

MARVEL
PSR 500

STRACZYNSKI
ROMITA JR
ROMITA SR
HANNA

DOUBLE SIZED
500TH
ISSUE!

the AMAZING SPIDER-MAN



7 25274 02457 5
\$3.50 US \$5.75 CAN © 02457

BIONICLE



Take the challenge and get behind the masks of the Toa. Experience the full power of the legend. This is BIONICLE like never before.



BE THE HERO - FEEL THE POWER



www.bionicle.com/thegame



Fantasy Violence



ELECTRONIC ARTS™



PlayStation 2

LEGO, the LEGO logo and BIONICLE are trademarks of the LEGO Group. © 2003 The LEGO Group. Electronic Arts is a trademark or registered trademark of Electronic Arts Inc. in the U.S. and/or other countries. Intel and the Intel logo are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries. Copyright © 2003, Intel Corporation. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, © and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Microsoft, Xbox and the Xbox Logos are either trademarks or registered trademarks of Microsoft Corporation in the U.S. and/or other countries and are used under license from Microsoft. All other trademarks are the property of their respective owners.

I'm lost
in time.

Caught between
what was, what is,
and what may be.

Caught
between
moments.

Caught
between
possibilities.

With the
potential
to change
it all.

Behind me is
New York, and the
Mindless Ones, and
Pormammu, and the
death of every hero
in the super-hero
phone book
unless I can get
back there.

What
do I do?

Where
do I go?

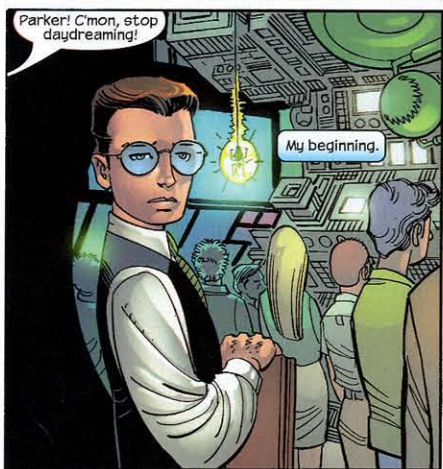
And most
important,
what do I
dare to do?

Stan Lee
Presents

HAPPY BIRTHDAY, PART THREE

writer J Michael Straczynski
pencils John Romita Jr & John Romita Sr
inks Scott Hanna
colors Avalon
letters Digital Calligraphy's Randy Gentile
assistant editors Warren Simons & John Miesegaes
editor Axel Alonso
chief Joc Quesada
president Bill Jemas

AMAZING SPIDER-MAN (ISSN #0274-5232) Vol. 1, No. 500, December, 2003. Published monthly except semi-monthly in October by MARVEL COMICS, a division of MARVEL ENTERTAINMENT GROUP, INC. OFFICE OF PUBLICATION: 10 East 40th Street, New York, NY 10016. PERIODICALS POSTAGE PAID AT NEW YORK, NY AND AT ADDITIONAL MAILING OFFICES. © 2003 Marvel Characters, Inc. All rights reserved. All characters featured in this issue and the distinctive names and likenesses thereof, and all related indicia are trademarks of Marvel Characters, Inc. 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. \$3.50 per copy in the U.S. and \$5.75 in Canada (GST #R127032652) in the direct market and \$2.99 per copy in the U.S. and \$4.75 in Canada (GST #R127032652) through the newsstand; Canadian Agreement #40668537. Printed in the USA. Subscription rate (U.S. dollars) for 12 issues: U.S. \$27.00; Canada \$37.00; Foreign \$39.00. POSTMASTER: SEND ALL ADDRESS CHANGES TO AMAZING SPIDER-MAN, C/O MARVEL SUBSCRIPTION DEPT., P.O. BOX 32 NEWBURGH, NY 12551. TELEPHONE # (800) 217-9188. FAX # (845) 566-7020. subscriptions@marvel.com. ALLEN LIPSON, Chief Executive Officer and General Counsel; AVI ARAD, Chief Creative Officer; GUY KARYO, Chief Information Officer; DAVID BODART, Managing Editor; STAN LEE, Chairman Emeritus. For information regarding advertising in Marvel Comics or on Marvel.com, please contact Russell Brown, Executive Vice President, Consumer Products, Promotions and Media Sales at rbrown@marvel.com or 212-676-8561.





I can--

I was wondering when you were going to get here.



You knew I was coming?

Yeah, I knew you were coming.



You...and someone else.

I don't see anybody.

No. You wouldn't. In the shadows and the dark, nobody could see me when I didn't want to be seen.

I was good back then, Lamont. I was damned good.

Yeah...yeah, you were. But what does that have to do with--



It doesn't matter. Nothing matters now. Say what you came to say.

It doesn't have to be this way. You know that. If you surrender, take the manslaughter rap, I can help you.

But I can't protect you if you keep going.

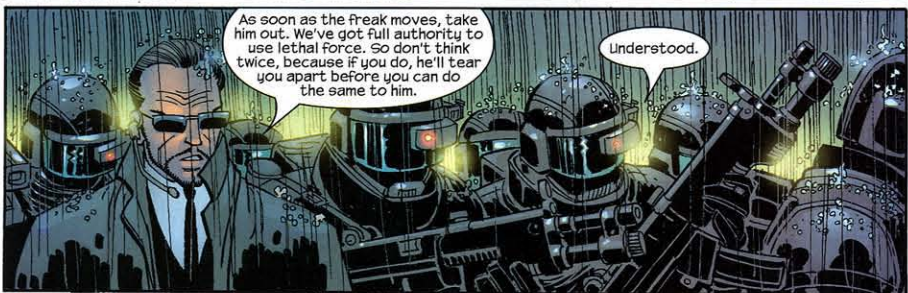


Don't do this, Pete. Don't. You're not as fast as you used to be. They have the advantage, and the tech, to take you down. They'll kill you. You know that. You *have* to know that.

