

The Eighth Epic Novel by

## DAY PILKEY

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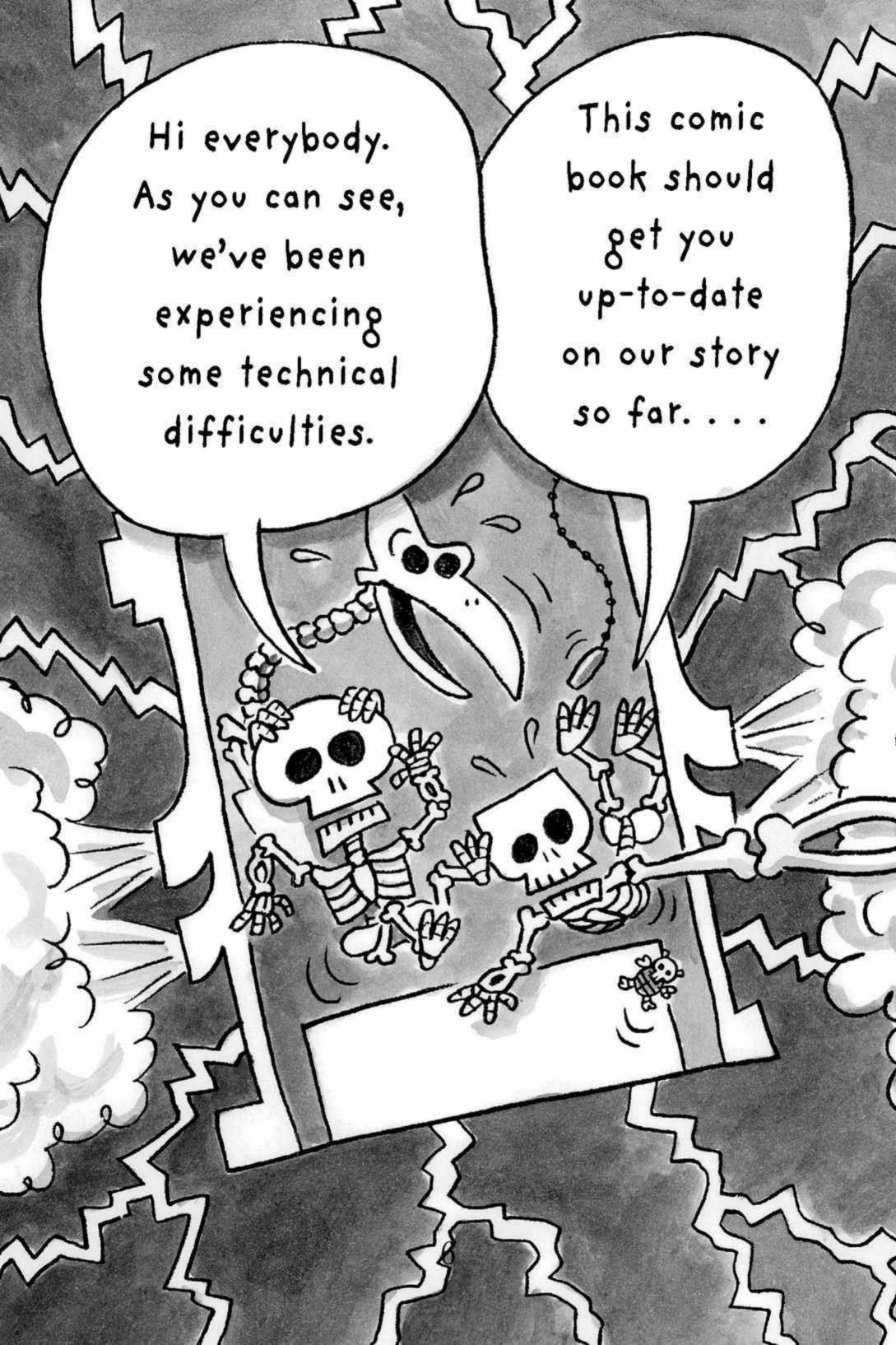
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#### For Elizabeth "Boom-Boom" Eulberg Long live the E.E.C.

