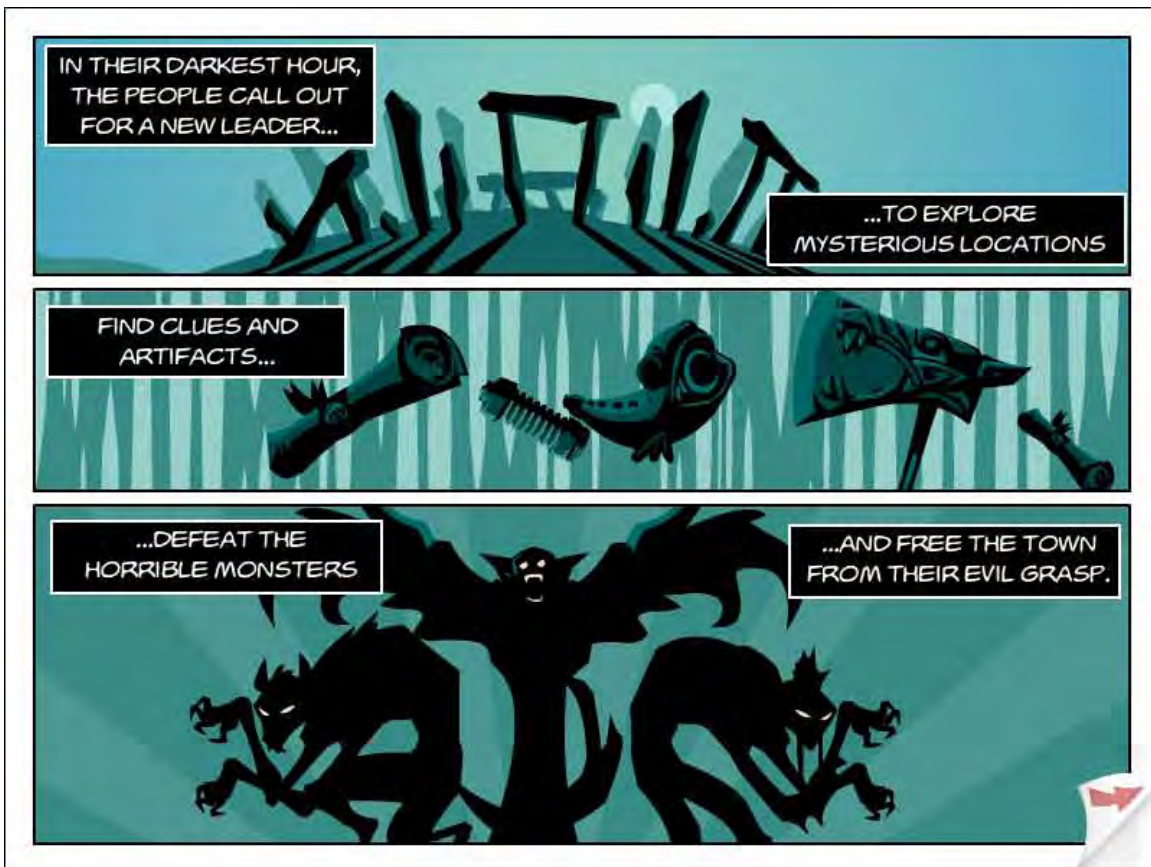
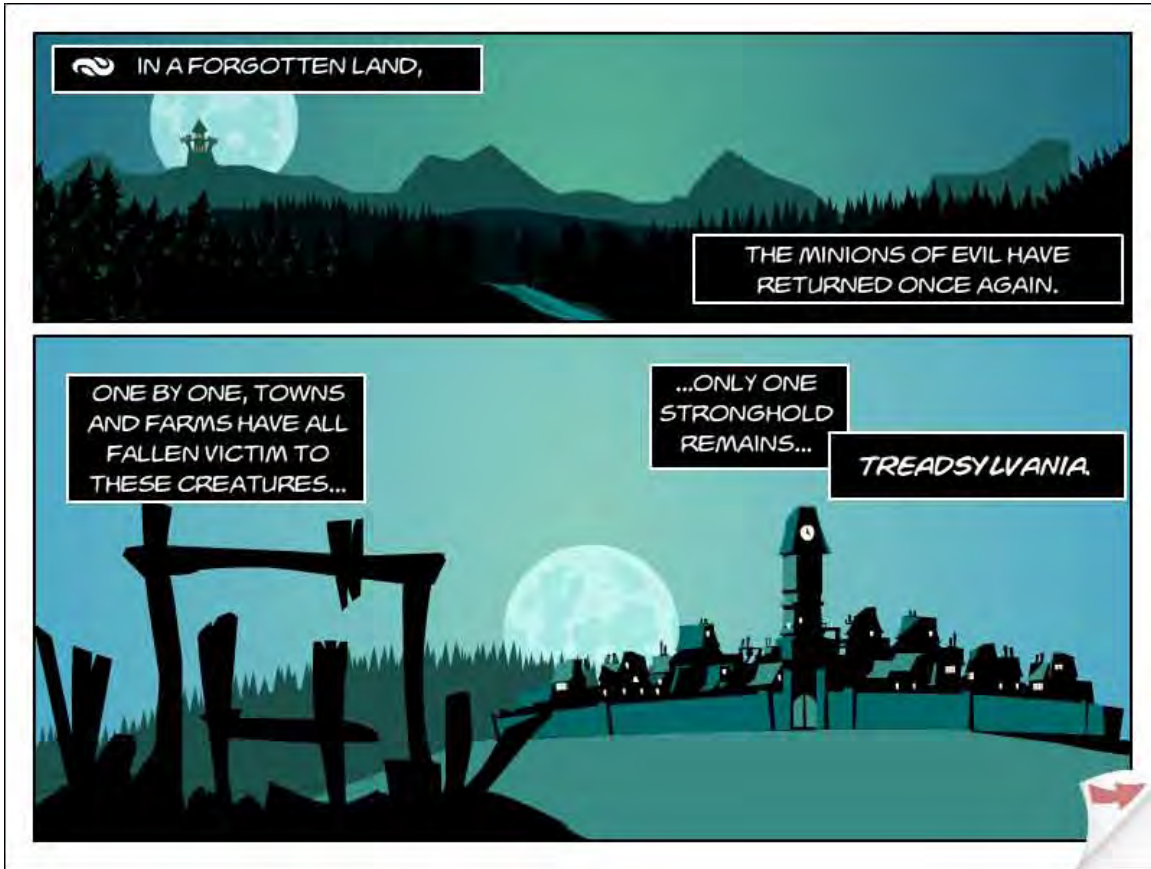


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WHEW, WE FINALLY MADE IT TO THE LUMBER MILL.

I SURE AM GLAD WE HAD OUR GOGGLES AND HELMET, GLOVES, BOOTS, AND LONG-SLEEVED CLOTHES ON THAT TRAIL.







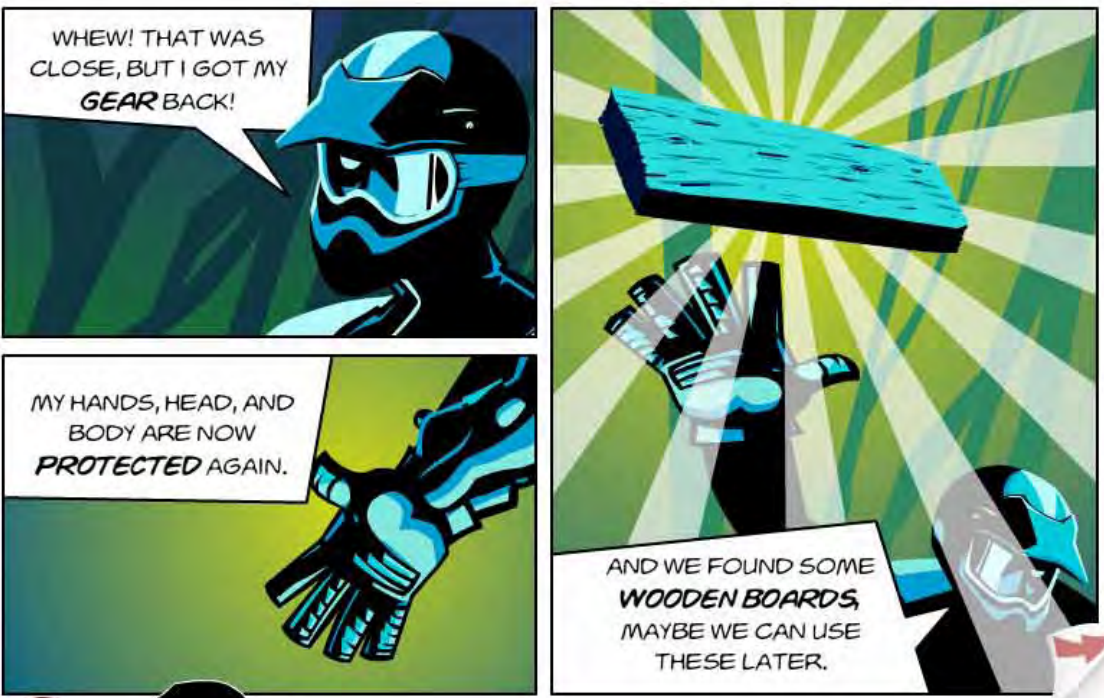
CLICK AND DRAG THE GEAR OUT OF THE BLOB. SHAKE OFF THE GOO.



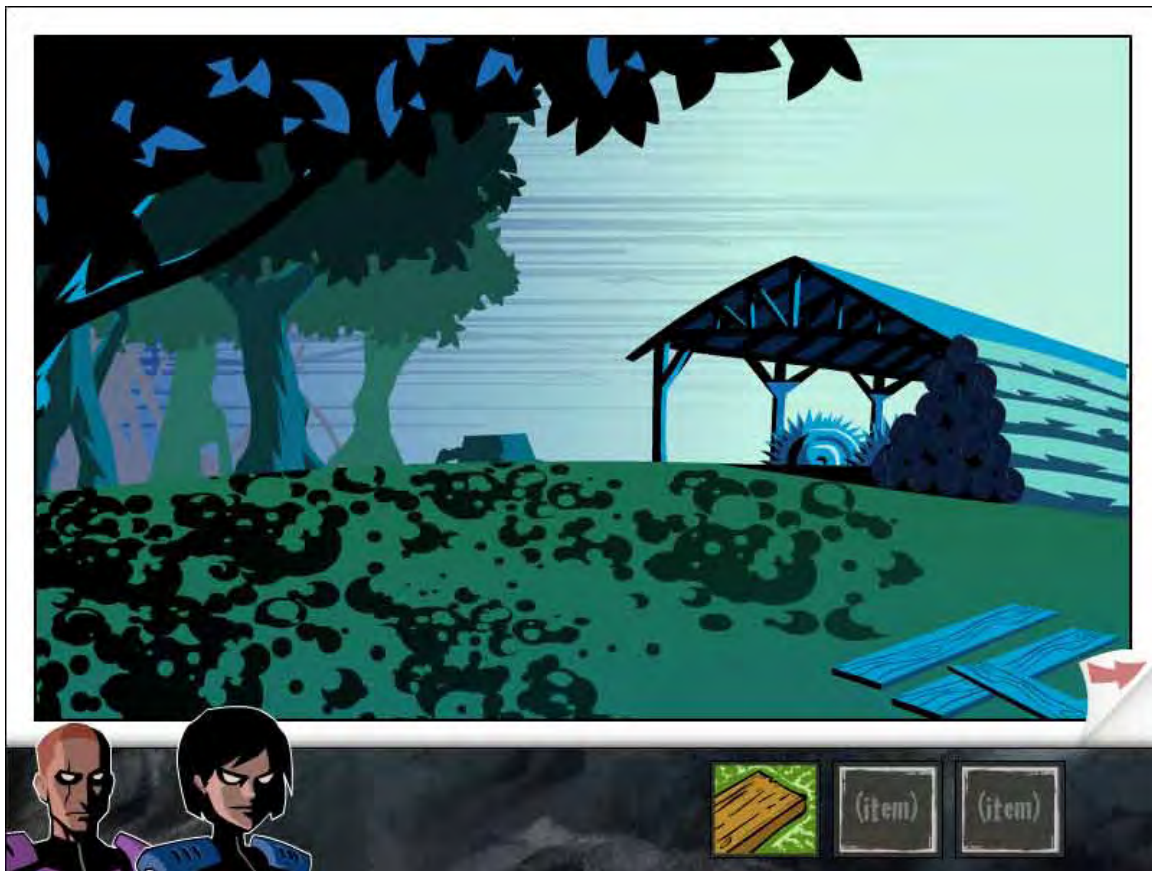
WHEW! THAT WAS CLOSE, BUT I GOT MY GEAR BACK!

