

**MARVEL**  
**COMICS**

GUEST STARRING **THE PUNISHER** AND **DARKHAWK!**

NOW ON SALE  
TWICE A MONTH!

# the AMAZING SPIDER-MAN

**THE  
GREATEST  
BI-WEEKLY  
SAGA  
OF ALL!**

**\$1.00 US**  
**\$1.25 CAN**  
**353**  
**EARLY NOV**  
**© 02457**

APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY



**ROUND ROBIN:  
THE SIDEKICK'S  
REVENGE!**  
PART ONE OF SIX

TM & © 2006 MARVEL



# Think Fast.

C'mon faster. Because here comes Sonic The Hedgehog.™ He's the fastest critter the world has ever seen, and he's a hedgehog with a major attitude.

Watch him smirk in the face of danger as he blazes his way through hilly pastures, underwater caverns, marble ruins, strange cities and a cybernetic world of enemies in a race to save his buddies.

Sonic's got everything a hedgehog could ever want: tricks, gadgets and speed. So don't blink or you might just miss him. Sonic is sold separately or included when you buy a Sega® Genesis 16-bit system.



Leading the 16-bit revolution.™

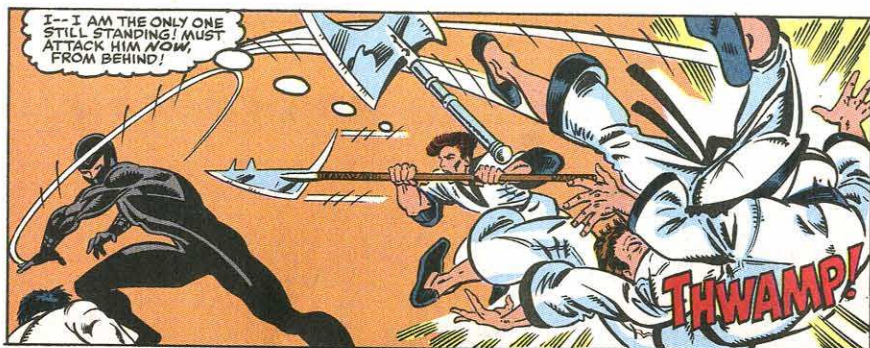


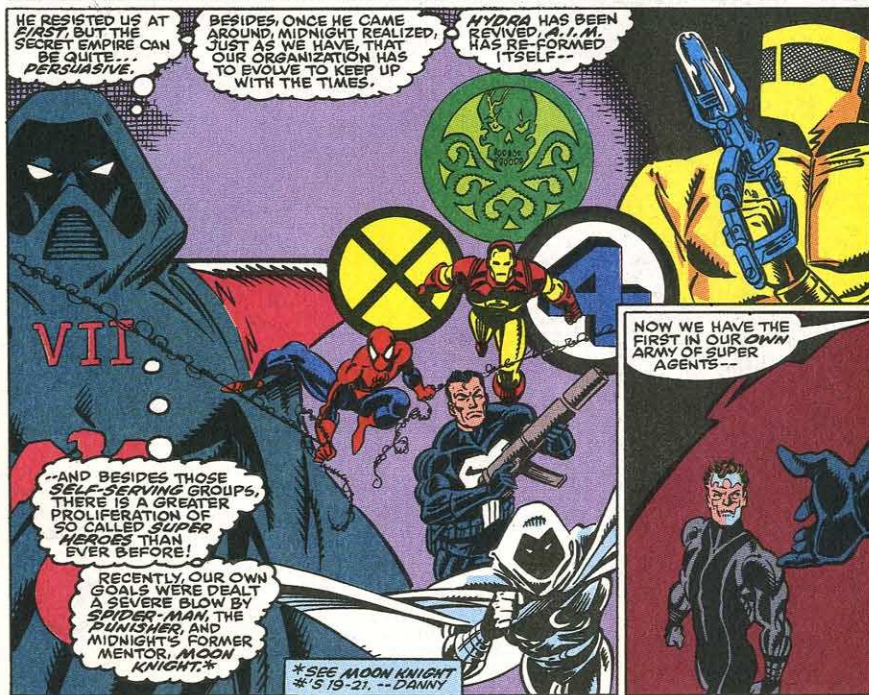
BITTEN BY A RADIOACTIVE SPIDER, STUDENT PETER PARKER GAINED THE PROPORTIONATE STRENGTH AND AGILITY OF AN ARACHNID! ARMED WITH HIS WONDROUS WEB-SHOOTERS, THE RELUCTANT SUPER HERO STRUGGLES WITH SINISTER SUPER-VILLAINS, MAKING ENDS MEET, AND MAINTAINING SOME SEMBLANCE OF A NORMAL LIFE!

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



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--AN AGENT SERVING  
NO OTHER AGENDA THAN  
THAT OF THE **SECRET  
EMPIRE!**



MIDNIGHT HEARS THIS  
ASSESSMENT, BUT WHETHER  
OR NOT HE FULLY ENDORSES  
IT...

...THE ONLY SOUND EMANATING  
FROM HIM IS A FAINT GRINDING  
OF GEARS AND CABLES IN WHAT  
HAD ONCE BEEN A HUMAN JAW!

NOW WE MUST TAKE THE NEXT STEP  
IN OUR PLANS. WE NEED MORE  
ADVANCED WEAPONRY AND  
BETTER ENHANCED CYBORGS  
LIKE MIDNIGHT!

TO THAT END, WE HAVE  
RETAINED THE SERVICES OF  
**ELIOT FRANKLIN**, A PHYSICIST  
OF SOME REPUTE.



OUR FIRST PAYMENT TO HIM  
CONSISTS OF FREING HIM FROM  
THE QUEENS PRISON WHERE HE  
IS PRESENTLY INCARCERATED.

MIDNIGHT, IT  
IS YOUR JOB  
TO RELEASE  
HIM!



AS YOU  
WISH, NUMBER  
SEVEN.



