

MARVEL
COMICS



THE AMAZING

SPIDER-MAN

SEPT
#9

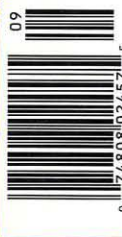


TO SAVE
A LIFE--

SPIDEY
MUST
PLUNGE--



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-- INTO THE
INFERNO!

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OF
COURSE!

HOW COULD
I HAVE BEEN
SO BLIND?

ALL
THESE YEARS
OF FOLLOWING
LEADS... SO MANY
PEOPLE LOST
AND...

...THE
ANSWER
WAS STARING
ME RIGHT IN
THE FACE
ALL THE
TIME.



BUT
NOW
WHAT?

DO I
GO TO THE
POLICE? RUN
AWAY AND PRAY
I'M NEVER
FOUND?



THE LIST
IS GROWING
SHORTER.

IT
WOULD BE
IMPOSSIBLE
FOR MY LUCK TO
HOLD FOR AS
LONG AS IT
HAS. I --



JONATHAN
RICKMAN?
I'VE
BEEN LOOKING
FOR YOU.

A SHORT TIME
LATER...

HERE
WE GO, KIDDO.
TRUST ME! I SAVE
ADORABLE YOUNG
GIRLS FROM FLAMING
BUILDINGS ALL
THE TIME!

ALL IT
TAKES IS A
LITTLE PRACTICE,
SOME WEB-SWINGING
AND THE PROPORTIONATE
STRENGTH, AGILITY
AND ALL-AROUND
CHARM OF A
SPIDER.



A dramatic comic book illustration of Spider-Man swinging through a city engulfed in flames. He is in the foreground, swinging from a web that stretches across the top of the frame. The background shows a city with buildings on fire, thick smoke, and a fire truck with firefighters. The scene is filled with intense orange and yellow fire against a dark, smoky sky.

LUCKY
FOR YOU I'M
SPIDER-MAN,
SO...

...HOLD ON
TIGHT, KEEP
YOUR EYES SHUT
AND I'LL HAVE US
DOWN SAFE ON THE
GROUND BEFORE
YOU CAN SAY... ER...
SOMETHING!

I
HOPE!

THIS FIRE
IS WAY OUT OF
CONTROL...

I WAS
LUCKY TO
HAVE GOTTEN
TO HER BEFORE
THE SMOKE AND
FLAMES
DID.

AND
FINDING A SAFE
SPOT TO PUT HER
DOWN IS GOING TO
REQUIRE AN EQUAL
AMOUNT OF --

STAN
LEE
PRESENTS:

THE LIST

HOWARD MACKIE/JOHN BYRNE STORY & ART RAY KRYSSING FINISHES
GREGORY WRIGHT COLORS RICHARD STARKINGS & COMICRAFT LETTERS
RALPH MACCHIO EDITOR BOB HARRAS CHIEF



-- LUCK?

HOLD ON, KIDDO.

THIS IS ALL PART OF THE SPIDER-MAN EXPERIENCE.



YOU KNOW... IF THOSE THEME PARK PEOPLE DOWN IN FLORIDA EVER FOUND OUT ABOUT THIS STUFF... THEY'D BE ALL OVER ME!

COULD YOU IMAGINE... SPIDER-MAN: THE INTERACTIVE RIDE! I'D HAVE 'EM LINING UP AROUND THE BLOCK!



OKAY... GROUND IS COMING UP REAL FAST... HOLD ON TIGHT, 'CAUSE WE'RE GONNA LAND --
UGPH!



KAITLIN!

DADDY!

SEE! THAT WASN'T SO HARD, WAS IT?

AND YOU KNOW, SIR, THERE'S NO NEED TO THANK ME, 'CAUSE...



...IT'S ALL IN A DAY'S WORK?

PRETTY GOOD JOB, SPIDEY. THE KID IS PETRIFIED, THE POLICE ARE SUSPICIOUS...

I THINK I'D BETTER GO HOME BEFORE ANYTHING ELSE GOES WRONG --





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Toastettes "Hunt for Apocalypse" Instant-Win Game OFFICIAL RULES