MY HANDS, HEAD, AND BODY ARE NOW PROTECTED AGAIN.

AND WE FOUND SOME WOODEN BOARDS, MAYBE WE CAN USE THESE LATER.



# Lumber Mill (Blue)



HMMM, I DON'T SEE ANY MONSTERS HERE.

BUT WHAT'S THIS?

(item) (item) (item)

THIS WILL COME IN HANDY!

**SHOVEL**  
THIS COULD HELP FIX A WASHED OUT TRAIL!

SHOVEL (item) (item)

LOOKS LIKE THE QUARRY IS SAFE! WE BETTER BE ON OUR WAY.

HMMM...WE COULD TAKE THE ROAD OUT OF HERE...  
...INSTEAD OF THE TRAIL.

IT MIGHT *SEEM* FASTER...

BUT IT'S DEFINITELY *NOT* SAFE!

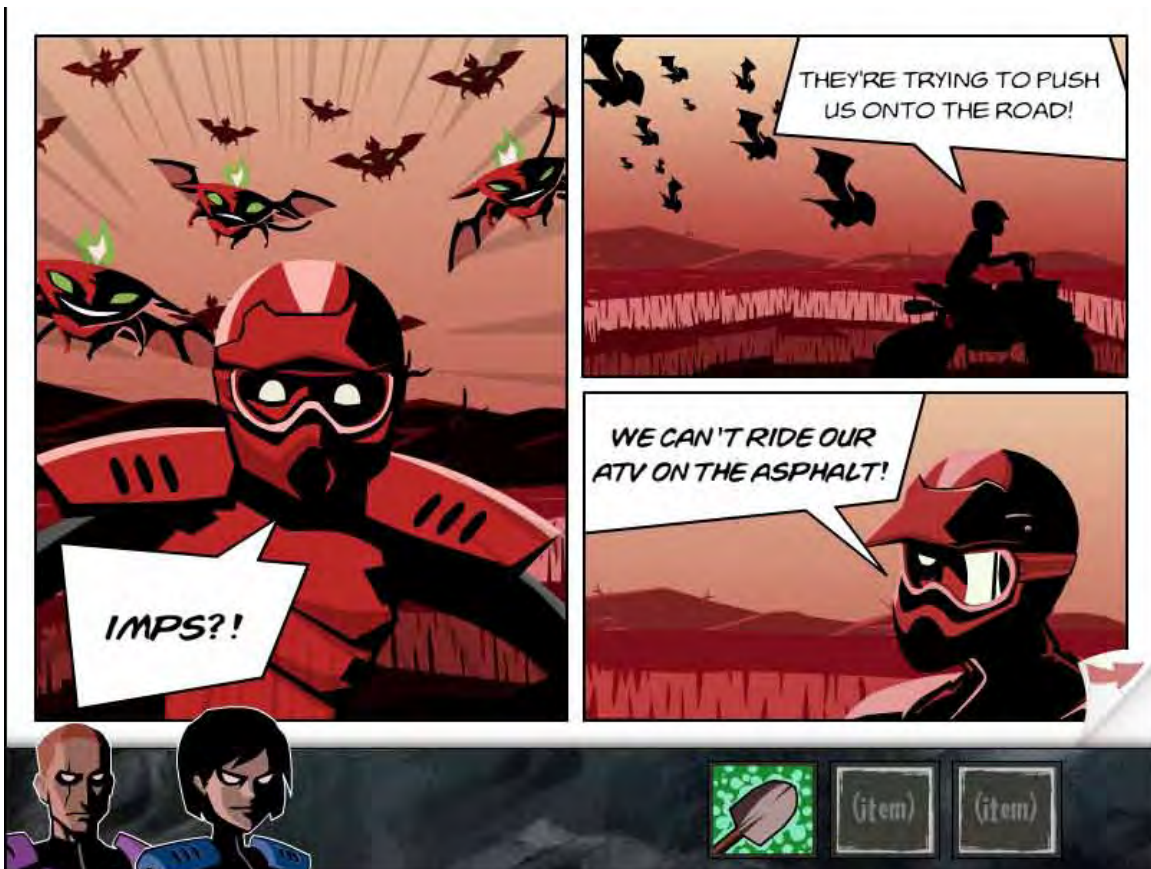
UI: Shovel icon, (item), (item)

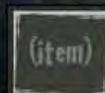
**MUA HA HA HA!**

SO, THEIR *PRECIOUS* ATVS AREN'T DESIGNED TO BE RIDDEN ON *ROADWAYS*?

YOU KNOW WHAT TO DO, IMPS! FORCE THEM ONTO THAT ROADWAY!

UI: Shovel icon, (item), (item)







If the player ventures on to the asphalt.

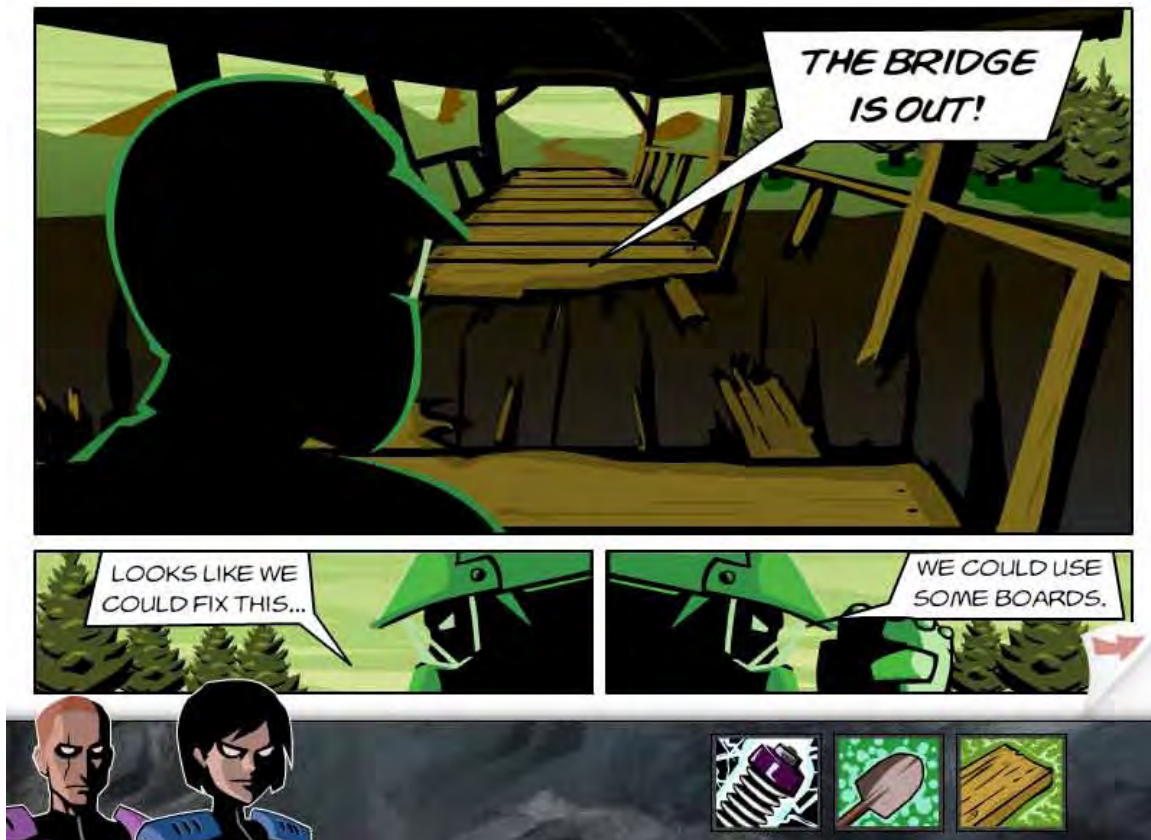


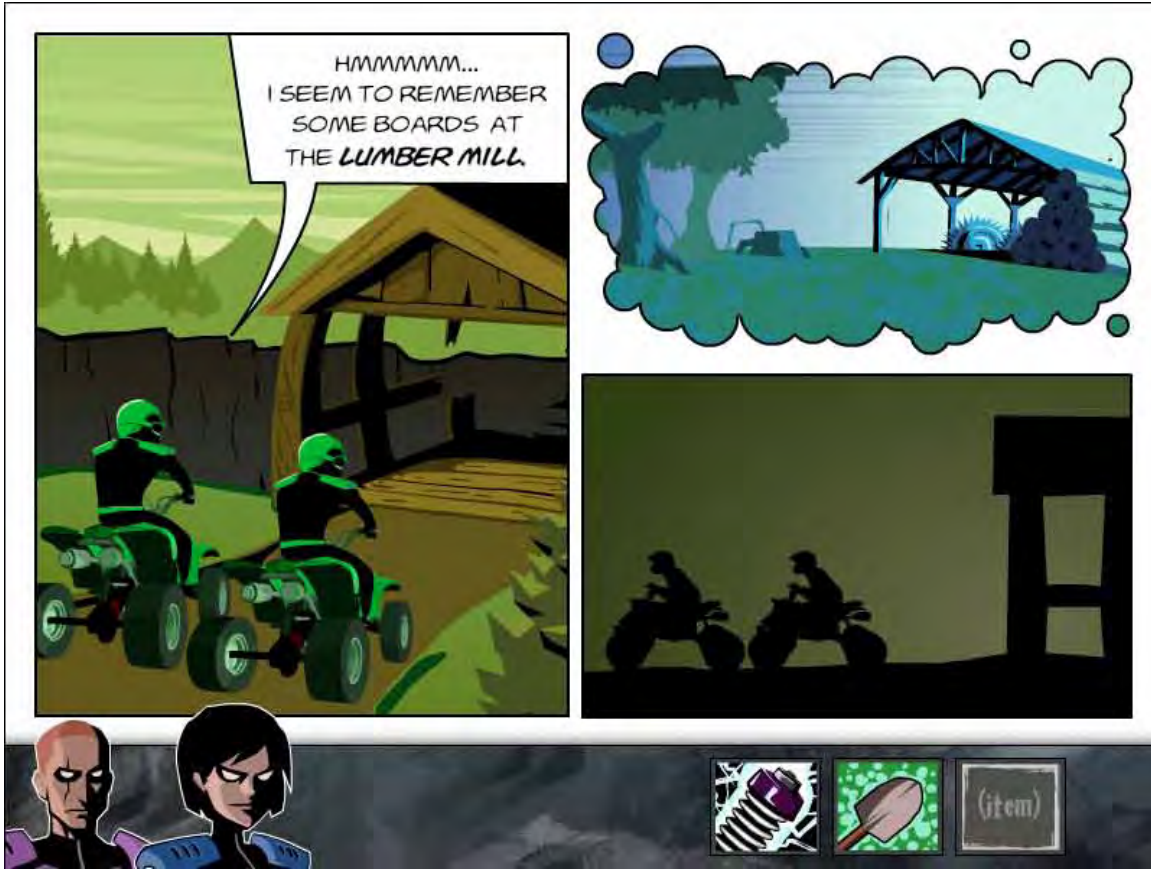
If Player succeeds at staying on trail.



