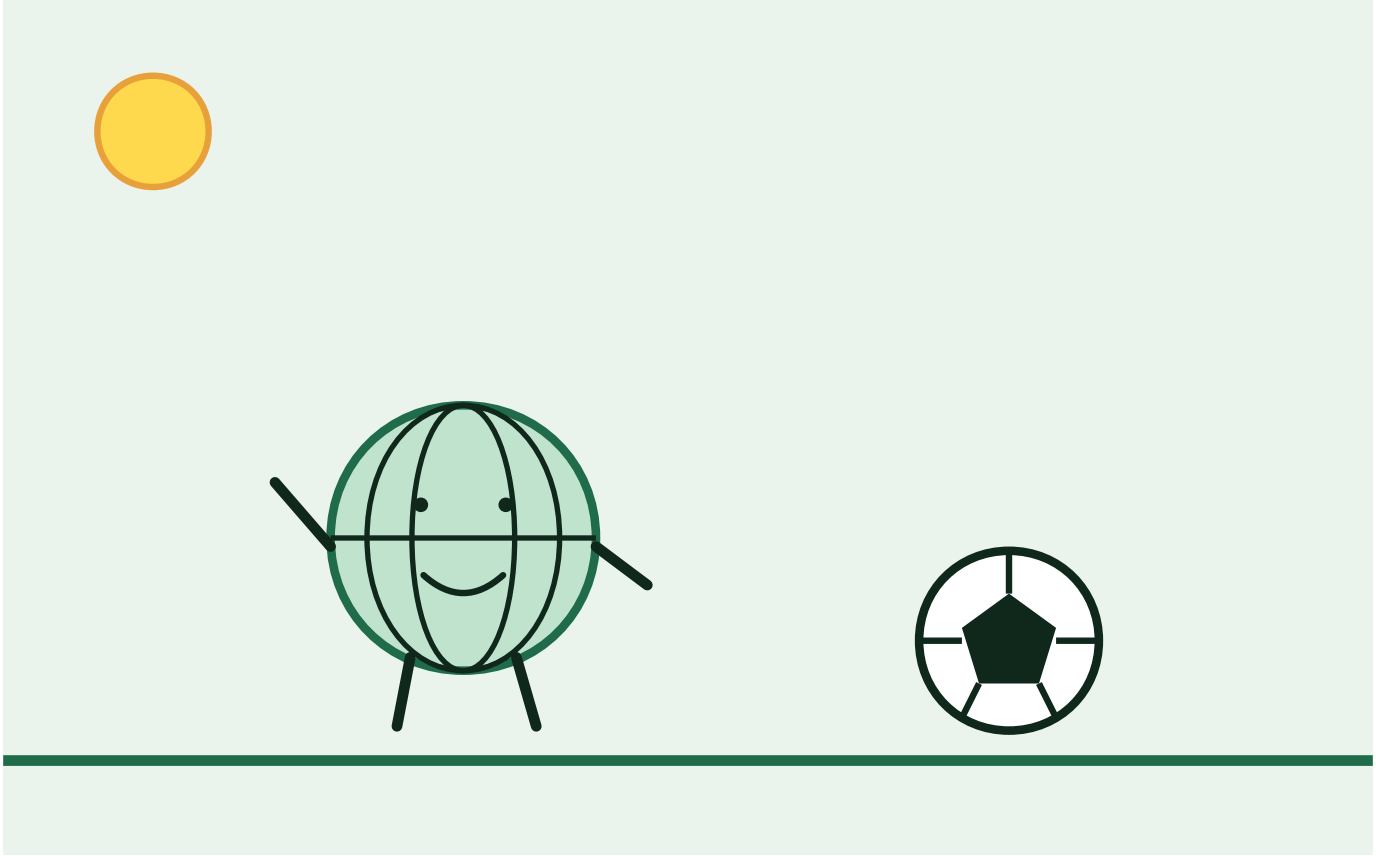
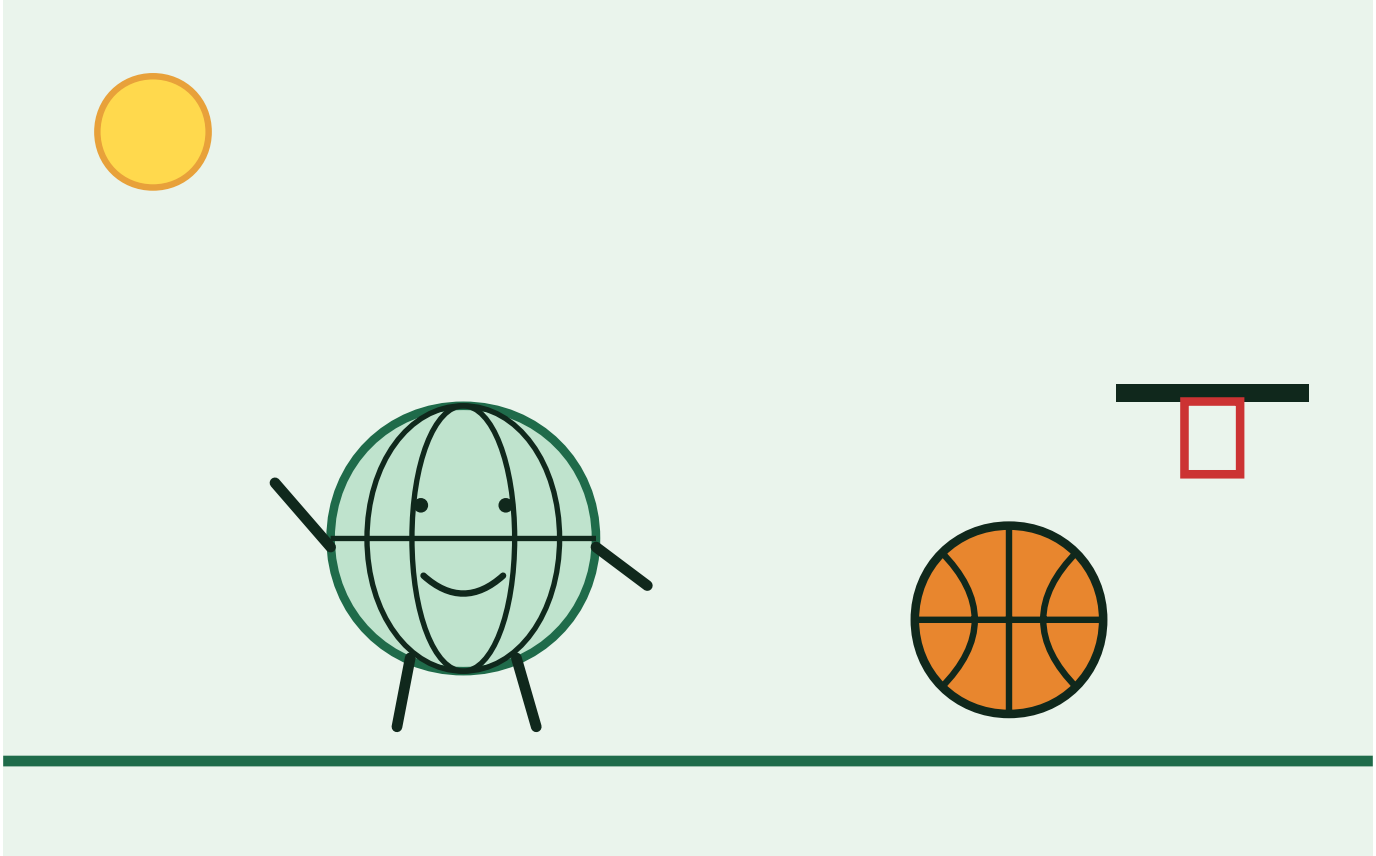
Meri & the 296 — a Sport on Earth Comic