- There are two ways to play: **A. Game Pieces** have been printed on the inside panel of specially marked packages of participating Toastettes Kool Aid packages. The game piece will advise you whether or not you are an instant winner of a prize—and if you are an instant winner, the prize is yours. **B. No Purchase Necessary.** To obtain a free Alternate Game Piece and a copy of the Complete Official Rules without making a purchase, send a self-addressed, stamped envelope (WVA and VT residents may omit return postage) to: Toastettes "Hunt for Apocalypse" Rules Request, P.O. Box 3414, Department T, St. Cloud, MN 56307-3414. Limit one request per outer mailing envelope. Requests must be postmarked by 7/17/99 and received by 7/26/99. Sponsor not responsible for late, lost, misdirected, mutilated, incomplete, illegible requests or postage due mail. The Alternate Game Piece you receive will determine if you are a winner of a prize indicated. To receive a copy of the Complete Official Rules, call 1-800-799-4487 toll-free, between 6/1/99 and 7/26/99. Winning Game Pieces and Winning Alternate Game Pieces will make "Congratulations You Are A Winner" and will also specify the prize won by the winning Game Piece and Non-Winning Alternate Game Pieces will say "Sorry, You Are Not An Instant Winner. Please Try Again!" All claims subject to verification.
- If you are a Grand Prize instant winner, print your complete name and address, including zip code, on a 3" x 5" piece of paper and mail along with the entire Official Game Piece cut directly out of the package or entire Alternate Game Piece to: Toastettes "Hunt for Apocalypse" Prize Claims, P.O. Box 3414, St. Cloud, MN 56307-3414. Grand and First Prize claims must be sent via REGISTERED MAIL, Return Receipt Requested. Second Prize claims may be sent via regular mail. Winning claims must be received by 8/27/99. Be sure to send the original Game Piece or Alternate Game Piece, but make a photocopy of the actual winning Game Piece or Alternate Game Piece to keep for your records. Photocopies of winning Game Pieces and Alternate Game Pieces will not be accepted.
- Upon verification of authenticity of Game Piece or Alternate Game Piece, Grand Prize Winner will be notified by mail on or about 9/15/99. Grand Prize trip must be taken on dates chosen by sponsor in November of 1999. If Grand Prize Winner is not available during time period specified, trip will be forfeited and an alternate Grand Prize Winner will be chosen. Lower Level Prizes will be awarded by mail during the course of the program. Please allow 6-10 weeks for delivery of Lower Level prizes.
- Prizes, approximate retail values and approximate odds of winning instantly are as follows: Grand Prize (1) - A 4-day/3-night WP trip for Winner and ten (10) guests to Orlando, FL, including roundtrip coach air travel from major gateway city nearest to Winner's home, double occupancy hotel accommodations, airport transfers, a special 25th anniversary party with Wolverine and Storm, custom-drawn sketch of Winner to appear in an upcoming X-Men comic book, an exclusive dinner at the Marvel X-Men Video Game by Activision complete with PlayStation console, admission to Universal Studios Escape Islands of Adventure™, \$2,000 spending money, and 1 case of Toastettes selected by sponsor. All meals, ground transportation, taxes and any other expenses not specified above are the sole responsibility of the Winner. Approximate retail value (ARV): \$30,100.00 (1,500,000). 1st Prize (100) - X-Men Gear Package including a Wolverine Sports Watch, X-Men T-shirt, X-Men T-shirt, Wolverine cap, Storm basketball, collectible Storm figurine, and collectible Wolverine print sent in a Toastettes Kool Aid/Wolverine backpack. ARV: \$200.00 (150,000). 2nd Prize (10,000) - Collector's Edition Wolverine 25th Anniversary Comic Book. ARV: \$3.50 (1,000). If under 18, one of Grand Prize Winner's guests must be Winner's parent or legal guardian. All guests under 18 must have the written consent of their parent or legal guardian to travel. Grand Prize Winner and, if under 18, his/her parent/legal guardian will be required to execute and return Affidavits of Eligibility, a travel release prior to leaving, and along with his/her guests, a Publicity/Liability Release, and parental/legal guardian consent to travel for any under 18, within 14 days of attempted notification. For all minors, releases and consents must be signed by a parent or legal guardian. By participating in the Sweepstakes, entrants agree to be bound by the Official Rules and the decisions of the judges. By acceptance of Prize, Winner consents to Sponsor's use of his/her name and/or likeness and biographical information for commercial purposes without additional notification or compensation, except where prohibited. Grand Prize travel must be taken within time period specified by Sponsor, subject to blackout periods and availability. Prizes are not transferable or assignable. No substitution of prizes is allowed, except at Sponsor's sole discretion. In which case a prize of equal or greater value will be awarded. If Grand Prize Winner is not available to take trip within the time period specified by Sponsor, or if Grand Prize is undivided, or if affidavit, releases and/or consents are not returned on time, an alternate Grand Prize Winner will be selected at random from all eligible Lower Level prize-winning claims received by 8/27/99. Entrants agree to release, discharge and hold harmless Nabisco, Inc., Marvel Entertainment Group, Inc., Universal Studios' Islands of Adventure™, their affiliates, parents, subsidiaries, advertising and promotion agencies, and their officers, directors, employees and agents, from any and all claims or damages including personal injury and property arising out of Entrant's participation in the Sweepstakes and in the acceptance and use and/or misuse of any of the prizes awarded hereunder. Taxes on prizes, if any, are Winner's sole responsibility.
- Open to legal residents of the 50 United States and D.C. Employees of Marvel Entertainment Group, Inc., Universal Studios Islands of Adventure™, Nabisco, Inc., their affiliates, subsidiaries, agencies, retailers, vendors, and the immediate families of each and persons living in the household of each are not eligible. Void where prohibited. All Federal, state and local laws and regulations apply. Winners are subject to verification. UNCLAIMED FIRST AND SECOND PRIZES WILL NOT BE AWARDED. No more than the number of listed prizes will be awarded. In the event that the number of Winning Game Piece and/or Winning Alternate Game Piece claims exceed the number of prizes listed herein at each prize level, winners in each prize category will be determined at random drawing from among verified winning claims received. Game Pieces will not be returned. Any Game Pieces or Alternate Game Pieces that are tampered with, mechanically reproduced, mutilated, contain printing or other errors, or are not obtained through legitimate channels are void. Judging under the supervision of Carlson Draddy & Associates, whose decisions are final. Sponsor and its agencies are not responsible for any losses due to lost, late, postage-due, or misdirected mail.
- For list of Grand and First Prize Winners, available after 11/1/99, send a self-addressed, stamped envelope to: Toastettes "Hunt for Apocalypse" Winners List, P.O. Box 3414, Department T, St. Cloud, MN 56307-3414 to be received by 12/31/99 or call 1-800-799-4487 after 11/1/99 and before 12/31/99. Sponsor: Nabisco, Inc. Promotion Agency: Carlson Draddy & Associates. All Rights Reserved. X-Men, Wolverine, Storm, Apocalypse and all related titles, logos and characters are trademarks of Marvel Characters, Inc. Universal Studios Islands of Adventure™ Universal Studios' Islands of Adventure. UNIVERSAL STUDIOS ESCAPE, a Universal Studios/Paramount Joint Venture. All Rights Reserved.

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COOL PRIZES, TOO. FOR DETAILS, SEE SPECIALLY
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SEE SWEEPSTAKES RULES ON OPPOSITE PAGE.
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SIR,
YOU REALLY
WANT TO WATCH
WHERE YOU'RE
STEPPING
THERE.

I'M SURE
ALL THAT YOU
SAID IS IMPORTANT,
BUT THIS ROOF...
THE FIRE... IT'S...
GOING...
TO...

NO!



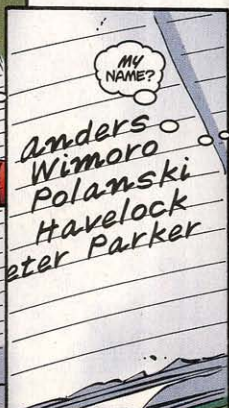
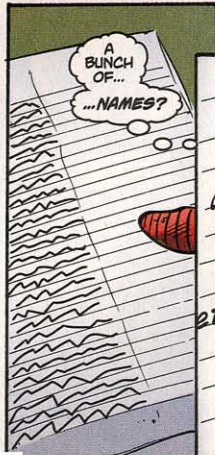
DID
YOU SEE
THAT?

YEAH!
SPIDER-MAN
PUSHED
THAT GUY!

NO!
THEY
FELL!

IT REALLY
DOESN'T MATTER,
BECAUSE...





WIN A \$3,500 SPIDER-MAN GUITAR!

ALL YOU NEED TO DO IS FIND 10 HIDDEN GUITAR EMBLEMS IN SELECTED MARVEL COMICS TITLES TO ENTER THE SWEEPSTAKES!

1 GRAND PRIZE: Limited Edition WEB-SLINGER™ ONE Les Paul Electric Guitar SIGNED BY SPIDER-MAN CO-CREATOR, STAN LEE

Artist's rendering.
Final specifications
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- SOLID MAHOGANY BODY AND NECK
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- LIMITED EDITION OF 150

Hidden
Emblem!

HERE'S THE DEAL

- One guitar emblem will be hidden in each of 20 selected titles during the month of July (September Covers)
- Find 10 emblems in 10 different titles • List the titles and issue #s of each of the 10 comics
- List the page number that you found the emblem on. NOTE: Start your page count from the inside front cover. All ad pages are included in the page count
- Send your answers to Marvel (see official rules below) or check out our website www.marvel.com/gibson
- The contestants that submit 10 correct answers will be entered in a sweepstakes to determine one winner (Please see official rules below)

