

GO HEAD-TO-HEAD, WIRELESS!

With The Nintendo Double Player Wireless Head-To-Head System From Acclaim.



Playing games on the Nintendo Entertainment System® will never be the same with Acclaim's new DOUBLE PLAYER™ System—the two player set of wireless controllers that really gives you and a friend the power to move when playing your favorite video games—especially games with head-to-head, 2-player action!

Öfficially approved by Nintendo,* the DOUBLE PLAYER™ System scores BIG with score-raising features like twin turbo rapid-fire, slow-motion, and pin-point accuracy from up to 30' away. Get the winning edge.

THE HEAD-TO-HEAD WIRELESS winning edge!







BITTEN BY A RADIDACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNIDI ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

STON LOS THE AMAZING SPIDER-MAN®



THE AMAZING SPIDER-MAN* Vol. 1, No. 342, December, 1990. (ISSN# 0274-5232) Published by MARVEL COMICS, James E. Galton, President, Stan Lee, Publisher Michael Hobson, Group Vice President, Publishing OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH. NEW YORK. N.Y. 10016. SECOND CLASS POSTAGE PAID AT NEW YORK, N.Y. AND AT ADDITIONAL MAILING OFFICES, Published monthly Copyright: 1999 by Marvel Entertainment Group, Inc. All rights reserved. Prec 8 You Deer copy in the U.S. and \$1.25 in. Canada. Subscription rate for 12 issues: \$12.00 U.S. \$17.00 Canada; and \$24.00 foreign. No similarity between any of the names, characters, persons, and or institutions in this magazine with those of any riving or dead person or institutions in intended, and any such similarity which may superly conocidental. This periodical may not be sold or distributed with any part of 16 sover or markings removed, nor in a multisted condition. The AMAZING SPIDER-MAN (including all prominent characters featured in the issue and the distinctive Micknesses thereof is a trademark of MARYELL ENTERTAINMENT GROUP INC. POSTMASTER: SEND ADDRESS CHANGESTO AMAZING SPIDER-MAN, cio MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.





MENT!

BESIDES-





YOU DID WHAT YOU COULD! ALL YOU COULD! PETER, YOU HAD DETURNER TAKE AWAY YOUR POWERS FOR A REASON! YOU WERE CONCERNED ABOUT AUNT MAY SHE'S ALREADY LOST TWO LOVED ONES! AND IF YOU WERE KILLED AS SPIDER-MAN, SHE'D BE DEVASTATED!

YOU DID WHAT YOU THOUGHT WAS RIGHT













Few live to finish this game. The whole thing of stated when you invested.



Shoot fast, or Basher's fist will rearrange your face.



You'll face Androboy the Hunter whose box is bigger than his bite.

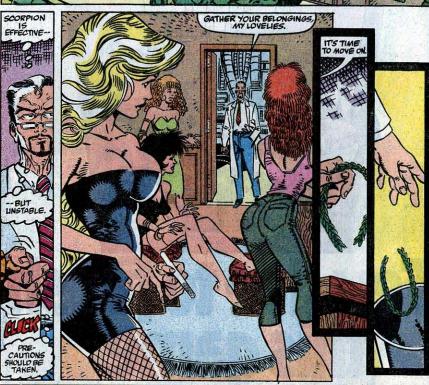
1899 CAPCOM U.S.A., INC. Street Fighter
1910, the Final Fight is a trademark of Capcom
Capcom U.S.A. Ninetido and Ninetedo
Internationent System are trademarks of
intended of America. Inc.