An original comic in the site's own style. © 2026 Sport on Earth.



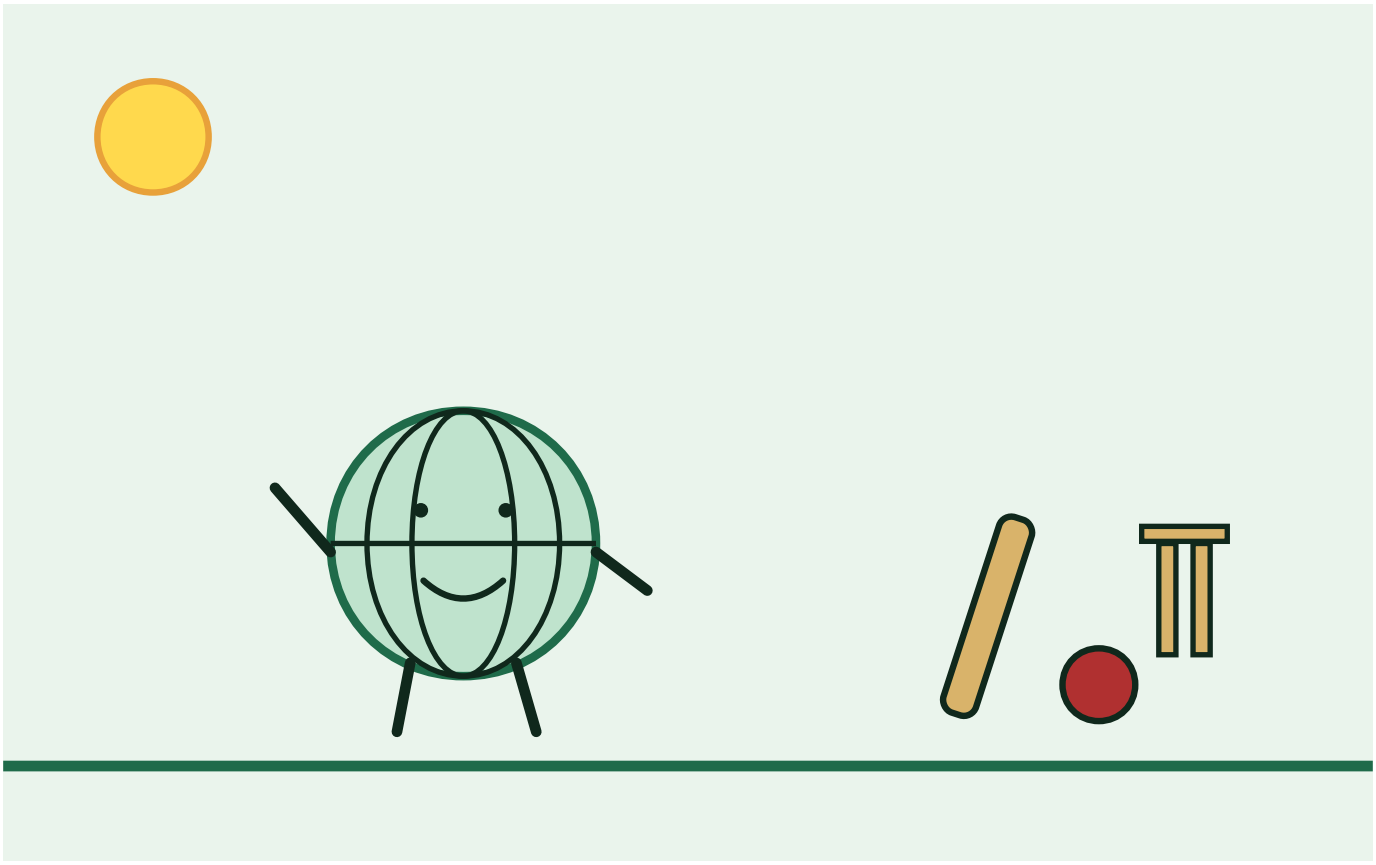
Chapter One — The Beautiful Game

Meri had one rule for the year: try everything once. First stop, a football pitch, where twenty-two players chased one ball and Meri learned the hardest lesson in the sport — the ball is round, the