



STRANGER THINGS: THE OTHER SIDE

Follow Will Byers's unseen journey during Season 1, as he uses his wits and resolve to escape the Upside Down!

9781506709765 • TP
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STRANGER THINGS: SIX

Dr. Brenner wants to harness the powers of Francine, a teen with precognition, and those of other gifted children held captive at Hawkins Lab.

A PREQUEL COMIC DELVING INTO THE WEIRD SCIENCE THAT OPENED THE DOOR TO THE UPSIDE DOWN!

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STRANGER THINGS: INTO THE FIRE

Years after escaping Hawkins Lab, two of Dr. Brenner's former subjects seek normal lives. When news reaches them that the lab was shut down, they go on a harrowing search for Nine, a powerful pyrokinetic whose shattered psyche threatens to burn them all.

SEE THE TRUE EFFECTS OF DR. BRENNER'S MEDDLING EXPERIMENTS!

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STRANGER THINGS: SCIENCE CAMP

Dustin arrives at Camp Know Where to navigate the new social hierarchy without the support of his Hawkins friends. When camp counselors start to disappear, the solution won't take rocket science, but Dustin will have to get on the same wavelength as Suzie and the other campers before tensions reach a boiling point.

TAKES PLACE BETWEEN SEASONS TWO AND THREE OF THE HIT NETFLIX SHOW!

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STRANGER THINGS AND DUNGEONS & DRAGONS

Dive into this love letter to a game that has defined role-playing through the lens of your current favorite icons of eighties nostalgia. From comics and RPG all-stars Jim Zub and Jody Houser, follow the crew from Hawkins, Indiana as they discover the legendary monsters and epic adventures of the *Dungeons & Dragons* tabletop role-playing game together.

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STRANGER THINGS AND DUNGEONS & DRAGONS: THE RISE OF HELLFIRE

Lucas, Dustin, and Mike embark on a high-fantasy adventure with classmate Eddie Munson and his Hellfire Club! Spell slinging, sword swinging, and the luck of the dice have shaped the lives of the *Stranger Things* boys well before they had real monsters to face. This D&D crossover delves into Eddie Munson's past and his rise to de facto leader of the Hellfire Club.

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STRANGER THINGS: TALES FROM HAWKINS

An anthology of vibrant new stories woven into the larger tapestry of the hit Netflix series! Discover the hidden stories from Hawkins, Indiana.

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VOLUME 2 • 9781506727691
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FEAR AWAITS IN THE UPSIDE DOWN

STRANGER THINGS

THE OFFICIAL STRANGER THINGS GRAPHIC NOVELS BASED ON THE HIT NETFLIX SERIES!



STRANGER THINGS: THE TOMB OF YBWEN

It's January 1985 and the Hawkins crew survived their battle with the mind flayer, but Will and Joyce are still reeling from the recent death of Bob Newby. Will's friends have been too busy with their girlfriends to notice how much he is struggling. After he and Mr. Clarke discover a mysterious map Bob left in a box of old nerdy memorabilia, Will rallies the crew to investigate.

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STRANGER THINGS LIBRARY EDITIONS

Collected for the first time in beautiful hardbound library editions, these coming-of-age horror stories tap into the isolation, loss, and fears of the kids from the show. Volume 1 contains *The Other Side* and *Science Camp*. Volume 2 collects *Six* and *Into the Fire*. Volume 3 contains *The Tomb of Ybwen* and *Holiday Specials* Halloween, Winter, and Summer. Volume 4 includes *Kamchatka* and *The Voyage*. Volume 5 collects *Tales from Hawkins* and *Tales from Hawkins 2*.

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NETFLIX

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GRAPHIC NOVELS BASED ON
THE HIT NETFLIX SERIES!

STRANGER THINGS

STRANGER THINGS: AFTERSCHOOL ADVENTURES OMNIBUS

THREE STORIES PERFECT FOR YOUNGER **STRANGER THINGS** FANS!

In **ZOMBIE BOYS**, Mike, Lucas, Dustin, Will, and new friend Joey Kim try to make the scariest movie Hawkins has ever seen.

In **THE BULLY**, bullies from Season One try to uncover the mystery of Eleven's psychic powers!

In **ERICA THE GREAT**, Erica's frenemy loses her mother's prized parakeet, and they work together to return it safe and sound.

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STRANGER THINGS: OMNIBUS VOLUME ONE

A MASSIVE COLLECTION OF FOUR GRAPHIC NOVELS!

THE OTHER SIDE recounts Will's survival in the treacherous Upside Down during the events of the first season of *Stranger Things*!

SIX is a prequel story focusing on the mysterious lab. Clairvoyant teen Francine sees an opportunity to escape. But at what cost?

In **INTO THE FIRE**, psychic teens who escaped the lab search for Nine, a powerful pyrokinetic whose shattered psyche threatens them all.

In **SCIENCE CAMP**, when camp counselors disappear, Dustin gathers a crew of fellow geeks to save their camp—and possibly their own lives!

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THREE HOLIDAY STORIES IN ONE COLLECTION!

In the **HALLOWEEN SPECIAL**, Will, Mike, Lucas, and Dustin scare each other with a spooky story, revealing the town's darkest secret: the Child-Eater of Hawkins.

In the **WINTER SPECIAL**, the kids teach Eleven about Christmas. But tensions run high as Dustin swears he saw something spooky lurking in the forest outside.

In the **SUMMER SPECIAL**, dive deeper into Season 3 as Officers Powell and Callahan patrol the "mean" streets of Hawkins.

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A NEW THREAD IN THE TAPESTRY OF **STRANGER THINGS**!

A Soviet scientist comes face to face with a Demogorgon in this terrifying story that combines the creatures of the Upside Down with spine-fingering Cold War intrigue!

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The Demogorgon is a long way from Hawkins, Indiana and a Russian scientist is desperately trying to get their quarry home aboard an ocean freighter.

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STRANGER THINGS SAMPLER

Stranger Things: Erica the Great

Written by Greg Pak and Danny Lore. Illustrated by Valeria Favoccia.

Stranger Things and Dungeons & Dragons

Written by Jody Houser and Jim Zub.

Illustrated by Diego Galindo and MsassyK.

Stranger Things: Kamchatka

Written by Michael Moreci. Illustrated by Todor Hristov.



STRANGER THINGS



ERICA THE GREAT

DANNY LORE • GREG PAK • VALERIA FAVOCCA
DAN JACKSON • NATE PIEKOS



STRANGER THINGS

ERICA THE GREAT



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STRANGER THINGS

ERICA THE GREAT





Script by
DANNY LORE and GREG PAK

Art by
VALERIA FAVOCCIA

Colors by
DAN JACKSON

Lettering by
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RON
CHAN



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The skeleton horde of Kara-kaang bursts through the oaken doors!

SKRAAAKK!

GRAAAA!

Queen Sin stumbles backwards, holding nothing but an ineffectual letter opener!

And thus endeth the Monarchy of Clair!

SKRAASH

HRRA?

Unleash



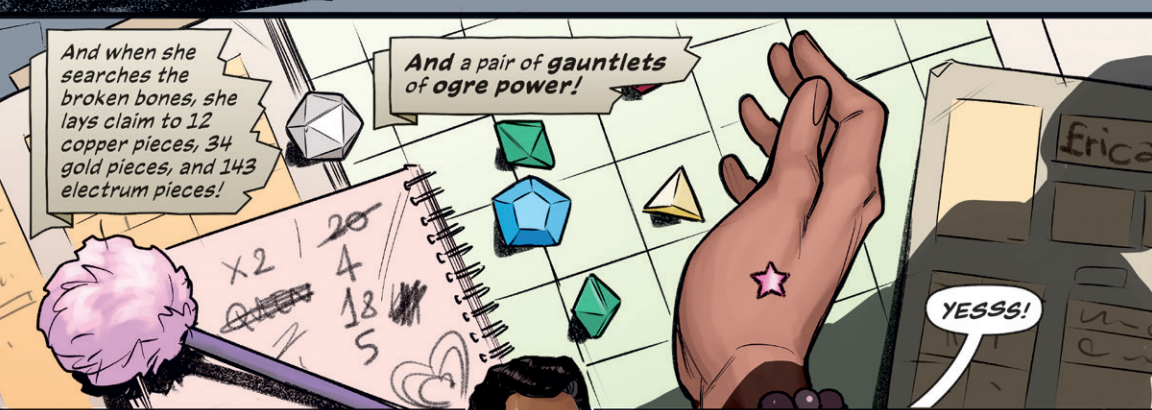
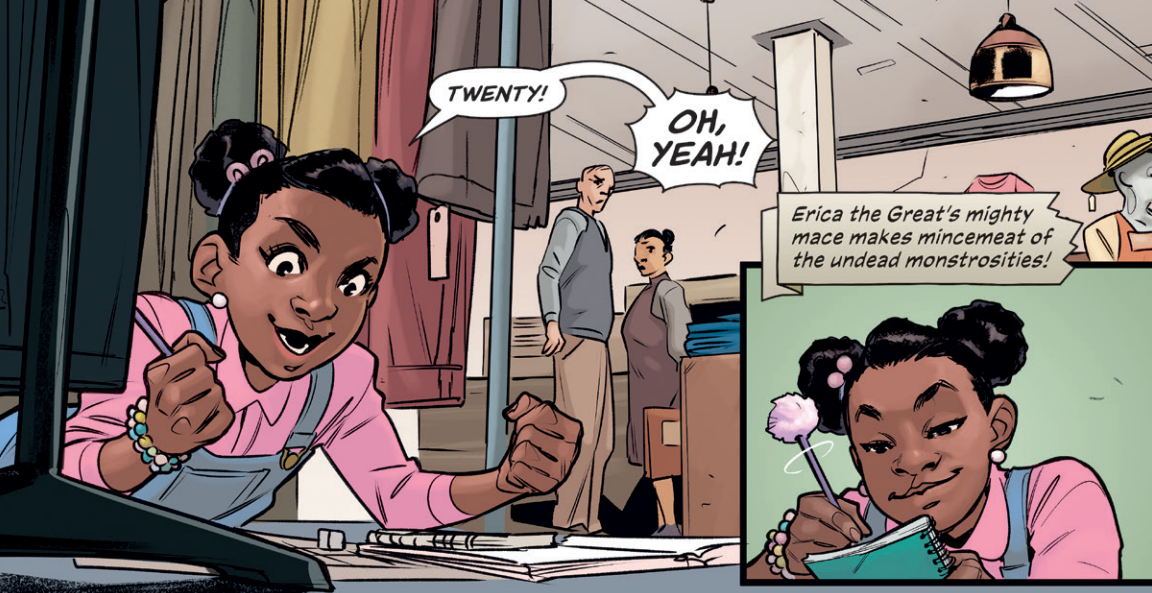
...ERICA
THE GREAT
saves the day!

SKTAAANGG

YAAAA!

HROINK!





For Queen
Sin had laid a
terrible trap!

SKRAAK

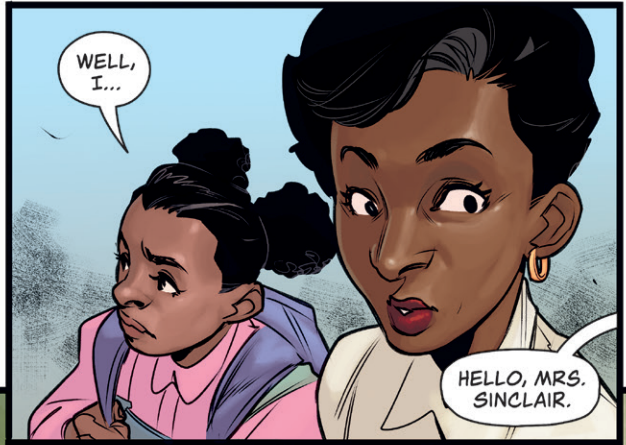
HAHAHA
HAHAHA
HAHAHA!