MARVEL®



Web-Slinger One Contest Rules: Full Official Rules No Purchase or Internet Access Necessary to Play. 1. Contest will run from 7/1/99 through 9/15/99. Open to all legal residents of the United States and the District of Columbia, 12 years of age and over. The following are not eligible to participate: employees or other creative personnel of Marvel Enterprises, Gibson Musical Instruments, and their respective parents, affiliates, subsidiaries, agents, those responsible for the development, distribution and implementation of this promotion and members of the immediate families or households of each of the above. 2. To enter, find 10 of the same Gibson Guitar emblem in 10 different titles of Marvel Comics publications. One guitar emblem will be hidden in each of 20 selected titles during the month of July (September covers). The emblem may be found on any page of the magazine, excluding advertising pages, between the inside front cover and the inside back cover. List the title and issue number of each of the 10 Comics and the page number on which the emblem was found. NOTE: Start your page count from the inside front cover, which becomes page (1) one, and remember, all advertising pages are included in the page count. 3. To enter, file your answers at: Marvel Online (www.marvel.com/gibson) in accordance with the Online instructions, or type or hand-print your answers on a 3"x5" card, setting forth your full legal name, address, city, state, zip code, date of birth, gender (optional), daytime telephone number with area code and name and address of your parent or legal guardian if you are a minor in your state of residence, and mail to WEB-SLINGER ONE CONTEST, 387 Park Avenue South, New York, New York 10016 Attn: Jeff Leonard. Internet entries must be received by 9/15/99, 11:59 PM, ET, mail-in entries must be postmarked by 9/16/99 and received by 9/21/99. No purchase required to enter; see Rule 8 below. Limit one entry per person, either on-line or mail-in. On-line entries will be considered made by the registered user of the E-mail address from which the entry is sent. Entries not in compliance with these official rules will be disqualified. All entries and requests become the property of the Sponsors and will not be returned or acknowledged. 4. No responsibility is assumed for lost, late, misdirected, stolen, incomplete, illegible, damaged, or postage due mail or entries. All federal, state and local laws and regulations apply. Only correct entries containing ten (10) correctly designated pages from ten (10) separate titles will be entered in the drawing for the Grand Prize. Participants agree to be bound by these rules and the decisions of the judges, which are final and binding in all respects. 5. One (1) Grand-Prize winner will receive a Web-Slinger One Electric Les Paul guitar from Gibson. (Approximate retail value of \$3,500). There will be no prize substitution, except by the Sponsor in the event of prize unavailability. The prize may not be redeemed for cash value. The prize is non-transferable prior to award. The prize will be awarded. No warranties are made with respect to the prize. Any taxes on the prize are the sole responsibility of the winner. 6. The winner will be selected in a random drawing and notified by mail on or about 10/15/99. The odds of winning depend upon the number of eligible entries received. The winner and his/her parent/legal guardian, (if winner is a minor, in their state of residence) will be required to execute and return an Affidavit of Eligibility and Liability/Publicity Release within 14 days of notification, or prize may be forfeited with an alternate winner selected. If prize is won by a minor, it may be awarded to the parent or legal guardian. If prize notification or prize is returned as undeliverable, prize will be forfeited and an alternate winner will be selected. 7. All entrants release Marvel Enterprises, Gibson Musical Instruments, their respective parents, affiliates, subsidiaries, directors, officers, employees and all other entities associated with the development and execution of this contest from any and all liability for injury, loss or damage of any kind resulting from participation in this promotion and/or from acceptance, possession or use/misuse of the prize. Acceptance of the prize constitutes the winner's permission to use his/her names and/or likeness and to be photographed for advertising and publicity purposes without additional compensation, except where prohibited by law. 8. To obtain the answers to enter this sweepstakes, please either visit the HYPERLINK <http://www.marvel.com/gibson/contest> web site through 9/15/99, or you may send a self-addressed, stamped envelope for receipt by 9/10/99 to: WEB-SLINGER ONE CONTEST JUDGES, 387 Park Avenue South, New York, New York 10016 Attn: Jeff Leonard. WA-IT residents may omit return postage. 9. The winner will be announced in the Marvel Comics on sale in October 1999/December 1999 covers and posted on the Marvel website at the conclusion of the drawing. Void where prohibited or restricted by law. 10. DISQUALIFICATION: Sponsor is not responsible for lost, interrupted, or unavailable network server or other connections, miscommunications, failed telephone or computer or telephone line transmissions or receptions, computer or network hardware or software failures or errors or technical, mechanical, electronic or digital failure of any kind, jumbled, garbled, scrambled, lost, unintelligible, delayed, misrouted or misdirected transmissions, Web, Web site, Internet, Internet Service Provider or phone line access or unavailability, or other error of any kind whether human, mechanical or electronic. Persons found tampering with or abusing any aspect of this promotion, as solely determined by the judges, will be disqualified. If disqualified for any tampering or abuses, Sponsor reserves the right to terminate prize's eligibility to participate. In the event any portion of this promotion is, in the sole opinion of the judges, compromised by virus, bugs, non-authorized human intervention or other causes beyond the control of Sponsor which, in the sole opinion of the Sponsor, corrupts, or impairs the administration, security, fairness or proper play of the promotion, Sponsor reserves the right, at its sole discretion, to suspend, modify or terminate the Internet portion of the promotion and award prizes from the eligible entries received by Internet prior to taking such action and regular mail-in entries. Any use of robotic, automatic, programmed or the like data methods will void all such entries by this contest. Sponsored by Marvel Enterprises, 387 Park Avenue South, New York, New York 10016.

AT THAT MOMENT ON THE OTHER SIDE OF THE WORLD, ON A SMALL TROPICAL ISLAND A STORM IS RAGING.

THIS WAS SUPPOSED TO BE THE PHOTO SHOOT OF A LIFETIME FOR MARY JANE WATSON-PARKER.

NOT JUST BECAUSE THE MAGAZINE INVOLVED HAD AN ASTRONOMICAL CIRCULATION...

...OR BECAUSE SHE WAS GETTING THE COVER...

...OR BECAUSE IT WOULD SOLIDLY PLACE HER AT THE TOP OF THE A-LIST SUPER-MODELS.

BUT THIS TIME MARY JANE'S HUSBAND, PETER, WAS TO ACCOMPANY HER.

IT WAS TO BE A SECOND HONEYMOON FOR THIS YOUNG COUPLE. A TIME TO REASSESS ALL THAT HAS HAPPENED TO THEM IN THEIR BRIEF LIVES.

A TIME TO ENJOY EACH OTHER AND THEIR YOUTH.

BUT SOME THINGS ARE NOT MEANT TO BE.

NO ONE HAD COUNTED ON A TYPHOON DESTROYING THE NATURAL BEAUTY OF THE ISLAND, OR OF THE MAGAZINE GOING WITH A BACK-UP SHOOT.

AND, MOST OF ALL, MARY JANE HAD NOT COUNTED ON PETER MISSING THEIR AIRLINE FLIGHT.

NO COVER.

NO PETER.

NO SECOND HONEYMOON.

I THOUGHT THIS KIND OF THING WOULD END WHEN YOU STOPPED BEING SPIDER-MAN.

WELL... IT'S TIME FOR THINGS TO CHANGE!

OPERATOR, I'D LIKE TO PLACE A PHONE CALL TO THE UNITED STATES, NEW YORK CITY, PETER PARKER @ (212) 555-1234.

PETER... I CAN'T BELIEVE YOU DID THIS TO ME AGAIN!

A FEW MINUTES LATER IN NEW YORK CITY...

RRRRING
BREEEEP
HI! YOU'VE REACHED THE HOME OF PETER, MARY JANE AND MAY. LEAVE A MESSAGE AND WE'LL GET BACK TO YOU.





**THE DAILY BUGLE
"MORGUE"...**

THE PLACE IN WHICH ALL THE BACK ISSUES, ALL THE RESEARCH MATERIAL GATHERED BY THE BUGLE INVESTIGATIVE REPORTERS... PRETTY MUCH ANY INFORMATION ONE WOULD NEED REGARDING EVENTS WHICH HAVE TAKEN PLACE IN NEW YORK CITY FOR THE PAST FIFTY YEARS... IS STORED.

AND IT IS HERE THAT PETER PARKER DECIDES TO SEE WHAT HE CAN LEARN OF THE NAMES ON THE LIST.

THE MAN I RESCUED FROM THE BURNING BUILDING WAS JONATHAN RICKMAN. THE HOSPITAL SAYS HE'S IN STABLE, BUT GUARDED CONDITION, AND HAS NO KNOWN RELATIVES.

AND, FROM WHAT I CAN FIND OUT HERE, HAS DONE NOTHING SIGNIFICANT IN HIS LIFE PRIOR TO TODAY.

NOW THE REST OF THESE NAMES ON THE LIST...

HIGHLEY...
POLANSKI...
CONNER...

NAME AFTER NAME... THEY SEEM TO HAVE EITHER DIED OR DISAPPEARED UNDER MYSTERIOUS CIRCUMSTANCES.

AND THEN THERE'S ME. Hmmm?