pitch is big, and the goalkeeper has seen every trick before.



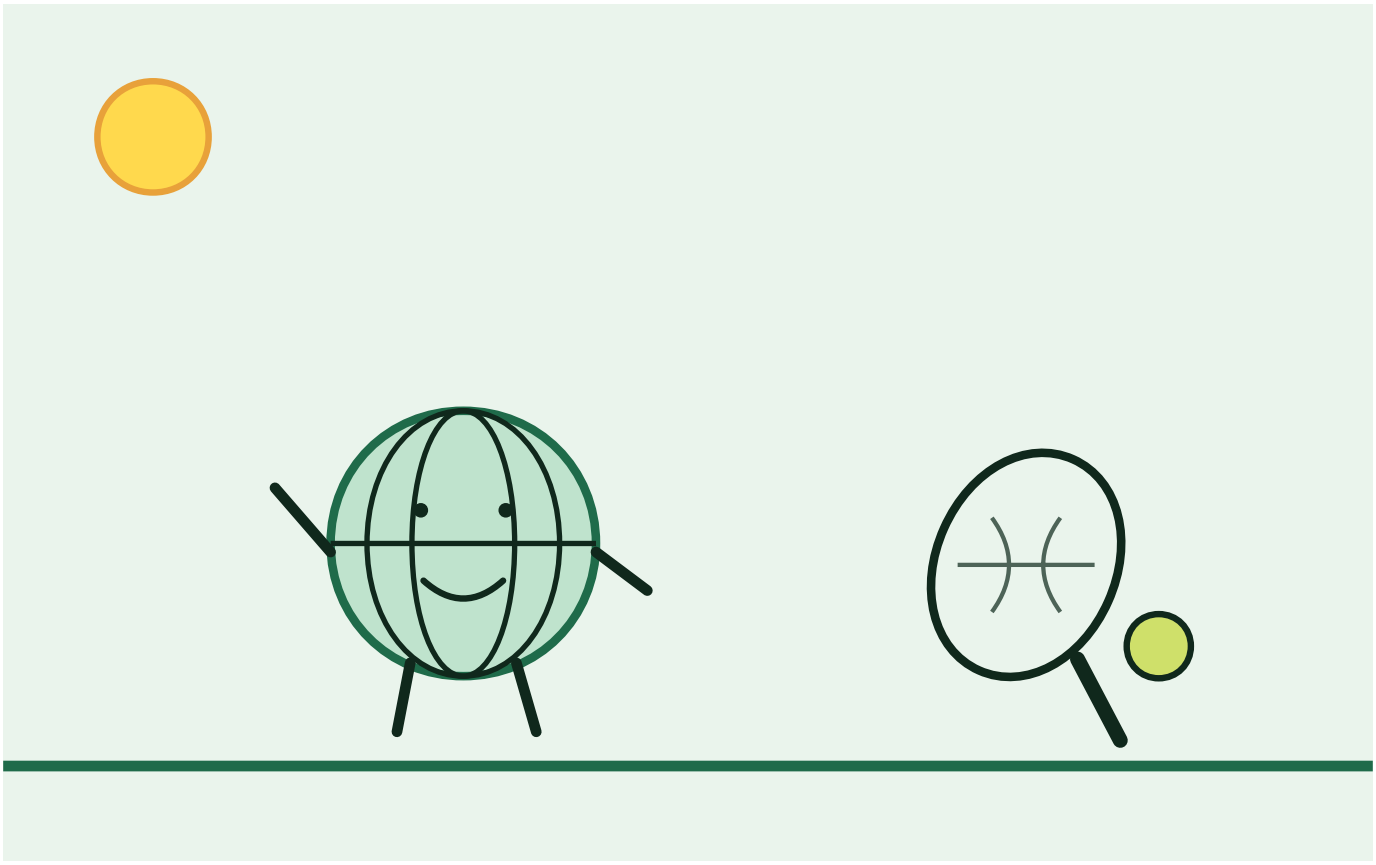
Chapter Two — Higher

On the court, Meri discovered a game that restarts every twenty-four seconds. ’Again!’ said the shot clock. Meri shot, missed, rebounded, and understood: basketball forgives quickly, but it never, ever waits.



