



#11



CHRIS
HUGHTON

ADVENTURE TIME™

CREATED BY

Pendleton Ward

WRITTEN BY

Ryan North

ILLUSTRATED BY

Shelli Paroline & Braden Lamb

LETTERS BY

Steve Wands

"The Meaning of Bravery"

WRITTEN & ILLUSTRATED BY

Zack Giallongo

COVER BY

Chris Houghton

with colors by Kassandra Heller

DIGITAL EDITOR:

Megan Brown

DIGITAL DESIGNER:

Sarah Rockwell

ORIGINAL EDITOR:

Shannon Watters

ORIGINAL DESIGNER:

Stephanie Gonzaga

ONIPRESS.COM    /ONIPRESS

PUBLISHED BY ONI-LION FORCE PUBLISHING GROUP, LLC. Hunter Gorinson, president & publisher
Sierra Hahn, editor in chief • Troy Look, vp of publishing services • Spencer Simpson, vp of sales • Angie Knowles, director of design & production • Daniel Crary, director of marketing • Katie Sainz, director of sales, book market • Jeremy Colfer, director of development • Chris Cerasi, managing editor • Bess Pallares, senior editor • Grace Schiepeter, senior editor • Karl Bollers, editor • Megan Brown, editor • Matt Dryer, editor Gabriel Granillo, editor • Jung Hu Lee, assistant editor • Michael Torma, senior sales manager • Andy McElliot, operations manager • Sarah Rockwell, senior graphic designer • Carey Soucy, senior graphic designer Winston Gambio, graphic designer • Matt Harding, digital prepress technician • Sara Harding, executive coordinator • Kaia Rokke, marketing & communications coordinator • Joe Nozemack, publisher emeritus

