

MARVEL®

THE NON-MUTANT™ SUPER HERO!

INFERNO
CONTINUES

the AMAZING SPIDER-MAN®

NOT AN
ILLUSION!
IT FINALLY
HAPPENS!

GREEN GOBLIN™
VERSUS THE
HOBGOBLIN!

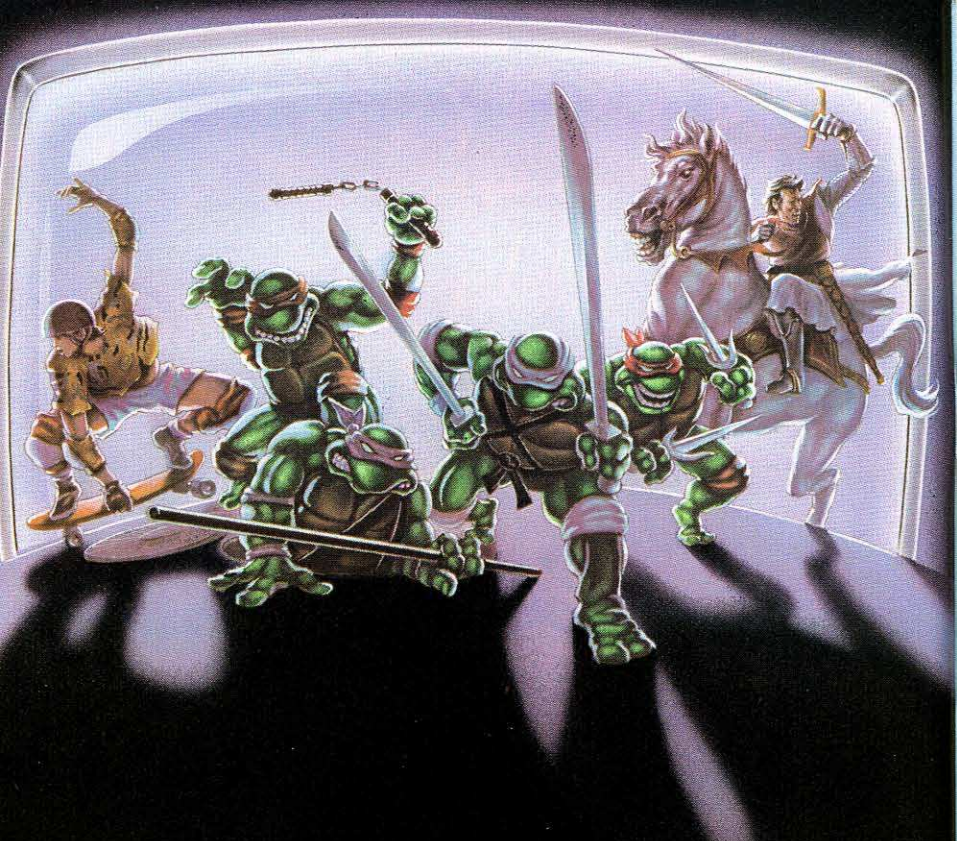
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McFARLANE





WE'D LIKE TO SHED A LITTLE LIGHT ON OUR UPCOMING HITS.

ULTRA, the hottest new game generator in town, is about to unleash 3 of the most thrilling games of all time for the Nintendo Entertainment System.*

Take sides with "Teenage Mutant Ninja Turtles"™ in a nunchuking, karate chopping sewer fight through the villain ravaged streets of New York (coming Spring, 1989).

Then, slash past black hearted knights and rescue beautiful maidens in "Defender of the Crown,"™ an unbelievable movie-like adventure with tons of strategy, sword-fights and nearly 30 animated

screens (coming Spring, 1989).

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GAMES

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LONG ISLAND.

TOO FAR! HE
PUSHED ME TOO FAR!
NOW I HAVE TO PUSH
BACK! SHOW HIM THAT
NO ONE MUCKS
WITH--

--The Green
Goblin!

THE GOBLIN WAR!

STAN
LEE
PRESENTS

THE
AMAZING
SPIDER-MAN

DAVID
MICHELINIE
WRITER

TODD
MCFARLANE
ARTIST

RICK
PARKER
LETTERER

BOB
SHAREN
COLORIST

JIM
SALICRUP
EDITOR

TOM
DeFALCO
EDITOR IN CHIEF

A
TALE
of

INFERNO

THE AMAZING SPIDER-MAN® Vol. 1, No. 312, February, 1989. (ISSN 0274-5232) Published by MARVEL COMICS, A NEW WORLD COMPANY, James E. Galton, President, Stan Lee, Publisher, Michael Hobson, Group Vice-President, Milton Schiffman, Vice-President, Production. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly except fortnightly June, July and August. Copyright © 1989 by Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per copy in the U.S. and \$1.25 in Canada. Subscription rate \$12.00 for 12 issues. Canada and Foreign \$14.00. Printed in the U.S.A. No similarity between any of the names, characters, persons, and/or institutions in this magazine with those of any living or dead person or institution is intended, and any such similarity which may exist is purely coincidental. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. THE AMAZING SPIDER-MAN (including all prominent characters featured in the issue), and the distinctive likenesses thereof, are trademarks of the MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO SUBSCRIPTION DEPARTMENT, 387 PARK AVENUE SOUTH, 9TH FLOOR, NEW YORK, N.Y. 10016.

BUT... BUT I'M NOT THE GREEN GOBLIN! I-I'M HARRY OSBORN! IT WAS MY FATHER, NORMAN OSBORN--



-- WHO WAS THE REAL GREEN GOBLIN! H- HE DEvised THE SERUM THAT GAVE HIM SUPER STRENGTH--

"I JUST TOOK THAT IDENTITY WHEN DAD DIED! FOR A SHORT WHILE... WHEN I WAS... UN-STABLE!"



-- DESIGNED THE GOBLIN GLIDER, AND THE PUMPKIN BOMBS HE USED FOR WEAPONS!

"BUT THINGS ARE DIFFERENT NOW! I HAVE A WIFE, A SON! I-I RUN THE FAMILY BUSINESS! I'M HAPPY!"

"AT LEAST, I WAS!"



"BUT THIS MORNING, * THE NOBGOBLIN ATTACKED MY FAMILY, DEMANDING TO KNOW WHERE 'IT' WAS!"

"I DIDN'T UNDERSTAND, SO I BOUGHT TIME BY SAYING 'IT WAS AT MY OFFICE IN MAN-HATTAN!"



"WHEN HE LEFT, HE PROMISED HE'D BE BACK IF I'D LIED TO HIM!"

* IN WEB OF SPIDER-MAN # 47... JIM



"BUT FOR SOME REASON, MY MEMORIES RETURNED INSTEAD!"

"MEMORIES OF WHO I'D BEEN--

"-- AND OF
WHAT I'D
HIDDEN
BENEATH THE
FLOORBOARDS
IN THE ATTIC!

"IN CASE OF...
EMERGENCY!"

"BUT DO I
REALLY WANT TO
DO THIS? WHEN I
WAS THE GREEN
GOBLIN, I BECAME
EVIL! WHAT
IF...?"

HARRY? ARE YOU IN THERE?
WE'VE BEEN LOOKING FOR YOU!

