

ISSUE NO.2-SUMMER 1973



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and all the artists and writers
in the whole blushin' bullpen.

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FOOM burst like a bombshell on the comic world!

The response to Marvel's new fan club has been nothing short of sensational! As usual, we were optimistic—but even we didn't expect the avalanche of mail that poured in after the announcement that FOOM WAS HERE!

Orders for FOOM MEMBERSHIP KITS piled up faster than we could send them out, reminding everyone of the 60's MMS. To our surprise, Marvel's British readers were clamoring just as enthusiastically to become fearless followers of FOOM. Excitement mounted day by day—and suddenly, startled mailmen all over the world were greeted by the bright green face of the Hulk. AARRG!!

Your letters of comment on the first FOOM MAGAZINE rang with approval about featuring one of Marvel's stellar line-up of stars in each swingin' issue. So, as long as you want it that way, we'll continue. Remember what we said in our original greeting—it's YOUR organization. Tell us what you want and we'll see that it gets done!

As a life-long comics fan, helping to create and co-ordinate the club has fulfilled an existing ambition. Imagine what it's like to walk into the Marvel offices and discuss new directions for the organization with Roy and Stan, to swap suggestions, and create exciting concepts that will spread the Word of FOOM around the whole wonderful world.

It was gratifying, indeed, as an artist and writer, to have been a contributor to the Marvel Age of Comics. But ramrodding the Fellowship of FOOM has been another experience entirely—one equally as fulfilling if not more so, by being able to assist in this very special capacity—as an intermediary between the world's greatest comic book publishers and the world's greatest comic fans.

Imagine it—and it'll stone your mind. Imagine having the privilege of knowing and working with the best gang of artists and writers in the business! Imagine having access to Marvel's fabulous files and inventory! Imagine having the authorization to review and examine original covers and interior art months before publication and you'll get an idea of what I mean.

Imagine—and unless I miss my guess, a lot of you will probably wind up doing all these things someday in the future. And don't forget, it all started in FOOM!

Speaking of the future, we've just discovered where the next generation of comic artists are coming from—the ranks of FOOMdom assembled. What we're really saying is the response to our **Marvel Character Contest** was overwhelming. A flood of outstanding entries arrived for consideration in the race to be used as a character in one of Marvel's hero books.

We've decided to continue the contest for another couple months, so, for you late-comers, here's the low-down: we're

asking you, as a FOOM member, to participate in a contest which allows YOU to create a sensational super hero or villain in the mighty Marvel manner. The winning entry (to be selected impartially by Smilin' Stan himself) will be guest-starred in one of Marvel's top mags—with you, the creator, given full credit in the splash page listings and a page of the original art!

A number of entries will be given honorable mention and still others published in FOOM MAGAZINE. So, sharpen up your pencils and pens, Foom-men, and give us your most original and dynamic work! Send all entries on white writing paper to Marvel Character Contest, Box 1827, New York City 10022. Include your name, address and zip on the front of each drawing. All entries become the property of Marvel Comics Group.

The winner will be announced next issue—contest entries must be in by August 31, 1973. Here's your chance to begin your comic career! Don't miss it!

Some of you have wondered how you'll get the FOOM MAGAZINE after the initial four issue subscription runs out. Simple! You'll be able to resubscribe—watch for the notice in the fourth big issue.

Many of you have written saying thanks for the big discount on the Spider-Man record (about half the store price). Well, hang on to your seats, gang! We're introducing two new dynamite items to Foom members this issue, months before they appear in the comics. The **SPIDER-MAN MEDALLION** is one of the most impressive pieces we've seen in a long time. It knocked us out—and we think it'll do the same to you too, True Believer!

Our second package is an item we've wanted to produce for years—**COMICSAVERS!** If you're like us, chances are you've got comics piling up on all sides of you. So, necessity being the mother of invention, we created the most colorful and exciting **library binder boxes** to keep your collection in mint condition forever. You'll find 'em both inside the magazine.

Enough talk for now, we know you're anxious to dig this issue's Foamtastic features. We think this issue is even better than the last. We've attempted to make the magazine more than a mere fanzine or a collection of assorted trivia. FOOM is a funzine, a gamebook, a magazine designed exclusively for Foomers, destined to be a coveted collector's item.

But before we go, here's a few hints about our next rollicking issue—it'll be crawling with features about one of Marvel's greatest heroes! A Foamific new contest will be under way! And a super-secret development which will affect every follower of the far-flung Fellowship of Foom! See if you can solve this one 'til next time.

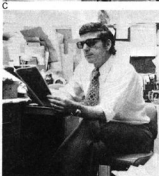
Keep the Fabulous Foomies comin' in (you'll find a zillion of 'em scattered throughout the magazine) and until we get together again, take care!

STERANKO

Hey, Foom Folks! Did you ever wonder about the staff who puts your favorite Marvel books together? You know — the production department — the people that letter, color, photograph and, in general, take the pretty words and pictures from the artists and writers and put it together so that everything comes out almost right each month...



BEHIND THE SCENES AT THE MARVEL BULLPEN!



Well, here they are — the guys and gals who contribute their best efforts to The Marvel Age of Comics! Now you can see for yourself why things are so mixed up in the batty bullpen! These are some of the people you can praise (or accuse) for Marvel's monthly sampling of comics!



Here they are, left to right: (A) JOHN VERPORTEN - production manager, HOLLI RESNICOFF - production assistant, (B) DANNY CRESPI - lettering corrections, MIKE ESPOSITO - inker and corrections (C) JOHN ROMITA - art director (D) LINDA LESSMAN - production staff, DAVE HUNT - lettering and coloring (E) DON MCGREGOR - writer and proofreader, MARV WOLFMAN - assistant editor (F) TONY MORTELLARO - reprint production (G) MORRIE KURAMOTO - lettering and corrections, KEVIN BANKS - Lii' Pals artist (H) STU SCHWARTZBERG - camera operator.

H

Someone stole my Foom! - Russell J. Peterson

How Green Is My Foom? - Larry Johnson

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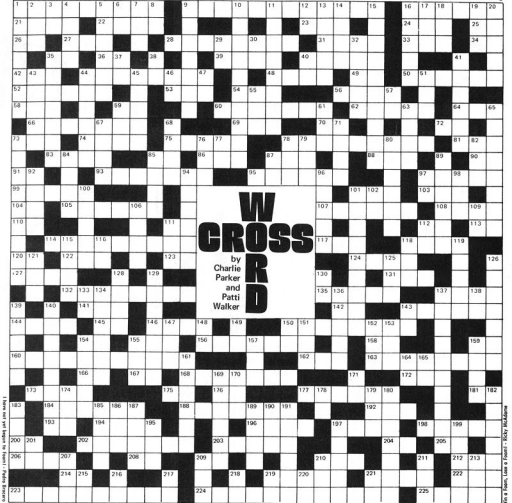
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6 CONTEST!