SPEAKING OF QUEENS,  
IN THAT VERY BOROUGH,  
FOREST HILLS TO BE  
PRECISE, WE FIND THE  
HOME OF MAY PARKER...



...WHERE, LATER THAT  
AFTERNOON, SHE  
SERVES TEA AND  
COOKIES TO HER  
FAVORITE NEPHEW  
AND HIS WIFE...

PETER PARKER,  
YOU SCAMP! BRING-  
ING **MARY JANE**  
INTO MY HOUSE  
WITHOUT GIVING  
ME FAIR WARNING--  
I HARDLY HAVE A  
THING IN THE  
PANTRY!



DON'T FUSS OVER  
US, AUNT MAY...

DON'T **HUMOR**  
HER, MJ! YOU KNOW  
DARN WELL SHE'S  
BAKED ENOUGH  
COOKIES TO PUT  
THE KEEBLER  
ELVES OUT OF  
BUSINESS.

OH-- OH, MY GRACIOUS,  
I ALMOST FORGOT--!

IS SOMETHING  
WRONG, AUNT  
MAY?!



# OVER 25 MILLION LIVES WILL BE SAVED



Yo, video dudes, with Game Genie,<sup>™</sup> you'll never die a reckless video death!! 'Cause Game Genie grants you stellar video powers on most popular video games for the Nintendo Entertainment System.<sup>®</sup>

Like, you may live forever, never die! Or, you can get unlimited firepower and super jumps!! Maybe even moonwalk the most triumphant game characters across the screen — or program them to do much more!

So you may ask, 'What is the key to this most awesome power?' The power codes, dude! Thousands of 'em that allow you to unlock all these excellent secrets!

So party on, with Game Genie — and save that most righteous life of all — yours.

**galoob<sup>®</sup>**



**Radical  
firepower.**



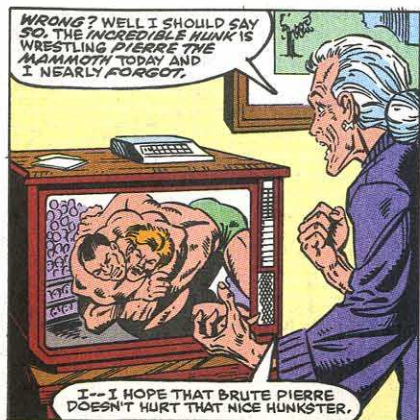
**Create your own  
effects.**



**Live forever!**

Game Genie<sup>™</sup> works on many game titles for the Nintendo Entertainment System.<sup>®</sup> Not all effects can be created at the same time, and some effects are not available on some games. Game Genie is a product of Lewis Galoob Toys, Inc., and is not manufactured, distributed or endorsed by Nintendo of America Inc. Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc. Game Genie and Galoob are trademarks of Lewis Galoob Toys, Inc.

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WRONG? WELL I SHOULD SAY SO. THE INCREDIBLE HUNK IS WRESTLING PIERRE THE MAMMOTH TODAY AND I NEARLY FORGOT.

I-- I HOPE THAT BRUTE PIERRE DOESN'T HURT THAT NICE HUNKSTER.



GEE, AUNT MAY IF IT UPSETS YOU THAT MUCH, MAYBE I'D BETTER TURN IT OFF...



AFTER I'VE WAITED ALL MONTH FOR THIS MATCH? NOT ON YOUR LIFE, YOUNG MAN!



HEH! I DIDN'T KNOW YOU WERE SUCH A FAN!

THINK I'LL GO FOR A SWING AROUND THE OLD NEIGHBORHOOD WHILE YOU CATCH YOUR SHOW.

OH, NO, NOT THE SLEEPER HOLD...



WANT SOME COMPANY, TIGER?

NO THANKS, MI-- I REALLY WANT TO "SWING" AROUND BY MYSELF.

YOU KEEP AUNT MAY COMPANY, AND IF HER BLOOD PRESSURE GETS TOO HIGH--TURN OFF THE SET!



IF I DID, I'M NOT SURE I'D LIVE TO TELL ABOUT IT!

SHORTLY, ONE SET OF CLOTHES IS REPLACED BY ANOTHER, MORE COLORFUL OUTFIT--



--AND SPIDER-MAN IS ON THE PROWL!

THWIP

# Bobby Orr and Eric Lindros join Score's winning team

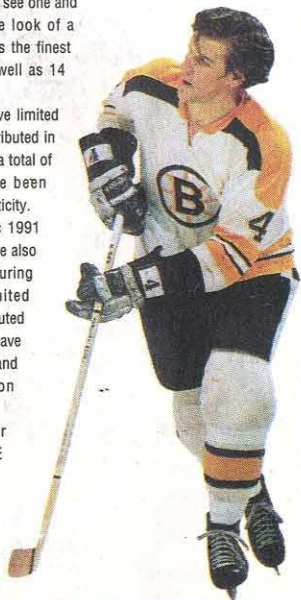
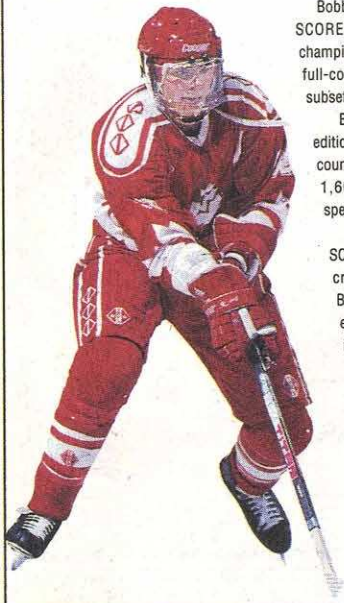
Bobby and Eric know a winner when they see one and SCORE's 1991 Hockey Card Set has the look of a champion. The 440-card collection features the finest full-color, game-action photography as well as 14 subsets and three specialty cards.