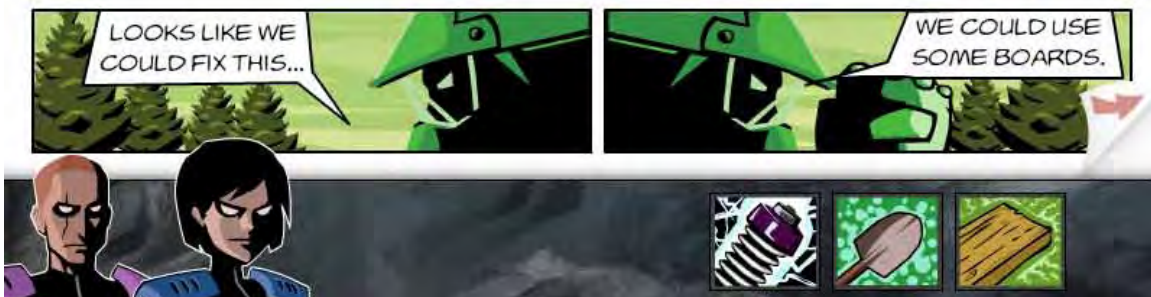


# Wood Bridge (Brown-Green)



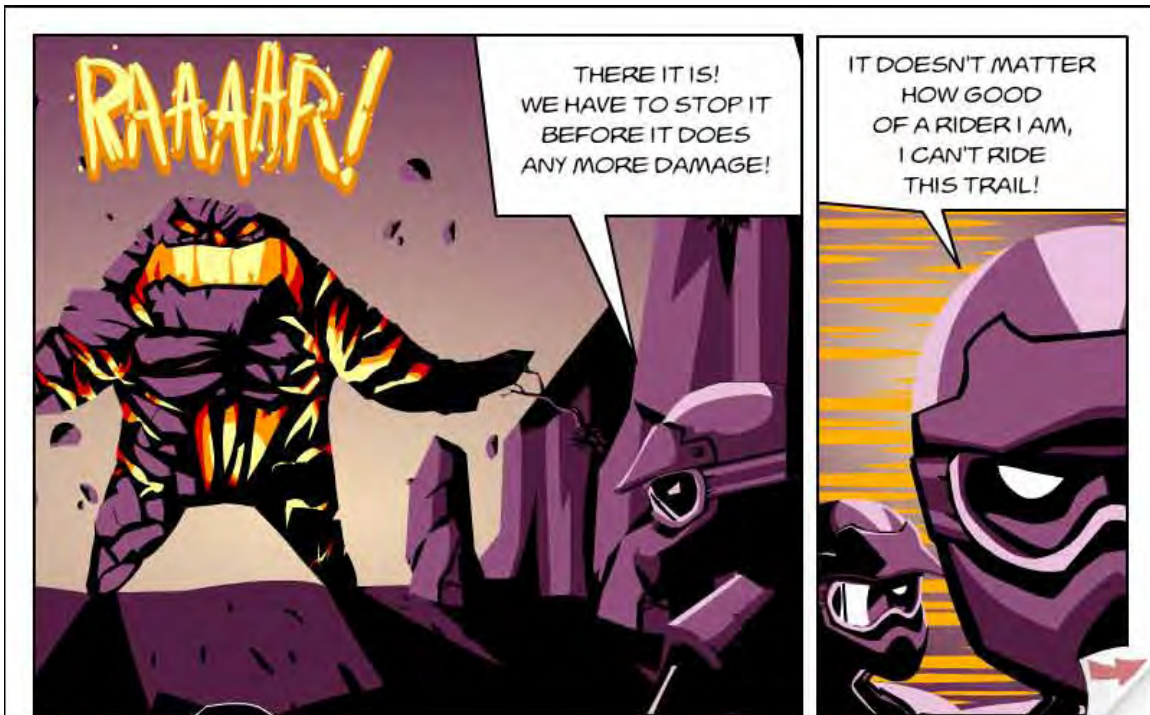


If Rider has boards

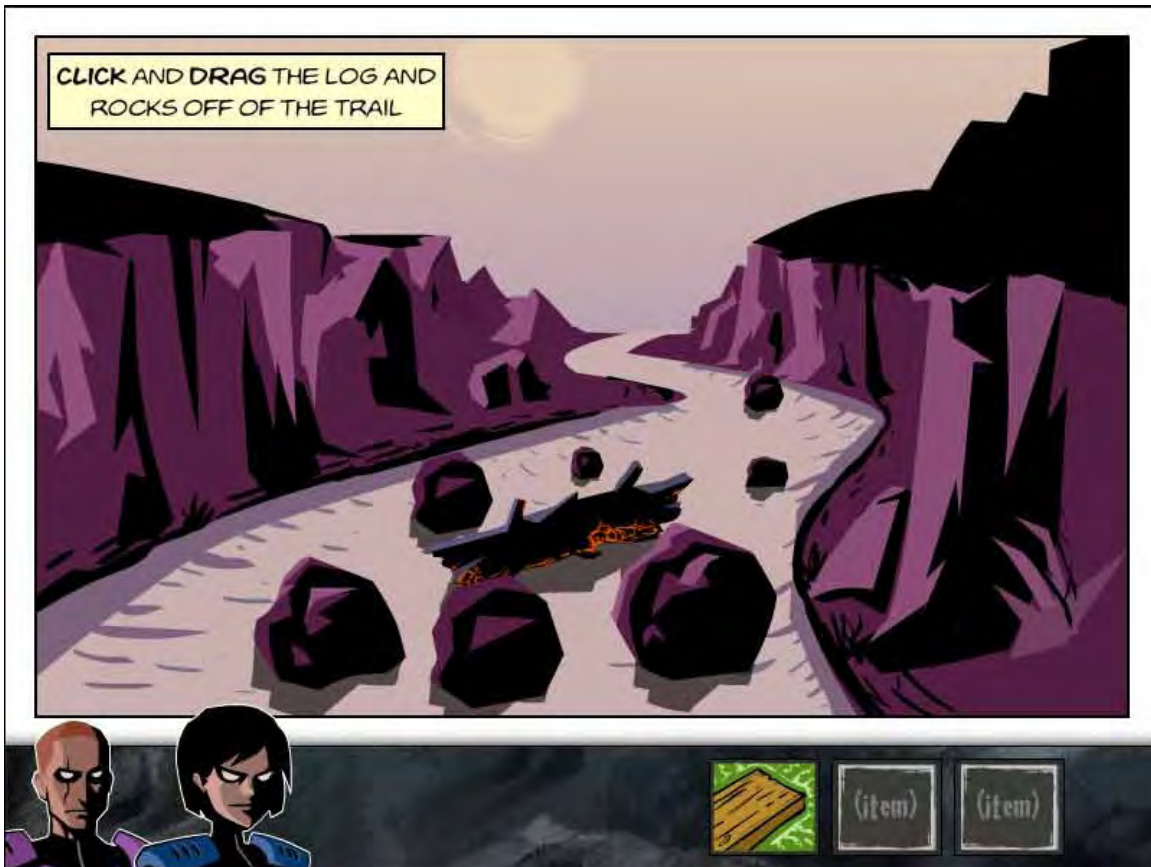
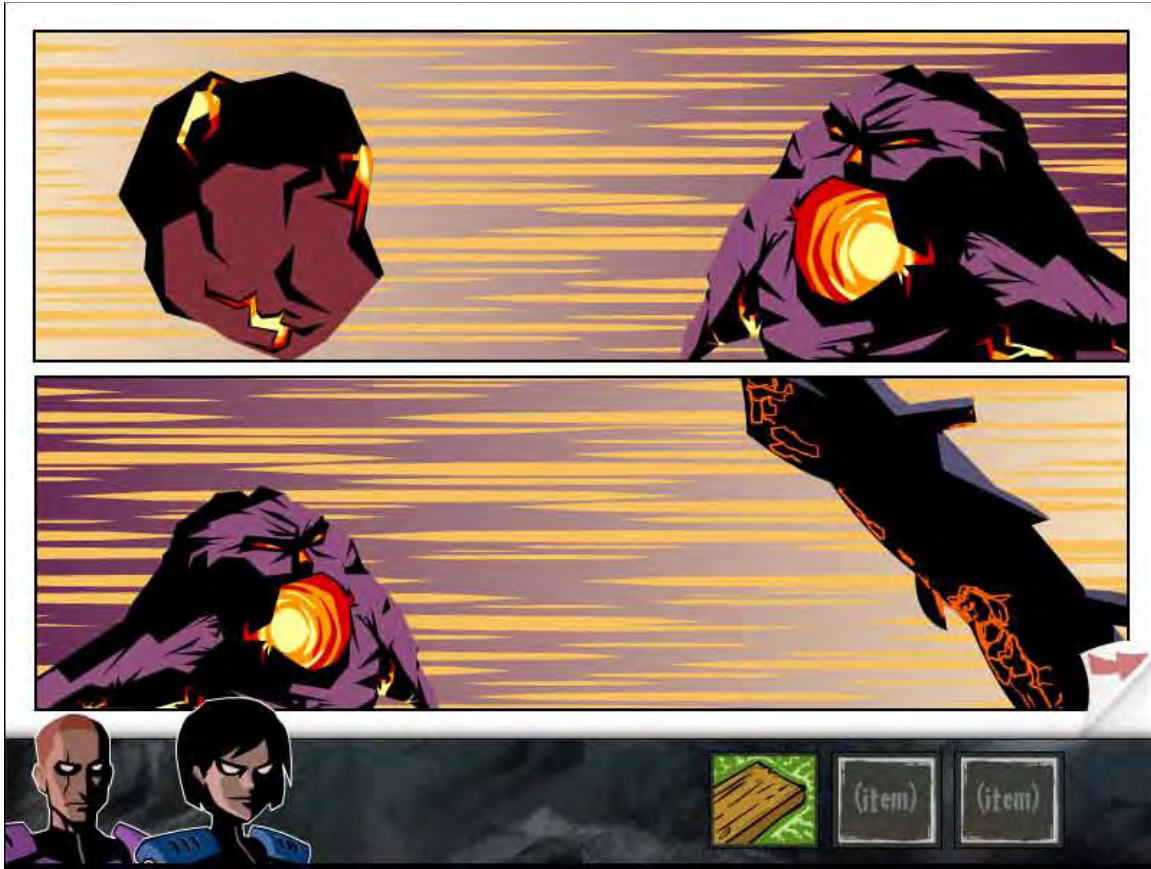


# Wood Bridge (Brown-Green)





# Rocky Trail (Purple)



THE TRAIL IS OKAY BUT HE'S ESCAPING OVER THOSE HILLS!

WHEN RIDING, WE'LL NEED TO SHIFT OUR BODIES IF WE WANT TO KEEP BALANCE ON THOSE HILLS!

