

KISHIMOTO MASASHI

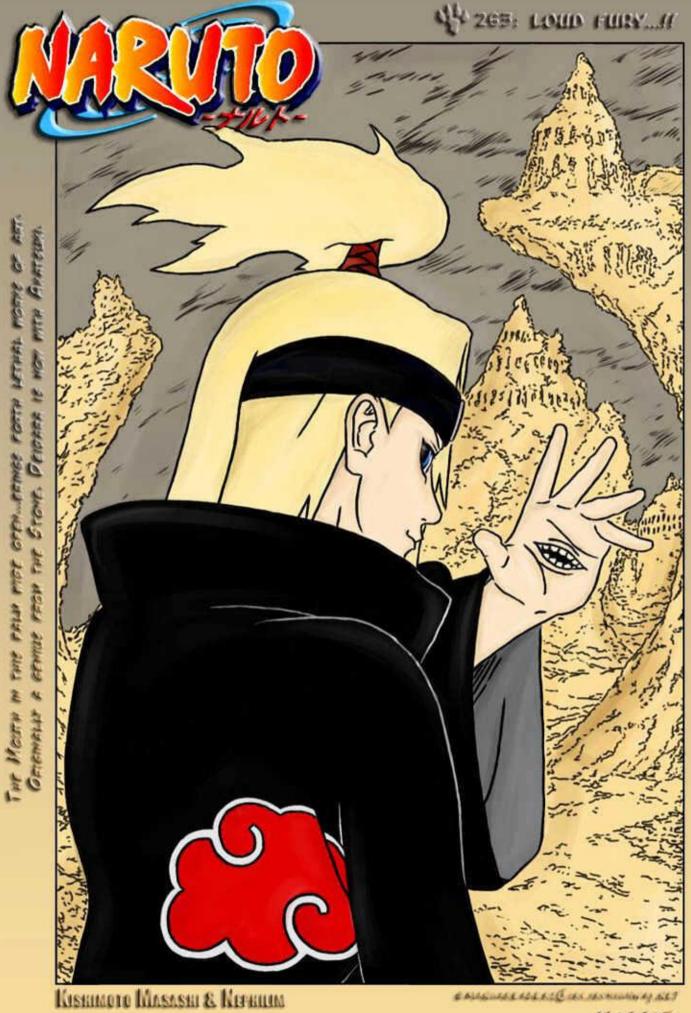
#MANGAREADERS GIRC. IRCHIGHWAY. NET

PLEASE DO NOT DISTRIBUTE OUR RELEASES OUTSIDE IRC WITHOUT OUR PERMISSION



263:大声で怒れ… カバッと開く口…その掌が生み出すは殺戮の芸術。元岩隠れの天才・デイダラ、

岸瓜避音史



Palage dig not entrabote our releage outside the without our fermissio

INAKE

\$ 263: A FURIOUS CRY!

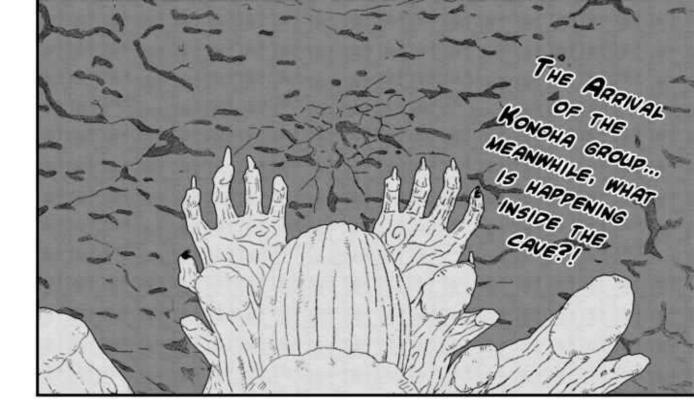
Coupura es Asidada

Kishimoto Masashi

263: A FURIOUS CRY IN THE PALM OF HIS HAND, A TINY MURDEROUS WORKS OF ART Kishimoto & monochromaticlife

