THE SANDMAN



WRITTEN BY THE SUPREME BOOGEYMAN

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Preface

Hello, I'm back with a new boogeyman beater club booklet named:

The Sandman!

I dreamed about this little book myself a long, long time ago, and fortunately I have illegible notes of it. You see, I wrote it down in pitch darkness.
That means I'm back with a new story; only this story is a combination of a Boogeybook and a Stinkybinkybook!

For this one might not be so much about monsters but more about a fantasy creature, or actually, the Sandman is a story that is monstrous enough in itself!

And who doesn't know the Sandman?
Well, for everyone who doesn't know him: this is the Boogeyman Beater Club variant of this much-discussed boogeyman!



Chapter 1

The Sleep

The story is about Jaap, and Jaap can't fall asleep. You see, his clock isn't running properly. And our poor Jaap has a time obsession. He absolutely must know what time it is!

And so if he doesn't know that, he can't fall asleep. He isn't allowed to look at the clock in the living room. Because it is bedtime, and when it is bedtime, he has to stay in bed. His phone is dead. And he isn't allowed to charge it anymore either, because his mother is afraid of fire.

He tosses and turns but just can't fall asleep. The hours pass, and his parents go to bed too. He doesn't dare ask his parents anything, because he ought to be asleep long ago.

But our poor Jaap can't fall asleep. Time is so important to him, especially knowing what time it is, that if he doesn't know, he simply can't fall asleep.

Look, we all have a bit of a time obsession, but with our Jaap, it's taken to the extreme. He just has to know what time it is, and he tries to keep an eye on the old clock in the living room.

But the more he concentrates on hearing it, the longer it seems to take. And the hours seem to crawl by. Then he has an idea; he pretends he needs to pee. Then he can go downstairs to look at the clock. Well, to be honest, he does need to pee a little bit.

So that works out well the moment he has crept downstairs like a tiger on tiptoe. He walks straight into the living room, and his dog is waiting for him there. The dog starts to growl, and he says:

Quiet, boy, I just want to know what time it is.

He tries to ask his smart speaker first, but because he whispers so much, the speaker can barely help him.
After asking six times, he gives up and turns on the light in anger.

And then his dog starts barking so loudly that he could wake up the whole street. It is a Labrador with the bark of a Mastiff, so he turns the light off again immediately. But the barking doesn't stop.

He says:

Quiet, boy. Quiet. Daddy or Mommy will wake up any minute. Quiet, boy, please.

But his dog Kwispel keeps barking. For a moment, he doesn't know what to do, and then he hears his parents' bedroom door.

Well, thank you, barkkwis!

Then his smart speaker goes off the alarm because of the noise, and the whole house follows suit. It is an absolute racket! And when Dad is downstairs, the neighbors are at the door.

Sorry, Dad, I just had to pee.

His father turns off the alarm while Kwispel keeps barking.

And Jaap opens the door at the increasingly impatient neighbors. Then he hears:

It is half past eleven at night. What on earth is going on here?

A smile immediately forms on his face, and he says, "Nothing, neighbor, I just had to pee." The neighbor walks away huffing and huffing and puffing, arrogantly. She slams the door shut with a bang, causing the Kwispel to start again, and the whole scene repeats itself.

Jaap and his father burst out laughing, and his mother got out of bed laughing too. Because she saw the neighbor walking away on the doorbell camera...

They sit together at the table for a moment longer, and Jaap says honestly, "Sorry, Dad, Mom, I just wanted to know what time it was. My clock is running slow!"

His father bursts into laughter, and Kwispel laughs along too, and the whole scene repeats itself. Mom sends Jaap upstairs and says to him, "Son, it is twelve o'clock, and you have to go to school tomorrow. Go to sleep quickly if you can still manage it today."

So Jaap walks upstairs to his bedroom, tired but fulfilled and satisfied. He knows what time it is now, and this is confirmed when the clock in the living room also strikes twelve.

The moment he lies down in his bed, he departs for dreamland. But what happens in his dreams....



Chapter 2

Dreams

In his dream, he is the right-hand man of the Sandman, and the Sandman is in trouble. His sandy kingdom is being attacked by rebels. On horseback, they storm into his kingdom, and with their swords made of the hardest forged sand, they cause his entire kingdom to collapse.