The whole thing started when you invented this radical formula that turns men into supermen. And someone stole it. You'll have to fight some very deadly interplanetary

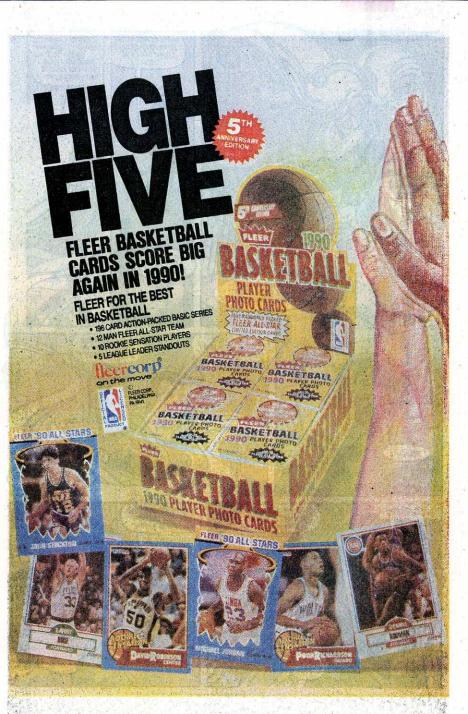
characters to get it back. And that's just for starters CAPCOM in Street Fighter, one of the toughest games for Nintendo ever. Play it today. You might even live to tell about it. Maybe.







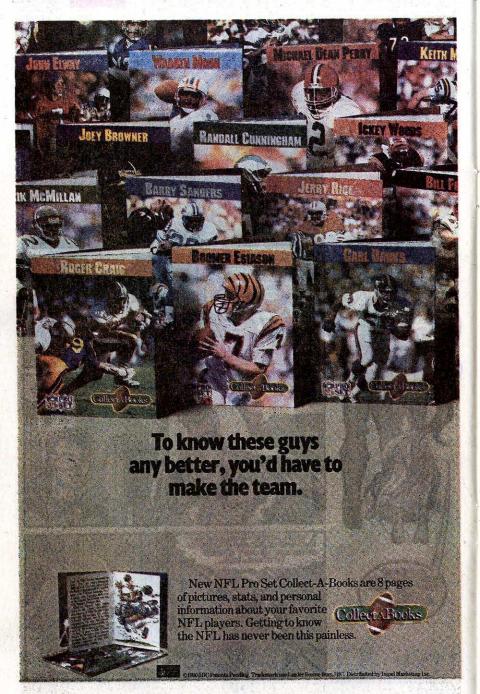




















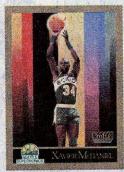






The art of basketball









The backs capture the players' off-court personalities and feature stats generated by the official NBA Scouting Computer.





Basketball is an art—and SkyBox™ is the art of basketball.

Created by computer designers using state-of-the-art technology, these cards raise the craft of card production to new levels.

The most exciting action shots from the NBA archives are transformed into images of incredible clarity, then

superimposed onto unique computergenerated backgrounds that emphasize both movement and action.

The results are spectacular. Each card in the 300-card set is a small masterpiece — a unique

blend of technology and art.

The art of basketball.

Introducing SkyBox

The future of trading cards has never looked better





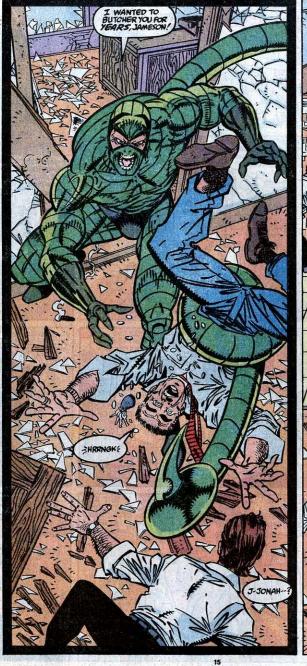


























THEY ZAP, VANQUISH, EVERY OTHER TRADING



162 trading cards and not one of them a wimp. Every single card an original, action-packed work of art. That's Marvel Universe Trading Cards. There are Super Heroes, Super-Villains, Team Pictures, Famous Battles and even Rookies. Plus, with

MARVEL, MARVEL UNIVERSE and MARVEL SUPER HEROES, all characters and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. Copyright @1990 Marvel Entertainment Group, Inc. All Rights Reserved. Super Heroes and Super-Villains are used with the permission of Marvel Entertainment Group, Inc.