LIZ! AND LITTLE NORMIE!
I HAVE TO TAKE THE CHANCE!
I'M SCARED, BUT MY FAMILY IS
AT STAKE! AND WHILE "HARRY
OSBORN" MIGHT NOT BE ABLE
TO PROTECT THEM, BY ALL
THAT'S HOLY--

-- THE GREEN
GOBLIN
CAN!



HARRY? I THOUGHT
I HEARD SOMETHING
BREAKING! ARE YOU
ALL RIGHT?



HARRY...?

WHOOH!

MUST HAVE
GUIDED THIS
THING BY
INSTINCT
BEFORE!

THERE!

STARTING
TO GET THE
HANG OF
IT!

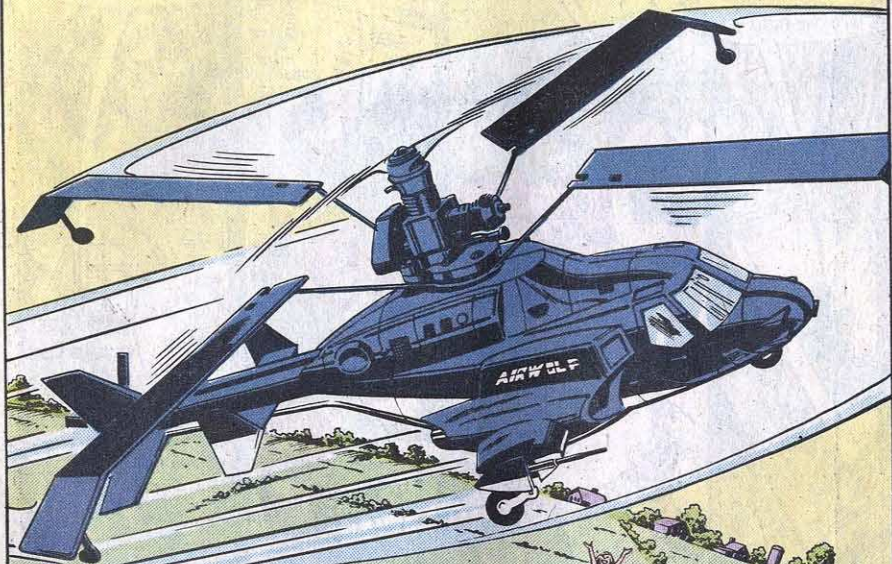


JUST WISH I'D HAD
MORE TIME TO
PRACTICE--

--BEFORE HAVING
TO BET MY LIFE
ON IT!

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**REAL ENGINE POWERED
MODEL HELICOPTER
YOU CAN FLY!**



Flying your own Airwolf helicopter is a blast! But it's not for the timid. That's because the Airwolf's powered by a real piston driven Cox .049 engine. Fire that baby up, watch the Airwolf's huge blades gain rotation speed and let it fly. Your Airwolf climbs a hundred feet into the sky! Then, the engine runs out of fuel. Your Airwolf begins to fall! But no worry — everything's cool. The sudden loss of altitude causes the auto-rotation blades to change pitch. Your Airwolf slows and settles in for a perfect soft landing. You're proud! You proved your ability! You can fly your own Cox .049 engine powered Airwolf helicopter! Visit your favorite hobby shop or other retailer to get yourself an Airwolf and have a blast!



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Cox catalog. Include
\$1.00 and receive
a Cox Iron-on patch.



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MARY CONCENTRATES, BARELY AWARE OF THE CHANGES IN THE MIGHTY METROPOLIS BELOW.

THE UNNATURAL HEAT... THE CLOUDS THAT ROLL LIKE LIVING THINGS... THE EMPIRE STATE BUILDING THAT HAS, IMPOSSIBLY, GROWN TALLER THAN THE WORLD TRADE CENTER!

ODDITIES THAT LESS-OBSESSED RESIDENTS FIND HARD TO IGNORE...

YOU'RE THE NEWS PHOTOGRAPHER, PETER. SO TELL ME WHAT'S WRONG WITH THIS PICTURE?

I DON'T KNOW, MARY JANE. I'VE HEARD ALL KINDS OF RUMORS, BUT NONE OF THEM MAKES SENSE. I'M STARTING TO GET WORRIED.

IF YOU'LL WAIT TILL I'VE FINISHED THE MAGAZINE LAYOUT I'M DOING, I'LL GO WITH YOU.

OH, YOU'RE STILL POSING FOR THAT JEWELRY AD?

UH-HUH. THE SHOOT'S BEEN MOVED INDOORS BECAUSE OF THE WEATHER, BUT A JOB'S A JOB. YOU, UM, GONNA HEAD OVER TO THE DAILY BUGLE?

YEAH, I GUESS. LIKE YOU SAY, WORK'S WORK, RIGHT?

THINK I MIGHT RUN OVER TO QUEENS AND CHECK ON AUNT MAY.

NEITHER WANTS TO GO; BOTH WAIT FOR THE OTHER TO ASK THEM TO STAY. BUT SOMETIMES--

WELL, SEE YA.

YEAH. SEE YA.

--PRIDE HAS ITS PRICE.



NO MORE "BORED" GAMES FOR CHRISTMAS!



The fate of our solar system is in your hands, as you play TSR's exciting new **BUCK ROGERS™ - Battle for the 25th Century** Boardgame. Battle planet by planet on a giant three-fold gameboard, for control of the 25th century.



Launch a galactic arsenal of nearly 350 killer satellites, laser-firing warships, and heavily armed ground troopers, commanded by six of the inner solar system's greatest heroes and villains.

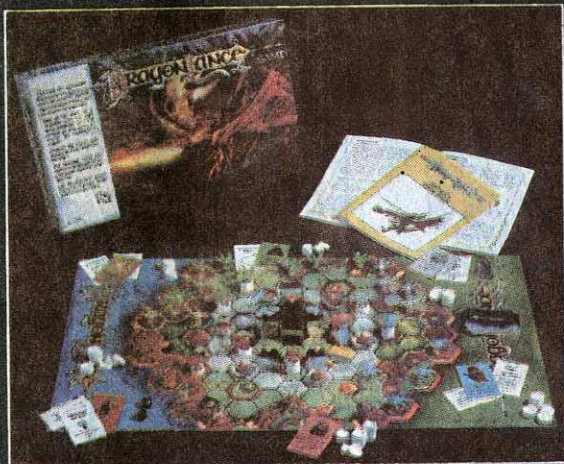


Create and command the space armadas and armies. Make the alliances, and break them, in the new **BUCK ROGERS™ - Battle for the 25th Century** Boardgame!

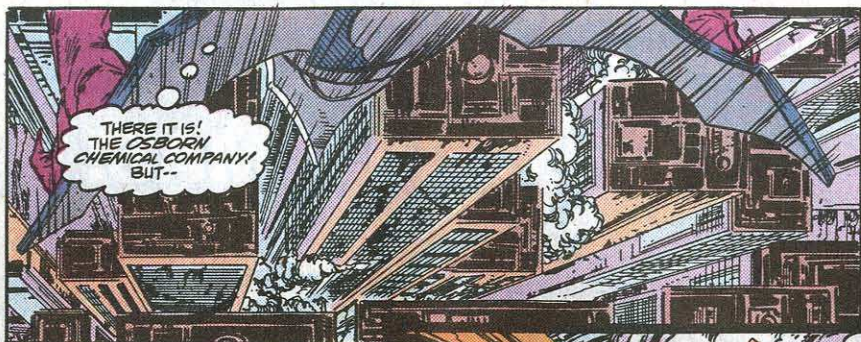
Take to the skies, soaring on the back of a dragon, over the legendary World of Krynn. Duel your enemies in 3-D aerial combat in TSR's action-packed **DRAGONLANCE™** Boardgame, the ultimate fantasy challenge!