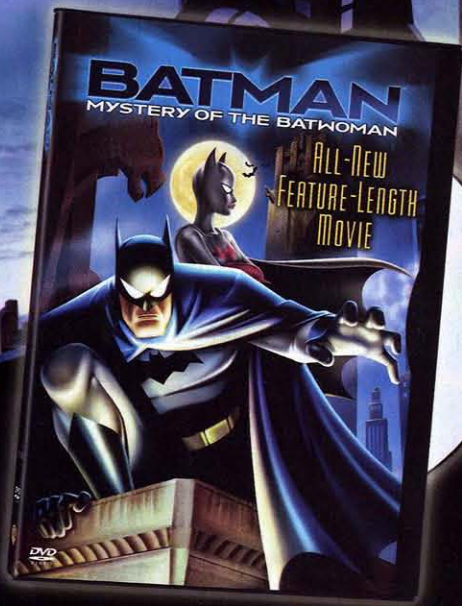


I know.

But I can't go back now. It's too late. What's done, what *had* to be done, is done.



BATMAN™ VS. BATWOMAN... THE BIGGEST MYSTERY OF ALL



ALL-NEW FEATURE-LENGTH MOVIE

DVD Also Includes:

"Chase Me," an Exclusive Never-Before Seen
Batman Short

Plus an Additional 45 Minutes of
High-Flying Extras

WARNER BROS. STUDIOS PRESENTS

"BATMAN: MYSTERY OF THE BATWOMAN" Starring the Voice Talents of KEVIN CONROY, KIMBERLY BROOKS, SECTOR ELDONDO, ELISA GABRIELLI, KEVIN MICHAEL RICHARDSON, KELLY GIPK, KYRA SEDGWICK, DAVID GIBBEN STEERS
Based on the DC Comics Characters BATMAN Created by BOB KANE. Executive Producers: BENJAMIN MELNIKER, MICHAEL USLAN, Executive Producer: SANDER SCHWARTZ, Supervising Producer: ALAN BURNETT, Producer: MARGARET M. DEAN
Associate Producer: KATHRYN PAGE, Sequence Directors: JENNIFER GRAVES, TIM MAATRY, Casting & Voice Direction: ANDREA ROMANO, Music by LULITA RITMANIS, Story by ALAN BURNETT
Written by MICHAEL REAVES, Produced & Directed by CURT GEDA

BUY THE MOVIE ON DVD AND VIDEO OCTOBER 21



www.batwomandvd.com www.dccomics.com www.warnervideo.com

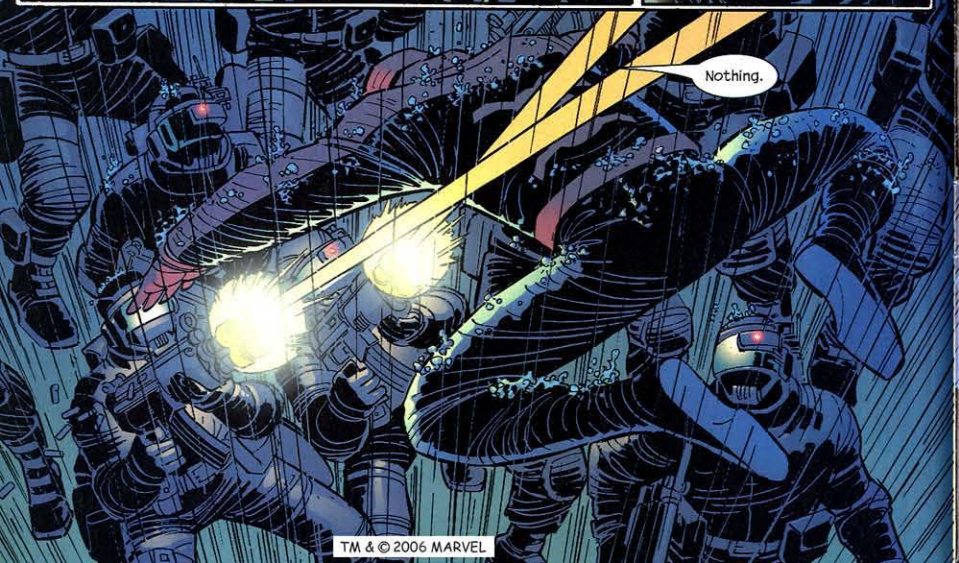
DC BULLET LOGO, BATMAN and all related characters and elements are trademarks of and © 2006 DC Comics.
© 2006 Warner Bros. Entertainment Inc.


PG PARENTAL GUIDANCE SUGGESTED
Action Violence




Color/75 Mins.

TM & © 2006 MARVEL




A close-up of Spider-Man lying in a chaotic pile of mechanical wreckage. He is wearing his iconic red and blue suit, and his mask is partially crushed. The scene is dark and filled with metallic debris.


Tell MJ you love
her. Tell her
every night, and
every morning.

Spider-Man is shown from a slightly different angle, still in the wreckage. He has a pained expression on his face, with his eyes wide open. The debris around him is more visible, showing various mechanical parts and wires.

And as gently as
you can, make her
understand...

