

MARVEL
COMICS

IS **VENOM** REALLY DEAD? NEW CLUES INSIDE!

the AMAZING SPIDER-MAN

© 1990 MARVEL ENT. GROUP INC.

\$1.00 US
\$1.25 CAN
344
FEB
02457

APPROVED
BY THE
COMICS
CODE
AUTHORITY

HEY!
I WANNA
KILL
HIM!



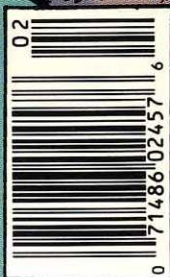
IS HE **HERO** OR
VILLAIN?
INTRODUCING

CARDIAC!

BUT WAIT-- THERE'S MORE! SUCH AS THE RAMPAGING

RHINO!

NOW HOW
MUCH WOULD
YOU PAY?!



Randy
Embrey '90

TM & © 2006 MARVEL

NOW
APPEARING
IN BOXES
OF COCOA PUFFS
NEAR YOU...



NEW



TASTE!



**WHAT
NEW TASTE?!?**
UNSCRAMBLE THE
LETTERS BELOW AND
DISCOVER THE
BIG NEW TASTE OF
COCOA PUFFS!

H T C L C A E
O O A E

BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! 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!

Stan Lee
PRESENTS: **THE AMAZING SPIDER-MAN®**

David
Michelinie

writer



Erik
Larsen

penciler



Randy
Emberlin

inker



Rick
Parker

letterer



Bob
Sharen

colorist



Jim
Salicrup

editor



Tom
DeFalco

editor in chief



LOCATION: A
WAREHOUSE.

SITUATION:
DOGS!

I COULDA
SWORE I HEARD
SOMETHIN' IN
HERE!

MUSTA
BEEN A
RAT!

HEARTS
and
POWERS

THE AMAZING SPIDER-MAN® Vol. 1, No. 344, February, 1991. (ISSN# 0274-5232) Published by MARVEL COMICS, Terry Stewart, 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, NY AND AT ADDITIONAL MAILING OFFICES. Published monthly. Copyright © 1990 by Marvel Entertainment Group, Inc. All rights reserved. Price \$1.00 per 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 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 condition 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) is a trademark of MARVEL ENTERTAINMENT GROUP, INC. POSTMASTER: SEND ADDRESS CHANGES TO AMAZING SPIDER-MAN, c/o MARVEL COMICS, 9TH FLOOR, 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Printed in the U.S.A.



RAT?

RAT?!?

WHY, I OUGHTA--!



HAH! WE SPIDERS GET BAD-MOUTHTED ENOUGH WITHOUT BEING MISTAKEN FOR FURRY THINGS THAT LIVE IN SEWERS!

MY FAULT, THOUGH.



GOT CARELESS, LET MY CAMERA HIT THAT LIGHT FIXTURE!

BETTER START MAKING UP TIME!



JOY MERCADO AND I CAME HERE ON ASSIGNMENT FOR NEWS DIGEST, AND THIS IS SOME STORY!

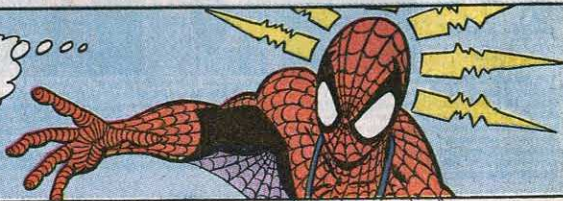
SEEMS CHEMICALS THAT ARE VITAL FOR PROCESSING COCAINE ARE BEING SOLD IN QUANTITY TO SOUTH AMERICA!

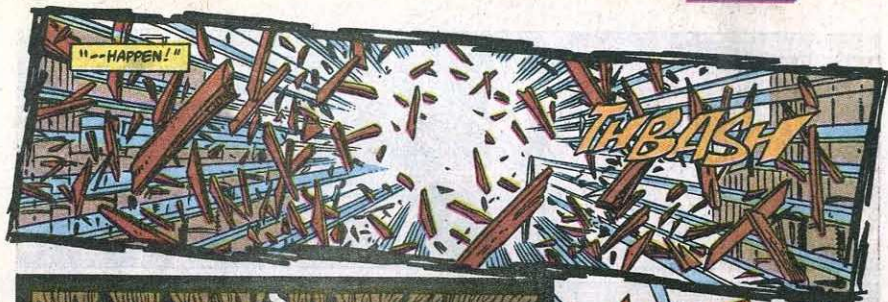


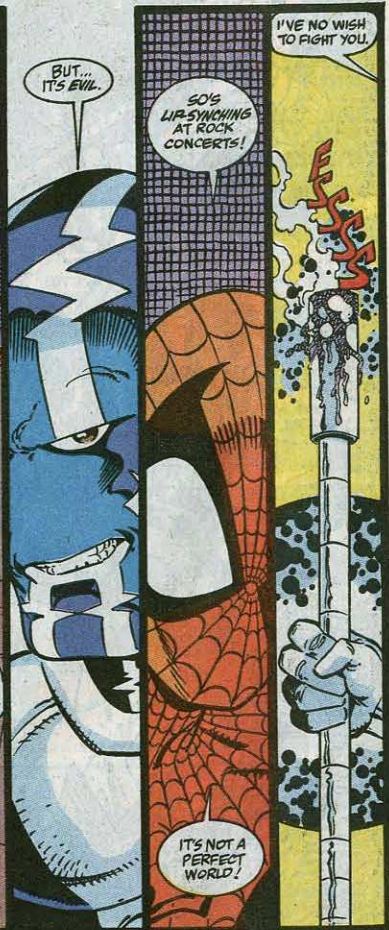
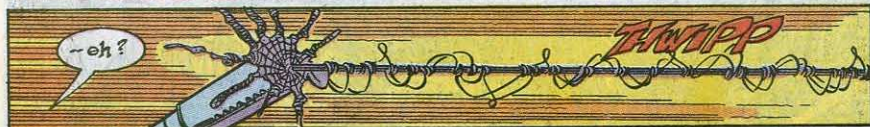
BUT BECAUSE THEY'RE LISTED AS "FOR AGRICULTURAL PURPOSES ONLY," THE TRANSACTION IS PERFECTLY LEGAL!

MATTER OF FACT, THOSE GUARDS AREN'T HERE TO KEEP POLICE OUT, BUT TO WARD OFF REPORTERS!

THAT'S WHY I GAVE JOY THE SLIP, SO I COULD MANEUVER BETTER AS-- HNH? SPIDER-SENSE! SOMETHING'S ABOUT TO--







HEY DUDES! IT'S NEW, IT'S COOL!

