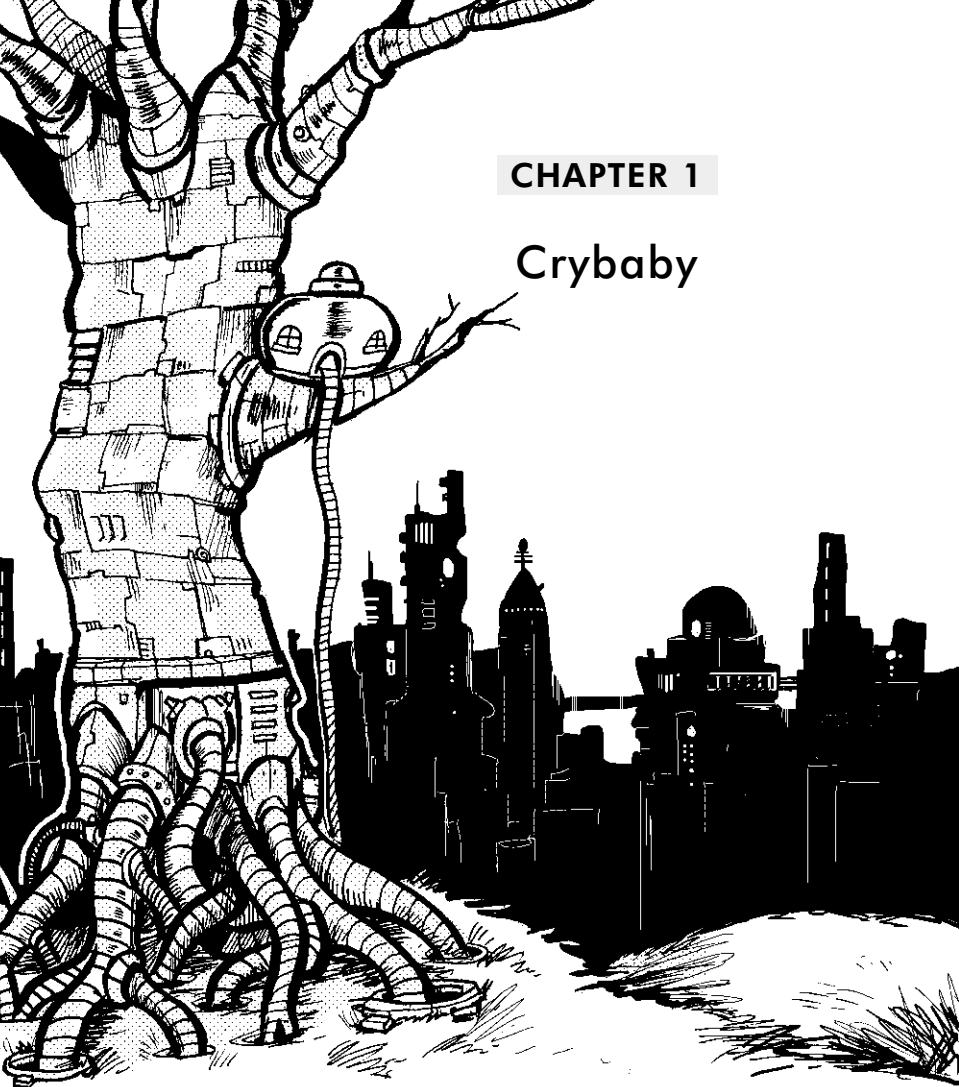


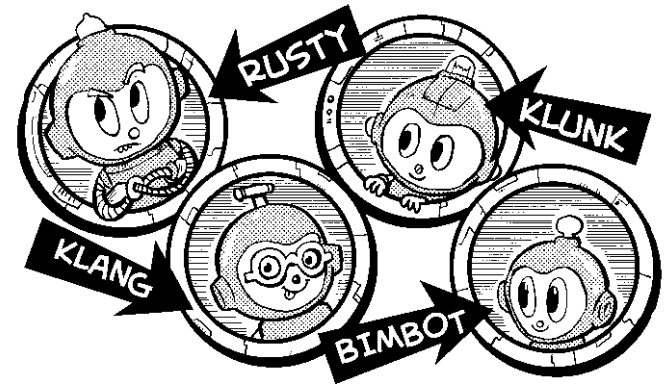
CHAPTER 1

Crybaby

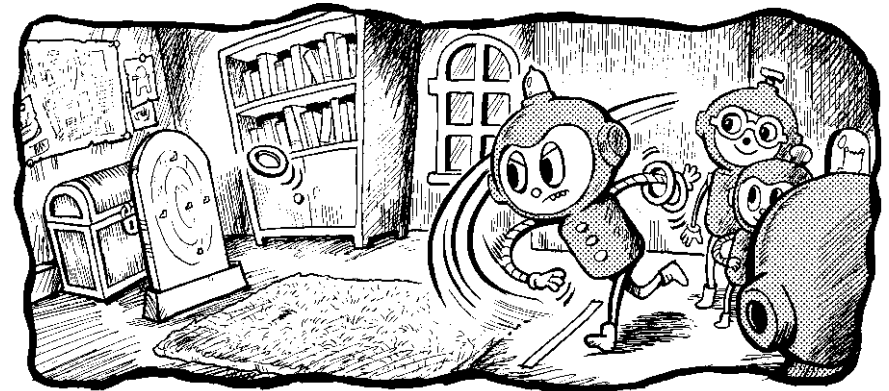


Outside of Robot City stood a tall tin tree, with a small metal treehouse bolted to its side.

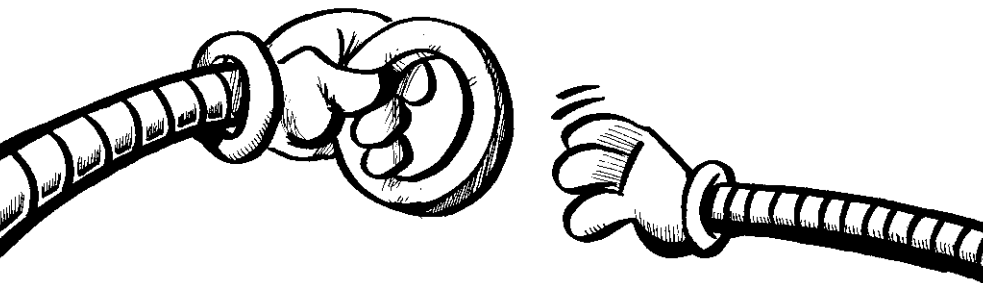