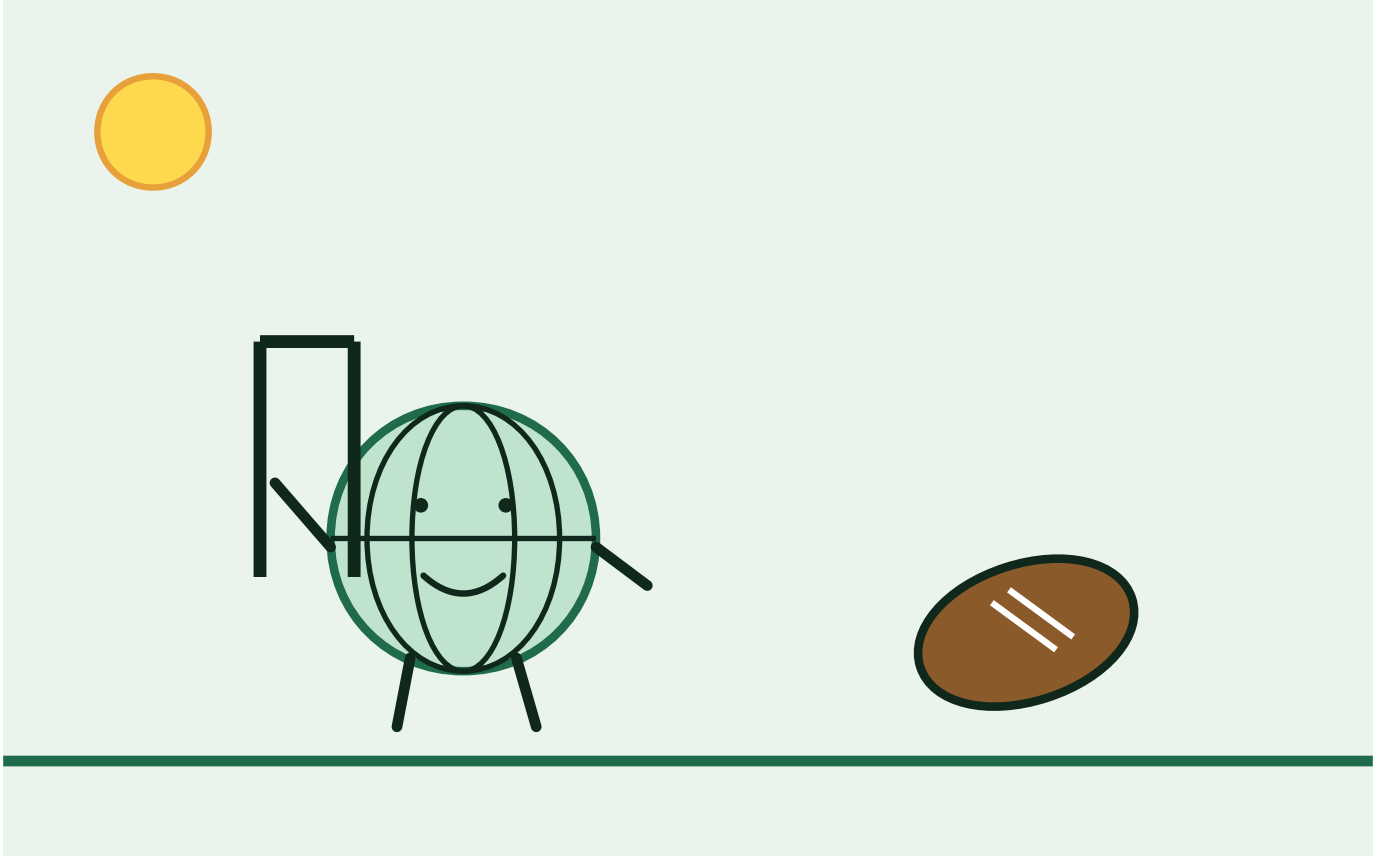
Chapter Three — The Long Game

Cricket took all afternoon and most of the next day, and Meri loved every minute of it. A game that stops for tea, Meri decided, is a game that understands people.