HOLY FOOM!! When we announced in the first issue of this magazine that we were initiating a contest for our own Far-flung Fellowship to create a super hero or villain in the Mighty Marvel manner, we hardly expected the fantastic response that ensued. It seems as though those of you who grew up in the Marvel Age of Comics have been waiting for the opportunity to contribute your own talent to the wildest, wackiest comics company since the invention of the printing press!

Well, we gave you the chance and we weren't disappointed! No sooner had we made the offer, when dozens of entries began to fill our mailbags. Character sketches (we call them Model Sheets in the business), plot synopses and origin stories of every kind showed up—pencil, pen, Flair, crayon, colored pencils and inks, ball point pens and several other unknown mediums.

Not only were we delighted by the quantity of your response, but also by the QUALITY. Looking at the submissions made us realize that comic art is becoming more influential than ever and that an entire generation of artists are developing out of their interest in comics. In the hundreds of entries to date, it is surprising that there was very little duplication of ideas—and, almost without exception, every character was exactly the kind we were looking for in the contest. Each was interesting, colorful, dynamic—many were exceptionally well-drawn and expertly thought out.

Below is a partial listing of the Foom-men you submitted entries to our special contest—and to the right, a sampling of the material that came in—selected for publication in FOOM MAGAZINE because they could be easily reproduced.

Remember, the contest closes on August 31, 1973. If you haven't already done so, mail your character today—or stuff the box with multiple entries like a number of fellow Foomers did. Next issue—THE WINNER—and a fistful of No-Prizes for all the rest of you! Stan and the bullpen wish you the best of luck!!

Stephen Bonds
Michael Casanova
M. L. Edwards
Harold J. Sandoz
André J. Swickler
Nicholas Bernick
Dick Packer
Sargent Little
Duke Barryhill
Tom Kowal
Steve Waldworts
Lionel DeFoe
Mike Micallef
Drew Hines
Soyant Name
Edward Beatty
Bernard Fenderson
Dave Elmer
Marshall Gahley
Mike Palmieri
John Schindlerman
Dave Fair
Brian J. Busick
David Franciosi
Andy Trappoli
Rudolf Anderson
Chuck Pogorelski
John Goodman
John Gorman
John Laffay
Michael Kane
Mark Bercher
Bill Givner
Michael Lissendell
Mike Statka
Steve Cole
Robert Sander
Dennis Anderson
Nelson Katten
J. Mann
Silver Siskin
David Buller
Richard Ross
Richard Horvath
Evo E. Warren III
Jim Bernhard
David Gribbs
John Moring
Rich Day
David G. Marzoff
Edna Kozaruk
James Monreal
Robert Wade
Kevin Aflaw
Bill Francklin
Eric Tannenbaum
Robert E. H. Clewett
Michael A. Morrison
Don Barman
David Lerner
David Snow
Howard Gordon
Lyndell Ferguson
Kirk Kelly
Michael Rutkowski
Brian Swift
Richard Leach
Doug Wood
John Tarr
Mike Worland
Tom Takasawa
David L. Freytag
Stephen Lutz
Mark Wood
Bill Muckler
Steve Hardy
Michael Conrad
J. James Gresson
Bill Ciruela
Steve Fischer
Dennis Schwartz
Phil Simpson
Phil Laskowski

David Young
John Williams
Eric Stadler
Bob Stanley
Greg Wheeler
Doree Deppa
Wanda Ramsey
Craig Fisher
Tom Kurka
Greg Porter
Tommy Wilson
William Eppert
Steve Nash
Ernie Hugh
Bobby Maffei
Bob Franklin
Brian Smith
Russell Wall
Edward J. Pabulo
David Thompson
Stephen Nash
Chuck Hayward
Parra
John Wilson
Wayne Williams
Chris Sherman
Brian Jay Field
Mike O'Flara
Duch Pedersen
Terry Ripper
Cantonaris
Christopher Simpson
Bill Cook
Marion Krumholz
Joe Granger
The Monte Goss
Tom Gorman
James Casper
Richard Frankel
Arthur Johnson Sprules Jr.
Jerome Casper
Robert A. Brown
Tom Gambort
Froese Starnes
Martin Basso
Michael Gibran
Bill Muehler
Todd Schwabert
Todd Swart
Gordon A. Brown
Pierre Gombas
Gary Bryant
David Suncan
Pat Stearns
Jim and Bob Carson
Howard O. Simpson
Frank Wagner
John Almond
John Sullivan
Henry Leffman
Jim Talar
Robert Buck
Jerry Dantz
Richard John Gerson
Allen Fawcett
John Caspell
Dennis Davis
Louis Sullivan
John Walsh
E. V. Burns
Michael Griffin
Carl Popper
Richard Winkler
Bruce Gordon
Terrence (and his Terry) Jones
Gene Wink
Clint Art

Orin and Laurie Erdmann
Craig Williams
John Adams
T. Van Balen
Bob Kowal
Bill Henry
I. Romeo Saffler
Steve Langley
David Pevner
Bob Muckler
Marco Morales
Chris Hesse
Jim Rabb
Chris Hesse
Bill Morrison
Steve Nash
John Lambert
Charles J. Henschel
Michael Swenson
Norman V. Heller
Mike Jernery
Chris Jay
Ralph Angulo
Joe Singer
Allen Clee
Fred Leback
Dennis Greenfield
Marcel
Andy Olson
Jeff Hudson
Dixie Reichen
Daphne Glasser
Karl Gordon
Stephen Gilbert Unterman
Tom Muckler
Doris Davidson
Patrick Grove
John Lawrence
Ronnie Takas
John Jemmer
Chuck Slater
Mike Caspary
Mike Caspary
Chuck Soffen
Richard Butler
John S. Lortens
Joseph Levins
Jerry Jerome Fridly
Jeff Swenson
Brian Janella
John Beckman
Joseph Hampton
Robert Davis
Robert Eskoi
Scott Olson
John Lerner
Tom Lutz
Mike Lerner
P. Har
Alan Richard
Chris Salt
Richard Hudson
Frank Bice
Alexander Marra
Cliff Davis
Richard P. Sagal
John Sullivan
Mike Palmieri
Richard and Keith Pierce
Mike Buck
Larry Corrie
Lester Adams
David White
Jeff King
D. Bignard
Jay Leffell
John Mank
Burry Dukes
Chris Morgan
James M. Skurville
John M. Skurville
Paul Sledge
John Phillips
Henry Jacobson
William J. Keane