A third view of Spider-Man in the wreckage, looking down with a somber expression. The lighting is dramatic, with highlights on his suit and the surrounding debris.

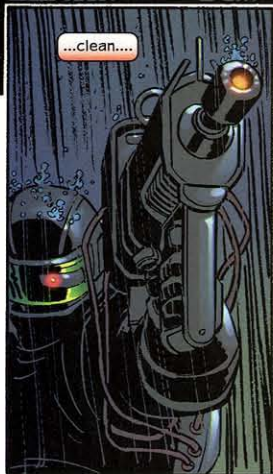
...that we all fail,
sooner or later.
Nobody lives
forever. Nobody
gets a free pass.

A wide shot of Spider-Man in the wreckage, looking up with a determined expression. The scene is filled with mechanical parts and debris, creating a sense of a recent battle.

What matters is
that you go down
fighting...



...and you go
down clean.



...clean...



...clean...



There's nothing
you can do...



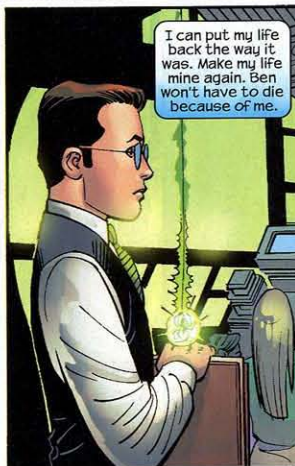
...nothing
you can do.



Isn't
there?



I can
stop it.



I can put my life
back the way it
was. Make my life
mine again. Ben
won't have to die
because of me.



But how many
other people will
die because I
wasn't there to
save them?



I can't--



God help
me...I'm
sorry, Ben--



I can't, I
can't, I can't
I can't I can't I--



"REV-IT-UP" RED RANGER MONTH

OCTOBER



POWER RANGERS NINJA STORM

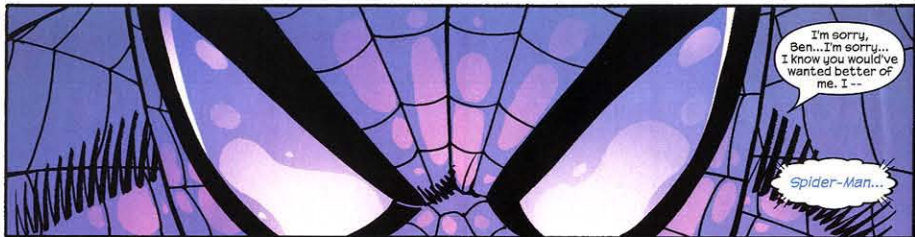
Rev-It-Up Red Marathon
Sun 10/12
at 7am-12pm ET/PT

Rev-It-Up Red Week
Mon-Fri 10/13-10/17
at 8am-8:30am ET/PT

Extreme Red Marathon
Sun 10/19
at 7am-12pm ET/PT

Hosted by Shane

Mornings On
abc family



I'm sorry, Ben... I'm sorry... I know you would've wanted better of me. I --

Spider-Man...



Doc...? Doc Strange?

I apologize for the delay... it has taken all of my power to find you.

You've gone too far down the timeline for me to come to you. If I try, we may both become lost forever.



So what do you want me to do?

You have to come to me. You will have to find me.



Great. Swell idea.

Ummm... how?

You will have to come back up your own timeline until you reach the present.

Uh, huh.

Did you get that part about "how?"



I am a Sorcerer Supreme, Spider-Man. I miss nothing.

Okay, okay, just checking, don't get your cape in a knot....

HULK



**Brick walls,
wild dogs,
military tanks.
A raging good
time...if you're
the HULK!**



A Note to Parents: Consult www.filmratings.com for information regarding movie ratings in making viewing choices for children.

It's the **HULK™ BUSTS LOOSE GAME** and you get to smash through the obstacles as you try to be the first player to make it to the finish!

All players start out as Bruce Banner. During the game you'll get to activate the special transformation device. Press it down as many times as your rage card will allow. If it busts loose and changes from Bruce Banner to the Hulk, you get to move on the fast track with extra speed.

It's a game that's full of surprises every time and up until the last few moments anyone can blast ahead and win!

What you get: Game board, Banner-to-Hulk transformation piece, 4 Hulk movers, 4 Banner movers, mover stands, game cards, game die, label sheet, instructions.



www.thehulk.com

THE HULK Movie: ©2003 Universal Studios. Licensed by Marvel Characters, Inc.
THE INCREDIBLE HULK and all Related Comic Book Characters:
TM & ©2003 Marvel Characters, Inc. All Rights Reserved.

**FOR 2 TO 4 PLAYERS
AGES 7 AND UP**

pressman®



Yes. Unfortunately, that is considered one of the signs that the end of the world is imminent....

Get up...
get up, ya
creep....

Who...

Don't
tell me you're
gonna give up
that easy...one
hit and you're
out....

Even if it
is one hit
from--

--the
Sandman!

...oboy...

Whoa!

Go
ahead and run,
ya coward...you
gotta stop sooner
or later, and
then--

Wow, Yogi Berra was
right, it's *deja vu*
all over again.

Same high
school.
Same
lame striped
shirt.
Same
stupid--



Talk your way outta this one.

That hurt. Bad.



And I understand: I'm not just visiting, I'm here, reliving it in the moment. I can be hurt, or killed, and if that happens--

I just have to make sure it doesn't.