Jaap must protect the kingdom of Klaas Vaak, but how? The rebels are many, very many, and they are all alone. But where the Sandman has magic, the rebels have nothing but blind, all-destroying rage.

The Sandman works his magic; the entire kingdom comes to life. Sandnados, sandnamis, sandvortices, and more forms.

But the rebels capture him and take him away in a sand carriage. The entire kingdom comes out and brings Jaap to the sandpalace. The moment Jaap walks inside,
The palace seems to be collapsing and perishing like a sand avalanche.

But something is holding the palace back. Something ensures that the palace remains standing. The Zanderdans speak an incomprehensible language. And when they speak, there is a mumbling sound as if their mouths are full.

And we all know that talking with a full mouth is rude!

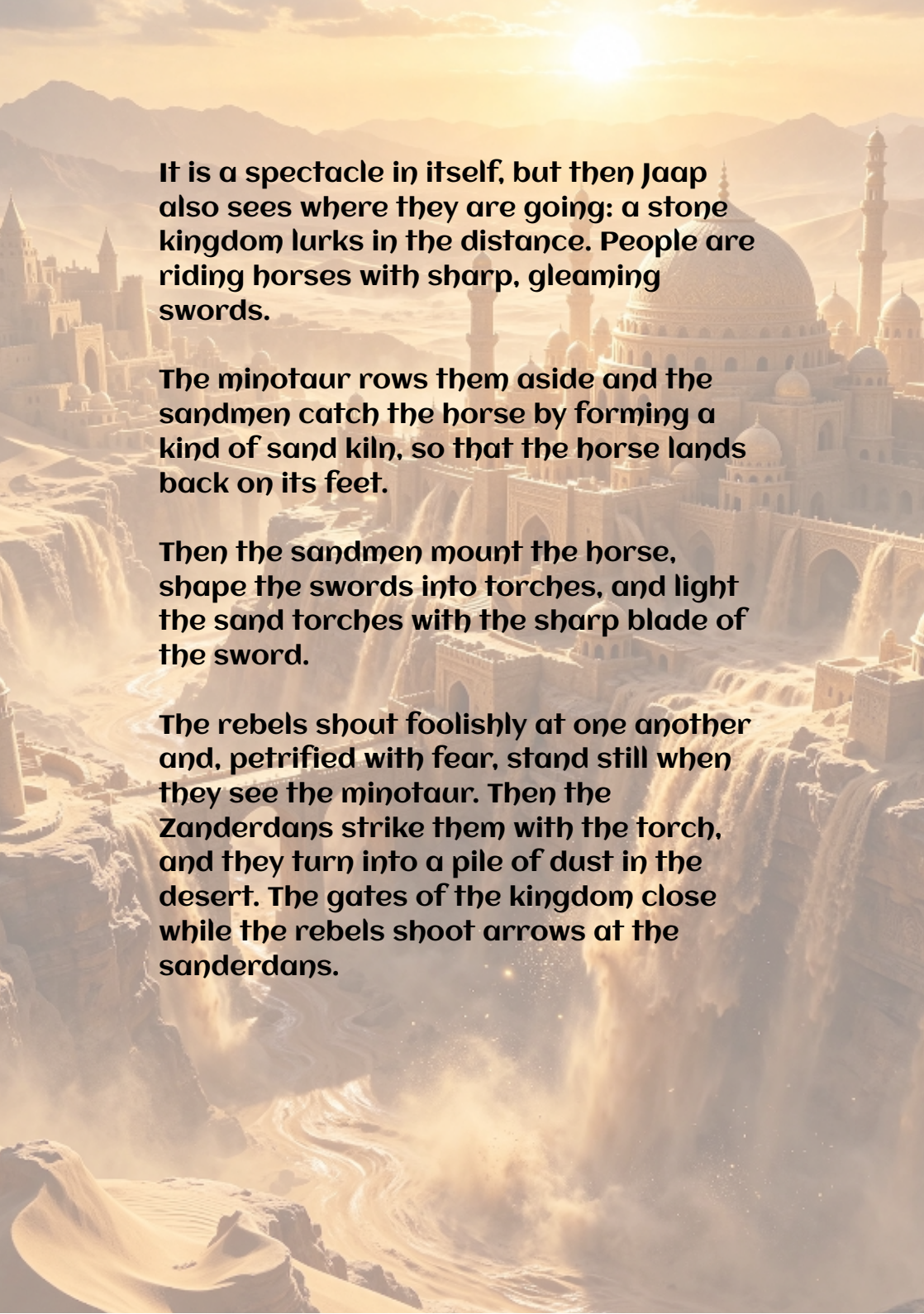
All the sand people seem to be asleep when an alarm sounds from the sand people's sandcastles.
It is a very beautiful kingdom; everyone has their own sandcastle, and the Sandman himself lives in a very large sand palace. With pillars and a bridge between him and his sanddwellers.

