



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
\$19.99 US | \$26.99 CA • ON SALE NOW



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 PREGUEL 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

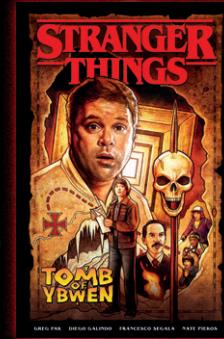
An anthology of vibrant new stories woven into the larger tapestry of the hit Netflix series! Discover the hidden stories from Hawkins, Indiana.

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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 *Stranger Things: The Other Side* and *Stranger Things: Science Camp*. Volume 2 collects *Stranger Things: Six* and *Stranger Things: Into the Fire*. Volume 3 contains *Stranger Things: The Tomb of Ybwen* and *Holiday Specials Halloween, Winter, and Summer*. Volume 4 includes *Stranger Things: Kamchatka* and *Stranger Things: The Voyage*.

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VOLUME 3 • 9781506737027 • HC • \$39.99 US | \$53.99 CA
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NETFLIX

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THE OFFICIAL **STRANGER THINGS**
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*!

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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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STRANGER THINGS: KAMCHATKA

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-fingling Cold War intrigue!

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STRANGER THINGS: THE VOYAGE

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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DARK HORSE BOOKS

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



RON
CHAN

ERICA THE GREAT

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



STRANGER THINGS

ERICA THE GREAT





STRANGER THINGS

ERICA THE GREAT





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RON
CHAN





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

HRRAZ?

Unleash



MARKHURSE

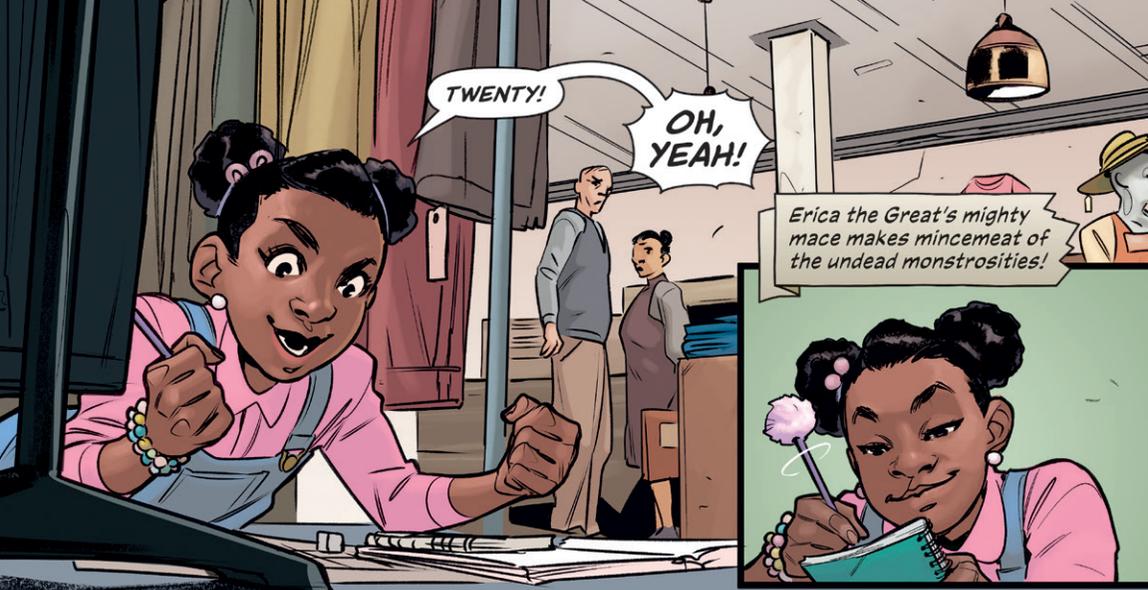
...ERICA
THE GREAT
saves the day!

SKTAAANGG

YAAAA!

HROINK!

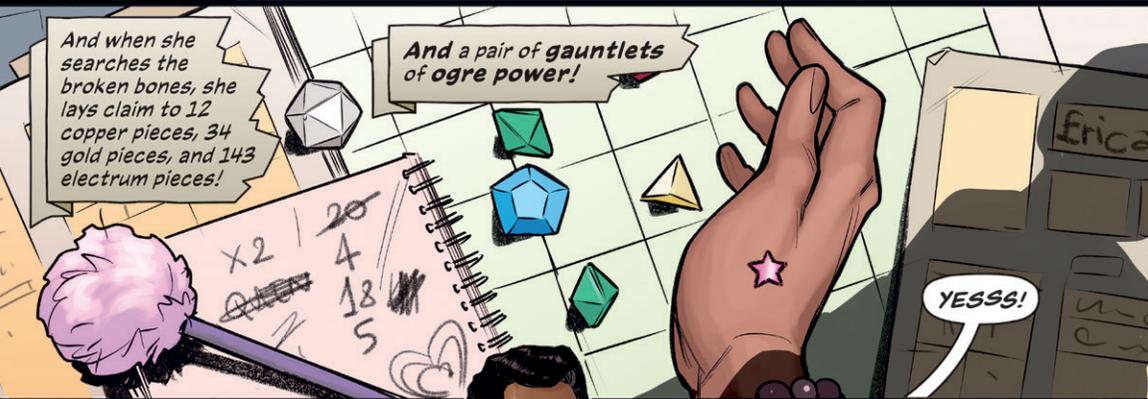




TWENTY!

OH, YEAH!

Erica the Great's mighty mace makes mincemeat of the undead monstrosities!



And when she searches the broken bones, she lays claim to 12 copper pieces, 34 gold pieces, and 143 electrum pieces!

And a pair of gauntlets of ogre power!

x2 / 20
4
18
5

YESSS!



ERICA SINCLAIR!

I KNOW YOU ARE NOT SITTING ON A STORE FLOOR IN THE CLOTHES I PAID MONEY FOR, PLAYING DRAGONS & DUNGEONS!



IT'S DRAGONS & DUNGEONS, MOM.

But victory is fleeting

For Queen Sin had laid a terrible trap!

SKRAAK

HA HA
HA HA HA
HA HA HA
HA HA HA!

AAAAH!

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



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WELL,
WELL.

HELLO, MISS
DOROTHY.

LOOKS LIKE
YOU'RE FINALLY
LEARNING HOW TO
RESPECT YOUR
ELDERS, YOUNG
LADY.

I...
GUESS?



YOU
DO WHAT
YOUR MOTHER
SAYS AND YOU
MIGHT END UP AS
NICE AS YOUR
FRIEND **TANYA**
DOWN THE
STREET.

NOW THAT'S
A **WONDERFUL**
LITTLE GIRL. SO
POLITE! AND PLAYS
SUCH BEAUTIFUL
PIANO, DID YOU
KNOW THAT?

YES, MISS
DOROTHY.



THANK
YOU, MISS
DOROTHY.



HHH.

NOT A
WORD.



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--

SO WHAT'S THE POINT?



THE POINT IS, IT'S AWESOME!

THERE'S MAGIC! AND SPELLS! AND--

MY MOM DOESN'T LIKE THAT KIND OF STUFF.



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

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

ARE THERE UNICORNS?

Y-YES, KELLY! THERE CAN BE!



IT'S GONNA BE GREAT. I'LL BE THE **DUNGEON MASTER**--

WHAT'S THAT?



IT'S LIKE THE **NARRATOR**.

TRUST ME, I'M GREAT AT IT.



MY HOUSE AT SIX!

WHOA...

I DUNNO. MY MOM'S REAL STRICT...

MY MOM SAID WE COULD ORDER PIZZA!