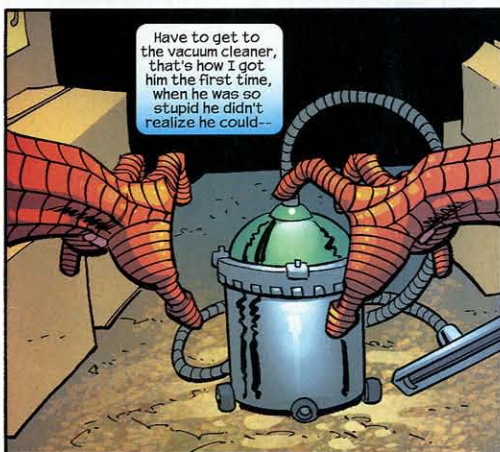
Sorry, coming through, gangway, third floor, ladies undergarments, barbed wire and household utilities.

I just wish I wasn't so tired. I'm exhausted... don't even know how long I've been at this...

It feels like years.

And maybe it has been.

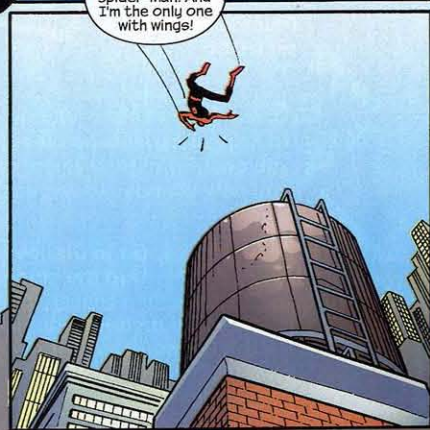
HEY!



Have to get to the vacuum cleaner, that's how I got him the first time, when he was so stupid he didn't realize he could--



Follow my voice.



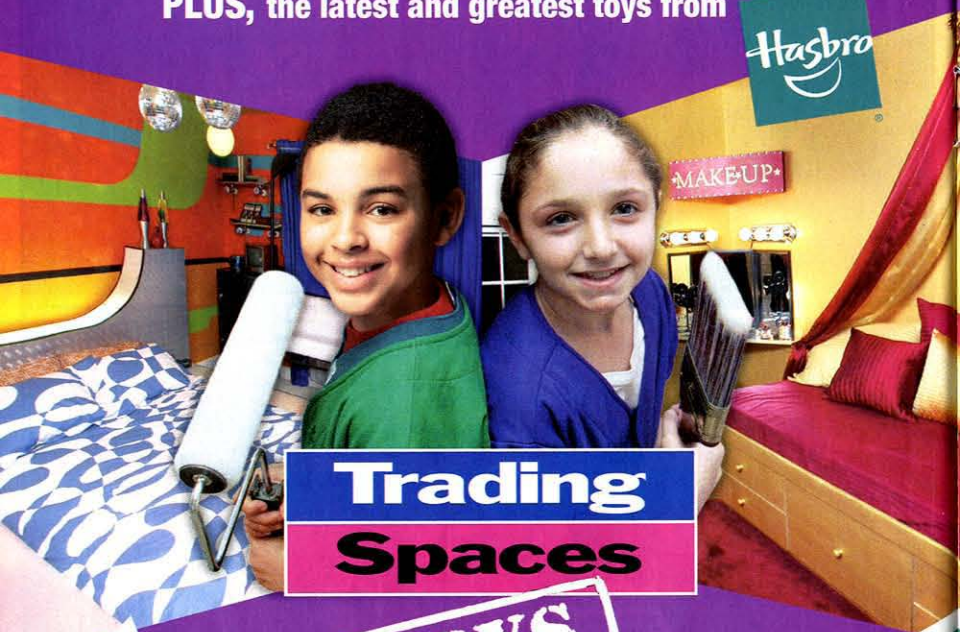


You
Could

WIN the TOTALLY INSANE ROOM of your DREAMS!

PLUS, the latest and greatest toys from

Hasbro



Trading Spaces

Tune In!

Watch Trading
Spaces: Boys vs.
Girls Saturday
mornings on
Discovery Kids
on NBC!

BOYS
VS.
GIRLS

Get A Clue!

Watch for clues
to help you guess the **weekly prizes**
you could win! New clues, new prizes
and new chances to win each week!

Log On!

Go to **discoverykids.com**.
Use the clues to guess the
weekly prize for a chance to win that prize.
PLUS, you'll be entered into the drawing
for the **Grand Prize Totally Insane Room
of Your Dreams...**you dream it, we'll build it!
Lots of instant prizes online too!

So watch &
get a clue...
it could be
YOU!



ON
NBC

**SATURDAY
MORNINGS
OCT 4 - NOV 15**

Check local
listings for times

TOTALLY INSANE ROOM CHALLENGES!

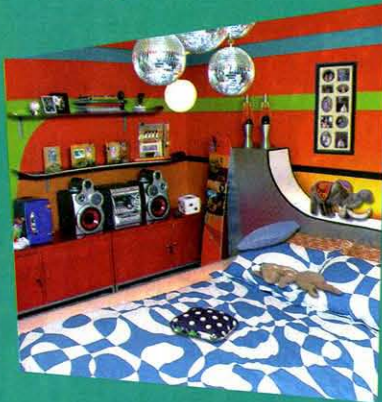
ROOM INSANITY!

Get creative!
Fill in the blanks below to
finish this **INSANE ROOM** story!

