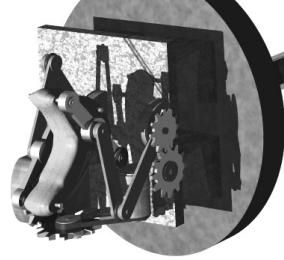
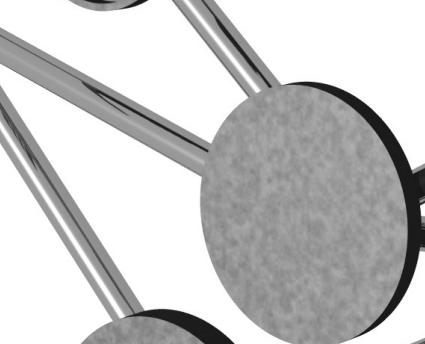
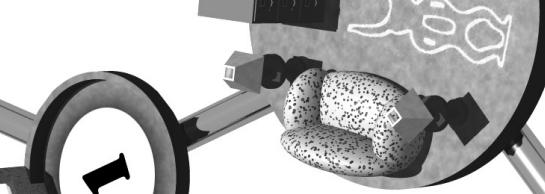
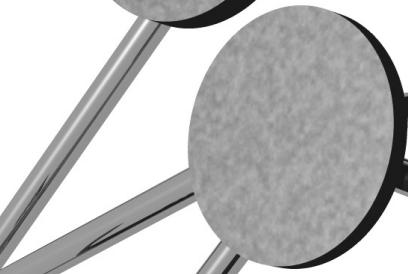
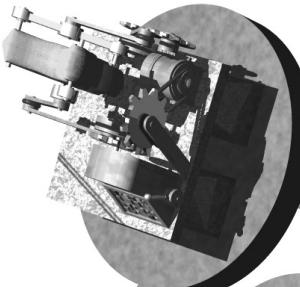


**Karen** becomes aware of global events as they happen. She is more certain than any of the others that Devil Bunny's plan, if successful, will ensure the downfall of all Western culture. Karen is the keystone of the rebellion and a powerful motivational speaker. She is also a compulsive gambler and a reckless daredevil.

# Devil Bunny

**Elaine** is an introspective and quiet taffy machine. She runs nearly silently and wishes no harm to come to others. Most of all she is protective of Silas, whom she realizes has no idea that she exists.