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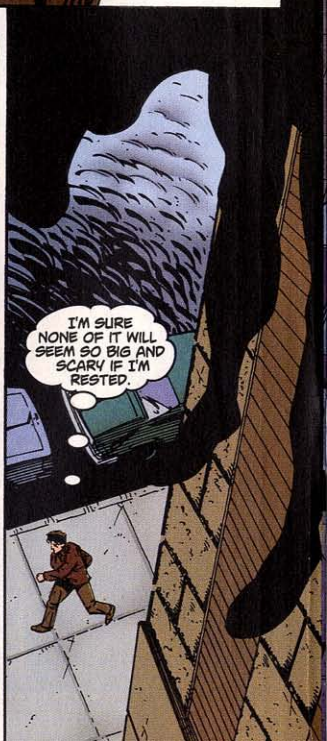
**SPIDER-SENSE
TINGLING!**

WHY? BECAUSE
NOT GETTING ENOUGH CALCIUM
CAN BE DANGEROUS! THAT'S WHY
I DRINK **THREE GLASSES** OF MILK A
DAY FOR STRONG BONES. HEY, WHEN
YOU'RE TRADING PUNCHES WITH
DOC OCK, CALCIUM IS YOUR
BEST FRIEND.

got milk?

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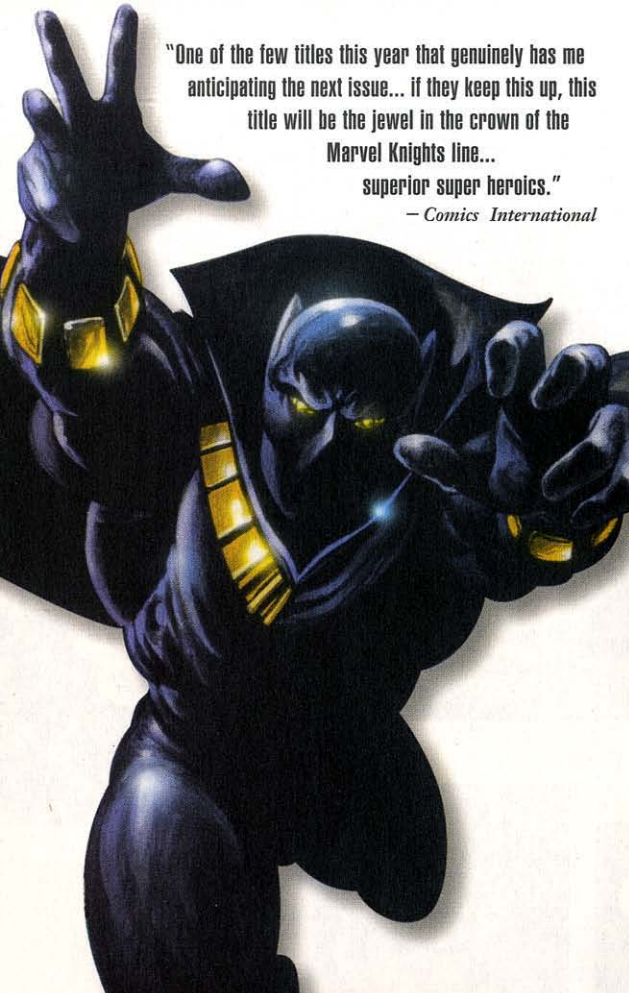
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"One of the few titles this year that genuinely has me anticipating the next issue... if they keep this up, this title will be the jewel in the crown of the Marvel Knights line... superior super heroics."

— Comics International



BLACK PANTHER

Monthly From Marvel Knights



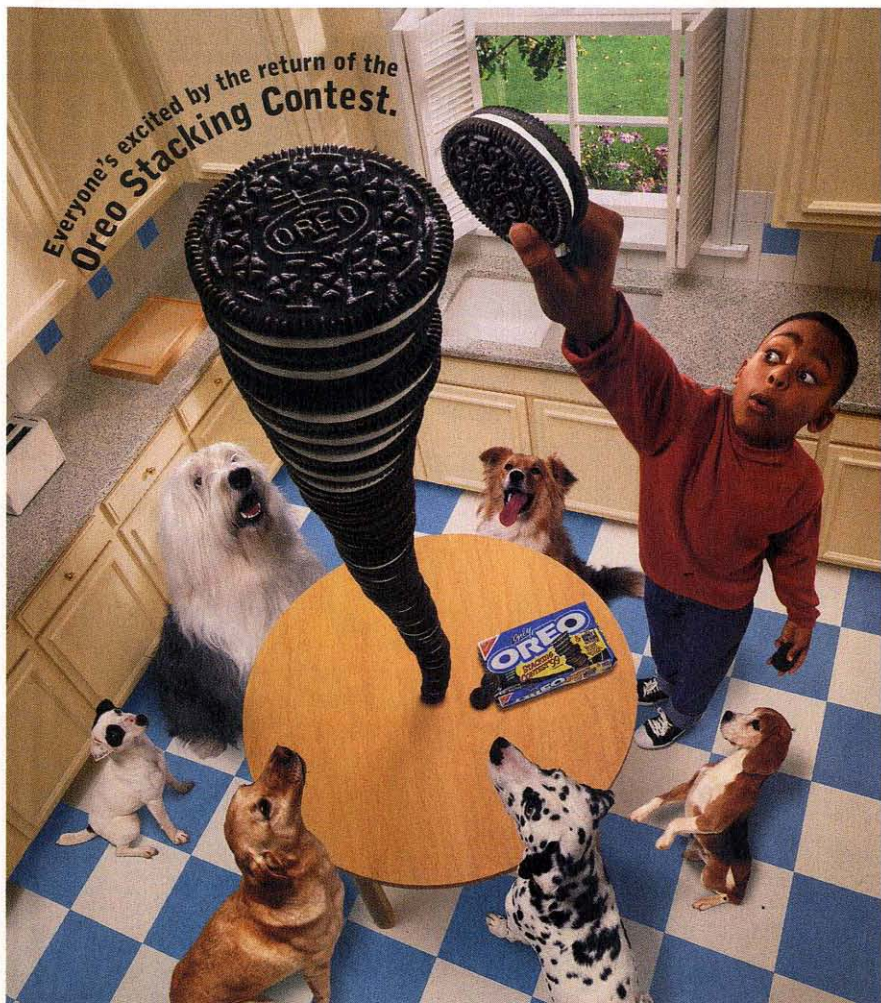
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NABISCO OREO STACKING CONTEST

