



A PRESS (T)









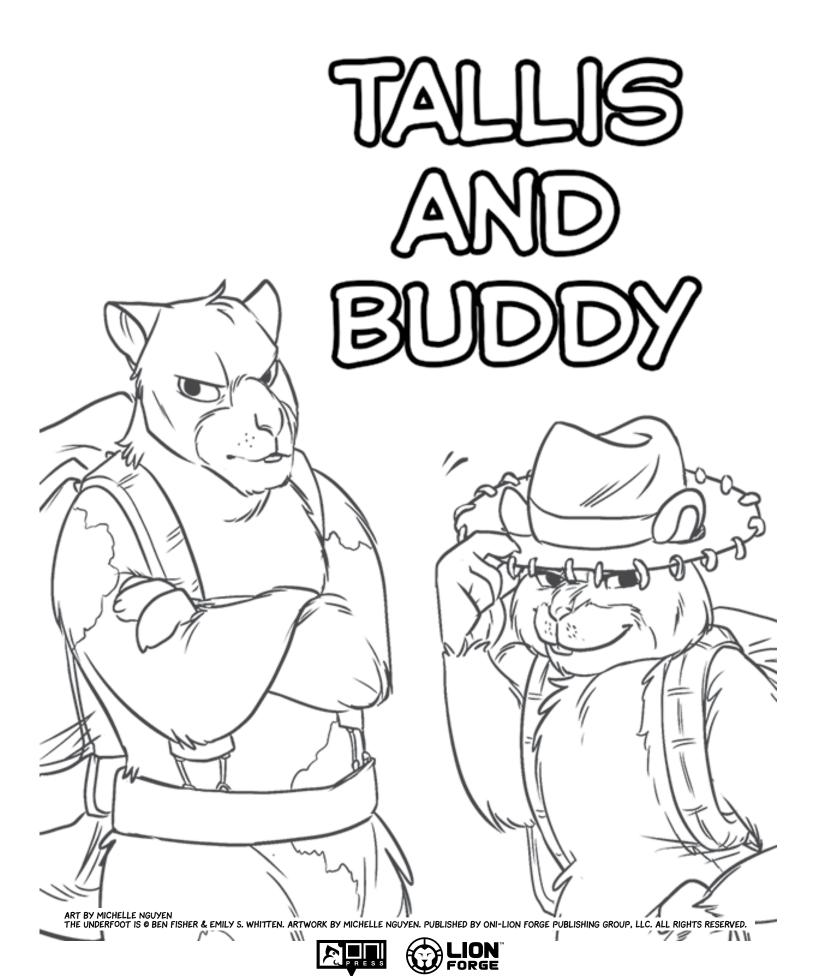




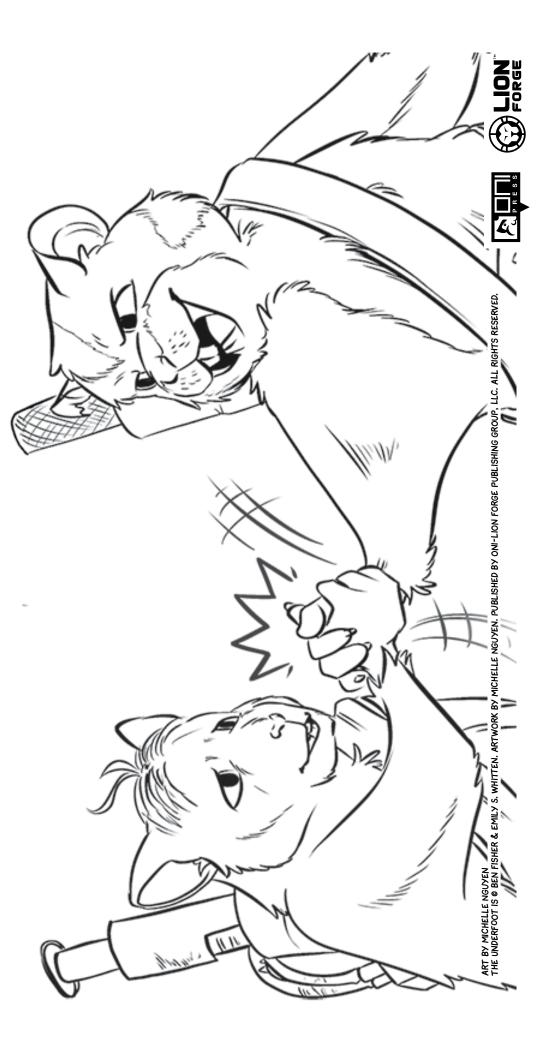