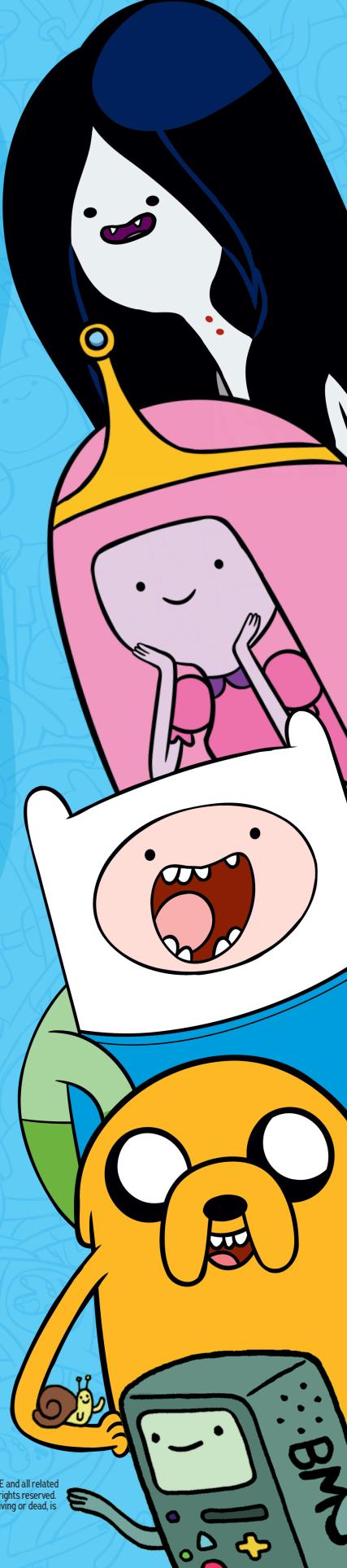
WITH SPECIAL THANKS TO

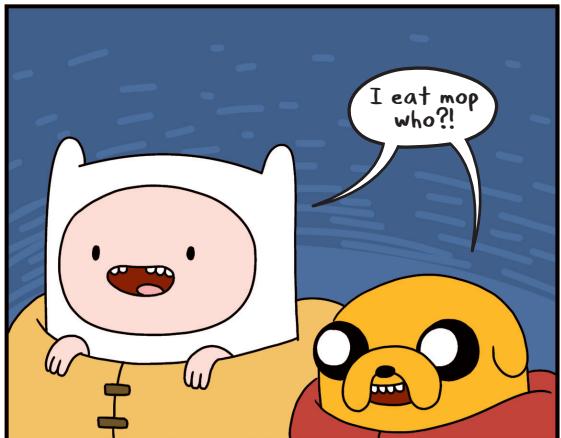
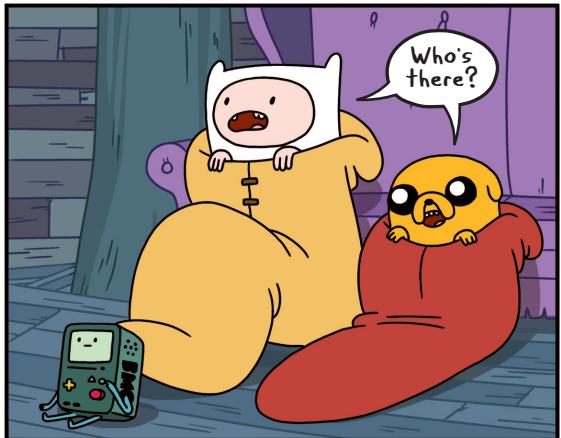
Kurtis Estes and the wonderful folks at WB and Cartoon Network.



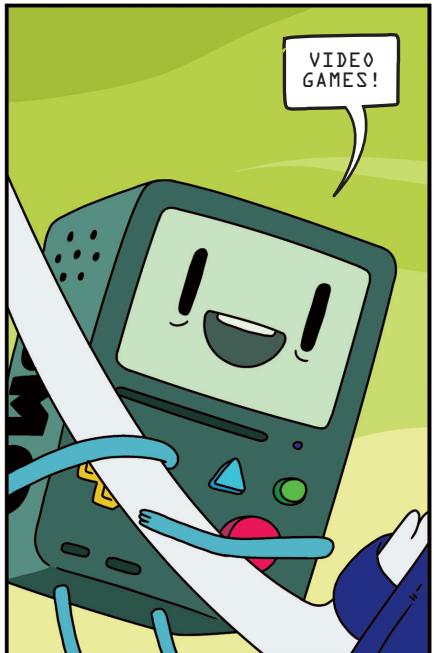
Copyright © 2024 Cartoon Network.
ADVENTURE TIME and all related characters and elements
© & ™ Cartoon Network. WB SHIELD: © & ™ WBEI. (s24)

Adventure Time #11, December 2024. Published by Oni-Lion Force Publishing Group, LLC, 1319 SE Martin Luther King Jr. Blvd., Suite 216, Portland, OR 97214. ADVENTURE TIME and all related characters and elements are trademarks of and © 2024 Cartoon Network. All rights reserved. Oni Press logo and icon are ™ & © 2024 Oni-Lion Force Publishing Group, LLC. All rights reserved. Oni Press logo and icon artwork created by Keith A. Wood. The events, institutions, and characters presented in this book are fictional. Any resemblance to actual persons, living or dead, is purely coincidental. No portion of this publication may be reproduced, by any means, without the express written permission of the copyright holders.