Inside the treehouse, four young robots were playing ring-toss.



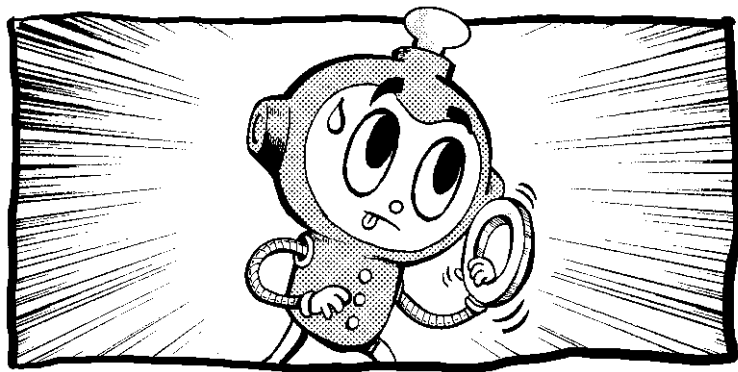
Bimbot, who was the youngest, had been waiting a long time for his turn.



At last, Rusty handed Bimbot  
a ring.

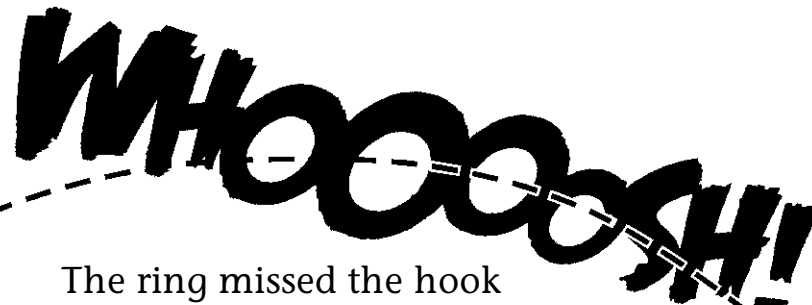


'Okay, Bimbot,' he said. 'You only  
get one throw.'