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ANTS By George Beard and Harold Hutchins

Once upon a Time
There was
two cool Kids named George and
Harold.
Were Hep too!
to the Jive!

me

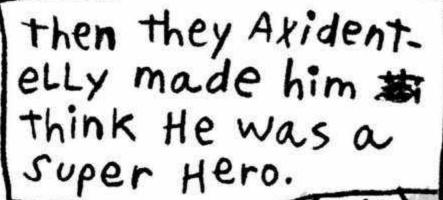
But They had a mean old Principle named MR. Krupp who was mean.

I'm all mad and stuff!

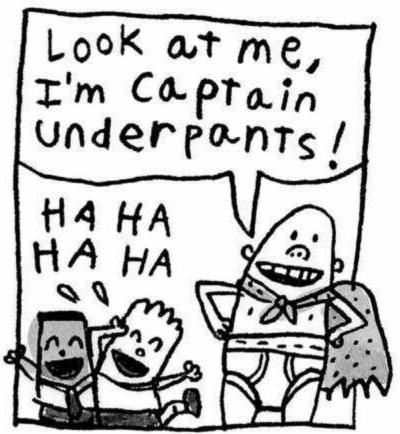


So George and Harold Hipnoty-Zed him with a 3-D Hipno-Ring.













Then one day He drank some super power Juice.



Now He Has super powers and stuff.

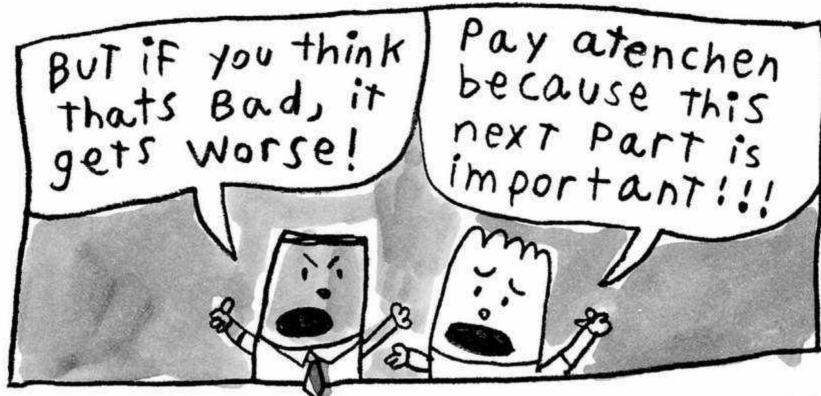
Lookit Me. I

got super powers

and stuff.

Awan!

Millian



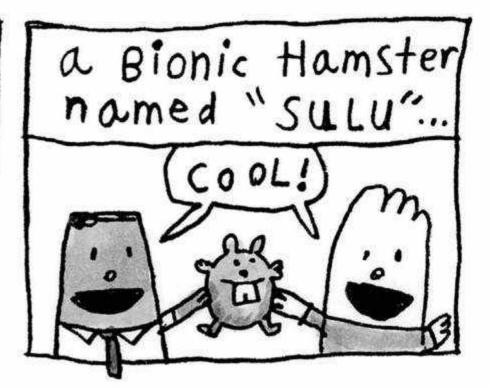




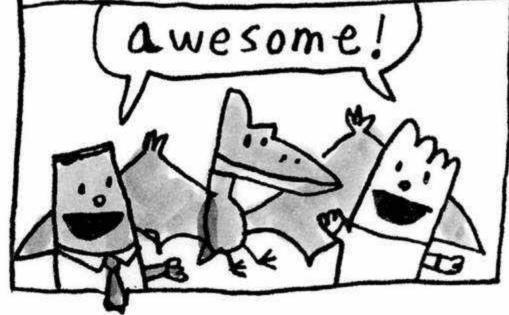




In thier Last advenchure, George and Harold got Two New Pets...

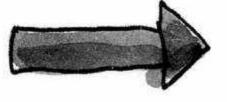


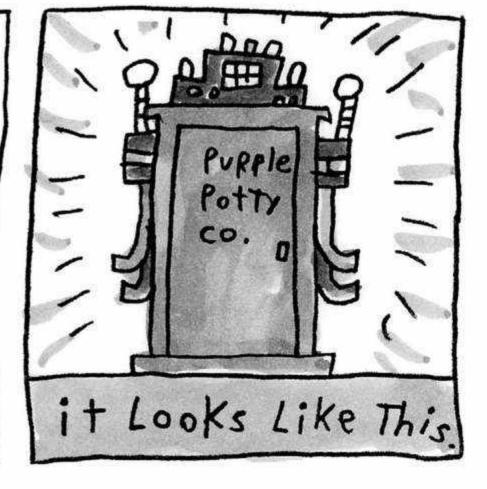
and a pterodactyL named "crackers".