But without him, the people seem to be asleep, while the kingdom collapses. He must help the Sandman, and now the alarm goes off for all the sandcastles, while a gigantic Minotaur seems to be forming in the desert.

The minotaur tramples the entire kingdom and seems to be searching wildly. But no matter how big, ferocious, or imposing the mythical beast is, Jaap is not afraid and is even drawn to him.

Until the Minotaur bends down and, growling, sets Jaap on his back. When the mythical beast walks away, a sandnami forms from the entire kingdom, and the sanderdans surf after the Minotaur on surfboards.

The minotaur snorts tremendously, and clouds of dust shoot out of its nose. The sanderdans shoot past the minotaur from all sides. And where they are going, Jaap doesn't know. The most beautiful things happen, like the minotaur going straight through the sand dunes and the sanderdans simply being able to surf through the entire desert. And should the surfboard get stuck, they create a sand avalanche, allowing them to continue surfing.



It is a spectacle in itself, but then Jaap also sees where they are going: a stone kingdom lurks in the distance. People are riding horses with sharp, gleaming swords.

The minotaur rows them aside and the sandmen catch the horse by forming a kind of sand kiln, so that the horse lands back on its feet.

Then the sandmen mount the horse, shape the swords into torches, and light the sand torches with the sharp blade of the sword.

The rebels shout foolishly at one another and, petrified with fear, stand still when they see the minotaur. Then the Zanderdans strike them with the torch, and they turn into a pile of dust in the desert. The gates of the kingdom close while the rebels shoot arrows at the sanderdans.

But before the arrows even get close, they turn to dust in the air to be blown away by the wind. The minotaur pounds on the gates of the rebel kingdom, but nothing happens. The Zanderdans watch, but know that this is just barely making progress. Then a block forms, and then another, and higher still, and yet another, and higher still.

The sandmen build a staircase that even goes over the walls. The minotaur jumps on every sand block, while the sanderdans can just walk, and then they are inside the walls.

The gigantic clock strikes five times and then a single strike. And then all the Sanderdans turn to dust. And the Minotaur and Jaap remain the only ones left in the hostile kingdom. Jaap sends the Minotaur to the clock.



Chapter 3

Time will tell

And whatever the rebels do, they don't touch Jaap and the minotaur. Then the clock strikes five again, and Jaap sees that the minotaur is bothered by the noise. The minotaur reminds him of Kwispel, his dog, and what does he always do with Kwispel when he is bothered by noise?

He calms the minotaur by stroking him behind his gigantic ear. Immediately, the minotaur calms down. And he climbs the bell tower. Every time the bell strikes, the minotaur loses his grip, but because Jaap keeps stroking while having to hold on tight, the minotaur remains calm.

When they reach the top, Jaap is on his own. So he climbs inside the clock's mechanism and sees an imposing wizard standing there who bewitches the clock, making it strike with magical little things.

The wizard looks angry and waves his magic wand, but Jaap is not afraid of it. And it seems that precisely because Jaap is not afraid of it, the wizard loses his power and magical magic.

Jaap's eyes turn as yellow as the sand of the desert itself. And he casts spells freely. The Sanddans all return and bring the fight to the rebels. The minotaur growls and a wave of sound can be heard throughout the entire kingdom.

The rebels all turn to dust, while Jaap is embroiled in a fierce magical battle with the wizard. The bell tower shakes on its foundations, while a stone wall emerges and a tidal wave.

The sand wave crashes against the stone wall and shatters. The wizard laughs diabolically, but the battle is not yet over.

Klaas Vaak has to go back to his own spot. And the Sanderdans and the Minotaur too. But Jaap has to go back to school too, and Daddy, Mommy, and the Barking Kwis.

So he just has to win this fight.
Stones fly around his head from inside the clockwork in the bell tower. But the stones quickly turn into sand before they reach him.