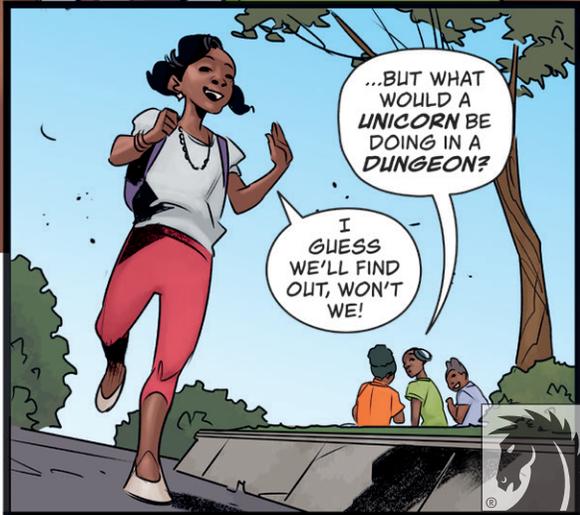


PIZZA!

SEE? APRIL GETS IT!

WELL...

...MY MOM IS OUT OF TOWN, AND MY DAD DOESN'T ASK SO MANY QUESTIONS...



...BUT WHAT WOULD A **UNICORN** BE DOING IN A **DUNGEON**?

I GUESS WE'LL FIND OUT, WON'T WE!





"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**...

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**?

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



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.





GRRAAA!

ZING

YAAA!

AGH!

BZAAM

BZZAM

BAZAAM

HUUK!

WHAK

CRACK





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 as the last giggling goblin falls, the team rejoices!

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

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

SO... WE JUST WATCH?

I WANNA BE LEVEL FIVE!

MY TURN NOW.



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

SWASH

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!





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!



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**.



STRANGER THINGS™

and

DUNGEONS & DRAGONS®



JODY HOUSER

JIM ZUB

DIEGO GALINDO

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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...



ARE... ARE THESE YOURS?

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!





OH, SO IT'S A GAME?

YES, BUT IT'S ALSO AN IMPORTANT PIECE OF HISTORY!

THE BATTLE OF WATERLOO! IT CHANGED THE FUTURE OF EUROPE AND, THROUGH THAT, THE WORLD WE LIVE IN!

IF YOU SAY SO...



ARMY STUFF'S COOL, MIKE. MY DAD WAS IN VIETNAM, BUT HE DOESN'T TALK ABOUT IT MUCH.

PLAYING THROUGH A WAR SOUNDS A LOT MORE FUN THAN READING ABOUT IT IN SCHOOL.

WAIT A SEC--



WHAT FRIGGIN' BATTLE DID THIS GUY COME FROM?!

HOLY CRAP! WHAT IS THAT?!



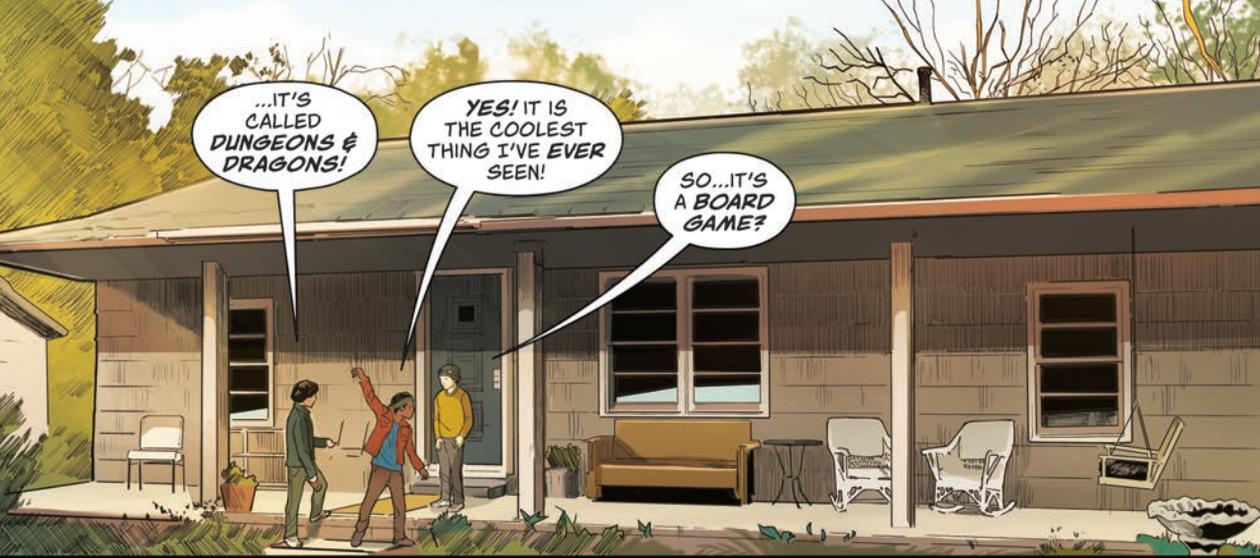
==SIGH==

OBVIOUSLY THAT CREATURE ISN'T HISTORICAL.

IT'S FROM A NEW FANTASY GAME WE'RE TRYING OUT...



DARKHORSE.COM



...IT'S CALLED **DUNGEONS & DRAGONS!**

YES! IT IS THE COOLEST THING I'VE EVER SEEN!

SO...IT'S A **BOARD GAME?**



YEAH, LIKE A **BOARD GAME--**

--BUT **NOT A BOARD GAME!**

RIGHT, BECAUSE THERE'S NO **BOARD.**

BECAUSE IT'S A **STORY!**

I'M **CONFUSED...**



WE'LL EXPLAIN IT ALL LATER, WILL. HERE'S WHAT'S **IMPORTANT--**

WE NEED **BOOKS.**

BOOKS?

YEAH, WE'RE GONNA TRADE IN A BUNCH OF BOOKS AT THE STORE TO GET **CREDIT** SO WE CAN BUY **DUNGEONS & DRAGONS!**



WAIT, **NO!** WE CAN'T JUST TAKE 'EM!

WILL, THESE HAVE BEEN SITTING HERE FOR **YEARS!** TRUST ME, YOUR MOM WON'T EVEN NOTICE.

OKAY, BUT I DON'T EVEN KNOW WHAT THIS **GAME IS!**



DO YOU WANNA BE A **WIZARD** AND CAST AWESOME **MAGIC SPELLS?**

WELL, YEAH, BUT--

THEN **JOIN US,** WILL THE **WISE!**

JOIN US ON THIS **LEGENDARY QUEST!**





HOW MUCH CREDIT YOU THINK WE'VE GOT HERE?

IT'S GOTTA BE A LOT!

YEAH, IT'S A TON. WE'LL BE ABLE TO BUY ANYTHING WE WANT.



HEY, HAVE YOU BEEN HEARING THE STUFF ABOUT ALIEN? SCARIEST DAMN MOVIE EVER!

SERIOUSLY?

YEAH, NANCY'S FRIEND RYAN SNUCK INTO THE THEATER, AND HE SAID IT WAS SO GROSS HE THREW UP!

NO WAY!



THE ALIEN'S GOT EXTRA TEETH AND HISSES LIKE A SNAKE!

EWWW!

CAN WE KILL ALIENS IN DUNGEONS & DRAGONS?

I DON'T THINK SO. THAT'S NOT FANTASY!



OKAY, BUT WHAT IF THE MONSTERS ARE ALL ALIENS FROM ANOTHER DIMENSION?

THAT SOUNDS COOL!

I DON'T KNOW, GUYS...



HEY, YOU DWEEBS!







GO FOR THE TREES!

WAIT UP!



TIME TO GET YOUR ASS KICKED...

LUCAS!

DON'T WORRY ABOUT ME, JUST GO!



WILL, WHERE'D YOU GO?!

DOWN HERE!



WHAM

UH!

DON'T WORRY, WE'LL GET YOUR LITTLE BUDDIES TOO!