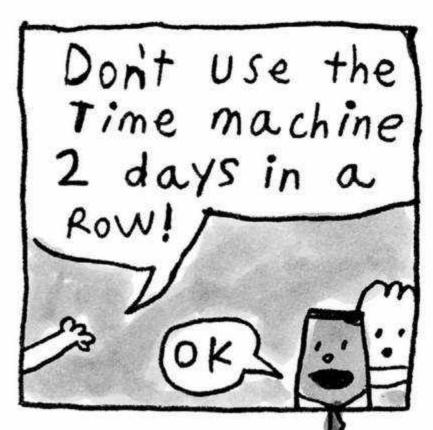
EVERYThing
Was Cool
Until this Brainia delvin Showed up.
Telling

Melvin made a Time machine out of a Purple Potty





Anyways, George and Harold wanted to use the Time Machine But Melvin Had one Rule...



I mean it!

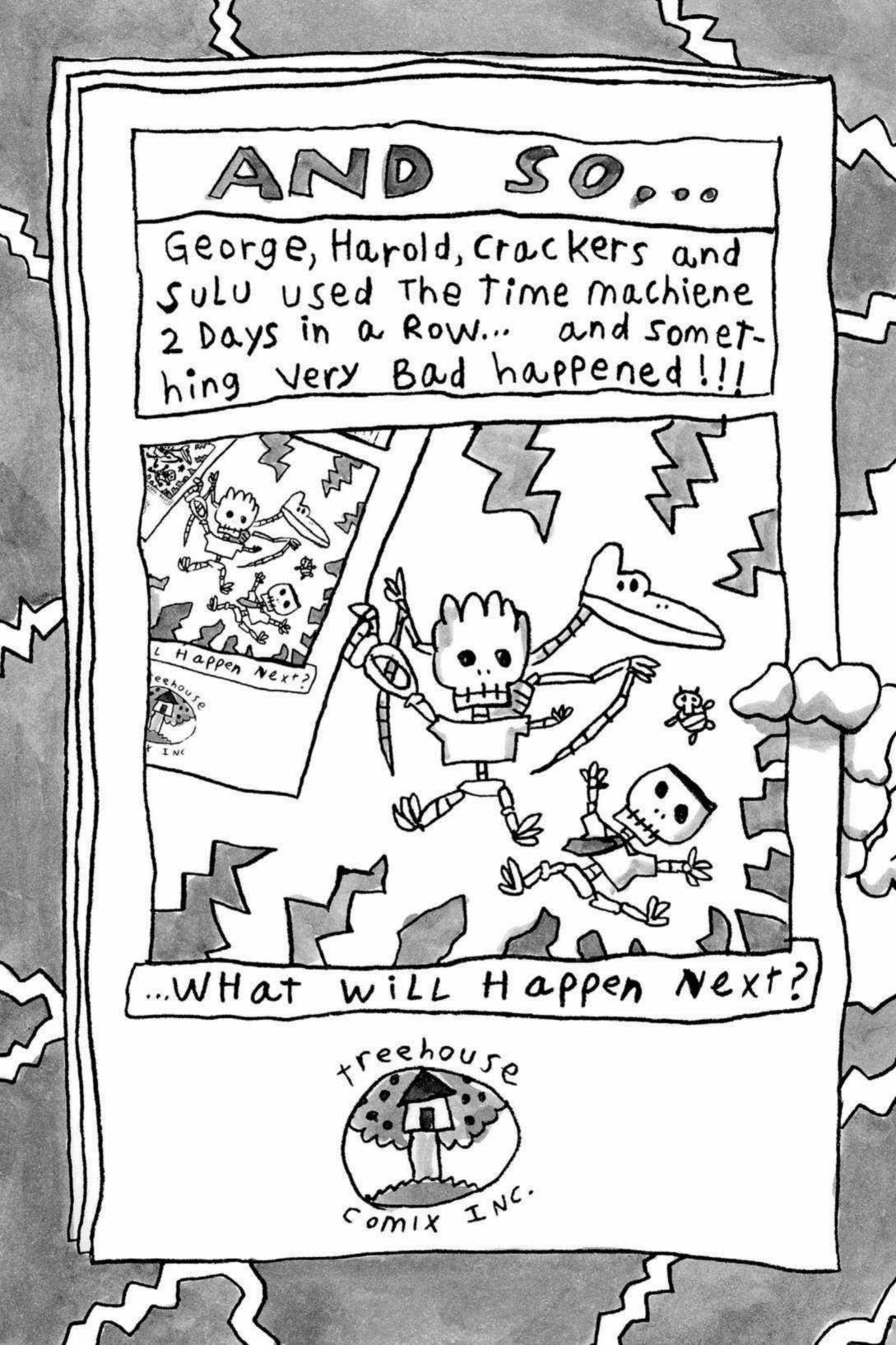
Don't use it

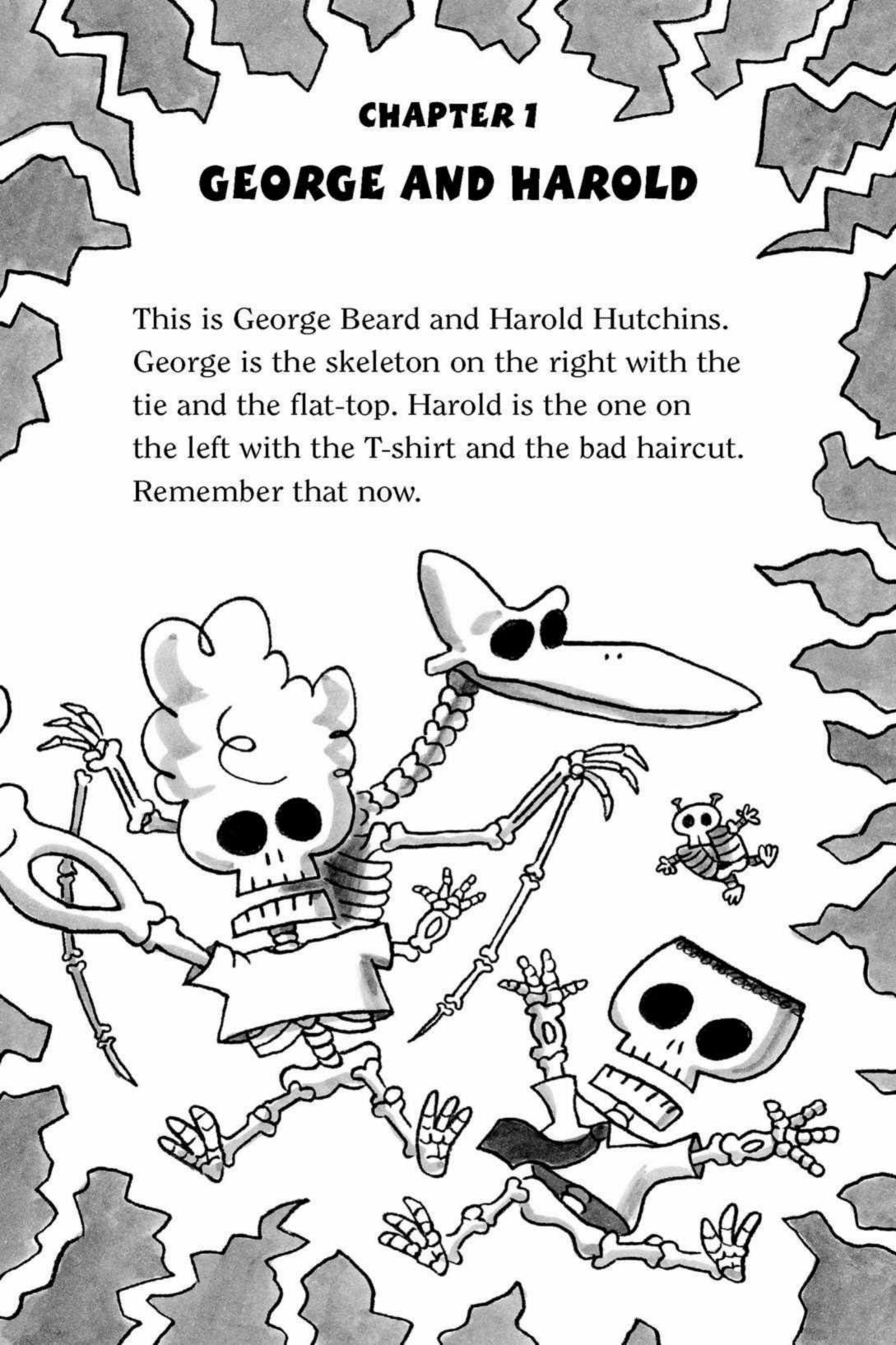
if you use it 2 days in a Row, som ething very Bad will happen.