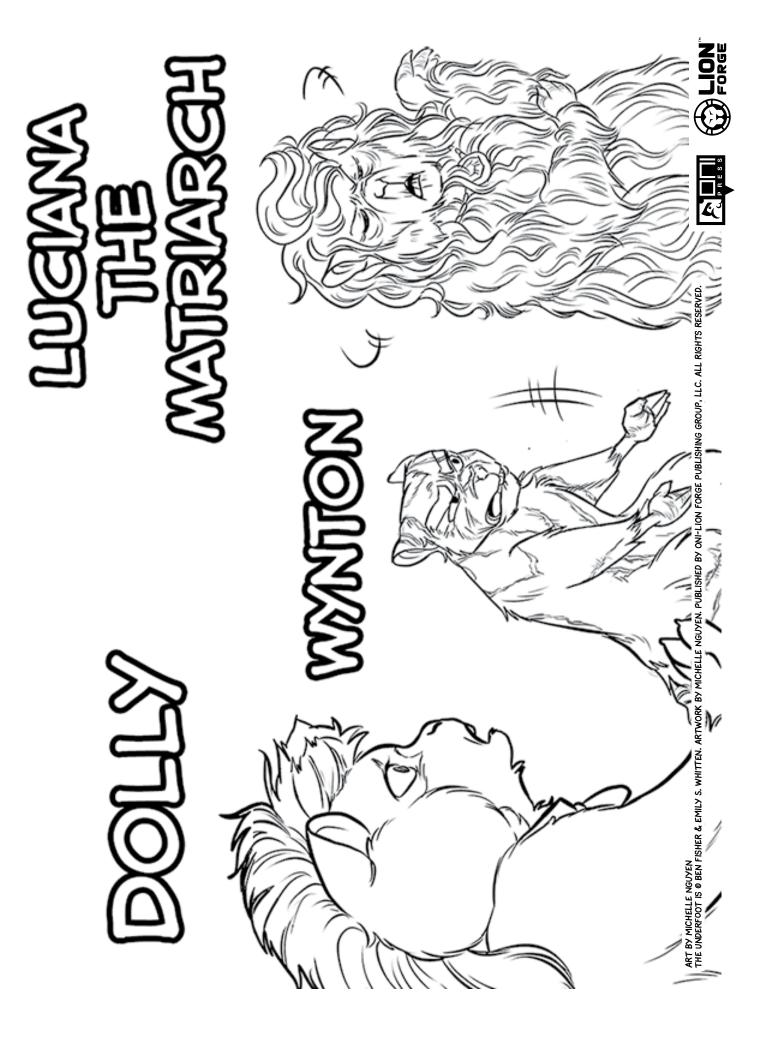


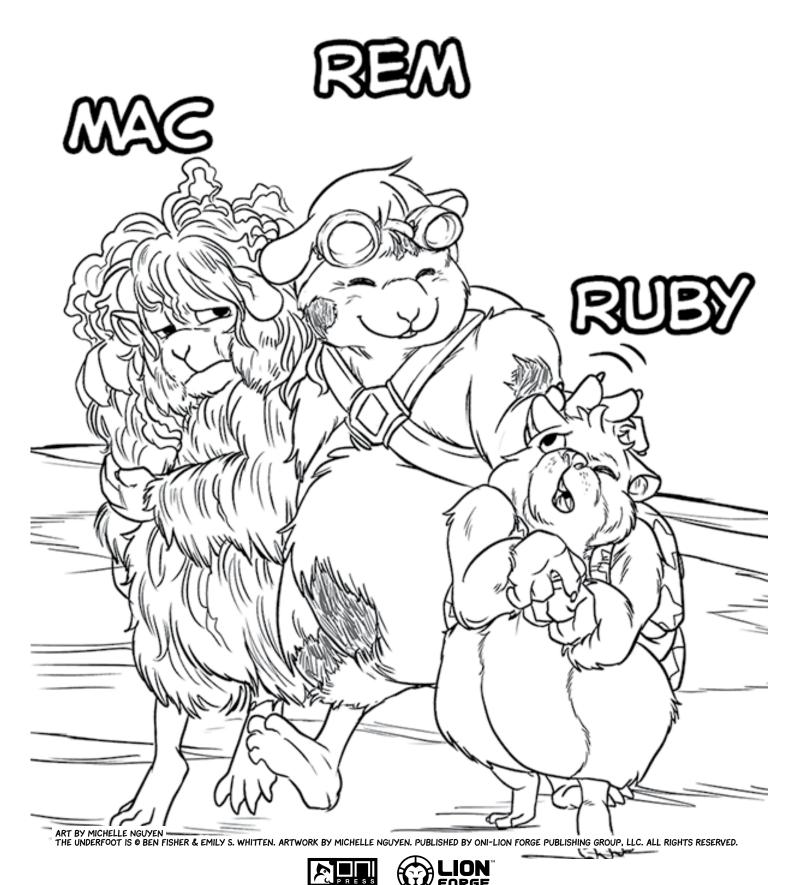


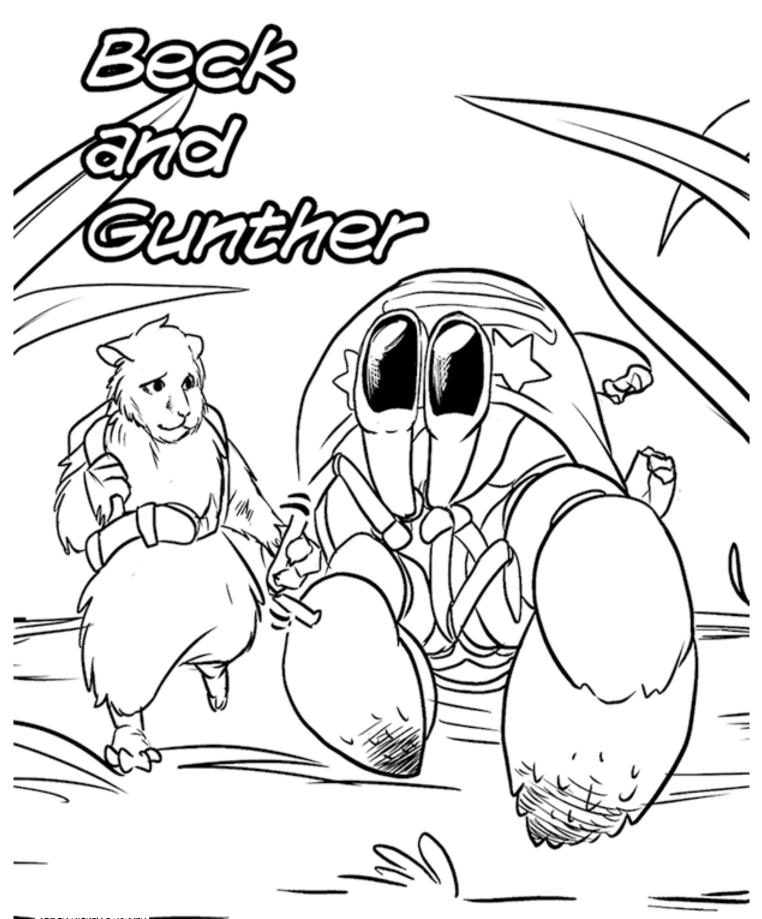


DINIE























FINISH THE COMIC!







FINISH THE COMIC!







FINISH THE COMIC!