- 1. NO PURCHASE NECESSARY.** Open only to legal residents of the 50 "states in the United States and the District of Columbia, who are 12 years of age or younger at the time of entry. Employees of Nabisco Biscuit Company, Nabisco, Inc., The Walt Disney Co., participating retail stores, their respective affiliates, subsidiaries, and agencies, their immediate families, and members of the same household of such employees are not eligible to enter or win.
- 2. ENTRY:** Between May 23, 2009 and August 15, 1999, compete in a "Local Contest" at a participating retail store selling Nabisco Oreo cookies. To compete, go to the specially designated "contest table," complete an official entry form and then build a stack of Oreo cookies under the supervision of the independent judging agency. One entry (that is, one opportunity to compete at a participating retail store) per person. Contestants will have 30 seconds to stack as many Oreo cookies as possible to build a self-standing, single tower. In constructing their tower, cookies must not be broken or tampered with in any way; and, contestants must stack cookies independently, without assistance of any kind. In the sole determination of the independent judging agency, the contestant who stacks the most cookies that remain standing for 3 seconds after the 30-second period ends qualifies as a Semifinalist.
- 3. CONTEST STRUCTURE:** At all levels of the Contest, contestants will participate in two age groups (7 years of age or younger; 8 through 12 years of age). There will be 1 "Local Contest" per participating retail store. In each "Local Contest," 2 contestants will qualify as Semifinalists (1 per age group). For schedule information for "Local Contests," see your local participating retailer, call 1-800-ONLY-OREO or visit our website at WWW.OREO.COM. From all participating retail stores, Semifinalists' names/birthdates (and birth times) and the height of each Semifinalists' stack will be forwarded to another independent judging organization. On or about October 20, 1999, this independent judging organization will rank the Semifinalists, determining the 10 Semifinalists in each age group with the highest stacks; these 20 Semifinalists will qualify as Finalists and each will receive a Finalist Prize in addition to the Semifinalist Prize. To determine the Grand Prize winners, Finalists will compete in the "National Stacking Finals" on or about November 8, 1999 in Orlando, Florida. In the sole determination of the independent judging agency supervising the "National Stacking Finals," the Finalist in each age group who creates the highest stack in the "National Stacking Finals" will win a Grand Prize in addition to the Finalist Prize and the Semifinalist Prize.
- 4. PRIZES:** Grand Prize (2, 1 per age group): U.S. Series EE Savings Bond worth \$20,000 at maturity; 1-year supply of Oreo cookies (\$2 package); 3-day/2-night trip for 2 to Calgary, Alberta, Canada, on dates selected by Sponsor between December 1, 1999 and March 1, 2000 to appear in a walk-on role on Disney's "Honey, I Shrank The Kids: The TV Show." Trip consists of roundtrip coach air transportation between major commercial airport nearest winner's residence and Calgary; ground transfers between Calgary airport and hotel; 2 nights' standard hotel accommodations (double occupancy). Approximate Retail Value—\$14,100 each. Finalist Prize (20, 10 per age group): 3-day/2-night trip for 2 to Orlando, Florida (November 6, 1999 to November 8, 1999), where winner will participate in the "National Stacking Finals." Trip consists of roundtrip coach air transportation between major commercial airport nearest winner's residence and Orlando; ground transfers between Orlando airport and hotel; 2 nights' standard hotel accommodations (double occupancy). 2 DisneyQuest passes for 2 days, 2 Walt Disney World 5-day hopper passports, and \$500 spending money. Approximate Retail Value—\$2,022 each. Semifinalist Prize (approximately 30,000, but actual number is determined by number of participating retail stores): 1 winner per age group per store; Oreo Stacking Game. Approximate Retail Value—\$8.95 each. For Grand/Finalist Prizes: (a) winner must be accompanied by legal guardian on all prize travel; (b) winner and parent/legal guardian must travel together; (c) all unspecified expenses are winner's sole responsibility; (d) prize trip must be taken on indicated dates; (e) Grand Prize, if winner is unavailable on stated dates, prize will be forfeited; for Finalist Prize, if winner is unavailable on stated dates, prize will be forfeited, with an alternate Finalist selected. For Grand Prize, winner is solely responsible for obtaining any necessary travel documents; and, walk-on role is subject to availability and other restrictions. No prize transfer. No prize substitution or cash equivalent of prize except at sole discretion of Sponsor due to prize unavailability for any reason, and only then for prize of comparable value. Prizes may be awarded to parent/legal guardian on winner's behalf. All taxes on prizes are the sole responsibility of winners.
- 5. CONDITIONS:** Void where prohibited by law. Subject to all applicable federal, state and local laws and regulations. All entries submitted become the sole property of Sponsor and will not be returned. Sponsor and its agencies are not responsible for incomplete, illegible, lost, misdirected, damaged, destroyed, delayed or late entries. Sponsor and its agencies are not responsible for submissions from participating retail stores that are late, lost, misdirected, damaged, destroyed, delayed, postage due, or contain errors. In the event of tie in determining Semifinalists/Finalists, the winner will be the youngest contestant as determined by time and date of birth. In the event of tie in the "National Stacking Finals," additional rounds of the stacking competition will be conducted until one winner is determined for each age group. Semifinalists' winners will be announced at the conclusion of each "Local Contest," but no later than August 15, 1999. Semifinalist winners will be notified (with prizes awarded) at the retail store. If not present, winner will be notified by phone and mail return to the store at a later time to collect the prize. Winners of Finalist Prizes will be notified by mail or phone no later than October 20, 1999. Grand Prize winners will be announced at the "National Stacking Finals." Finalists will receive confirmation by mail. For Grand and Finalist Prizes, parent/legal guardians of winners will be required to execute before a Notary Public an affidavit of eligibility, liability release and a publicity release (where legal) on the winner's behalf, to be returned within 10 days of notification. Guests of Grand and Finalist Prize winners must execute and return a liability release and a publicity release (where legal), prior to issuance of travel documents. For Grand Prize, noncompliance with these requirements may result in prize forfeiture; for Finalist Prize, noncompliance may result in prize forfeiture, with an alternate Finalist selected. By participating, contestants agree to abide by these official rules and the decisions of all judges, which are final and binding in all respects. Sponsor is not responsible for misprints in promotional materials or errors in local stacking events. Sponsor reserves the right to cancel local stacking events or disqualify contestants in the event of noncompliance with these official rules. Where legal, acceptance of prize(s) constitutes permission of winner's parent/legal guardian to use winner's name, likeness and biographical information for advertising/publicity purposes, and any and all rights to said use, without compensation. Parent/legal guardian of contestant agrees that Nabisco Biscuit Company, Nabisco, Inc., The Walt Disney Co., participating retail stores, and their respective subsidiaries, affiliates, and their respective employees, officers, directors and agencies will have no liability whatsoever for any injuries, losses or damages of any kind caused by contestant's participation in the contest, or resulting from contestant's acceptance, possession, use/misuse of prize(s).
- 6. WINNERS LIST:** For a list of major prize winners, send a self-addressed stamped envelope before November 10, 1999 to: Attn: Oreo Stacking Winner's List, Innova Marketing, 9401 73rd Avenue N. # 400, Brockington Park, MN 55428.

Sponsored by Nabisco Biscuit Company, 100 DeForest Avenue, East Hanover, NJ 07936-1911



Everyone's excited by the return of the
Oreo Stacking Contest.

Stack 'em high and you could snag \$20,000, a trip to Orlando and a role on TV!

Disney's
HONEY, I SHRUNK THE KIDS
THE TV SHOW
CHECK LOCAL LISTINGS.
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Tongues everywhere are wagging: this year's Oreo Stacking Contest is bigger than ever. Be the top Oreo stacker and you'll appear on Disney's "Honey, I Shrunk The Kids: The TV Show," go to the one-and-only Disney's *Quest*™ in Orlando, and snag a \$20,000 savings bond. Lots of other sweet prizes, too. For participating stores, call **1-800-ONLY-OREO** or click **www.oreo.com**. And get stacking.



No purchase necessary. Open to legal U.S. residents 12 years old or younger at time of entry. Contest ends 8/15/99. See opposite page for a summary of official rules. ©1999 Nabisco, Inc.

"GENERAL
ELECTRONICS
RESEARCH
LABS."

"IT SEEMS LIKE JUST YESTERDAY
THAT I WENT TO SEE DOCTOR
OTTO OCTAVIUS GIVE A
DEMONSTRATION OF
RADIATION MANIPULATION."

"THINGS DIDN'T
GO AS OCTAVIUS
PLANNED."

"THE EXPLOSION...
IT *SHOULD* HAVE
KILLED ME, BUT..."

"...AND
CHANGED
MY LIFE
FOREVER."

"...ALONG CAME THE
SPIDER, GLOWING --
IRRADIATED."

"SOMEHOW
THAT BITE
PASSED
ALONG THE
PROPORTIONATE
STRENGTH
OF THE
SPIDER AND --"

"IT WAS DYING,
BUT INSTINCT
DROVE IT TO
BITE ME."