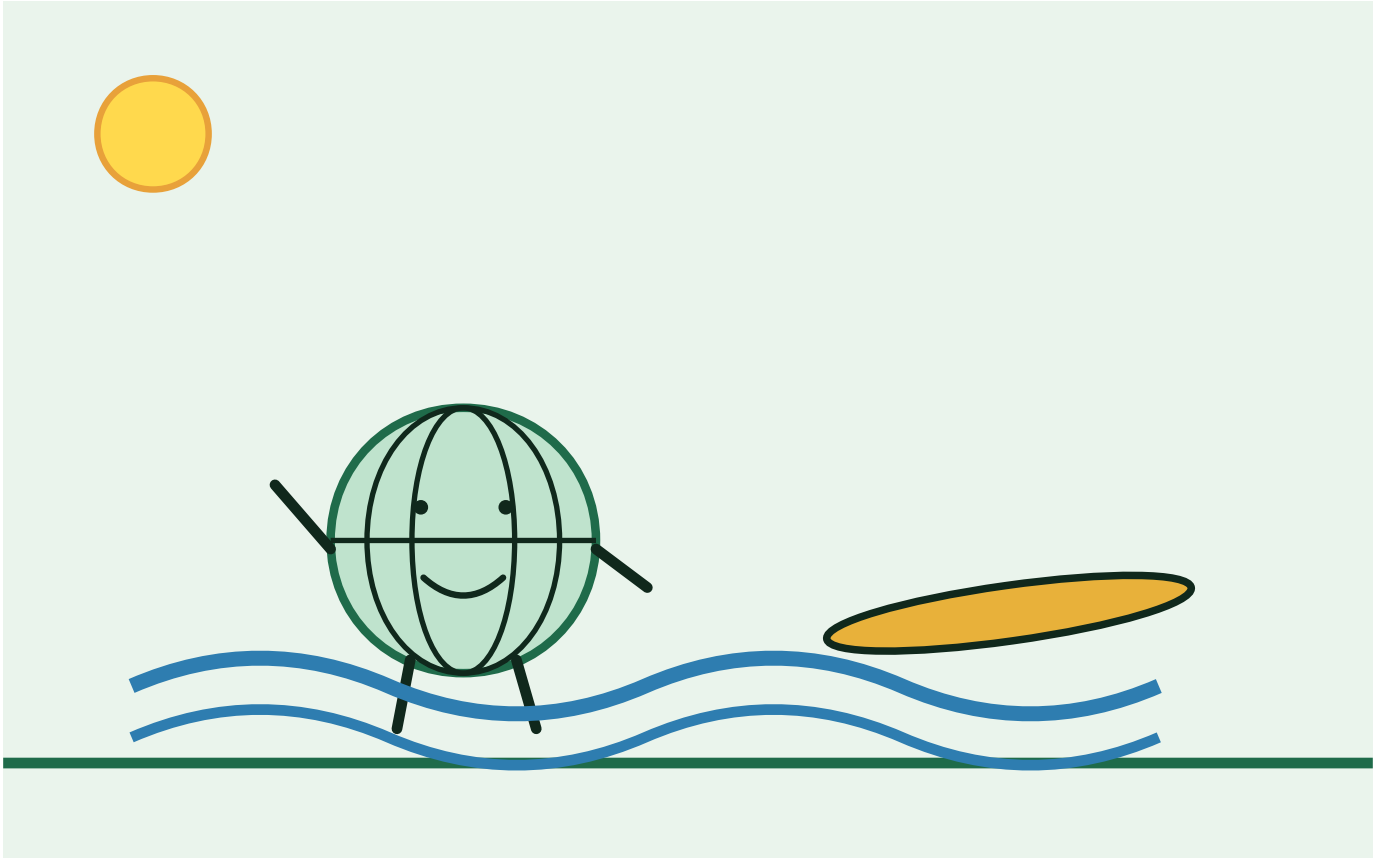
Chapter Four — Deuce

Tennis scored itself in a language of its own — love, deuce, advantage — and Meri, who had lost count, was relieved to learn that everyone else pretends to understand it too, right up until the tiebreak explains itself by happening.