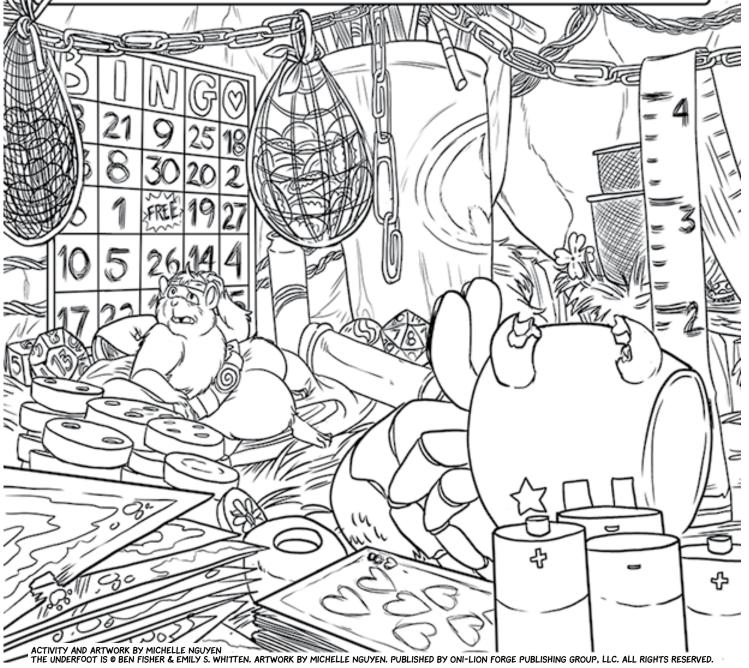




TREASURE HUNT!

CAN YOU FIND THE ...

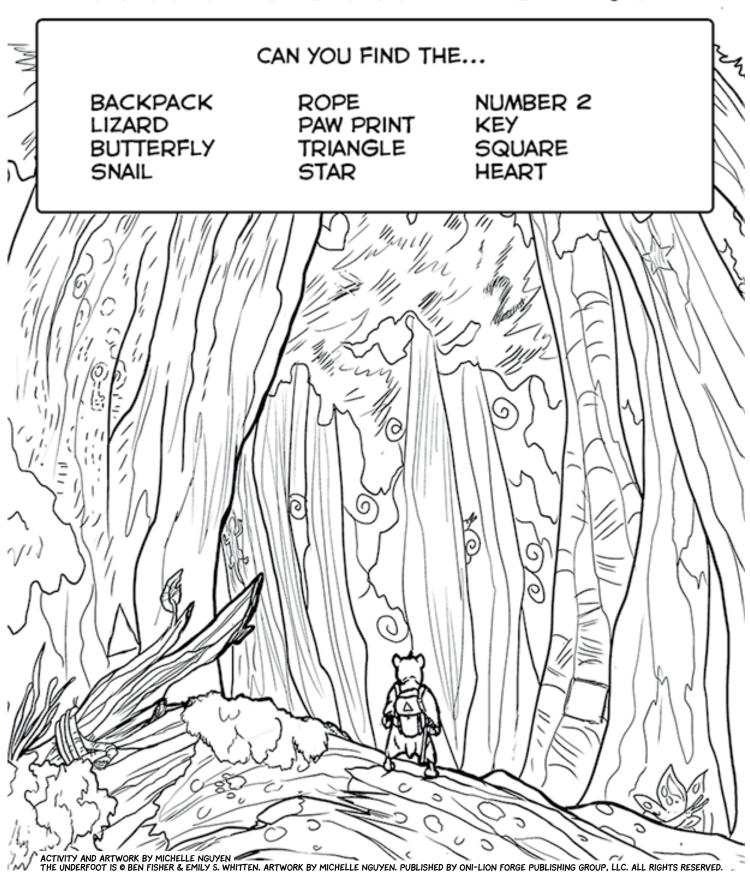
NUMBER 3 BATTERIES FLOWER BUTTON STRAW MARBLE PAW PRINT LADYBUG STAR NUMBER 5 4-LEAF CLOVER SPIRAL HEART