While lying on _____ bed one day, _____ noticed that _____ room was a total snore.
"Man, I wish my room was more _____," sighed _____. Instantly, the walls changed from
boring _____ to insane _____! "Wow! I can change my room any way I want!" shouted
_____ as the bed suddenly transformed into a(n) _____ and the dirty old _____
became a(n) _____ with _____ all over it! "This is so _____!" thought
_____ when the _____ morphed into the coolest _____ ever saw!
With a wave of _____ arm, the dresser changed into a(n) _____ and the closet door
opened to reveal an unbelievable new _____! Excited, _____ climbed to the top of
the _____ and shouted, "I've created my ultimate dream room! Now if I could just
make my kid _____ disappear!" _____ thought with a _____ grin.

TRANSFORMATION CONFUSION!

This room makeover is incomplete! Find 12 things that did NOT transform.



Discovery Kids Channel is available 24 hours a day on digital cable and satellite—call today!

Discovery Kids Trading Spaces: Boys vs. Girls "Win the Totally Insane Room of Your Dreams" Sweepstakes & Instant Win Game
NO PURCHASE NECESSARY TO ENTER OR WIN. Subject to complete Official Rules found elsewhere in this publication.

Answers: Stuffed Elephant & Dog, Two Pillows, Five Pictures, Baseball, Slot Machine & Die.

100 800202

OFFICIAL RULES

SWEEPSTAKES DRAWINGS

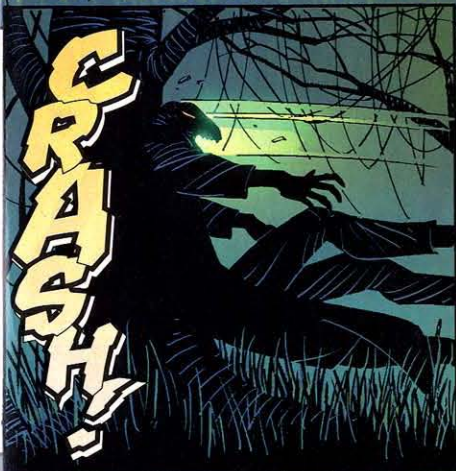
SWEEPSTAKES DRAWING	ENTRY STARTS 12:00 PM ET ON	ENTRY ENDS 11:59 PM ET ON	DRAWING/NOTIFICATION ON
Week #1	10/2/03	10/5/03	10/6/03
Week #2	10/10/03	10/12/03	10/13/03
Week #3	10/17/03	10/19/03	10/20/03
Week #4	10/24/03	10/26/03	10/27/03
Week #5	10/31/03	11/2/03	11/3/03
Week #6	11/7/03	11/9/03	11/10/03
Week #7	11/14/03	11/16/03	11/17/03
Grand Prize	12/3/03	11/16/03	11/24/03

[illegible]

And Weren't Afraid to Ask!

November 2003





Didn't see
that one coming,
did you? How...
SHOCKING.



Not the first time
you've been blindsided,
I'd imagine.

But it
will be the
last, courtesy
of Electro.

As he comes toward
me, and the air fills
with the smell of ozone,
two things occur to me.

First, why do these
guys always refer
to themselves in
the third person?



Second, I remember
that when I came here
to face Electro the
first time, I'd picked
up rubber gloves on
the way here.



**SO
LET'S DO
IT!**



"...can't rely on him to do anything right."





MARVEL®
TRADING CARD GAME

SUPER HEROES. SUPER VILLAINS.

AND ANYONE BRAVE ENOUGH
TO GET BETWEEN THEM.

INTRODUCING THE NEW MARVEL TRADING CARD GAME BY
UPPER DECK ENTERTAINMENT.



NIGHTCRAWLER



COSTUME CHANGE



WEAPON OF CHOICE

NOW YOU CAN EXPERIENCE A TRADING CARD GAME WITH A WHOLE NEW ATTITUDE. THE NEW MARVEL TRADING CARD GAME FEATURES CHALLENGING HIGH STRATEGY GAME PLAY WITH AN EASY TO LEARN FAMILIARITY. AND WITH ORIGINAL, HIGH-QUALITY ARTWORK FROM SOME OF MARVEL'S PREMIER ARTISTS, AS WELL AS SOME OF THE COOLEST SUPER HEROES™ AND THE MOST MENACING SUPER VILLAINS EVER ASSEMBLED, YOU CAN FINALLY PLAY WITH GREATNESS.

GET A HOLD OF YOUR FAVORITE SUPER HEROES™ AND VILLAINS BY VISITING YOUR LOCAL RETAILER OR HOBBY STORE OR VISIT WWW.UDE.COM.

—ORIGIN—
STARTER
DECK

CHILDREN
OF THE
ATOM
BOOSTER PACK



WWW.UDE.COM

TM & © 2006 MARVEL

UPPER DECK ENTERTAINMENT, VS. SYSTEM AND DESIGN ARE TRADEMARKS OF THE UPPER DECK ENTERTAINMENT COMPANY, INC. MARVEL, MARVEL CHARACTERS, INC. WWW.MARVEL.COM, SUPER HEROES IS A REGISTERED TRADEMARK, LICENSED BY MARVEL CHARACTERS, INC. ©2003 THE UPPER DECK COMPANY, INC. ALL RIGHTS RESERVED. PRINTED IN U.S.A.



In the world according to Mysterio, *nothing* is as it seems to be.



Okay, look, tell you what... this is where you tell me how you used tricks to imitate my powers, your plans for my humiliation and death, yadda yadda yadda, kill kill kill...

So since you're gonna yammer on for a while, how about I pull up a chair for a few and catch my breath so you can--

Follow my voice.



HULK SMASH SPIDER!

...ohcrud...