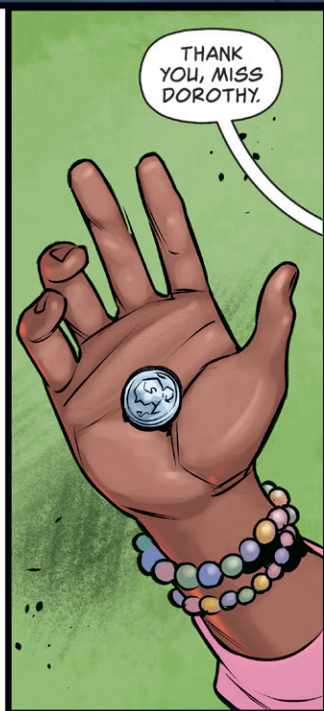
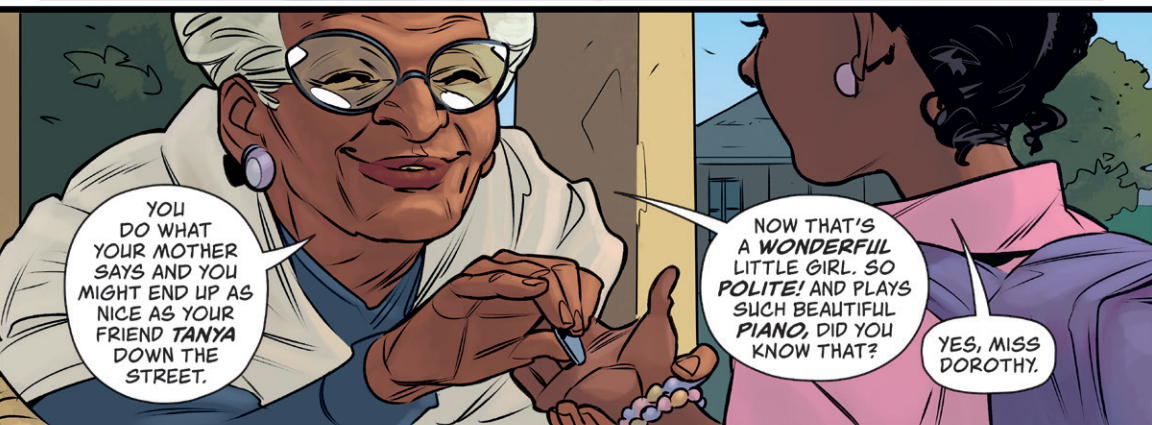
AAAAH!

And all that Erica
the Great had
fought for was
laid to waste!



DARK HORSE







YOU
KNOW, WHEN MISS
DOROTHY WAS A LITTLE GIRL,
A NICKEL WAS WORTH
SOMETHING.

THEY HAD
MONEY BACK
THEN?

HA HA.



AND
WHERE ARE
YOU GOING
NOW?

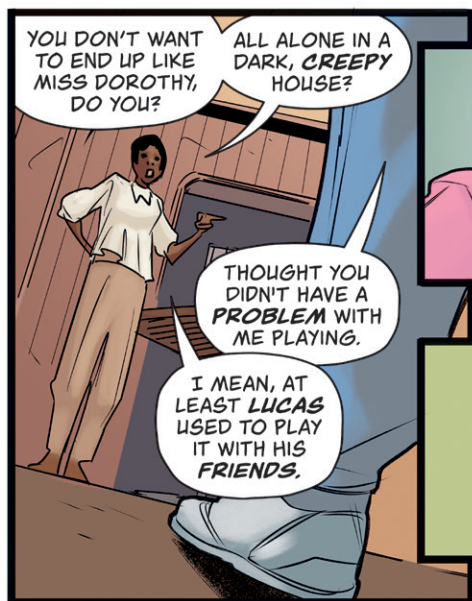


MY
ROOM.

TO PLAY MORE
DRAGONS--

--DUNGEONS
& DRAGONS?

MAYBE.



YOU DON'T WANT
TO END UP LIKE
MISS DOROTHY,
DO YOU?

ALL ALONE IN A
DARK, CREEPY
HOUSE?

THOUGHT YOU
DIDN'T HAVE A
PROBLEM WITH
ME PLAYING.

I MEAN, AT
LEAST LUCAS
USED TO PLAY
IT WITH HIS
FRIENDS.



HE WON'T
PLAY WITH
ME!

WELL, WHAT
ABOUT YOUR
FRIENDS?



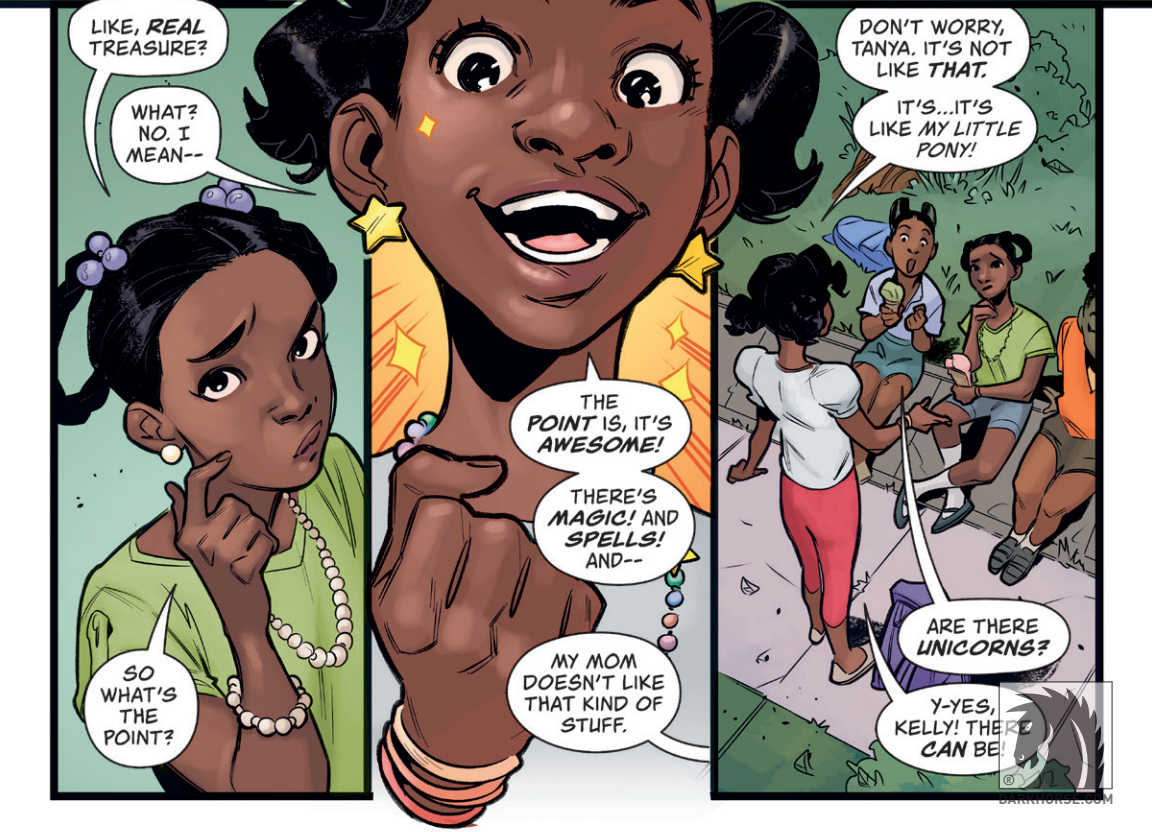


SO
HOW'S IT
WORK?

IT'S
LIKE PLAYING
MAKE-BELIEVE.
BUT IT'S **BETTER**,
TANYA.

**MAKE-
BELIEVE IS FOR
BABIES.**

NO, NO,
NO! THERE'S
**MONSTERS AND
HEROES AND
FIGHTING AND
TREASURE AND
STUFF!**



LIKE, **REAL**
TREASURE?

WHAT?
NO. I
MEAN--

DON'T WORRY,
TANYA. IT'S NOT
LIKE **THAT**.

IT'S...IT'S
LIKE MY **LITTLE
PONY!**

THE
POINT IS, IT'S
AWESOME!

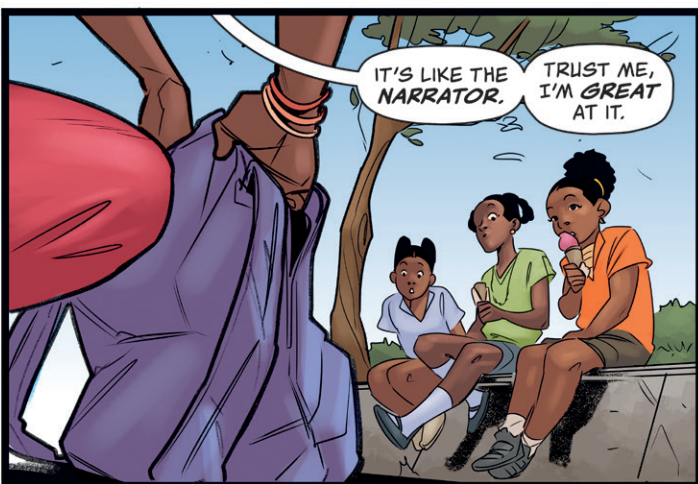
THERE'S
**MAGIC! AND
SPELLS!**
AND--

MY MOM
DOESN'T LIKE
THAT KIND OF
STUFF.

SO
WHAT'S
THE
POINT?

ARE THERE
UNICORNS?

Y-YES,
KELLY! THERE
CAN BE!





"WE START OUR ADVENTURE, AS WE SO OFTEN DO--"

I THOUGHT YOU NEVER GOT TO PLAY?

"--AS WE SO OFTEN DO--"

--in **Starcourt Tavern**, where anyone who knows **anything** goes for information!

It is a **wicked** den, a dangerous place of heroes and sellswords and villains--

WHAT'S A **SELL-SWORD**?

I THINK IT'S A **BODYGUARD**...

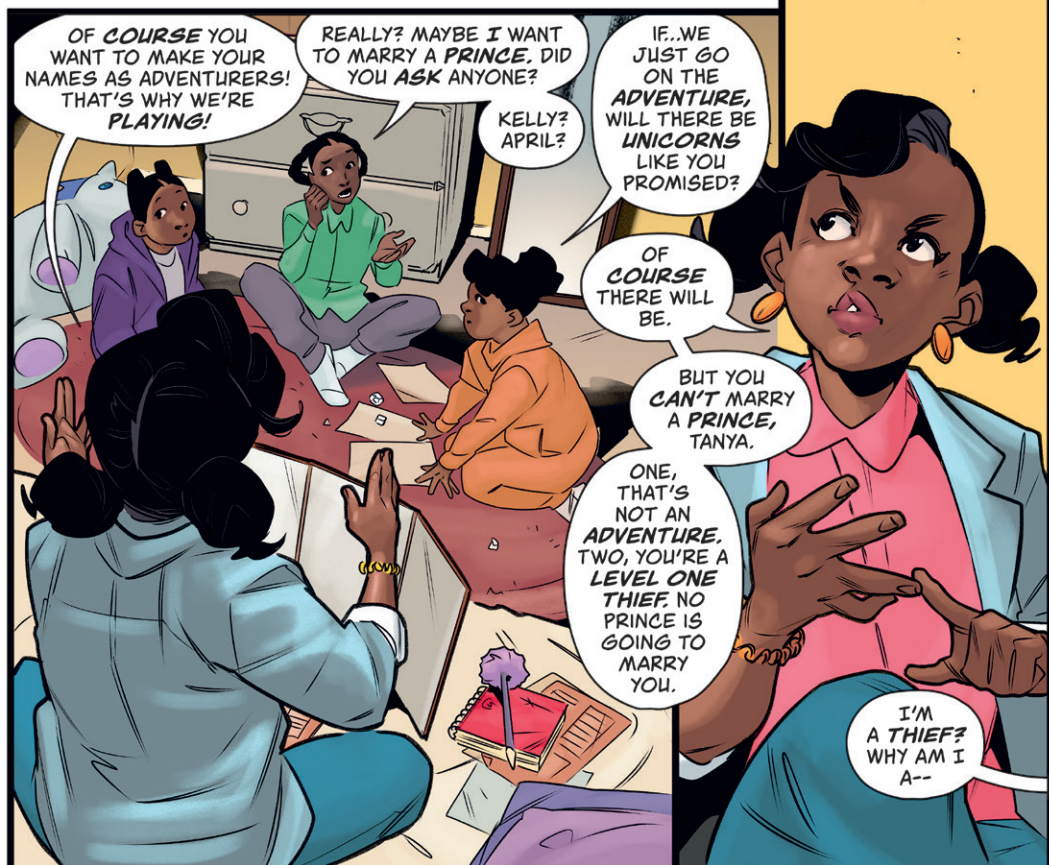
Suddenly, our party's attention is drawn to a **mysterious figure**...