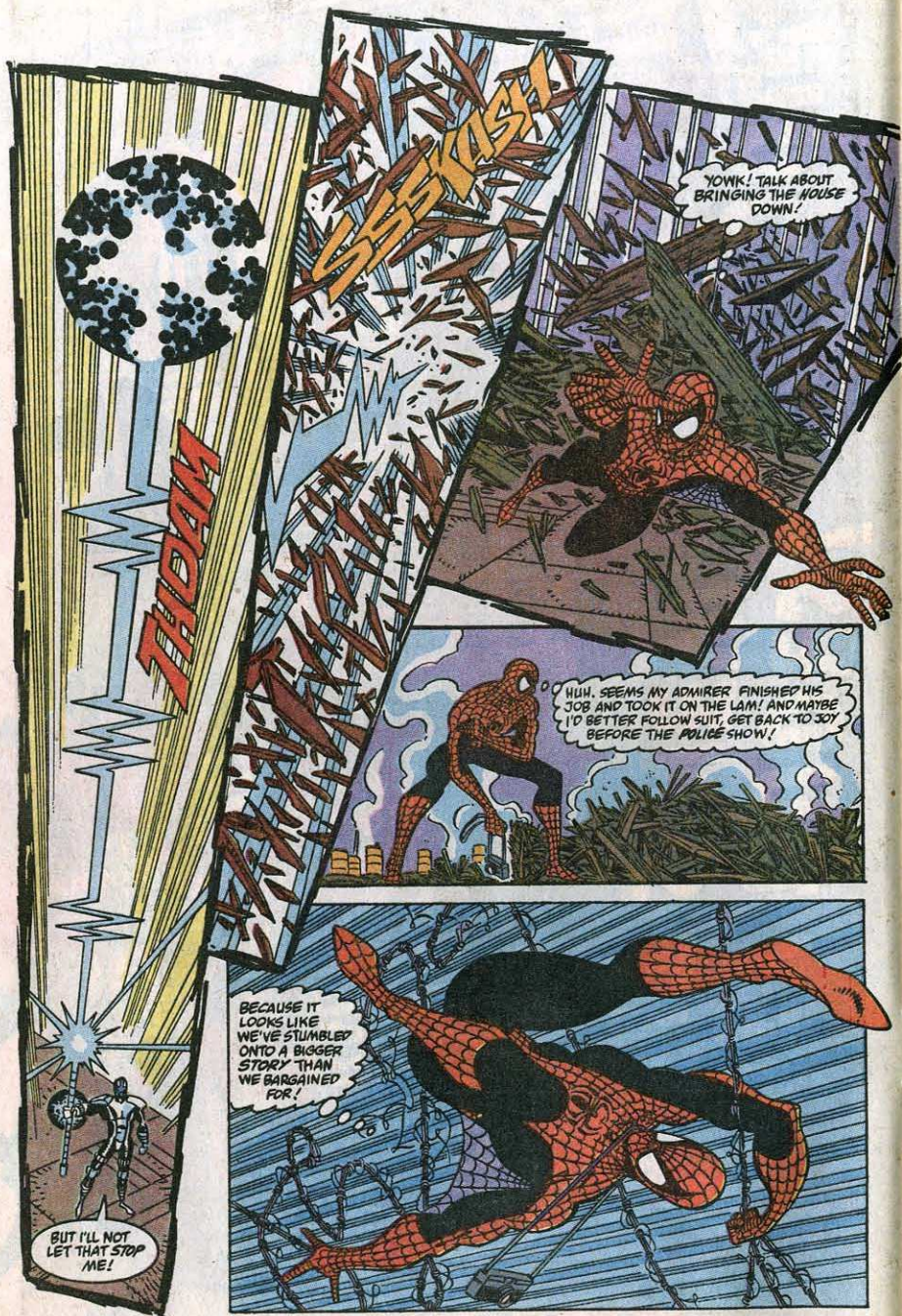
NEW
CAPRISUN
100% NATURAL
PACIFIC COOLER

Fruit Drink With 10% Fruit Juice

10 FL. OZ.
100% NATURAL

A NEW FRUIT
DRINK WITH
PACIFIC COOL
+ CALIFORNIA
STYLE







Mega Man[®] 3. Anything else you need to know?



*You'll slide through secret
tunnels to avoid
bulldozing robots.*



*It's hard to top TopMan's
dangerous spins.*

SnakeMan, HardMan, GeminiMan, MagnetMan, NeedleMan, ShadowMan, SparkMan and TopMan. They're the eight new robotmasters in MegaMan 3. Defeat them all and you'll still have Dr. Wily to deal with. And possibly even a few of your old enemies from 1 and 2. Okay, now the only question that remains is how fast you can get to the store and get 3.

CAPCOM[®]
USA

© 1990 CAPCOM USA, INC. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. For more information call 408-727-0400.

Licensed by Nintendo[®] for Play on the

Nintendo
ENTERTAINMENT
SYSTEM[™]

AND SO, AS PETER PARKER
REJOINS HIS JOURNALIST PARTNER...

IS IT TRUE, PETE? WAS
SPIDER-MAN INSIDE?
DID YOU GET PICTURES?



YEP
YEP...

--AND
YEP!



WISH I
COULD KEEP
SPIDEY OUT
OF THIS! THE
COINCIDENCE
OF "US" ALWAYS
SHOWING UP AT
THE SAME PLACE
COULD GET
SUSPICIOUS!

BUT WITH CARDIAC
STILL ON THE LOOSE, I
THINK I'VE GOT BIGGER
THINGS TO WORRY ABOUT!

AND YOU'RE NOT
THE ONLY ONE...!

THIS IS... DIFFICULT, AS A
PHYSICIAN, I TOOK AN OATH
TO PROTECT LIFE!



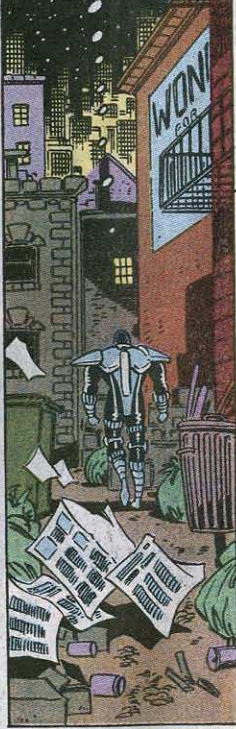
THOSE
GUARDS...

NO! THERE ARE THINGS
TO BE DONE! TASKS THAT
ONLY I CAN PERFORM!

I MUSTN'T LET MY RESOLVE
WAVER! I HAVE TO BE STRONG,
ACCEPT MY LOT! LIKE
SPIDER-MAN SAID:



"IT'S NOT A
PERFECT WORLD..."



A PHILOSOPHY WITH WHICH MOST NEW YORKERS WOULD PROBABLY AGREE! PARTICULARLY--

-- A BLEARY-EYED TELEVISION CREW SHOOTING A SUNRISE SCENE IN BATTERY PARK THE NEXT MORNING!



SYBIL, YOU AMAZE ME. IT DOESN'T BOTHER YOU?

I MEAN, THAT I'M A MARRIED MAN?

REALLY, MARCUS--



-- I NEVER LET LITTLE THINGS BOTHER ME!



-- CUT! PRINT IT!

THAT'S FORTY-FIVE FOR BREAKFAST, PEOPLE!

BE BACK AT SEVEN! SHARP!



TOP O' THE MORNIN', MARY JANE!

THOUGHT I'D JOIN YOU FOR AN ELEGANT REFEAT, SEEING AS I WAS UP ANYWAY!

THANKS TO JOY KEEPING ME AT THE OFFICE UNTIL EVERY LAST PICTURE WAS DEVELOPED!



Y'KNOW, YOU'RE A PRETTY GOOD ACTRESS. I'M GLAD THAT KISS WAS JUST PART OF A SCRIPT!



NICE. A GUILT TRIP TO START THE DAY! AFTER WHAT ALMOST WENT ON BETWEEN ME AND JASON JEROME--!*

* SEE RECENT ISSUES OF SPECTACULAR SPIDER-MAN FOR DETAILS. -- J.S.

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

MICHAEL JORDAN

Guard



Set playoff record for points against which team?

ISIAH THOMAS

Guard



Led the league in assists which season?

KARL MALONE

Forward



What's his nickname?

MAGIC JOHNSON

Guard



Led what school to an NCAA title?

LARRY BIRD

Forward



Scored his most points in what season?

