

OUT OF THIS
WORLD
THINGS
I SAW IN
STRANGERWOOD

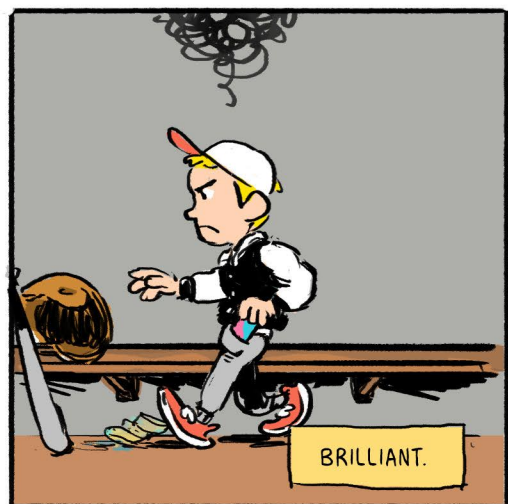
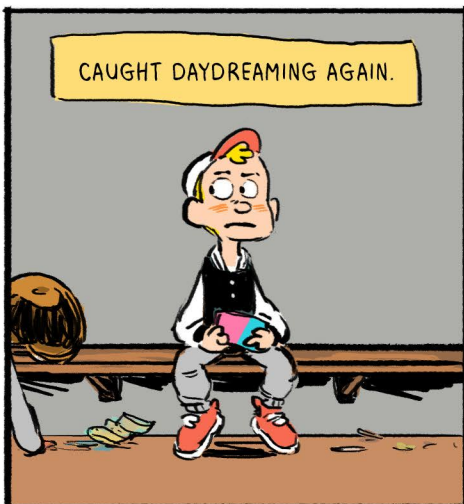
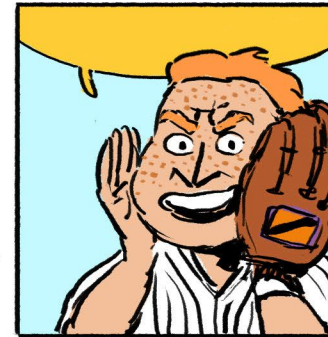
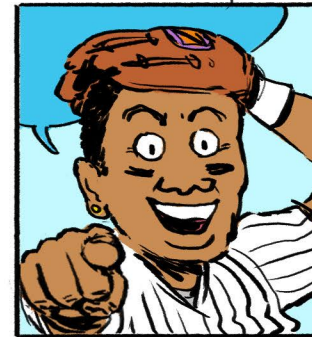


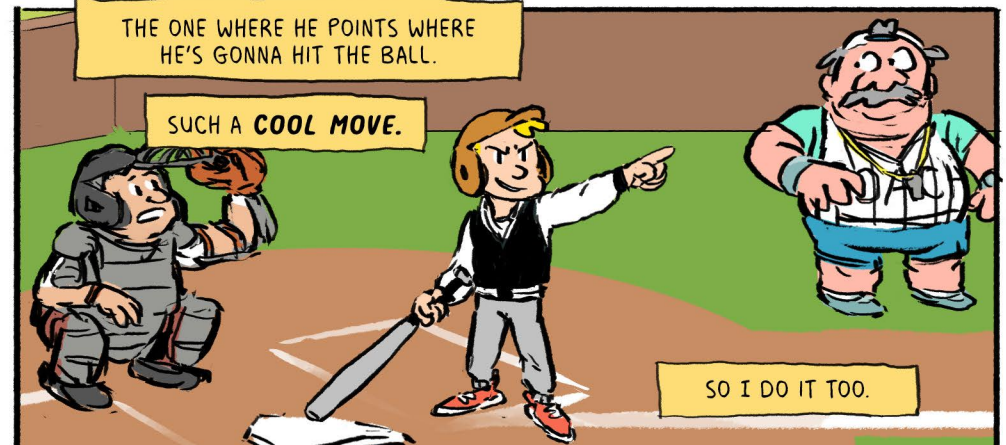
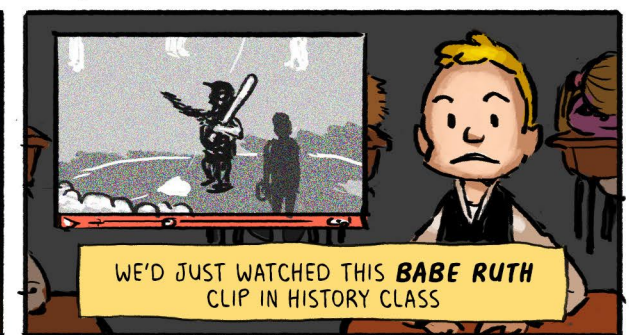
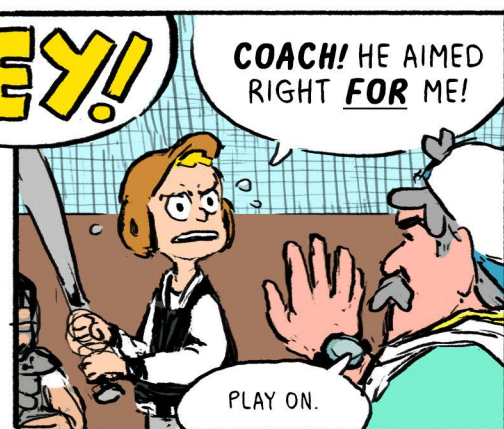
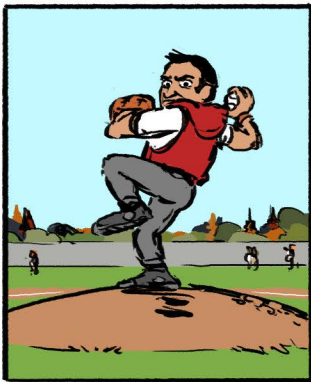
LOUIS DECREVEL
LOUIS DECREVEL