HIMACLESE
By Tom Roper



ARGUS
by David Pevner



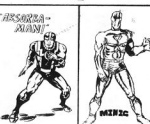
SOLAR BOY
by T. Van Eaden



Phil Hengheys



NANO MAN
by T. Roper



AKSORA-MANI

MINIC

by Steve Rude

by Gerald Jangin



CAPTAIN USA

THE ARBLAST
by Scott Ohan

by Martin Fritch



THE CRUSHER
by Mike Burke



KING KAMEHAMEHA I
by Michael Marota



by Gary Phillips



by James McArdle



by Dick Parker



by Brian Swift

From Team in the Ring - Kevin White

From Team - Ricky Maloney

Chuck Slater



From the walls of your team - Loren DelPappano



WHITE PERSIAN
by Jackie Edwards



STEFAN WOLFF
by Stephen Gilbert Unstead

BORGO



by Chuck Pappanalis



THE MIDNIGHT
STRANGER
by Bill Marlowe



THE WOLVERINE
by Andy Green

By David Fries - Loren Johnson



STARS-HARK
by Frank Soto

Via to Team - Kevin Gentry



MAKO THE CYBORG
by Stan Takemoto

GENO MAN
by John M. Trail



DARKSTAR
by Richard John Larson



A team is the best the other team! - Ricky Maloney

NOVATON
by Mariano Niccio



TEROK OF PLUTO
by Darrell Pennington



Keep on Foomin'...

Kung Foom - Pedro Brasser



Fabrication, Fellow Favers! We're official at last!

Remember a few years back when we launched the late lamented **Merry Marvel Marching Society?** We were all bright-eyed and bushy-tailed and bubbling over with phantasmagoric plans and projects. But, alas, once we got rolling, the clock grew too big for us. We ended up with more members than we knew what to do with. So, we made the biggest mistake of our less-than-ideal lives—we turned the whole mishmash over some other outfit to handle for us. Well, they probably did their best, but we soon realized that the good of MMS had lost its mellow Marvel flavor—and that's why we finally nosed in the wheel and discontinued the whole thing.

But—little did we dream that Marvelium Assembled refused to be deprived of its very own select organization of readers, and looters, and fanatics, and kibitzers, and clowns, and assorted frenetic freaks and fools! Little did we dream that the demand would grow each day—the cry would echo when us every hour—the cry was echoing throughout the land—"We want a fan club!"

Okay, we got the message. But this time we were determined not to let it fizzle out by default. This time we weren't about to let anyone but your bony Bulgep buddies

steal the whole zillion's share! So we waited till we were sure we'd have enough time to give it the attention it deserved. We waited till we could get someone like **Journy Jim Steranko** to produce the newsletter/magazine that we were determined to give you with your membership. We waited till we had enough exciting plans and productions to make your membership really mean something. We waited till we were sure that we were honestly offering you your money's worth and more. And then, finally, we waited till we could find the right name for what we have will be the "biggest, best, and most beautiful brotherhood of Marvelites of all time! Yay, we waited—and now the long wait is over! Now—we herald in the era of—**FOOM!**

And, since this is the second issue of what will be an entire series of free publications that all faithful Favers will be receiving when they least expect 'em, it's time for us to make a few meaningful promises to you, right here and now. Ready? Here goes—

We promise to always level with you. If we recommend a story, a book, a product, or anything at all, it's gonna be because we really think it's something you'll dig. If we offer you anything on these pulpier pages, it'll be a genuine, fourteen-carat bargain, or we won't offer it. If we give you a news item, it'll be something you can bank on—not just an unverified rumor, if someone at another publishing company does some-

thing worth mentioning, you'll hear about it right here—we won't act as though there's nobody but Marvel in the business of creating comics. (Although, in ever-unceasing effort to be scrupulously silent, we must admit there's nobody else as good!) And, if ever we fall on our freshly-strewned faces and come up with a clunker, we promise to tell you about it—just like it happened—so we can all have a laugh together.

The one thing that matters the most to us—the one aspect which will always be paramount in our mindful little minds—is Foom was meant to be fun! It was designed to turn you on—to take you behind the scenes of one of the most fascinatingly far-out fields you've ever gonna find—the wacky and wonderful world of comics! We want you to feel as though you're more than a reader, even more than a fan—we want you to feel as though you're a part of Marvel's magnificently anarchic Bulgep! We want you to share in the chaos and confusion—the madness and the magic in other words, up till now we've been taking the blame for everything all by

ourselves—but not anymore! Now we have you to share it with!

And, one last thing before we forget. This little relationship of ours was never meant to be a one-way street, dig? We expect you to keep in touch with us—to let us know what's happening—to show us in to what you like and what's dislike about Foom-Assembled. We want to learn about you so that we can file it all away in our giant computer for future reference. (Yeah, some giant computer! A little wikkid notebook that **Rossley Ray** keeps in his hip pocket—read to his pin-up of **Conan!** After all, when election time rolls around, who knows? You might be our next First Fave!)
Steve Lee (Foomus Fabrications)

Well, that's that! No sense wasting any more of your time with my own mind-up makings—it's time now to let you face front, hang loose, and take your place in the hallowed ranks of the frobbly Fabulous, fan-flung Fellowship of Foom! Excelsior!

Steve Lee (Foomus Fabrications)

One Foom is worth a thousand words! - Mike Rohr

WITH APOLOGIES TO R. CRUMB
FROM AN IDEA BY DAVE SNOW

Illustration by Mike Rohr. Comic by Jerry Ray - Steve Conway

KULL THE
DESTROYER

MARVEL COMICS GROUP TM

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BY THE
COMICS
CODE
AUTHORITY

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FROM THE CREATOR OF CONAN!

KULL TM

THE DESTROYER



BEGINNING:
A PULSE-POUNING
NEW
CHAPTER IN THE
STARTLING SAGA
OF THE MAN CALLED
KULL!

BY THIS
AXE
I RULE!



