

A PRISON CELL?



IS THAT SOME  
KIND OF ENERGY  
FIELD?



I SUPPOSE I'M TRAPPED HERE.



WHO HAD ME  
LOCKED UP?  
AND WHY?



HUH?

SHRED

CREEK

CRUNCH



**SCREECH**

**RUMBLE**



**CREEK**

COME ON,  
YOU BLOODY DOOR,  
OPEN UP!






**YEAH.  
HANG ON, LET  
ME CATCH MY  
BREATH.**

**DID YOU JUST  
PUSH OPEN THAT  
HEAVY STEEL  
DOOR?  
DOOR?  
IMPRESSIVE.**





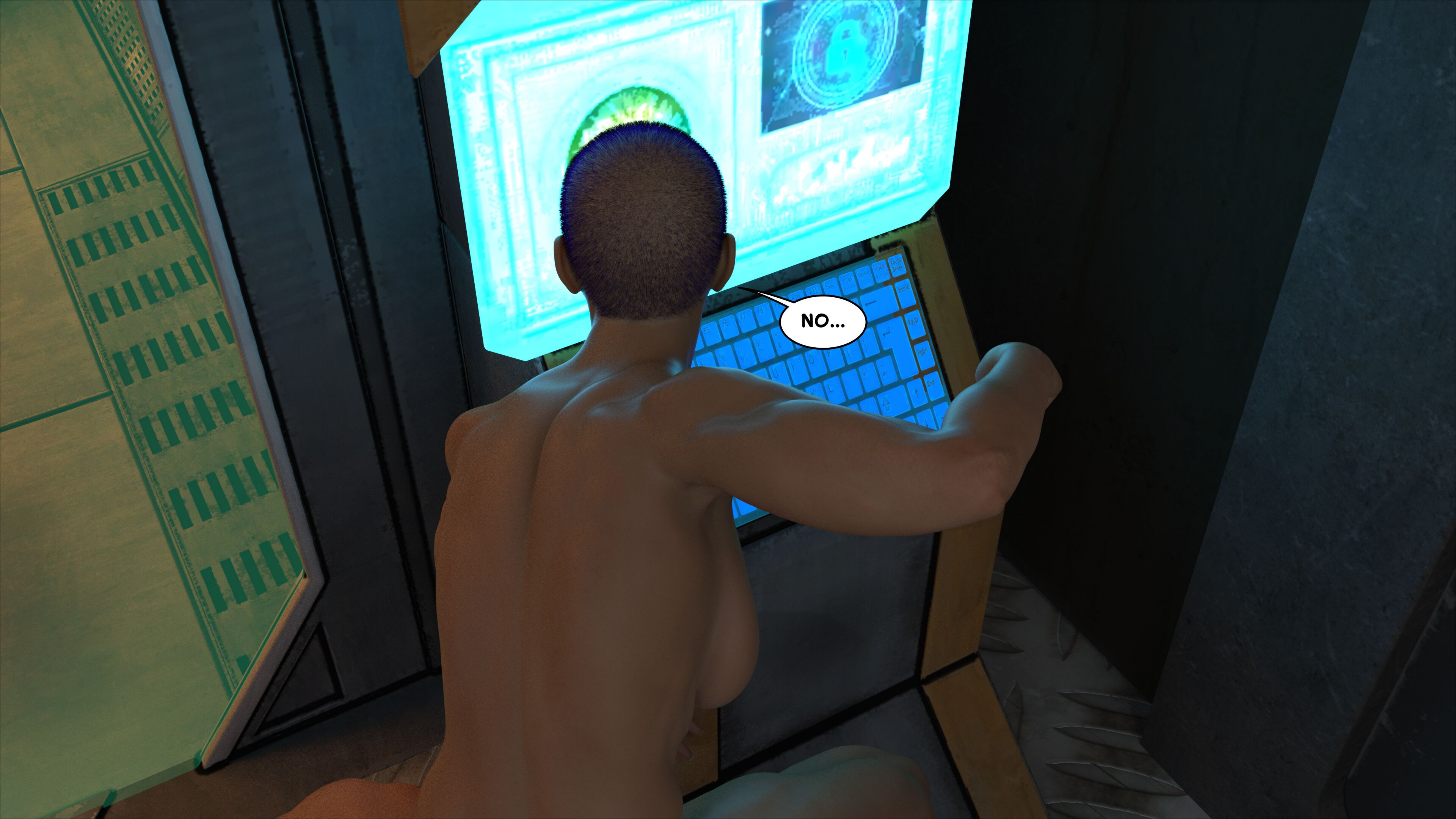
I'M GUESSING  
YOU'RE A PRISONER  
IN HERE AS WELL,  
JUST LIKE ME.



LET ME  
TRY TO  
DEACTIVATE  
THAT FIELD.



DO YOU KNOW  
HOW TO OPERATE  
THAT?



NO...



BUT I  
CAN BREAK  
SHIT.

**SPARK**  
**RIP**  
**RATTLE**



WORK JUST  
AS WELL,  
MOST OF THE  
TIME.

THANKS FOR MY  
FREEDOM.  
DO YOU HAVE ANY IDEA  
WHERE AND WHY WE  
ARE HERE?

NO  
CLUE.

BOX



AND IT SEEMS WE  
CAN'T GO ANY  
FURTHER THIS WAY.

THERE'S NO WAY  
TO REACH IN  
BETWEEN THESE  
DOORS.

HOW ABOUT WE  
TRY THE MANUAL  
OVERRIDE?





WHAT THE...

SWIFF

ZOOM

**CHOKER**

HOW DO YOU  
KNOW THIS?  
WHY CAN YOU USE THIS  
TECHNOLOGY?





I DON'T  
KNOW.  
I JUST... CAN.

MUCH LIKE I...  
HUFF...  
DON'T KNOW WHAT'S  
GOING ON HERE.



I'M SORRY.  
I GET OVERLY  
ASSERTIVE  
SOMETIMES.



**CAN YOU  
FORGIVE ME?**



YEAH, IT'S FINE,  
DON'T WORRY  
ABOUT IT.



IF IT WASN'T FOR YOU,  
I'D STILL BE ROTTING IN  
THAT CELL, AFTER ALL.



THANK YOU FOR  
NOT JUDGING ME.



A close-up, cinematic shot of a character's face. The character has pale skin, light green eyes, and a slight smile. A speech bubble is positioned to the right of the character's face. The background is a dark, industrial-looking interior with a window showing a bright, orange-gold light. The overall tone is dramatic and slightly menacing.

AND THANK  
YOU FOR NOT  
RIPPING ME APART,  
HEHE.



**LET'S  
MAKE A  
PACT.**

**BETWEEN MY  
BRAWN AND YOUR  
BRAINS, WE SHOULD  
FIND A WAY OUT OF  
HERE.**



SOUNDS  
GOOD TO  
ME.



ALRIGHT,  
ON WE GO.



**PROJECT BONDING  
INITIATED.**





SILENT OBSERVATION  
MODE ACTIVE.

DOCUMENTING  
RESULTS.

**to be continued**