You will face three difficult challenges, but persistence will take you within striking distance of your big break.





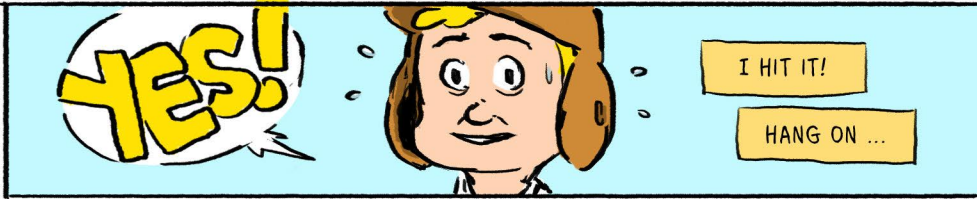




PLAY BALL.

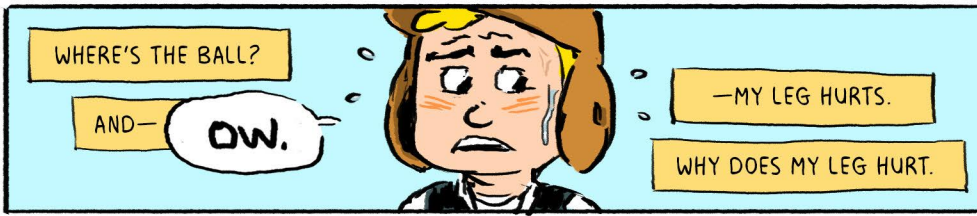
EVERYTHING BECOMES A BLUR ...

CRACK



I HIT IT!

HANG ON ...

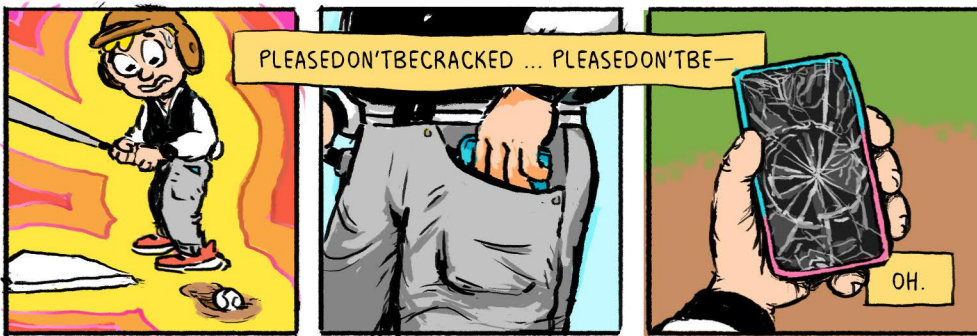


WHERE'S THE BALL?

AND— OW.

—MY LEG HURTS.

WHY DOES MY LEG HURT.



PLEASE DON'T BE CRACKED ... PLEASE DON'T BE—

OH.