Bobby will be featured in an exclusive limited edition four-card set to be randomly distributed in count goods packs. He has autographed a total of 1,600 cards (400 of each). All have been specially numbered to guarantee authenticity.

Eric has three cards in the basic 1991 SCORE set. If that wasn't enough, we've also created a special "dream card" featuring Bobby and Eric together. The limited edition card will be randomly distributed in count goods packs. A total of 50 have been autographed by both Bobby and Eric. Promotion details are on SCORE's 1991 Hockey wrappers.

Bobby, Eric and a superior product. It's what makes SCORE the intelligent choice.

**SCORE®**  
THE INTELLIGENT CHOICE.



Cards shown are part of the U.S. 440 set.

## SPECIAL OFFER SCORE's 1991 NHL YOUNG SUPERSTARS SET

### 40 Glossy Player Cards

Forty of the NHL's top young players are in this exclusive SCORE set with full-color photography on each side. Ed Belfour (Blackhawks), Ken Hodges (Bruins) and Rob Blake (Kings) are among the players featured. To order your set, send this coupon and a \$6.00 check or money order payable to Major League Marketing (U.S. funds only), along with your name and address on a 3" x 5" card, and mail to: 1991 NHL YOUNG SUPERSTARS OFFER, Major League Marketing, 25 Ford Road, Westport, CT 06880. Connecticut residents add 8% sales tax. Sets will be ready for shipment in November 1991. Offer good while supply lasts.



AH, THERE'S OLD  
MIDTOWN HIGH. HUH!  
FUNNY, I NEVER REALIZED  
WHAT A SILLY NAME THAT  
IS FOR A SCHOOL  
OUTSIDE MANHATTAN!

SURE WENT  
THROUGH SOME  
CHANGES IN  
THAT PLACE...

HEY-- IT  
WASN'T TOO  
FAR FROM  
HERE I RAN  
INTO THAT  
**DARKHAWK**  
CHARACTER  
FIGHTING THE  
HOBGOBLIN!\*

\*SEE DARKHAWK  
\*S 2 AND 3,-- DANNY

"BIG AND POWERFUL  
AS HE WAS, I COULDN'T  
SHAKE THE FEELING  
DARKHAWK WAS  
YOUNGER THAN ME,  
MAYBE ONLY A HIGH  
SCHOOLER HIMSELF!"

"WISH I COULD'VE DRIVEN HOME MY  
POINT TO HIM ABOUT THE RESPONSIBILITY  
THAT COMES WITH SUCH POWER!"

BUT HE SEEMED LIKE  
A PRETTY CONFUSED  
GUY.

WONDER  
WHAT'S  
EATING  
HIM,  
ANYWAY?

A HANDFUL OF BLOCKS AWAY, THE  
SUBJECT OF THAT QUERY ENTERS  
THE PRECINCT HOUSE WHERE HIS  
FATHER USED TO WORK.

AND SPIDEY IS  
RIGHT: CHRIS  
POWERWELL IS ONE  
CONFUSED PUPPY!

I-- I STILL  
CAN'T BE-  
LIEVE WHAT'S  
HAPPENED  
TO ME IN THE  
LAST FEW  
WEEKS!

I TRAILED MY DAD, A COP, TO THE OLD ABANDONED AMUSEMENT PARK NEAR OUR HOUSE.



"I--I COULDN'T BELIEVE IT WHEN I SAW HIM TAKING MONEY FROM AGENTS OF PHILIPPE BAZIN, A STINKIN' MÖSTER! A PAYOFF? DON'T KNOW..."



"THE HOODS SAW ME AND CHASED ME."



"THAT'S WHEN I FOUND THE AMULET. I PICKED IT UP TO THROW AT 'IM, BUT WHEN I DID..."

"ZOWIE!"



"NEXT THING I KNOW, I'VE GOT A WHOLE NEW BODY! AND WHAT A BODY!"



"I'M BIGGER, STRONGER-- BURSTING WITH POWER--"

"I'M DARKHAWK!"

SINCE THEN I'VE MET SPIDER-MAN AND FOUGHT WITH HIM AGAINST THE HOBGOBLIN--



-- BUT I HAVEN'T SEEN DAD SINCE, AND I DON'T KNOW FOR SURE WHAT WAS GOING DOWN INSIDE THAT OLD FUNHOUSE...

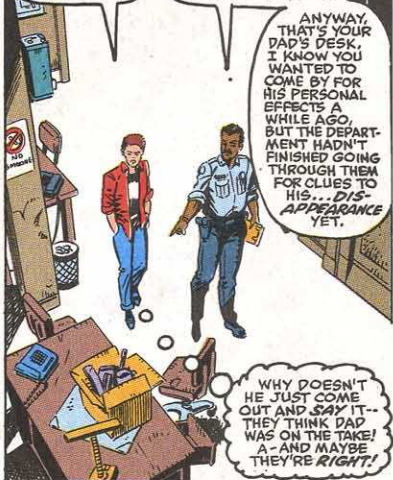
... ANY MORE THAN I KNOW IF I EVEN BELONG IN THE SAME LEAGUE WITH THOSE SUPER-POWERED CHARACTERS.



HEY, CHRIS! OVER HERE, I'VE BEEN EXPECTING YOU.

OH-- OFFICER ZAFAR.

I KEEP TELLING YOU, IT'S JIMMY, SON.



ANYWAY, THAT'S YOUR DAD'S DESK, I KNOW YOU WANTED TO COME BY FOR HIS PERSONAL EFFECTS A WHILE AGO, BUT THE DEPARTMENT HADN'T FINISHED GOING THROUGH THEM FOR CLUES TO HIS... DIS- APPEARANCE YET.

WHY DOESN'T HE JUST COME OUT AND SAY IT-- THEY THINK DAD WAS ON THE TAKE! A-- AND MAYBE THEY'RE RIGHT!





WHERE IS HE?!

AAAAAA

SKUNNCH!



WHERE--

--IS--

--HE?!

YIIII-- UNHK!