DON'T TIP DON'T TIP DON'T TIP!



NICE MOVES, PUKE-US, BUT NOW WE GOT YOUR JACKET!

KEEP IT, YOU LOSER!



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THERE ARE SOME REAL **GEMS** HIDDEN IN HERE. YOU WOULDN'T BELIEVE.

YEAH, REALLY RARE. WORTH A LOT OF MONEY.

DEFINITELY ENOUGH TO GET THAT GAME.

ONE DOLLAR.



EACH, RIGHT?

FOR THE WHOLE LOT.

AND THAT'S ME BEING GENEROUS.

THAT'S GREA--I MEAN, I GUESS WE CAN TAKE THAT.



YOU TALKED ABOUT THAT BATTLE CHANGING THE **FUTURE**? THE WORLD WE LIVE IN?

THAT'S THE BATTLE WE'RE FIGHTING RIGHT NOW. YOU HAVE NO IDEA HOW HARD IT IS BEING A KID THESE DAYS.



IT REALLY IS LIKE A WAR. WE JUST WANT TO FIGHT ON OUR OWN TERMS.

LIKE ALL THE COOL FANTASY BOOKS IN YOUR STORE. WE WANT TO BE THE **HEROES** FOR ONCE.

=:SIGH=:...

...IF I PROMISE TO GIVE YOU A **BASIC SET**, WILL YOU TAKE THAT MESS OUT OF MY STORE BEFORE IT RUINS THE FLOORING?



DONE!

YES!





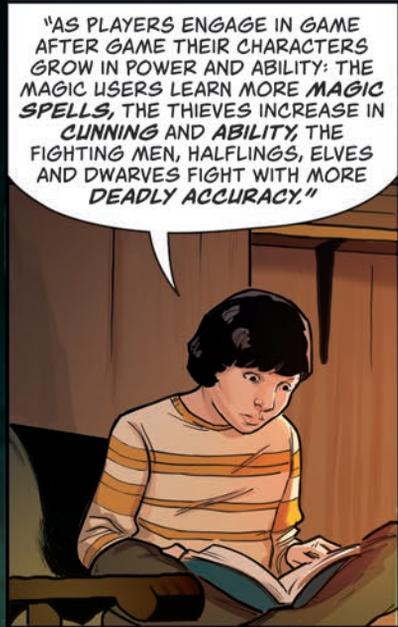
AT FIRST, THE GAME IS A BIT INTIMIDATING...

THE BOOK SAYS IT'S FOR "TWELVE YEARS AND UP."

WE'LL BE OKAY. MRS. MACALPINE SAYS I READ LIKE AT LEAST A SIXTEEN-YEAR-OLD.

WHATEVER. JUST GET TO THE COOL PARTS.

"DUNGEONS ARE FILLED WITH FEARSOME MONSTERS, FABULOUS TREASURE AND FRIGHTFUL PERILS."



"AS PLAYERS ENGAGE IN GAME AFTER GAME THEIR CHARACTERS GROW IN POWER AND ABILITY: THE MAGIC USERS LEARN MORE MAGIC SPELLS, THE THIEVES INCREASE IN CUNNING AND ABILITY, THE FIGHTING MEN, HALFLINGS, ELVES AND DWARVES FIGHT WITH MORE DEADLY ACCURACY."



...BUT, SOON ENOUGH, THEIR IMAGINATION TAKES OVER, AND MAGICAL ADVENTURES BEGIN TO TAKE SHAPE.

I...I ROLLED A 13!

NICE!



"YOU SURGE FORWARD AND DRIVE YOUR LONG SWORD INTO THE BUGBEAR'S CHEST. THE MONSTER TRIES TO BLOCK THE ATTACK, BUT YOU'RE TOO FAST, TOO BOLD!"



THE OTHER BUGBEAR, THE ONE WITH THE EYE PATCH...HE SNARLS AT YOU.

"GAAH! YOU THINK YOU CAN STOP SHARPTOOTH ONE-EYE?"

DAMN RIGHT! WE'LL KEEP BORDERTON VILLAGE SAFE FROM SCUM LIKE YOU!

YEAH, LET'S GET HIM!





THAT'S A HIT, WILL.

YES!

IF YOU ROLL 10 DAMAGE OR HIGHER, THE MINOTAUR'S DEAD MEAT. IF NOT, HE'S GONNA USE HIS HORNS TO GORE LUCAS.

10 OR HIGHER ON 2D6? C'MON, MIKE, THAT'S IMPOSSIBLE!

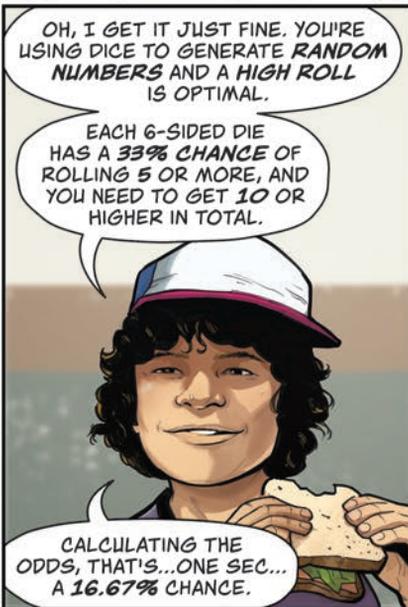


UM, IT'S REALLY NOT.

REALLY NOT WHAT?

REALLY NOT IMPOSSIBLE.

DUDE, WE'RE DOING A THING HERE. YOU DON'T EVEN KNOW WHAT WE'RE TALKING ABOUT...



OH, I GET IT JUST FINE. YOU'RE USING DICE TO GENERATE RANDOM NUMBERS AND A HIGH ROLL IS OPTIMAL.

EACH 6-SIDED DIE HAS A 33% CHANCE OF ROLLING 5 OR MORE, AND YOU NEED TO GET 10 OR HIGHER IN TOTAL.

CALCULATING THE ODDS, THAT'S...ONE SEC... A 16.67% CHANCE.



I MEAN, TECHNICALLY THE 0.6 REPEATS ENDLESSLY, BUT WE USUALLY JUST ROUND IT UP TO 0.67.

RIGHT, SO A 16.6-WHATEVER CHANCE IS NOT GOOD.

TRUE, BUT IT'S ALSO NOT IMPOSSIBLE.

WOW.



MY NAME'S MIKE. THIS IS WILL AND LUCAS.

I'M DUSTIN!

YOU WANNA JOIN OUR GAME?

IS THERE MORE MATH?



ABSOLUTELY.

SWEET, I'M IN!



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

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

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

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...



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

...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.



CASTLE BYERS

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 MIMMIMIKE..." ♪



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APRIL 7TH, 1981.

♪...HAPPY BIRTHDAY TO YOU! ♪



GEEZ, MIKE. CAREFUL YOU DON'T **CHOK**E ON YOUR CAKE, OR IT WILL BE YOUR **LAST BIRTHDAY**.

NANCY, YOU SHOULDN'T SAY THINGS LIKE THAT TO YOUR BROTHER.

MIKE, YOUR SISTER ISN'T WRONG. **SLOW DOWN**.



SORRY MOM SUPERIMPORTANT STUFF TO DO!

MIKE!

HE'S **TEN**, DEAR. YOU HAVE TO LET GO SOMETIME.



SO ARE YOU GUYS READY...



...TO FINALLY FIGHT CINDERSTONE THE FIRE GIANT!

YESSS!

THE BATTLE IS A VICIOUS ONE. IT TAKES ALL OF THEIR STRENGTH, ALL THEY HAVE LEARNED...







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

...SO YOU'D BETTER LIKE IT.