...a woman whose very presence **outshines** the tavern itself!

I'VE HEARD YOU ARE SEEKING TO MAKE A NAME FOR YOURSELF AS ADVENTURERS--

Says the beautiful hooded woman--

WHEN DID **ANY** OF US SAY WE WANNA MAKE OUR NAMES AS **ADVENTURERS**?



OF COURSE YOU WANT TO MAKE YOUR NAMES AS ADVENTURERS! THAT'S WHY WE'RE PLAYING!

REALLY? MAYBE I WANT TO MARRY A PRINCE. DID YOU ASK ANYONE?

KELLY? APRIL?

IF..WE JUST GO ON THE ADVENTURE, WILL THERE BE UNICORNS LIKE YOU PROMISED?

OF COURSE THERE WILL BE.

BUT YOU CAN'T MARRY A PRINCE, TANYA.

ONE, THAT'S NOT AN ADVENTURE. TWO, YOU'RE A LEVEL ONE THIEF. NO PRINCE IS GOING TO MARRY YOU.

I'M A THIEF? WHY AM I A--



"YUP. THIEF."

Tanya, the Thief!



Kelly, the Cleric!



And April, the Wizard!



I DO MAGIC? RAD!



A CLERIC?



IT'S A HEALER. SHE MADE YOU A HEALER. AND I DON'T EVEN GET ANY MAGIC?

WHY DO YOU GET TO DECIDE, ERICA?



BECAUSE I MADE YOUR CHARACTER SHEETS AND I NEEDED--WE NEEDED A BALANCED PARTY.

SO LISTEN UP, ADVENTURERS. WE'VE GOT A UNICORN TO SAVE.

Having **finally** made it past the **ogre riddles**--

"IT WAS WAY TOO HARD!"

"WHATEVER. APRIL, ROLL A **SIX-SIDED DIE!**"

"I...GOT A **TWO**. WHY--?"

"BECAUSE--"

CLICK

--as April the Wizard fails to notice the **trap** at her feet, **arrows** spring from the wall!

FTOOP FTOOP FTOOP

While most of the party manages to avoid the danger...

FTOOP

Thief Tanya gets grazed!

"TANYA, YOU TAKE TWO HIT POINTS OF DAMAGE!"

SO I'VE ONLY GOT **ONE HIT POINT LEFT?!**

OH NO, TANYA! WHAT DO WE DO?!

ERICA SAID I COULD HEAL PEOPLE, BUT I DON'T KNOW HOW!

WHY'D I GET HIT?

BECAUSE I DIDN'T LIKE YOUR STUPID RIDDLE, ERICA?

"ENOUGH! IT'S TIME TO..."

--ROLL FOR
INITIATIVE!

The **Giggling Goblins**
descend upon the party,
drawn by the sounds of the
dungeon's **ingenious** traps!

They drop from
ceilings, come up
from the floor,
surrounding
everyone!

"OKAY GUYS...
YOUR PARTY
GOES FIRST!"

"CAN WE...
LEAVE?"

"WHAT? NO,
WHY WOULD
YOU LEAVE?"

BECAUSE THE GOBLINS
SOUND **GROSS** AND WE
DON'T WANNA FIGHT?
DUH?

"NO. FIGHT'S
STARTED, YOU CAN'T
LEAVE...UH..."

In the distance, they hear a
CRASH as rocks collapse,
blocking the entrance!
There's no escape!

OKAY
THEN, UGH.
LET'S GO.



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And as the last giggling goblin falls, the team rejoices!

HA HA!

I DID IT!
I BEAT ONE!

BONK

But just as they shout triumphantly, they're whisked aside with a gale-like force! But it's not the wind, it's--

ERICA THE GREAT, the very woman who had given them the mission!

The party had no way of knowing that they were so close to their prize--

WATCH OUT!



--and to **Queen Sin**, Erica the Great's mortal enemy!

ANOTHER FIGHT ALREADY?
COOL--DO WE ROLL INITIATIVE AGAIN?

"SURE! AND ONCE YOU DO..."

...ERICA THE GREAT GOES FIRST



SKLANG

SO... WE JUST WATCH?

"THIS FIGHT'S TOO DANGEROUS FOR YOU. BUT ERICA THE GREAT'S LEVEL FIVE!"

I WANNA BE LEVEL FIVE!

MY TURN NOW.



Tanya the Thief strikes out against the Queen, but she's too slow-- she misses!

SWOSH

YOU'RE DEFINITELY CHEATING, ERICA!



"IT'S THE RULES! YOU HAVEN'T LEVELED UP ENOUGH YET AND QUEEN SIN IS SUPER POWERFUL!"

So powerful, in fact, that in one clean, sharp move, Queen Sin--



I'M DEAD? WHAT DO YOU MEAN?!

YOU ONLY HAD ONE HIT POINT, AND YOU DIDN'T HAVE A HIGH ENOUGH ARMOR CLASS TO BLOCK HER BLOW! I TOLD YOU--



SHE ONLY HIT ME BECAUSE YOU MADE HER SO STRONG THAT THE ONLY ONE WHO CAN FIGHT HER IS YOU!



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I'M
DONE WITH
YOUR STUPID,
CHEATING
GAME.

I'VE GOT
A BETTER
IDEA.



SHE
COULD HAVE
JUST REROLLED
AND MADE A NEW
CHARACTER.

ANYWAY!



Erica the Great
shouts, pledging
that her party will
fight to the death
to avenge their
fallen compatriot!

The **Cleric** and the
Wizard take their
turns, bravely
marshalling their
feeble powers
against the mighty
Queen Sin!

But in the end,
it's all up to the
Great One!



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As dawn breaks, Queen Sin has finally been defeated, and Erica the Great can now claim the **throne** and the beautiful **unicorn**...

...thanks in part to the help of April the Wizard, Kelly the Cleric, and the brave, brave sacrifice of **Tanya the Thief**.

YAY.

WE...WE DON'T EVEN GET THE **UNICORN**!!

ding-ding

PIZZA!

TANYA?

I'VE GOT SOMETHING WAY COOLER THAN MAKE-BELIEVE.

YOU GUYS WANNA SEE



STRANGER THINGS

and

DUNGEONS & DRAGONS



JODY HOUSER

JIM ZUB

DIEGO GALINDO

MSASSYK

NATE PIEKOS



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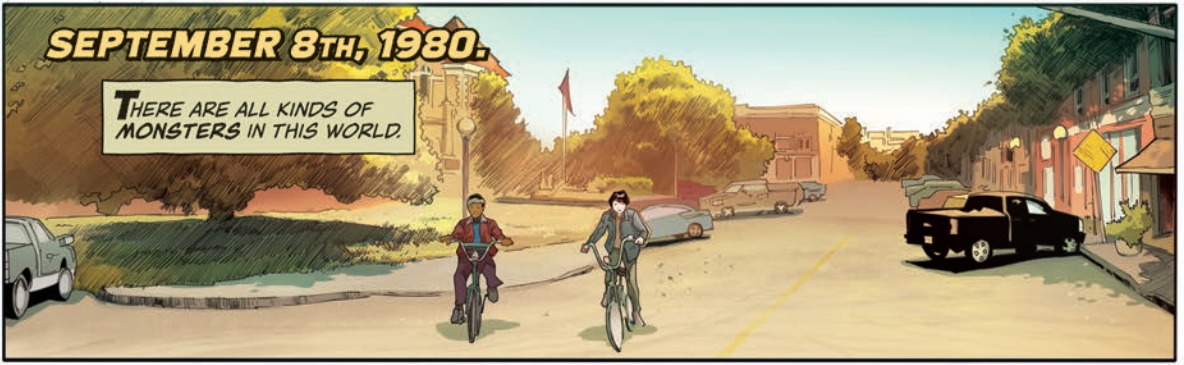






SEPTEMBER 8TH, 1980.

THERE ARE ALL KINDS OF
MONSTERS IN THIS WORLD.



GET BACK
HERE, YOU LITTLE
PISSANTS!

FASTER!

THIS IS
FASTER!



SOME
ARE THE
KIND THAT
CHASE
YOU
DOWN.



THE KIND THAT
CHOOSE YOU
AS THEIR PREY.



OTHERS ARE THE
ONES YOU HAVE
TO FIND...IF YOU
DARE TO LOOK.







YOU TWO ARE ABOUT AS STEALTHY AS AN ARTILLERY BRIGADE.



QUIT **SKULKING** AROUND THE STACKS AND COME HAVE A LOOK IF YOU WANT...

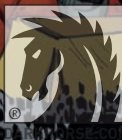


OF COURSE THEY'RE MINE. WHO ELSE'S WOULD THEY BE?

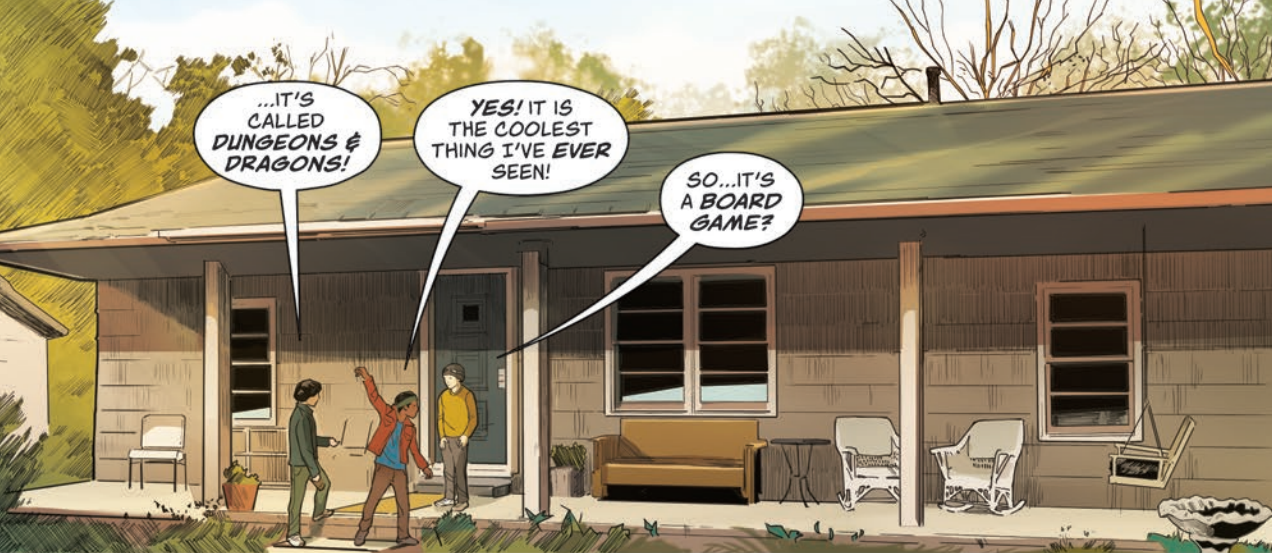


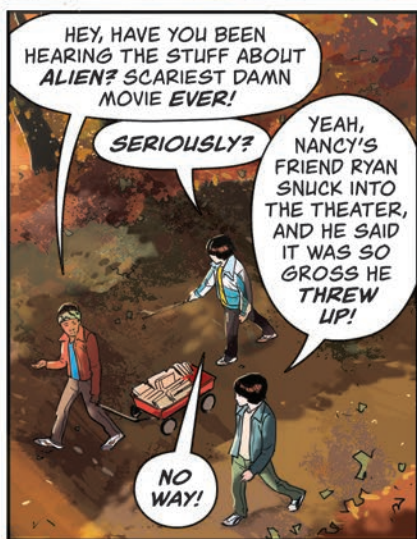
I DON'T KNOW, I MEAN...I JUST THOUGHT YOU WERE A BIT OLD FOR, Y'KNOW, TOYS...