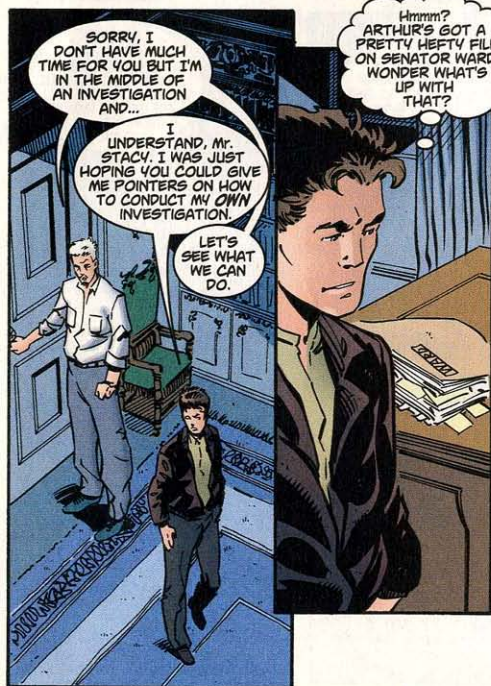
"IT'S WHAT
SAVED ME..."

WHAT
THE --? SPIDER-
SENSE GOING
CRAZY! GOT
TO --

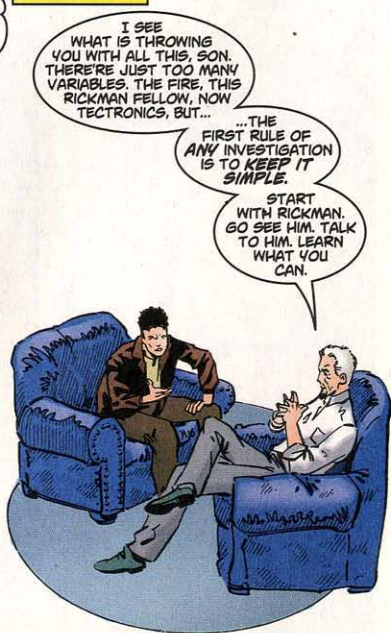
Hmmm?
THAT WALL...? IT
COULD HAVE BEEN
MADE UNSTABLE
BY THE FIRE,
BUT...

SOMEHOW
I JUST CAN'T
SHAKE THE FEELING
I'M BEING
WATCHED.

I
NEED SOME
ANSWERS, BUT I'M
NO DETECTIVE.
I'M GOING TO
NEED HELP ON
THIS ONE.



A SHORT TIME LATER...







WHAT DAY?
WHERE?

I'M SORRY.
I'M JUST SO
SCARED FOR MYSELF
AND FOR YOU.

TECHNICS
RESEARCH
LABORATORIES.
THE DAY OF THE
EXPLOSION.

YOU
WERE THERE,
RIGHT?



YES.

SO WAS I. SO WERE
QUITE A FEW OTHERS...
THE SURVIVORS,
BUT...

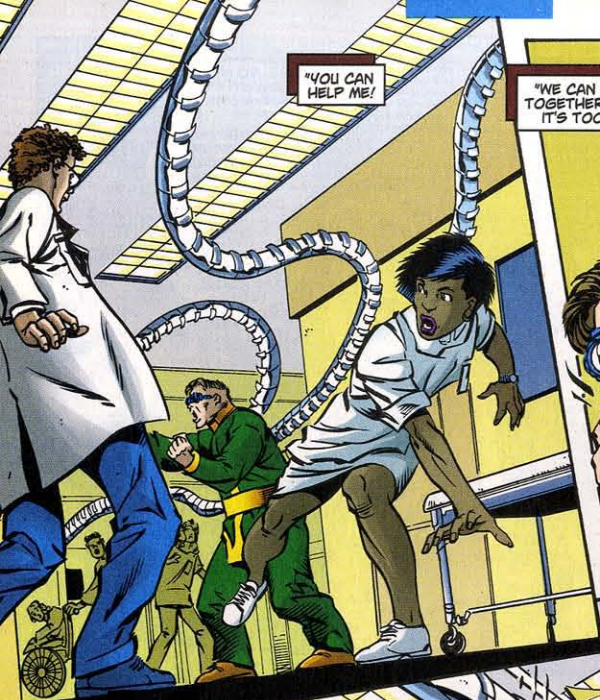
...ONE BY ONE,
UNDER MYSTERIOUS
CIRCUMSTANCES,
THEY'VE BEEN
DYING, OR
DISAPPEARING.

I FOUND
OUT WHO WAS
BEHIND IT... WAS
READY TO GO TO
THE POLICE...
WHEN --

WHO
IS BEHIND
IT?



"NO ONE WILL
BELIEVE IT, BUT...
YOU'VE GOT TO
GET OUT OF
HERE BEFORE
WE'RE FOUND!"



"YOU CAN
HELP ME!"

"WE CAN ESCAPE
TOGETHER BEFORE
IT'S TOO LATE!"

"WE CAN LEAVE
THE COUNTRY."



"HIDE."

"I KNOW IT SOUNDS
A BIT OVER THE TOP,
BUT YOU'VE GOT
TO BELIEVE ME..."

"...WE'RE IN
DANGER!"





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A - NEXT

#12

Returning from their most recent battle with three less members, the team is confronted by an all-new super-team that has only one desire: to crush the surviving Avengers! All the events from the last 12 issues lead to this lethal last issue! By TOM DEFALCO and ROM FRENZ!

CAPTAIN AMERICA

#21

Klaw, master of sound, is out to destroy the world's supply of vibranium—by means of a sonic cancer that will destroy the nation of Wakanda! Plus: The conclusion to the Sgt. Fury vs. Baron Blood back-up tale that's fully painted by Vince Evans! By MARK WAID and ANDY KUBERT!

CONTEST OF CHAMPIONS II

#2 of 5

The Human Torch faces off against the brand-new Spider-Woman! Atlas, of Thunderbolt fame, takes on Storm! Plus: Iron Man is trapped in the bowels of the alien's arena ship—where he uncovers the fate of the heroes that "lost their battles!" By CHRIS CLAREMONT and OSCAR JIMENEZ!

DEATHLOCK

#2

S.H.I.E.L.D.'s black-ops team closes in on Deathlock, while young Billy Bailey sneaks across state lines to retrieve his original, cyborg form! Only one man stands between the destruction of the world's ultimate military machine and the life of an innocent boy—and his name is Nick Fury! By JOE CASEY and LEONARDO MANCINI!

GALACTUS THE DEVOURER

#1 of 6

The new herald known as Red Shift arrives on Earth! All must fear the arrival of Galactus, the Devourer Of Worlds! What is the secret reason for the existence of Galactus? Why was Norrin Radd chosen and changed into the Silver Surfer? And what is the Surfer's ultimate purpose? By LOUISE SIMONSON and JON J MUTH!

GAMBIT

#99

He tried in vain to hide the sins of his past from those he loves. His guilt exposed, Remy LeBeau allowed himself to be left in the frozen wasteland of Antarctica. He should have died... but something saved him! Now, the mystery is revealed—and prices must be paid! By FABIAN NICIEZA and WALTER MCDANIEL!

HULK

#6

With blood on his hands, The Hulk is out of control and more dangerous than ever before! And when the green goliath hides out in the Florida Everglades he realizes that he isn't safe anywhere. Something is there—something sentient and deadly! By JOHN BYRNE and RON GARNEY!

PETER PARKER: SPIDER-MAN

#9

The awful telephone calls continue—driving Mary Jane away from home! And then, just when things couldn't get worse, Eddie Brock walks back into the Parkers' life—and that means the fiendish foe named Venom can't be far behind! Or is something even more terrifying on the way? By HOWARD MACKIE and JOHN ROMITA JR.!