PATRICK ALOYSIUS EWING

Born: Feb. 2, 1962
Height: 7'0" Weight: 250 lbs.
College: Georgetown
Drafted: 1st round, 1st pick, 1984

| | | College Record | | | | | | | | | |
|---------------|------------|----------------|------|------|-----|------|------|------|-----|-----|------|
| YEAR | TEAM | GP | PTS | FT% | FTM | FTS | REB | AST | BLK | STL | AVG |
| 81-82 | Georgetown | 32 | 352 | 57.7 | 174 | 301 | 469 | 12.3 | | | 12.3 |
| 82-83 | Georgetown | 32 | 354 | 55.9 | 172 | 307 | 468 | 17.1 | | | 17.1 |
| 83-84 | Georgetown | 37 | 510 | 57.9 | 241 | 415 | 638 | 16.8 | | | 16.8 |
| TOTALS | | 101 | 1216 | 57.3 | 587 | 1023 | 1515 | 26.2 | | | 26.2 |

| | | NBA Record | | | | | | | | | |
|---------------|----------|------------|------|------|------|------|-----|-----|-----|------|------|
| YEAR | TEAM | GP | PTS | FT% | FTM | FTS | REB | AST | BLK | STL | AVG |
| 84-85 | New York | 50 | 724 | 54.0 | 341 | 631 | 34 | 102 | 219 | 14.5 | 14.5 |
| 85-86 | New York | 52 | 658 | 51.5 | 319 | 621 | 39 | 102 | 219 | 12.7 | 12.7 |
| 86-87 | New York | 82 | 687 | 52.8 | 328 | 621 | 404 | 247 | 109 | 12.9 | 12.9 |
| 87-88 | New York | 82 | 687 | 52.8 | 328 | 621 | 404 | 247 | 109 | 12.9 | 12.9 |
| TOTALS | | 266 | 2756 | 52.5 | 1316 | 2504 | 119 | 351 | 447 | 21.2 | 21.2 |

One of the premier centers in the NBA - Finished third in the league in scoring (1984) in rebounding and second in points in a season - Finished 4th in career for most all-around second team - 1984 and 1985 - Won 1984 NBA Finals MVP

© 1989 NBA Properties, Inc. The Official NBA Basketball Card

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

NBA HOOPS

All NBA and team 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 consent of NBA Properties, Inc.

YOU'RE MY HUSBAND, PETER,
MY ONE-AND-ONLY! AND YOU'RE
TERRIFIC! > munch <

A BIT SLIM IN
THE GOURMET
DEPARTMENT,
BUT...



OKAY, SO YOU DON'T LIKE
M^CWEASEL! NEXT TIME
I'LL BRING YOU THE MOON!

THE STARS!

MAYBE EVEN
A WEATHER
SATELLITE!

THERE'S ONLY ONE
THING I WANT FROM
YOU, BIG GUY.

AND I
WANT IT
BAD.



DOOO! AND WHAT
MIGHT THAT BE, MY
PETAL, MY FLOWER,
MY TWINNING FERN?

A WAKE-UP CALL
IN 15 MINUTES.

STAWNE

THESE
DAWN SHOTS
ARE MURDER!

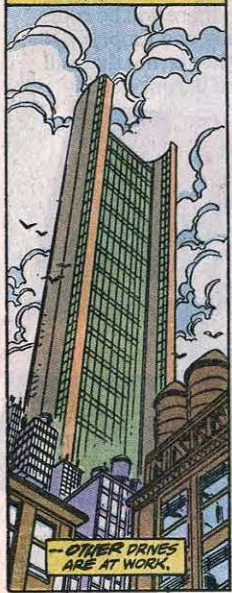
AH, PETER PARKER-- LOVE GOD!

HAVE TO DRIVE
'EM OFF WITH A
STICK!

> sigh <



WHILE AT THE WIRTHAM
TOWER, ADJACENT TO
MIDTOWN'S BLESSING
HOSPITAL--



MY SCHEDULE,
MS. TRUXTON!



YOUR USUAL APPOINTMENTS,
DR. WIRTHAM, PLUS SURGERY
AT ELEVEN, ASSIGNMENT OF
THAT RESEARCH GRANT AFTER
LUNCH, A SPEECH TO THE
JAYCEES AT TWO-THIRTY--

--AND OF COURSE,
THERE'S THE
CHARITY DINNER
THIS EVENING.

CANCEL THE DINNER,
STEPHANIE-- AND DOUBLE
MY CONTRIBUTION.



I'M AFRAID A
MORE PRESSING
MATTER HAS
ARISEN.



ver 18,000 years ago many of the men in China dedicated their life to the study of philosophy. And then applied it to a war to end all wars.

The country was plagued by a bandit hoarde known as the Yellow Scarves. Who amassed a power no one had yet to conquer. Fact is, no one could assemble a force strong enough to destroy them.

In *Destiny of an Emperor*, your challenge is to change the course of history forever. For the good of China. And the world.

This full scale, role playing adventure game for the Nintendo System will put you deep in the throes of that war.

The action is as real as it gets thanks to the discovery of authentic documents detailing the era.

Characteristics of 180 warlords have been simulated based on the renowned text of Sanquozhi Yanyi.

Even 20th century strategists are destined to spend hours, even days on each game. And when you take a break to philosophize on your next action (if you can pull yourself away) you

Chinese warlord of all, Lu Bu, destined to be a traitor because of his great strength and courage.



Conquering this game will take you centuries.

You'll use every strategic cell in your brain to fulfill your constant requirements for weapons, food and manpower. You'll give important commands that could mean your life, and the life of your armies. And in true Chinese tradition, you'll engage in battle

again and again to defend your honor. An honor certified by an oath signed in blood.

When all is said and done, there will be room for only one Emperor. Whether or not that will be you is your destiny alone.

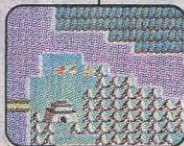
can actually save up to three histories exactly where you've left off.

You can put yourself in the place of Liu Bei, dedicated to raising an army for the restoration of the dynasty. Or Guan

Yu, an exceptionally skilled warrior, match for a thousand soldiers and worshipped as a god.

But no matter who you are, it

will be hard to win the war against Zhang Jao, the deadly leader of the Yellow Scarve rebels and founder of the Tai Ping sect. Not to mention the most feared



In the mountains, rebels await behind every tree.



© 1990 CAPCOM USA, INC. *Destiny of an Emperor* is a trademark of Capcom USA, Inc. Capcom is a registered trademark of Capcom USA. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

Licensed by Nintendo® for Play on the
Nintendo
ENTERTAINMENT SYSTEM



IT'S DIFFERENT NOW,
ISN'T IT, ELI?

YOU BUILT THE
MOST POWERFUL
MEDICAL AND
BIOLOGICAL RESEARCH
EMPIRE ON THE
EAST COAST, ALL
BECAUSE OF A
PROMISE MADE
YEARS AGO TO
SOMEONE VERY
SPECIAL.

NOW, THAT
EMPIRE HAS
BECOME LITTLE
MORE THAN A
TOOL.



A
USEFUL
TOOL,
NEVERTHELESS.
FOR EXAMPLE:

THE
INFORMATION
THAT LED TO
LAST NIGHT'S
"REMOVAL"
PROCEDURE--

--ABOUT HOW
SAPIRDYNE
CHEMICALS
HAS BEEN
SHIPPING
PROCESSING
COMPOUNDS
TO DRUG LORDS.



I OVERHEARD
IT FROM A
TIPSY SENATOR
AT ONE OF MY
OWN AWARD
CEREMONIES!



THERE'S
SO MUCH EVIL,
SO MUCH OF
IT
CONDONED.

BUT
WITH
THIS
POWER--



--I
SHALL BE
THE ONE
TO DO
SOMETHING
ABOUT
IT!