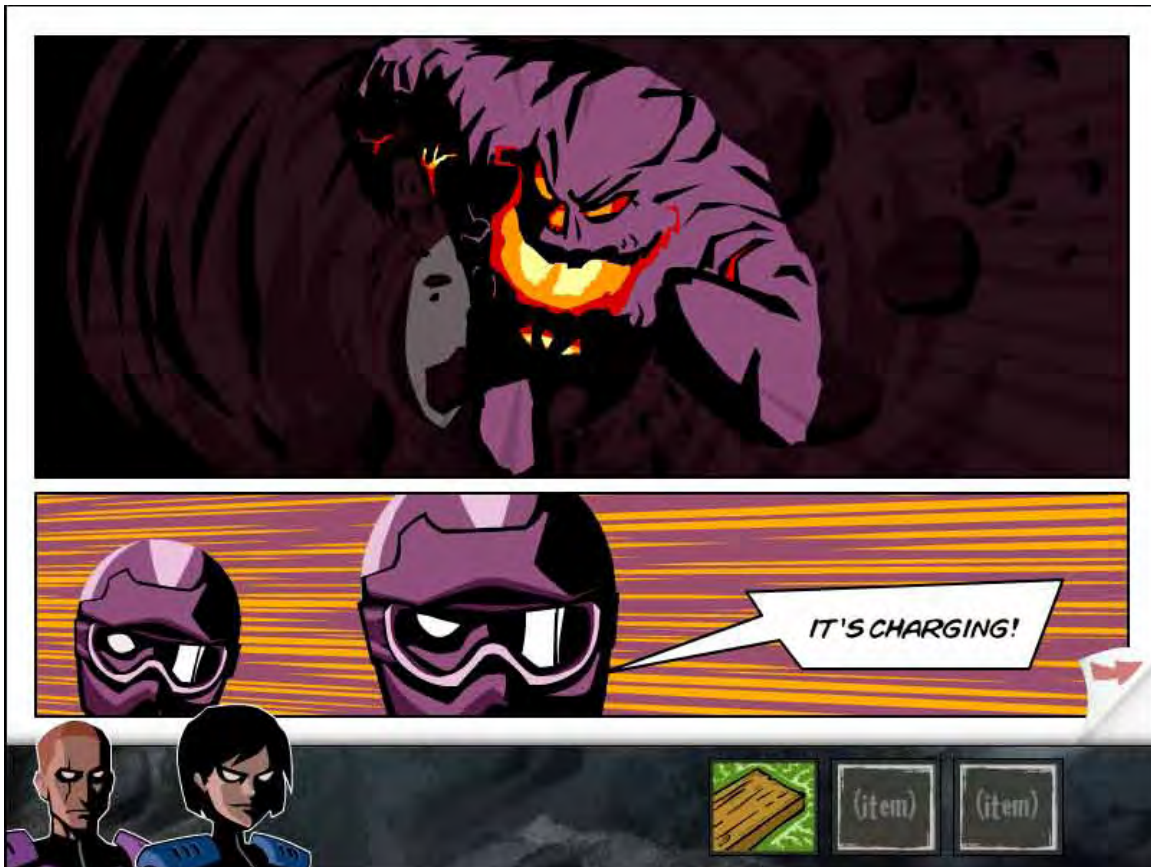
WE'LL HAVE TO BE **RIDER ACTIVE!**

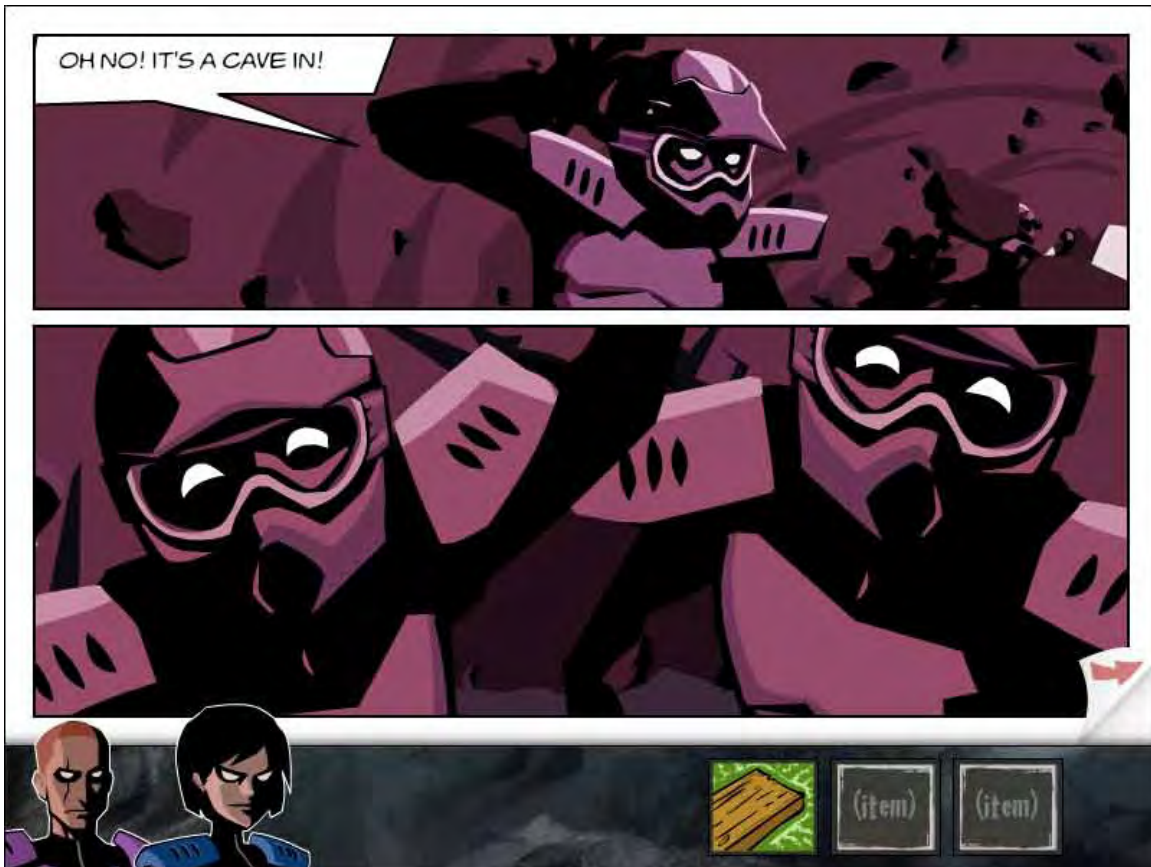
UI bar: Character portraits, a wooden plank icon, and two (item) slots.

I NEED TO **SHIFT MY WEIGHT FORWARD** GOING UPHILL.

CLICK AND DRAG THE RIDER!

UI bar: Character portraits, a wooden plank icon, and two (item) slots.











IT WON'T BE GETTING OUT OF THERE ANYTIME SOON.





IT LOOKS LIKE THERE MAY BE SOMETHING USEFUL IN ALL THIS JUNK...



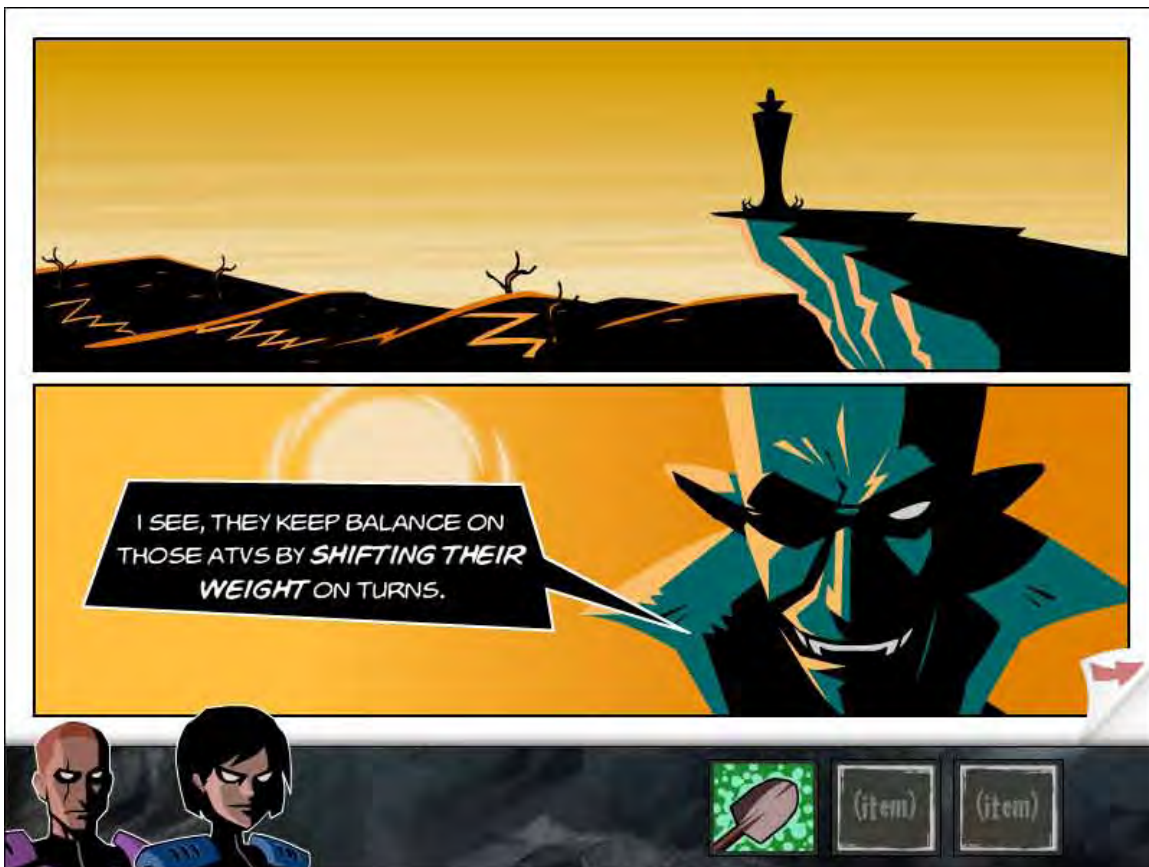
THIS WILL COME IN HANDY!



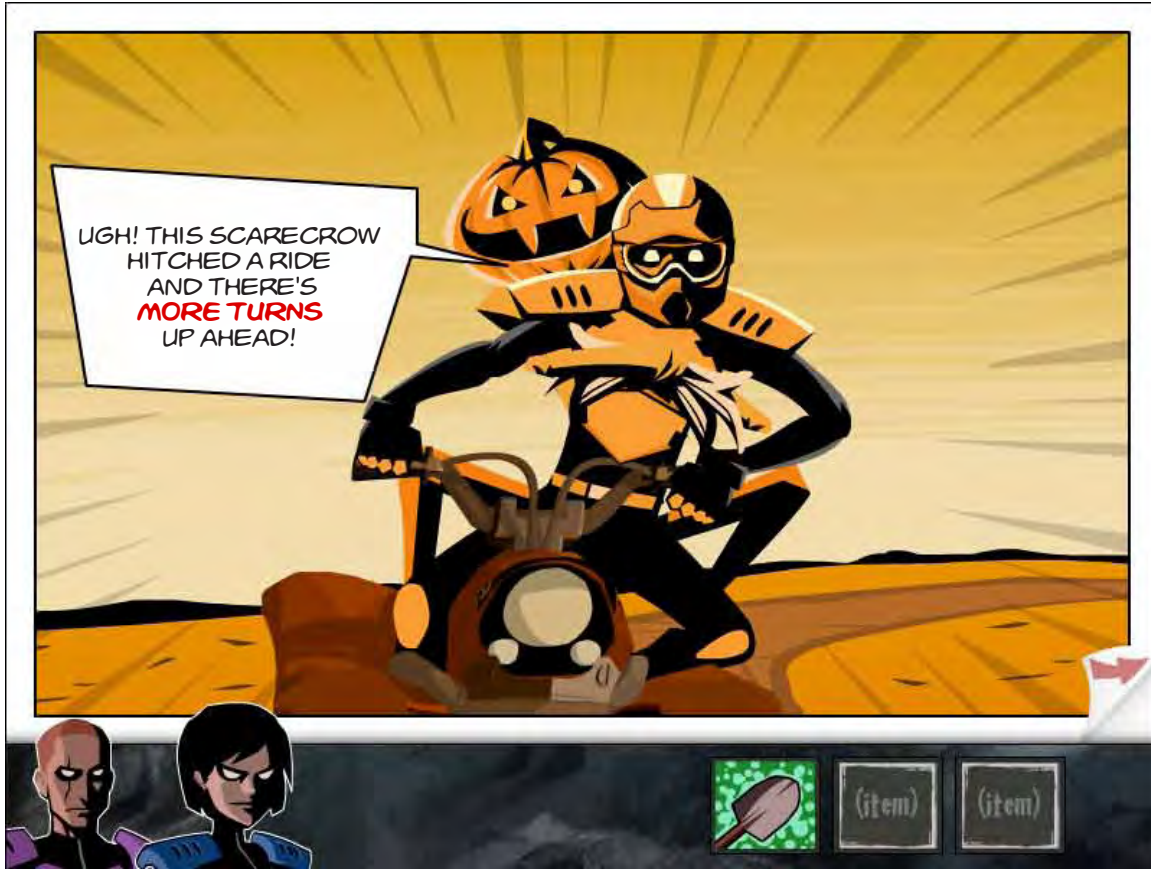
**BATTERY**  
THIS COULD HELP LIGHT UP A DARK SECTION OF A TRAIL!