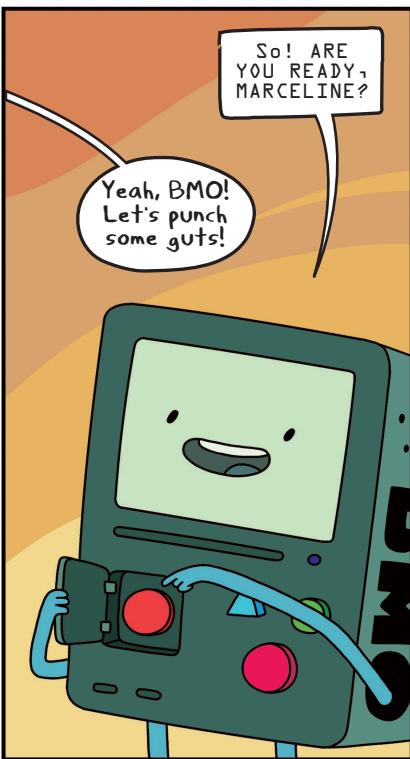
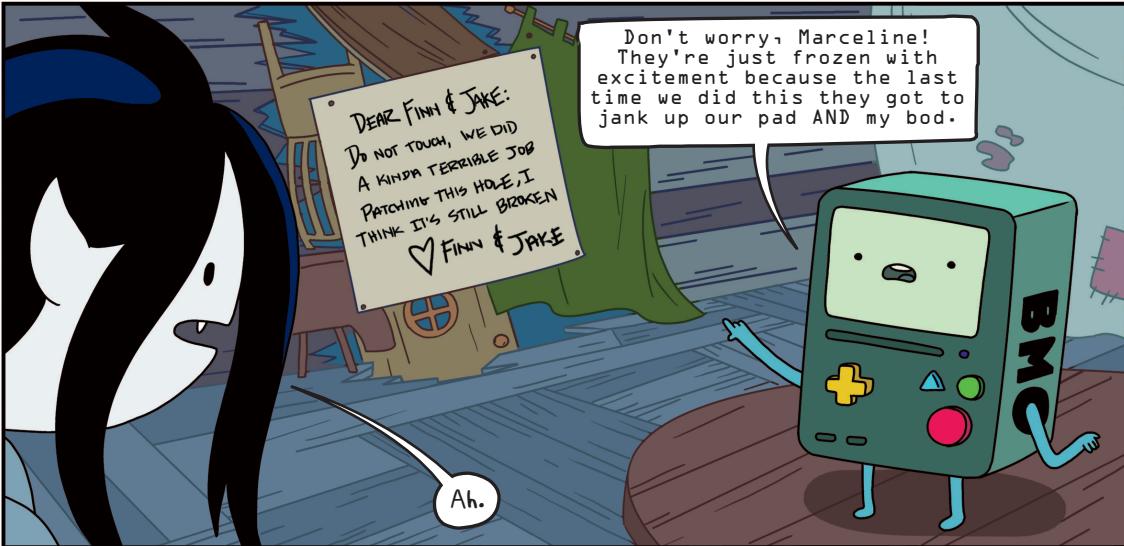
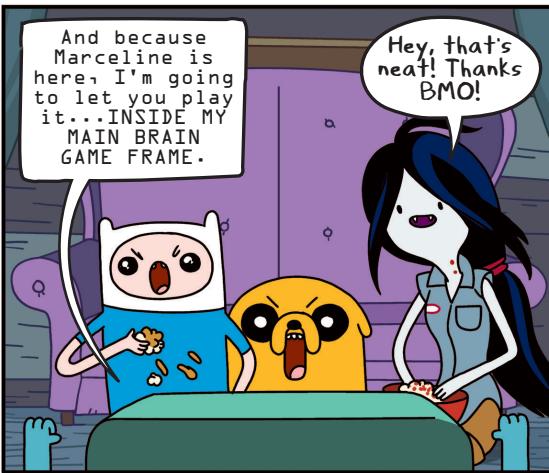
If you're not sure why it's gross, say it out loud. Preferably in front of a parent or authority figure.



Or is one of the boats secretly a vampire car? It is impossible to say.



SUPER GUTS PUNCH 3 really was the ultimate expression of the potential in SUPER GUTS PUNCH 1. SUPER GUTS PUNCH 2 was great, but it remains a divisive entry in the SUPER GUTS PUNCH canon.



But let's not forget the opposite! If you live -- really LIVE -- in the game, then you live in real life too!