THEY'RE NOT TOYS, THEY'RE MINIATURES!



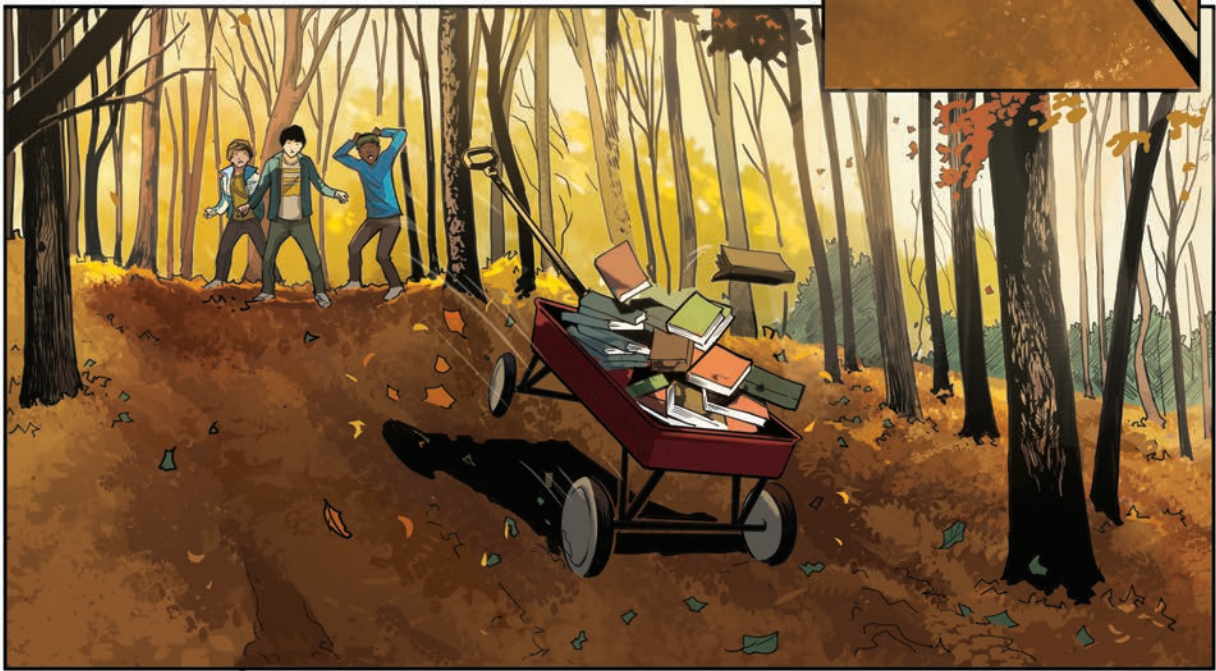








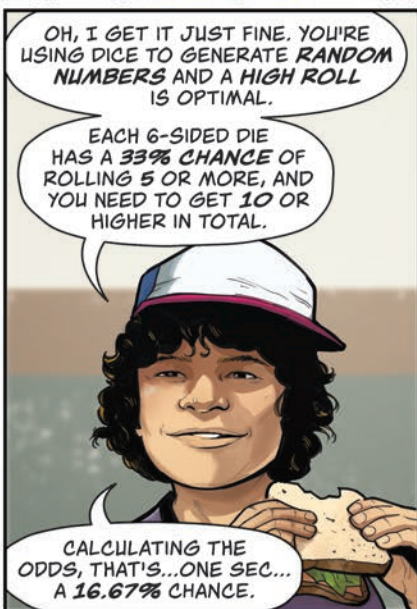












AND THUS, A
FRIENDSHIP
FORMS AND
ADVENTURES
UNFOLD...

THE SAGA OF
WILL THE WISE,
LUCAS THE LION,
AND DUSTIN OF
DWARFHOLME.

A TRIO OF HEROES ON AN EPIC QUEST TO KEEP
THE FOREST KNOWN AS ELDEERTREE SAFE FROM
DEADLY SPIRITS AND FEROCIOUS MONSTERS.

WITH EACH ROLL
OF THE DICE, THE
STORY GETS A BIT
WEIRDER AND A
BIT WILDER.

SOME OF THEIR
FEARSOME FOES
ARE STRANGE AND
UNPREDICTABLE...

...WHILE OTHERS
TAKE ON THE FAMILIAR
APPEARANCE OF FOES
THEY FACE EVERY DAY...



BUT, EVEN AS THE ADVENTURERS FORGE THEIR PATH THROUGH ELDERTREE...

...ANOTHER, MORE SUBTLE STORY IS BEING WOVEN.

ONE OF FOUR KIDS BECOMING A TRUE PARTY...

...EVEN WHEN THE PAPER AND PENCILS AND DICE HAVE BEEN SET ASIDE.



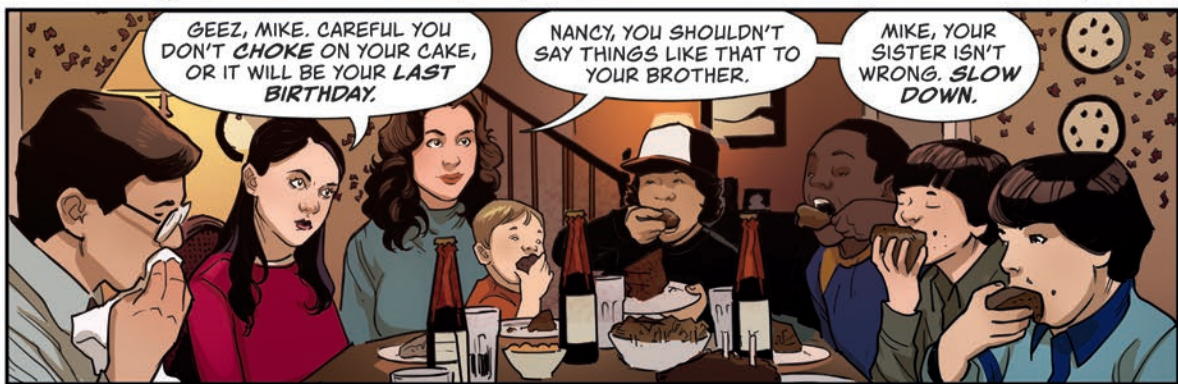
AND MUCH LIKE WHEN THEY ADVENTURE THROUGH THE IMAGINARY WOODS...

...THE MONSTERS ARE A BIT LESS SCARY WHEN THEY FACE THEM TOGETHER.



♪ "HAPPY BIRTHDAY, DEAR MIAMI MIKE..." ♪









WE'VE ALL BEEN SECRETLY SAVING UP FOR THIS...

...SO YOU'D BETTER LIKE IT.

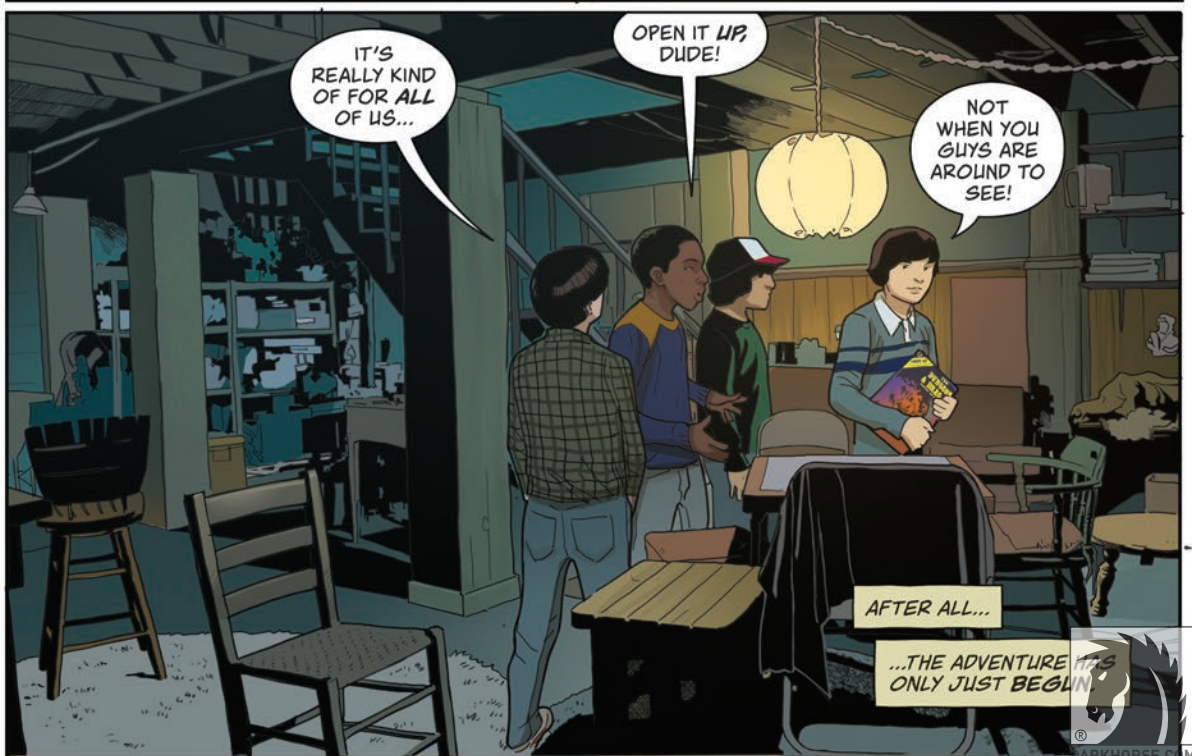


THIS BATTLE HAS BEEN WON. BUT THERE WILL BE MORE MONSTERS TO SLAY.

TREASURES TO FIND. INNOCENTS TO SAVE.

GUYS...

...THIS IS THE BEST.



IT'S REALLY KIND OF FOR ALL OF US...

OPEN IT UP, DUDE!

NOT WHEN YOU GUYS ARE AROUND TO SEE!

AFTER ALL...

...THE ADVENTURE HAS ONLY JUST BEGUN.