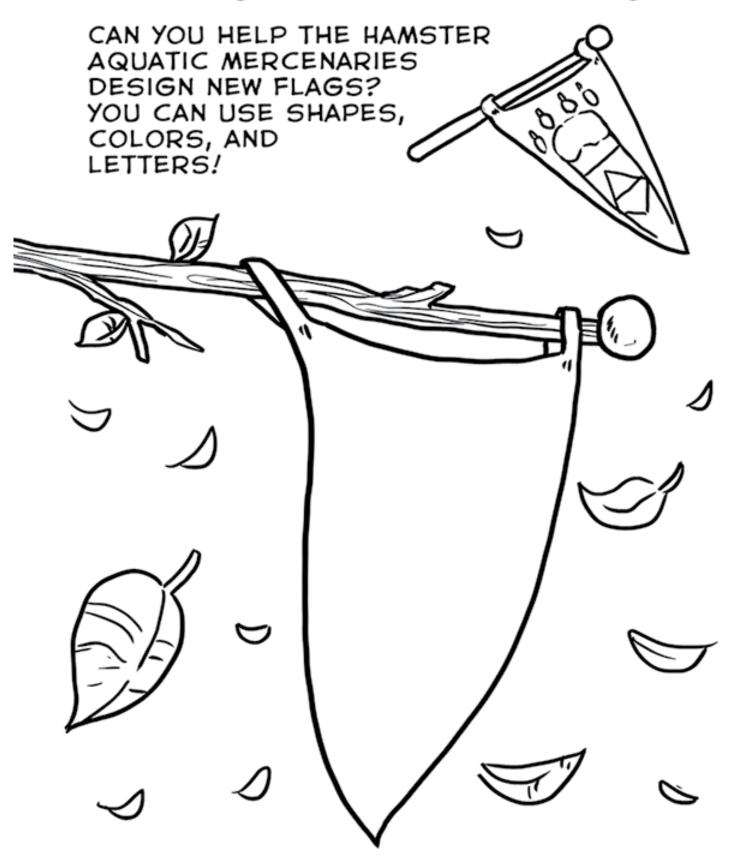
TREASURE HUNT!







DESIGN A HAM FLAG!







FILL IN THE BLANK!

H.A.M. STANDS FOR:



 $(\lambda\lambda)$

HAMSTER
AQUATIC
MERCENARIES



FILL IN THE BLANKS TO CREATE
A NEW MEANING FOR H.A.M!

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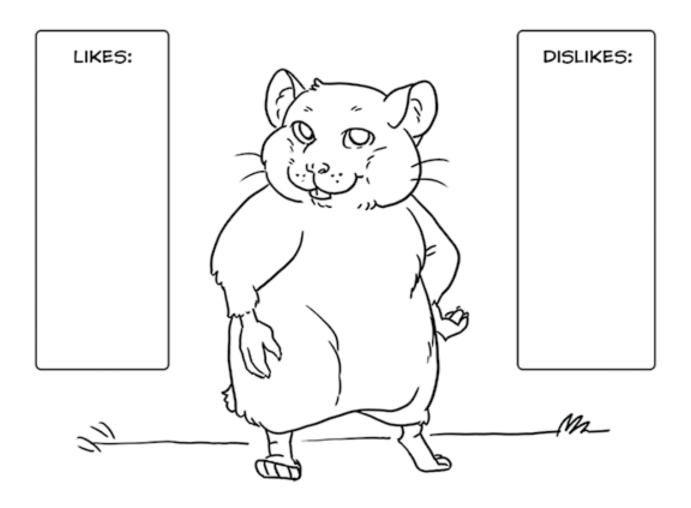
CREATE YOUR OWN HAMSTER!

USE THE TEMPLATE BELOW TO DRAW YOUR OWN HAMSTER. DO THEY HAVE:

- ... STRIPES? SPOTS? OTHER MARKINGS?
- ... EQUIPMENT? BAGS? TOYS?

WHAT MAKES YOUR HAMSTER SPECIAL?

CREATED BY:





FINISH THE DRAWING!

