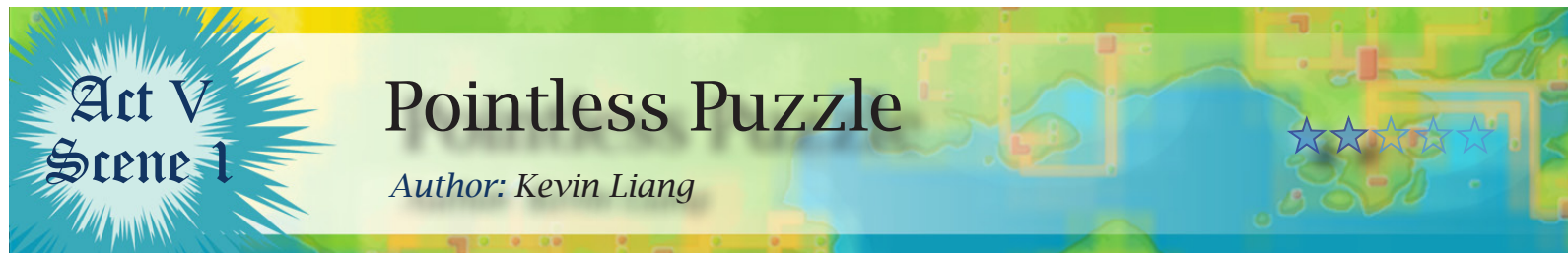


The next thing you know, everything is back to normal again. Water is flowing, Mezza is soaring, and you find yourself able to move once more. “What was that?” you wonder, absolutely petrified at the thought of helplessness.

Thinking your surroundings is to blame, you head back into the building, feeling disappointed since the experience was not as fun as you’d hoped. As you leave the attendant tries to hook you into joining some event, but you vehemently refuse, storming out the door.

Thinking to yourself “that was a pointless adventure,” you head back the same way you came, stopping by a park to mull things over. An artist approaches you and indicates as though they want to help cheer you up. Believing that anything to take your mind off the horrifying experience would help, you nod.

The artist whips up a quick grid with a few flicks of the tail, and presents it to you along with a list of words...



	subpar	irritation		wear	fencing sword								
								numeral					
	feature					sally		spicy		performer			
	congeal	clothed	odd or even		daring	band							
				chill				risk calculator	lazily				
	slight			pickle		light black		collection		relating to light			
		cable											
					handle			previous					
		feeling		dull		fibber			peruvian capital				

egg white
parent or grandparent, say
threw ball at pins
scratched with nails
nearest
gaming device
jeans fabric
most gloomy
petrified remains
road with high speed limit
informally mother's mother, for example
frank
type of algebra, often involving matrices
referee assistant
white fungus
showed some cheek?
pocket torch
concerned with spoken sounds
jailbird
showered
haven
expressed disdain
opposite of density
famous birdwatcher, according to himself?
control device
fleeting
at the same time
cushion for the immature
by a large number of people; over a large area