C-CAN'T GET A CLOSER SHOT AT THIS GUY! TOO MANY PEOPLE IN THE WAY!

AAAAA!

ARRGGGH!



H-HE'S GOING THROUGH HERE LIKE TYSON WENT THROUGH SPINKS!

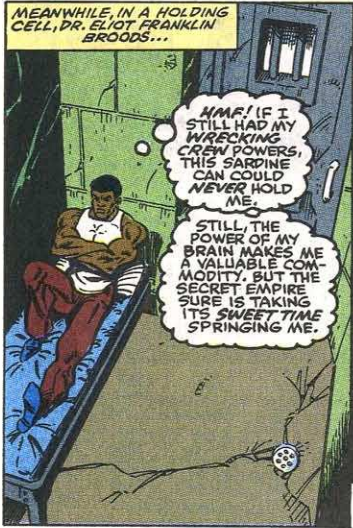


AND HE'S KILLING SOME OF THESE COPS!



GOT TO DO SOMETHING!

AND WITH THIS AMULET--I CAN DO SOMETHING!



MEANWHILE, IN A HOLDING CELL, DR. ELIOT FRANKLIN BROODS...

HMM! IF I STILL HAD MY WRECKING CREW POWERS, THIS SARDINE COULD NEVER HOLD ME.

STILL, THE POWER OF MY BRAIN MAKES ME A VALUABLE COMMODITY, BUT THE SECRET EMPIRE SURE IS TAKING ITS SWEET TIME SPRINGING ME.



WHAT'S THAT COMMOTION--? IT'S COMING CLOSER!

MAYBE I SPOKE TOO--



# BOO!

**BEWARE:**  
Don't Let Other Kids  
Scare You Out Of  
Your Trading Card Treats.



## TRADING CARDS DESIGNED ESPECIALLY FOR HALLOWEEN.

You've heard of card tricks. Now there are card treats. They're totally new this Halloween, and they come in all kinds of cool characters like Marvel Super Heroes™, Archie® Comic characters, Official Universal Studios Monsters™, Nintendo®, Inspector Gadget™, and Widget™. Look for Trading Card Treats™ wherever Halloween candy is sold. They're so much fun, it's scary. **From Impel Marketing Inc., produced in partnership with the National SAFE KIDS Campaign™**



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MEANWHILE,  
STATIONED ON  
NEARBY ROOF-  
TOPS, AND ON  
HOVERING  
PLATFORMS...



SECRET EMPIRE--  
MIDNIGHT HAS  
FREED THE  
PRISONER!

BUT HE IS BEING  
OPPOSED BY  
SOME DARK  
CLAD SUPER-  
BEINGS.



SHOULD WE GO  
TO HIS AID?

NO! STAY IN RE-  
SERVE. LET US SEE  
HOW OUR NEW AGENT  
PERFORMS. AFTER  
ALL, THIS IS WHY WE  
CREATED HIM.



"LET THIS BE HIS  
BAPTISM OF FIRE!"



STROKE OF MIDNIGHT, HUH?  
WHERE DO YOU SUPER  
HEROES GET YOUR  
MATERIAL--YOUR  
'A' US!?

RRRRRAK!!

LET'S SEE  
WHAT SORT OF  
QUIP YOU  
COME UP  
WITH--



--WHEN  
YOU'RE  
GROUND  
ZERO FOR  
THIS HUNK OF  
ASPHALT!



IF ONLY I KNEW WHAT  
A QUIP MEANT--  
EQUIPMENT! THAT'S  
IT, I'LL USE MY POWER  
BLAST AS FAULT  
PREVENTION!  
ASPHALT! GET IT?



I GOT IT! BUT NOT AS BAD  
AS YOU'RE ABOUT TO!

oops!



DID I ALSO  
MENTION I CAN  
MAKE A SHIELD?

MEANWHILE, SOMEWHERE IN THE BRONX, A SLIGHTLY LESS SPECTACULAR CONFLICT TAKES PLACE AS FRANK CASTLE-- BETTER KNOWN AS THE PUNISHER-- MAKES A FEW SUBTLE INQUIRIES...

THAT'S A GOOD LITTLE SLUMBAG-- DROP ALL THE NASTY DRUGS INTO THE GUTTER!

NOW TALK TO ME!

UHK!  
EASY, MAN!  
I DON'T KNOW NOTHING!



BY USING THAT DOUBLE NEGATIVE YOU'RE SAYING YOU DO KNOW SOMETHING!

SOMETHING NEW ABOUT THE SECRET EMPIRE FOR INSTANCE?



SECRET UMPIRE-- HEY, MAN I AIN'T NO BASEBALL FAN!



WHAMPF!

THERE'S THAT PESKY DOUBLE NEGATIVE AGAIN!



NOW THIS INSIGNIA RING YOU'RE WEARING WOULD INDICATE THAT YOU DO KNOW SOMETHING ABOUT THE SECRET EMPIRE. THAT YOU'RE A MEMBER, IN FACT.

AAGGH! Y-YOU'RE BREAKIN' MY ARM, MAN!



OKAY--I'LL TELL YA--! WORD IS THEY'RE RECRUITING SOME GUY WHO'LL IMPROVE THEIR WEAPONS DIVISION! MAKE 'EM TOUGHER THAN EVER!

THAT'S ALL I KNOW! HONEST!

A TWO-BIT PUNK LIKE YOU--I'M SURPRISED YOU KNEW THAT MUCH!





BUT, AT LEAST IT'S  
ONE *PIECE* OF THE  
PUZZLE!

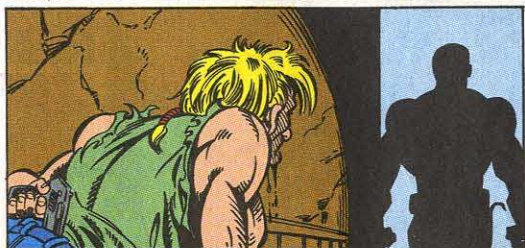
THANKS!