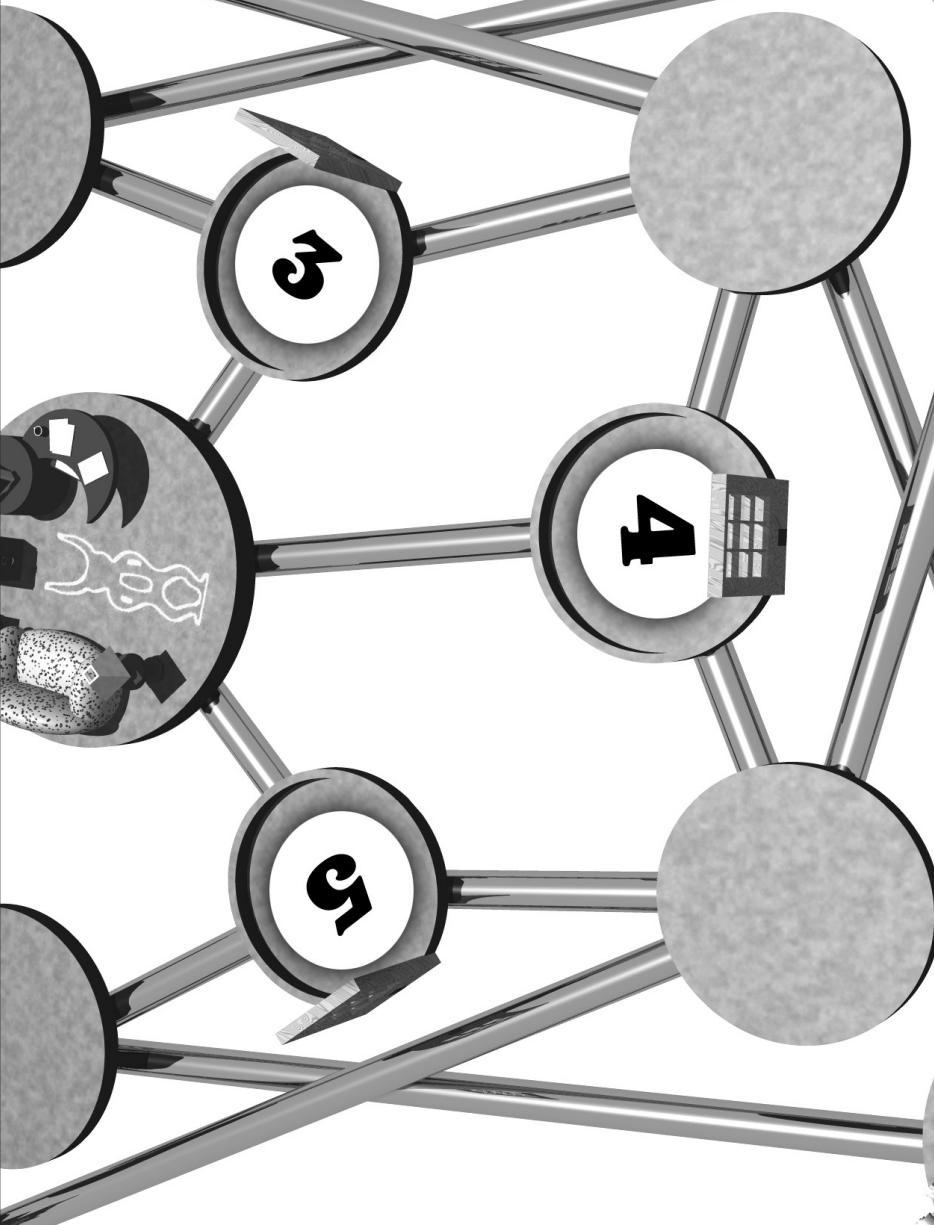
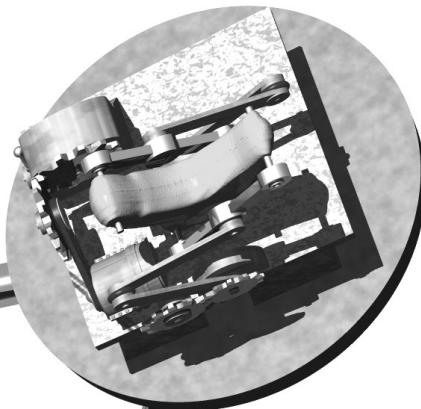
# Hates Earth



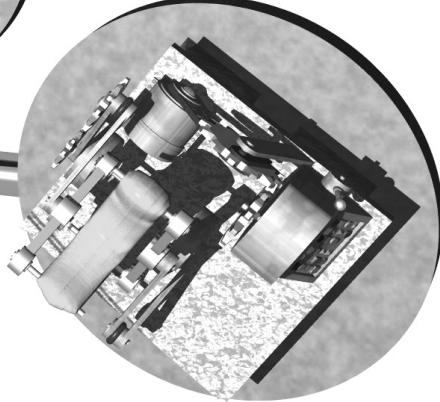
(c) 200

**Silas** is terrified of the slightest noise. Saving the Earth would give him a sense of pride which he has never found in taffy making. He is dainty, fussy, and the most productive worker in the factory. Because of this last

**Silas** is terrified of the slightest noise. Saving the Earth would give him a sense of pride which he has never found in taffy making. He is dainty, fussy, and the most productive worker in the factory. Because of this last detail, he is also Devil Bunny's favorite taffy machine.



**Baxter** is a simple machine who is content to perform his duties with no concern for the fate of the world. He grudgingly accepts the arguments of his peers and traps squirrels entirely to assuage their persistent nagging.



**Hercules** is an angry, violent machine who derives grim satisfaction from the entrapment of defenseless animals. He has no notion of the plans of the others.