VAPORIZE AND LIQUEFY CARD ON EARTH.



every pack you have a chance to get a limited-edition Marvel hologram card. Be among the first to collect the premiere edition of Marvel Universe Trading Cards. They make ordinary trading card heroes seem like Nerd City.

INTRODUCING MARVEL UNIVERSE TRADING CARDS."

The Official Marvel Super Heroes Trading Cards."





You know they can play. What else do you know?



Set playoff record for points against which team?



Led the league in assists which season?



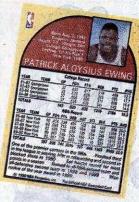
What's his nickname?



Led what school to an NCAA title?



Scored his most points in what season?



What is Patrick Ewing's uniform number?

Want the answers to these and a million other questions about the NBA? Just pick up NBA HOOPS, the Official Trading Cards of the NBA. There are over 300 fact-filled NBA HOOPS cards in this year's collection. Get them all, and there's hardly an NBA question you can't answer!

For the answers to the questions on this page, send your name and address to NBA HOOPS TRIVIA, P.O. Box 1227, Church Hill, MD 21690

© 1990 NBA Properties, Inc. Distributed by NBA HOOPS, Durham, NC 27702

AINNBA and traum insignias depicted on this product are the property of NBA Properties, Inc. and the respective NBA teams and may not be reproduced without the written co





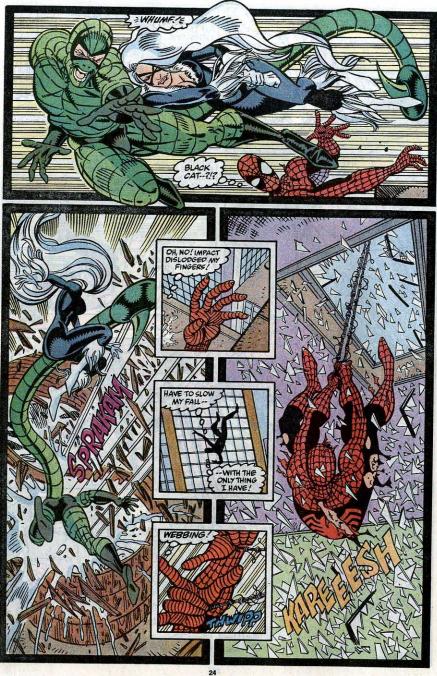


























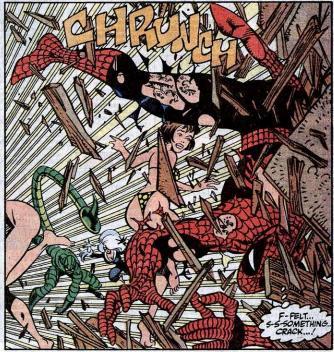












See our ad in last month's issue (pg 12)! Order from both ads!





Six 6x9 prints of Ghost Rider by Jawler Sattares! Limited to 5,000

(Limit 2 per customer) 19.95

Orders Postmarked By Nov 26th - Are Guaranteed Delivery By Christmas! All Orders Postmarked By Jan 11, 1991 - Get An Extra 20% Discount!

_,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,	١
Arkham Asylum HC24.9	į
Batman 3-D (Byrne artl) 9.9	į
Includes 3-D glossest 80 pgst	
Batman Archives HC39.9	į
Batman Bride of Demon HC, 19.9	į
All new 96 page hardcover!	
Batman Dailes (New!)9.9	ť
Contains rare 1940's Botman shipi	
Batman Digital Justice HC 24.9	į
Batman Murders Paperback 4.9	

Spiderman Alien Costume... Spiderman vs. Juggernaut ... Spiderman vs. Kraven Spiderman vs. Sin-Eater

Spiderman vs. Venom Spiderman vs. Wolverine Spidey: Spirits of Earth HC

Bektra Hardcover (New!) ...

All new by Frank Miller! Elektro returns from the dead! 96 pages! (Not available until 12/15/90) Bektra Assassin (Miller) Bektra Saga (Miller).....

All new! Completely updated guide covering over 2,000 Marvel heroes & villains! Recommended!