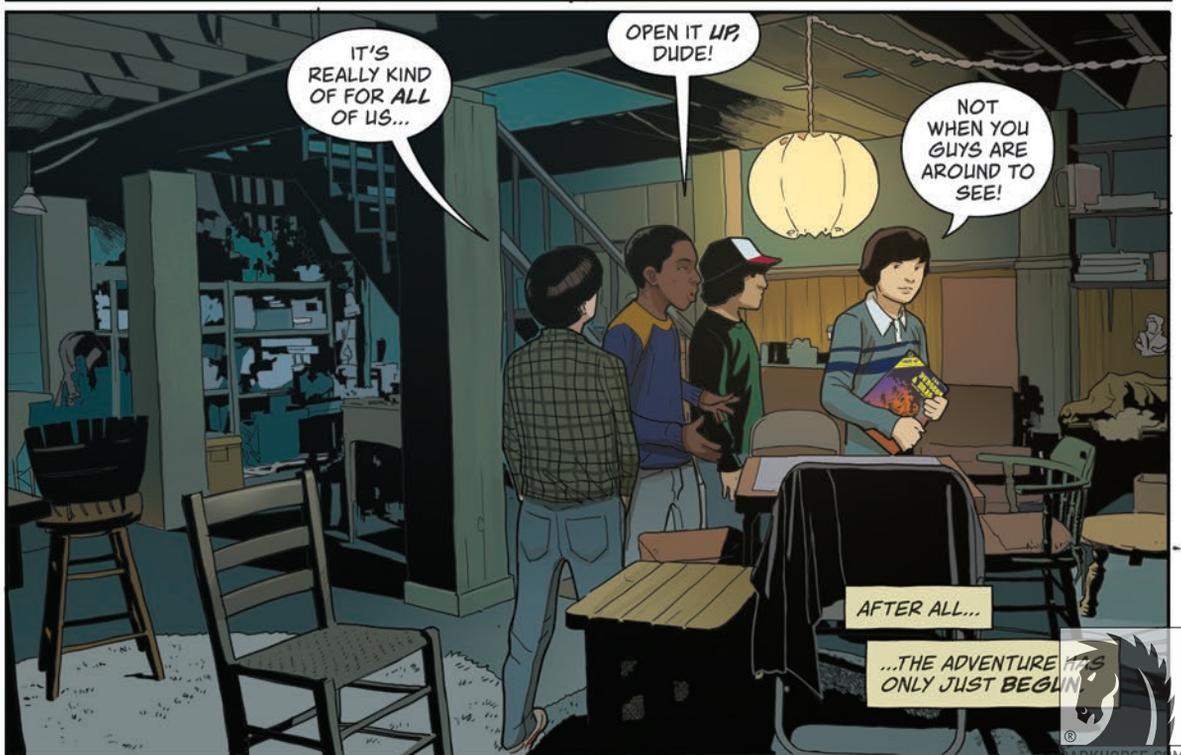


THIS BATTLE HAS BEEN WON, BUT THERE WILL BE MORE MONSTERS TO SLAY.

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™



Michael Moreci
Todor Hristov
Dan Jackson
Nate Piekos

★ КЛМСНАТКЛ ★



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KAMCHATKA





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KAMCHATKA

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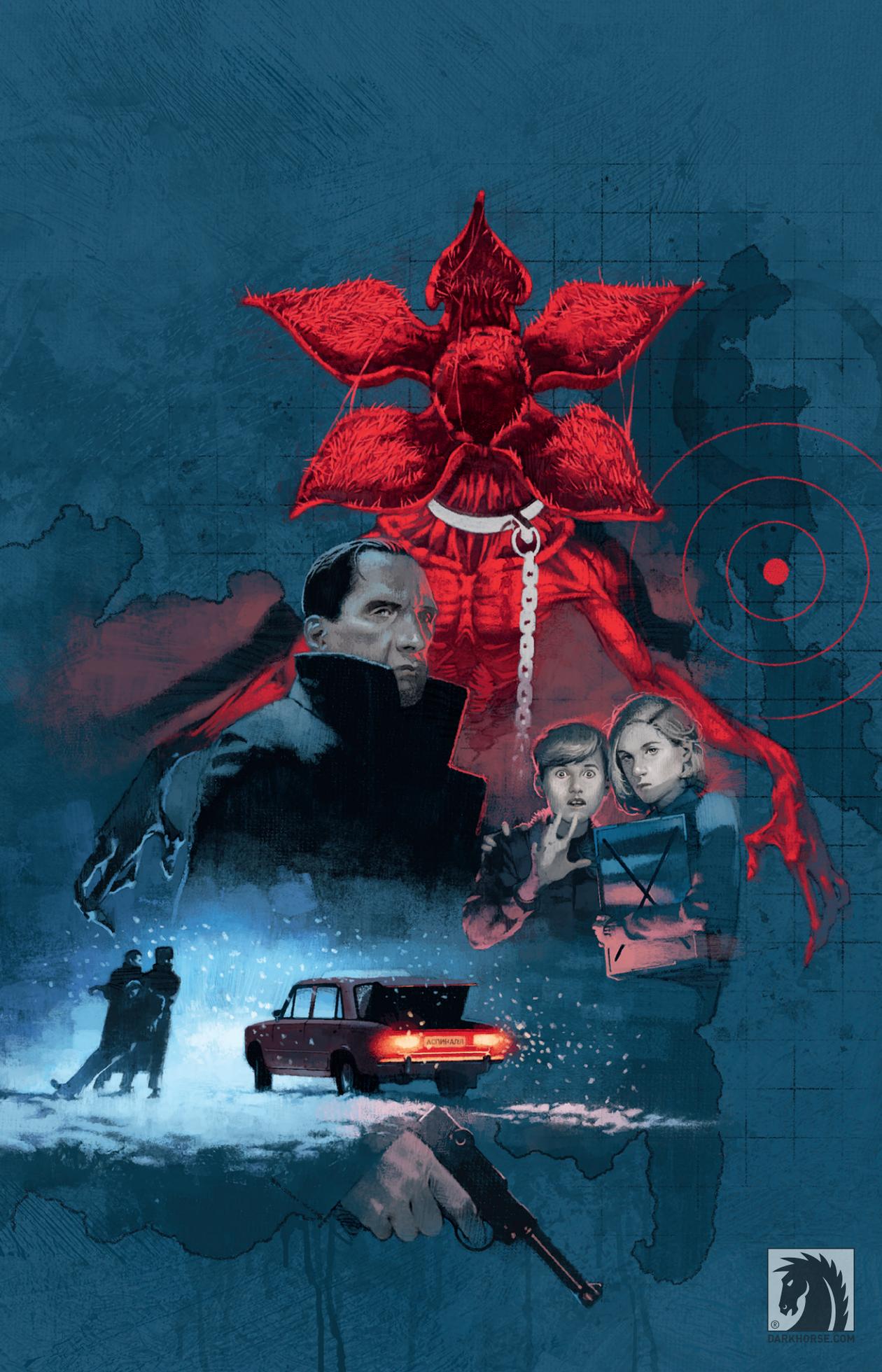
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BELIEVE ME, DR. NATENKO, BECAUSE OF MY LINE OF WORK, I KNOW ALL ABOUT... PRECAUTIONS.



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.