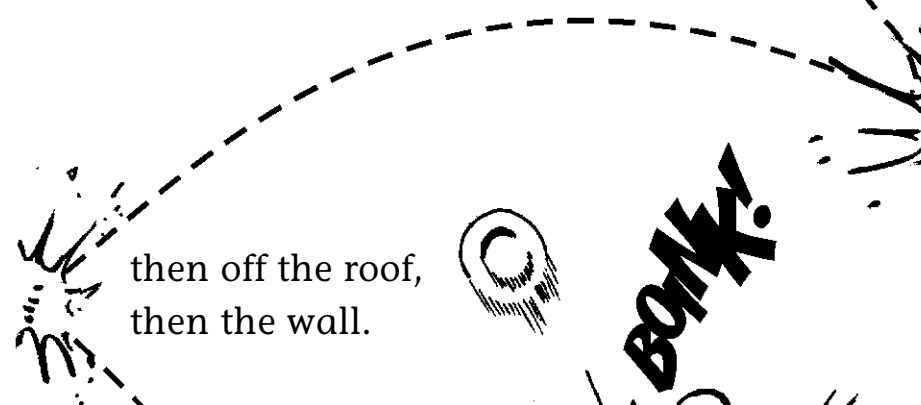


Bimbot took careful aim. I'll show  
them all how good I am, he thought.

He threw the ring with a mighty

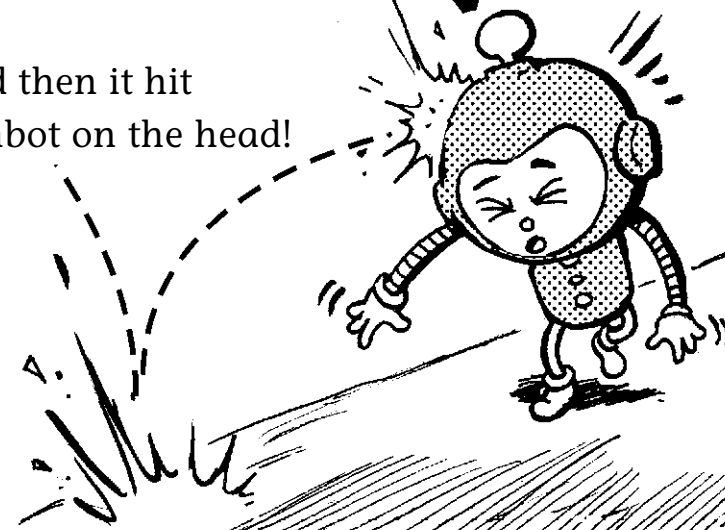


The ring missed the hook  
and bounced off the floor ...

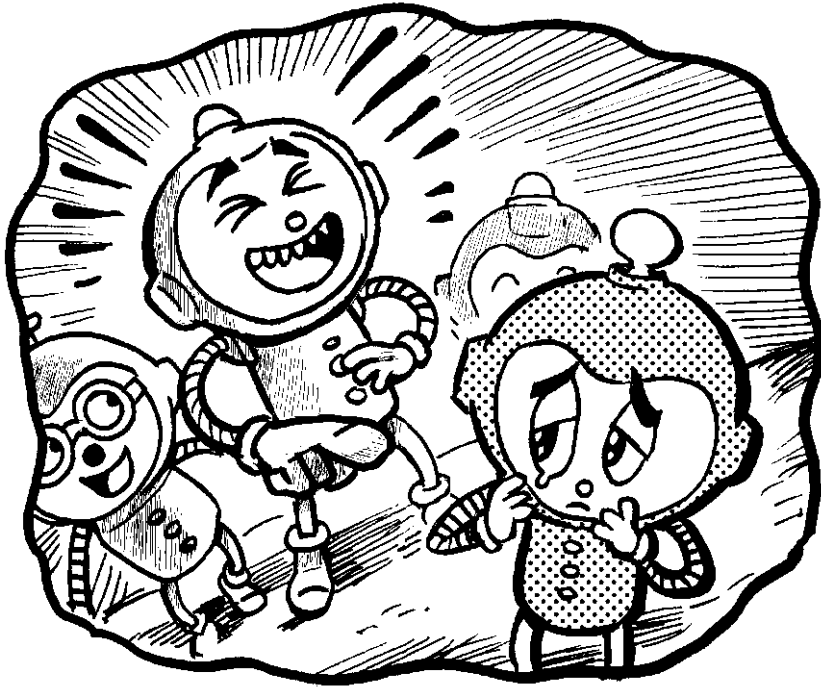


then off the roof,  
then the wall.