Marvel Universe #1-3	3.95
Marvel Universe Binder	7.95
Marvel 1990 Year in Review	3.95

un: Assassin's Guild	95
runisher: Big Nothing 12	
unisher: Intruder HC 14	1.95
unish Kingdom Gone HC 16	
unisher Movie Deluxe 5	.95
unisher: No Escape4	195
unisher Origin (Classic)4	1.95
unisher: The Prize (New!)4	
un. Trade (Mini-Series) 12	

THE YOU		
(-Men:	Asgardian Wars	14.95
(-Men:	Days Future Past	4.95
(-Men:	From the Ashes .	14.95
	Graphic Novel	
	Phoenix Saga	
(-Men:	Pryde of X-Men.	10.95
(-Men:	Savage Lands	9.95
-Men:	Starjammers 1,2	4.50
	vs. Fantastic Four	
-Men	Paperback (New	1) 2.95

CALENDARS

Boris Vallejo 1991	7.9
Spidey 1991 (1-Sheet)	
Sports Bustrated 1991	10.9
Star Trek Next Gen 1991	.8.9
The Simpsons 1991	. 8.9
Traci Lords 1991	8.9
Turfles 1991	
X-Men 1991	.9.9

GAMES

Batman 456-458 (Limit 1)...

ctive 622-626

World's Rnest 1-3 (Soiel) ...

Book of Magic 1.2 (Delume) 4.95

Justice League Quarterly 1.2 .. 2.95 and Dark Knight 11-15 ... Labo 1 (Limit 2)..

de 1 (Um 1) \$5 2-5 (Um 1).

GIFT ITEMS

MC+Ond			
32 full-ca	olor poste	rs by Mc	inoi
Pun Dec	th Loa	o T-Shirt	.129
Punisher			
Punisher			
Spidey (
Spiderm			
Spiderm			
		On Blac	
Spiderm			
Wolverir			
			197.000

COLLECTIBLES

... 8.95

4 95

The state of the s
Aliens I (Iss. #1-6)
Aliens II (iss. #1-4)
Black Widow
Capt America (Byrne
Capt Mary vs. Thance
Captain Britain
Clive Barker: Heltraise
Comic 1990 Price Gui
Daredevil Born Again
Daredevil Love & Wa
DD: Marked for Death
Dr Strange & Dr Dog

DELUXE

12.95

Dr. Strange & Dr. Doo Excal: Mojo Mayhem ron Man: Armor Wars ... 12.95 Longshot (Art Adams) Marv. Masterworks 1-15 34.95 Marv Mystery #1 HC 17.95

New Mutants (Origin)9.5 N.Mutants (Origin)9.5 N.Mutants: Demon Bear 8,95 Predator (Iss. #1-d)12.95 Silver Surfer: Enslavers16.95 Terminator: Buring Earth . 9.95 Wolverine: Bloodlust 4.95 Wolverine vs. Hulk ..

Graphic Novels 1-5. Tales of Turtles Trade 995

Turtles Card Set (Box) ... Turtles Color Portfolio ...

Turties LCD Watch ... COMIC SUPPLIES

. 14.95

25	Backing Boards \$1.95
100	Backing Boards \$4.95
ICO	Plostic Bogs\$3.95

MERICA

COMICS & ENTERIAMMENT Box 470-M27 Gainesville, VA 22066 (703)-347-7081

Also see our ad in last month's issue (page 12). Order from both adsi

Order from poin again a solidation guaranteed / ltems guaranteed in "the new", Vf-Nm, condition of the same per each ltem! (exRobin 1.2 are \$1 each.)

The minimum order is \$25.
 Please by to list at least \$5.

Pease by to list at least \$5 in 2nd choices, aftermates.
 Enclose check or money order. Payment in U.S. fundsonly. Sony, pocODYsi
 Phone or write credit card orders. Phone 9 or pmESI. (Fax ≠ 703-347-2154)

U.S add \$2.96 for shipping. Can \$4.96, Foreign \$6.96. Add \$1 for insurance.