He conjures sand spikes, which he throws at the wizard. And the wizard conjures a wall. But then Jaap gets his way, and with a gigantic, rock-hard sand fist, he makes the wall crumble.

The wizard is startled by his strength and falls backward. Then Jaap conjures a cage from which the wizard does not seem able to escape.

The wizard says something unintelligible, as if speaking with his mouth full, and turns into a pile of sand. Then the next obstacle: a second minotaur forms, but this time one made of stone.

Our minotaur swats, growls, and bites but is powerless against the gigantic stone beast. The minotaur is as big as a warehouse and seems only to be getting bigger.

The sand dwellers all climb on top of each other and grow bigger and bigger and bigger while lifting the minotaur all the way to the top.

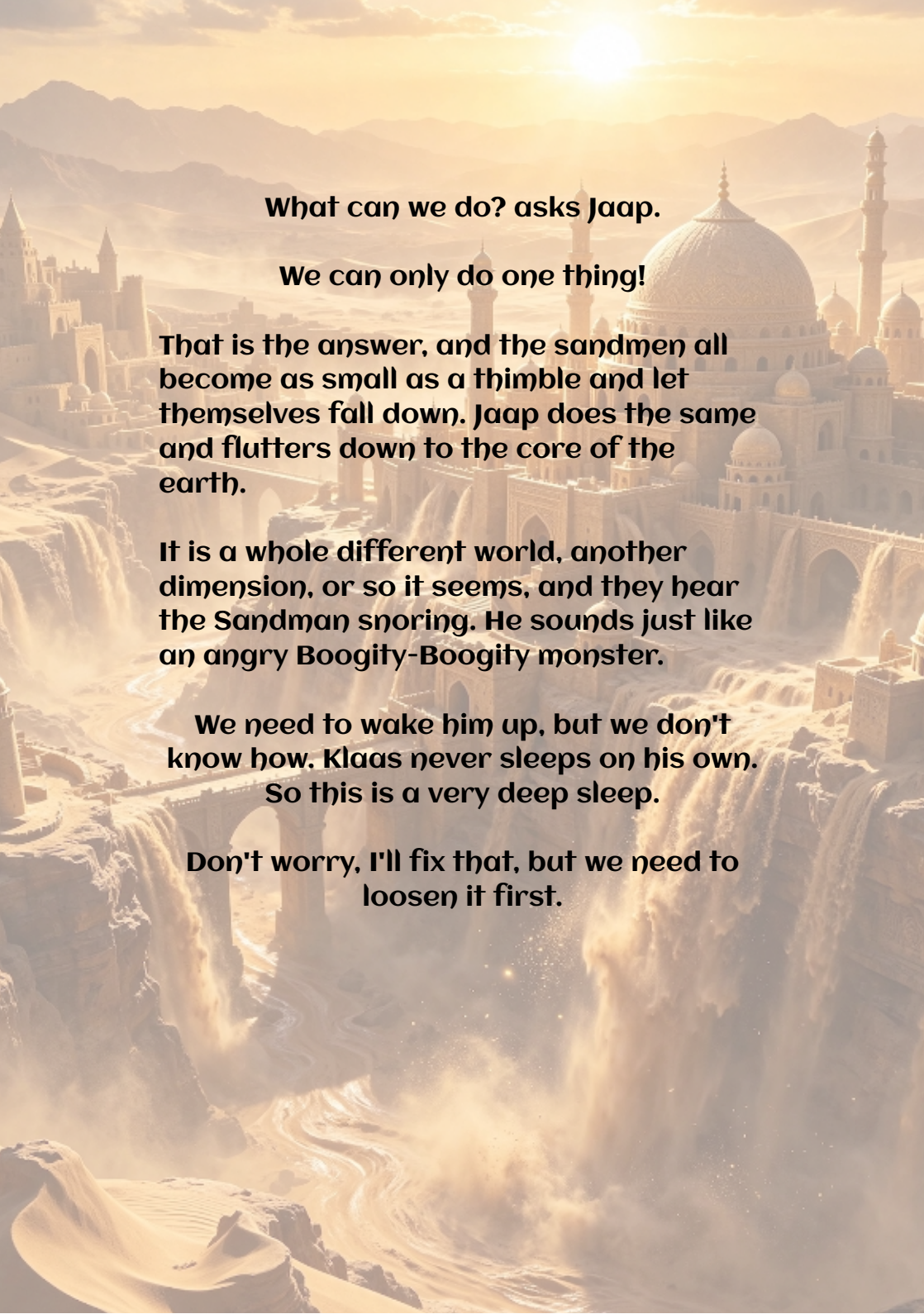
The stone minotaur does not shy away from the fight and strikes the gigantic sand creature, but all the blows go straight through the sand creature.