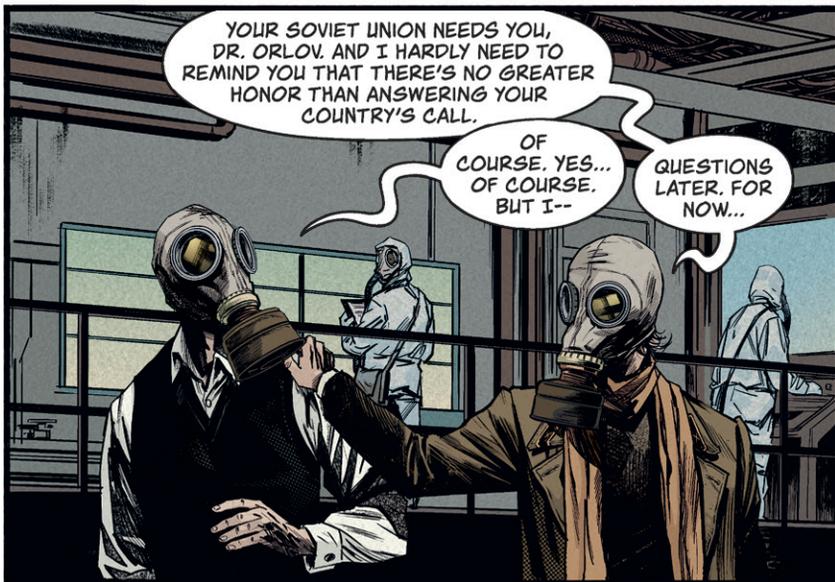
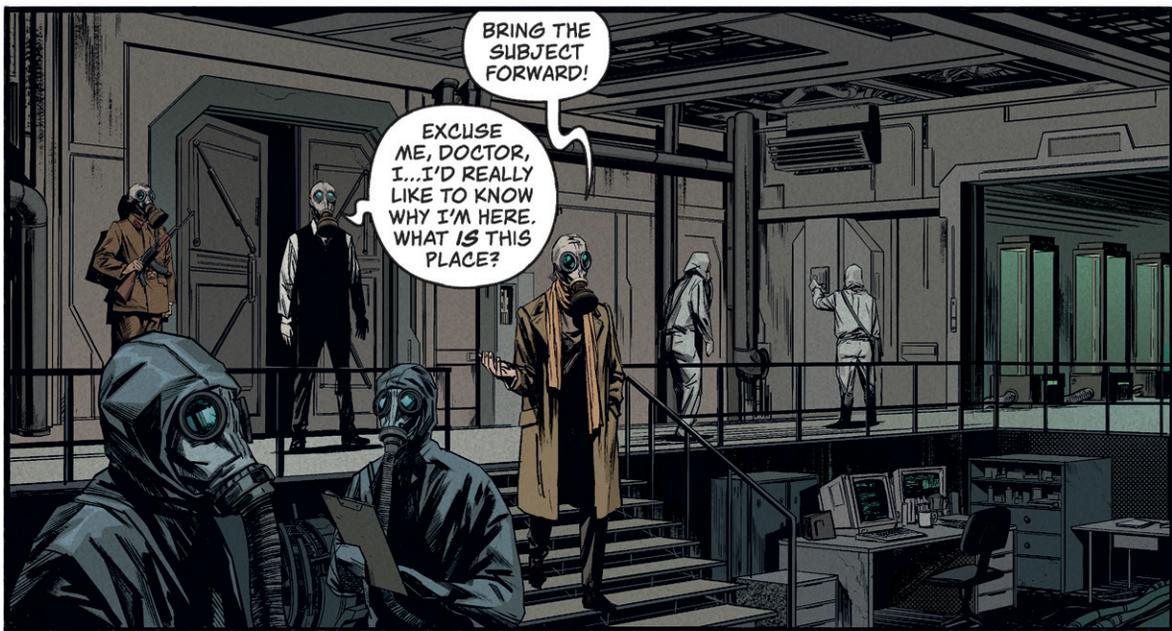


YOU HAVE AN INTRIGUING BACKGROUND, DOCTOR. TELEKINESIS, MIND CONTROL, VARIOUS ATTEMPTS TO MAKE ADVANCES IN FRINGE SCIENCE. IT'S ALL VERY...UNIQUE.

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

IN THEORY. BUT...



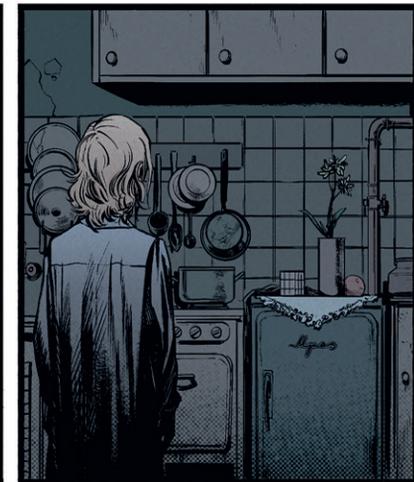
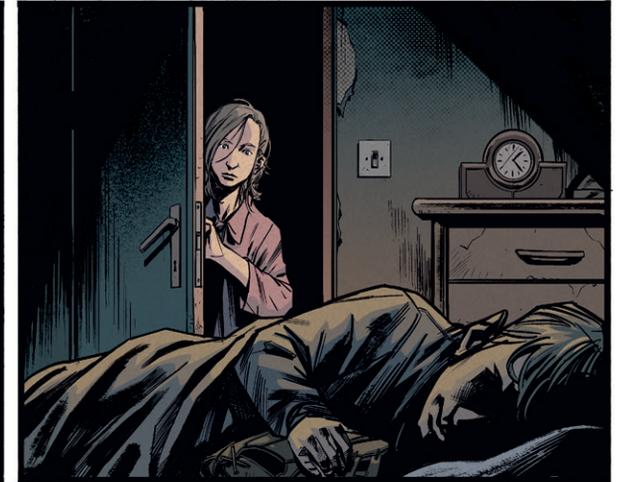


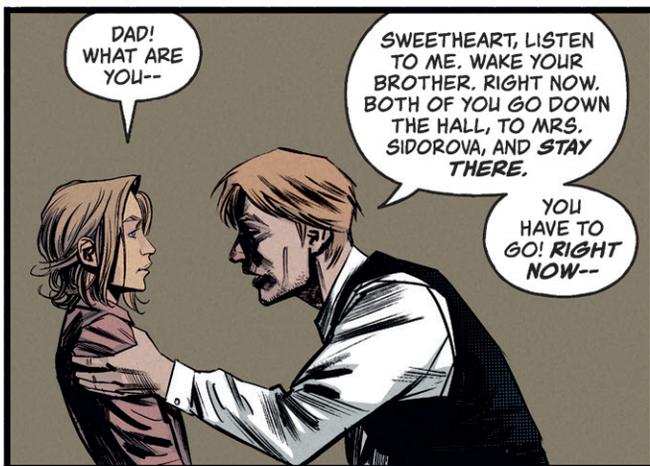
SKRRRRRAAA

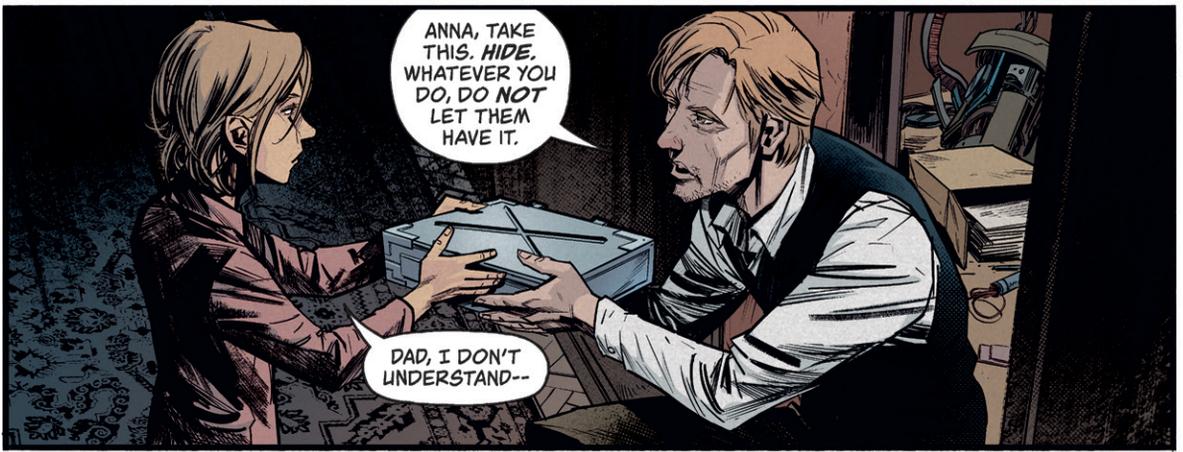


AND
YOU'RE GOING
TO HELP US KEEP
IT ALIVE.