10. Add \$1 if order posters 11. Allow 3-6 wis for delivery.

We reserve the right to update rices and limit quantities. Ad ex-sizes 6/30/91. Write for our Pro-stalog after then. THANKS!!! Vist = ()

trinan Sourcebook 9.95 Eared Set 24.95 zivel Rules (Boxed) 15.00 zivel City Campaign . 18.00 zivel City Campaign . 18.03 the Gamer's Univ 1-6 13.95 the Gamer's (Rules) 11.95 when Boxed Set	Best Batman Cartoons 24 Batman Movie 1949 22 Batman Movie 1966, 1989 Clive Barker: Heliraiser Collecting Carnic Books 25 Robotech: Sentinels 25 Spiderman Video (1 hr) 15 Total Recall 24
COMICS	Turtles Cartoon Vol 1-7 . 14

1.00

VIDEOS

Best Batman Cartoons	24.9
Batman Movie 1949	24.9
Balman Movie 1966, 198	9 52
Clive Barker: Hellraiser	\$2
Collecting Comic Books	\$1
Robotech: Sentinels	
Spiderman Video (1 hr)	19.9
Total Recall	
Turtles Cartoon Vol 1-7.	
Turtles Movie	

Superhero Figures High quality, hand painted!

Balman, Cop Amer, Dr Doom \$4 Hulk, Joker, Penguin, Robin \$4 Punlaher, Spidley, Wolverine \$4

Comic Investment Kit house price guide, poster, plastic bags, a starage bas and 20 investment comics t

(A \$40 value!)



MARVEL COMICS

Alian Legion 1.2 (Deluxa)4.50
Amaz Spider 340-344 1.00
Black Parither 1-4 (Newl) 3.95
Capt Britain: Pendragon 1-6 1.50
Eccolbur 31-341.50
Font Four 347-349 (Limit 2) 1.50
Guest-storing Ghostrider, Spideyl
Foftyd & Grey Mouser 1-3 4.50
Fooldier 1 (Lim 1)2.50
Ghost Rider 7-10 (Umit 2) 1.50
Marvel 1990 Year Book
Moster of Kung-Fu (80 pgs) 2.95
New Mutonts 95-98 1.00
Nomad 1 (Um 1)200

Grab Bags!

(A \$25 value) 10 differ items)

(50 totally random comics!)

Punisher 42-45	0
Punisher: The Prize (New!) 4	9
Punish War Journal 23-26	7
Spiderman I(Gold or Green) 2.	.0
24 E (Ilm 1) 4 7 (Ilm E)	

1 (Green Limited Bogged Edit) \$5 Thonos Quest 1.2 ... What if 20.21 (Spidey-Lim 1) ... 1 25 What if Spidey didn't many M.J.?

New superhero anthology s Wolverine 33-36 1.75 X-Foctor 60-62 .. 1.00

McFarlane Posterbook Incredible! 32 full-color posts with out by Todd McFatanel _____250

Division of the last of the last	
Hovok & Wolv 1-4	14.95
Wolverine Bloodlust	4.50
Wolverine Jungle Adv	4.50
Wolverine Saga 1-4	
Wolverine Trade	9.95
Wolverine Vs. Hulk	495
Wolverine Vs. Nick Fury	12.95
Wolverine Vs. Punisher	
Wolvedne Vs. Spiderma	

IMPSONS

X-Factor: Love Prisoner . 4.95

BOTT PIOSIC HOUSE	3.7
Bart Simpson Poster	.49
Bart T-Shirt (L or XL)	
Simpson 1991 Calendar	
Simpson Cloisonne Pin	.49
Simpson Family Poster	49
Simpson Family T-Shirt	12.9
Simpsons Key Chain	.49
Simpsons Post Card Boo	k8.9
Simpsons Trivia Book	2.9
Simpsons X-Mas Book	12.9