THUNDERBOLTS

#30

The explosive final confrontation with Graviton! The Imperial Forces come looking for Charcoal, the Burning Man! The mystery of the T-Bolts' new HQ deepens! But all of that pales in comparison to: Hawkeye and Moonstone—looking tipsy! By KURT BUSIEK and MARK BAGLEY!

X - MAN

#55

The recent breach from the Age of Apocalypse has caused dangerous vibrations in the M'Kraan Crystal, sending its Shi'Ar guardians after the source—who they think is Nate Grey! It's a good thing special guest-stars Cyclops and Phoenix are there to lend a hand! By TERRY KAVANAGH!

X - MEN

"THE SHATTERING" PART 2

#92

Has Charles Xavier abandoned the Dream and disbanded the X-Men? Believe it! Now Scott Summers and Phoenix are left to pick up the pieces—and face a threat that will have a profound effect on the future of mutantkind! By ALAN DAVIS!

Hi, Heroes! I got it! I finally got it! An answer (of sorts) to the great "Tamam Shud" mystery! The No-Prize winning letter is from Peter Noble of Booterstown, Co. Dublin, Ireland. Pete's answer to our baffling query "What does Tamam Shud mean?" isn't a hundred percent accurate, but it's the first one we received that wasn't totally off the wall. So, here it is, unedited, unpurgated, unadulterated, in its entirety-- and all the way from Ireland!

"Tamam Shud? It's gotta mean 'Nuff Said, doesn't it? 'Nuff Said? Yours in anticipation of a No-Prize."

Okay, Pete. Your "A for Effort" No-Prize will soon be winging its way across the Atlantic via one of our vast fleet of Marvel radar-evading stealth jets. We're able to transfer our pilot from combat duty for this important mission since things have quieted down on the Marvel-DC battle front. However, it's time I told you where I found the words Tamam Shud. They appear at the end of one of my all-time favorite poems, "The Rubaiyat of Omar Khayyam." I assume the two words are Persian and, since they appear after the last stanza, I'm betting they mean "The End." That's kind'a like a Persian version of "Nuff Said," right? And so ends another close encounter with literary erudition, and so begins our foray into the uncharted wilderness of your most heartfelt interrogations...

Here's a real sticky one from Dan Lebl of Toronto, Ontario Canada...

"How exactly does Spider-Man control his 'sticky' palms and feet? How come he sticks to buildings but doesn't stick to his remote control or spoon?"

It's just the way nature works, Danny. Didja ever watch a fly on the wall? His legs



stick to the wall but, when he wants to fly away, off he goes. In other words, he sticks when he wants to and he doesn't stick when he doesn't want to. And, hey, if a fly can do it, why can't a Spider? (How d'ya like how I unglued my way outta that one!)

Loyde Allen Grant of Saginaw MI tosses us an unusual one to ponder...

"Although the names of characters in Marvel's books are fictional, do you ever get someone who writes in and says, 'Hey! You used my name!'"

Believe it or not, Lloydie, it happens all the time. There's almost no fictional name you can dream up that doesn't belong to some real person somewhere. I've even heard from a few Irving Forbushes over the years. The only name that no one's ever claimed is Dr. Doom. Maybe it's because they're afraid of angering the lethal Lord of Latveria!

So once again we come to the end of another one of our explorations into the hearts and minds of Marveldom Assembled. But remember, it doesn't mean a thing if we don't hear from you! So address your heart-rendering questions to "Soapbox, Marvel Comics, 387 Park Ave. South, New York NY 10016" and your exotic e-mails to stanztanz@aol.com. And, while you're impatiently counting the minutes till we meet again, be sure to remember this delightful little dictum: "Naturam expellas furca, tamen usque recurret!"

Excelsior!

Stan

Stan Lee



Venom and Doom Unleash the Monster Within!

The unholy alliance of Dr. Doom and Venom travel to the Southwest to try and salvage their nefarious plans! However, what they unwittingly set free may make any success post-mortem! Meanwhile, Spider-Man and Spider-Girl are on the enemies' trail, having a real sweet father/daughter chat along the way!

www.Marvel.com/milk

This week's chat schedule!

July 22 9:30pm EARTH'S MIGHTIEST CHAT with writer KURT BUSIEK & editor TOM BREVOORT!
July 26 8:00pm SPIDER-MAN and THOR Penciler -- JOHN ROMITA, JR.!
July 27 8:00pm The official EARTH X chat with writer -- JIM KRUEGER!

AOL Keyword: Marvel

All Chat schedules subject to change/cancellation.



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OKAY,
M.J. CALM
YOURSELF.

HE'S YOUR
HUSBAND...



...YOU
LOVE
HIM...
...AND
IT'S TIME
YOU TALKED
TO HIM.



RRRRING



TIME FOR THE MIND
GAMES... THE
SECRETS...
TO END.



TIME TO
TELL PETER
EVERYTHING!
ABOUT THE OBSCENE
PHONE CALLS... ABOUT
HOW I'VE BEEN
HIDING THEM
FROM HIM...

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- ☐ **SPI** Peter Parker: Spider-Man
- ☐ **SPW** Spider-Woman **NEW!**
- ☐ **SPG** Spider-Girl

MARVEL HEROES

- ☐ **AVE** Avengers
- ☐ **CAM** Captain America
- ☐ **FAN** Fantastic Four
- ☐ **INC** Hulk
- ☐ **IRM** Iron Man
- ☐ **DDV** Daredevil
- ☐ **THO** Thor
- ☐ **BLT** Thunderbolts

X-MEN

- ☐ **CAB** Cable
- ☐ **DDP** Deadpool
- ☐ **GAM** Gambit
- ☐ **GEN** Generation X
- ☐ **XME** Uncanny X-Men
- ☐ **WOL** Wolverine
- ☐ **XFO** X-Force
- ☐ **MAN** X-Man
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Dear Arachknights,

There were five main talking points in AMAZING SPIDER-MAN #5. Let's take 'em in turn:

1. The art. Envisage the work of these three artistic titans: Mark Bagley, Ross Andru, and John Romita Sr. It would take prodigious skill to combine the best of the above while maintaining a style that was unique and new—but John Byrne proved his mastery of the medium by doing exactly that! This issue was homey and familiar, while being dynamic and exciting at the same time! Byrne hit a comfortable stride this time, lending a confident, self-assured look to one of the eternally preeminent Marvel mags!

2. The new Spider-Woman was a surprise hit. Thanks for not making her a Jubilee rip-off, and also for not playing her solely for laughs like that other Spider-sidekick wannabe, the Frog-Man. Mattie seems far more competent, but Spidey's concern is natural since, as her inspiration, any harm that befalls her will partly be his fault. I like her optimistic innocence, her individualism and her strong attitude; I like her fairly loose links with the Spideverine, allowing her to leap off in her own unique direction; and I like your plans to explore this direction in a new series. Well done—you've got me excited one more time!

3. The monsters were great spectacle, and the fight itself was fun to watch. But why exactly were they marauding through Manhattan in the first place? And why so few of them? Was this a mere scouting mission for the Mole Man? Surely he could have found smaller critters and lent 'em the obligatory "big raincoat" so they blended in. (Hey, it worked for Shadrax, didn't it?) And what's to scout for anyway, after all this time? Moley's had enough contact with the surface world to know he'll get his butt kicked with anything less than a full-scale invasion force. If this event is explained somewhere, then this enjoyable skirmish will seem less contrived.