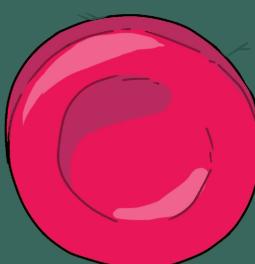
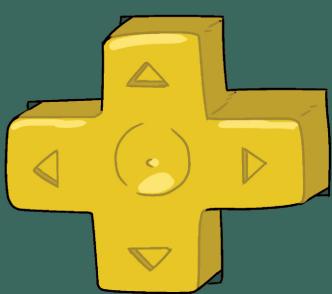
Lvl 1

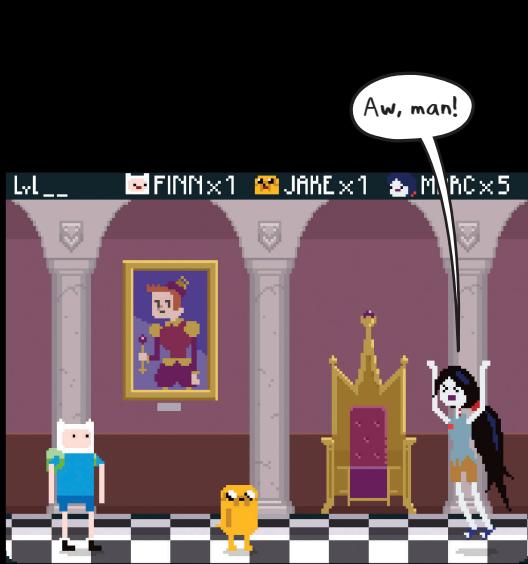
FINN x1 JAKE x1 MARC x5

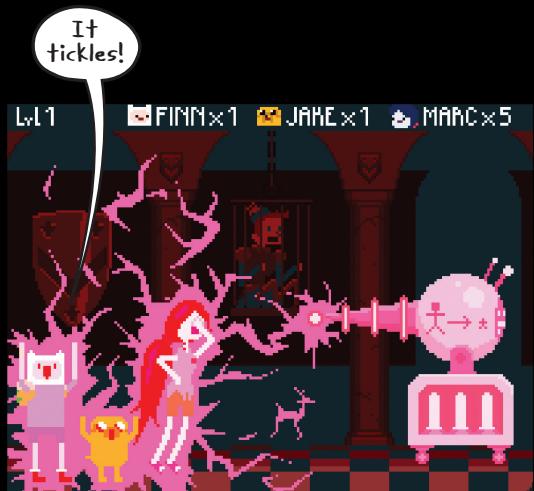
super

GUTS 3
BUNCH 3

3 PLAYER START!





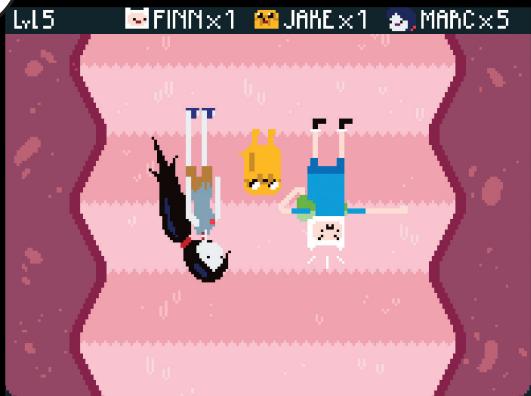


OMO-BBM-MBB-0BO-OMO-B00-BBM-0BO-BBM-0BB-BMO-0BO-B00-BMO-0BM-BMO-0MO-BMO-MBB-MMO-0BM-0BO-0BB-0MB-BMB-0BO-MBB-MOB-MMO-0BM?

So we're inside the prince's throat now?

That's weird! Normally Level 5 doesn't happen so early. Normally it only happens after you've beaten levels 1 through 4.