INDEPENDENTS ns Forth Wor 1(2nd) 2-4 2.00 ition Limited Edit 1

Umited & numbered to 5,000. ns vs. Pred 1(2nd),2-4 2.00 ns vs. Predator 0 (Origin) ... 1.95 s Barker: Top Vein 1-4 6.95 Give Me Liberty 1(2nd) 2-4... Hold Boiled 1(2nd) 2 ... Hobbit 1-3 (48 pages) 405 es Bond 1-3 (48 pgs) face I (Ne mled w/Child 1.2(2nd).3-9 Planet of Apes 1(2nd), 2-6... Terminator 1 (2nd), 2-4..... 207 Twight Zone 1 2.95 2.3



























TOUS SPIDER'S

WEB

% MARVEL COMICS GROUP 387 Park Avenue South New York, New York 10016

JIM SALICRUP
ARACHNERD
DAN CUDDY
ASSISTANT EDITOR

Attention correspondents: All letters considered for publication must include your name and address, though we will withhold that information upon request

Dear Spidey-Folk,

I'm lucky enough to own the first Sinister Six story. I remember the sense of excitement at this conglomeration of Spidey's archnemeses. So I thought I'd pick up the first part of the 1990 version; and the verdict is . . . not bad. A bit chewy but goes down smoothly. This is mainfy due to Dave Michelinie's writing.

Electro was once a major villain; more recently he's become a petty nuisance whom Spidey could make fun of. The fact that Do. Ock had come to his rescue proves the latter point, but at the same time there's a certain sense of majesty, as seen in that opening scene.

It also behooves Doc well that something major rather than petty crime should be his aim. His entrapment of Sandman shows how serious he is, and his petty methods also show how Sandy himself is not the nasty villain of old. Indeed, I'd predict he may well doublecross his colleagues in crime before this battle is out, and if so that may be the decisive move. After all, on the face of it, six super-villains should have more than enough raw power to defeat the wallcrawler.

The non-super-powered elements of the story were even more fun to read. I fear for Nathan, trying to go out with a bang more than a whimper but unlikely to succeed. Peter and MJ still have to learn to share things but it's a marriage that deserves a lucky future.

I'm still not that taken with Erik Larsen's art. He's obviously adopted Todd's style, not only in the way he draws Spidey's webbing but also in the line-work and shading effects on faces, and his layouts in general. Given Todd's success on the book and his upcoming new series, that's an understandable decision, be it personal or editorial, as it maintains some continuity.

Anyway, I'm looking forward to the rest of this story. Take care.

Malcom Bourne 2 & 4 Bye Road Shuttleworth, Ramsbottom Bury, Lancashire BL0 0HH England

Your predictions about Sandman and Nathan were right on the nose, Malcom. Has someone been sneaking advance copies out to England?

Dear David.

Just read the first installment of the Sinister Six storyline. I thought I was the only one who remembered this collection of villains from the very first AMAZING SPIDER-MAN ANNUAL of twenty-six years ago; it's great to see them back.

Liked the way this first chapter paralleled the first chapter of the original story; Electro was the villain, and from Man made a brief cameo, just like in the first battle in the 64 Annual. Does this mean we'll see the original X-Men (X-Factor) in the Mysterio chapter? And Betty Brant in the Doctor Octopus chapter?

I had wondered how you were going to handle the absence of Kraven the Hunter and Sandman from the ranks; the idea of Octopus blackmailing Sandman into returning to his criminal ways never occurred to me, and it works beautifully. The addition of a new recruit to replace Kraven is obvious, but I never would have guessed Hobgoblin; I would have thought Octopus would have picked someone he had worked with before and knew how to manipulate, like one of his six comrades from the Secret War.

Can't wait for chapters two through six!

Dale J. Roberts 2648 W. Robino Wilmington, DE 19805

Sorry, Dale, but the parallel cameos in the first part of this summer's story line and the first AMAZING SPIDER-MAN ANNUAL ended right there. But what didja think about the dynamic cameo by (Kid) Nova? Uh, next letter . . .

