



STEVEN UNIVERSE

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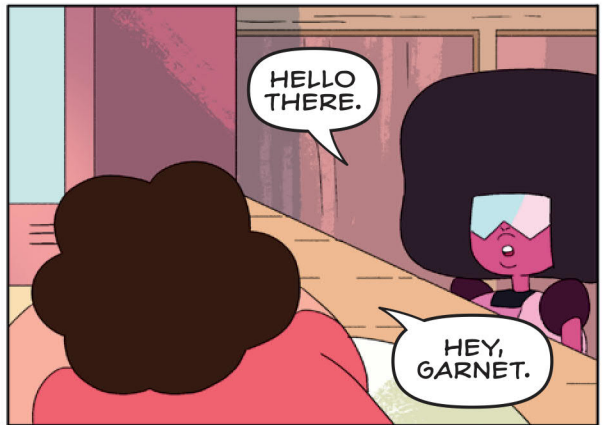


COME ON...

ALMOST GOT IT...



Bwooooo



HELLO THERE.

HEY, GARNET.



THAT YELLOW ONE IS GOING TO GIVE YOU TROUBLE.

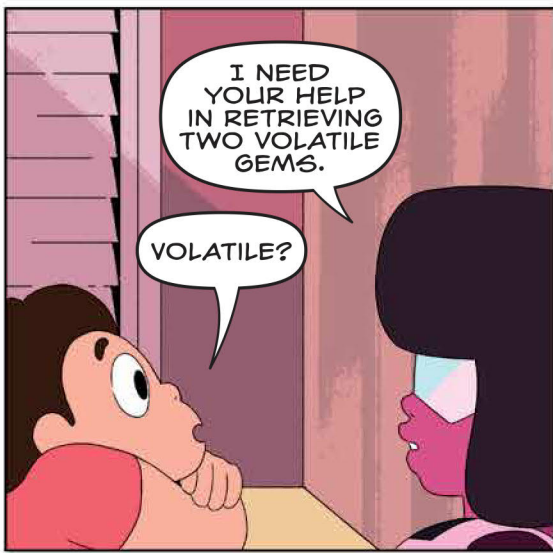
AH! WHOAH!

THANKS, GARNET!

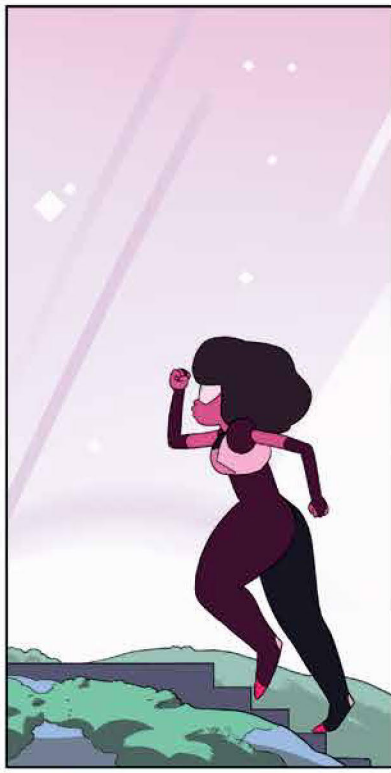


STEVEN, I KNOW YOU'RE BUSY WITH YOUR GAME, BUT WOULD YOU WANT TO GO ON A MISSION TOGETHER?

WOULD I?!









WOOOOW...