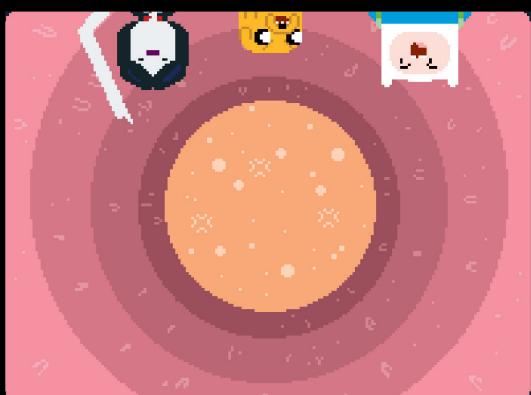
Friends! Let's **PUNCH OUR WAY OUT!**



Aww.

That's the stomach, right? We'll get digested, right?

NOT ON OUR WATCH!



Come on. What were you guys going to do-punch the acid?

QUITE POSSIBLY.



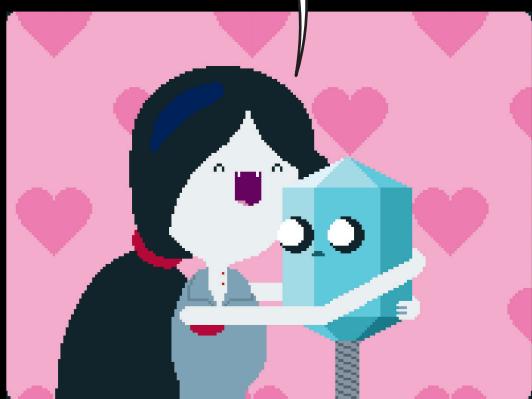
In case you're wondering, Levels 1 through 4 are Teethopolis, Tongue Hill Zone, Uvula Point, and then a boss fight with The Saliva Gland And His Saliva Band.

Okay, up ahead there should be a giant stomach virus boss for us to murder.

Well, "murder" makes us sound like the bad guys. We need to snuff out this stomach virus, Marceline.

I mean, we need to end it.

Look, we need you to help us destroy the sacred life of this virus boss.

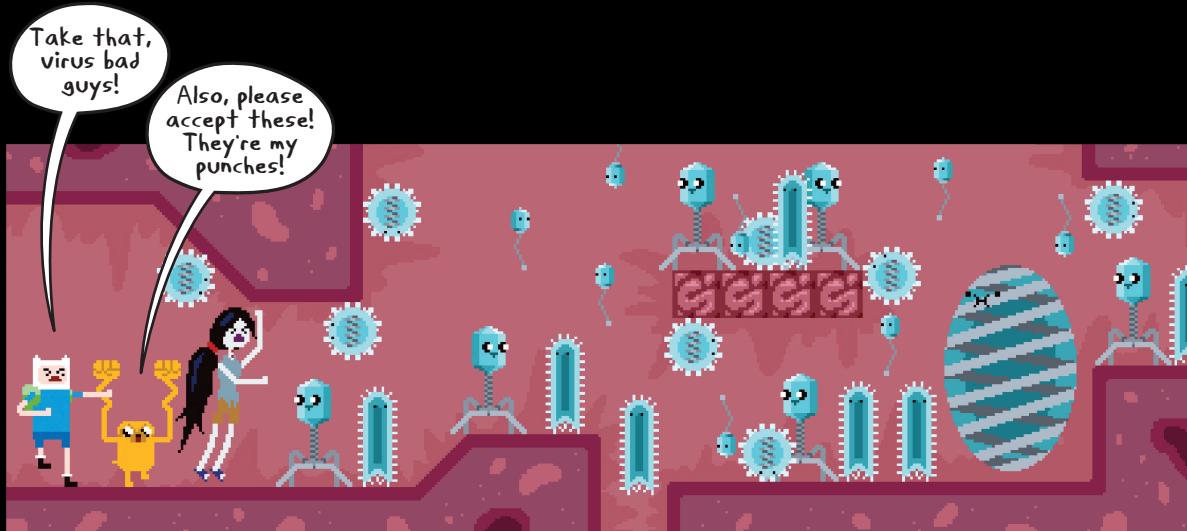


Marceline, watch out!