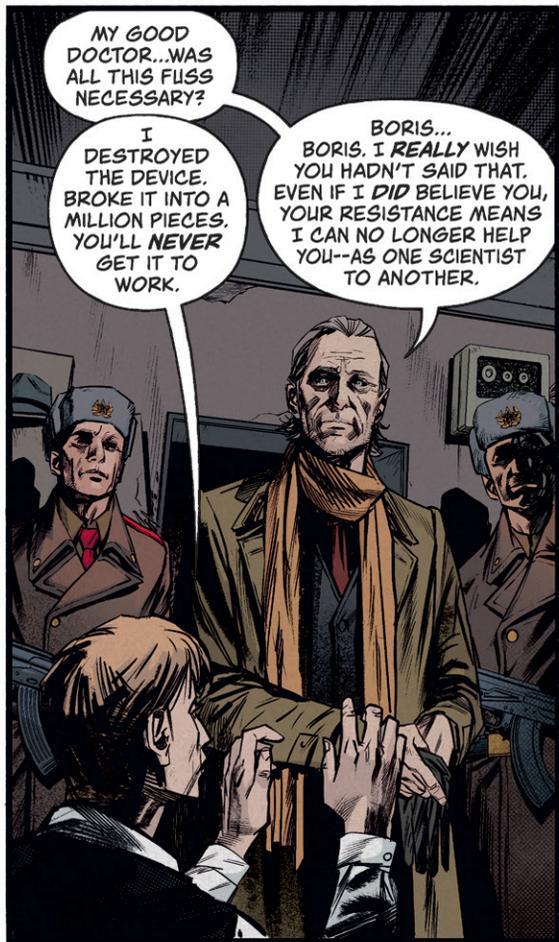


HANDS UP! DON'T MOVE!

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!

sshhh
shhh
sshhh



THAT WON'T BE NECESSARY, CAPTAIN.



COME ON, UNDER HERE. AND STAY QUIET.

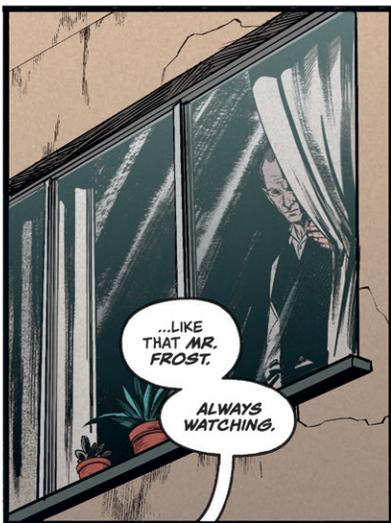
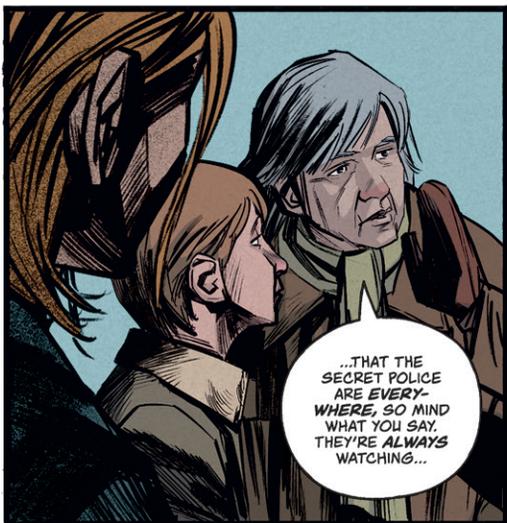
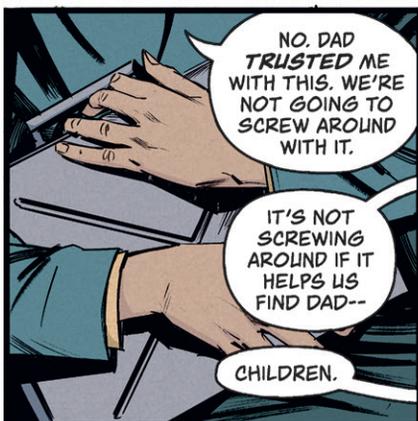
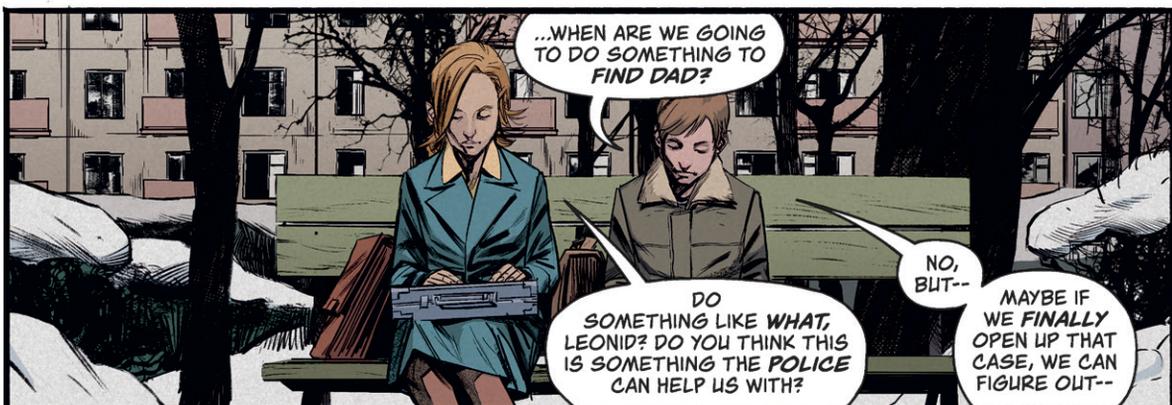
ORLOV MADE THIS DEVICE ONCE BEFORE. I'M CONFIDENT HE CAN BE CONVINCED TO MAKE IT AGAIN.

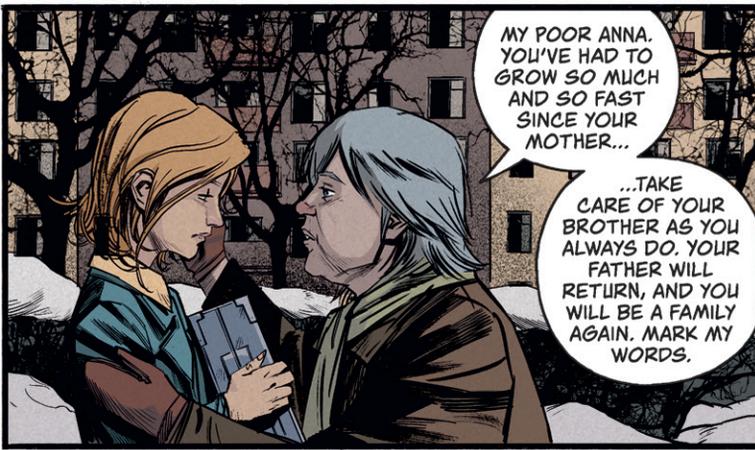
MY SUPERIOR WILL MAKE IT ABUNDANTLY CLEAR...



...THAT HIS LIFE DEPENDS ON IT.