4. The evil Spider-Woman. Well, at first glance, her Medusa-esque mane and thigh-high boots do little to separate her from a dozen other throwaway "bad girls" that have littered the Marvel Universe throughout the '90s. I hope her personality and agenda are better conceived (i.e., give her an unexpected, startling reason for attacking the other Spider-femmes, instead of the lame: "I must be the only person called Spider-Woman" cliché). And be aware that, if she fails to present a potent threat next ish, then her easy defeats of Jessica Drew and Julia Carpenter this time will have greatly diluted both of these heroes. Oh, yeah, and I hope that the evil SW intended to leave her predecessors alive; otherwise her sloppiness is just too much to accept!

5. Finally, the subplots...or lack of them! We need new intrigue for Flash and Betty; for Pete, MJ and Jill; even for Robbie and Jonah; and as for Aunt May—arrghh! You had her

return from the dead...so she could serve flamin' pancakes every goldarn issue?! Please, do something interesting with her! We're not thick; we can follow several plotlines, people. Stop merely hinting at progress and then leaving things hanging. Cease thy tentative prodding, Howard Mackie: you are the sole Spider-scribe now, so grab your characters and shove 'em all where you want 'em to go! Make your imprint, and make it big!

Kevin Barron
PMM FFF
Driffield, East Yorkshire
ENGLAND

Geez, Kev, tell us how you really feel! We're almost as intrigued about your insights into the world of Peter Parker as we are about your use of italics! Sorry. Don't know what came over us. Ahem.

Glad to hear you enjoyed the first chapter of our Spider-Woman saga. How did the rest of it strike you? And the new ongoing? Let us know, bud!

And just for the record, we went back and checked the issues in question, and not once did we actually see May's pancakes aflame.

Dear Spider-people,

Re: AMAZING SPIDER-MAN #5
All right! Some folks might question the necessity of yet another Spider-Woman (especially since Jessica and Julia were both great successes) but I think it is something that's long overdue. Jessica and Julia are both great characters (Jessica has the best super heroine costume in comics) but they are both too independent of Spider-Man to be calling themselves Spider-Woman. Mattie's ties to Spidey are much stronger. Additionally, her inexperience provides Spidey with the opportunity to train her, which should be a lot of fun to witness. Speaking of which, I've compiled a list of lessons I've learned from Spidey which I think might help Mattie as well...

Everything I Really Needed to Know I Learned from Spider-Man

10. Be flexible.
9. Always trust your instincts.
8. If it glows like a radioactive spider, and it bites like a radioactive spider, and it dies like a radioactive spider, it was probably a radioactive spider.
7. Sticks and stones can break your bones, but only if they hit you.
6. Never wear clothing that comes with its own webbing.
5. There is no one in the world exactly like you, not even your clone.
4. Friends come and go, but enemies accumulate.
3. Don't try to carry the world on your shoulders...leave that to the Hulk.
2. Mess with the best, do time like the rest.
1. Laugh and the world laughs with you; cry, and you cry a clone.

James Dysart
Estacada, OR

Thanks, James. Not since "The Ballad of Norman Osborn" have we run something so...offbeat? off-kilter? off-putting?...in a Spidey letters page.

Dear Spider's Web,

I'll let my comments about the new Spider-Woman slide, since I figure May could probably clean this wannabe's clock even on an off-day! And what's with the ponytail? What is the point of a skin-tight outfit if you give your opponent something like that to grab onto? Sheesh!

Page 4: Could this be Martha Franklin? Seems to me she's gained the ability to fly!

Jessica Drew? Glad to see you haven't forgotten the other females who have used the name Spider-Woman! Julia Carpenter, too? I hope they aren't dead!

I'm surprised someone as bright as MJ hasn't figured out that Peter is back in costume. Lame subplot, guys!

Last page: Another Spider-Woman? And this one wants the previous users of the name dead? As for her identity, I'd say she is the only member of the Gathering of the Five unaccounted for—Madame Web! By process of elimination, she must have gotten immortality, with a helping of rejuvenation on the side. But it looks like she also got a bit of the madness Osborn got, as well. Who knew the licensing for the name Spider-Woman would be worth so much?

Bob Kowalski
Detroit, MI

Who indeed, Bob?

As for the new SW's ponytail, cut her some slack, eh? She's still a kid and she's very concerned about her look! And hey, Bob, no one said liking the new Spider-Woman means you have to give up on May's adventures over in SPIDER-GIRL! Enjoy them both—that's what they're there for!

NEXT ISSUE:

SOMEONE'S TAKING OUT THE SURVIVORS OF THE EXPERIMENT THAT GAVE PETER HIS POWERS --INCLUDING DOC OCK! IF THE TENTACLED ONE HAS FALLEN TO THIS MYSTERY VILLAIN, CAN SPIDEY BE FAR BEHIND? AND WHO'S MAKING THOSE MYSTERIOUS CALLS TO MJ? MEET US BACK HERE IN FOUR WEEKS AND HOWARD, JOHN AND SCOTT WILL PROVIDE THE ANSWERS. RALF, HOWEVER, WILL BE MYSTERIOUSLY ON THE PHONE THE WHOLE TIME.

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Game Boy® Camera
1500 points



Nintendo®
Game Boy® Printer
2000 points

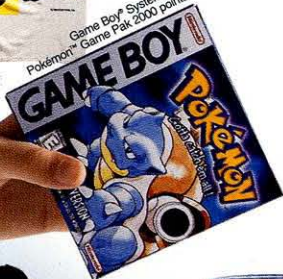
GROWN-UPS HAVE TO PAY FOR STUFF.

BUT KIDS HAVE THE KOOL-AID™ TICKET TO FUN

Kool-Aid™ Beach Towel 350 points



Game Boy® System and
Pokémon® Game Pak 2000 points



Super Soaker®
XP™-70
400 points



Yorwega™
Fireball™ YO-YO
100 points



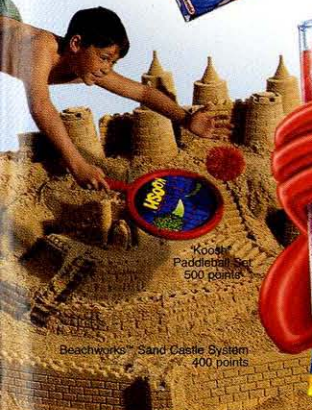
Flexible
Floating
Funnoodle®
70 points



Kool-Aid
Paddletball Set
500 points

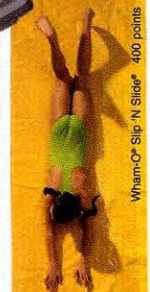


Beachworks® Sand Castle System
400 points



Kool-Aid
TICKET TO FUN!
Save your Kool-Aid™ points
and you can get free stuff! See the Kool-Aid™
Ticket to Fun catalogue at your supermarket.

Wham-O® Slip 'N Slide® 400 points



*Free Stuff with Kool-Aid Points™ plus postage and handling from Kool-Aid Ticket to Fun. See participating retailers and Kool-Aid Displays for Order Forms. Kool-Aid Points™ are found on most packages of Kool-Aid. To learn more about Kool-Aid visit our website: www.kool-aid.com. © 1995, 1996, 1998 Nintendo/Creatures, Inc./GAME FREAK, Inc. Nintendo® Game Boy® Game Boy Camera® and Game Boy® Printer and Pokémon™ are trademarks of Nintendo of America Inc. Funoodle® is a registered trademark of Kidpower, Inc. All rights reserved. © 1998 OddZOn. The configuration of

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**LEAD...FOLLOW...OR
GET OUT OF THE WAY!**



3MUSKETEERS®

All pumped up for non-stop action!

C INTENDED FOR
COOL AUDIENCES

IT'S HUGE. STARRING FLUFFY, PUMPED-UP CHOCOLATE.

**NOTHING CAN STAND
IN YOUR WAY WITH...**



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