Huh. Wow. That, uh, usually takes more than one shot.





MMB-BMO-0MM-BMO-MMB-MMO-MBB-MMO-BMO-MOM-0BB-MOB-0BO-MOB-BMB-MOB-MMB-MOB-0MM-BMO-0BB-0MO-0BB-MBB-0BO-BMO-0BM-0MB-BMB-BMB-BMO-0BM-0BM



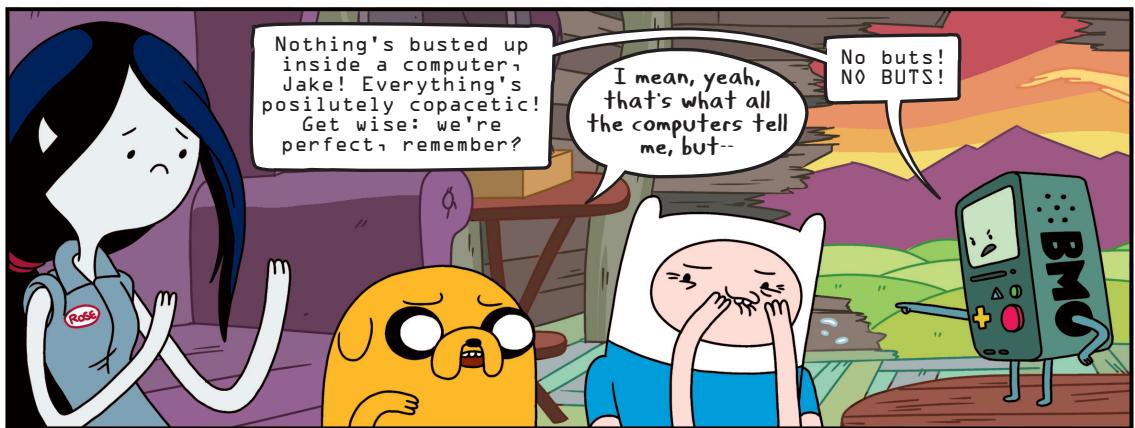
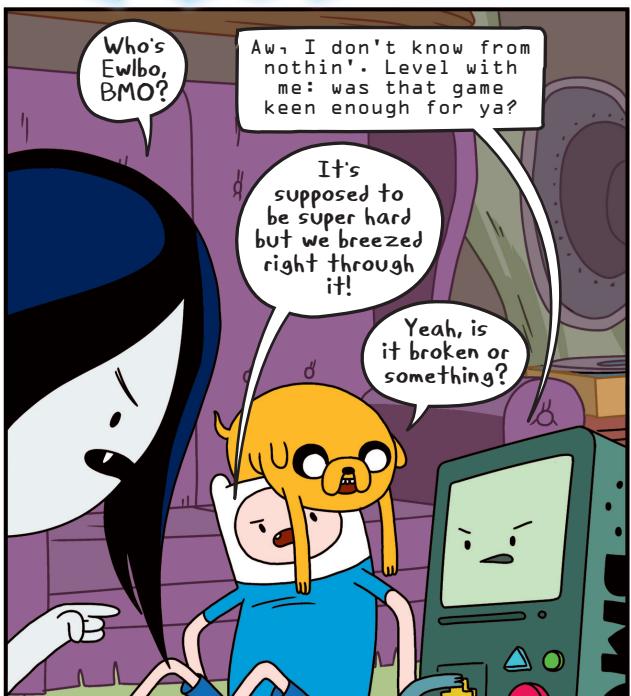
Or to put it another way, **WOW** this prince has an impressively-varied and incredibly-detailed arrangement of guts.