NOON; THE ARCTIC OCEAN. ICEBERGS
FLOW LINGUALLY IN THE COLD, QUIET
CURRENT.

THAT IS, MOST OF
THEM DO.

ONE, HOWEVER,
SEEMS ODDLY
STATIONARY.

AS IF
ANCHORED.

AND IF YOU
MOVE CLOSE
ENOUGH--

-- YOU MIGHT
CATCH THE SOFT
STRAINS OF A
BRAHMS
SYMPHONY.

FOR THIS
BERG'S MUCH
MORE THAN IT
SEEMS, AS IS--

-- ITS MASTER!

MR. HAMMER?

YES,
PHILLIP
WHAT
IS IT?

REPORTS OF A RAID
AT ONE OF YOUR
FACADE HOLDINGS,
SIR.

SAPIRDYNE
CHEMICALS.
FINANCIAL
LOSSES ARE
CONSIDERABLE.

DEAR ME, CAN'T
I SPEND A FEW DAYS
IN MY VACATION LAIR
WITHOUT SOME
DISASTER CROPPING
UP?

OH, VERY
WELL.

AT LEAST FINANCING
COSTUMED OPERATIVES
HAS ADVANTAGES AT
TIMES, WE'LL GO
THAT ROUTE.

YES,
SIR.

CONTACT RHINO.
TELL HIM HIS RETRO-
DESIGN BATTLE SUIT
IS READY, AND THAT
IT SHALL BE HIS.

IN EXCHANGE FOR A
SMALL... FAVOR.

THREE O'CLOCK.

EMPIRE STATE UNIVERSITY.

A GRADUATE
CHEMISTRY COURSE.

IT WORKS!



THIS ALTERNATE
CATALYST COULD
SHAVE MINUTES
OFF THE STANDARD
CLUPRIC ANALYSIS
PROCESS!

I'LL
JUST
DOUBLE-
CHECK
IT WITH



--eh?

NUTS.

NORMALLY, I LOVE SCIENCE. IT
RELAXES ME, HELPS ME FORGET
MY PROBLEMS.

BUT THIS
REAGENT.

MANUFACTURED
BY SAPIRDYNE.



GUESS I
CAN'T FORGET
LAST NIGHT.
LEASTWAYS--

--UNTIL I
FIND OUT WHAT
IT WAS ALL ABOUT!



EIGHT O'CLOCK.

THE RIKER'S ISLAND
PRISON COMPLEX.

GEEZ, BROCK, GIVE IT
A REST!

SEEIN' YOU DO CHIN-UPS IS ABOUT AS
EXCITIN' AS WATCHIN' GLACIERS
FORM!

MY BODY IS
CAGED.

ONE HUNDRED
TWENTY-THREE

BY MY
SPIRIT IS
FREE.

ONE HUNDRED
TWENTY-FOUR

AND I MUST
MAINTAIN BOTH IN
PEAK CONDITION--

ONE
HUNDRED
TWENTY-
FIVE

-- IF I'M TO
AVENGE THE DEATH
OF MY OTHER.



FORGET THAT
VENOM SPOOK!
ALL YA NEED'S
WILL!



THE COURAGE TO
DO THINGS OTHER
FOLKS ARE SCARED
TO!

LIKE
SLAUGHTERING
INNOCENT FAMILIES,
CLETUS? > sigh &



SOMETIMES I WISH I DIDN'T HAVE TO
LIVE WITH A FOUL SERIAL KILLER
LIKE YOU.

KEEP GRIPIN',
PAL, AN'
YA WON'T BE!



eep!

THE WINDOW! O-OUTSIDE THE WINDOW! WHAT IS IT?



IT... I-T...
I GUESS
NOTHIN'.

I-I GUESS...
IT WAS NOTHIN'!



OH, NO, CLETUS KASADY,
IT WAS VERY MUCH
SOMETHING!

SOMETHING THAT WILL EMBROIL
THE AMAZING SPIDER-MAN IN A
FIGHT, QUITE LITERALLY, TO THE DEATH!

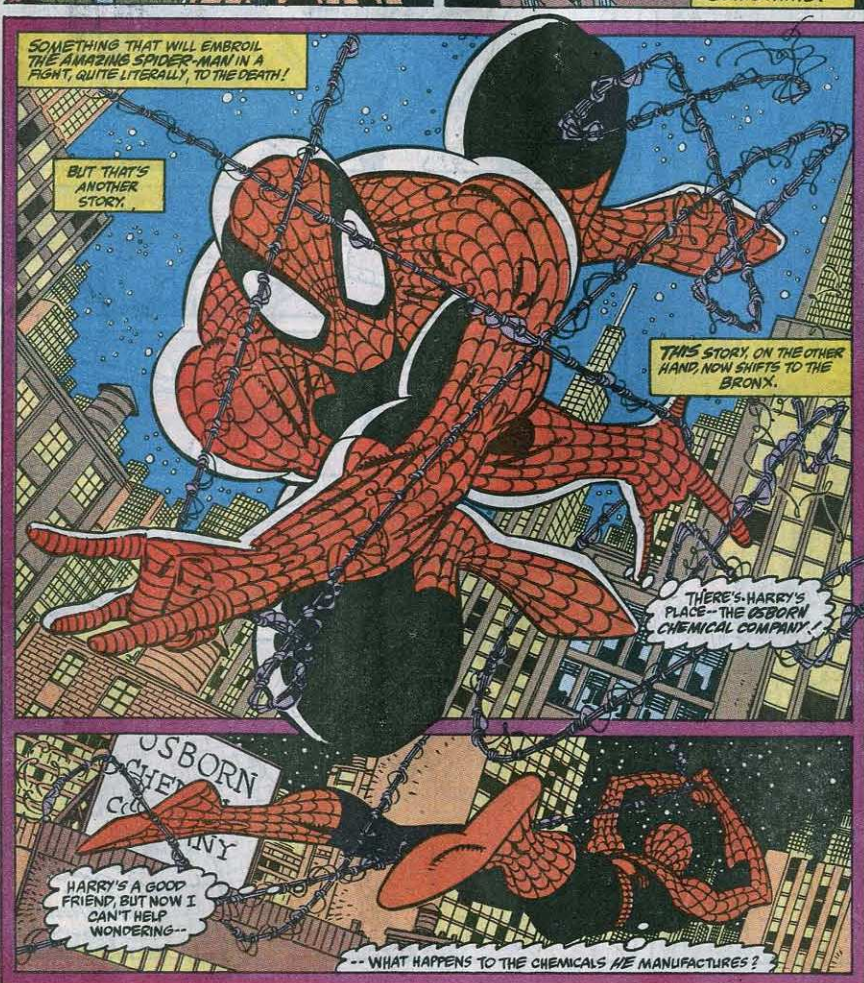
BUT THAT'S
ANOTHER
STORY.

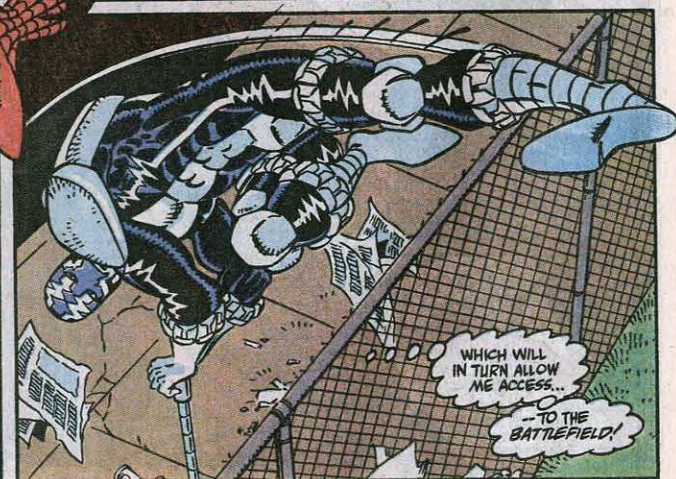
THIS STORY, ON THE OTHER
HAND, NOW SHIFTS TO THE
BRONX.