I WANT TO

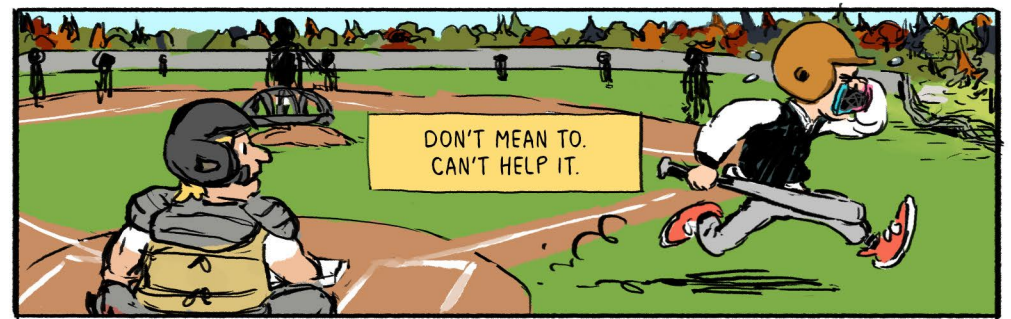
SMASH THEM ALL.



BUT INSTEAD

I CRY.

YEAH. I KNOW. COOL MOVE, MAX TURNER.



DON'T MEAN TO. CAN'T HELP IT.

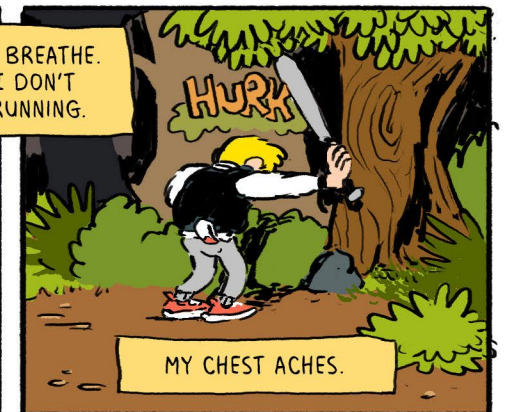


JUST FIND MYSELF CRYING.

SO I RUN OFF.

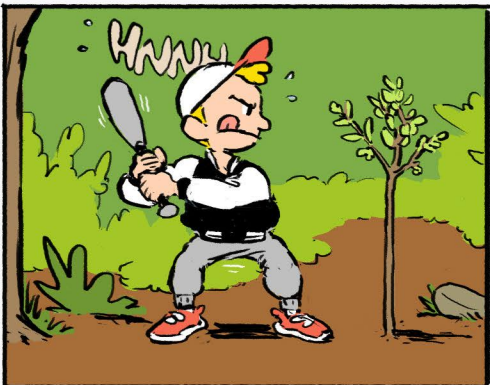
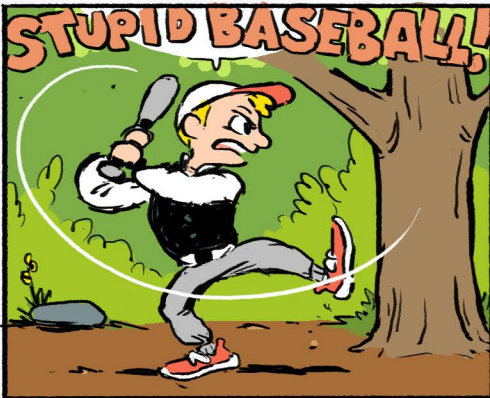


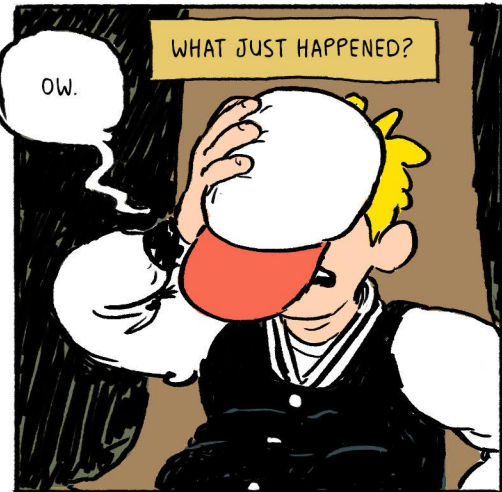
A sticky situation and a chance meeting will change your course. Adaptability is the key to an exciting new adventure.





WHAT'S THAT NOISE?





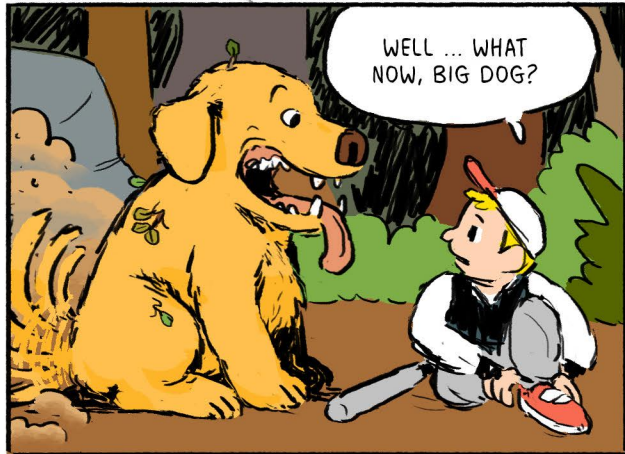


OH
I'M SORRY,
DOG. COME ...
COME BACK—

COME
ON!