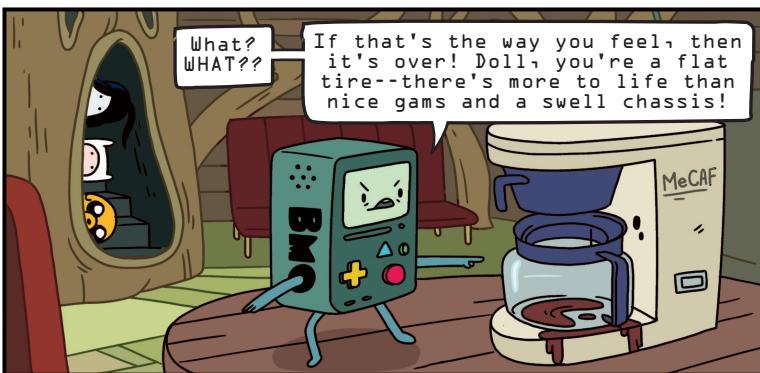
This is it!
The final
boss is just
up ahead!

I gotta
admit, this is an
impressively-
varied game.

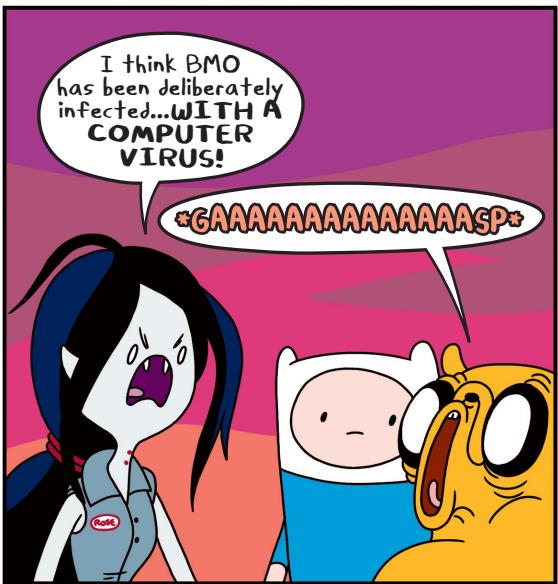
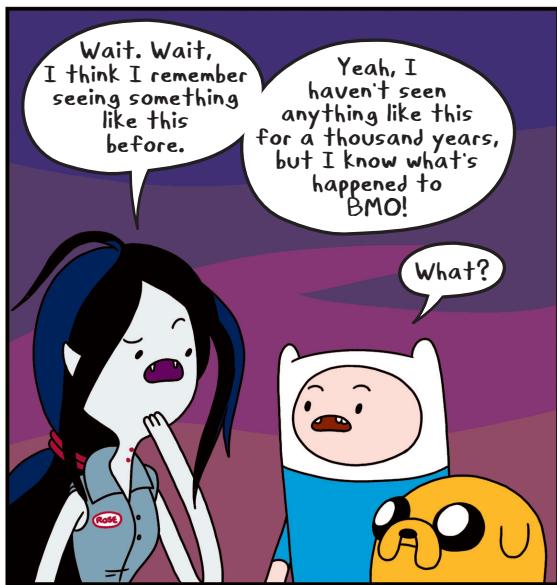


*MMO-BMO-OMO-OBM-OMB-BBO-OBM-MOB-OMB-OBM-OMB-MMB-MMO-BMO-MBB-MMO-
OBM-OBM-BBM-MMB-MMB-BBM-OBM-MBB-MOB-MMO-BMB-MOB-MMB-MMM-MOM-MMB-BMO-OBM-BMO*