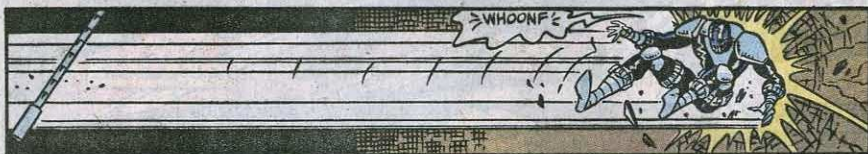
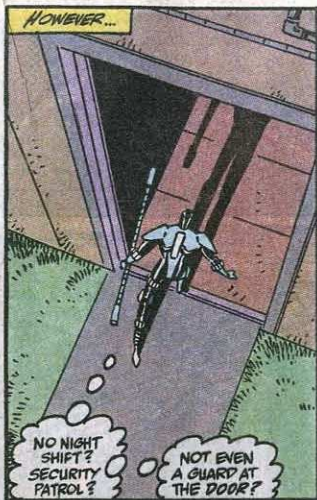
THERE'S HARRY'S
PLACE-- THE OSBORN
CHEMICAL COMPANY!

HARRY'S A GOOD
FRIEND, BUT NOW I
CAN'T HELP
WONDERING--

-- WHAT HAPPENS TO THE CHEMICALS HE MANUFACTURES?



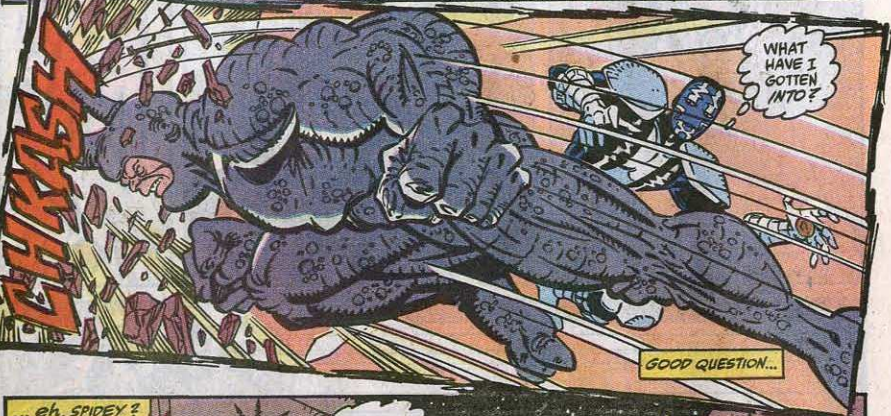




HE AIN'T GONNA
LIVE THROUGH
THIS ONE!



WHAT
HAVE I
GOTTEN
INTO?



... eh, SPIDEY ?

HOLY--!



HAVE TO AVOID HIM UNTIL I
CAN REGAIN MY STAFF!

SHOULD REACH THAT CATWALK WITH A
NARROW LEAD!

ENOUGH TO
REACH BACK
AND MAKE
SURE HE
DOESN'T.



--FOLLOW!



SHHP

HUH--?!



INTENSE!



**SILVER
SURFER™**

LICENSED BY NINTENDO
FOR PLAY ON THE

Nintendo
ENTERTAINMENT
SYSTEM™

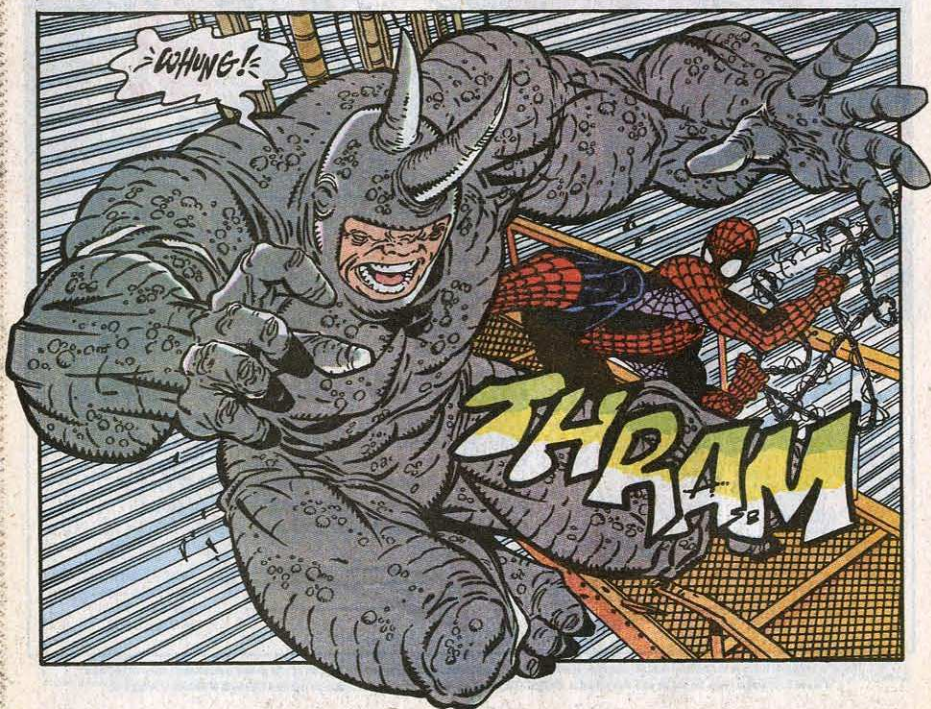


RIDING AN AWESOME WAVE OF 3 MEGA FIREPOWER!

The non-stop action of this high-energy, inter-galactic battle game will challenge all of your combat skills. With 12 levels of outrageous game play, amazing graphics, music and radical sound effects, it's the hottest game in the galaxy!

ARCADIA®

ARCADIA SYSTEMS, INC.
18001 Cowan Street, Suite A
Irvine, CA 92714
Tel: (714) 833-8710





Have a Monster of a Good Time.

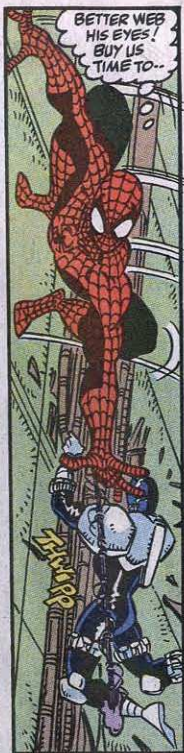
Enter the DUNGEON!™ game.

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.







STAN'S SOAPBOX

Hi, Heroes! Even though Christmas is behind us, big-hearted Marvel still has plenty of goodies in store for you! And here's where your old faithful Soapbox Santa clues you in to two new titles going on sale right now!

You've seen the ads! You've heard the name uttered in whispers! But now it's time to meet the newest, most exotically exciting superstar in the mighty Marvel firmament—the only super hero based on a real-life, flesh-and-blood human being—dazzling, dangerous, deadly—a smoldering, sizzling stick of human dynamite—the one and only NIGHT CAT!

Of course, the cat's manager, Dapper Don Kessler, and I have a somewhat selfish motive for pushing Night Cat's first issue since sneaky artist Danyis Cowan actually drew us in as part of the story. Yours truly wrote the script, too, which could possibly change the complexion of the comic book industry for all time to

come! But don't let that discourage you—you can always just look at the pictures!