Flying armies of dragons cross a giant, three-fold gameboard, players strive to enter the forbidden tower to capture the coveted dragonlance. One-by-one, the weaker dragons fall from the skies, leaving only the bravest to vie for control of the lance!

More than 250 plastic playing pieces and two levels of play (beginner and advanced), make the new **DRAGONLANCE** Boardgame versatile and fun for the entire family.



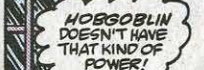
*Take to the skies...with TSR's new **BUCK ROGERS™ - Battle for the 25th Century** and **DRAGONLANCE™** Boardgames, now available at your local toy, hobby, or book store.*



THERE IT IS!
THE OSBORN
CHEMICAL COMPANY!
BUT--



THIS IS CRAZY!
THE ENTRANCE
HAS TURNED
INTO SOME SORT
OF ICE CAVE!



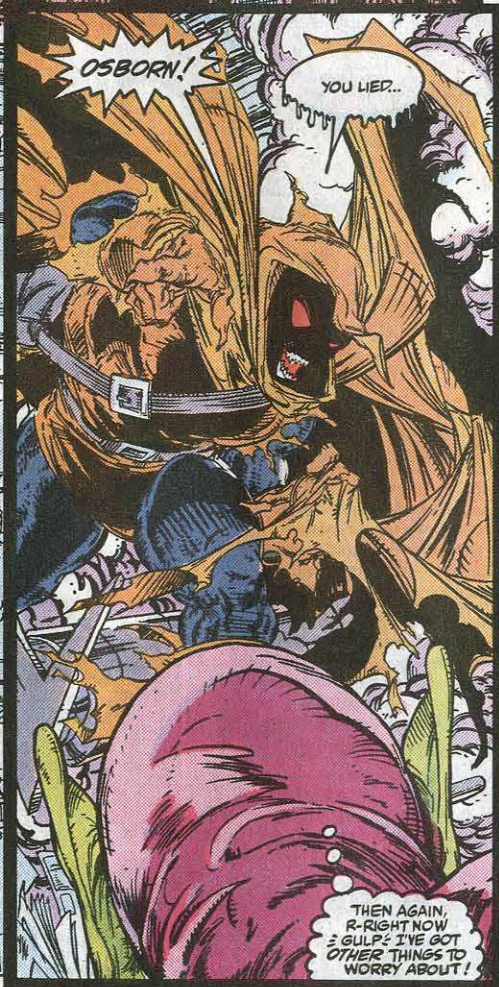
HOBGOBLIN
DOESN'T HAVE
THAT KIND OF
POWER!



MAYBE
I'VE BEEN
WRONG!



MAYBE SOME-
THING ELSE
CAUSED MY
MEMORIES TO
COME BACK! THE SAME THING
THAT TURNED
THE INSIDE
OF THIS SKY-
SCRAPER INTO
A GLACIER!



OSBORN!

YOU LIED...

THEN AGAIN,
R-RIGHT NOW
I GULP: I'VE GOT
OTHER THINGS TO
WORRY ABOUT!

AND HE'S NOT THE ONLY ONE...!

THE PRESSES ARE PRINTING WHAT???

P-P-PORNOGRAPHY. MR. JAMESON! A-AND SHUT-DOWN CONTROLS AREN'T RESPONDING!

UH, JONAH? I'M LOOKING FOR WORK. ANY STORIES YOU WANT ME TO...

STORIES?! THE STATUE OF LIBERTY SWARLED AT TOURISTS THIS MORNING, PARKER!

AND THE STATEN ISLAND PERRY SPROUTED FINS AND SWAM OUT TO SEA!

THE WHOLE BLASTED CITY'S A STORY!

JUST TAKE PICTURES OF ANYTHING!

DON'T MIND OUR ESTEEMED PUBLISHER, PETER. HE'S BEEN DUMPING ON EVERYONE!

AT LEAST SOME THINGS ARE STILL NORMAL!

"Look Ma, no more wires."

FREEDOM STICK™ WIRELESS REMOTE CONTROL

COMPATIBLE WITH NINTENDO*, SEGA*,
ATARI*, COMMODORE*

- Wireless Remote Control • Feel and action of an arcade joystick • Compatible with Nintendo, Sega, Atari* and Commodore* • Automatic Rapid Fire and 2 player games plus 2 player simultaneous games (requires 2 Freedom Stick Wireless Remote Controls)

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TECHNOLOGICAL
BREAKTHROUGH!**

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YOU'VE ONE LAST
CHANCE, OSBORN!
WHERE IS IT?

I'M TELLING
YOU, I DON'T KNOW
WHAT YOU'RE
TALKING ABOUT!

THEN PERHAPS YOU'LL
BE MORE COOPERATIVE...

...WHEN YOUR WIFE'S
BLOOD COATS MY HANDS
LIKE CRIMSON GLOVES!

LIZ?

NO!

BLAST! HE'S TOO QUICK!
BANKED HIS GLIDER AND
DEFLECTED MY PUMPKIN
BOMB TO THE FLOOR!

KRANG!

WUM!



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Want to be the star of your own radio show?
Then get the Studio 4™ Home D.J. Machine™ and become a professional disc jockey right at home!

The D.J. Machine is so real, it's like being in a recording studio.

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Create exciting sound effects. (Everything from exploding bombs to weird electronic sounds.)

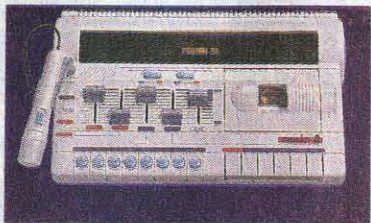
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Toys "R" Us, Venture.



The Studio 4 Home D.J. Machine

QuickShot





EMPIRE STATE UNIVERSITY...

SORRY, PAL, CLASSES HAVE BEEN CANCELED-- TOO MANY WEIRD ACCIDENTS. STAFF ONLY ALLOWED INSIDE TODAY.

AS A RESEARCH ASSISTANT, I COULD PROBABLY GET IN-- BUT WITH ALL THIS CRAZINESS GOING ON, I'D JUST AS SOON BE HOME!



WHILE IN THE CAMPUS CAFETERIA...

YOU'RE MY FIRST CUSTOMER TODAY, DR. CONNORS! THIS PLACE IS LIKE A MORGUE!

COFFEE, EDDIE. BLACK. MAYBE IT'LL EASE THIS INFERNAL HEADACHE!



COMIN' RIGHT UP-- EEEYIKE!



SOMETHING WRONG, EDDIE?

UH, N-NO, DOC!

G-GUESS I'M JUST SEEIN' THINGS. HERE YA GO.