STRANGER THINGS™



★ КЛМЧЛТКЛ ★

Michael Moreci
Todor Hristov
Dan Jackson
Nate Piekos



DARKHORSE.COM





STRANGER THINGS™

KAMCHATKA





NETFLIX

STRANGER THINGS™

KAMCHATKA

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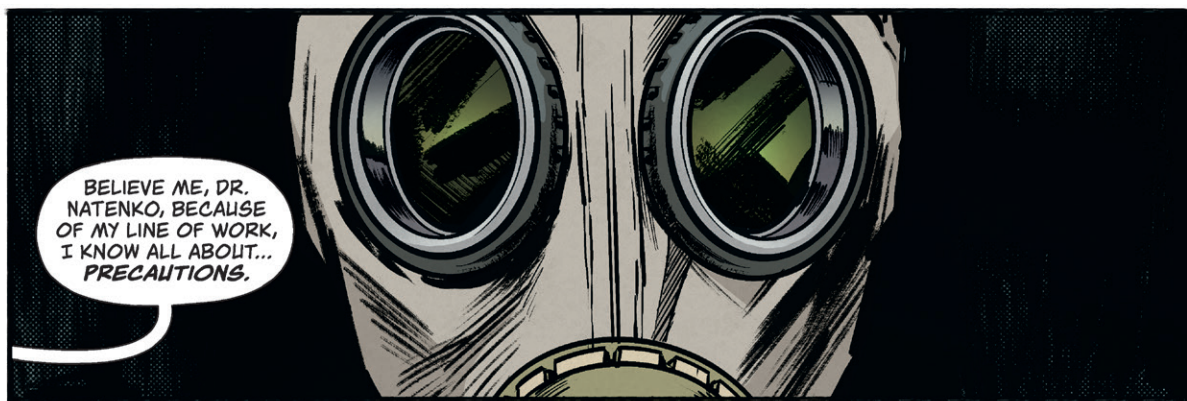


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BELIEVE ME, DR. NATENKO, BECAUSE OF MY LINE OF WORK, I KNOW ALL ABOUT... **PRECAUTIONS.**



IF YOU HAD SEEN THE THINGS I'VE SEEN, YOU, TOO, WOULD LEARN TO BE SKEPTICAL OF... **EVERYTHING.**

YES, SEE...

BUT I WON'T GO ANY FURTHER, OR PUT ON THAT MASK, UNTIL YOU EXPLAIN WHY YOU'VE BROUGHT ME HERE.



...UNFORTUNATELY, YOU MUST SEE IT WITH YOUR OWN EYES. ONLY THEN CAN YOU POSSIBLY UNDERSTAND.

IN THE MEANTIME, I ASK YOU TO TRUST ME, DR. ORLOV. A MAN OF YOUR PARTICULAR **INTERESTS...**



...YOU'RE GOING TO WANT TO MEET WHAT'S ON THE OTHER END OF THAT TUNNEL.





YOU HAVE AN INTRIGUING BACKGROUND, DOCTOR. TELEKINESIS, MIND CONTROL, VARIOUS ATTEMPTS TO MAKE ADVANCES IN FRINGE SCIENCE. IT'S ALL VERY...UNIQUE.

YOU'VE EVEN CREATED A DEVICE OF YOUR OWN. I'M TOLD IT HARNESSSES THIS SO-CALLED TELEKINETIC POWER, YES?

IN THEORY. BUT...



...I CAN'T SAY I'VE HAD MUCH OF A, UH, OCCASION TO, UM...



...TO USE IT.



YES. THAT HAPPENS FROM TIME TO TIME.

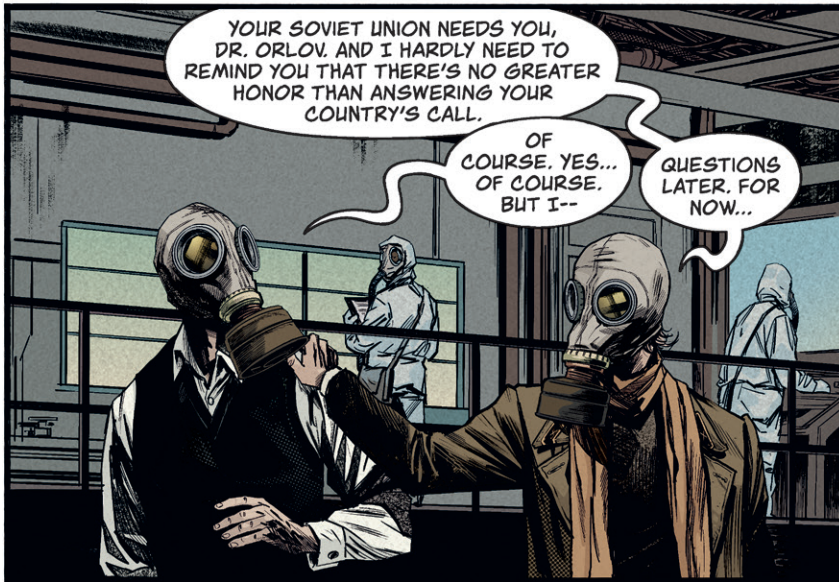
COME, COME...



...IT'S ABOUT TIME WE PUT THAT DEVICE OF YOURS, AND YOU, TO GOOD USE.



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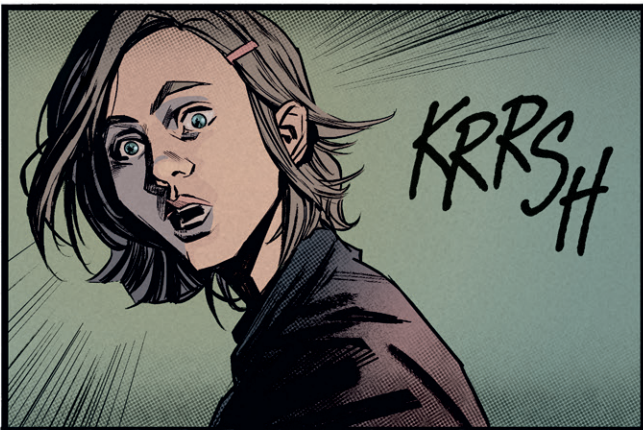
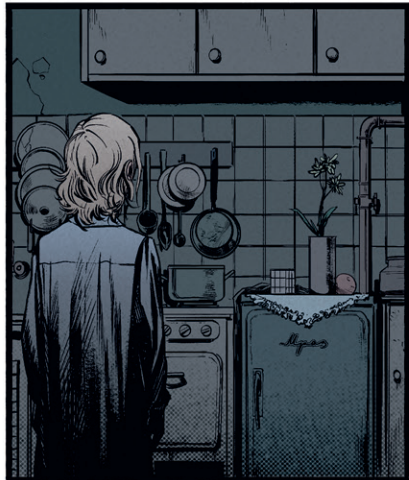
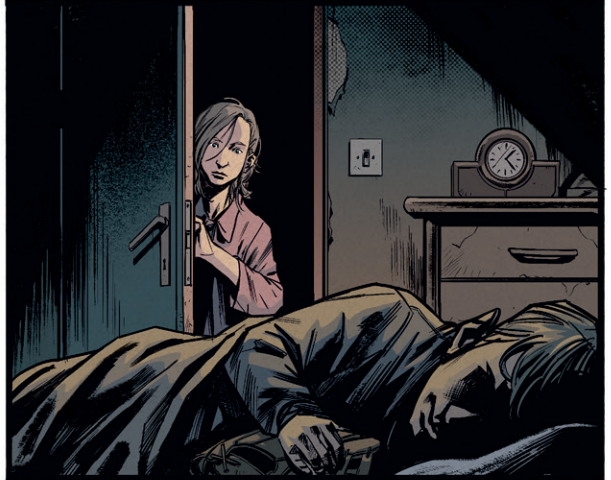
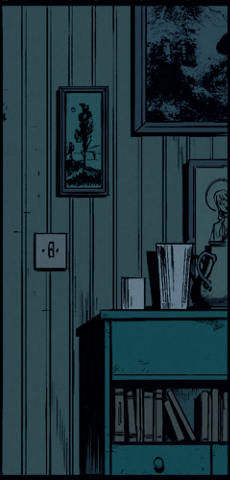


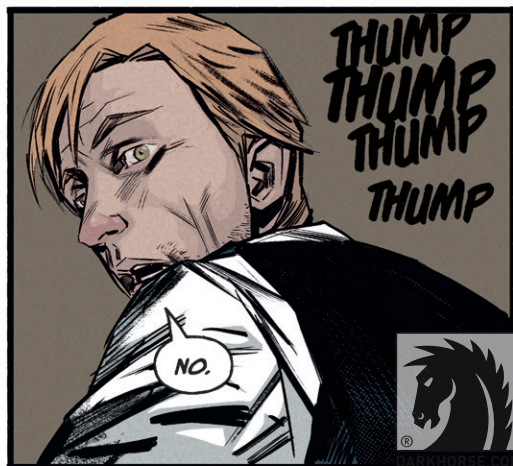
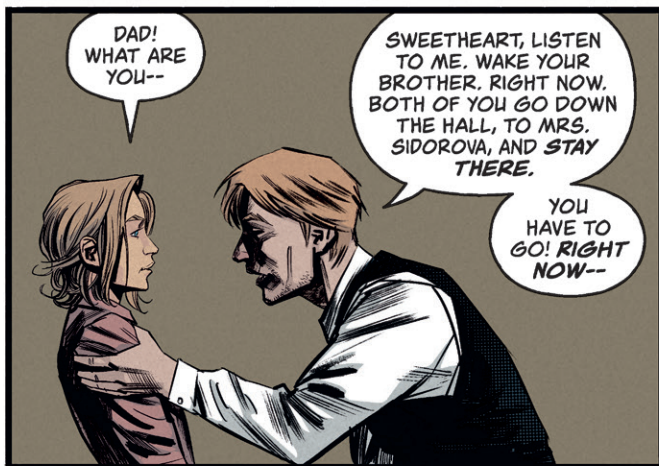
SSKKRRRRRAAA

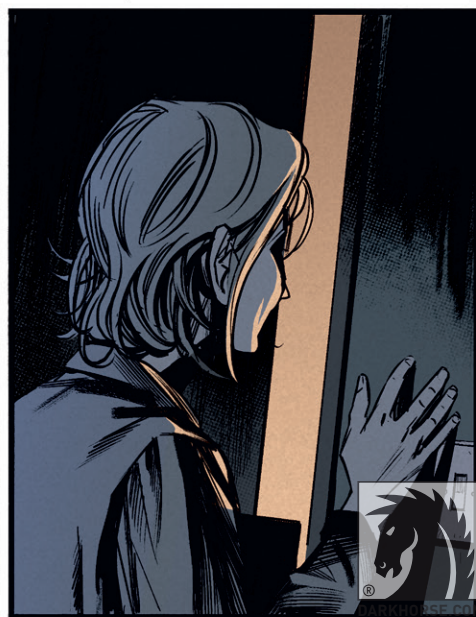
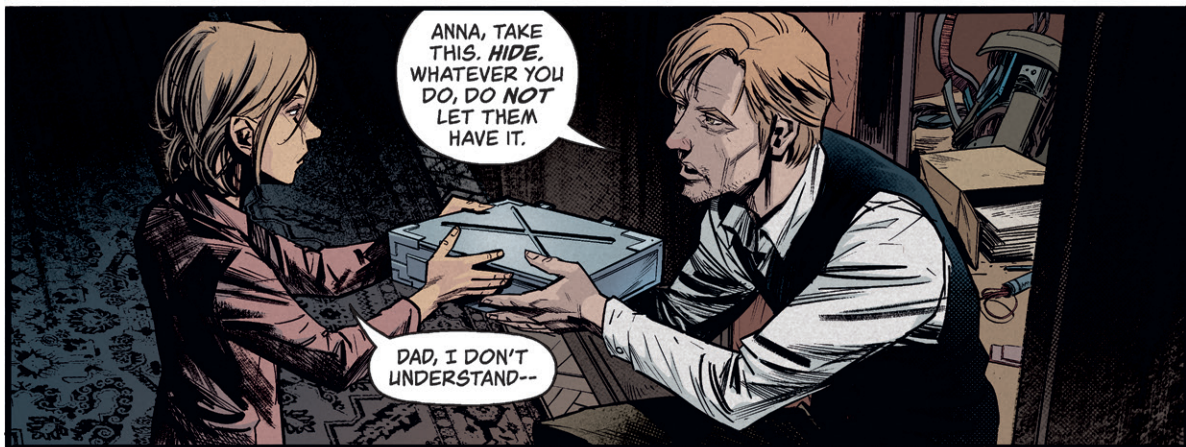


AND
YOU'RE GOING
TO HELP US KEEP
IT ALIVE.