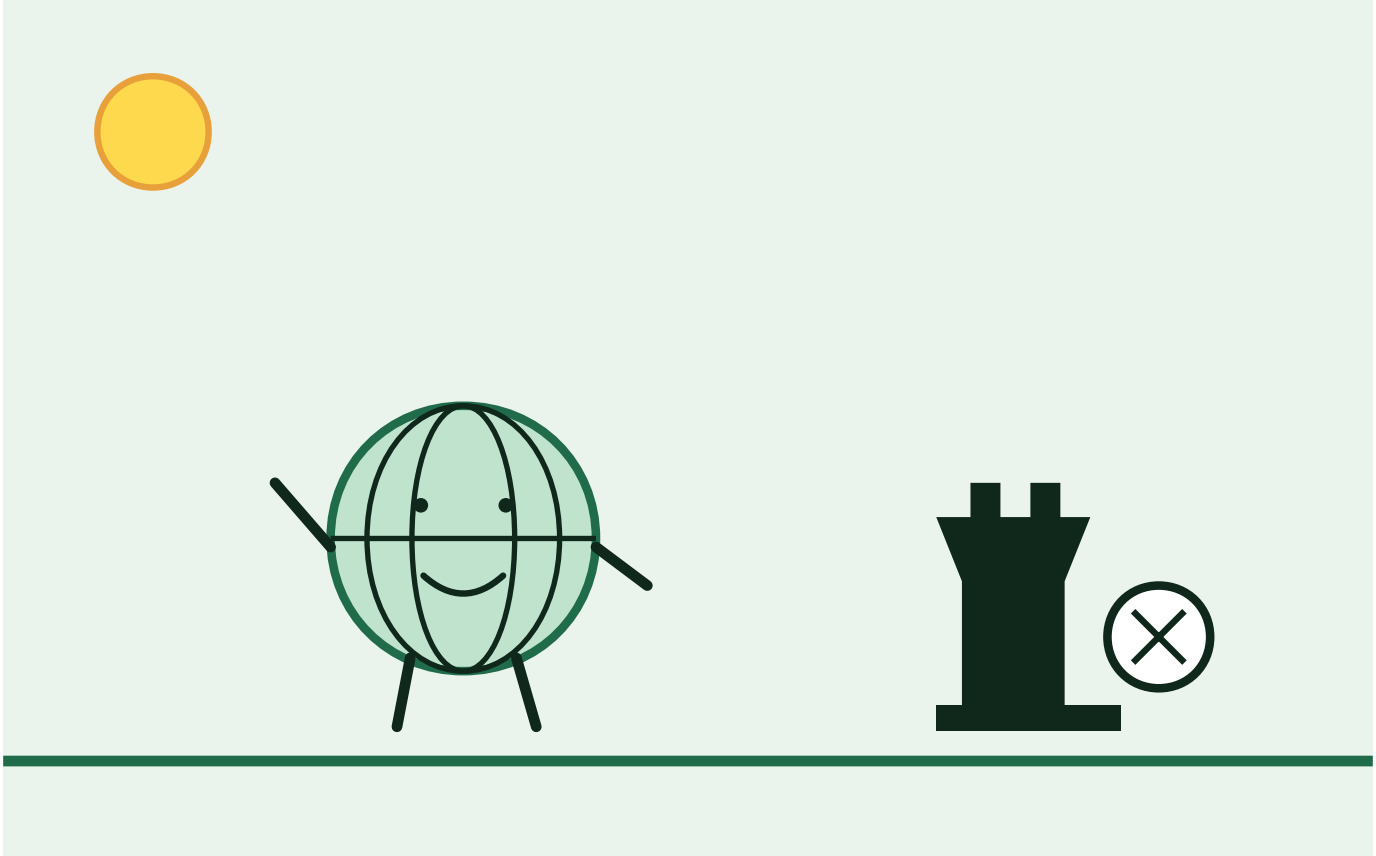
Chapter Five — The Odd-Shaped Ball

The rugby ball would not bounce straight, would not roll straight, and could only be passed backwards. ’It builds character,’ said the winger, catching it anyway. Meri agreed, from inside a very character-building tackle.