Dear Web-Heads,

I have just finished reading AMAZING SPIDER-MAN #334 and warited to thank you for returning us to the days of yesteryear. Mr. Larsen's art is reminiscent of Steve Ditko's but has a style and flare that lifts it above Ditko's. David Michelinie is simply a genius. In #334 we see Mr. Michelinie re-establish Doctor Octopus as a major threat again, something we have not seen since the conclusion of the Owl/Octopus Gang War in SPECTACULAR SPIDER-MAN #79, when Doc Ock became a blubbering mental case with an extreme

case of arachnophobia. It also appears Mr. Michelinie will also straighten out Electro, who has over the years become a third-rate villain, and Sandman, who is a classic villain but a less than mediocre super hero. This Sinister Six storyline makes this summer something to look forward to.

Now two questions:

 Any chance of some noteworthy Spidey-people like Roger Stern, John Romita, Jr., Gil Kane or Ross Andru working on future Spider-Man projects?

2) Are there any plans to use Stegron, the Enforcers, Morbius, or a crossover with GHOST RIDER?

The return of the sinsister Six. WOW! It's enough to make a Spider-Fan cry. Give us more!!

Brian Sanders Lincoln, IL

1) We hope you enjoyed this year's "Spidey's Totally Tiny Adventure" across all three Annuals, in which Gil Kane contributed to the art in one way or another. Also, look for a new Spider-Man Graphic Novel penciled by none other than Ross Andru sometime in 1991.

2) You want a crossover with GHOST RIDER, Brian? We're gonna do it with style in the sixth and seventh issues of our new SPIDER-MAN title by Todd McFarlane!

11-1

Tilke Doc Ock's new suit! But where'd he get a tailor to accommodate the extra arms? Heck, I get a hassle when I want the sleeves shorter, never mind for extra arm holes! Sheesh!

Robert T. Empere P.O. Box 280 Bolivar, OH 44612-9614

Where'd Doc find his tailor? Give us a break, Robert! When was the last time you received something from a tailor that didn't have extra holes in it?

Hey Jim!

So as of AMAZING SPIDER-MAN #335, is Terry Austin back on inking on a regular basis once again? I certainly hope so because he does some extremely beautiful work. And his presence in the industry has most assuredly been missed.

> Uncle Elvis 110-7 Medical Court Clarksville, TN 37043

Sorry to disappoint you, Unc, but Terry's guest appearance was just that. But we don't think you'll be too disappointed to learn that Radical Randy Emberlin will be taking over the inking reins on a regular basis!

Dear Spider-Writers,

The Shocker! Yes! It's been so long since he's fought Spider-Man. That frame-up of Electro was a cheating appearance. Issue #335 is the best rendition yet. Erik really gave him a dyed-in-the-wool quilted look. The flighting scenes were fantastic. Added kudos for Bob and his coloring job. The Shocker is a great villain, but to be defeated by "Soria-Butter"—well, only in AMAZING SPIDER-MAN could you pull that one of the spide of the

The second praise goes for Hobgoblin. It's great to see him again, if that can be believed. Jackson Guice's rendition was hard to beat, but again Erik has done a great job.

Now that all that back-patting is done, I have a question. When did Doc Ock gain his confidence back? He really fought Hobby to a standstill. Really a great book, guys. Keep it up.

Roger L. Anderson 5166 Nicholson Ave. Cudahy, WI 53110

Don't tell us you missed issues #296 and #297 of this very title, Roger. It was therein that Spidey let Doc beat him to save the world. Check it out.

NEXT ISSUE: The "Powerless" trilogy reaches an explosive finale! Can Spidey and the Black Cat survive an onslaught from the Tarantula, the Scorpion and the Femme Fatales? Find out for sure in thirty days!







Have a Monster of a Good Time.

Enter the DUNGEON!* game.

A romp'em, stomp'em, roaring good time of monster bashing, dungeon crawling and treasure collecting.

Explore the depths of the dungeon on your fantastic journey of mystery and suspense while you search for hidden treasure. Use your powers and skills to avoid secret traps and fearsome creatures. As a dwarf, elf, warrior, magician, cleric, or fighter on a perilous quest, you'll battle the forces of evil to find the treasure, win the game or . . . just survive.

Start your journey today. The DUNGEON!® board game can be found clinging to the shelves of a toy or hobby store in your neighborhood.