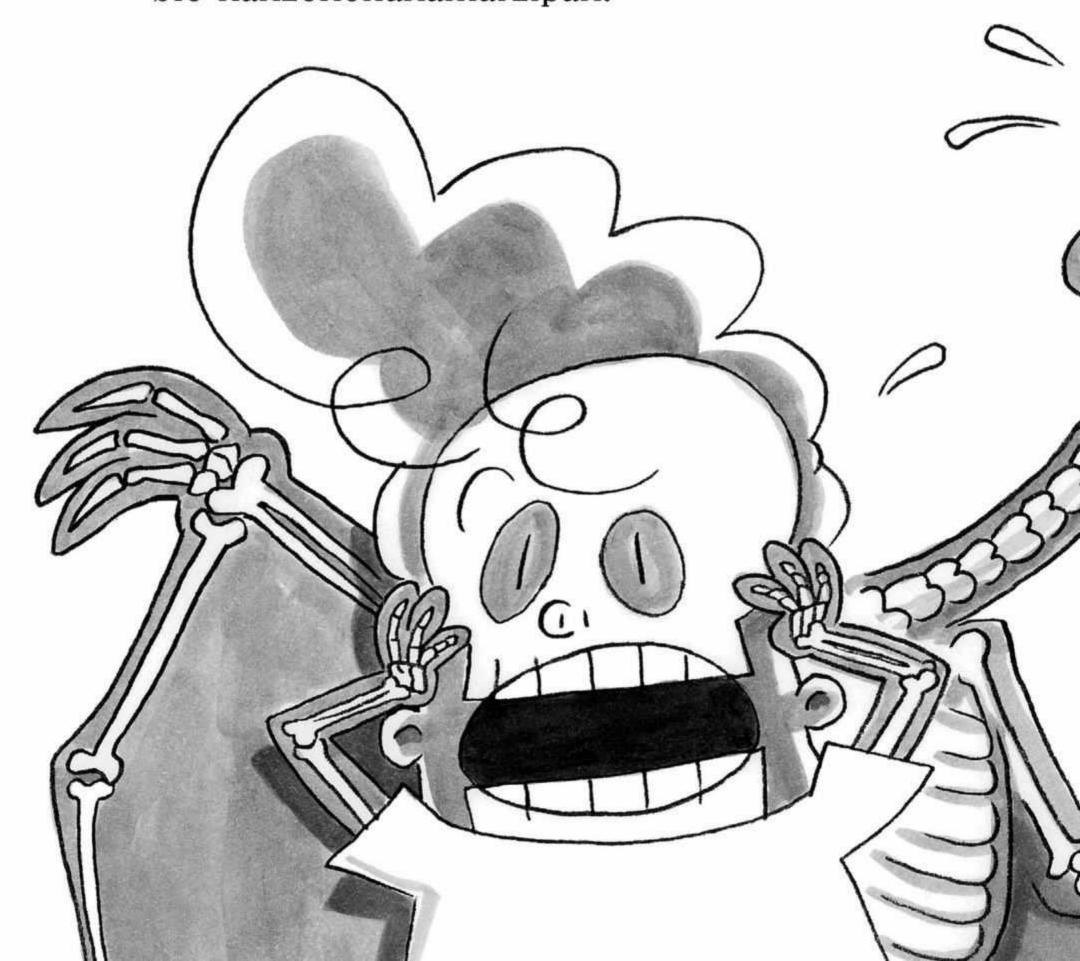
Sereously! Don't use it 2 days in a row.