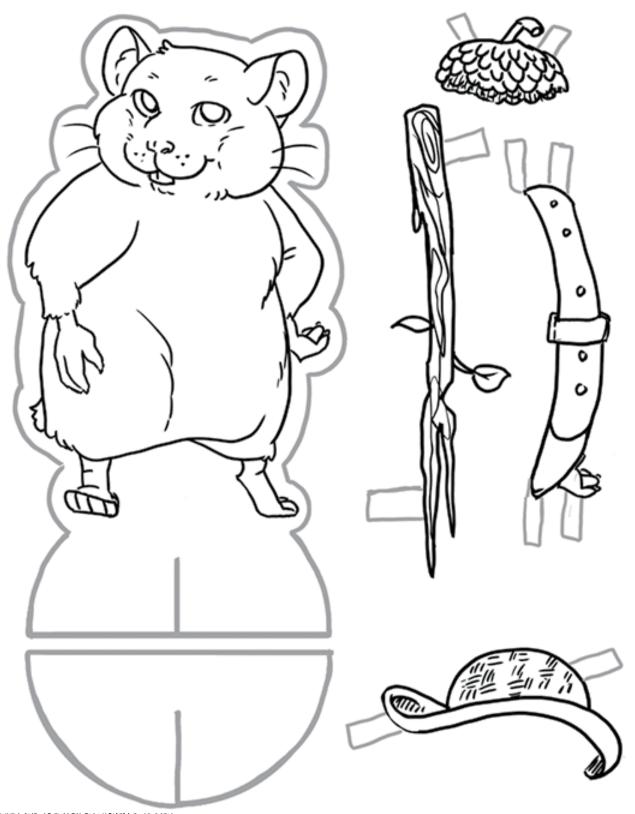
CAN YOU DRAW WHAT IS FALLING OUT OF THE BOX THAT BUDDY IS CARRYING?







FINISH THE HAMSTER!









UNDERFOOT the mighty deep

"GETTING YOUR PAWS WET"

A "Write Your Own Adventure" Story

by Ben Fisher... and YOU

No one knows how long it's been since the Long Rains washed away the Giants-That-Were. But afterward, only the fur, feathers, squibs, fins, and scales remained to build their own societies. Each creature has a role in the new world, and the HAMSTER AQUATIC MERCENARIES are no exception.

Fearless in the face of danger and valiant both on the water and deep beneath its surface, H.A.M.'s reputation is known far and wide. Every hamster in your colony wants to join their ranks...including you. Your name is _____, and each morning, you practice swimming, diving, and sailing, hoping to win the attention of your demanding drill instructor, Wynton. But the other young pups are also training hard, and you need to set yourself apart from the other recruits.

"I can bench press a Q-tip with ten buttons on each end!" proclaims Beck, one of your biggest rivals. "And I'm getting stronger every day!"

You don't respond to his boast. Partly because Beck is much larger than you, but mostly because you have a secret: You have a very unique method of improving your skills that you don't want to share with your competitors.

To make yourself the very best hamster who ever got in the water, you:

(Write down the secret technique you're using to become a great swimmer and diver!)

PG. 1

(If you need more space, add your own papers to the file!)



"GETTING YOUR PAWS WET" Write Your Own Adventure Story (Continued)

PG. 2

The next morning, Wynton shakes you roughly in your bunk until you awaken.

"Take one thing—and one thing only— from your personal stash or from anywhere else in our underground burrow and meet me outside." The long scars on Wynton's face have turned a deep red, which means the H.A.M. veteran is agitated. "You have five minutes!"

Still rubbing the sleep from your eyes, you decide to grab:

(Write down the object you take outside. Make sure it's small enough for a hamster to carry!)

You take your chosen item and meet Wynton outside the burrow. Without a word, he marches deep into the woods and you follow. You finally stop in a clearing, far from home, as the sun begins to set.

"I will come get you in the morning," your instructor says without inflection. "If you're still here, then you pass the first test."