HUH, EDDIE SEEMED AFRAID OF ME. LIKE PEOPLE USED TO ACT WHEN I WAS THE LIZARD!

BUT THAT'S RIDICULOUS. I DON'T TURN INTO THE LIZARD ANY MORE UNLESS I WANT TO! THAT'S ONE PART OF MY LIFE THAT I'VE GOT COMPLETELY--



--UNDER CONTROL!

WHILE BACK AT THE BEDFORD
TOWERS CONDOMINIUM
RESIDENCE...

IT'S FROM LIZ OSBORN!
PHONES MUST BE DOWN IN
JERSEY, AND -- OH, NO!
HARRY'S DISAPPEARED!
SHE'S WORRIED HE MAY
HAVE GONE AFTER THE
HOBGOBLIN!

AND WITH THE POLICE
HAVING THEIR HANDS FULL,
SHE HOPES I CAN SOMEHOW
USE MY NEWSPAPER
CONNECTIONS TO HELP!

YES, SIR,
MR. PARKER.
MESSENGER
DROPPED THIS
NOTE OFF FOR
YA COUPLE O'
MINUTES
AGO.

THANKS,
WALLY.

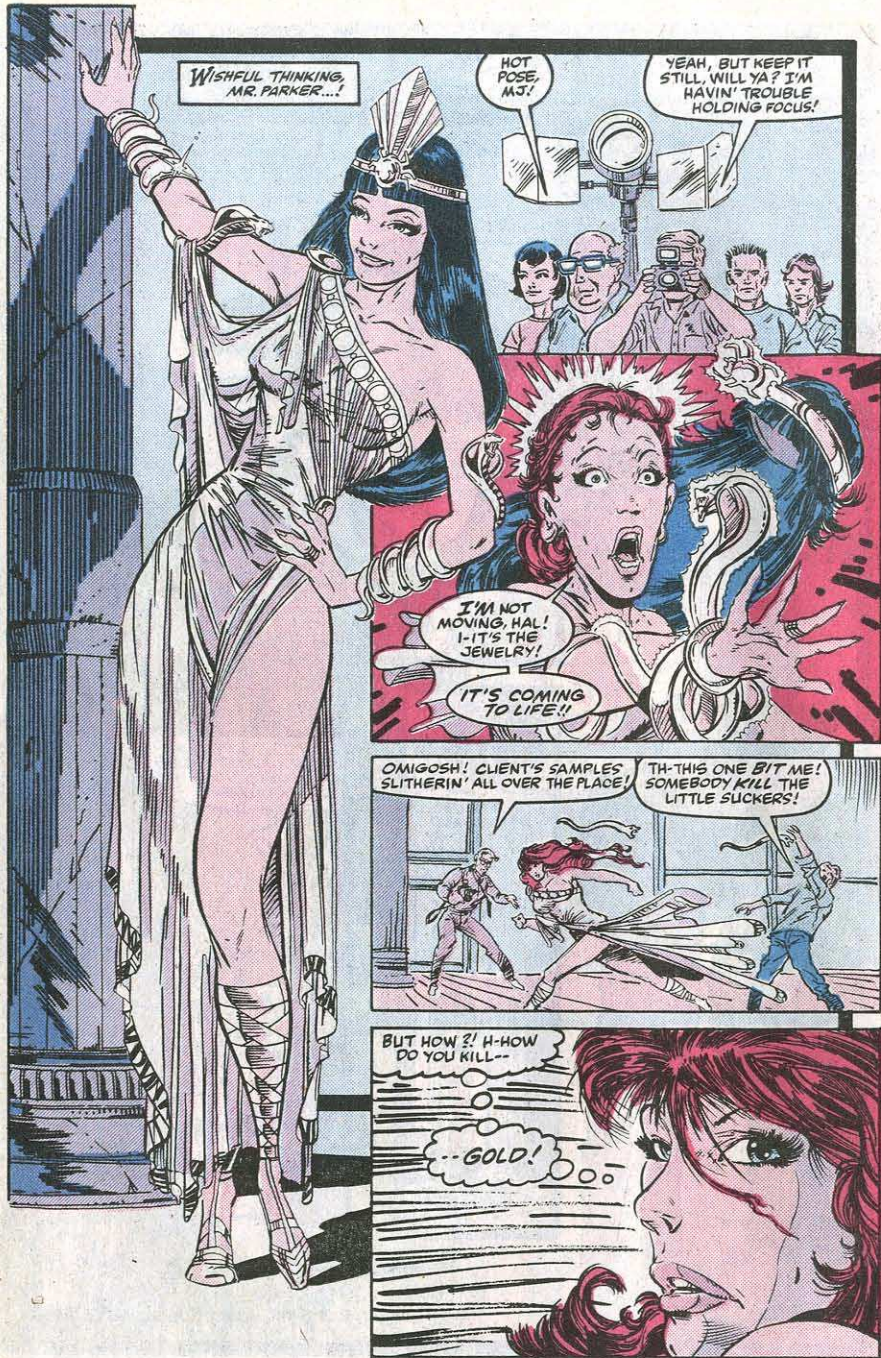


HARRY SENT THE
HOBGOBLIN TO
OSBORN CHEMICALS,
SO THAT'S PROBABLY
WHERE HE WENT,
TOO!

BETTER GET
UPSTAIRS AND
CHANGE TO MY
SPIDER-MAN
COSTUME!

AND JUST HOPE THAT
MARY JANE WILL BE
OKAY UNTIL I CAN
CHECK ON HER!





WISHFUL THINKING,
MR. PARKER...!

HOT
POSE,
MJ!

YEAH, BUT KEEP IT
STILL, WILL YA? I'M
HAVIN' TROUBLE
HOLDING FOCUS!

I'M NOT
MOVING, HAL!
I-IT'S THE
JEWELRY!

IT'S COMING
TO LIFE!!

OMIGOSH! CLIENT'S SAMPLES
SLITHERIN' ALL OVER THE PLACE!

TH-THIS ONE BIT ME!
SOMEBODY KILL THE
LITTLE SUCKERS!

BUT HOW?! H-HOW
DO YOU KILL--

...GOLD!



THIS IS SPOOKY!

FIRES EVERYWHERE!
SIRENS SCREAMING!
IT LOOKS LIKE MANHATTAN
ITSELF IS ACTUALLY
CHANGING!

WHEN MJ AND
I GO TO QUEENS TO
SEE ABOUT AUNT MAY,
MAYBE WE'LL JUST
STAY THERE!



BUT FOR NOW, THERE'S
HOBGOBLIN!

AND HEEEEERE'S--



"--SPIDEY!"

HOBGOBLIN USED TO BE JACK O' LANTERN,
A REAL SECOND-STRINGER! IT SHOULDN'T TAKE
ME LONG TO--

NO! HE'S
MINE!

WHA-- GREEN
GOBLIN?

HARRY???

THANKS FOR
THE DISTRACTION,
OSBORN!

NOW, WHERE
IS IT?

CAUGHT A
WHIFF OF
GAS!
3K-KOFFE
GOTTA
CLEAR
MY HEAD!

PERHAPS A FEW
RAZOR-BATS
WILL LOOSEN YOUR
TONGUE!