But hey, that's only half the excitement! Our whole bluishin' Bullpen is turned on to



Troma Films' wild and wacky world-famous movie idol, TOXIC AVENGER, the super hero who makes Spider-Man seem like a well-adjusted average guy! In fact, we did it so much that we made a deal with Lovable Lloyd Kaufman and the Magnanimous Michael Herz, The big-time movie producers who so unselfishly unleashed of Toxie on a defenseless public, a deal to publish his sensationally screwy adventures in our mariacial style!

Be forewarned! Toxie is not your usual hero! In fact, he's not your usual anything. But this you can count on—NIGHT CAT and THE TOXIC AVENGER may turn out to be the most unexpected hits of '91, and, thanks to my legendary generosity, you're the first to hear of them!

Now, till next ish, wherever you go, whatever you do, think Marvell! (Instead of cluttering your mind with non-essentials!) Excelsior!

Stan

It was a rainy day in New York. The kind of day when you could get wet just by walking outside. The man on the corner was selling umbrellas for five dollars each. I could usually talk him down to three. When I got home, I would throw it on the pile with the 300 other umbrellas I've managed to leave at home every time it rains. It seems to rain a lot in New York. Perhaps it's God's way of trying to give the city an acid bath. Perhaps not. That's not for me to say. Me, I'm just another private eye. They call me Dodge Deadline. ... Comic Book Detective.

It was a slow day at the office: I was just about to seriously consider calling up that guy on TV who makes the pitch for Apex Technical School. Then he walked in — Tom DeFalco, head honcho over at Marvel Comics. He had a problem, and he needed my help. Last month's Bullpen Bulletins Page had disappeared before it had ever seen print. He wanted me to find it. I took the case. Tom took the six-pack.

I headed uptown to the offices of Marvel Comics. If I was going to learn anything about the missing Bullpen Page, this was the place to do it. My first stop was the office of PUNISHER editor Don Daley.

Don told me he was exhausted — he was still resting up from the New York Runners Club's Midnight Run. That's a run that's held every year, beginning at exactly twelve midnight on New Year's Day. Don also entered the New York Marathon last year for the first time. It seemed like he'd been doing a lot of running lately. Just what exactly was he running from, anyway? I listed Don as a suspect, and moved on.

I stopped by Ralph Macchio's office, and found Ralph's assistant, Mike Heisler, still missing after a mysterious three-month absence. Heisler allegedly is taking some time off to do some freelance lettering; something about owing a debt to his uncle. Funny, I didn't know Heisler's uncle was named "Sam". Another potential suspect.

I stopped in to see Jim Salicrup, but he was so delightfully happy, he couldn't even

talk to me, Dodge Deadline. It seemed one of Jim's freelancers, Fred Hembeck, recently had a baby with his lovely wife Lynn. The child was born on August 25th, and named Julie Elizabeth Moss Hembeck. That's a lot of names for a little kid. In his present state, there was no talking to Salicrup, so I made a mental note to track him down later.

I noticed my mental pen was getting low on mental ink, so I made another mental note to stop by a mental store later and pick up some more.

I headed over to see Craig Anderson, Marvel's resident idiot. Craig gave me the lowdown on the new Silver Surfer home video game from Nintendo, and the Spider-Man home game from Sega-Genesis. Craig added that the Spider-Man hand-held game from Gameboy is also a big, big hit. Craig talked about a potential Spider-Man arcade game, but he seemed to be dodging the real issue. Did Craig know something about the missing Bullpen Page — something he wasn't telling me, Dodge Deadline?

Craig threw me a few names — Jim Starlin, George Perez. I caught them. He said they were working on a project which just might blow the lid off this whole case. But Starlin and Perez were nowhere to be found. Apparently they'd gone into hiding to work on this hush-hush project. All I found about this mystery project was that it involved a dangerous customer by the name of Thanos... as well as almost everybody in the Marvel Universe. Clearly I was on to something big... but that wasn't the case I was working on. I'd have to come back to that some other day; I still hadn't found that Bullpen Page.

Assistant Editor Chris Cooper walked by me, Dodge Deadline, in the hall. I overheard him tell fellow assistant, Len Kaminsky he's never been mentioned in the Bullpen Page before. Len said that made two of them. Hmm — that gives them both motives, but very flimsy ones.

I started snooping around Bob Budiansky's office. But Bob wasn't talking. Neither was his assistant, Tom Brevoort.

All I could get out of them was that they're doing a newsstand reprint of the four-issue DEATHLOCK Limited Series, and working on the 1991 Marvel trading cards.

That was all well and good, but it didn't solve my case. I paid a visit to Epic Editor Marcus McLaurin, who was happy as a clam about the fourth anniversary of the Comic Illustrators Guild at the Pratt School of Art and Design. It seems Marcus formed the club while in his senior year at the school, to pave the way for future generations of artists to get away with drawing comics in class.

He's one sharp cucumber, that Marcus, but no Bullpen Page-napper. Next I noticed his assistant, Marie Javins. Marie's wall is decorated with drawings of cows by some of the biggest names in comics. But Marie threatened to take down her Wall of Bountiful Bovines if she received no new submissions soon. Would Marie's wall come tumbling down? Unfortunately, I couldn't stick around to find out.

I could've pumped people at Marvel for answers all day, but I was cruising in the fast lane to nowhere. Everyone was a potential suspect. I decided I would switch tactics.

I charmed my way into Marvel's master computer file. If there was any trace left of the Bullpen Page, I knew I would find it here. I punched up the file, and there it was — the December Bullpen Page. It was just full of all kinds of incriminating evidence about the Marvel staff. If this thing ever saw print, it would destroy several careers, a couple marriages, and the noon date at Slappy Sam's Eat 'n' Run. No wonder someone tried to suppress it. This thing was hotter than a jalapeno pepper in a sauna.

I decided to take the disc to DeFalco. If anyone knew I had this disc, I could start etching my own epitaph. Just then, I felt the cold steel of the barrel of a .45 press against the back of my neck. ...

IS THIS THE END OF DODGE DEADLINE? YOU WISH.



FULL-COLOR BUYING GUIDE!

VideoGames
& Computer
Entertainment®
COMPLETE
GUIDE TO
NINTENDO®
VIDEO
GAMES



BTNG
POW
POW

...HEY NINTENDO
LOVERS, HERE'S THE
ONLY FULL COLOR GUIDE
TO NINTENDO AND
GAME BOY!

COOL REVIEWS AND
RATINGS ON GAME PLAY
HELP YOU CHOOSE WHICH
GAMES TO CONQUER...

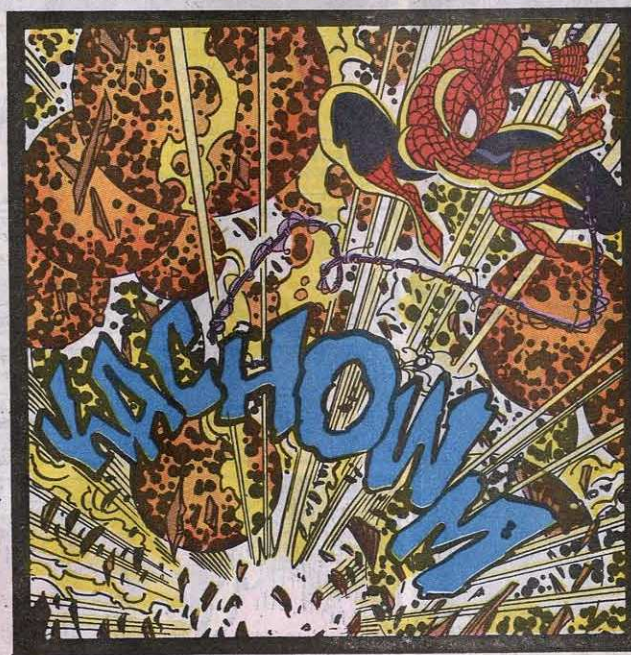
PLUS, GREAT SNEAK
PREVIEWS LET YOU IN
ON AWESOME NINTENDO
ADVENTURES TO COME!