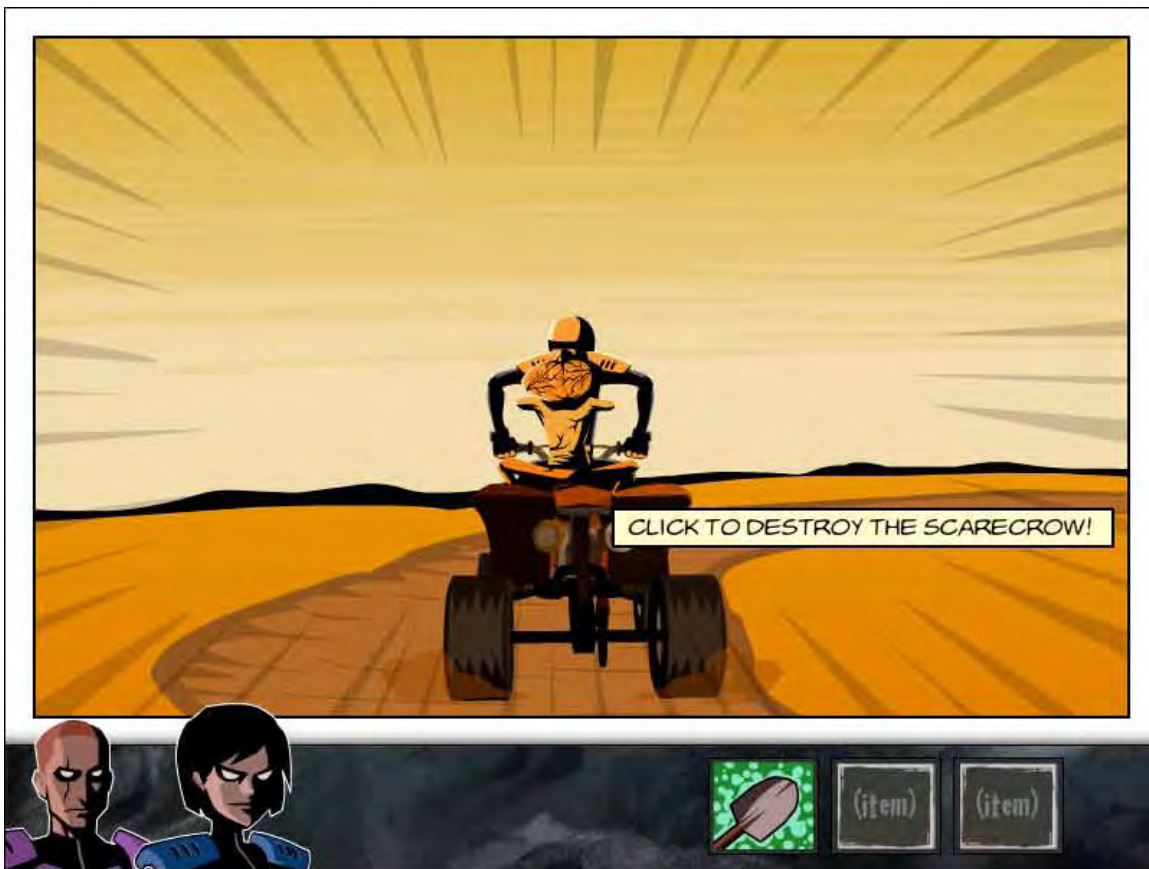
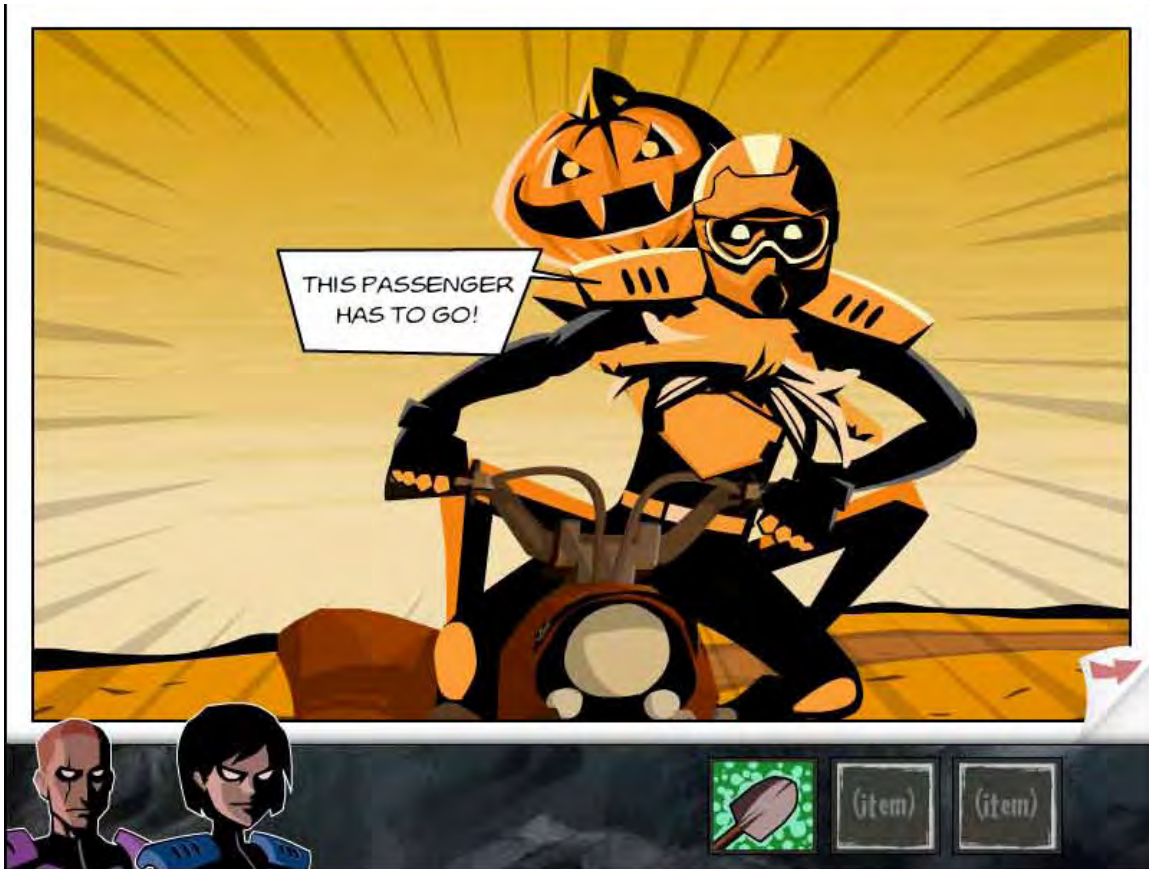