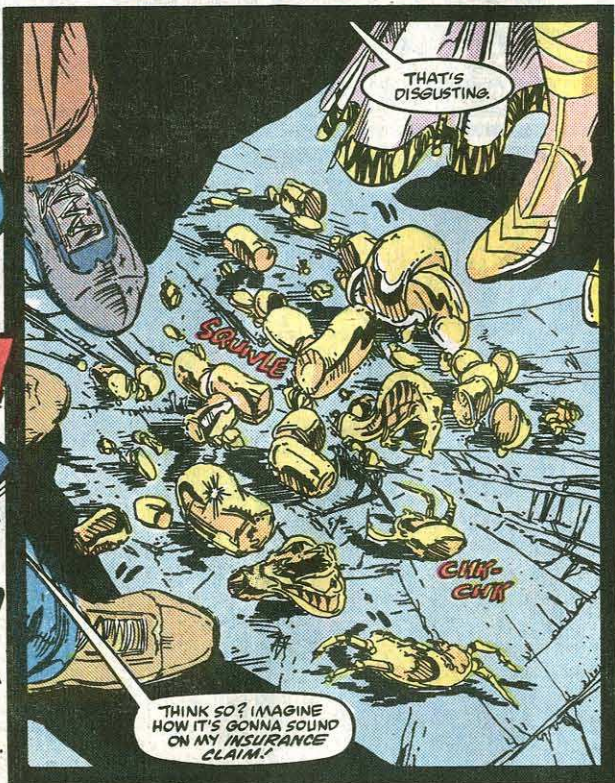
AND
MAYBE
THIS
FILE
CABINET
WILL
TIGHTEN
YOUR
SCREWS!

3WHOOONE!





SNIP
CHOP
SLASH
THUNK
QUISH
WHROP



WHICH GAME DID MILLIONS OF TOP GUNNERS PLAY LAST YEAR?

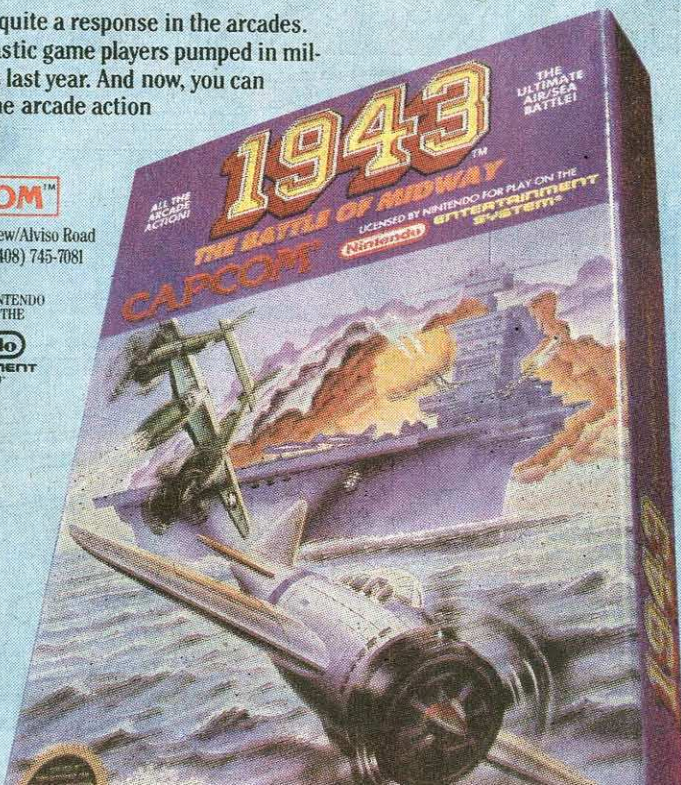
1943 has gotten quite a response in the arcades. In fact, enthusiastic game players pumped in millions of quarters last year. And now, you can experience all the arcade action of 1943 at home!

CAPCOM™

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LICENSED BY NINTENDO
FOR PLAY ON THE

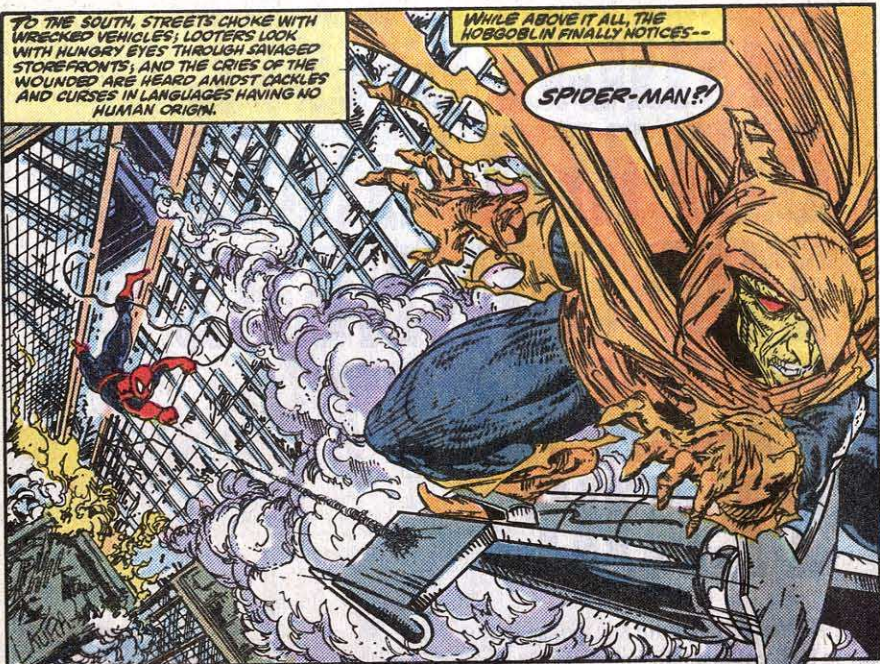
Nintendo
ENTERTAINMENT
SYSTEM



TO THE SOUTH, STREETS CHOKED WITH WRECKED VEHICLES; LOOTERS LOOK WITH HUNGRY EYES THROUGH SAVAGED STOREFRONTS; AND THE CRIES OF THE WOUNDED ARE HEARD AMIDST CACKLES AND CURSES IN LANGUAGES HAVING NO HUMAN ORIGIN.