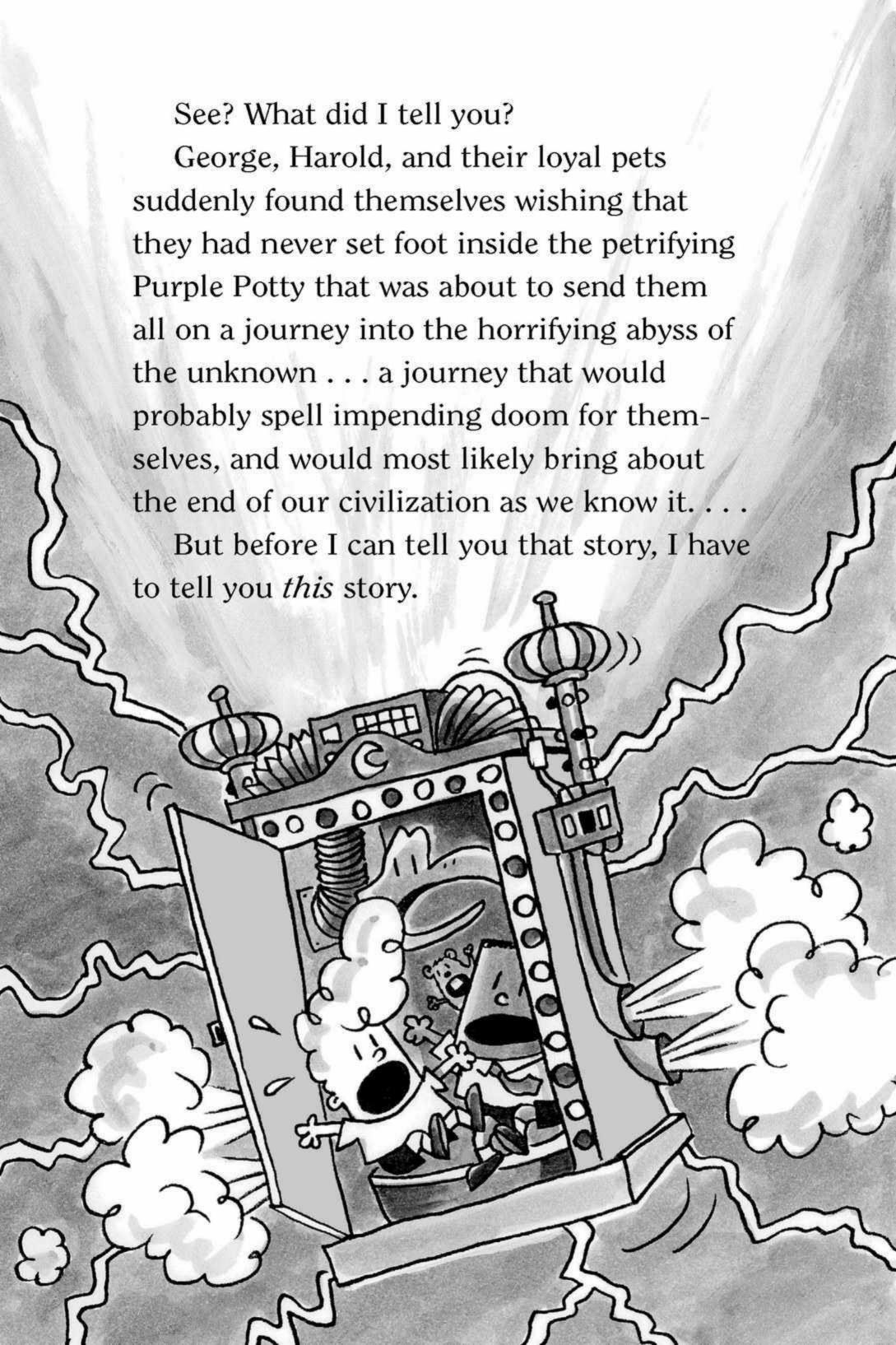
As you might remember from our last adventure, George and Harold had recently made the horrifying mistake of trying to pass through a synthetic time warp without letting the C-2X906 super-bimflimanatrix drive of their beebleflux-capacitating zossifyer cool down, thus creating a sub-paradoxical, dimensionalistic alternicon-shift, which opened up a hyper-googliphonic screen door into a sub-omnivating ultra-zinticular bio-nanzonoflanamarzipan.



To put it in scientific terms, *they screwed up*.

But don't get all freaked out because everybody looks like a skeleton. X-ray beams are a normal by-product of inter-dimensional reality shifting. Don't worry, it'll probably clear up by the time you turn the page. . . .





# CHAPTER 2 THOSE WACKY GROWN-UPS

It's been said that adults spend the first two years of their children's lives trying to make them walk and talk . . .





... and the next sixteen years trying to get them to sit down and shut up.