--AND WAIT TILL YOU SEE THE
SHOCK ENDING
TO THIS STORY OF STORIES!

**FAR-OUT
FANFARE
AND
INFOAMATION!**

new Vampire Tale's series, Satanna. The idea for this strip about the Devil's daughter was originally Stan Lee's, and the first story concerning this character will be a Roy Thomas-Johnny Ramita collaboration, 4 pages long, to get the idea off the ground and to allow Maroto time to collect his thoughts and approach to the series.

In the title *Dracula Lives*, Roy Thomas and Dick Giordano have teamed up to produce 10 to 12 page chapters, adapting Bram Stoker's original novel, *Dracula*. Thomas hopes that, in a few years, all of the chapters can be collected and released in a larger, higher-priced book, possibly a hardback.

Gardner Fox and George Evans are hard at work producing a tale in which Dracula meets Countess Blood in Vampire Tales 4, while a 20-page Zombie tale, an adaptation of R. E. Howard's "Hills of the Dead" is

being worked on in another part of the great Marvel comics factory.

John Severin has drawn a Vampire western written by Don McGregor, titled "Vendetta at Mango Mesa," and Russ Heath has a 4-page script by Doug Moench that is to appear in one of the ever-sized monster books. This story will mark the return of Russ Heath to the Marvel Bullpen after an absence of many, many years.

The *Haunt of Horror* will be suspended with this issue, pending the results of the first two issues' sales figures. The digest-sized pulp is on a quarterly schedule though, so if the decision is made to con-



Since their debut several months ago, Marvel continues to shape and polish their over-sized monster magazines.

Gerry Conway has sent Spanish artist Estaban Maroto a complete script for the



tinue, there will be no long delay between issues three and four. Monster Madness has also suspended publication pending the return of sales figures.

The British Marvel editions have taken off like a rocket, and the Marvel characters are being systematically introduced to Great Britain. Not all of the list of Marvel characters have been formally "originated" as of yet, calling for some rewriting and panel elimination. For instance, a recent Hulk story for the British books carried a guest appearance by the Avengers. However, the Avengers have not been presented to the readers there yet, so their mention had to be adjusted for the story. Rich Buckler and Mike Esposito are doing new covers for all of the books.

The *Conan* comic book will be entering the pirate stage of the barbarian's adventures soon, with this storyline continuing from six months to a year, depending on how popular it is with the readers. Conan will make his way to Africa and the region which is now Egypt, where the adaptation of the "Queen of the Black Coast" will take place. It seems that *Conan 8* was actually the turning point for the book, as the sales rose to a point where it became a money maker.

Roy Thomas is currently working on a

Canon story that is an adaptation of an old Prester John tale by Norvell Page titled "Flame Winds." The story takes place in an ancient land resembling medieval China and involves the customary swashbuckling heroics and breathtaking derring-do.

There is a special 10-page sword and sorcery story for Gil Kane to illustrate whenever he finds the time to squeeze it into his busy schedule. It will probably wind up in the *Savage Tales* magazine, but as of now it is only a script. The interesting point about it is that it was originally intended to be drawn by Al Williamson, but time was a factor and Al had to turn down



the assignment.

Morbis, the weird Spider-man villain who is currently being featured in *Vampire Tales*, has reportedly been slated to star in a new color comic, drawn by Paul Gulacy, another Dan Adkins discovery.

Mike Royer will be appearing at Marvel soon, pencilling and inking *Ka-Zar*, probably over Marie Severin's breakdowns.

Doc Savage is now being plotted by Gardner Fox, with the scripting and art being handled by a number of people. Issue 7, an adaptation of "The Brand of the Werewolf," takes place in the Canadian Northwoods, and the adventure is triggered by the mysterious death of Doc's uncle, Alex Savage. The cast includes Doc, Renny, Ham and Monk. Ross Andru and Frank Giacoia will illustrate. **Doc Savage 8** will have layouts by Rich Buckler and there are plans for a new "villain policy" for the comic. In the future, most of the villains will be taken from various old pulps, thereby eliminating most of the straight adaptations—for the moment.

For the time being, production on the *Doc Savage* series will come to a halt with issue 8. Editor Thomas would like to continue the series, but has decided to lessen the work load for the bullpen while waiting for sales figures on the current books.

Other changes at Marvel include the cancellation of *Warlock*, *Combat Kelly* and *Red Wolf* in order to make room for three new titles: *Dead of Night*, *Uncanny Tales* and *Weird Wonder Tales*. This last book will be published on an alternating schedule with *Worlds Unknown*.

Another new series coming up is *Fu-Manchu* by Steve Englehart and Jim Starlin. Scheduled for release in September, this book will continue where the Sax Rohmer novels left off, carrying on the struggles of Nayland Smith against the insidious Oriental villain. The first episode offers the appearance of the son of Fu-Manchu, and his rebellion against his father's world-conquering ambition. Dr. Petrie will be among those to fall at the hands of the evil menace. Jim Starlin, a karate aficionado himself, will try to infuse an aura of believability to the fight sequences in



Don't try over spilled Foom! - Mike Keahr



the book by applying his knowledge of the subject. This title is intended as Marvel's contribution to the Kung Fu, Iron Fist genre currently sweeping the country.

Dracula 12 will find our favorite bloodsucker trapped in a haunted house with the Blade, Drake and other friends. In the end, everyone manages to escape alive . . . except one! Issue 13, the June release, finds the remaining part of the group taking off after Dracula, blaming him for their friend's death. Tom Palmer will once again begin to ink Gene Colan's pencils with this issue, guided by the writing of Marv Wolfman. With issue 14, a Revivalist comes into the picture and, seeking to boost his congregational attendance, sets out to resurrect Dracula.

There will be more of a science fiction slant to *Thor* beginning with a two-parter, "The God Jewel." Gerry Conway has Thor



and his companions discovering a giant stone called the God Jewel, but the catch is that Sif and Karnilla are trapped within the stone and are being drained of energy and life. John Buscema continues as penciler and Jim Mooney catches on as the new inker. Issue 216 winds up the God Jewel adventure, as Thor encounters Xorr, and a new Colonizers tale is hinted at. The next issue, due out in July, delivers a most unusual story concerning Igron, a former associate of Loki, and his plot to take over absolute control of Asgard while Thor and his more powerful friends are away.

