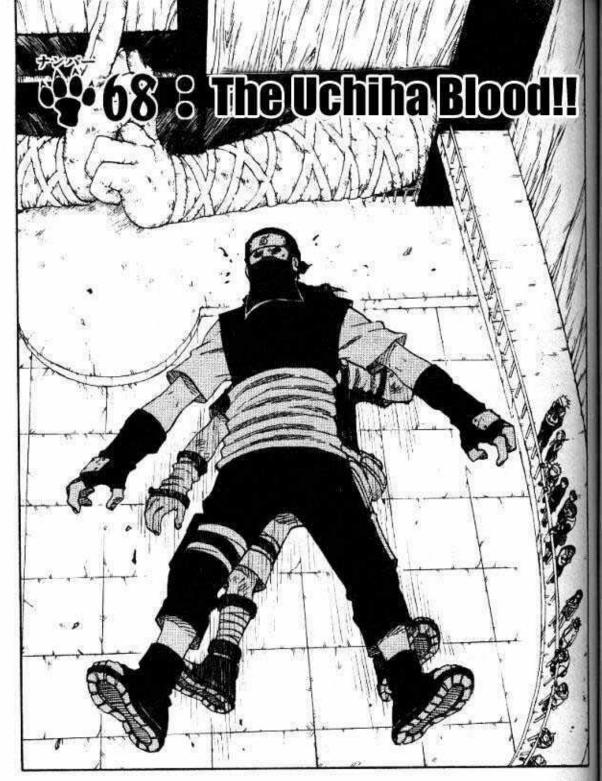
## KISHIMOTO'S WORLD HISTORY #7

SO MANY THINGS HAPPENED DURING MY LAST YEAR IN ELEMENTARY SCHOOL, AND SINCE I HAVE THE ROOM I'LL WRITE ABOUT IT. I WAS SO INTO TORIYAMA AKIRA-SENSEI'S ART THAT SOON MY DRAWINGS LOOKED EXACTLY LIKE HIS. THEN I WAS LOOKING AT THE VIDEO GAME INFO SECTION IN "JUMP", AND I SPOTTED A PICTURE THAT LOOKED EXACTLY LIKE TORIYAMA-SENSEI'S. "WHAT'S THIS GAME!? AWESOME!" IS WHAT I WAS THINKING, AND WHEN I FOUND OUT THAT IT WAS ACTUALLY DONE BY TORIYAMA-SENSEL, I GOT EVEN MORE EXCITED. THAT GAME WAS DRAGON QUEST! I REALLY WANTED TO PLAY, BUT THAT WAS JUST A DREAM FOR ME. BECAUSE AT THE TIME I DID NOT OWN A FAMICOM\*, WHICH EVERY OTHER KID IN MY CLASS SEEMED TO OWN. BUT I COULDN'T JUST ASK MY PARENTS FOR ONE. MY DAD DIDN'T LIKE THINGS LIKE THAT, AND WHEN HE'D HEAR THE WORD "VIDEO GAME," HE'D JUST TELL ME TO GO STUDY. MY TWIN THEN CAME UP WITH THE BRILLIANT PLAN OF GETTING ONE FROM SOMEONE ELSE. SO WE WENT THROUGH ALL OUR FRIENDS THAT OWNED ONE. WE THOUGHT THAT A PERSON WILLING TO GIVE AWAY SOMETHING WORTH OVER 10,000 YEN COULDN'T EXIST ... BUT HE DID!!! AT THAT TIME I WAS SO HAPPY THAT I VIEW THIS FRIEND AS A GOD.



























































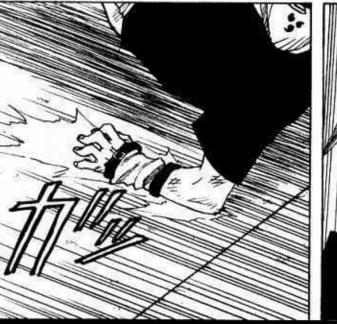








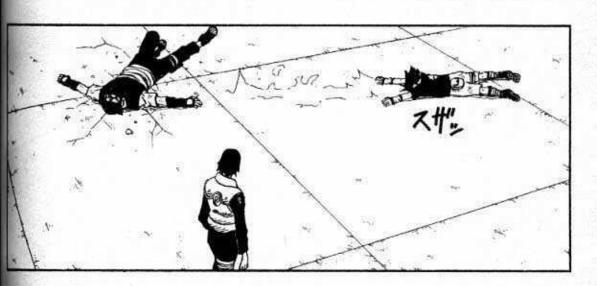


















## NARUTO-+ルト-8



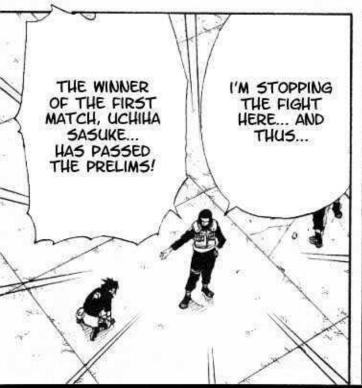






























































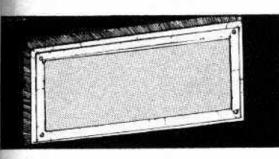
















IF WE DON'T TAKE CARE OF IT NOW, IT WILL BE TOO LATE.

I WON'T LISTEN TO YOUR SELFISHNESS ANYMORE.

























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