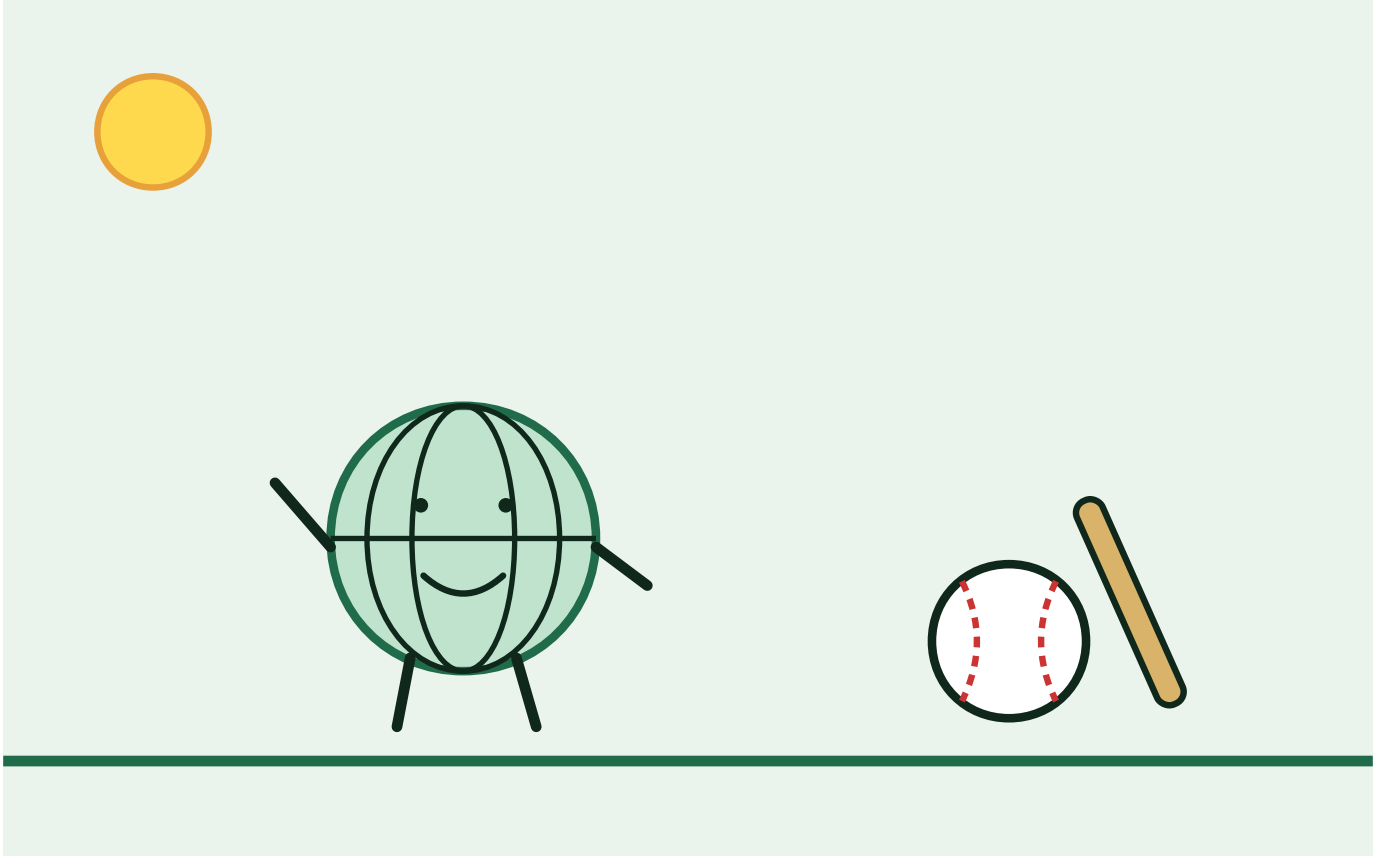
Chapter Six — Salt Water

The ocean set the fixture list, the tide wrote the rules, and the wave — the wave did not care about Meri's plans at all. Surfing, Meri wrote in the notebook, is the only sport where the pitch moves, breathes, and occasionally wins.



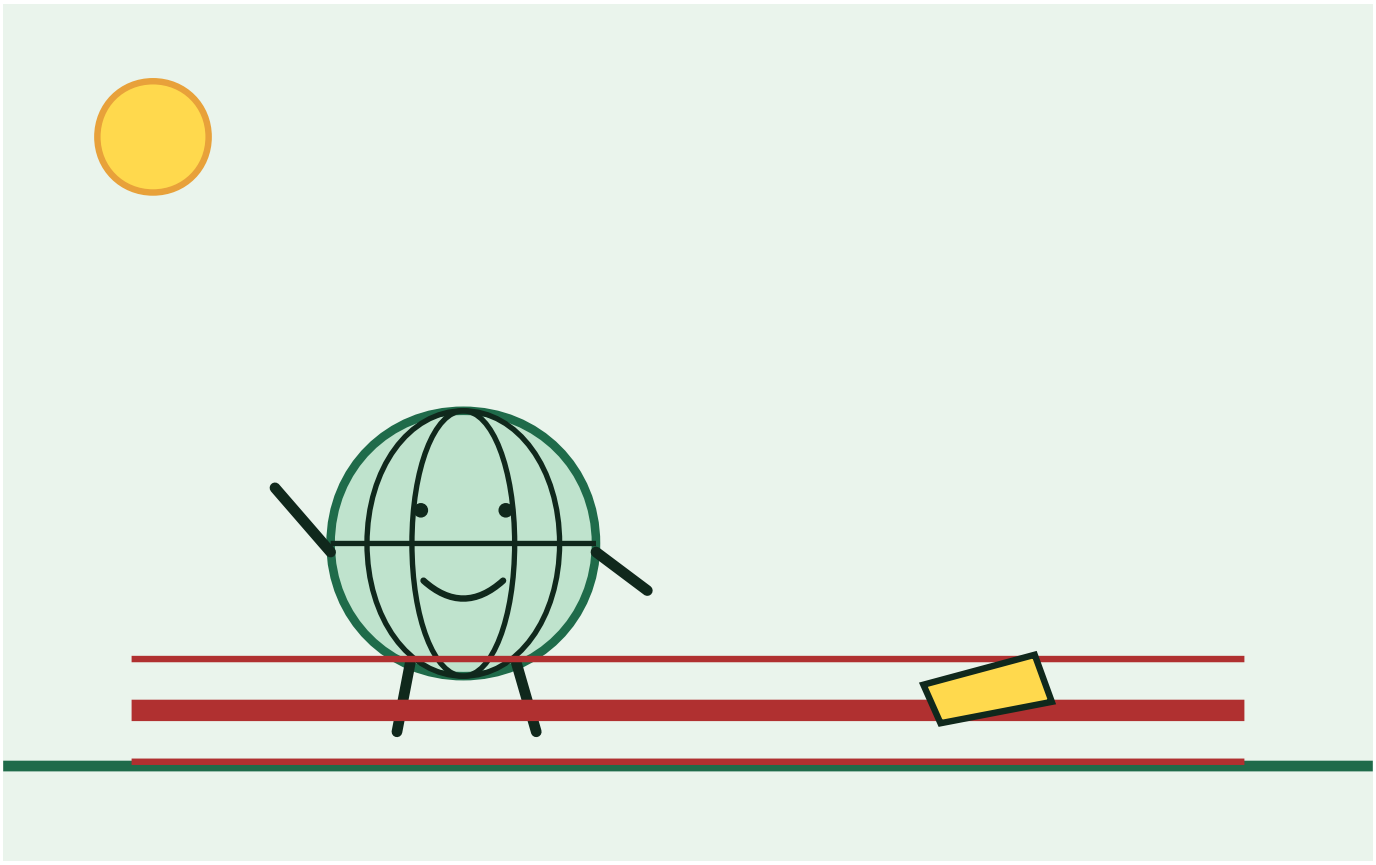
Chapter Seven — The Quiet Arena

No running, no shouting, no ball — and the loudest heartbeat in sport. Meri stared at sixty-four squares for an hour, moved one pawn, and felt exactly like an athlete. Chess, the notebook says, is a contact sport played at a distance of one chair.



