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ong ago, the people of Utahopia made a Great Promise: everyone would work together and share their Kindness Coins, so that no matter how big or small a family's coin pouch, every child would have what they needed to grow, learn, and dream.



Kindness Coins. It paid for teachers, school lunches, libraries, playgrounds, and special care when life got tough.

Watching over the land were the Promise Guardians, chosen by the villagers to make sure their coins kept the village a bright and happy place. igh on a hill lived the Hilltoppers, a small group of wealthy villagers with more Kindness Coins than they could ever use. Behind golden gates, they kept to themselves, sending their children to shiny castle schools.



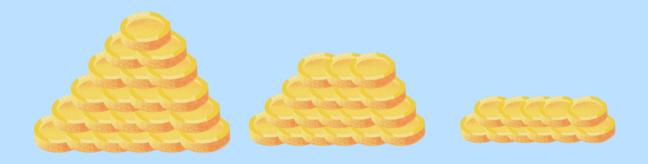
he Hilltoppers had agreed to The Great Promise, too, and shared their Kindness Coins like everyone else. But as their riches grew, some Hilltoppers no longer felt like sharing.

They whispered to the Promise Guardians:
"What if we shared less, and kept more
for ourselves?"



"No need to collect so many of our Kindness Coins anymore," they told the Promise Guardians. "Let's have everyone keep more of their own coins!"

"That would be very generous of us," the Guardians agreed. So they began to shrink the Promise Fund, and each year, there were fewer coins to share.



Regular villagers kept just a handful of their coins, while the Hilltoppers kept piles and piles for themselves.

Some Promise Guardians ended up with extra piles, too.







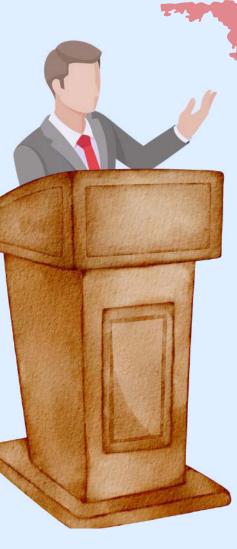
he schools had fewer teachers, crowded classrooms, and broken playgrounds.

Libraries shut down, the hospitals struggled, and parents could not find safe places for their children to learn and play. The sun seemed dimmer, and joy faded from the village.

The villagers went to the Promise Guardians for help. The most powerful Guardians told them, "We do have a lot of Kindness Coins, but we really must keep those safe in the Capitol Tower...for a rainy day."







uring the annual Grand Gathering of Promise Guardians from across the kingdom, they talked themselves into a brand new idea:

"Let's break The Great Promise completely!"

The Guardians in places like Lone Star Land and the Sunshine State had already done it.

The most powerful Promise Guardians cheered, "Utahopia should join in!"

"Don't worry," the promise-breaking Promise Guardians told the worried villagers.

"Everything will be just fine, you'll see."

"Surely we can find
Kindness Coins
somewhere else to
keep the village
running!"

"Villagers can just give Kindness Coins to each other directly!"

"We've saved more than enough Kindness Coins to get us through even the rainiest days!" owerful Promise Guardians set out to break the Great Promise.

First, they would no longer set aside Kindness Coins for the village schools.

Then, they could grab up those coins for grand, glittery projects - guided not by kindness, but by the whims of the Guardians themselves.





he Promise Guardians became greedy for more Kindness Coins.

They let the villagers keep more and more of their own coins, but then there were fewer and fewer Coins in the Promise Fund.

The villagers had to share their extra Kindness Coins in the village to keep the schools running.





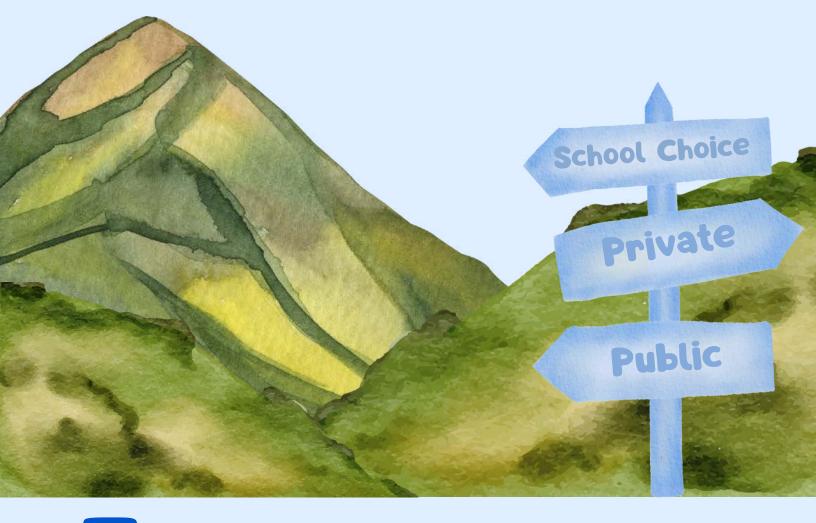


he Promise Guardians had piles of Kindness Coins stored up. But instead of setting them aside for the village schools, the Guardians dreamed up other plans:

When they finally grabbed those extra coins from the village, they would build shiny new castles and huge sports colosseums, where they could feast with the Hilltoppers.

But the Chief Guardian got nervous. "This might make the villagers mad. It breaks a promise we've honored for decades. Let's leave those Coins alone for now."





he Promise Fund kept shrinking. Then another promise-breaking idea snuck its way into Utahopia.

"Because we are so generous," some Guardians said, "we will give the villagers Kindness Coins to send their kids to the shiny castle schools behind golden gates. And with fewer children in the village schools, we can send fewer coins there!"

Soon, the schools behind the gates were also grabbing Kindness Coins, though they didn't welcome every child.



Most families still didn't have enough Kindness Coins for the fancy castle schools, so the village children stayed where classrooms grew crowded and ceilings dripped when it rained.

The villagers tried their best to help, but there were too many needs and not enough coins.

Soon the parks grew messy, the streets cracked, and even the water turned murky. Everyone had to fend for themselves.





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orn down by what their village had become, the villagers gathered to talk. Things felt hopeless. Until one small child spoke up:

"We are taught that sharing is good," he said. "Maybe we're struggling because we've stopped sharing."

The other children agreed. "Everyone deserves bright classrooms, full libraries, healthy food, and safe places to play. When we share, that can happen."



The villagers listened and began to nod. They had forgotten their promise to care for one another.

The children helped them remember that when everyone contributes, especially those with the most to give, the whole village thrives.



They made signs and marched to Capitol Tower, chanting, "No more broken promises!"

Some Promise Guardians peered from their windows and listened. They had never meant to harm the villages - these were their friends, their neighbors.

A memory stirred: they remembered the Promise, made so long ago, and why it had mattered.



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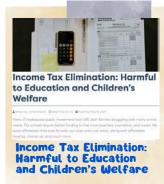


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