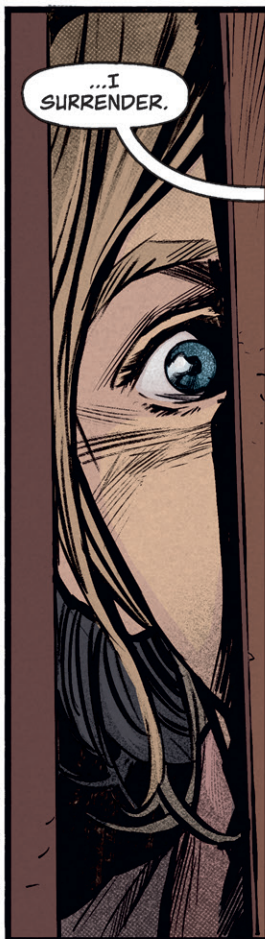






HANDS UP! DON'T MOVE!

I'M NOT MOVING! I SURRENDER...



...I SURRENDER.



MY GOOD DOCTOR...WAS ALL THIS FUSS NECESSARY?

I DESTROYED THE DEVICE. BROKE IT INTO A MILLION PIECES. YOU'LL NEVER GET IT TO WORK.

BORIS... BORIS, I REALLY WISH YOU HADN'T SAID THAT. EVEN IF I DID BELIEVE YOU, YOUR RESISTANCE MEANS I CAN NO LONGER HELP YOU--AS ONE SCIENTIST TO ANOTHER.

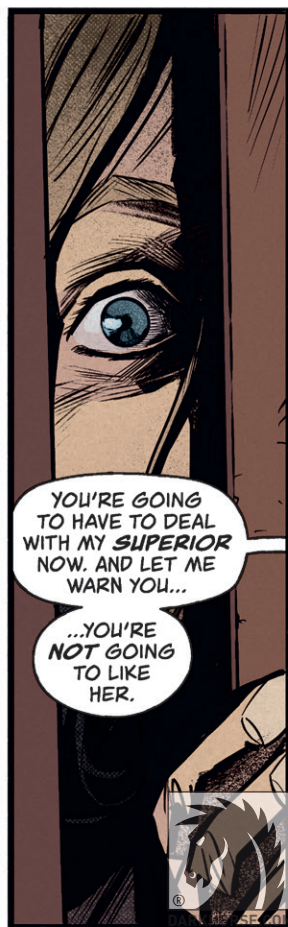


ANNA...?

WHY ARE YOU IN MY--



sshhhhhhh



YOU'RE GOING TO HAVE TO DEAL WITH MY **SUPERIOR** NOW. AND LET ME WARN YOU...

...YOU'RE NOT GOING TO LIKE HER.





DR. NATENKO, WE SEARCHED ORLOV'S OFFICE. THE DEVICE ISN'T THERE. SHOULD WE CONTINUE TO THE REST OF THE APARTMENT?



MMPHHH!

sshhhh
sshh
sshh



THAT WON'T BE NECESSARY, CAPTAIN.



COME ON, UNDER HERE. AND STAY QUIET.

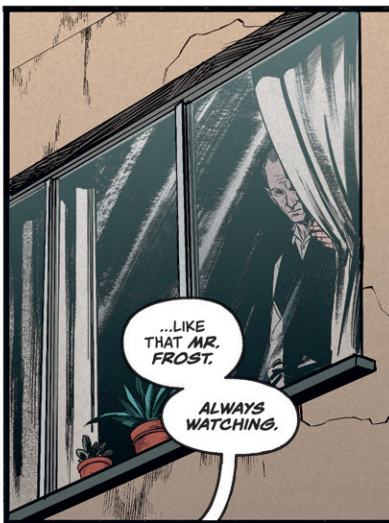
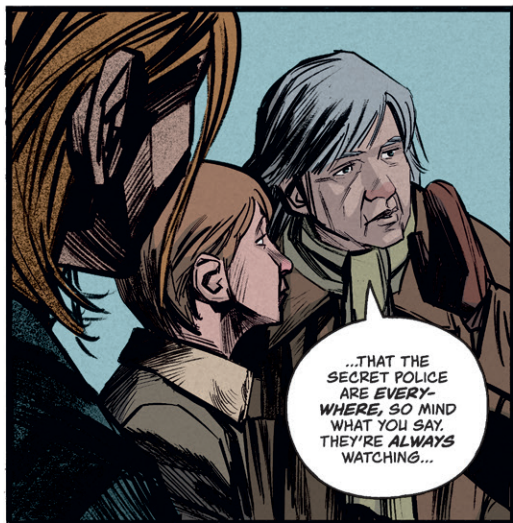
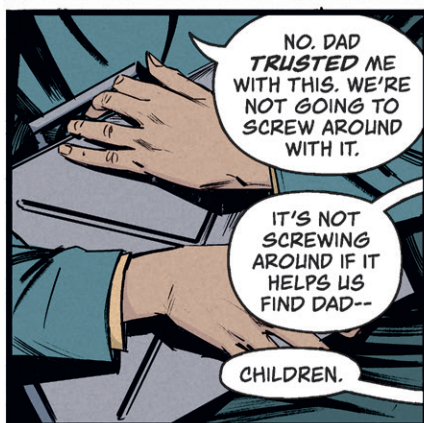
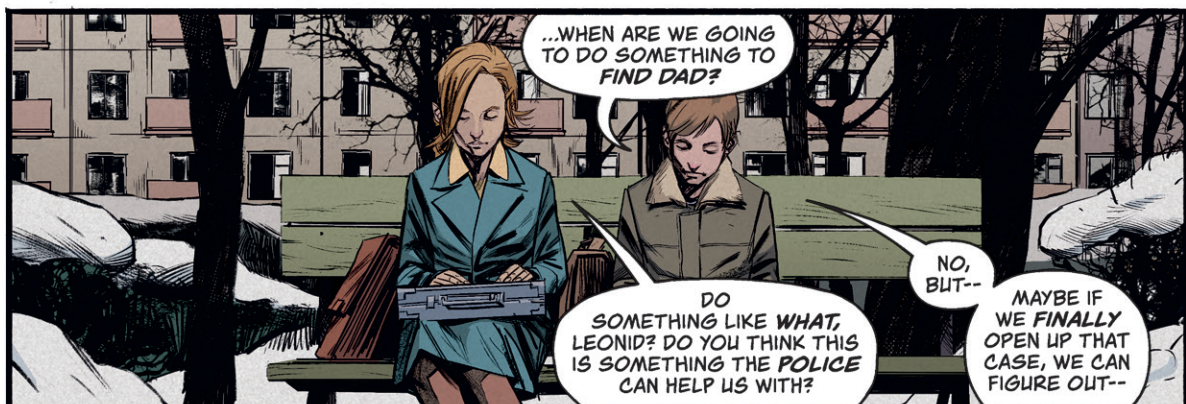
ORLOV MADE THIS DEVICE ONCE BEFORE. I'M CONFIDENT HE CAN BE **CONVINCED** TO MAKE IT AGAIN.

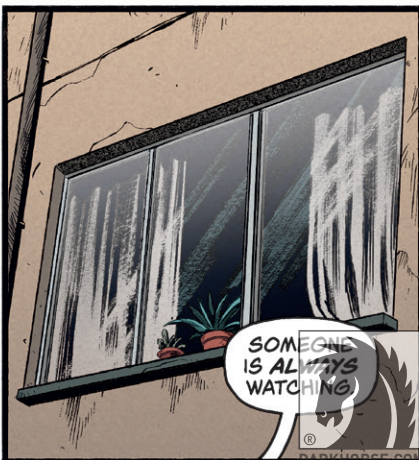
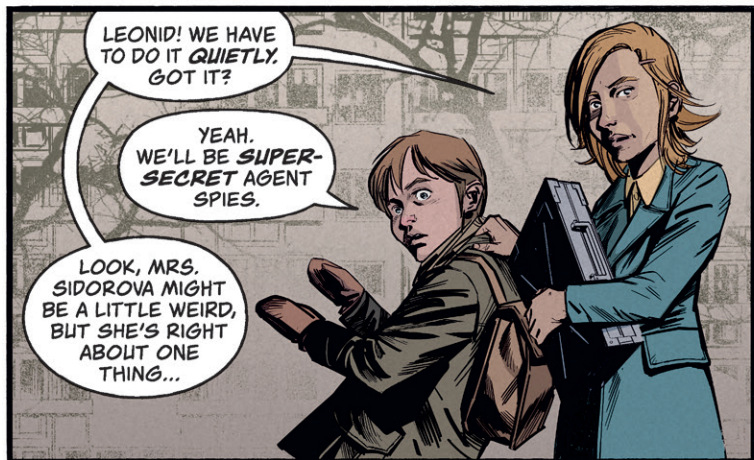
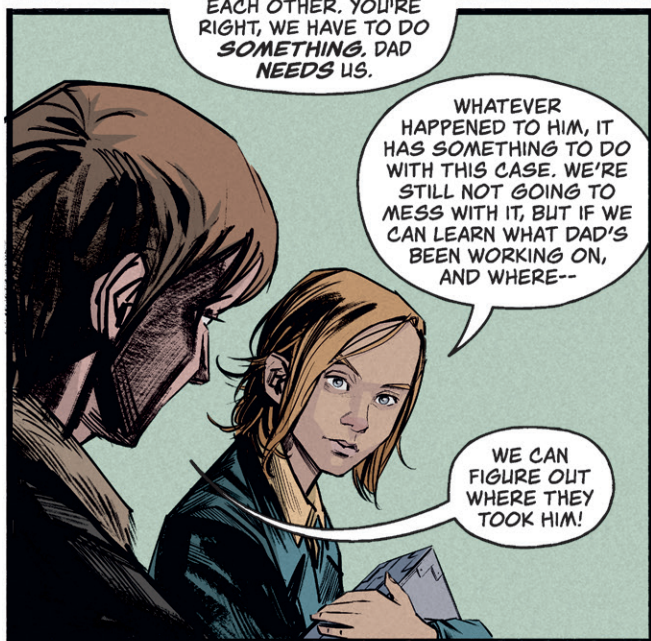
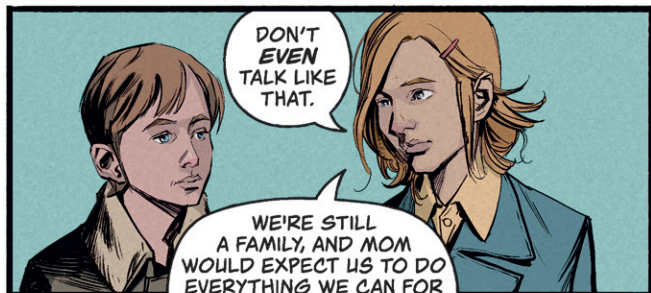
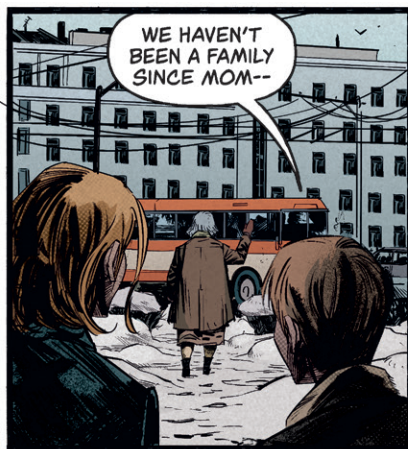
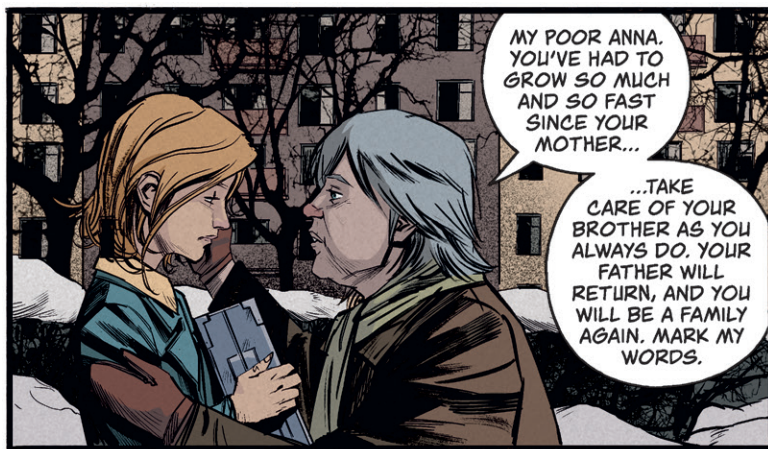
MY SUPERIOR WILL MAKE IT ABUNDANTLY CLEAR...