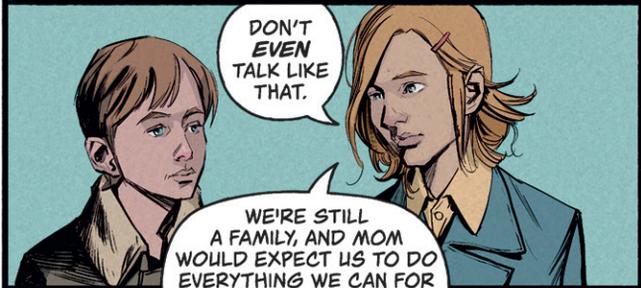


MY POOR ANNA. YOU'VE HAD TO GROW SO MUCH AND SO FAST SINCE YOUR MOTHER...

...TAKE CARE OF YOUR BROTHER AS YOU ALWAYS DO. YOUR FATHER WILL RETURN, AND YOU WILL BE A FAMILY AGAIN. MARK MY WORDS.

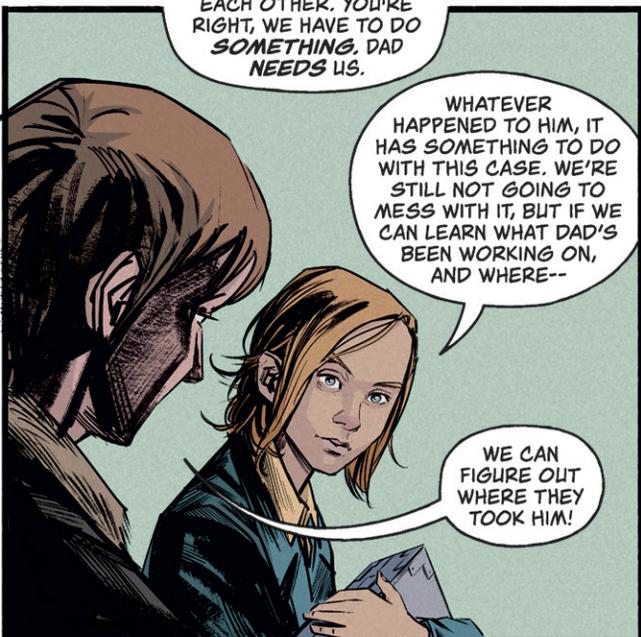


WE HAVEN'T BEEN A FAMILY SINCE MOM--



DON'T EVEN TALK LIKE THAT.

WE'RE STILL A FAMILY, AND MOM WOULD EXPECT US TO DO EVERYTHING WE CAN FOR EACH OTHER. YOU'RE RIGHT, WE HAVE TO DO SOMETHING. DAD NEEDS US.



WHATEVER HAPPENED TO HIM, IT HAS SOMETHING TO DO WITH THIS CASE. WE'RE STILL NOT GOING TO MESS WITH IT, BUT IF WE CAN LEARN WHAT DAD'S BEEN WORKING ON, AND WHERE--

WE CAN FIGURE OUT WHERE THEY TOOK HIM!



WE'LL GO TO THE LAB TONIGHT, BUT WE HAVE TO BE--

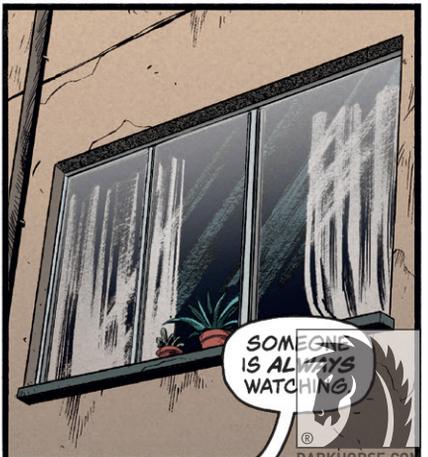
WE'LL BE LIKE SECRET AGENT SPIES, ON THE HUNT FOR--



LEONID! WE HAVE TO DO IT QUIETLY. GOT IT?

YEAH. WE'LL BE SUPER-SECRET AGENT SPIES.

LOOK, MRS. SIDOROVA MIGHT BE A LITTLE WEIRD, BUT SHE'S RIGHT ABOUT ONE THING...



SOMEONE IS ALWAYS WATCHING





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?!

CREEEEEEEEEEE EEEEE



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.





FULLY.



SKRRRAAA

NO!
NO NO
NO--



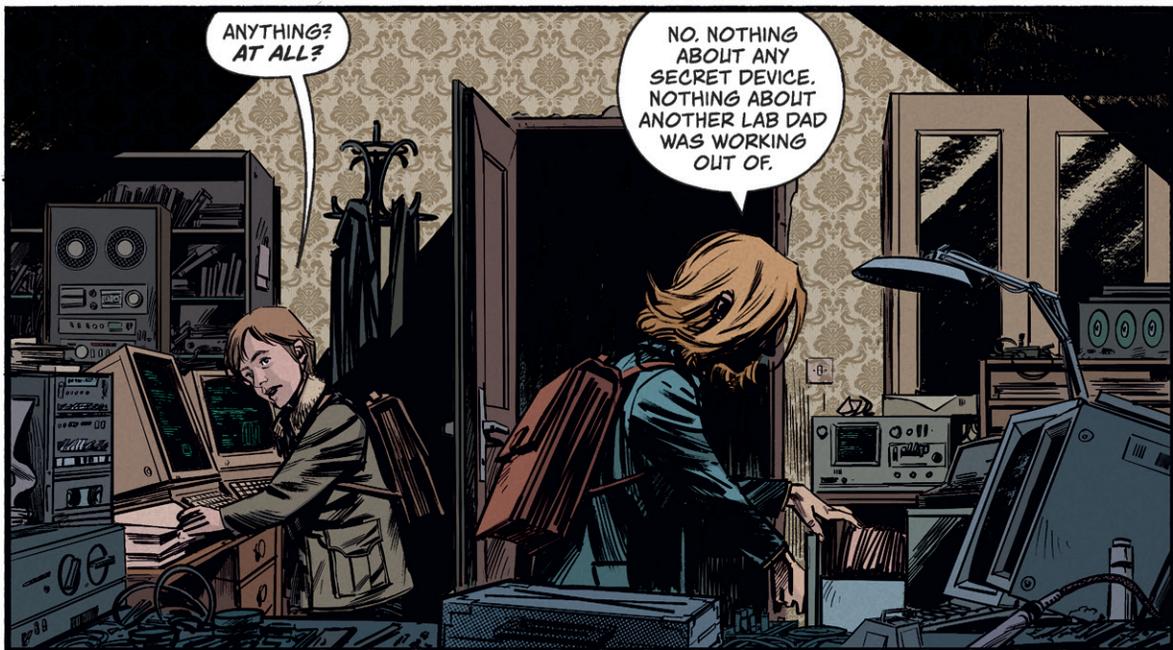
NOOOOOO!



AAAAAAA MAHHH

I'LL
LEAVE YOU
HERE FOR A LITTLE
WHILE, GIVE YOU
SOME TIME TO...
CONSIDER.



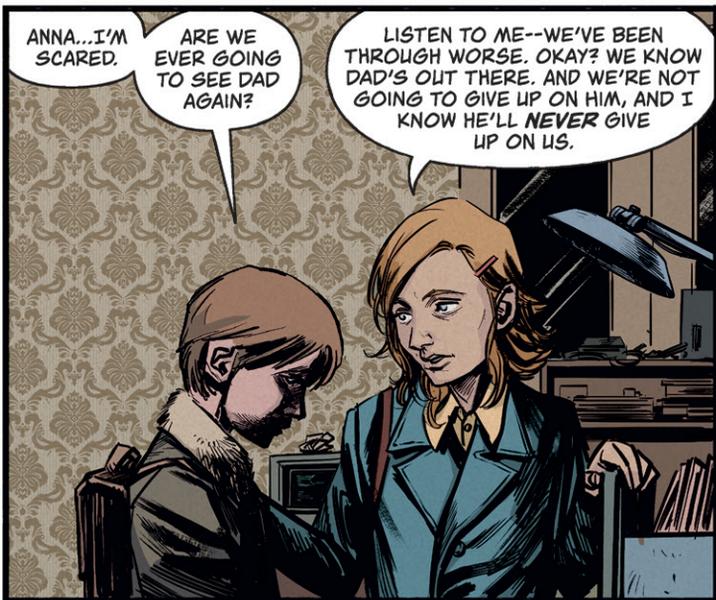


ANYTHING?
AT ALL?