AND WATCH THOSE  
DOUBLE NEGATIVES  
IN THE FUTURE!

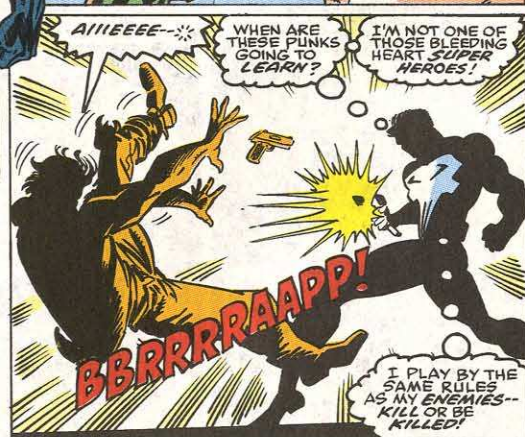
**THWANK!**

THAT'S A GOOD LITTLE SNITCH!  
NEVER KNOW WHEN YOU MIGHT  
STUMBLE ACROSS SOME *MORE*  
INFORMATION I CAN USE!

GUESS I'LL LET  
YOU LIVE A WHILE  
*LONGER!*



BUT ONLY A LITTLE  
WHILE!



WHILE BACK IN QUEENS, DARKHAWK QUESTIONS WHAT RULES HE SHOULD PLAY BY...

WHUNF!

MAN, THIS MIDNIGHT IS PLAYING FOR KEEPS! SPIDER-MAN TRIED TO CONVINCE ME NOT TO SINK TO THE SAME LEVEL AS THE BAD GUYS--

--BUT WHEN YOU'RE FIGHTING FOR YOUR LIFE DO YOU HAVE ANY CHOICE?

AND SPEAKING OF SPIDEY, HIS SWING AROUND THE OLD NEIGHBORHOOD HAS BROUGHT HIM WITHIN EARSHOT OF THESE PROCEEDINGS...

I'D BETTER LOOK INTO THIS--!



# CALL 1-900-288-XMEN. AND BATTLE


\$1.75 first minute; 75¢ each additional minute. Maximum call 4 minutes.

Void in MD, AZ, VA, GA and where prohibited.

**PLAY FAIR!**

- If you're under 18, get parent's permission to play
- Limit 4 calls per week, per household

## HOW TO PLAY

1. Call 1-900-288-XMEN
2. You'll start by battling Magneto's henchmen. Summon the appropriate X-MEN based on their powers and the confrontation at hand.
3. Wait for the cue, then activate their powers by pressing the  key within the designated time.
4. Then go one on one with Magneto and earn your rewards by answering as many X-Men trivia questions as you can.

### WOLVERINE



**Press: 1**  
**Time: Between 2-4 sec.**

**Power: Slices through any surface with adamantium claws**

### ICEMAN



**Press: 2**  
**Time: Between 1-3 sec.**

**Power: Shoots subzero cold blasts**

### CYCLOPS



**Press: 3**  
**Time: Between 3-5 sec.**

**Power: Shoots optic force blasts**

## RULES & REGULATIONS

1. The X-Men Adventure Game, sponsored by Marvel Entertainment Group, Inc. ("Marvel"), is an interactive game of skill requiring knowledge of the powers of the "X-Men" characters as found in various Marvel publications.
2. The game begins August 1, 1991 and continues through November 1, 1991.
3. Callers with touchtone telephones may access the game by dialing 1-900-288-XMEN, anywhere in the continental U.S., at any time, 24 hours a day, during the term. Callers with rotary telephones are technically ineligible to play.
4. There is no minimum age requirement to play the game. Anyone who is under 18 years of age must get parental permission before calling the game. All appropriate prizes won by persons under 18 years of age shall be awarded in their name to a parent or legal guardian.
5. The charge for each call is \$1.75 for the first minute and \$.75 cents for each additional minute. The maximum length of a call is 4 minutes. The telephone number of the originating call must match the telephone number on the prize claim in order for any prizes to be awarded and each telephone number is limited to 4 calls per week during the term.
6. The caller shall hear an introductory message and will then be requested to enter the telephone number he is calling from for call limiting purposes. Each call is a separate game.
7. Each X-Man shall be designated a digit that relates to his power with a limited time frame to activate that power. To activate an X-Man's powers, the caller must press the designated number on the touch tone pad to "call up" an X-Man and then press the star key in the designated time frame to use the X-Man's powers. The caller has 60 seconds in the opening round to battle Magneto. If the caller misses twice, the game is over and he is routed to a closing message. If he succeeds in the first round, the caller then has 50 seconds

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# THE X-MEN'S DEADLIEST ENEMIES.

By Phone Programs USA, Inc. 919 Third Avenue, New York, NY 10022

TOUCHTONE PHONES ONLY.



## BANSHEE



**Press: 4  
Time: Between  
4-6 sec.**

**Power: Vanquishes  
enemies with sonic  
scream**

## PRIZE CLAIM

To claim prizes, print your choice of cover along with your name, address, age, phone number, and prize claim number on a 3x5 card. Send it to:

**Marvel Comics  
Dept. 900-XMEN  
387 Park Avenue South  
New York, NY 10016**

**IMPORTANT:** If phone number doesn't match prize claim number—and if you call more than 4 times per week—you will be disqualified!

**This game is subject to complete  
official rules and regulations.**

## WIN!

### LEVEL 1

**Plate-signed  
X-Men #1 cover  
of your choice  
Product coupons**

### LEVEL 2

**Cover, coupons,  
plus a special  
edition X-Men  
poster!**

**THAT'S NOT  
ALL—TOP  
SCORERS WILL  
BE LISTED IN  
A FUTURE  
X-MEN COMIC!**



to answer as many X-Men questions as possible. The prize awarded is determined by the number of questions answered correctly.