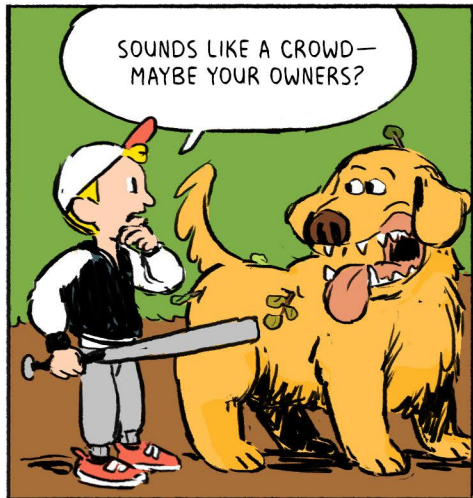
HA HA!
OKAY, OKAY!



WELL ... WHAT
NOW, BIG DOG?



HEY
CAN YOU HEAR
... MUSIC?

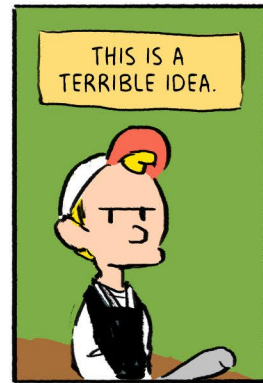


SOUNDS LIKE A CROWD—
MAYBE YOUR OWNERS?



WANT TO GO
THAT WAY, B.D.?

RUFF!



THIS IS A
TERRIBLE IDEA.



I CAN SEE STRANGE LIGHTS
AHEAD, DEEPER IN THE WOOD.



HOOWWW!
STRANGERWOOD.
HOOT! GRRR



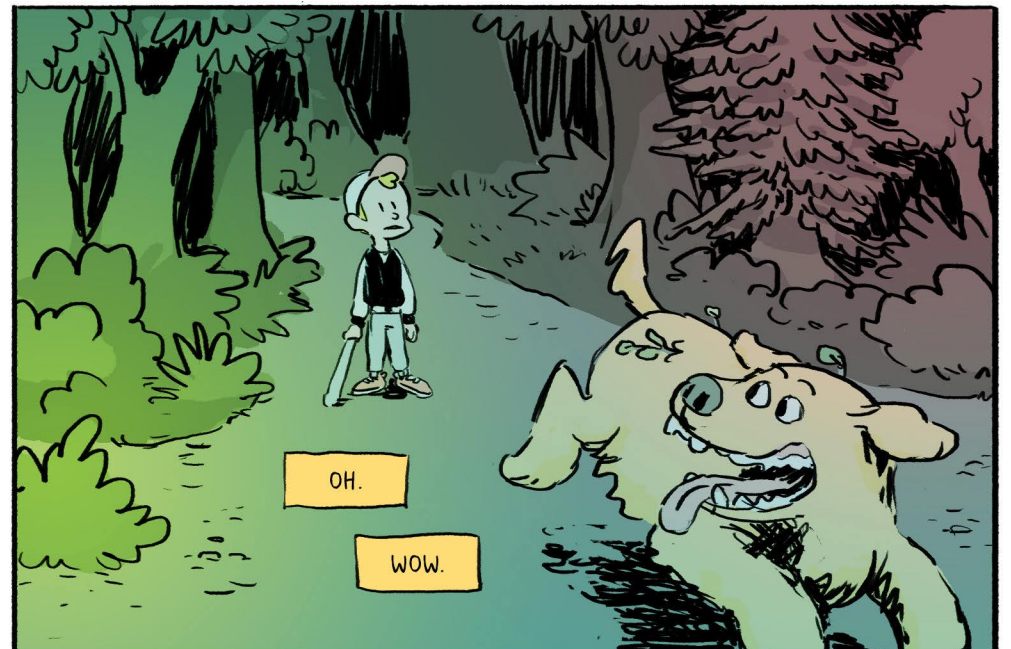
AND THIS IS PROBABLY,
LIKE, **THE OPPOSITE**
OF THE WAY HOME.



WELL ...
GOOD.



IF DAD HASSLES ME,
I'LL SAY I WAS RETURNING
THE DOG TO ITS O—



OH.

WOW.