WHILE ABOVE IT ALL, THE HOBGOBLIN FINALLY NOTICES--

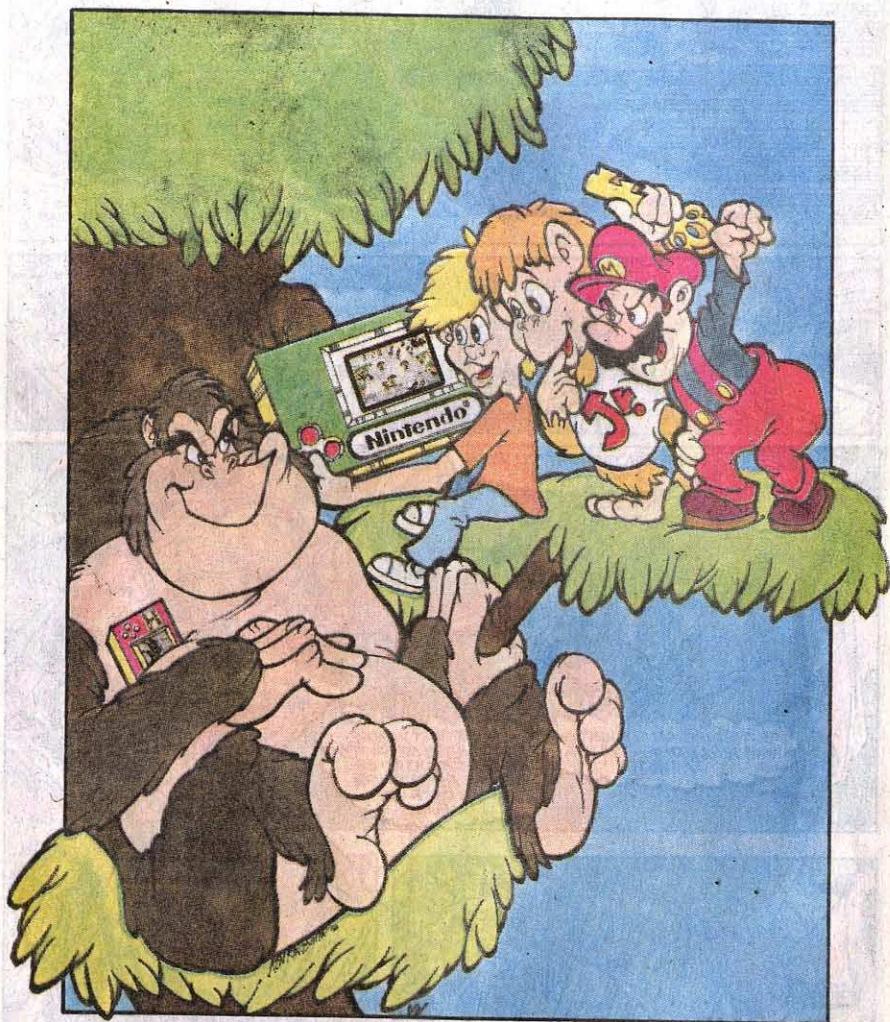
SPIDER-MAN?!



UH-OH! TRYING TO SLING ME INTO THE SIDE OF THAT BUILDING! NO PROBLEM, THOUGH! I'LL JUST USE MY INCREDIBLE ACROBATIC SKILLS TO SWING--

-- RIGHT INTO THIS WATER TOWER!

WHANK



NOW TAKE YOUR FAVORITE NINTENDO TITLES WITH YOU ANYWHERE!!!!!!

NINTENDO GAME & WATCH LETS YOU:
PLAY DONKEY KONG, OR SUPER MARIO
BROS, IN A CAR, A BUS, OR EVEN IN A
TREE WITH YOUR FRIENDS!!!
24 TITLES TO CHOOSE FROM.

BATTERIES ARE INCLUDED.
AVAILABLE AT A RETAILER
NEAR YOU! NINTENDO IS A
TRADEMARK OF NINTENDO
OF AMERICA. NINTENDO
GAME & WATCH IS IMPORTED
BY MICRO GAMES
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... I DOUBLED BACK! AND IT WORKED! NOW TO DUMP EVERY PUMPKIN BOMB IN MY SATCHEL AT ONCE!



"HOBGOBLIN MIGHT BE ABLE TO NAIL SOME OF THEM WITH HIS SPARKLE BLASTS, BUT ENOUGH SHOULD STILL EXPLODE--"



"-- TO DO THE TRICK!"



QUICK SHOTS FOR HOT SHOTS



Want to become a real hot shot? Then, think quick. Think QuickShot.® Every QuickShot joystick is designed to give you fighter pilot response. Rapid fire control. Pinpoint precision. All the state-of-the-art features you need to control the action. On your terms.

You and your QuickShot react as one. You think it; QuickShot zaps it.

And no matter what video system you own (Nintendo,* Sega,* Atari,* Amstrad,* Commodore,* Apple* and IBM* PCs), we've got a stick that fits your style.

So what are you waiting for? Wrap your fingers around a QuickShot. And become a real live hot shot.

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SOLD WORLDWIDE

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Bulpen Bulletins

QUOTE OF THE MONTH:

"BEST WAY TO MAKE PEOPLE OF ONE MIND IS BASH THEIR HEADS TOGETHER."

—HULK, THE INCREDIBLE HULK #352

ITEM: As three million volunteers around the country prepare for UNICEF's annual Halloween fund-raising campaign, they're wildly excited to have the full support of the ever-amazing Spider-Man! That's right—the wondrous web-slinger has been designated "National UNICEF Day Safety Chair." In this distinguished new role, Spidey will deliver important Halloween safety tips on nifty posters and bookmarks designed by the ever-talented John Romita, and visit special sites in Boston, Chicago, Indianapolis, Kansas City, Los Angeles, Philadelphia, San Francisco, Seattle, and Puerto Rico, where he'll personally help collect money for millions of needy children overseas.

The ol' Web-head is always eager to go to bat for causes that ensure the safety and well-being of kids everywhere. (You're aware, no doubt, that Spidey is an

National UNICEF Day



active spokesman for the National Committee for Prevention of Child Abuse, right?) With UNICEF (the United Nations International Children's Emergency Fund), every penny, quarter, and dollar collected will go toward providing clean water, health and nutrition, education, immunization, and basic social services to children and their families in developing nations.

(Hey, if you want to help Spider-Man with his UNICEF fund-raising efforts, just call 1-800-648-2300 or write the U.S. Committee for UNICEF, P.O. Box 4000, Grand Central Station, New York, New York 10163.)

ITEM: For the second month in a row, we're caught with but a half-page Bulpen Bulletins (weeahh). Don't worry, our priceless Pro: Files will return next month!

- CHECKLIST**
- ☐ WOLVERINE #4
 - ☐ NEW MUTANTS #72
 - ☐ ALPHA FLIGHT #67
 - ☐ D.P.-7 #28
 - ☐ DAREDEVIL #263
 - ☐ SEMPER FI #3
 - ☐ EXCALIBUR #5
 - ☐ WOLFPACK #7
 - ☐ G.I. JOE SPECIAL MISSIONS #18
 - ☐ WEB OF SPIDERMAN #47
 - ☐ MARVEL COMICS PRESENTS #12
 - ☐ WEST COAST AVENGERS #41
 - ☐ PSI FORCE #28
 - ☐ STRIKE FORCE: MORITURI #26
 - ☐ TALES OF G.I. JOE #14
 - ☐ PUNISHER WAR JOURNAL #3
 - ☐ SOLO AVENGERS #15
 - ☐ THE AMAZING SPIDER-MAN #312

- CHECKLIST**
- ☐ CAPTAIN AMERICA #350
 - ☐ MARVEL AGE MAGAZINE #71
 - ☐ THE INCREDIBLE HULK #352
 - ☐ MARVEL TALES #220
 - ☐ CONAN #215
 - ☐ G.I. JOE #83
 - ☐ THE PUNISHER #16
 - ☐ SILVER SURFER #20
 - ☐ THE UNCANNY X-MEN #241
 - ☐ MARVEL COMICS PRESENTS #13
 - ☐ JUSTICE #28