TRY NEW

COMIC COOLERS[®]

JUICE DRINKS



- ★ **FOUR AWESOME FLAVORS**
- ★ **MADE WITH REAL FRUIT JUICE**
- ★ **ADDED VITAMINS**



Cool, New Way to Drink Up... FUN!

MARVEL

MARVEL, SPIDER-MAN, CAPTAIN AMERICA, THE THING, DAREDEVIL, GREEN GOBLIN: TM & ©2003 Marvel Characters, Inc. All rights reserved.

©2003: The Comic Coolers brand and the logo are registered trademarks of the Jel Sert Company.

Visit jelsert.com

TM & © 2006 MARVEL



THE NEW!

SPIDER-MAN™ ISP

WWW.SPIDERMANISP.COM

THE ULTIMATE HIGH-SPEED INTERNET EXPERIENCE!

Especially for Dial-Up - The Perfect ISP for All on-line Gaming!

Introductory Offer:

- First 30-Days* Free!
- UNLIMITED Hourly Internet Access and E-Mail
- Access to Popular Chat/Instant Messengers
- Pop-up and Ad Stopping Controls
- Unsurpassed Total On-line Protection/Security

CHECK OUT MORE SPECIAL SIGN-UP OFFERS!

Visit www.SpidermanISP.com for complete information!

*Up to 700 Hours



YOU COULD WIN* AN ALIENWARE® AURORA™ EXTREME COMPUTER SYSTEM!

*Entry Automatic with Subscription.
Sweepstakes details online at
www.SpidermanISP.com/win

Contest is not sponsored by or affiliated with Alienware®.
ALIENWARE® is a trademark of Alienware Corporation.

SUPER COOL & FREE


Spider-Man™ Browser for
Internet Explorer, just for
checking out our homepage!




© 2003 Filtered Internet Solutions, Inc. All rights reserved. www.FilteredInternetSolutions.com.
and "Filtered Internet Solutions" are trademarks of Filtered Internet Solutions, Inc.
MARVEL, SPIDER-MAN: TM & © 2003 Marvel Characters, Inc. All rights reserved.
www.marvel.com. The SPIDER-MAN name and likeness is used under license from Marvel Characters, Inc.

MARVEL™

TM & © 2006 MARVEL




It's ISO-36, the serum Aunt May needs right now or she'll die. I was barely able to move this before, but in this condition...




No. I can't let it happen. This isn't a dream, or a memory. I'm *here*, in the moment, and if I fail, she dies. I won't allow it.

I won't.



Come on, Peter...come on...you can do this...you did it before...move, damn you...move....



...this is when it counts...when there's no chance... you can't give up...that's all...



Can't... give....





I was just a second too late the first time this happened...

Gwen...
GWEN!



HAHAHAHAHA!

NO!

HEEEELLP!

I'll shoot straighter this time, I can save her this time, I can--

Follow my voice.

No...not now...not now... Gwen--



GWEN!

The Entire First Season Now Available for the First Time Ever on DVD!



Contains episodes never available before on DVD and video.

Two Episodes, Including Season One Finale!

MARVEL

Special features on all four DVDs include:
episode introductions,
character bios
and trailer.

Also available:
UnXpected Changes
X Marks the Spot
Xplosive Days

Discover how the X-Men all began! Available on DVD and video September 23rd!

MARVEL

www.marvel.com www.warnervideo.com

X-MEN, X-MEN: EVOLUTION™ and all related characters, names and likenesses are trademarks of Marvel Characters, Inc. © 2003. All rights reserved. © 2003 Warner Bros. Entertainment, Inc. All rights reserved.

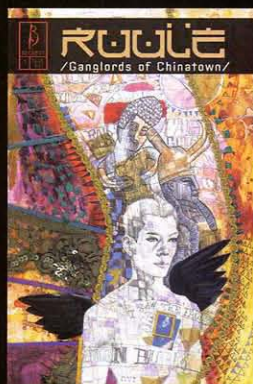


DAREDEVIL®, KABUKI ... RUULE™ DAVID MACK

Once again, David Mack lends his artistry to the **Daredevil®** legend with his painted series in issues 51-55. Following in 2004, David Mack presents the new fully painted Kabuki series with **Kabuki: The Alchemy**. In November 2003, the highly anticipated **RUULE™**: Ganglords of Chinatown by the same creative team from the Terminator® 3™. Before the Rise and Eyes of the Rise series will feature David Mack covers for each of its five-issues.



Kabuki: The Alchemy
Written & painted by
David Mack
Coming 2004
Davidmack.net



RUULE™: Ganglords
November 2003
www.beckettcomics.com

BECKETT COMICS





If you stop now, then all the times you made a difference before now were for nothing. And all those you care about now, today, will most certainly die.

But you already know this.



I know, it's just... I'm tired, Doc. I'm so tired all of a sudden. I try not to look back, because some days it feels like I'll just drown under the weight of everything I've done, everything I've *had* to do, and I wonder if it was worth it--

Bring it on.

Follow my voice.



Spider-Man...

Yeah?



You are asking the wrong question.

That so? Then what's the *right* question?



We must go now.

I know.

I know.