...THAT HIS LIFE DEPENDS ON IT.











WHAT IS THIS PLACE? WHERE ARE YOU TAKING ME?

LET ME OUT OF HERE! LET ME OUT!



HEY!

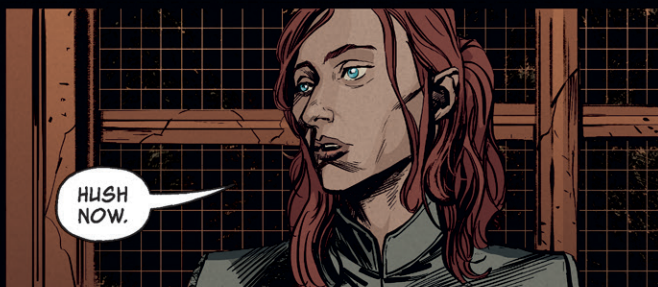
DR. ORLOV...



A PLEASURE TO MEET YOU AT LONG LAST. I'M DR. KARINE.

I TRUST YOUR WAIT WAS A PLEASANT ONE?

PLEASE! PLEASE! LISTEN TO ME! I SWEAR, I'LL BE GOOD! I'LL--



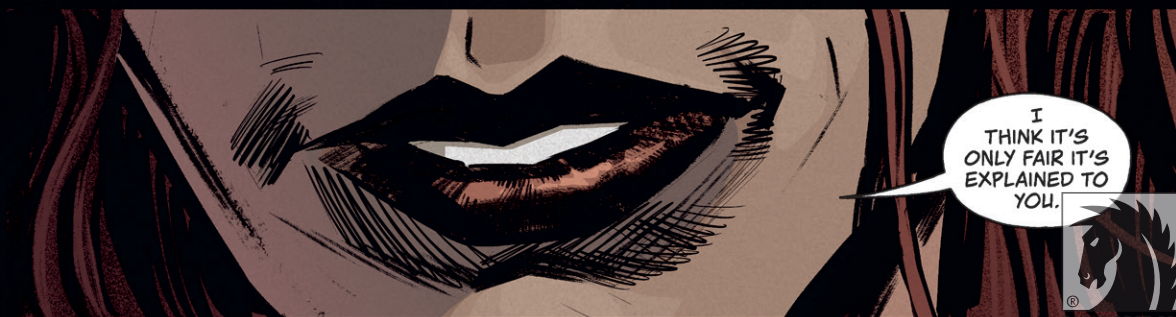
HUSH NOW.



I UNDERSTAND WE HAVE A PROBLEM, DR. ORLOV.

NO, YOU HAVE A PROBLEM. YOU WANT TO KEEP THAT...THING ALIVE, AND I WON'T HELP YOU.

AH, THERE'S THAT GREAT PRAGMATIC MIND I'VE HEARD SO MUCH ABOUT. UNFORTUNATELY, I DON'T THINK YOU'VE GRASPED THE... BREADTH OF YOUR SITUATION.



I THINK IT'S ONLY FAIR IT'S EXPLAINED TO YOU.





ONE WAY OR ANOTHER, WE WILL FIND A WAY TO REPLICATE YOUR DEVICE.

PREFERABLY, YOU SAVE US ALL A LOT OF TIME AND...DISCOMFORT, AND YOU DO THE WORK YOURSELF.



YOU STILL HAVE TIME, DOCTOR, TO BE A **HERO** OF YOUR COUNTRY. I'LL SEE TO IT **MYSELF** THAT YOU'RE DECORATED, AND WELL COMPENSATED.

HEY...
HEY.

CREEEEK



WHAT...
WHAT IS THAT?
WHAT ARE YOU
DOING?!

CREEEEEEEEEEEK

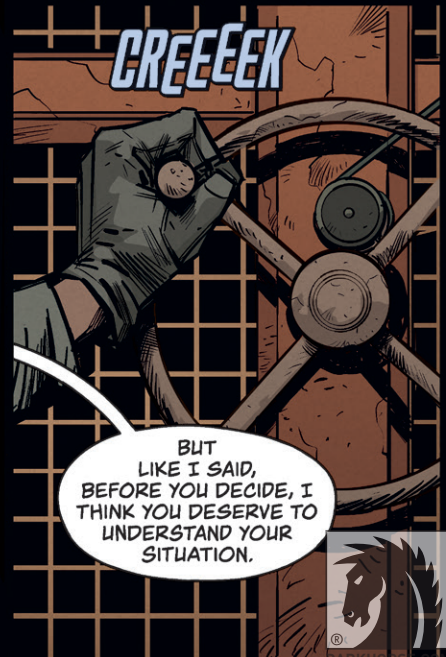


OR,
DOCTOR...

HEY! STOP
THAT! STOP
SPINNING
THAT!



...YOU CAN
CHOOSE A
DIFFERENT
PATH.

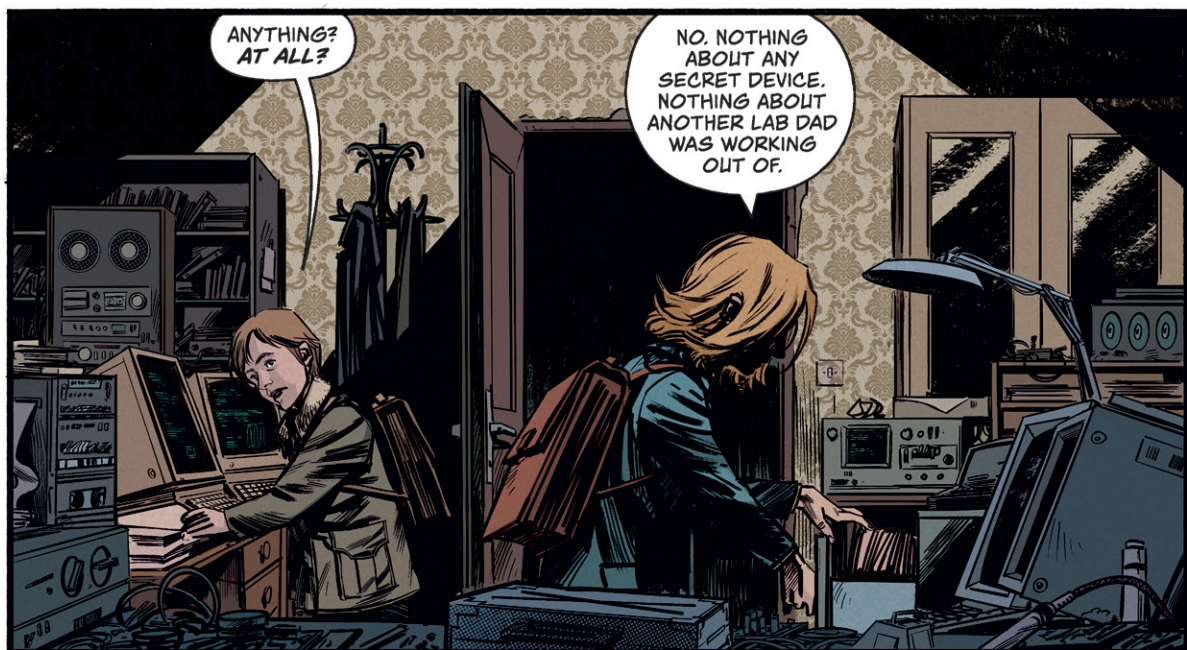


CREEEEK

BUT
LIKE I SAID,
BEFORE YOU DECIDE, I
THINK YOU DESERVE TO
UNDERSTAND YOUR
SITUATION.





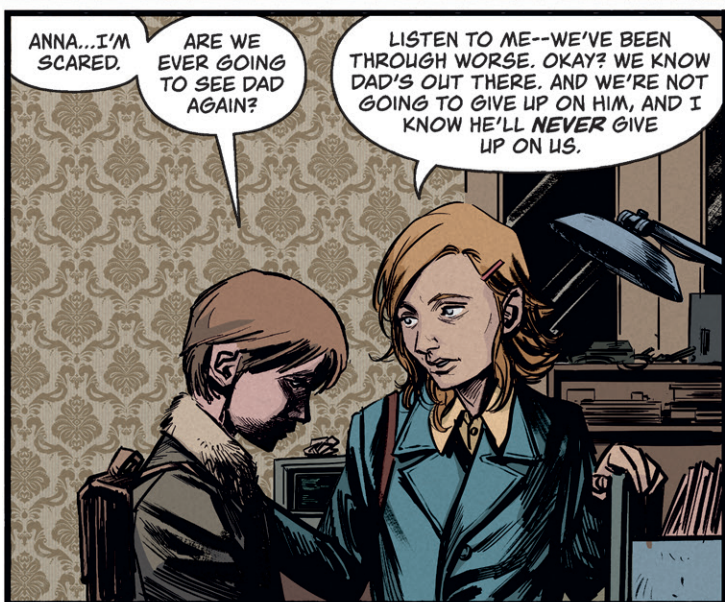


ANYTHING?
AT ALL?

NO. NOTHING
ABOUT ANY
SECRET DEVICE.
NOTHING ABOUT
ANOTHER LAB DAD
WAS WORKING
OUT OF.



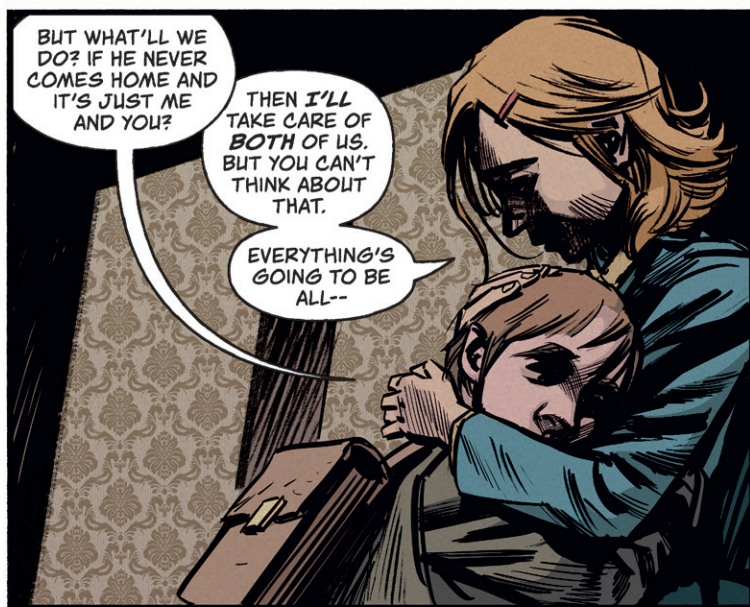
ALL I'VE GOT
HERE ARE SOME
LETTERS TO
DAD...