- CHECKLIST**
- ☐ SAGA OF THE SUB-MARINER #4
 - ☐ THE AVENGERS #300
 - ☐ MARVEL FANFARE #42
 - ☐ THE FANTASTIC FOUR #323
 - ☐ IRON MAN #209
 - ☐ SPEEDBALL #6
 - ☐ THE SPECTACULAR SPIDER-MAN #147
 - ☐ TRANSFORMERS #49
 - ☐ X-FACTOR #37
 - ☐ CLASSIC X-MEN #30

- CHECKLIST**
- ☐ CLOAK & DAGGER #3
 - ☐ G.I. JOE EUROPEAN MISSION #6
 - ☐ THE 'NAM #27
 - ☐ THOR #400
 - ☐ MARVEL MAGAZINES
 - ☐ 'NAM MAGAZINE #7
 - ☐ SAVAGE SWORD OF CONAN #156
 - ☐ CONAN SAGA #21
 - ☐ MARVEL BOOKSHELF
 - ☐ MACHINE MAN Trade Paperback
 - ☐ MARVEL MASTERWORKS Vol. 5—Spider-Man
 - ☐ PUNISHER Graphic Novel
 - ☐ MARVEL MASTERWORKS Vol. 6—The Fantastic Four





TELL ME, HOBGOBLIN, COULD YOU SURVIVE A SPARKLE BLAST? POINT BLANK? YOU'LL FIND OUT--IF YOU EVER EVEN THINK OF LIZ AND NORMIE OSBORN AGAIN!



BUT THE GREEN GOBLIN FORMULA! THE COMPOUND THAT GAVE BOTH OUR PREDECESSORS SUPER-STRENGTH! I MUST HAVE ITS POWER!

THAT'S WHAT ALL THIS IS ABOUT!

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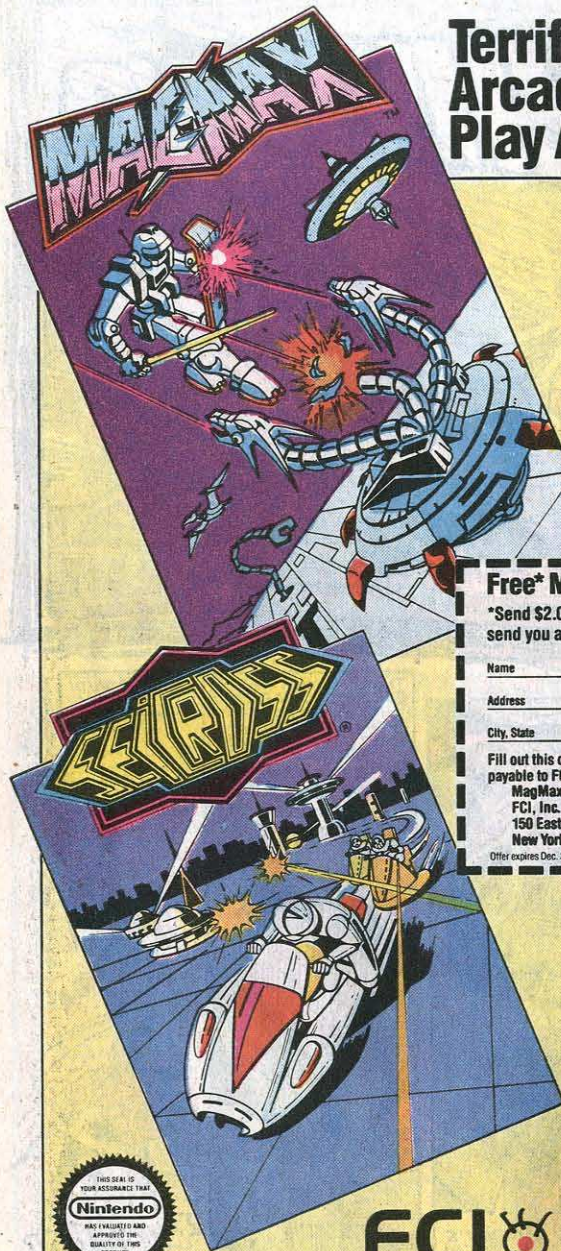
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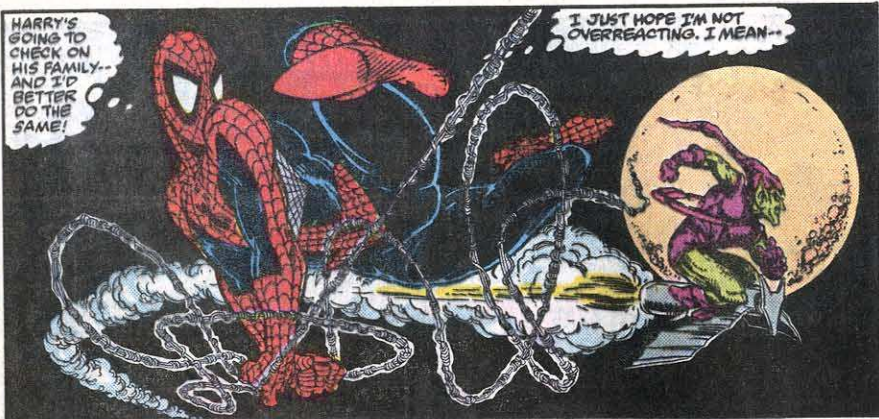
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HARRY'S
GOING TO
CHECK ON
HIS FAMILY--
AND I'D
BETTER
DO THE
SAME!

I JUST HOPE I'M NOT
OVERREACTING. I MEAN--



"-- SOMETHING EVIL IS HAPPENING TO MANHATTAN, THAT'S OBVIOUS! IN THE LAST COUPLE OF DAYS I'VE FOUGHT LIVING STATUES, ASH MONSTERS, EVEN SENTIENT VENT PIPES!



" BUT AFTER ALL THAT, I JUST HAVE TO WONDER--

" -- COULD THINGS POSSIBLY GET ANY WORSE? "



YESSSSSSSS...!

INFERNO

...CONTINUES
NEXT ISSUE!

Dear Men of the Web,

This is the first letter in response I have written in my comic (which is Marvel) career. I really don't know what to say. Well, yes I do.

I like the art.

I like the story.

I like the idea of Spider-Man and Sandman working together (how about more?).

I like the of Spidey sense of humor.

I like Silver Sable.

I like Mary Jane. I never thought she'd make the big sacrifice to leave New York, although I knew Peter would never go to Kansas.

But what prompted me to write this-most was the deceiving cover, and the spider hidden on it. Could this be a trend, like the hidden Playboy bunny?

Whatever. Good job, guys! But can you really do it twice a month?

So, until Pete and Mary Jane adopt a Libyan terrorist. Make Mine Marvel!

Do I get a No-Prize for spotting the spider under Sandman's right hand pinky? How about it?

James "Kevin" Hall
7860 Bertha Avenue
Middletown, OH 45042

Spider? What spider?

Dear Jim,

"Dock Savage," in ASM #303, was another step toward making this book a really good super hero comic. It used to be a case of Spidey going from issue to issue and villain to villain with a quick rendezvous with a girlfriend thrown in and a quick peck on the cheek for Aunt May in between her heart attacks. No real progression was made, and the rest of the cast were merely decorations. But now every character in the book is as real and vital as Peter himself, he's a man who's married to a woman who loves him, he's finally getting somewhere with his life. MJ knows of his dual identity so he no longer has to bear that burden by himself. And every issue of the comic is one I eagerly anticipate.