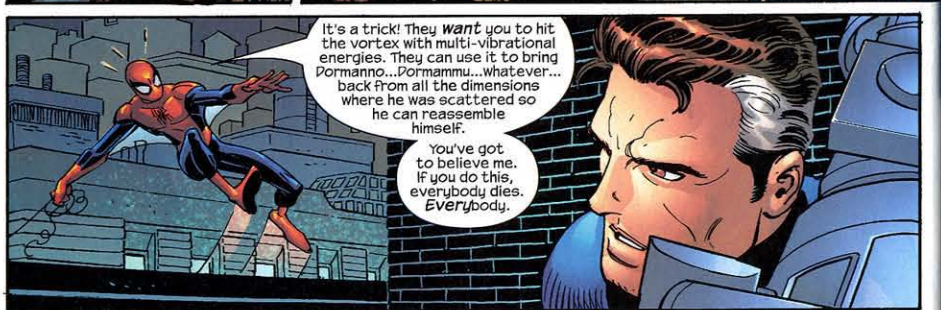
Follow my voice.

Follow my voice.

Fight your way to me.

Fight the darkness.

Fight despair.





Reed, is this possible?

I suppose, but it's quite a leap in logic. How did you--

It's too long a story. You're just going to have to trust me on this. Please. Just wait a little while. Doc Strange was--is--on his way here right now. He can deal with this.



I sense truth in him. And yet we doth know that trickery wears many faces. We shall give you a little while. But no more. If our enemy gains the advantage, we must do as our needs demand.

That's all I'm asking.

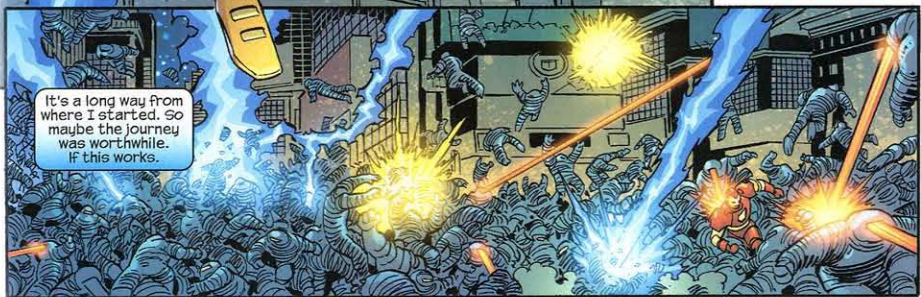


THEN LET MJOLNIR BRING FORTH THE STORM!

He shouts. All the time. You ever notice that? He's a shouter.



The next twenty minutes are the hardest in my life. Because they trust me with this. And I realize...they *do* trust me. I've earned their trust.



It's a long way from where I started. So maybe the journey was worthwhile. If this works.



And I think
this just
paid off.

Stand back!
This intrusion into
our dimension is the
work of dark magic,
and only magic can
counter it.

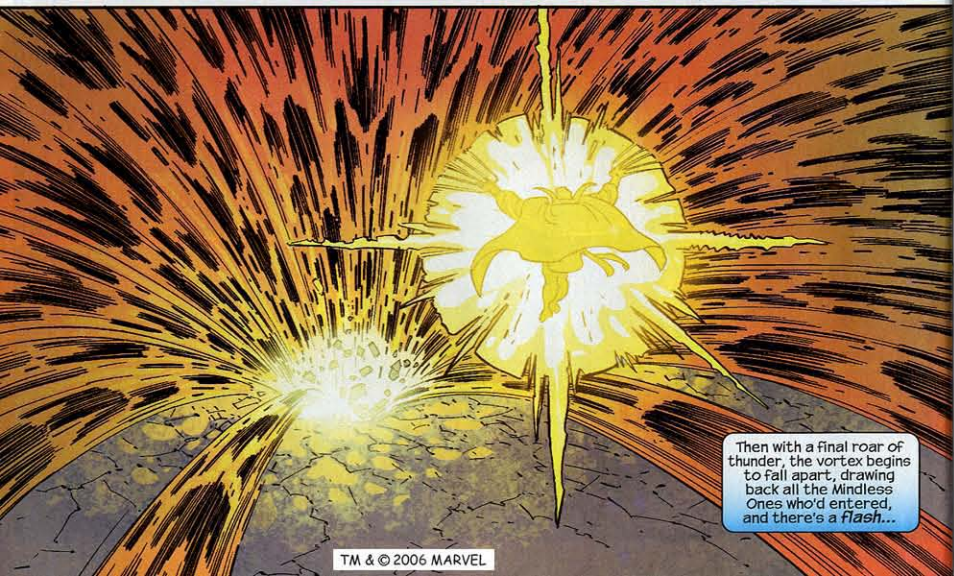


By the
crimson bands of
Cyttorak, the Eye of
Agamotto, the mists
of Morpheus...

Then his voice goes
away, swallowed
up in the roar of
wind and thunder.



And light. A light
that comes in from
somewhere powerful.
Somewhere ancient.
Somewhere...else.



Then with a final roar of
thunder, the vortex begins
to fall apart, drawing
back all the Mindless
Ones who'd entered,
and there's a flash...



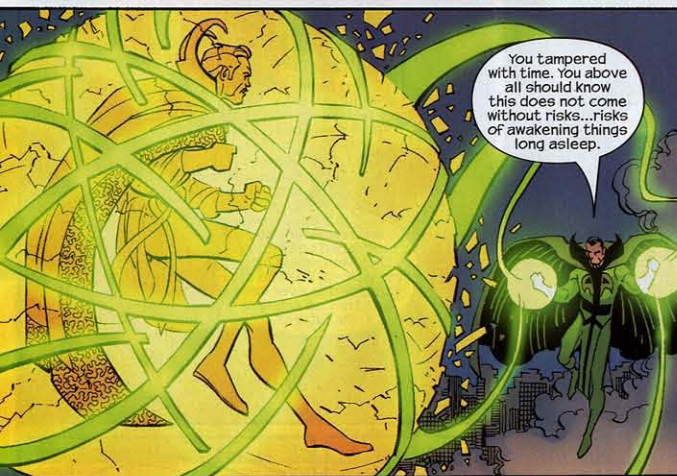


Thanks, Doc. See you around.