Then it is our sand creature's turn, and the enormous minotaur slams to the ground in one fell swoop, followed by a bang that the entire kingdom could hear.

A crater has formed in the ground into which lava is now flowing, and the crater is getting bigger and bigger, just like a living volcano.

It is the core of the earth, and the Sandman is tied up there with iron chains and shackles. To the core of the earth, actually. The sand dwellers all climb out of each other again and can talk. They say:

Now we understand what they wanted, because if the Sandman is attached to the Earth's core, then the whole Earth is asleep. A deep, deep, infinite sleep. As long as he sits there.



What can we do? asks Jaap.

We can only do one thing!

That is the answer, and the sandmen all become as small as a thimble and let themselves fall down. Jaap does the same and flutters down to the core of the earth.

It is a whole different world, another dimension, or so it seems, and they hear the Sandman snoring. He sounds just like an angry Boogity-Boogity monster.

We need to wake him up, but we don't know how. Klaas never sleeps on his own. So this is a very deep sleep.

Don't worry, I'll fix that, but we need to loosen it first.



Chapter 4

The ending and the moral.

The sandmen turn themselves into a key that fits everything, a master key, so to speak. And untie the Sandman.
Now Jaap wants them to get him up there, but how do you do that when there is no sand around...

This has turned a difficult task into an impossible one. But then the minotaur throws stones down into the core and forms lava in a pool that rises.

Jaap conjures a protective layer over the lava, and together they surface. The sandmen can use the sand to return to the desert.

The clock strikes twelve, then it collapses. The entire stone kingdom crumbles and roars apart. But still, the Sandman does not wake up.

Then the sand seems to develop a will of its own and forms a gigantic head with gigantic sand hands. In a deep voice, he says:

IT IS TIME, KLAAS VAAK IS SLEEPING! NOW EVERYONE IS SLEEPING!

All the sand from the entire desert forms into a gigantic sand god. Who, with icy yellow eyes, lifts up the Sandman and wants to crush him. The little sandmen scream:

NO, DON'T DO IT! OTHERWISE YOU WILL NUMB THE ENTIRE UNIVERSE!

NO OTHER CHOICE!

THERE IS ALWAYS A CHOICE!

Jaap screams as the sand god begins to crush. But he doesn't succeed. Jaap thinks deeply, but there is one thing that wakes everyone up. He thinks of Kwispel's bark and barks away.

Then the sand god laughs at him, but the Sandman slowly but surely wakes up.

Just as the sand god is about to give the final push, the Sandman snaps his fingers, and everything is back to normal. The sandmen cheer,

And the minotaur kneels down to carry his master home on his back.

Sandman thanks Jaap, and then Jaap is woken by Kwispel, who is barking in the living room. He has to go to school. The adventure is still fresh in his mind, and he walks cheerfully downstairs.

When his parents ask why he is so happy, he says, "Mom, Dad, I am really so proud of Barkwis because he saved the whole universe last night."

He gives Kwispel a hug and goes to school. And when he comes outside and walks to school, he sees old Sandman looking down approvingly from the clouds!

As if he wants to say, "Thank you, Jaap, you woke me up, and with it the entire universe!"
Jaap laughs and gives a thumbs up!

The Moral

What an adventure that was, wasn't it?
Saved everything and everyone, just because he had a trick that would scare even a sand god.
And a man who has never slept with it is woken by the bark of Kwispel.
But do you know the moral of this story too?
For this boogeyman beater club booklet, it was a lot, a whole lot, but not boring, and perhaps this one was even too much...
But I'll give you a chance to guess the moral.....

Okay, that was your chance then: the moral of this story is that only the biggest dreams are worth fighting a battle for that would even make sand gods afraid. Because do you know what it is about the biggest dream? The biggest dream can become reality every night, as long as you really believe in it!

Sleep tight and until the next story!