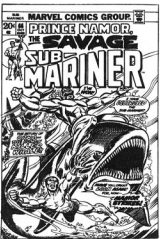
Thor 217 is titled "All Swords Against Them," and features an epic struggle of Asgardian against Asgardian as our heroes return to the fabled land. It seems as though imposters have taken over the throne and each must fight his double to the death.

Jim Starlin is taking over complete control of **Captain Marvel** writing, pencils and coloring. He begins by co-writing issue 28 with Mike Friedrich, in which Captain Marvel, the Destroyer and the guest-starring Avengers are all clobbered by the bad guys—the Controller and Thanos.

Issue 139 of the **Fantastic Four** contains part two of the battle with Miracle Man, and provides some most interesting revelations about Franklin Richards' super powers. The Hulk is being warmed up for a guest appearance in the FF very soon.

In issue 140 of the FF, the sub-plot problems of Reed and Sue's separation are brought into focus. Sue is contacted by Agatha Harkness and an old villain returns to plague and eventually defeat the team. The origin and plans of the villain are explained in "Annihilus Revealed."

Scheduled to do issue 11 of **Werewolf**



By **Night**, Marv Wolfman, Gil Kane and Tom Sutton are going to introduce the Hangman, an overly enthusiastic crime-fighter who sets out to right all wrongs by tracking down all evildoers. While all this is going on however, Jack Russell is getting a new apartment, new neighbors and a new set of problems.

Spiderman guests in **Daredevil** 103 when the pair of crime-fighters try to stop Ramrod from gaining access to a special set of papers, which a mystery villain would like to obtain. The next issue continues the story with Kraven the Hunter coming into the plot. Murdock's law partner, Kerwin J.



Photo in the morning done by Mike Ueckert

Broderick, also plays a big part in the eventual finish.

In **Daredevil** 105, our intrepid hero is tossed over a cliff, rescued by Madame MacEvil and learns of Broderick's plot to conquer the world. Guest stars and villains in this issue include Kraven, The Dark Messiah, Ramrod, Angar, Terra of the Living Earth and Madame MacEvil in a 5-page origin sequence drawn by Jim Starlin.

Coming on the Marvel scene is the new **Savage Sub-Mariner**, who is actually the old Sub-Mariner in a new costume. Present plans call for a period in which, due to another operation, Namor will return to do battle on the surface world, for a while anyway.

As Don McGregor takes over the **War of the Worlds** series, Killraven must fight the Warlord and his biologically mutated beings. It seems as though the Martians are performing radioactive experiments in the hopes of creating host bodies into which they can project their life forces so that they can exist outside of their life-supporting mechanical tripods. There will also be several new supporting characters in the strip named Camilla Frost, Grek and something or someone called Old Skull.

Steve Englehart has lined up a battle royale between the Defenders and the Avengers as both books are occupied this month with fights between Thor and the Hulk, Valkyrie and the Swordsman, the Vision and the Surfer and Captain America and the Sub-Mariner. Would you believe Loki and a villain named Dorney are at the bottom of the entire thing?

Fury is still hospitalized, so he is out of the fight between Captain America and the Yellow Claw. In issue 167 of Cap's book, the Claw attacks SHIELD headquarters and tries to steal one of Dr. Doom's captured robots. His plans go astray, however, when Suwan turns against him and mortally



wounds the yellow fiend. The Claw has the last laugh, as he rejuvenates himself by stealing her life force, turning her to dust. Ya gotta see it to believe it!

Betty Talbot, as the Harpy, flies the Hulk to the deserted island of the Red Raven in issue 169 of *Green Skin's* mag. Once on the island, they meet the last survivor of the strange bird-like race. (Again?) Modok arrives on the scene (he's back from the dead too?), and proceeds to disintegrate the island once and for all. Maybe!

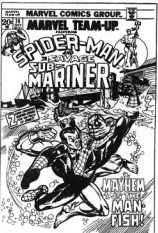
Tony Stark gets into an argument with Happy Hogan over Pepper while Iron Man fights with Dr. Spectrum again in issue 64. Dr. Obatu also makes an appearance, just to add a little brightness to a tired superhero's day.

The Thing and Iron Man team-up in *Marvel Feature* 12 to battle the Blood Brothers, which ties into the recent Captain Marvel storyline. It seems as though all of the cosmic shenanigans being carried on by Mar-vell and Co. are being monitored and overseen by Thanos, and will be resolved in a later issue of CM's mag.

Mike Ploog will take over the Kull series, and when he does, it will undergo a title change and become *Kull the Destroyer*. Kull will also be dethroned in this story

and his tales will be shortened to 15-page mini-epics. The remainder of the book will be filled with short reprint features with sword and sorcery themes.

Spiderman continues to face problems both on the rooftops of New York and in his own personal life as Peter Parker. Issue 124, a Conway-Kane-Romita production, is the basis for the debut of Man-Wolf, in reality J.J. Jameson's astronaut son who is affected by a piece of lunar rock he hangs around his neck. It also marks the beginning of a new relationship between Peter and Mary Jane. Ross Andru takes over the art with the June release, 125, and Man-Wolf continues to raise havoc. The highlight of the issue, however, is when Harry finds Peter and Mary Jane together, and the fireworks fly. Things start hopping with 126 though, as the Kangaroo returns—changed to a super-villain by Jonas Horrow's mind control device. Harry disappears,



and we get a glimpse of what eventually is going to be known as the Spideymobile, a comedy element that never seems to work! Things are never dull around that comic, are they?

Marvel Team-Up will feature Spider-Man and the Sub-Mariner against Dr. Dorcas and the Aquanoids, marine creatures that have mutated into almost-giant forms with the head and limbs of giant squid, manta rays, lobsters, etc.

Strange Tales returns once again, beginning with number 169 and showcasing a new hero called Brother Voodoo. Brother Voodoo is actually Jericho Drumm, and his origin and battle with Damballah the Snake God are told in this issue by Wein, Colan and Adkins. Maintaining a monthly schedule, issue 170 of *Strange Tales* features the second part of the origin-Damballah story, spotlighting on an international voodoo



Buckler is going to do the breakdowns for the FF, leaving the finished pencilling and inking to Joe Sinnott.

It is a new title from Marvel, capitalizing on the current horror craze and the early 60's Gogom and Rom-buu monster books. Dick Ayers will be doing the artwork for this four-color comic, borrowing generously from the early Kirby titles.