8. Every caller who defeats Magneto and answers 1 through 4 questions correctly shall receive a plate-signed X-Men collector cover plus product coupons. The caller will be able to choose from among 4 different covers. If the caller answers 5 or more questions correctly he receives a plate-signed cover, product coupons and a commemorative poster. The caller will be given a prize claim number relating the phone number the call was made from and the prize earned. The phone number must match the prize claim number in order to earn a prize. All prize claims must be received by November 30, 1991. All prizes have been provided at cost by Marvel Entertainment Group, Inc.

9. PPI and Marvel reserve the right to add or replace questions at any time. Players waive any claim or right in the event of ambiguity or error in any questions or answers; and, by entering, players agree to be bound by and subject to these official rules and to be subject to the decisions of PPI and Marvel whose decisions © 1991 Marvel Entertainment Group, Inc. All rights reserved.

are final. Players acknowledge that the correct answers to all questions are those provided and validated by PPI and Marvel.

10. Sponsors and their service provider are not responsible or liable for incorrect or inaccurate entry of information by caller, technical malfunctions of the telephone network, computer equipment, software or any combination thereof, or lost or delayed data transmissions.

11. Void in MD, AZ, VA, GA and where prohibited. Employees and families of PPI, Marvel, Call Interactive and their affiliated companies are not eligible. All federal, state and local laws and regulations apply.

12. A copy of these rules may be obtained free of charge, in person, from PPI, 919 Third Avenue, New York, NY 10022 during normal business hours, or write "X-Men Adventure," P.O. Box 7012, FDR Station, New York, NY 10022. If there are any questions re this game, the public may dial 1-800-544-7741 during normal business hours for assistance.





THESE  
MARVEL T'S  
ARE 100% NATURAL  
EARTH FIBER!  
(A.K.A ALL COTTON), CUT  
AND PRINTED FOR  
MAXIMUM COSMIC  
STYLE!

THESE  
MARVEL T'S ARE  
UNCONDITIONALLY  
GUARANTEED TO KNOCK  
YOUR SOCKS OFF! EITHER  
YOU'RE COMPLETELY  
SATISFIED OR  
YOU'RE MONEY  
BACK!

## IF LOOKS COULD KILL, THESE MARVEL T'S WOULD BE ILLEGAL!

Our obsessed mutant artist has been working overtime to create the hottest T's on the planet! Quite frankly, we're pleased with the results. For quality, value and cosmic style there's only one place to get your Marvel T's and it's right here! Don't hesitate to mutate your wardrobe.

Call toll free (800) 237-HERO and order yours today. (Mastercard & visa only)



Back



X-MEN™  
ALLOVER

#G1101  
\$12.95

Front



DARKHAWK™

#G1102  
\$10.95

Front Only



SPIDEY™  
&  
VENOM™  
Front

blast lines  
on Back,

#G1104  
\$13.95



RIPPING  
WOLVERINE™

#G1103  
\$9.95

Front Only



**SPIDEY™ SAYS ORDER NOW!**

**\$1.50 MASTER CARD & VISA FEE  
OR SEND THE FOLLOWING TODAY!**

- \*Name, Address, Zipcode, Phone Number
- \*style number
- \*Size (mens m, l & xl)
- \*Price plus \$3.00 shipping & handling
- \*Foreign postage is extra.
- \*Check or money order only, no COD
- \*Ca residents please add 7.75% sales tax.
- \*Allow 4 weeks for delivery
- \*to: MRI Corporation  
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SINCE YOU'RE NICE ENOUGH TO GET MILD-NIGHT OFF MY CASE, I'LL JUST TURN MY ATTENTION-- TO SAY NOTHING OF MY CLAW-CABLE--

--ON THESE OVERGROWN FRISBEES!



JUST HOOK ONE-- THEN REEL MYSELF IN!



AN AMAZING FEET OF PERRING DO!

YOU GROANING FROM MY KICK OR MY PUN?

OOF!



AND NOW THAT I'VE GAINED SUFFICIENT ALTITUDE-- I CAN USE MY GLIDER WINGS TO SWOOP AND GLIDE AROUND THESE YAHOOOS!



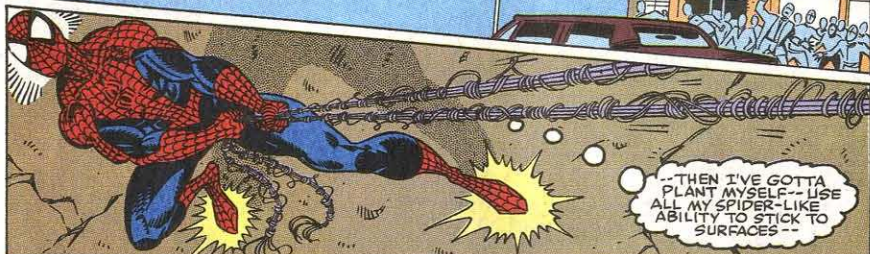
BUT, INEXPERIENCED AS HE IS IN THESE MATTERS, DARKHAWK HAS MADE ONE POTENTIALLY DEADLY MISCALCULATION...

THAT FLYIN' SAUCER HE DIS- ABLED-- IT'S COMIN' RIGHT AT US!



LET GO OF ME--!

WAP!







## STAN'S SOAPBOX

Hi, Heroes!

Since this column is scheduled to see print in September, the month that school begins, it seems only fitting to devote our serendipitous sermon to the subject of education! After all, I know how eagerly you must be awaiting the opening of school, but be patient; no matter how unbearable these days may be, your vacation won't last forever!

Now then, those of you who faithfully read my Soapbox each month in MARVEL AGE can skip the rest of this meaningful monograph, 'cause I've already covered this subject in depth on those pandemonium pages. However, you philistines who've been injudicious enough to miss one of Marvel's most meritori-

ous publications can, due to my legendary generosity, now get an abridged version of the following item...

If I may be serious for a moment, one of the biggest problems in education is school drop-outs; and even many youngsters who remain in school aren't learning as much as they should. Chief among the reasons is sheer, stifling boredom!