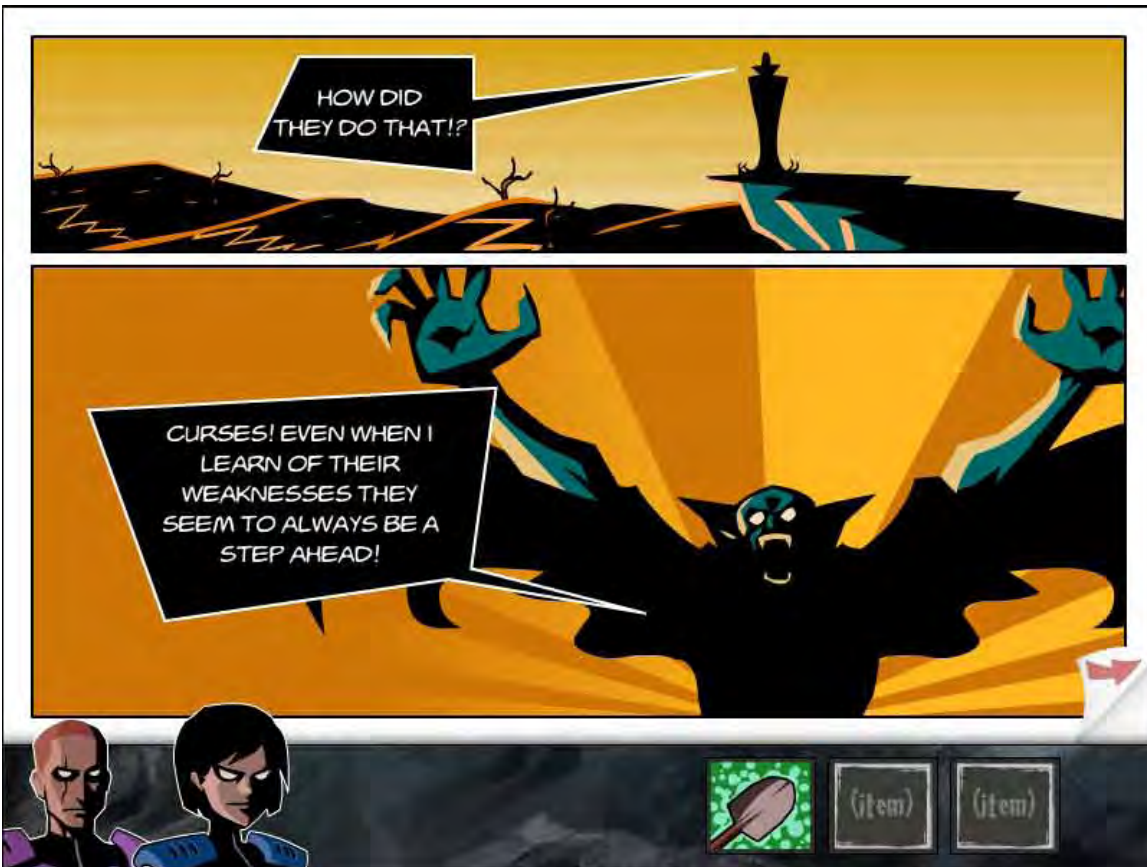




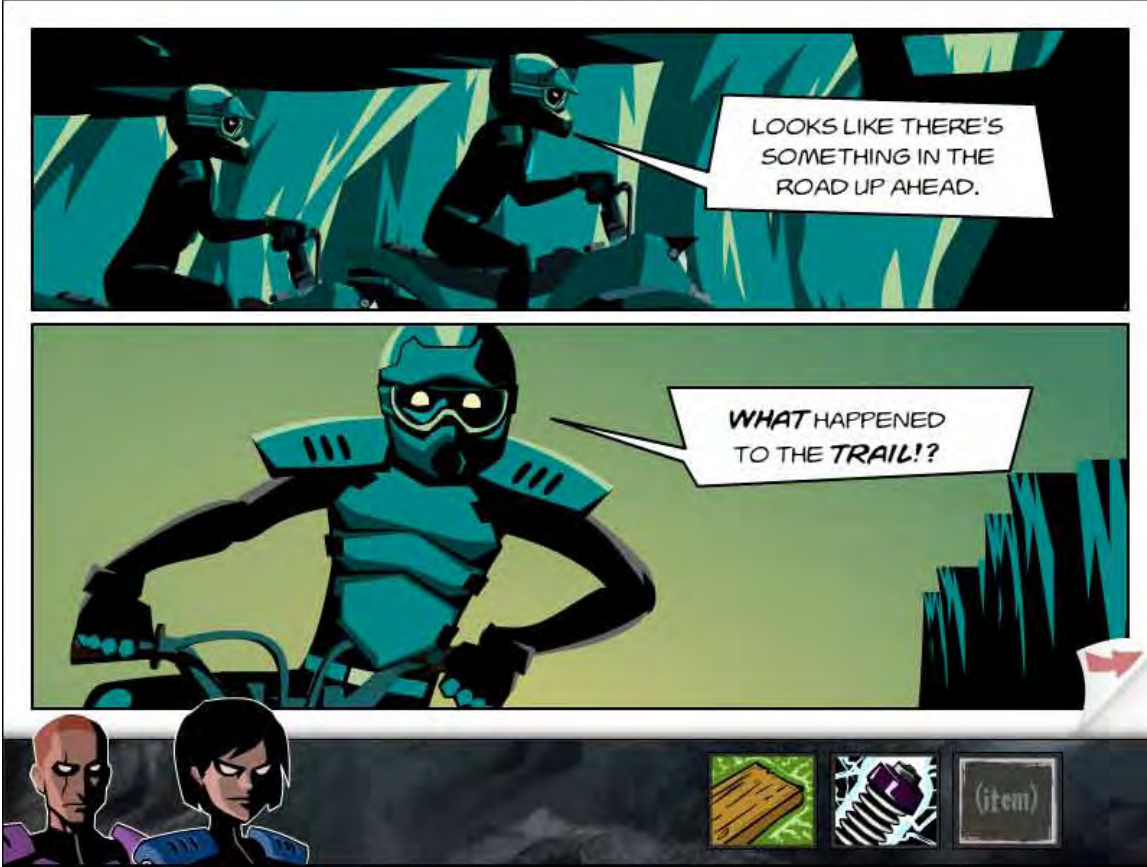






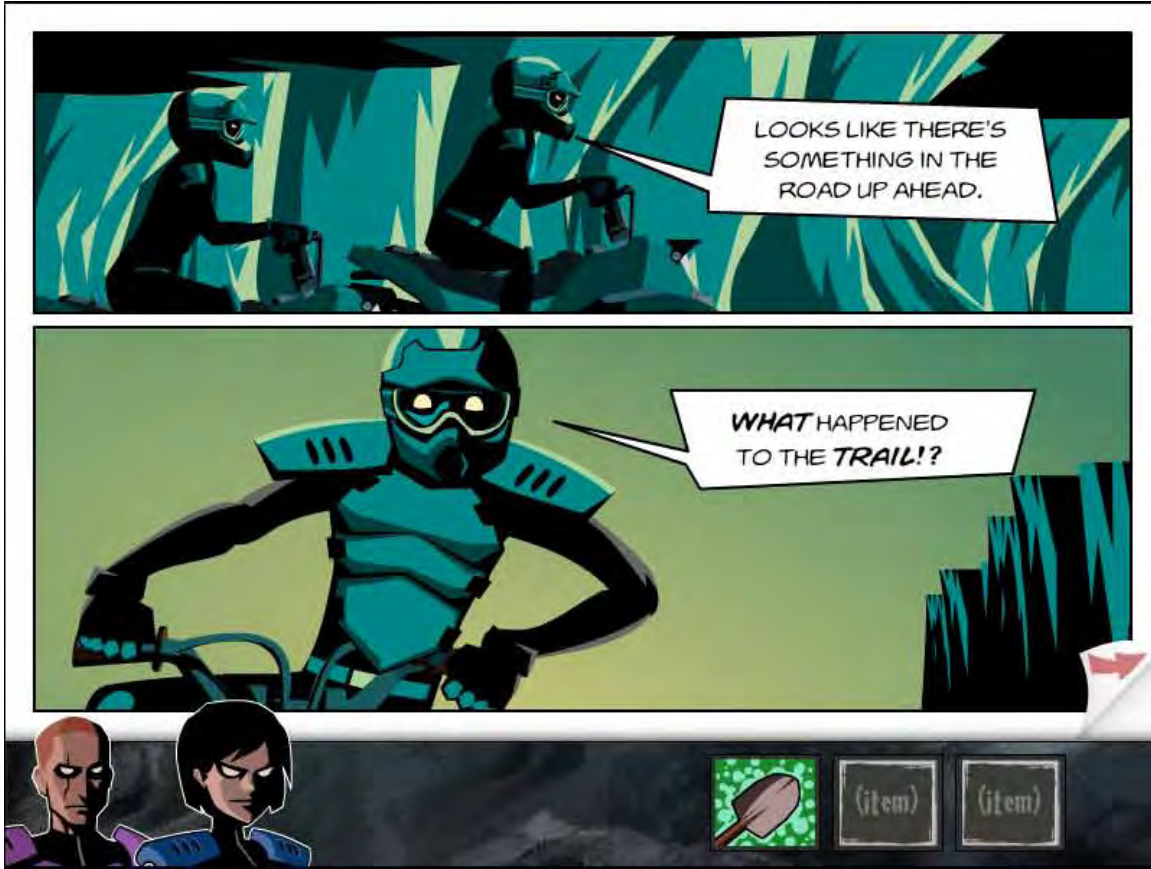






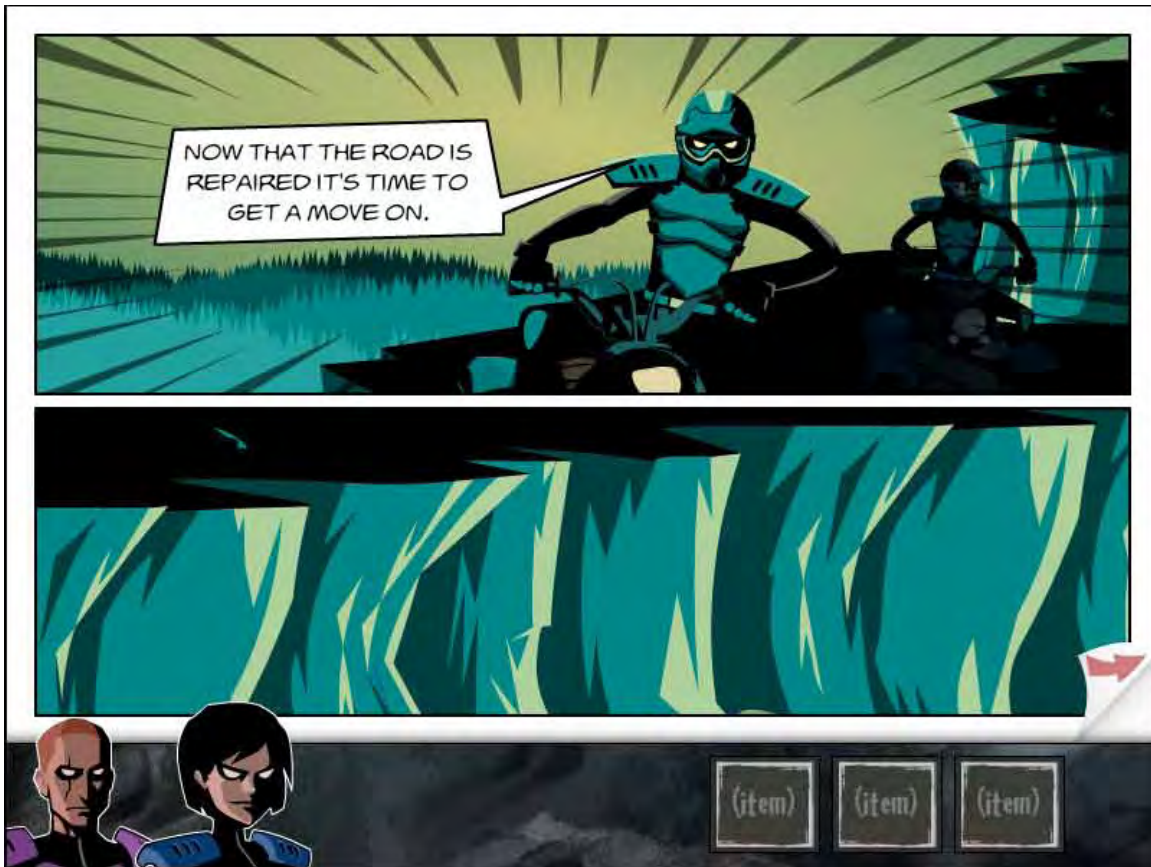
If Player does not have Shovel.





If Player has Shovel







WHAT'S THIS?



AN OLD TOMB!  
MAYBE WE CAN FIND  
SOMETHING  
USEFUL THERE!



WE'D BETTER  
CHECK IT  
OUT.



WE SHOULD TAKE  
A LOOK AROUND.





**WOLFSBANE**  
THIS WILL LET US GET INTO THE  
ABANDONED SILVER MINE!





WHAT'S THAT SOUND?

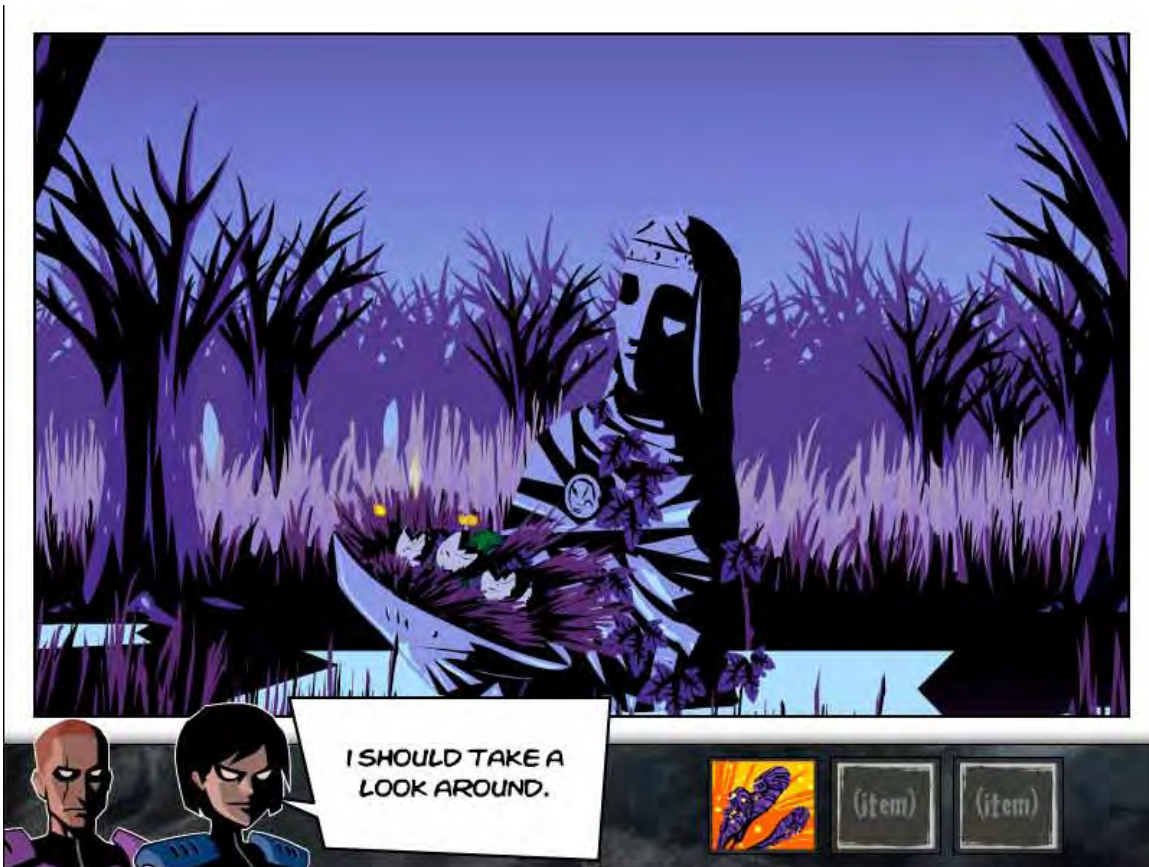
IT'S COMING FROM THAT STATUE!

WE BETTER CHECK IT OUT.

Character portraits: A bald man and a woman with dark hair.

Inventory: A purple butterfly icon, (item), (item)

The comic book panels show a sequence of events. In the first panel, a character in a purple helmet uses binoculars. The second panel shows a large, dark statue in a clearing with a full moon in the background. The third panel shows two characters on a motorcycle, with one saying, "WE BETTER CHECK IT OUT." The fourth panel shows a close-up of a motorcycle headlight. At the bottom, there are character portraits and an inventory bar containing a purple butterfly icon and two "item" slots.



I SHOULD TAKE A LOOK AROUND.

Character portraits: A bald man and a woman with dark hair.

Inventory: A purple butterfly icon, (item), (item)

A large comic panel shows a dark, stylized statue in a clearing with tall grass and trees. At the bottom, there are character portraits and an inventory bar containing a purple butterfly icon and two "item" slots. A speech bubble from the woman character says, "I SHOULD TAKE A LOOK AROUND."

THIS WILL COME IN *HANDY!*

**SWAMP FLUTE**  
SUMMON THE SWAMP MONSTER WITH AN EERIE JINGLE!

(item)

WHOA, IT IS AS **DARK AS NIGHT** IN THOSE WOODS.

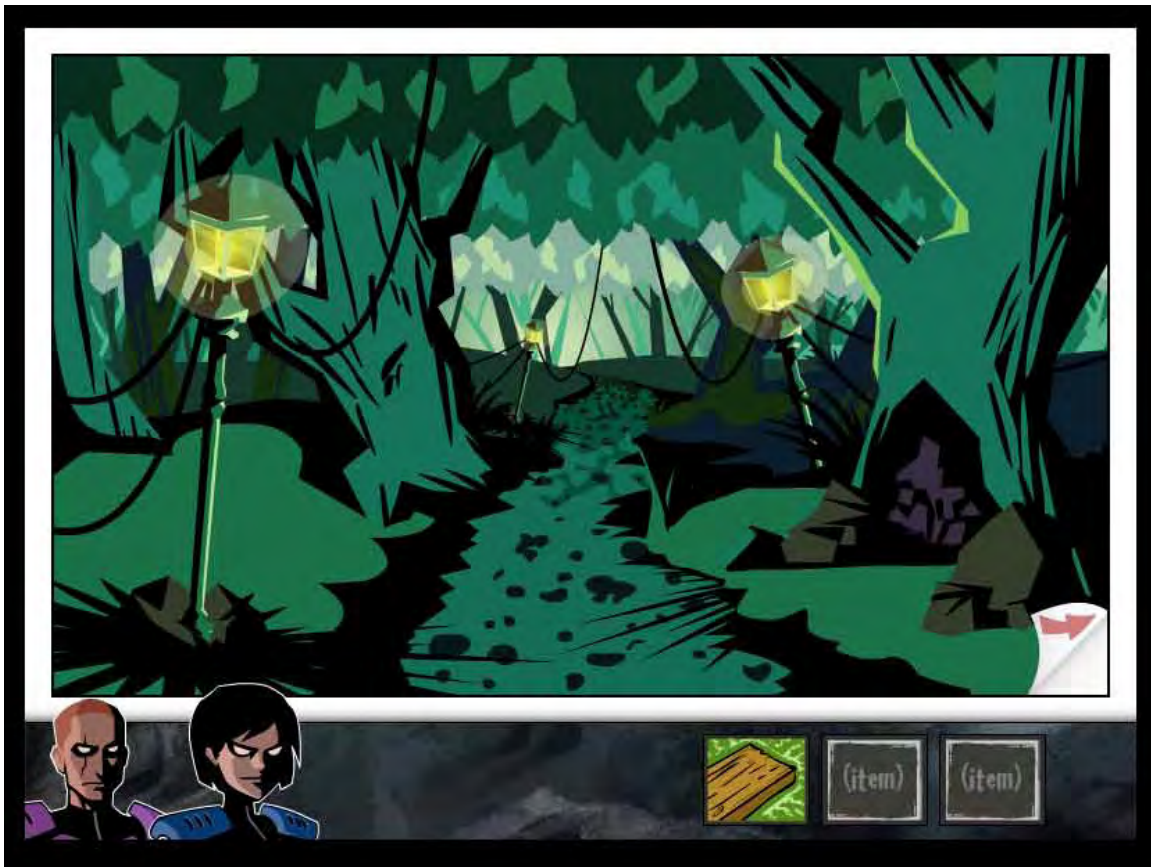
WE CAN'T SEE IF THERE ARE ANY OBSTACLES IN THE TRAIL!

If Player does not have Battery

WE NEED A **BATTERY** TO POWER THESE LIGHTS BEFORE WE CAN RIDE THROUGH HERE.