KISHIMOTO MASASHI

HMANGAREADERS@IRC.IRCHIGHWAYNET













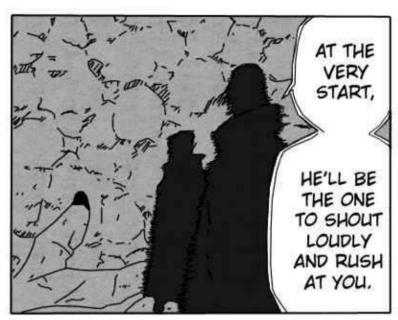


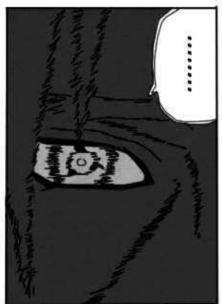
## Cocours on Outroop











SFX: SWISH







SFX: SWISH









SFX: RUMBLE





SFX: LAND





SIGN: KIN (FORBIDDEN)











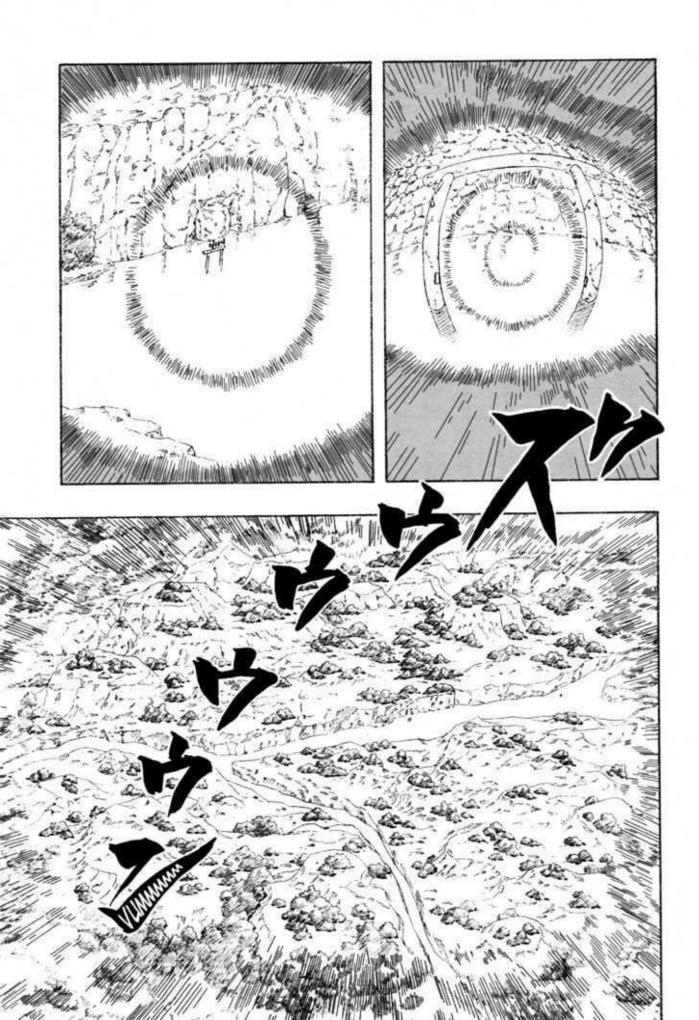






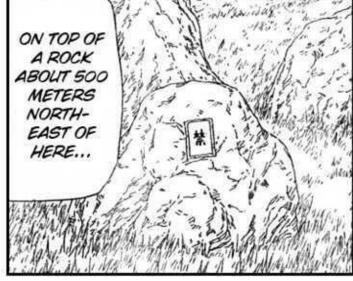
























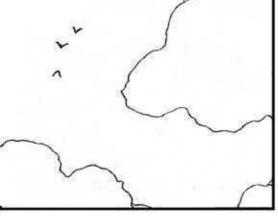


















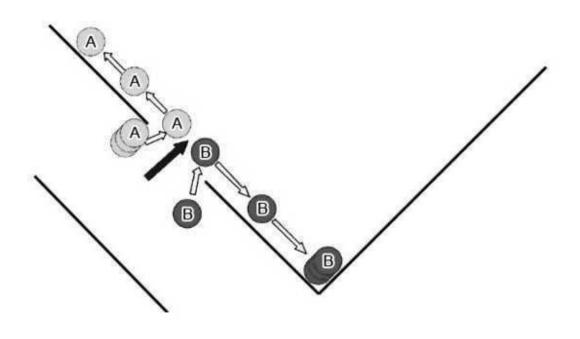




SFX: PEEL







THE BUTTONHOOK ENTRY
IS SIMILAR TO BOUNDING OVERWATCH;
ONE SOLDIER MOVES THROUGH THE DOORWAY HUGGING