VIDEOGAMES & COMPUTER ENTERTAINMENT
COMPLETE GUIDE TO NINTENDO VIDEO GAMES
IS THE BEST NINTENDO INFO SOURCE ON THE
SHELVES. GET YOURS TODAY!

Available at bookstores everywhere!

HAYDEN BOOKS



AND...

FIREFIGHTERS
GOT HERE
QUICK.

GOOD.

MAYBE
THEY'LL FIND
A CLUE!

BECAUSE I
SURE AS HELL
DON'T HAVE ONE!
I KNOW
THERE'S MORE
TO THIS THAN
MEETS THE
EYE!

I JUST WISH
I KNEW HOW TO
FIND WHAT IT
IS!

CAREFUL WHAT YOU WISH
FOR, SPIDEY.

YOU MIGHT
JUST GET
IT!

PULL!



ADJUST THE THERMAL
SHIELD, WON'T YOU,
PHILLIP? IT'S GETTING
A BIT CHILLY IN--

--YES, CARTER?
SOMETHING
IMPORTANT?

A REPORT FROM
SAPIRDYNE, SIR.

HMM... IT SEEMS THAT
CARDIAC FELLOW PER-
SISTS IN BEING A
NUISANCE.

ON THE
OTHER
HAND--

--SPIDER-MAN APPEARS TO
WANT HIM STOPPED AS MUCH AS
I DO!
PERHAPS THAT
KNOWLEDGE
CAN BE
UTILIZED?

BUT
HOW?

WHY, IT'S SIMPLICITY ITSELF,
MY BOY. ALL WE NEED DO--

--IS PUT
SPIDER-MAN
ON THE
PAYROLL!

NEXT:
A NEW JOB!

THE SPIDER'S WEB

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

JIM SALICRUP
ARACNERD
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 Jim,

David Michelinie has always been one of my favorite writers. I first came to this conclusion during his run on *The Unknown Soldier* way back in the mid '70s. I've always felt those were the best war espionage comics ever written. Having said that, it pains me to acknowledge that (as of part four) I am somewhat disappointed with this *The Return of The Sinister Six* multi-part story.

It isn't that the overall quality of the writing wasn't up to par. Let's look at issue #337: Peter and Mary Jane's marriage working. The incident that precipitated the latest twist in the relationship of Flash and Felicia was, perhaps, a tad contrived (the mugging was a bit convenient for my tastes) but her new feelings for him was a welcome development. I liked how Flash originally tried to placate the muggers by just handing over Felicia's purse and then, moments later, proved that he was no coward. Between this and Peter's interactions with Mary Jane, we got lessons on how to conduct ourselves in a mugging and in a marriage. Now that's responsible comics writing. These little touches let me know that it was indeed David's work that I was reading.

What I didn't like was the main plot. It took three issues for Doc Ock to form this team. That was too long. One issue (some writers would have covered it in one panel) would have been more than sufficient. Now we have the master plan. Boy, is it stupid! Does Doctor Octopus really think he is going to get the governments of the world to unite long enough to give him absolute power no matter what the threat? Furthermore, I've been reading SPIDER-MAN since the '60s and, while I admit I don't remember every Doctor Octopus appearance, it seems to me that attempted world conquest is a bit out of character. Who does he think he is, Doctor Doom? Have Doc Ock go back to trying to take over the New York underworld or stealing a few million dollars or just trying to get revenge on Spider-Man (I believe this was the original motivation for the formation of The Sinister Six) like in the good old days. And "burundite"? I like adamantium and vibranium as much as the next guy, but any SPIDER-MAN plot for which you have to make up a fictional element in order to make it work, I would consider weak on principle.

You guys often complain that we readers criticize without making suggestions. So, here are my suggestions.

1.) I know that this new "series within a series" format is all the rage and everything, but try not to do six-part stories unless you have the plot to back it up. This story could easily have been handled in three issues. Remember when Stan made the world "trilogy" into a "hor" format?

2.) Now that Spider-Man is appearing in as many as four (!) titles not including MARVEL TALES, you need some light editorial guidance for the character and his rogues gallery. Someone should be in charge of the continuity of all Spidey's appearances. This person should also make sure that his supporting characters and regular villains are handled consistently and appropriately.

If it turns out next issue that the plan he explained to The Six is just a smoke screen for an attempt to take over the New York underworld, I'll really be embarrassed.

Well, that's it. Keep the webs spinning.

Larry Feldman
841 S. Corona Street
Denver, CO 80209

Well, now that you know Doc's true plan, Larry, has your face turned as red as Spidey's Underoos yet?

Dear Webheads,

Wowzers! What an issue #337 turned out to be. Not only does Nova make a cameo, but so does Wolverine and the Punisher (look on page 5, at the bottom of the first panel, true believers!)

This Sinister Six looks formidable and I would love to see them take on the Avengers or the FF (maybe along with the Sinister Syndicate). At first, I could not picture Octopus as the head honcho, but he seems to be doing very well, especially conning Sandman into joining (which was really low, Ock).

The letters page in this particular issue debated Erik's career as a penciler on this mag. Whereas a lot of fans rave about his pencils, there seem to be those who find the artwork in question undesirable. Erik can draw Spider-Man beautifully, but he needs to work on other figures. Peter, MJ, Electro, and other various characters look too cartoony. Although Colin Stevenson seems to think that the "alternating style" of the realistic... and the absurd is wonderful, I seem to find it disturbing. Maybe once the biweekly schedule is over, Erik can slow down a bit and concentrate more on what he is doing; for example, the Hobgoblin looks more like a certain alien race from DC Comics than a demonically transformed face. However, let me state that the cover was amazing. Mr. Simonson is

welcome to ink all of Erik's covers, and interiors as well, if his "fantastic" schedule permits him.

Let me close now by saying Rest In Peace, Nathan Lubensky.

Joë Kucharski, III
1116 Sycamore Street
Haddon Hts., NJ 08035

Yep, the number 337 seems to be a magical one for Mr. Simonson.

Dear Webbed Ones,

This is the best storyline to appear in AMAZING in quite a while, and this has been a consistently good comic. Mr. Larsen's art is really coming into its own. Austin and Simonson inking no doubt helps. I particularly like the way Erik draws Doc Ock's arms. The full page shots are wonderful, reminiscent of the Sinister Six's original appearance.

Speaking of which, you've brought back this great group after too long a hiatus, but you are doing it better than the original. Part of the problem with recent Spidey issues is that he takes out classic villains in one issue. It's nice to see him fail against these guys. It will make his victory all the more impressive.

Each of the villains is well characterized, but Doctor Octopus is at his best. I've always thought he had the potential to be ranked among Dr. Doom and Magneto, even though he's never been taken seriously enough.

The scene with Peter and MJ was nice. Pete is always the even tempered one, so MJ should allow him his space. I really enjoyed the pages with Flash and the Black Cat. I've always like Felicia, and thought she got a bum deal. Sure, she wasn't right for Peter, but there was a good girl inside of her, one the right guy should be able to appeal to.

I like how you guys are using Spidey's webs in more creative ways, (i.e. nets) but don't forget how strong it is. Sure, it's not Thing strength until it hardens, but I can't wait until the next issue — the whole Sinister Six versus Spidey! Something the original didn't have!