Well, an idea occurred to some of us who worry about such things. America is the core of the world's entertainment industry. American movies, television, rock music, sports and comic books provide excitement and enjoyment to the entire planet. If we can entertain audiences around the globe, why can't we do the same for our own students who are America's future?

The notion spread like wildfire! We've formed an organization called "Entertainers for Education!" It consists of the biggest names in film, music and the arts, combined with the nation's most influential educators. Our goal is nothing less than finding ways to make attending school and gathering knowledge as enjoyable and exciting as any other experience! We've just begun, but I'll keep you posted about our progress. Hey, if we succeed, can't you just hear kids saying, "Aw, mom, do I have to stay home just because it's a holiday? Please let me go to school instead!"

Just a pipe dream? Wait and see!

Excelsior!

Pick up a rock, and you'll likely find some moss underneath. Pick up a Marvel free-lancer, and you'll no doubt find a plethora of projects beneath him. (You may find some moss there, as well, depending on how long the freelancer has been at his drawing board.) This was the situation when we endeavored to find out how our writers and artists spent their summer vacations.

Instead of regaling us with humorous anecdotes about exotic vacations in faraway lands, mostly we got a list of whatever projects the creator happened to be working on at the time. Now, that can be entertaining in its own right, but it sort of shatters the image of the life of a comics pro being filled with glamour, romance, and excitement, don't you think? So, where necessary, we've included writer's embellishments (clearly labeled, for legal reasons) to improve on the truth.

**John Romita, Jr.** described his summer in this way: "All it is work! I just finished up the 144-page DAREDEVIL graphic novel which Frank Miller is writing. I'm working on the 48-page GHOST RIDER WOLVERINE/PUNISHER team-up which Howard Mackie wrote. I'm doing the third monthly PUNISHER book with Klaus Janson and Chuck Dixon. I have a couple of posters coming out... " John also plans on launching a new monthly series featuring his own creation, SHOTGUN, who previously appeared in DAREDEVIL. *Writer's embellishment:* John took time off from his other work to visit the Vatican in Rome and talk comics with Pope John Paul, who's actually quite a comics buff. (The Pope's favorite book? NFL SUPERPRO, of all things!)

The comic biz's most famous little brother, **Sal Buscema**, kept pretty busy with the penciling and inking chores on SPECTACULAR SPIDER-MAN, as well as extra projects like an eight-page Thor story in the upcoming MARVEL CHRISTMAS SPECIAL. Sal spent part of his summer at Ocean City, which is a beach resort in Maryland. Sal said he occupied his time "lazing around on the beach, eating seafood, and playing golf... exciting stuff like that." *Writer's embellishment:* One day on the beach, Sal saw a man drowning. Fortunately, he had taken a lifesaving course, and knew what to do. He dove into the water, dragged the man to shore, and administered CPR, saving the man's life. The man turned out to be legendary comedian Don Knotts, who, as fate would have it, is one of Sal's favorite performers. Don was so grateful for the save, he agreed to perform at a birthday party for Sal's kids later that day, charging only the union minimum.

DAREDEVIL penciler, **Lee Weeks**, said he is too busy "catching up with too many deadlines" to worry about taking a vacation. In addition to his monthly DAREDEVIL work, Lee is also doing a GHOST RIDER bookshelf format one-shot. When not dodging deadlines, Lee found time to grab a little v-day in Toronto with wife and brand-new baby, Vaughn. *Writer's embellishment:* While in Toronto, Lee assisted the mounted police in tracking a dangerous fugitive through the Canadian wilderness. It was a grueling chase, but in the end, it was Lee's skills as a marksman and knowledge of hand-to-hand combat that saved the day. Lee downplays his contributions to the bust, saying it's what any comics penciler

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would have done.

**Larry Strom** spent the summer penciling X-Factor and a bookshelf format BLACK WIDOW special written by Dan Chichester. *Writer's Embellishment:* Larry also worked as a camp counselor to a group of misfit kids, somehow turning these oddballs into a bunch of winners in time for the big boat race with long-time rival Camp Swampy.

**WOLVERINE** penciler **Marc Silvestri** spent his summer "making the convention rounds in San Diego and Chicago, and starting on a WOLVERINE/PUNISHER graphic novel written by Carl Potts with inks by Hilary Barta." *Writer's Embellishment:* Marc also braved the elements when he ventured down into the fiery heart of an active volcano, Mount Hoya-hoya, in Hawaii! Other than singing his eye-brows, Marc came out just fine, commenting, "I really can't say why I did it. It just seemed like a good idea at the time."

**Marv Wolfman**, currently pulling up the stakes on his new TOMB OF DRACULA limited series with **Gene Colan**, said he spent his summer "preparing to get married in the fall" to his lovely fiancée, **Conc**. *Writer's Embellishment:* In researching the comic, Marv actually toured historic Transylvania, and met a gang of actual vampires! The vampires of Transylvania were quite taken with Marv, extending him an offer to join them for dinner any time he wished.

**QUASAR** penciler **Greg Caputo** celebrated his wedding to his lovely bride, **Michele**, followed by a honeymoon in Aruba. *Writer's Embellishment:* Following that, the two were fortunate enough to be part of a NASA experiment sending civilians to the moon. The trip took two weeks, but Greg was thrilled to finally get to walk in Neil Armstrong's footsteps. Said Greg, "I now know the truth. The moon isn't made of green cheese. It's white, and tastes similar to dough."

**DEATH-LOCK's Denys Cowan** and **X-FORCE's Rob Liefeld** both went commercial this summer — literally! Denys was featured in an ad for Dewar's Whiskey, appearing in classy magazines nationwide, while Rob appeared in a Spike Lee commercial for Levi's 501 jeans! *Writer's Embellishment:* These ads were so successful that Denys and Rob were spotted by a talent agent. Now they have earned the highest honor that every actor dreams of — they will be appearing in the popular Lite Beer from Miller commercials, working alongside such greats as Bob Eckhart and John Madden.