I REMEMBER SEEING ONE AT THE **ROCKY TRAIL...**





# Unlit Trail (Light Green)

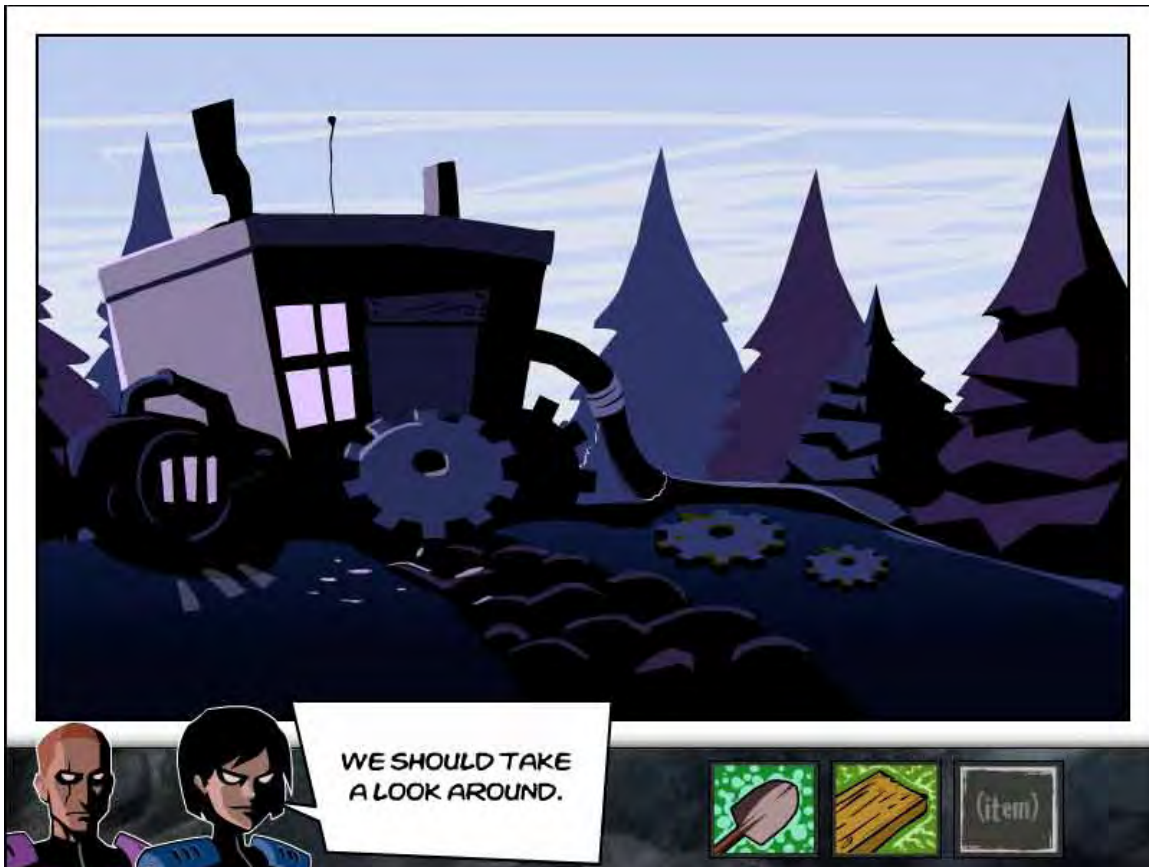






WHAT'S THIS?

WHAT A STRANGE LITTLE BUILDING!  
I WONDER WHAT'S INSIDE...

LET'S CHECK IT OUT!



WE SHOULD TAKE A LOOK AROUND.



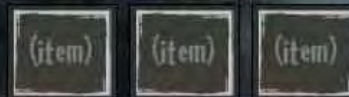
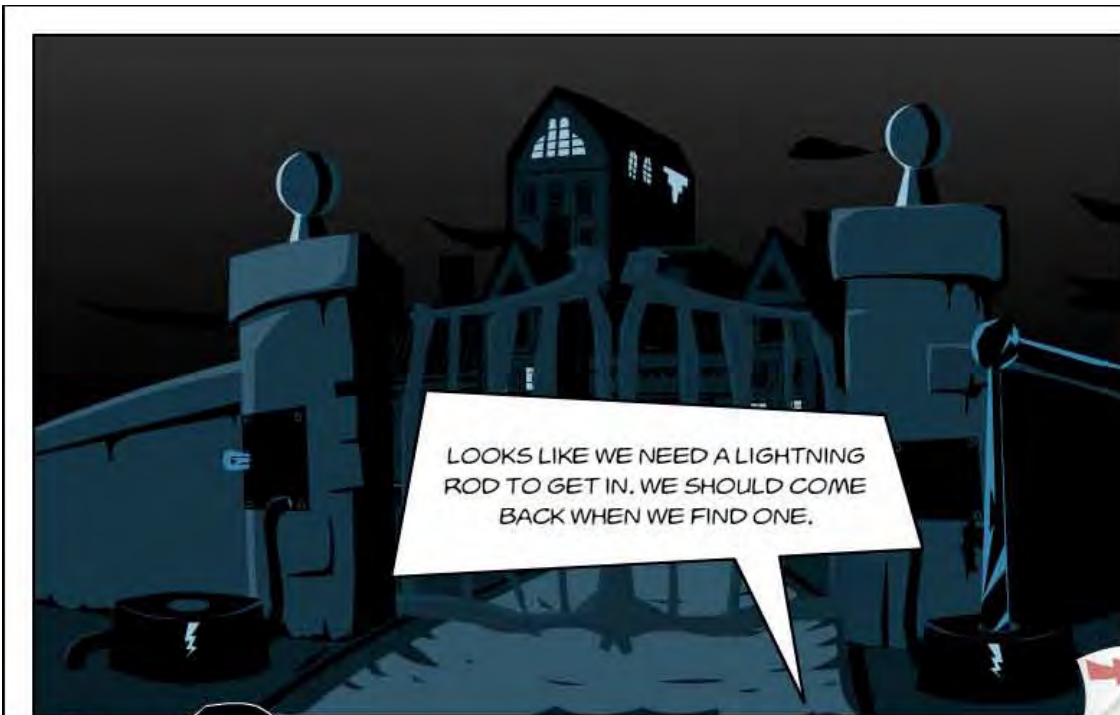
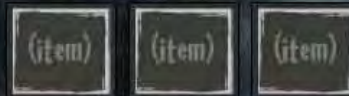
THIS WILL COME IN HANDY!

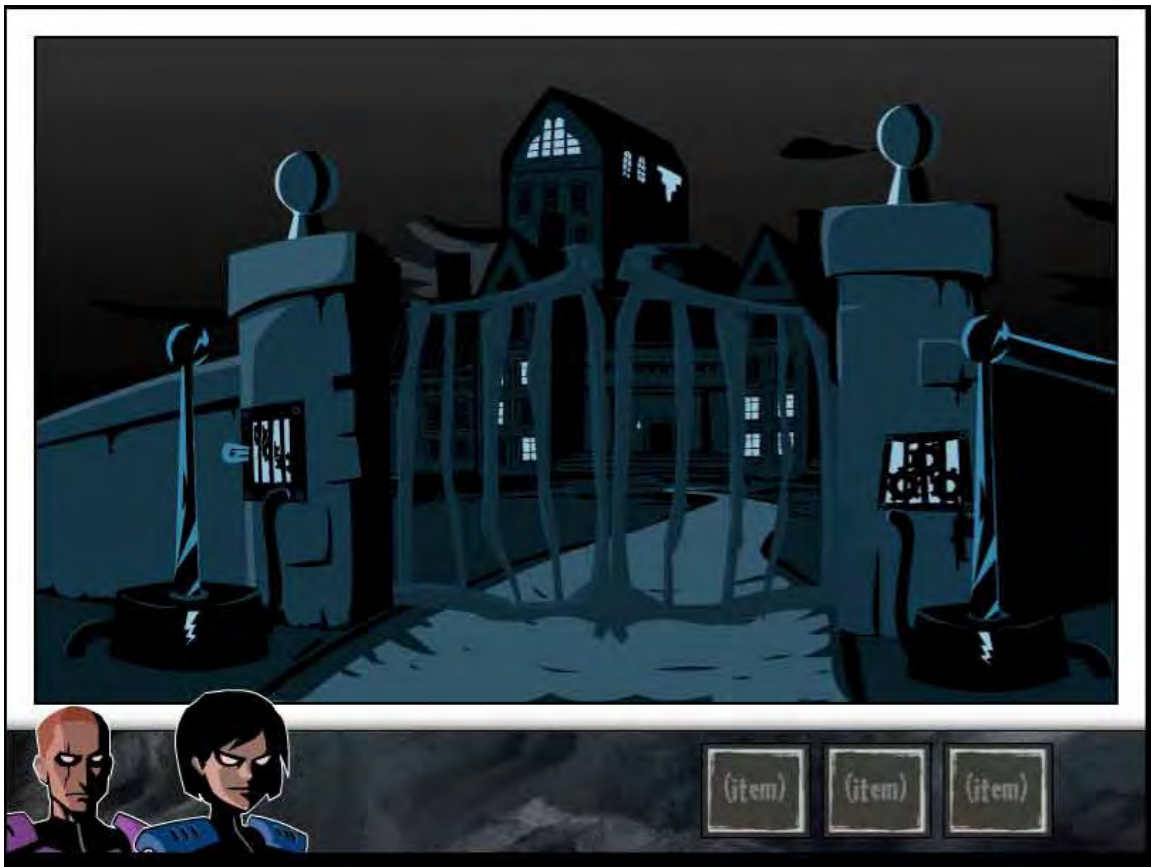
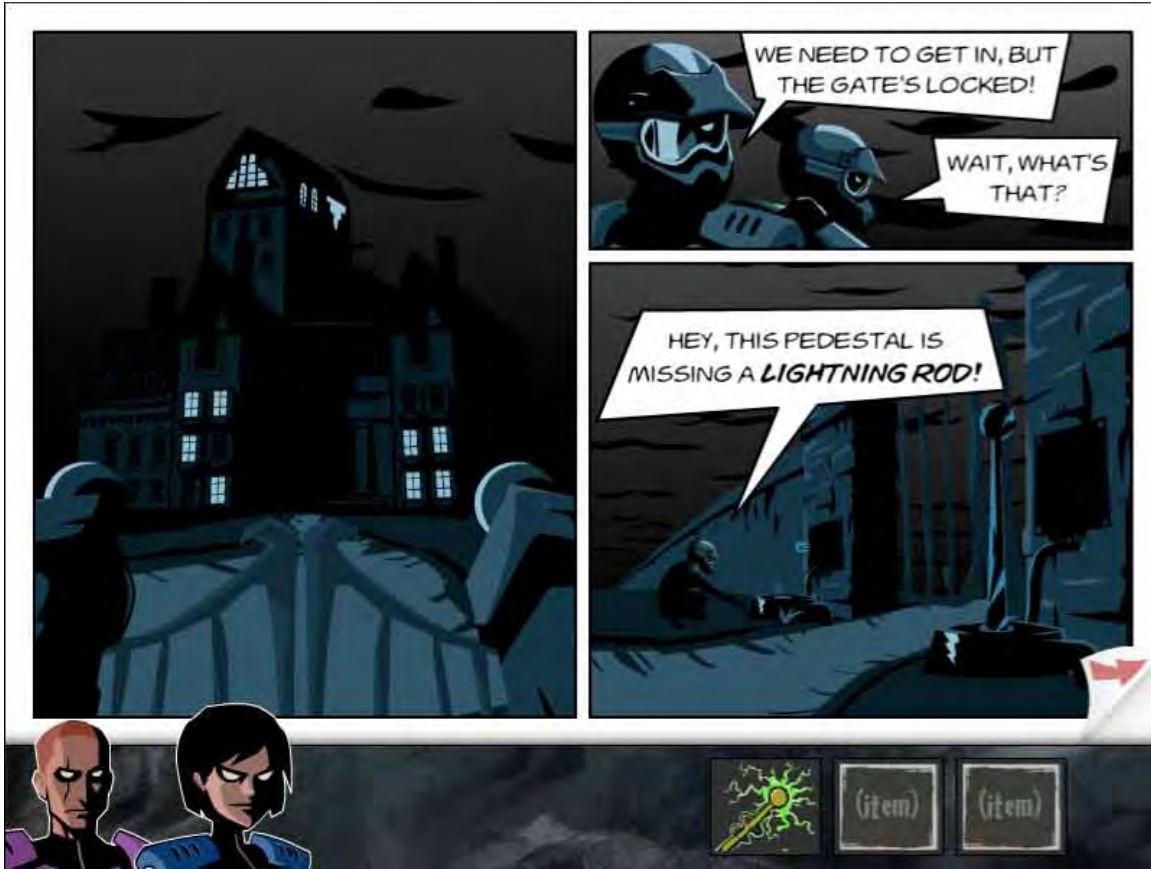
**LIGHTNING ROD**  
THIS ATTRACTS LIGHTNING.  
I SHOULD FIND SOMEWHERE TO PLUG IT IN!

The comic book page features a character in a blue and white suit holding a lightning rod. A speech bubble above the character says "THIS WILL COME IN HANDY!". To the right, a separate panel shows the lightning rod against a purple background. Below this panel is a yellow text box with the text "LIGHTNING ROD THIS ATTRACTS LIGHTNING. I SHOULD FIND SOMEWHERE TO PLUG IT IN!". At the bottom of the page, there are two character portraits on the left and three icons on the right: a shovel, a wooden board, and a lightning rod.