Chris Connelly
7008 Appoline
Dearborn, MI 48126

Let's hope we didn't disappoint you, Chris. Thanks for your comments.

Dear Spider's Web,

Concerning issue #337: it could have been better. I hadn't been liking the way Nathan Lubensky had been handled in this mag lately; he was seeming like nothing more than an old grouchy gambler. C'mon, guys, this is the guy who tried more than anyone else to get Pete and Aunt May to reconcile.

Also, with this whole "Sinister Six" shmeer, I haven't been getting much of a feeling of suspense. It seems like the main focus has been on what are supposed to be the sub-plots, unlike the "Assassin Nation Plot" of last year.

Artistically, Erik Larsen remains high on the "Comic Book Artists Scale," but I'd like to see him draw more realistically, like he did on the PUNISHER. The inks are a bit heavy; Aunt May's face looks like it could break apart at any moment, instead of just being its old wrinkled self.

Just to wrap this up, the Hobgoblin and Mysterio are two of my favorite villains, while Dr. Octopus is one of my least favorite villains. Oh well, ya can't win 'em all, so until the Vulture renames himself Tweety Bird and gets eaten by a house cat, make mine Marvel.

Robert Coover
(Address withheld by request)

One great thing about our biweekly schedule, Robert, was that we were able to devote some time to our sub-plots without detracting from the action. Erik Larsen has adjusted his style to emphasize action and movement in AMAZING SPIDER-MAN, as opposed to his PUNISHER days, where realism was encouraged. And we hope by the end of this storyline that Doc Ock convinced everybody he is not a trivial villain.

Dear Spider-Staff,

The artwork in issue #337 is outstanding. Tell Erik, Terry, and Jim to keep up the good work. By the way, now that Nathan is dead, who will Aunt May turn to for affection and companionship?

Steve Barry
5601 Nicholson Dr.
Winter Park, FL 32792

Neither rain nor sleet nor even hail will prevent Willie Lumpkin from delivering the mail. But Aunt May is another force of nature altogether.

**SPECIAL 25%
SAVINGS OFFER**

3 ISSUES FREE

**PAY ONLY \$9.00 FOR A 12-ISSUE SUBSCRIPTION.
THAT'S LIKE GETTING 3 ISSUES FREE!**

All titles mailed flat in protective bags.
Offer expires May 31, 1991!



"3 ISSUES FREE SAVINGS CERTIFICATE"

\$9.00 for 12 issues. That's 75¢ vs \$1.00 on newsstand.

- | | | |
|--|---|---|
| <input type="checkbox"/> Amazing Spider-Man | <input type="checkbox"/> G.I. Joe | <input type="checkbox"/> Quasar |
| <input type="checkbox"/> Avengers | <input type="checkbox"/> Groo | <input type="checkbox"/> Silver Surfer |
| <input type="checkbox"/> Avengers West Coast | <input type="checkbox"/> Incredible Hulk | <input type="checkbox"/> Spectacular Spider-Man |
| <input type="checkbox"/> Captain America | <input type="checkbox"/> Iron Man | <input type="checkbox"/> SubMariner |
| <input type="checkbox"/> Conan | <input type="checkbox"/> Marvel Age | <input type="checkbox"/> Thor |
| <input type="checkbox"/> Daredevil | <input type="checkbox"/> Marvel Tales | <input type="checkbox"/> Transformers |
| <input type="checkbox"/> Darkhawk | <input type="checkbox"/> New Warriors | <input type="checkbox"/> Web of Spider-Man |
| <input type="checkbox"/> Guardians of the Galaxy | <input type="checkbox"/> Punisher (comic) | <input type="checkbox"/> X-Factor |
| <input type="checkbox"/> Fantastic Four | | <input type="checkbox"/> X-Men |

\$11.25 for 12 issues. That's 94¢ vs \$1.25 on newsstand.

☐ Marvel Comics Presents (bi-weekly)

SPECIAL PRICES — First Three Issues Free. (12-Issue Subscription)

- | | | | |
|---|---------|--|---------|
| <input type="checkbox"/> What If | \$11.25 | <input type="checkbox"/> The 'Nam | \$13.50 |
| <input type="checkbox"/> X-Men Classics | \$11.25 | <input type="checkbox"/> Deathlock | \$15.75 |
| <input type="checkbox"/> Alpha Flight | \$13.50 | <input type="checkbox"/> Excalibur | \$15.75 |
| <input type="checkbox"/> Cloak & Dagger | \$13.50 | <input type="checkbox"/> Punisher War Journal | \$15.75 |
| <input type="checkbox"/> Dr. Strange | \$13.50 | <input type="checkbox"/> Spider-Man | \$15.75 |
| <input type="checkbox"/> Ghost Rider | \$13.50 | <input type="checkbox"/> Wolverine | \$15.75 |
| <input type="checkbox"/> Moon Knight | \$13.50 | <input type="checkbox"/> Conan Saga | \$20.25 |
| <input type="checkbox"/> Robocop | \$13.50 | <input type="checkbox"/> Marvel Fanfare | \$20.25 |
| <input type="checkbox"/> S.H.I.E.L.D. | \$13.50 | <input type="checkbox"/> Savage Sword of Conan | \$20.25 |
| <input type="checkbox"/> She Hulk | \$13.50 | | |

MAIL TO: Marvel Comics
Subscription Dept.
387 Park Avenue South
New York, N.Y. 10016

If renewing, enclose your mailing label. Make checks or money orders payable in U.S. funds to Marvel Comics.

Allow 10 weeks for delivery. If not satisfied, refund guaranteed on all unserved issues.

NOTE: (New Prices)

Canada: Add \$5.00 per title

Foreign: Add \$12.00 per title

First Initial ▼ Last Name

NAME

ADDRESS

CITY

STATE ZIP AGE KEY #

DEC - 90



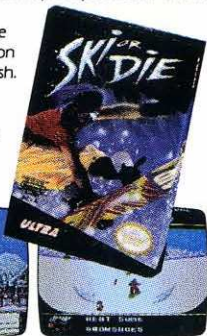
CHILL OR BE CHILLED

Like, ever been board to death, dude? Well here's a chilling fact. Ultra's® Ski or Die™ for Nintendo® puts you and five buddies in the middle of a gnarly, yet nasty snow sport spectacular where it's survival of the fastest. And the raddest. And the baddest.

Weave your way through a log-jammed chute in the Snowboard Half Pipe. Jump and jive in the Acro Aerials. Test your slope slicing skill when you do the Downhill Blitz. Play a frosty version of dodgeball called the Snowball Blast. And join a rubberized race of nerves in the Inner Tube Thrash. But beware! This Winter Wonderland is crawlin' with unnatural hazards like punk penguins, chain saw toting rabbits and bodacious polar bears.

If you're not iced by Iglooheads or lowlife Lester, try blinding the judges with your brilliant backflips, ollies, hand plants and daffies. Hot-dog it in competition or polish your act in practice. Just try to stay alive through the wild tubular warfare. Or your snowboard career will be frozen in time.

ULTRA
GAMES



MACHINE
GUNS

THE PUNISHER

ROCKET
LAUNCHERS

6
STREET
TOUGH
LEVELS

THE NES

GAME HE LIVES...
WHO WINS

M-16'S

SUPER
ARCADE
ACTION



The Punisher™, LJN & Copyright © 1990 Marvel Entertainment Group, Inc. All rights reserved. The Punisher and all other Marvel characters appearing in this game and the distinctive likenesses thereof are trademarks of the Marvel Entertainment Group, Inc. and are used with permission. Nintendo®. Nintendo Entertainment System™ and the official seals are trademarks of Nintendo of America, Inc. © 1990 LJN Ltd. All rights reserved.