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



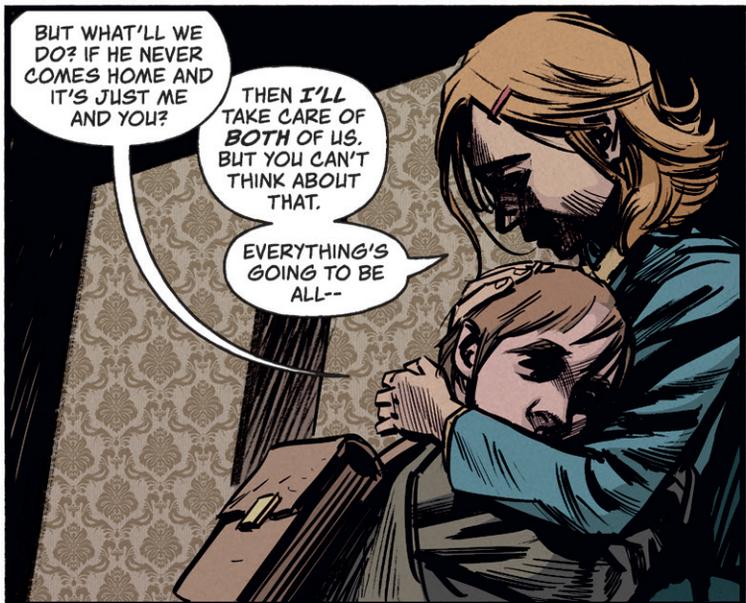
ALL I'VE GOT
HERE ARE SOME
LETTERS TO
DAD...



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...



...WE'RE GOING TO HAVE TO FIND OUR OWN WAY TO REPLICATE HIS DEVICE.

WE START HERE, ORLOV'S LAB. GRAB THE EQUIPMENT. ANYTHING THAT ISN'T BOLTED DOWN IS COMING WITH--



Huh.
EVERYONE-- STAY WHERE YOU ARE.

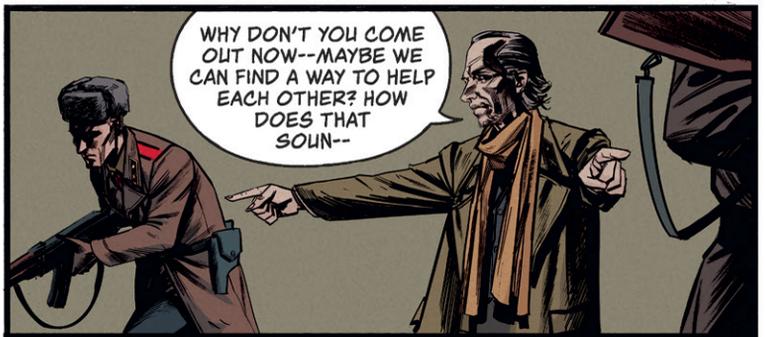
I BELIEVE WE HAVE COMPANY.



LET ME SEE IF I REMEMBER... IT'S ANNA?

AND LEONID?

THERE'S NO SENSE IN HIDING, ALL RIGHT? WE'RE GOING TO FIND YOU.



WHY DON'T YOU COME OUT NOW--MAYBE WE CAN FIND A WAY TO HELP EACH OTHER? HOW DOES THAT SOUND--



GIVE US BACK OUR DAD!





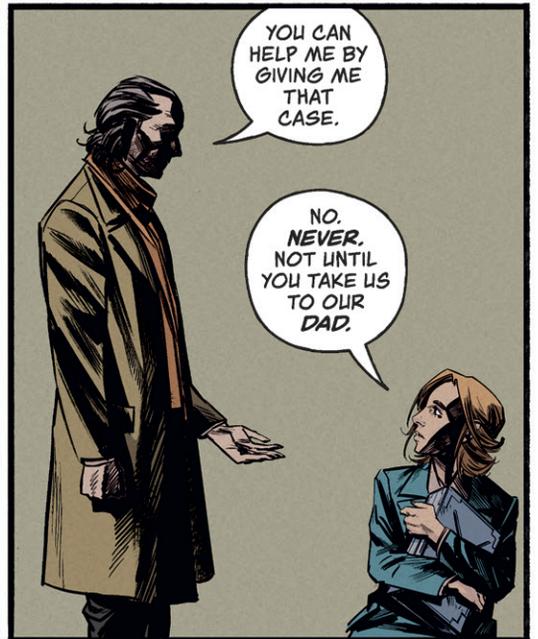
GASP!

LET HIM GO!



OF COURSE, OF COURSE. PRIVATE, PLEASE. LOWER THE CHILD.

WE CAN ALL BE FRIENDS HERE, RIGHT? AND FRIENDS...THEY HELP EACH OTHER.



YOU CAN HELP ME BY GIVING ME THAT CASE.

NO. NEVER. NOT UNTIL YOU TAKE US TO OUR DAD.



I CAN HAVE MY SOLDIER TAKE HOLD OF YOUR BROTHER AGAIN. I CAN HAVE HIM DO MUCH, MUCH WORSE.

NO, ACTUALLY...



YOU CAN'T.

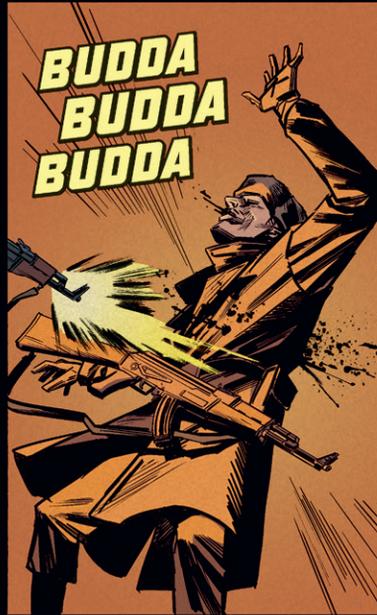
WHO THE HELL...?

CRRRK





GET HIM!



BUDDA
BUDDA
BUDDA



WHAM



LISTEN...PLEASE. I--
I'M JUST A SCIENTIST.
A SERVANT OF THE
STATE! I--



CRACK





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.

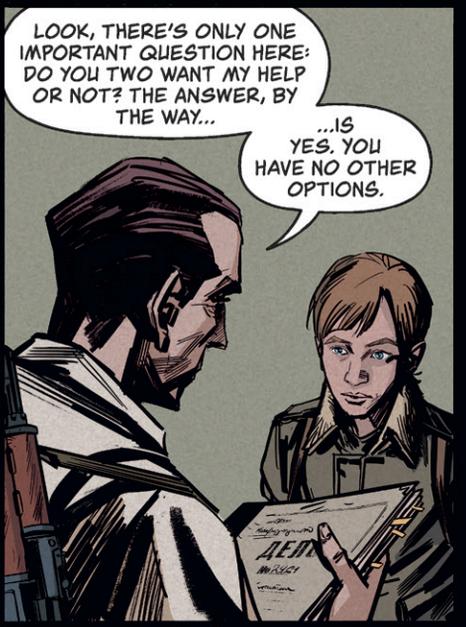
SO... WHAT THEN?



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.

Сектор Коммуналки!
ДЕЛО
№2461
Комитет

"КАМЧАТКА"