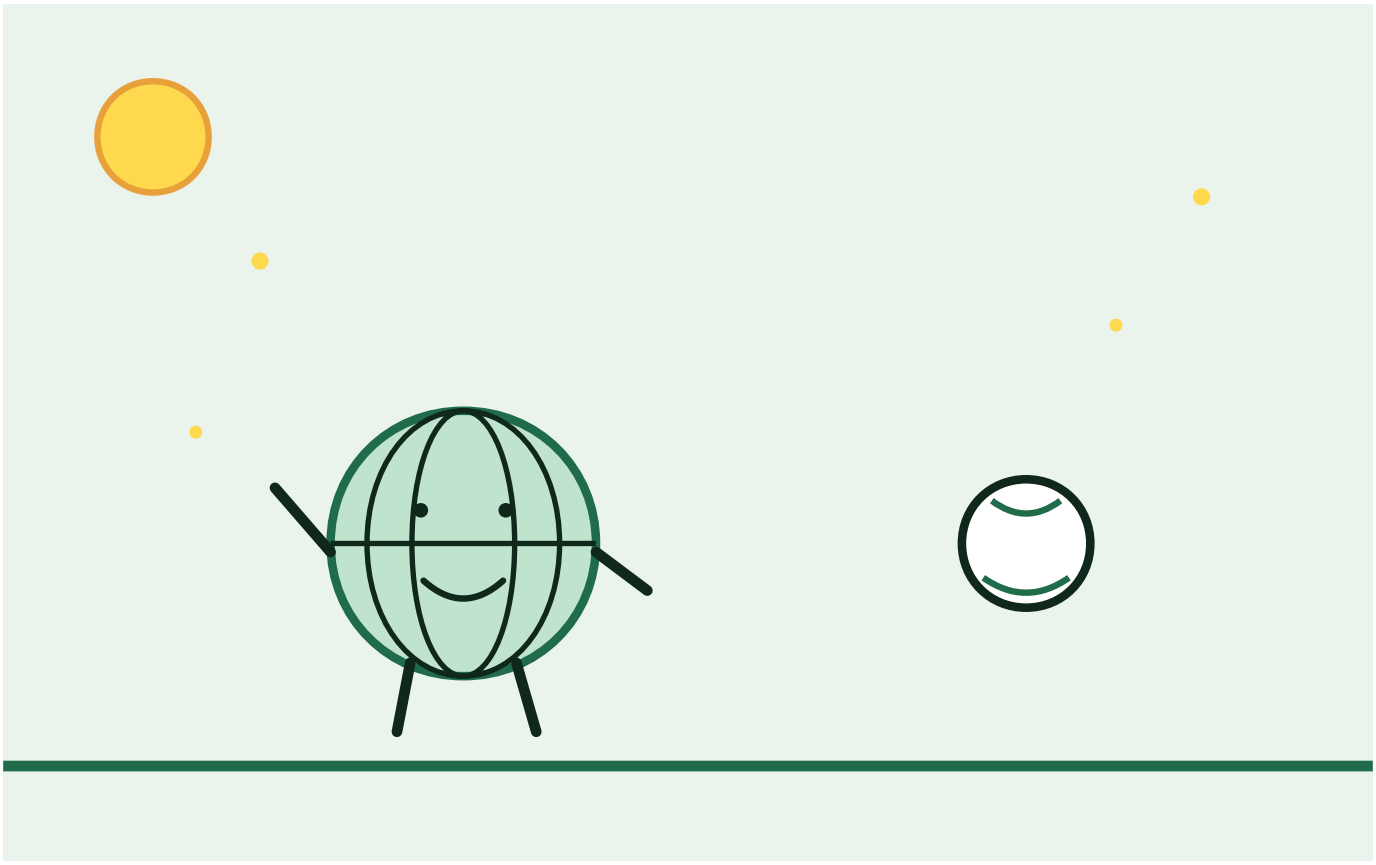
Chapter Eight — The Diamond

Ninety feet between the bases, sixty feet six inches to the mound, and a whole summer to argue about both. Meri fouled one off, tipped a cap to the pitcher, and learned why the diamond’s numbers never change: they were right the first time.



Chapter Nine — The Straight Line

Running asked the simplest question in sport: how fast, from here to there, against the clock and everyone? Meri finished last and grinned anyway — the stopwatch had recorded a personal best, and personal bests belong to whoever earns them.



Chapter Ten — Off the Ground

Last stop on the tour: the sports that exist in the imagination first and the rulebook second. Meri floated home under a sky full of other people's ideas, with a notebook full of games — every sport on Earth, tried once, loved at least once. THE END.