With issue 16, **Luke Cage, Hero for Hire** will become **Luke Cage, Powerman**, and will be invested with a new burst of superheroism and a quick course in diction. Len Wein and George Tuska will produce the book from now on (well for a few months anyway), and much of Cage's jivin' slang will be eliminated. Billy Graham would like to continue to ink the series, but other commitments may prevent his participation.

The early Avengers story, featuring the original Powerman, will be reprinted in

Marvel Triple Action 15. In an upcoming Luke Cage tale, the two will meet to decide who is the real possessor of the title Powerman.

Steve Englehart, Marie Severin and Herb Trimpe are working on a two-part adaptation of Gaston Leroux's "Phantom of the Opera" for **Supernatural Thrillers**, while Gary Friedrich is working on the next adaptation for the book entitled "The Headless Horseman of Sleepy Hollow."

Stan Lee is once again working on that large **Marvel Origins** book, hoping to have it ready as a special Christmas item for bookstores and mailorder. The format and size of the book has yet to be settled, but



Stan hopes to include the 30's and 40's origins of the Sub-Mariner and Human Torch, as well as the 60's origins of Spidey, Thor, The FF, The Hulk, Captain America, Daredevil, Iron Man and more. Ol' Smiley and Roy are even considering writing a short introduction to each of the origin stories giving a little insight and personal background on the creation of a Marvel character.

The hour-long Christmas special TV show that we told you about last issue is progressing nicely. All of the music has been written by Steve Lemberg, and Gerry Conway has written the first draft of the teleplay. Now all that remains is for a union writer to polish the script and the William Morris agency to see that it is handled by a reputable company.

Steve plans to make a record of the **Marvel Christmas Special** if the show cannot be produced in time, and has a whole bag of tricks up his sleeve. Lemberg has also put together a second Spiderman record, to be produced shortly. On this disk, Spidey sings and the whole Marvel bullpen and cast of characters are on hand for the finish. Steve, by the way, wrote the theme for the **Freedom Train** which is touring the country right now, drumming up publicity for the rapidly approaching Bi-Centennial.

combine.

Issue 171 of **Strange Tales** pits Brother Voodoo against Obeah and the evil Baron Samedi. There is a flashback sequence of Brother Voodoo's previous battle with the Baron in New Orleans. This strip, by the way, is on a monthly schedule for the summer sales period only. After the heavy selling season is over the book will revert to a bi-monthly schedule.

The **Monster of Frankenstein** will undergo a title change in the next couple of issues to become **The Frankenstein Monster**. Mike Ploog will no longer be handling the art for the series, however, so John Buscema will take on the art chores as the book goes on a bi-monthly basis.

In order to accommodate Frankenstein in his busy schedule, Buscema was forced to give up the task of preparing the layouts for the **Fantastic Four**. Consequently, Rich





HUNT THE HULK!

Photo: Marvel/Disney - ©2013 by Hasbro - Marvel Properties



STUMP THE HULK! FIND THE HULK! DESTROY THE HULK! You've read it a hundred times in the comics, now it's your turn!! **HUNT THE HULK** is an exciting new encounter designed especially for Marvel Madmen who dig the thrill of the chase, the conflict of the hunt, or just plain ol' sneakiness! **HUNT THE HULK** is a Marvel game for 2 players. Depending on how skillful you are and how fast you can create a plan of action, it can last for a few seconds or a few minutes. Begin by cutting out the markers at the bottom of the page and pasting them on coins or buttons (or simply use buttons). Decide who will be the **HULK** and who will be the **HULK HUNTERS**. The Hunters line up across one end of the board on the green squares, while the Hulk takes any position on the opposite side. All movement takes place on the green blocks only. Flip a coin to determine who moves first. The object of the game is for the four Hunters to trap the Hulk within their lines, to encircle him, or back him into a corner so he cannot move. The Hulk's objective is to escape through the Hunter's lines. The game is over when either event occurs. Keep score of your games! Switch sides! Oh, yes, one more thing — the Hulk can move one space **IN ANY DIRECTION**, while the Hulk Busters can move **FORWARD ONLY!** No jumping over players! **OK, get ready to HUNT THE HULK!** Precariously pursue that peculiarly pigmented personage of ponderous proportions in purple pants! **HULK IT UP, NOW!!!**



Here's an advance look at Marvel's new barbarian blockbuster, SAVAGE TALES!

RETURN OF SAVAGE TALES

Roy Thomas as interviewed by FOOM Agent Dwight R. Decker

The Madison Avenue offices of the Marvel Comics Group look pretty normal. There's the receptionist, the potted plants, and the chairs to sit on while waiting for Mr. Forbush to see you.

When we at FOOM heard that Marvel was bringing back *Savage Tales*, we rushed one of our intrepid reporters right over to cover the story. If he had been expecting to open the office door and see a brawny barbarian wading through gore and swinging a mighty battle-axe, or be welcomed by a decrepit and bent old wizard occupied in tending a steaming cauldron and muttering cryptic and forbidden incantations, he was probably disappointed. Over here at FOOM, nobody thinks anything of it when Jaunty Jim jumps into a black leather jump-suit (of course!), slips on his eye-patch, grabs his Hypertronic Discombobulator, and goes off to fight the Hordes of Hydra—but much to our reporter's dismay, Roy Thomas didn't look a thing like Conan!

Roy told us that the book had been cancelled even before the sales figures came in. Business conditions in the magazine industry made the publisher reluctant to go into oversized comics in the first place, and the book was not promoted very strongly. Distribution was spotty and, because Marvel could not promise at least four issues, *Savage Tales* wasn't even distributed at all in Canada. (Stan later checked around and found that wherever the book was put out, it sold fairly well.) But, these and other factors finally prevented any further issues.

Some material had already been prepared for the second issue, such as the cover, a painting by John Buscema, and a 16-page Conan story drawn by Barry Smith called "The Dweller In The Dark". The cover was set aside and the Conan story was eventually printed in *Conan* 12. It often happens in comic books that the artwork is "too good" for the printing process to do it justice, and the result in *Conan* 12 was just one more instance. Intending the story for black-and-white reproduction, Barry had drawn using much fine detail and shaded with pencil grays, which don't reproduce at all well in color comics. Worse yet, the story was printed from photostats of photostats. To say the least, the published story, which in Roy Thomas' opinion had been one of Barry's finest art jobs, came out poorly.

With the return of *Savage Tales*, however, that dweller in the dark will get a second chance. The story will be reprinted in an upcoming issue of *Savage Tales*, this time directly from the original artwork.