ANNA...I'M
SCARED.

ARE WE
EVER GOING
TO SEE DAD
AGAIN?

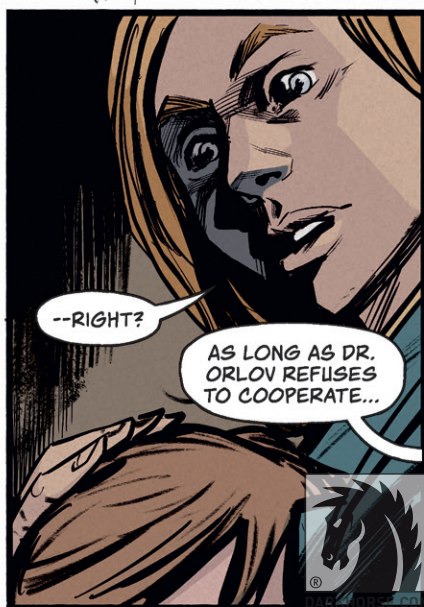
LISTEN TO ME--WE'VE BEEN
THROUGH WORSE. OKAY? WE KNOW
DAD'S OUT THERE. AND WE'RE NOT
GOING TO GIVE UP ON HIM, AND I
KNOW HE'LL *NEVER* GIVE
UP ON US.



BUT WHAT'LL WE
DO? IF HE NEVER
COMES HOME AND
IT'S JUST ME
AND YOU?

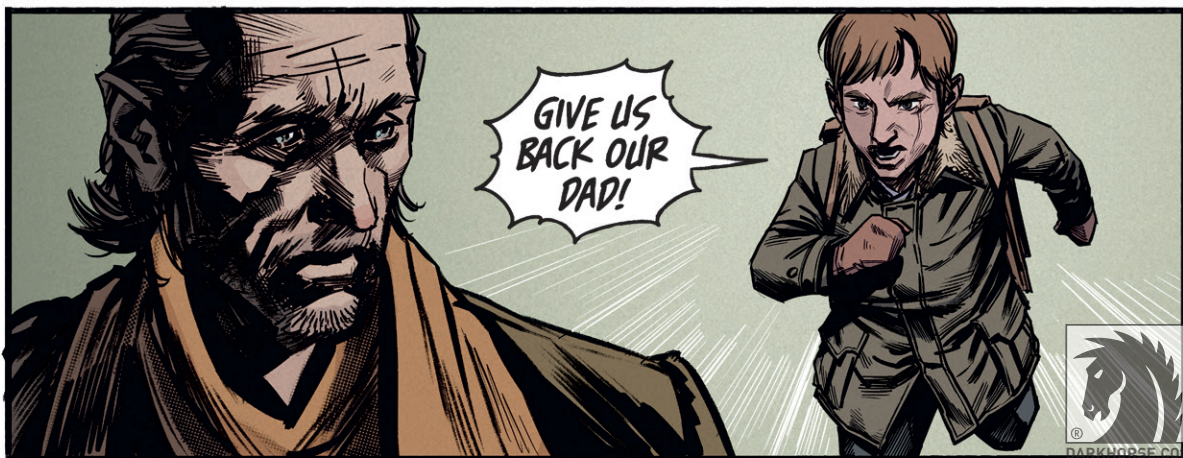
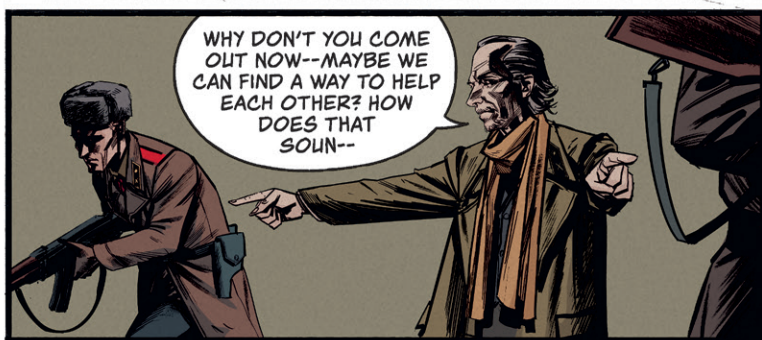
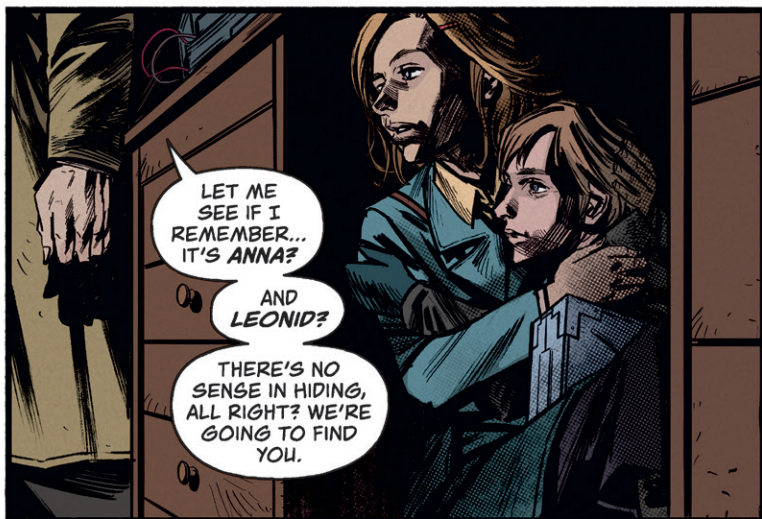
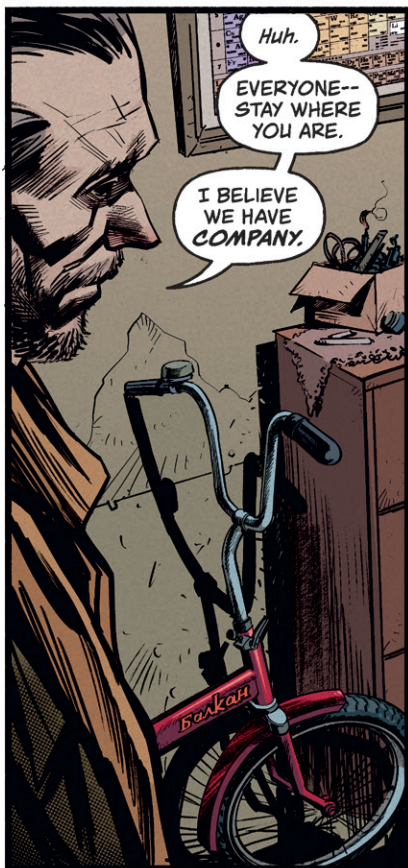
THEN I'LL
TAKE CARE OF
BOTH OF US.
BUT YOU CAN'T
THINK ABOUT
THAT.

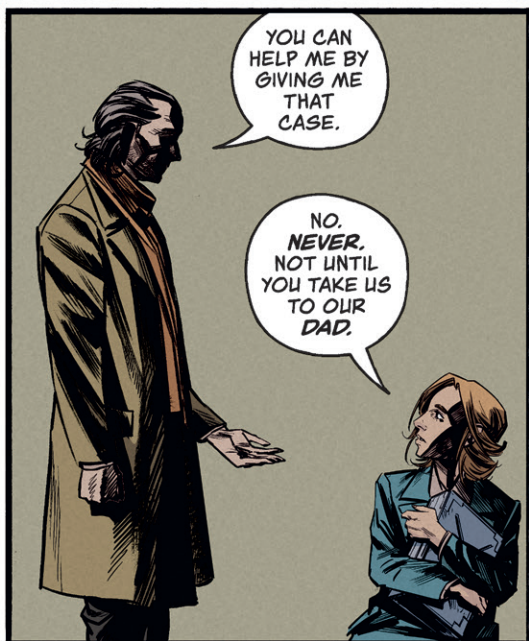
EVERYTHING'S
GOING TO BE
ALL--



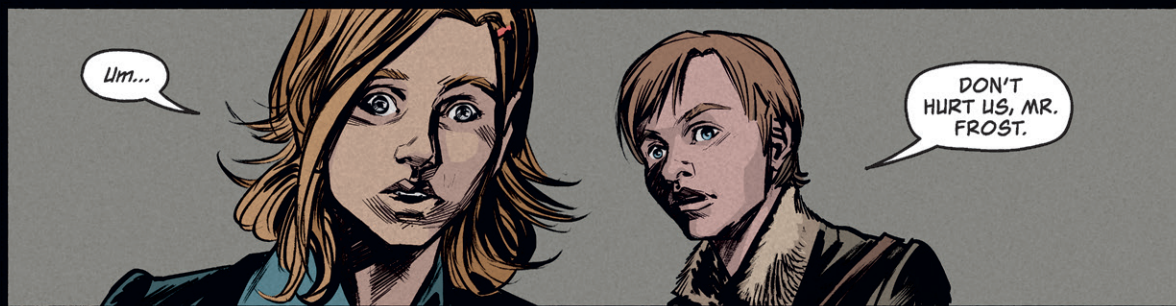
--RIGHT?

AS LONG AS DR.
ORLOV REFUSES
TO COOPERATE...









Um...

DON'T
HURT US, MR.
FROST.



WHY WOULD I SAVE
YOU JUST TO HURT YOU
MYSELF?

BECAUSE
YOU'RE ONE
OF THEM--
YOU'RE WITH
THE SECRET
POLICE!

OKAY, YES. I AM.
OR I WAS. IT'S...
COMPLICATED.

WELL,
IF YOU'RE NOT
HERE TO HURT US, WHY
ARE YOU HERE?



YOUR DAD
WAS TAKEN,
AND THE MEN
WHO TOOK
HIM ARE...

...LET'S
JUST SAY I'M
ASHAMED OF
WHAT MY
COUNTRY HAS
BECOME.

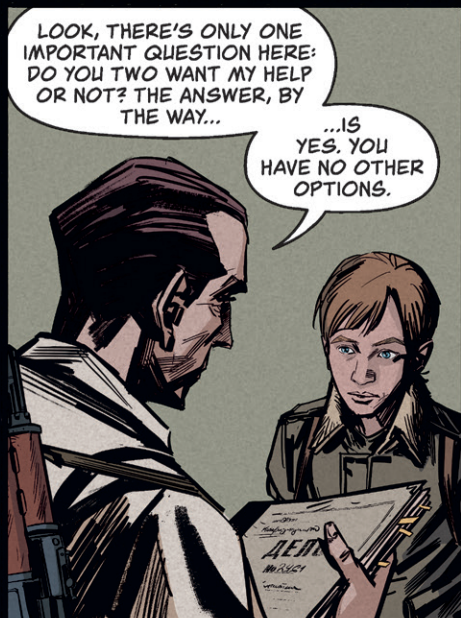
SO...
WHAT
THEN?



I'M GOING
TO HELP YOU
GET YOUR DAD
BACK.

WAIT--
ARE YOU A
SUPER-SECRET
AGENT SPY?!

WHAT? NO.
AND WHY WOULD
I TELL YOU IF I
WERE?



LOOK, THERE'S ONLY ONE
IMPORTANT QUESTION HERE:
DO YOU TWO WANT MY HELP
OR NOT? THE ANSWER, BY
THE WAY...

...IS
YES. YOU
HAVE NO OTHER
OPTIONS.



WOW...WHEN YOU PUT IT
THAT WAY, THE OFFER IS TOO
GOOD TO PASS UP.

GREAT.
LET'S GET
MOVING,
THEN...



...WE'VE
GOT A LOT
OF GROUND
TO COVER.

ДЕЛО

No 2461

"KAMCHATKA"



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