Finally we have letters of all things **Spidey, Rick Parker**, who actually did take a vacation, and did something more imaginative than anything we could've come up with on our own. Rick spent a month on a tour of the Far East, the highlight of which was a five-day safari into the jungle on the back of an elephant in Thailand. He really did do this — we're not making this one up! Honest. We actually did have a story made up for Rick — one involving him going back to Nam to rescue his old platoon — but we'll save that one for next time.

For now, we'll leave you with these words: It's September! Don't forget school starts this month! And don't try giving your parents that line about school starting a month later this year. We tried that one ourselves, and it didn't work!





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LITTLE HEROES THINK  
THEY'RE COMING  
AFTER US--



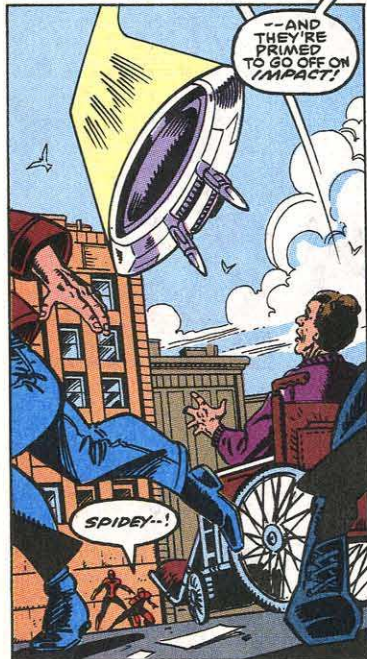
--LET'S DISCOURAGE 'EM!  
C'MERE!



BETTER STOP  
THAT FALLING  
PLATFORM, BOYS!  
IT'S LOADED WITH  
HIGH POWER  
EXPLOSIVES--



--AND THEY'RE  
PRIMED  
TO GO OFF ON  
IMPACT!



SPIDEY--!

I SEE  
IT--

-- BUT THERE'S  
NO WAY WE CAN GET  
TO IT IN TIME TO  
STOP IT!

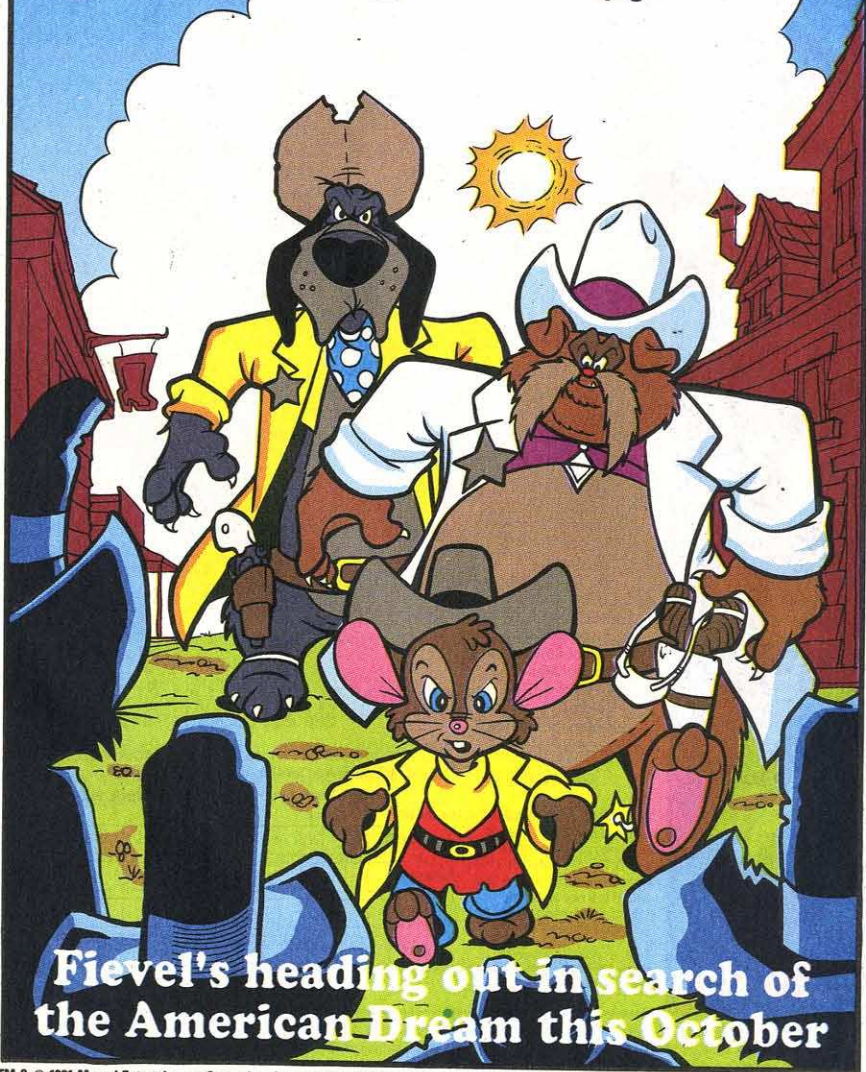


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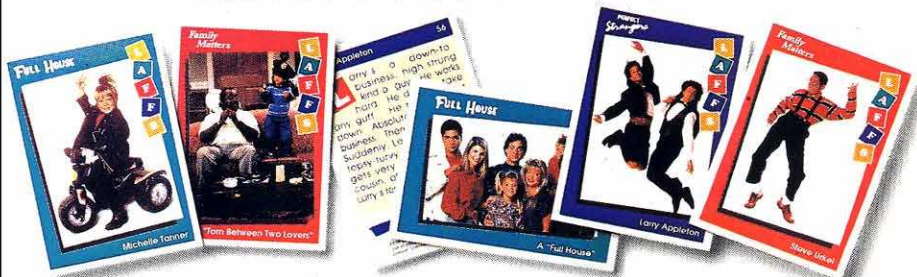
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