That's just one of the great things planned for the new *Savage Tales*. Now that the time seems right for going into the field of comic magazines, Marvel is prepared to back the publication with everything it has in this time around.

When Stan and Roy first talked about bringing *Savage Tales* back, they considered it only as a one-shot; later, as plans progressed with the other new maga zines and as the *Conan* color comic grew more and more popular, they decided to issue *ST* regularly. Because so many other new oversized books were going on sale, however, they planned to hold back on releasing *Savage Tales* for awhile. Then they learned how well the first issue of *Dracula Lives* was received by the public—why wait? they asked themselves. So after nearly three years, *Savage Tales* #2 is finally on the way, and between the feature-length Conan story by Roy and Barry, and the cover painting by John Buscema (the same one that would have been on *ST* 2, had it come out back in early '71!), it's been well worth the wait!

And there's more to come. When our intrepid FOOM reporter asked Roy what was in store for future issues of *Savage Tales*, he was immediately struck by the man's enthusiasm. Far from being a disinterested or bored professional working in the comics field solely for the paycheck, Roy spoke for a long time on his plans for the magazine with the voice of a man who enjoyed his job. As he sketched out his ideas for stories and features, it became clear Roy's work on *Savage Tales* is a labor of love. If anyone ever wonders what Marvel's secret is, that might be the answer.

Each issue of *Savage Tales* will feature a 20-30 page Conan story, usually by Barry Smith. Barry is another one whose work on Conan is a labor of love; he knocks himself out by putting an incredible amount of work and detail into the stories he illustrates. In fact, the lettering for the stories is being done separate from the artwork; after printing, the word balloons can be detached and the art exhibited without any lettering as Art. With all the work Barry is putting into his assignments, it's evident he won't be able to make every issue. Artists like Neal Adams and John Buscema are waiting in the wings to fill in if needed.

Neal, by the way, has been working on an adaptation of Howard's "Curse of the Golden Skull" for the magazine's backlog. 25-30 pages long and done in wash, it's not to be missed when it's printed, two or three issues from now.

Roy assured us that for the sake of consistency in style, the number of artists involved will be limited. *Conan* is a tough strip to draw because of the immense

amount of work involved, and after Barry's precedent-shattering, meticulously detailed labor on it, any art by an artist who doesn't exhaust himself would badly upset the strip's continuity. Roy said he felt that Barry, Neal, and John were all able to continue *Conan* in the manner the readers had come to expect and that their realistic styles complemented each other quite well.

While Conan's adventures in the color comics will unfold in chronological order, the stories in *Savage Tales* will skip around to various episodes in Conan's life. This way, the reader will be given a wider variety of stories, and the problems of maintaining two different continuities will be avoided. Judging from the hints Roy dropped, Conan's greatest and most spectacular adventures lie just ahead.

Planned are articles on S&S, either written especially for *Savage Tales* or reprinted from the top fanzines in the field. Experts like writer Lin Carter and Glenn Lord (literary agent for the Howard estate) will serve as technical advisors and consultants as well as write articles. There will also be features and interviews dealing with the people involved with Conan—people like Roy himself, Barry Smith, John Buscema, L. Sprague DeCamp, Lin Carter, Glenn Lord, and others. Plenty of maps and other items of interest will finish things off.

Many readers will remember Gil Kane's venture into barbarian swashbuckling, *Blackmark*. Appearing as a paperback book, this comic strip novel had its share of distribution problems and was hard to find. Although the book was to be the first of several, no others followed. Finally there's some good news about the strip: *Savage Tales* will soon begin serializing *Blackmark* 10 - 15 pages an issue, starting from the first page of the first (and only) book and going straight on through. Those of you who missed the book will be able to pick up on this great story at last, and those of you who were lucky enough to find a copy will finally be able to read the sequel when it is published. At last report, Gil was about half-way through the third book, so there's plenty to look forward to.

To wrap things up, most issues of *Savage Tales* will have short back-up features, about 5 - 10 pages depending on space, concentrating on Conan and other Howard material. Marie and John Severin have been scheduled to do several King Kull stories. Billy Graham has another Howard-derived strip he'd like to do in mind, and there's talk of an Estaban Marato "Red Sonja" series and a host of Solomon Kane stories.

Our reporter left the Marvel offices no longer disappointed. True, there were no musclemen to be seen wielding flashing swords against swarms of foemen, unless that sort of thing was confined to the Production Department in the back room. But what our reporter had seen in Roy Thomas' office had been even better than that: he had seen a gateway to another world. The world of dreams and imagination.

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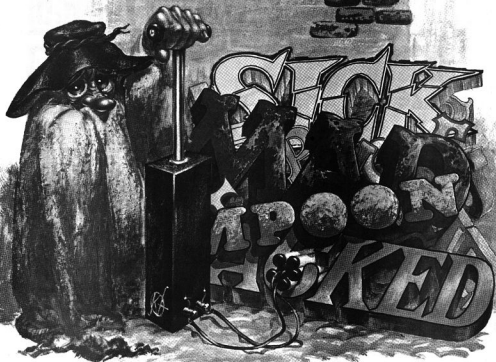
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SPECIAL ISSUE ON THE FUTURE-- OR WHAT'S LEFT OF IT

Look for this cover of Marvel's new oversized humor magazine and you'll see why we gave it that title!

There are a good number of comic book oriented fanzines published every month around fandom. They can cost anywhere from 25¢ to a couple of dollars, and they manage to cover every possible aspect of comics. Each issue, FOOM will list and recommend several of the most popular fan magazines available today. Please remember that because many of these publications are limited in number and are products of an individual's hobby and interests, they do not always print enough copies to meet the demands of the readers. We highly advise that upon first ordering many of these fanzines, you enclose a check or money order as payment and have a little patience. Most of the fanzines come either third class mail or book rate, so there may be a delay of several weeks before your order is processed and delivered to you. In most cases, if an issue is sold out, a publisher will hold the order over until the next issue is published.