If Player does not have Lightning Rod





MUA HA HA! THEY'VE ENTERED THE MANOR, SOON THEY WILL ENTER MY TRAP!

HEY, I FOUND SOME STAIRS!

MAN, THIS PLACE IS HUGE!

(item) (item) (item)

UUUURGH

WHAT IS THAT?!

(item) (item) (item)









If Player does not have Swamp Flute



HOW ARE WE GOING TO CROSS THIS SWAMP?!

WAIT A MINUTE...

THAT LOOKS LIKE THE SWAMP FLUTE!

If Player has Swamp Flute

Character portraits and an inventory bar with three items: a lightning bolt, a green flute, and a grey box labeled '(item)'.

THE SWAMP FLUTE OPENED UP A WAY THROUGH THE SWAMP!

Character portraits and an inventory bar with three items: a lightning bolt, a grey box labeled '(item)', and another grey box labeled '(item)'.

CAREFUL!  
THE GROUND LOOKS UNSTABLE...

OH NO!  
THE FLOOR IS CRACKING!

CRACK!  
CRACK!  
CRACK!

HA HA!  
THEY'VE LITERALLY FALLEN INTO MY TRAP!

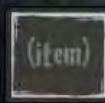
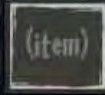
UGH,  
THAT WAS A ROUGH FALL.

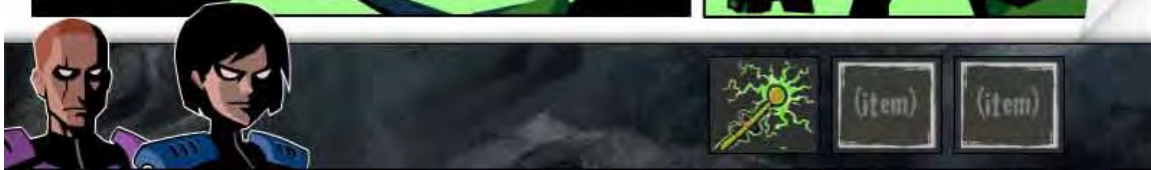
LOOKS LIKE WE'RE NOT ALONE IN HERE!

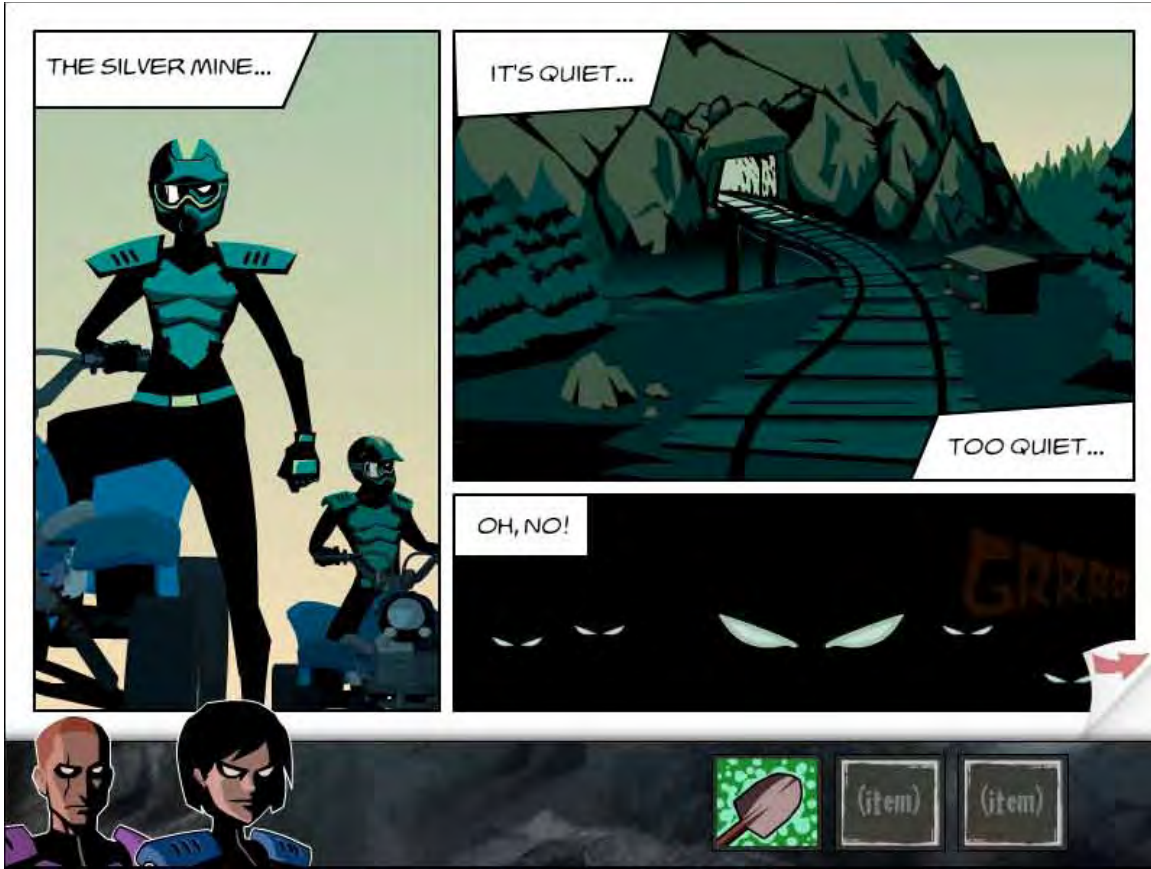
LOOK OUT!



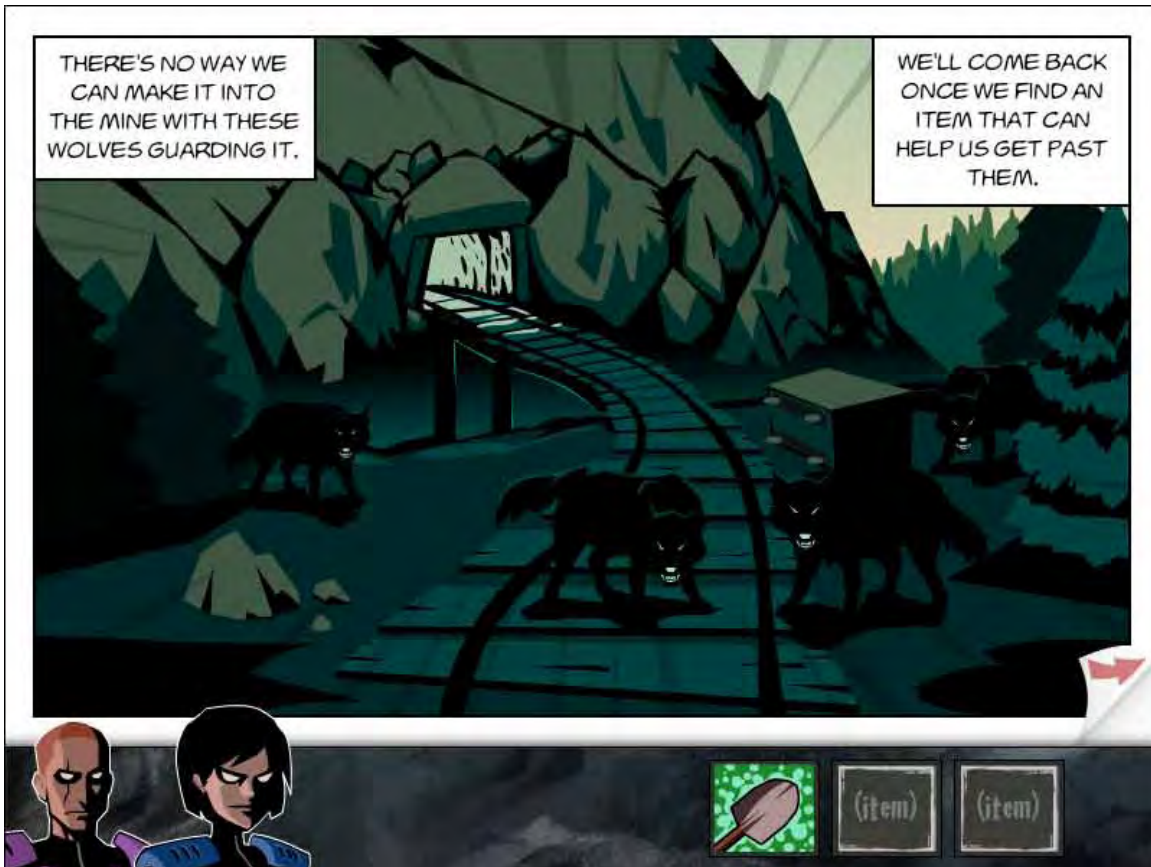
GREAT JOB,  
THAT GOT THE  
MONSTER OUT OF  
THE WATER!







If Player does not have Wolfsbane



THE SILVER MINE...

IT'S QUIET...

TOO QUIET...

OH, NO!


GRRRR

GRRRR


If Player has Wolfsbane

MAYBE WOLFSBANE WILL MAKE THEM BACK OFF.









THIS WOLFSBANE SHOULD KEEP THEM AT BAY.



whimper




Inventory:   (item)




THAT WOLFSBANE SURE DID THE TRICK!

YEAH, BUT WHAT WERE THEY GUARDING?




LOOK AT THESE WALLS...


I HAVE A BAD FEELING ABOUT THIS.

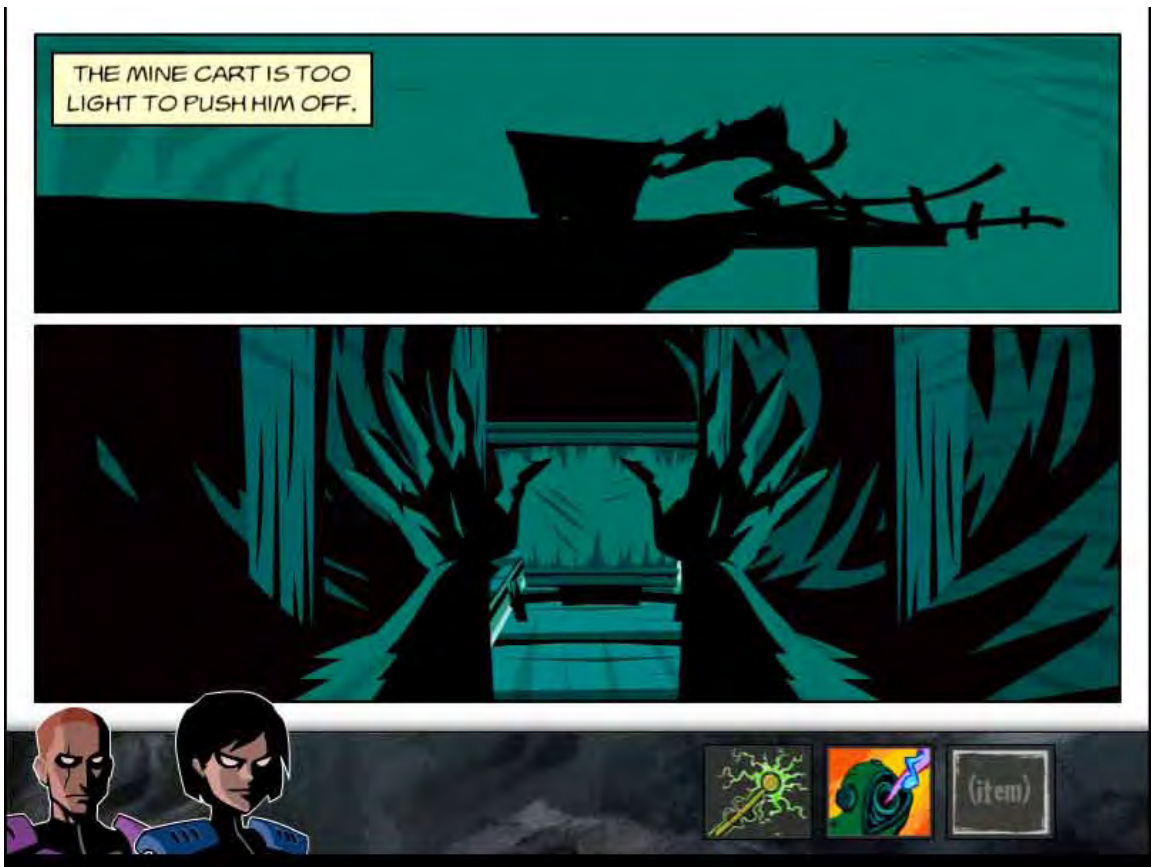


**ROAD**

HE'S COMING RIGHT FOR US!



Inventory:   (item)



If Player does not have complete puzzle correctly



If Player completes puzzle correctly