And then it hit  
Bimbot on the head!



Rusty burst out laughing. Klang and Klunk (who always copied Rusty), joined in.



Bimbot felt so sad that a small tear dripped from his eye.

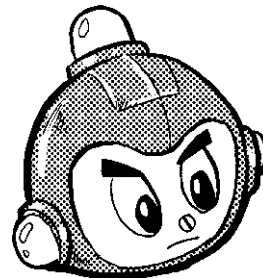
'Leave me alone,' he cried.

Rusty stopped laughing.



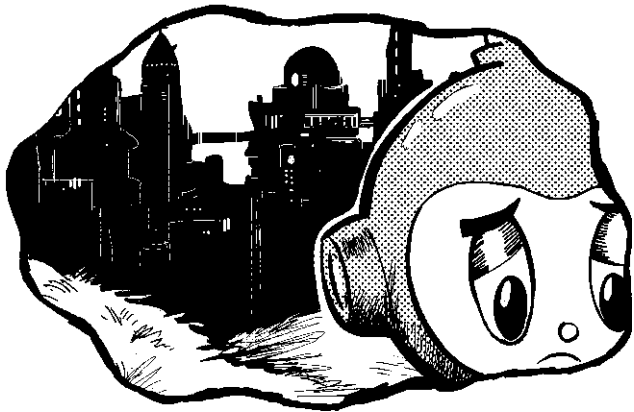
'WHAT ARE YOU DOING?' he roared at Bimbot. 'Are you **CRYING?** Robots **DON'T CRY!**'

'You big baby!' said Klunk. 'Go home to your mammy!'





Poor Bimbot! He climbed down the ladder and walked away, hanging his head and staring at the ground as he went.



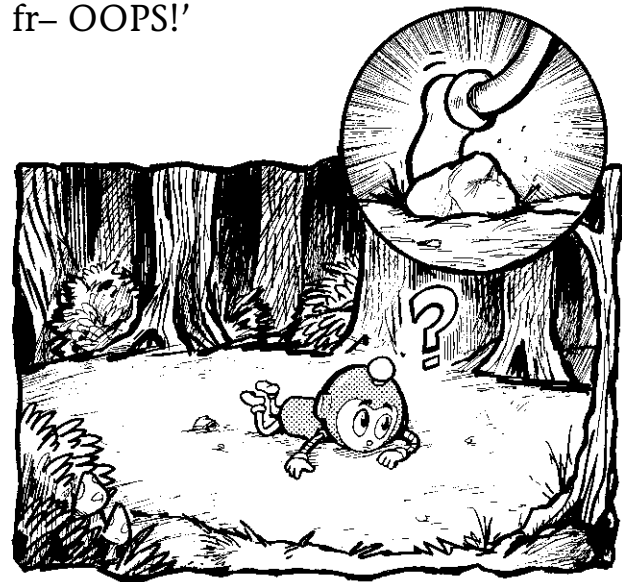
He walked and he walked ...




... and he walked some more.



'Why are they so mean to me?' he said. 'I thought they were my fr- OOPS!'



He looked around and said, 'Where am I? This isn't home.'

A black and white woodcut-style illustration of a character in a dark forest. The character is a small, round figure with a large head, wide eyes, and a small tuft of hair on top. They are wearing a long, striped tunic and shorts. The character is standing on a path, looking back over their shoulder with a worried expression. The forest is dense with tall, thin trees and thick foliage. The lighting is dramatic, with the character and the path they are on being brightly lit, while the surrounding forest is in deep shadow. A speech bubble is positioned above the character, containing the text: 'Oh no! I've wandered into the Dark Woods!'.

'Oh no! I've wandered  
into the Dark Woods!'