way to keep Uncle Simo happy for hours.
3. A new book to keep her Papa busy.







Then Anissa ran across the fields, down the cliff and walked all the way along the beach to Charmouth.



When she got there she cried out in her new, very loud voice, asking everyone to come to the beach because something amazing was happening and they must see it.

Only not Uncle Simo. She cried out that Uncle Simo must go to the park.

So everyone jumped in the green landrover and drove to Charmouth except Grandpa who was deaf and didn't hear.

When Uncle Simo got to the park he saw that there was a beer bottle on the slide. He wanted to drink the beer but he couldn't because there was a ball on top of the bottle.

It took him two and a quarter hours to work out how to remove the ball without spilling any beer.



When the others got to the beach, she gave her Papa his new book, which he started to read but immediately fell asleep.

So far, so good.





That only left one thing. She and Nancy must get Granny to walk into the sea to wash off the evil badness that had come over her, so that she could help them cure the others.

Granny was a doddle and she went like a lamb to the water.

As soon as she was clean of evil badness, she made everybody else better and they all played at making sandcastles.

Phew.

The END.