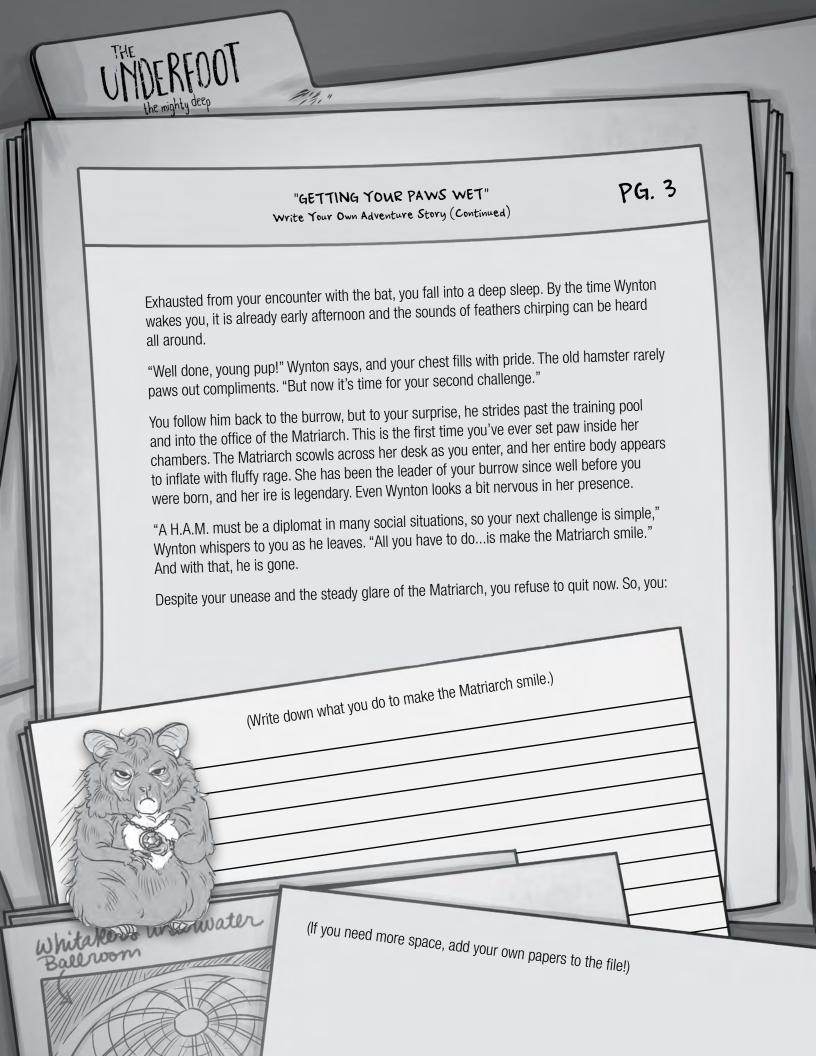
"What?" you stammer, astounded. "What has this got to do with being an AQUATIC mercenary?"

Wynton allows himself a faint smile. "A H.A.M. must be prepared for any scenario. I hope to see you tomorrow." And with that, he is gone.

You huddle up for a long night, but soon hear an unfamiliar squeak. Alarmed, you turn to see a large bat perched on a nearby rock. It looks hungry. As it swoops forward, you suddenly remember the item you brought. You take a deep breath for courage and then:

(Write down how you use the item you brought to get out of this mess!)

(If you need more space, add your own papers to the file!)





"GETTING YOUR PAWS WET"

Write Your Own Adventure Story (Continued)

Wynton is unable to hide his surprise when he returns to find the Matriarch grinning.

"This pup may have what it takes to join the Hamster Aquatic Mercenaries," she tells him and then begins shuffling various documents on her desk. "Now both of you get out of here. I have a great deal

So Wynton leads you from the Matriarch's chambers—finally—towards the swimming pool. "Your last challenge will be the most difficult." He points to the large body of water, built deep underground in your burrow. "You must stay afloat for thirty minutes!"

You laugh confidently and reply, "Is that all? I can float for twice that long!"

The grizzled veteran smiles back. "I wasn't finished. Before your time is up, you must also write a

"What? Why?" You ask petulantly. "Do true mercenaries also have to be good poets?"

"Not at all," Wynton says, heading for the exit. "I'm just in the mood for something artsy."

With no choice but to do as your instructor commands, you jump into the pool. You relax as your fur dampens and—thanks to your vigorous training—your paws tread the water with ease. And so you begin to write:

(Write a poem about hamsters!)