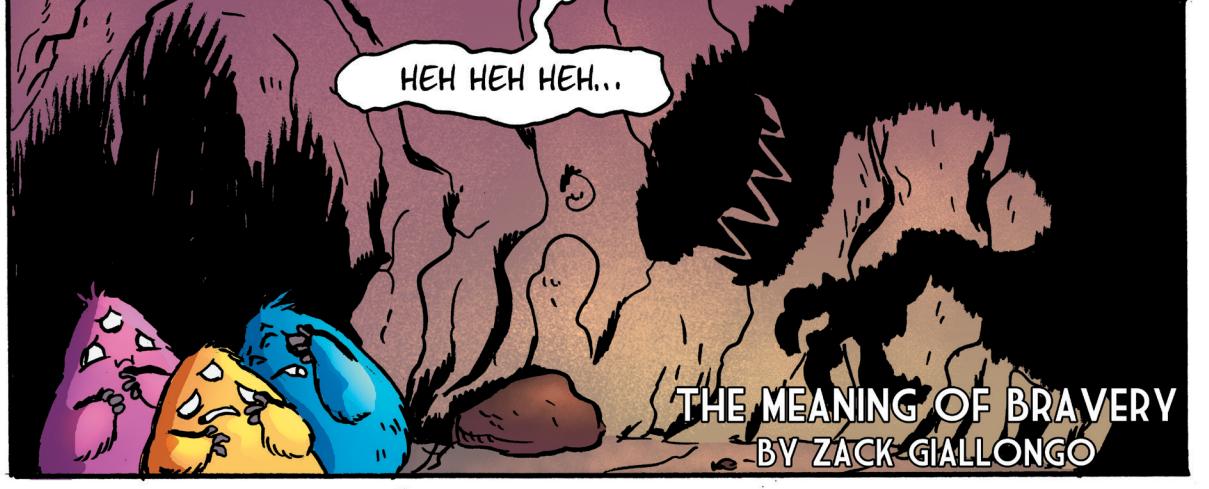


They make you healthier AND popular!!



That last one was part shock AND part choking!!

gaaaaasp -



HEH HEH HEH...

THE MEANING OF BRAVERY

BY ZACK GIALLONGO



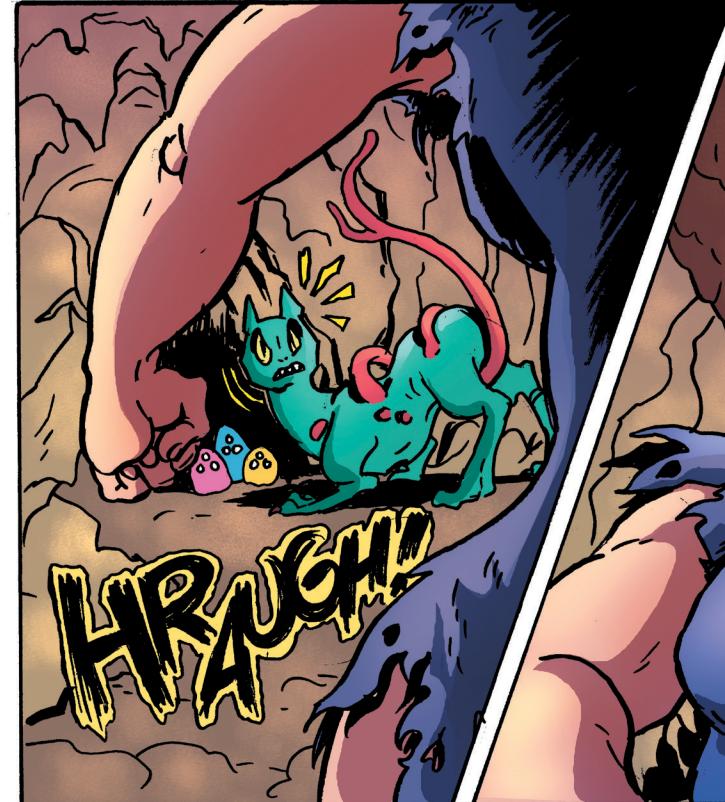
THANK YOU
FOR RUNNING
AND HIDING.



IT MAKES THE
WHOLE AFFAIR
MORE FUN!



BUT NOW, I'M
AFRAID, IT'S
GAME OVER.



MONSTER
BEAT UP
THINGIES?

HRUAUCH!





PERFECT!
WELL DONE!
WELL DONE!

YOU'LL BE THE
BRAVEST IN THE
LAND!
MUHAHAHAHA!