Perhaps... and perhaps not.



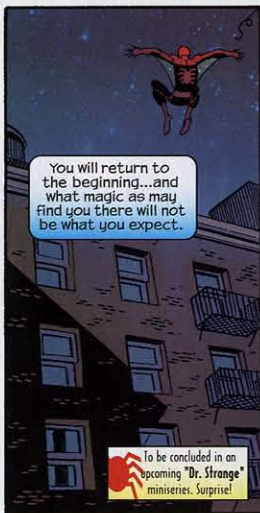
Who--



You tampered with time. You above all should know this does not come without risks...risks of awakening things long asleep.



You could not be defeated as you are. But time is fluid now, and you may be defeated by sending your self to your own beginnings...and changing those beginnings in ways that will make you easier to defeat.

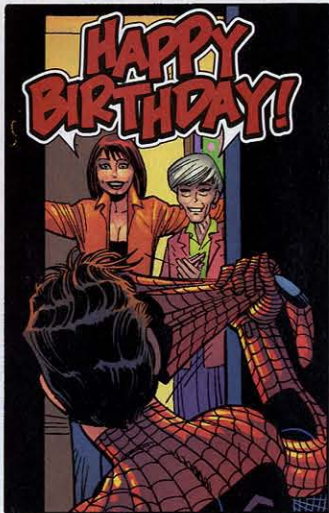


You will return to the beginning...and what magic as may find you there will not be what you expect.

To be concluded in an upcoming "Dr. Strange" miniseries. Surprise!



MJ?
you here?
MJ?







Uncle Ben...? I don't believe...it really is you....

Well, sure, who else would it be?



It's odd...I was just coming back to May, we'd had a fight, and I was walking in the door, and...there was a sound, I thought it sounded like a gunshot but that doesn't make any....



I know it should mean something, but strangely, it doesn't. What matters is...you're here.

You look good, Pete. Real good.

You look great, Uncle Ben. God, there's so many things I want to tell you...so many things I want to ask you forgiveness for, I--



Forgiveness?

There's nothing you need to be forgiven for, Pete. Not by me.

But I wasn't there when you needed me--

We all mess up sometimes. It's not only inevitable, I think maybe it's even necessary.



You know what would disappoint me? If you didn't reach for the kind of life I wanted for you. If you settled for less because you were afraid of reaching for more. If you walked away from what you believe, even once.

Have you done that?



No. No, I haven't.

Then I taught you right, and your life has meaning.

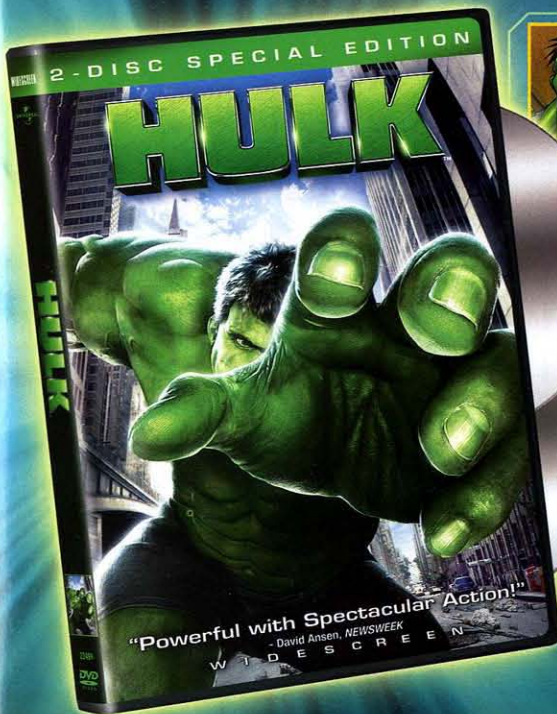




HULK

SMASHES ONTO DVD!

WITH SPECIAL FEATURES THAT GIVE YOU
MORE HULK THAN YOU SAW
IN THEATERS!



Top illustrators from around the world recreate a scene from the film in their own animation styles

An inside look at the creation of the spectacular dogfight scene

An interactive exploration that allows you to experience the **HULK's** physical capabilities

Follow the **EVOLUTION** of Marvel's strongest Super Hero™ from the comic book pages to the technology that brought the **HULK** to the big screen – including interviews with **STAN LEE!**



OWN IT ON DVD OCTOBER 28!

MARVEL

Marvel and The Incredible Hulk and All Related Comic Characters TM and © 2003 Marvel Characters, Inc. All Rights Reserved. Super Hero is a co-owned registered trademark.
©2003 Universal Studios. All Rights Reserved.

PG-13
PARENTS STRONGLY CAUTIONED
SOME MATERIAL MAY BE INAPPROPRIATE FOR CHILDREN UNDER 13

UNIVERSAL

who are you?

If you can't beat 'em, eat 'em. Chew up the competition with Kirby as he jets through 3 gut-busting game modes and over 20 chaotic courses in Kirby--Air Ride. Only on Nintendo GameCube.



Mild Cartoon Violence



© 2003 HAL Laboratory, Inc. Nintendo, TM, ® and the Nintendo GameCube logo are trademarks of Nintendo. © 2003 Nintendo. Game and Nintendo GameCube sold separately.
www.kirbykirbykirby.com

TM & © 2006 MARVEL