(If you need more space, add your own papers to the file!)



"GETTING YOUR PAWS WET" Write Your Own Adventure Story (Continued) PG. 5 You recite your poem for Wynton, and he claps his paws in approval. "Well done, pup, but I'm afraid there is still one last thing for you to do." "No fair!" you complain. "You said there would only be three challenges!" Wynton nods, an unexpected twinkle in his eye. "So I did. But I don't think you'll complain once I tell you what I need from you." He extends a paw towards the burrow's exit. "I want you to take all your friends and celebrate beneath the Great Wide for the rest of the day...because you're now officially a HAMSTER AQUATIC MERCENARY!" Your heart leaps with joy. And for the rest of the day, you: (Write down how you celebrate becoming a Hamster Aquatic Mercenary!) (If you need more space, add your own papers to the file!) THE UNDERFOOT, VOLUME 1 © 2019 Benjamin Fisher and Emily S. Whitten. All rights reserved. Underfoot Art by Michelle Ngyuen. Oni Press logo and icon are ™ & © 2020 Oni Press, Inc. All rights reserved. Oni Press logo and icon artwork created by Keith A. Wood.



A Science Experiment for Hamster Pups of All Ages

By Basie the hamster & Emily S. Whitten



Hi, science friends!

I'm glad you're here, because I have a secret to share! Last April, H.A.M. team members hid three secrets in the map of our burrow's location (near the Paw Tonic River and Contented Moon Lake). Over a whole year later, Luciana has finally authorized me to tell you how to find them. Ready? Here's how you do it!

First, you will need a UV light. Do you know what a UV light is?

A UV light is also sometimes called "ultraviolet light" or a "black light." It is a light source that emits long-wave ("ultraviolet A") light, and very little of the visible light you would see coming from a regular light bulb. These lights emit a dim violet glow.

Do you know what UV lights are used for?

UV lights allow us to see "fluorescence," a colored glow. Sometimes fluorescence occurs naturally in minerals and living things, like mushyrooms, some of which are also bioluminescent! (Gosh, I love glowing things!) Sometimes, doctors can use UV lights to identify infections or diseases (eek!). The Giants-That-Were used UV lights to tell if oil paintings, antiques, and bank notes were real. Sometimes they marked these things with invisible ink they could only see with UV lights.

H.A.M. learned how to make invisible ink from a recipe we found in The Archives, and that's how three different team members hid secrets in our map. This is why you'll need to make a UV light to discover them!

But don't worry! It's not hard, and I'll help you figure it out.



To make and use your UV light, you'll need: 1. An LED flashlight 2. Clear tape **3.** Blue and purple markers (optional: red marker) 4. The Underfoot: The Mighty Deep (and/or yellow, orange, or pink highlighters and blank paper) Steps to make the UV light: 1. Put clear tape over the flashlight, and color the surface completely with the blue marker. 2. Repeat this step two more times, but use the purple marker for these second and third layers. 3. Your light should now emit a dim violet glow. Optionally, if your UV light doesn't seem to be working too well after you try it out (like maybe if it looks a bit too blue instead of purple), you can try adding another piece of tape and coloring it red.

How to test and use the UV light:

- 1. If you have yellow, orange, or pink highlighters, use them on blank paper to draw a design.
- 2. Take your paper and your copy of *The Underfoot* with the H.A.M. map on pages 4 and 5 into a very dark room.
- 3. Shine your light over the highlighter design. Do you see it glow? Your light is working!
- 4. Shine your light slowly all over your H.A.M. area map, and see if you can find the three secrets!

Tips and extra fun!

- 1. If you are having trouble finding the secrets, sometimes they show up even better when you shine the light beam straight down onto the page, and sometimes they show up even better when you look at the page you're shining your UV light on through a cellie phone camera screen held at about a 45-degree angle.
- 2. While you have the cellie out, take the best pictures you can of the secret messages.
- 3. Have your grown-up share your pictures on Twitter or Instagram with the hashtag #TheUnderfoot, so everyone can see your successful science experiment. Also, share your theories on which of the H.A.M. members wrote each of the messages!