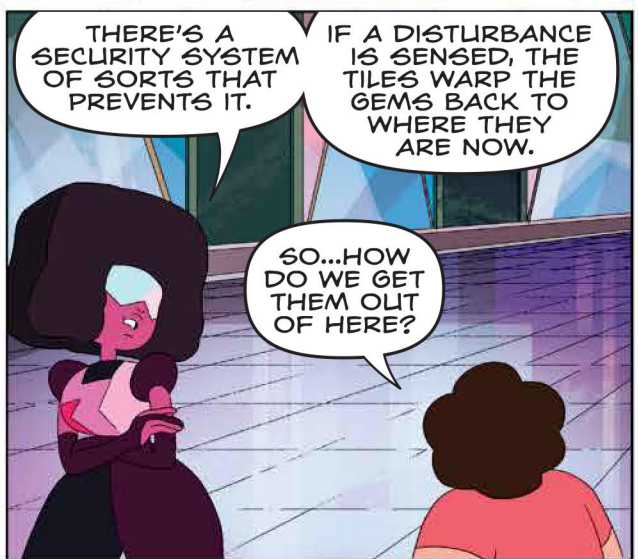
IT'S SO... SPACIOUS IN HERE.



WELL, HERE THEY ARE.

SO DO WE JUST... BUBBLE THEM?

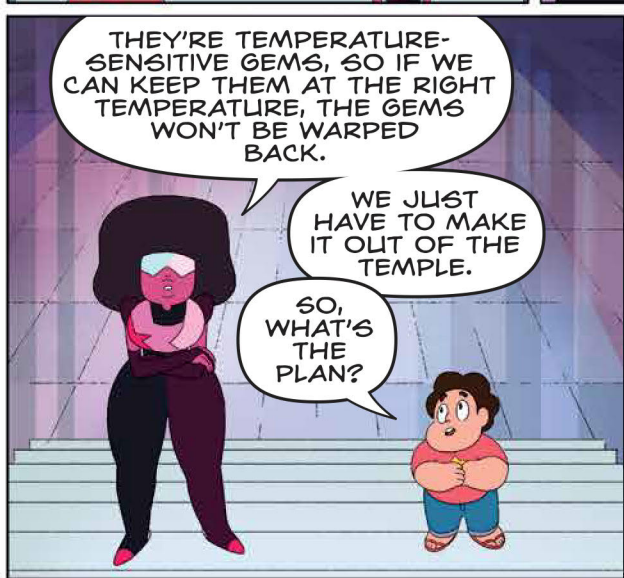
THESE GEMS CAN'T BE BUBBLED NORMALLY.



THERE'S A SECURITY SYSTEM OF SORTS THAT PREVENTS IT.

IF A DISTURBANCE IS SENSED, THE TILES WARP THE GEMS BACK TO WHERE THEY ARE NOW.

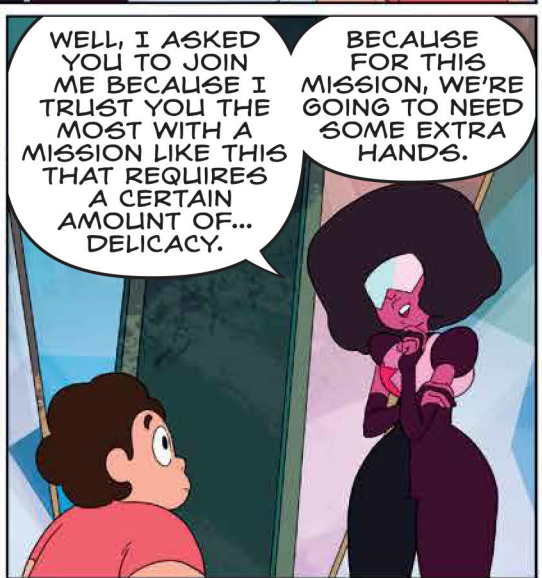
SO...HOW DO WE GET THEM OUT OF HERE?



THEY'RE TEMPERATURE-SENSITIVE GEMS, SO IF WE CAN KEEP THEM AT THE RIGHT TEMPERATURE, THE GEMS WON'T BE WARPED BACK.

WE JUST HAVE TO MAKE IT OUT OF THE TEMPLE.

SO, WHAT'S THE PLAN?



WELL, I ASKED YOU TO JOIN ME BECAUSE I TRUST YOU THE MOST WITH A MISSION LIKE THIS THAT REQUIRES A CERTAIN AMOUNT OF... DELICACY.

BECAUSE FOR THIS MISSION, WE'RE GOING TO NEED SOME EXTRA HANDS.