Joining forces with Sandman and the Silver Sable was a logical step for Spidey, as well as a lucrative one—it's about time he made some money out of his powers; there's no harm in that. And the old excuse of not being able to cash a check was neatly and simply made irrelevant. I was also happy to see that the trio made short work of their overpowered quarry, and especially enjoyed Sable's "Dirty Harry" threat to Kraus. I was a little worried to see the force Spidey used against some of the lackeys—slamming two of them together in mid-air at high speed is a potentially fatal move, as is dropping them from height. It makes good comic book action but is a little unrealistic for a man with a no-kill policy.

Peter's conversations with Mary Jane were lovely, really well written. They look like young newlyweds in love which is what they are, and MJ has never looked lovelier or sexier, which I'm sure is as Todd and Dave intend. Todd's art has brought an added dimension to the book, complementing Dave's progressive writing, and he's certainly Marvel's best artist now. The opening splash of Spidey against the moon was similar to some of the shots in Hulk, and carried equal weight and impression, and the same is true of the stunning picture of MJ as she suggests retiring to her husband. That moody final page shows that he can draw every type of scene. If this quality keeps up when the book goes bi-weekly, we're in for a glorious few months! Take care.

Malcolm Bourne
87 Greenfield Gardens
Cricklewood
London NW2 1HU, England

Our bi-weekly summer schedule has come to a close, Malcolm (whew!). But it was such a huge success that we're going to do it again next summer (that is, if we have recuperated by then!).

Dear Jim,

With the exception of the ridiculous idea of a bunch of Nazis buying enough land in Central America to start their own country, AMAZING SPIDER-MAN #303 stood up to the high standards of quality you have set for yourselves recently. I mean, come on: how could a bunch of second-rate criminals like Franz Kraus and his buddies keep all their sophisticated military hardware completely secret? The story was excellent without the rather sloppy motiva-

tions the villains were given, though. Mary Jane's decision was unpredictable and well handled, as was Peter's. This is the most consistent characterization either of them has had in a long time.

As for the art, what can I say? I have done nothing but heap praises on Todd McFarlane thus far, and I see no point in just showering more kudos on him now, so I won't. Just don't ever let him off this book. Keep up the good work, all, and let's see more of Harry, Liz, Nate, Aunt May, Flash, Betty, and the rest of the supporting cast!

David Metz
2952 N. Stowell Ave.
Milwaukee, WI 53211

Each of those characters that you mentioned, David, will play important roles in the Inferno tie-ins running throughout all the Spider-Man titles in the next few months.

Dear Spidermeisters,

Well, that went quick! AMAZING SPIDER-MAN #303 really brought a speedy resolution to what could have developed into the most serious crisis yet of the Parker-Watson marriage. And I'm not even disappointed by the way this was achieved. Here's why:

Both Pete and MJ did not make their choices easily. Both had real doubts as to whether they were doing the right thing, and both had conscious or subconscious reasons for deciding the other way—Peter with his feelings that he didn't make an adequate contribution to the family income and Mary Jane very much aware of her mother and sister's lot. Madeline and Gayle Watson's decisions to put their own aspirations second, and the sad consequences thereof must be quite vivid in MJ's mind, and as she already had a taste of the big time, she knew what she was risking if she moved to Kansas.

All in all, I'm quite pleased with how quickly and smoothly that ticklish situation was defused and that you did not decide to milk it to excess. After all, that Peter decided to stay in the Apple did not really come as a surprise—Spidey belongs to New York, and I just can't visualize a new adventure set in Emporia, Kansas every week (for one thing, there's no way Spidey could maintain his secret I.D. after moving to a small town).

So I'm very happy with the way things turned out, with Pete and MJ very much in love with each other and committed to make their marriage work. They (and, of course, the Spider-writers and artists) prove that a smoothly working relationship does not have to be boring, so let's keep their marriage a happy one! Of course it helps that they are maybe Marvel's sexiest and funniest couple (MJ has a great sense of humor, which obviously helps when you're married to a super hero, and that has also helped to lighten Peter up considerably in private).

Special mention again for Todd McFarlane—Spidey's muscles don't look that over-developed anymore (in fact, next to the Sandman, Spider-Man looked downright puny), and MJ looks just great. Keep up the good work and stay with the title! And I might add that David Michelinie's writing on Spider-Man is some of his best yet. (Oh, yes—belated thanks for the temporary return of Spidey's German suit! It was fun while it lasted.)

Tilman Stieve
Volkmannstrasse 161
4800 Bielefeld 1
Germany (Fed. Rep.)

This is just a guess, Tilman: you're German, right?

Dear Marvel,

Issue #303 was great! Thanks for bringing back the Sandman. I have only one request: Please, please, please... BRING BACK MYSTERIO! He is my all-time favorite villain. Other than that—keep up the good work!!

Mark Zylka
8633 Westchester Lane
Canton, MI 48187

How's that for on-the-spot service, Mark? Mysterio appeared right here last issue! (Who says you can't always get what you want?) Now let's find out what's in store for our wondrous wall-crawler...

NEXT ISSUE: Inferno heats up as the Lizard returns! But be sure to pick up SPECTACULAR SPIDER-MAN #147 and WEB OF SPIDER-MAN #48 for the conclusion to this issue's tale.

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- ☐ A leader. You're always in control of any situation and inspire confidence.
☐ A corpsman. You're the backbone of any group; quiet, efficient, powerful.
☐ A loner. You value getting the job done over all else.

3. You're at your best: (check one)

- ☐ In high-stress situations. Suddenly, you become all nerve-ends and tensed muscle.
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- ☐ Army ☐ Navy ☐ Air Force ☐ Marines ☐ Coast Guard

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- | | | |
|-----------------------------------|---------------------------------------|---|
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7. Secondary Specialty (check one)

- | | |
|---|--|
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| <input type="checkbox"/> Drill Instructor | <input type="checkbox"/> Radar |
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8. Weapons Expert (check two)

- | | | |
|--|--|---|
| <input type="checkbox"/> M-16 | <input type="checkbox"/> XM1R-3A Laser | <input type="checkbox"/> M-60 |
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9. Martial Arts Expert (check two)

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|--------------------------------------|------------------------------------|---|
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10. Schooling/Training (check three)

- | | |
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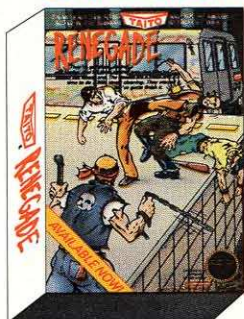
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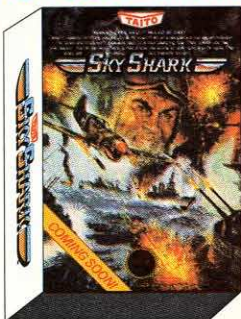


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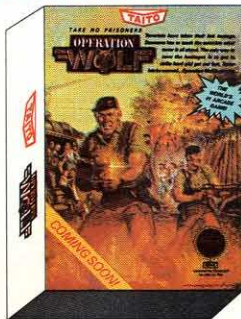
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