THE WALL WHILE THE OTHER SOLDIER WAITS AND GUARDS.
AFTER THE ENTRY IS CLEAR, THE SECOND SOLDIER MOVES
THROUGH THE DOORWAY HUGGING THE OPPOSITE WALL.

THE BUTTONHOOK ENTRY
BEHAVIOR IS USUALLY PERFORMED AT DOORWAYS OR
WINDOWS WHEREAS STACKED MOVEMENT TYPICALLY OCCURS
WHEN THE TEAM IS PARALLELING A WALL.

ON THE PICTURE, A AND B CAN BE REPLACE BY NARUTO, KAKASHI AND CHIYO, SAKURA.



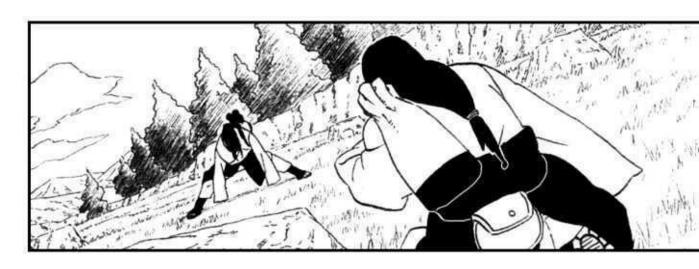


SFX: ZUZUZU

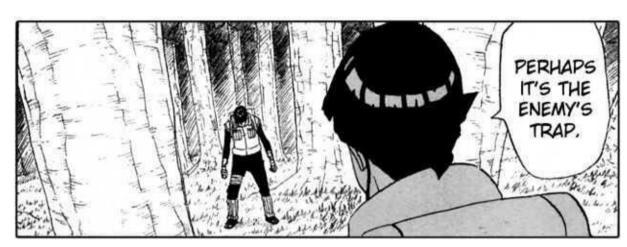




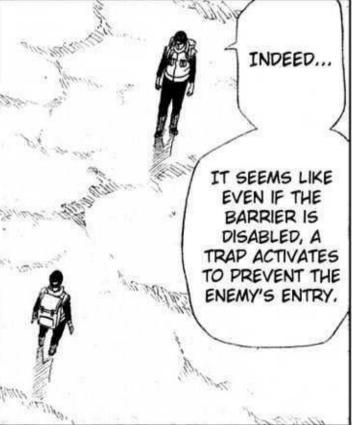




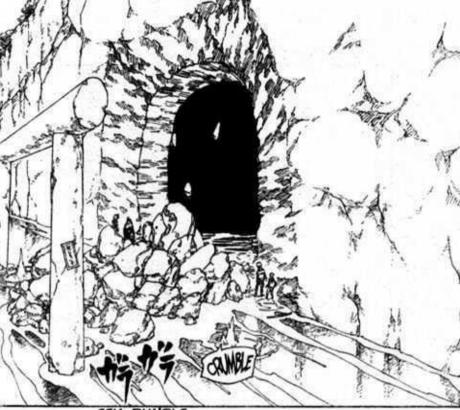
















SFX: WHIZZ