Possibly two of the most essential items necessary for a comic collection are Steranko's **HISTORY OF COMICS** volumes. Wrapped in beautifully illustrated covers by the author, these well-researched books cover every aspect of comic book history. Written and prepared by award-winning artist, Jim Steranko, each page is virtually bursting with cover reproductions, original drawings and inside stories about your favorite comic writers, artists and characters. Volume One is 84 pages, and covers the beginnings of the comic art form as well as the histories of such favorite characters as Captain America, Superman, Batman and the other popular comics of the 40's. The Second Volume is even bigger, running 132 pages, and featuring a rich variety of information and graphic excellence in the same manner as Volume One. This second book gives you the rundown on Captain Marvel, the Marvel Family, The Spirit, Blackhawk and a host of artists and writers as well as spotlighting hundreds of other characters. For the person just beginning his comic book collecting career, these books are a must. For those who are already collectors, these volumes provide a valuable insight behind the scenes of the industry. Volume One is available for \$3 plus .25 postage and Volume Two is \$5 plus .40 postage (foreign orders add .25), both from SUPERGRAPHICS, BOX 445, Wyomissing, Penna. 19610.

Another publication for the comic-bug is **COMIXSCENE**, the finest bi-monthly publication of comic book news, as well as coverage of the motion picture, pulp and media scenes. A two-color tabloid, **COMIXSCENE** manages to give its readers advance news on which books are being dropped, what new books are being planned, and detailed reports on who will write and draw virtually every book on the newsstand. There are also countless cover reproductions of books months in advance, as well as articles on the pulps, comics, motion pictures and special features. Besides all this, you will find some of the greatest artists in the

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A fine example of a well-rounded comic oriented fan magazine can be found in Martin Greim's **COMIC CRUSADER**. Published several times each year, **CC** offers in-depth articles as well as original and new comic strips. Marty always presents his fanzine in a neat package, decked in professionally illustrated covers and inside spot illustrations. You can order the current issue of **COMIC CRUSADER** for 75¢ from Martin Greim, Box 132, Dedham, Massachusetts 02026.

If you are the type of collector interested in obtaining old issues of your favorite comic, Golden Age material, or just anxious to order issues you some how missed buying, then the **Buyer's Guide** is for you. For just \$2 per year, you will receive a new issue every other week. The tabloid-sized paper is full of ads from other comic fans and dealers, offering comics, art, fanzines and other goodies for sale. You can order or inquire about a subscription by writing **Buyer's Guide**, Dynapubs Enterprises, RR 1, Box 297, East Moline, Ill. 61244.

Another well-packaged, fully-illustrated fanzine is Bill Wilson's **THE COLLECTOR**. Spiced with articles on comics, fiction, an occasional strip and artwork by many of your favorite professionals, **THE COLLECTOR** is well worth your time and money. You can order copies at \$1.00 per issue from Bill G. Wilson, 1535 Oneida Drive, Clairton, Pa. 15025.

One of the finest looking and written

fanzines produced today is Mike Barrier's **FUNNYWORLD**. Based primarily on funny animal comics and animation, the magazine also offers comic strips and a highly professional quality which is hard to top. Barrier's style of writing and editorial excellence are some of the best in all of fandom, and whether you are acquainted with, or interested in funny animals or animation, you are guaranteed to enjoy **FUNNYWORLD**. Issues can be ordered at \$1.25 per copy from Mike Barrier, Box 5229 Brady Station, Little Rock, Arkansas 72205.

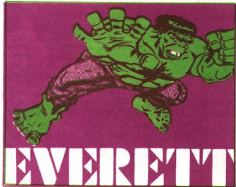
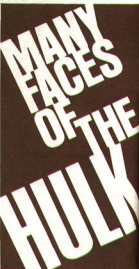
Fanzines can be fun, especially if you accept them as an added benefit to comic collecting. You're one of us now, FOOM follower, and we are all here to enjoy.

Comic readers who crave a more sophisticated approach to the subject of comic art will find **WONDERWORLD** one of the most enlightening magazines available today. A 40-page periodical which is published quarterly, the book is filled with articles, features and columns by a host of knowledgeable contributors. Those of you who are interested in the foreign comic market will find the most complete coverage within these pages. The recently expanded magazine now runs several comic stories which would be difficult indeed to find elsewhere. **WW** can be ordered at .75 an issue from Graphic Story Press, PO Box 16168, Long Beach, Calif. 90806.

WONDERWORLD'S companion publication, **GRAPHIC STORY**, is another highly recommended magazine that the serious student of the comic form will want to add to his required reading. Editor Richard Kyle has sought out and selected a series of choice items from all over the world, from yesterday's comic strips to tomorrow's hardbound editions. **GRAPHIC STORY** is available at \$1.25 from the address above.

Fellow Foomers will be interested in the multi-approach fanzine **RAGNAROK**, if only for its Marvel-oriented material. Full of interviews, art and articles, this publication comes through with an equitable share of features other 'zines often lack. Ample samplings of fan and pro art round out this mini-mag which can be had for .60 from Mark Collins, 456 Orange Road, Orange, N.J. 07050.

Quality is the key word when discussing **HERITAGE**, a professionally-produced magazine dedicated to exploring the galactic world of Flash Gordon and his creator, Alex Raymond. The spirit of one of comic art's premiere space soldiers is convincingly captured in a volume of word and picture portraits about the Flash Gordon of films, books and comics. The magazine is packed from color cover to cover with strips, stories and satires by a legion of top artists like Wally Wood, Al Williamson, Neal Adams, Reed Crandall, and Esteban Moroto. Limited edition items, two different volumes are still available for \$3.50 and \$5.00 from Heritage, 2040 Wellwood Ave., Farmingdale, N.Y. 11735.



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Try as we would, nothing could stop Wally Wood, Gil Kane, Roy Thomas or Len Brown from producing a sequel to last issue's **FANTASTIC FEAR**. This time around, they did **The Incredible**

HUNK

One small step for Foon, One giant leap for meekind! - David Leitch



28 THE INCREDIBLE HULK

| NUMBER | DATE | TITLE | WRITER | PENCILS | INKER | PAGES |
|--------|-------|----------------------------------------------------|----------|-------------|-------------|-------|
| 1 | 5/62 | <i>The Coming Of The Hulk</i> | Stan Lee | Jack Kirby | Dick Ayers | 24 |
| 2 | 7/62 | <i>The Terror Of The Toad Men</i> | Stan Lee | Jack Kirby | Steve Ditko | 24 |
| 3 | 9/62 | <i>Banished To Outer Space</i> | Stan Lee | Jack Kirby | Dick Ayers | 11 |
| | | <i>Origin Of The Hulk</i> | Stan Lee | Jack Kirby | Dick Ayers | 3 |
| | | <i>The Ringmaster</i> | Stan Lee | Jack Kirby | Dick Ayers | 10 |
| 4 | 11/62 | <i>The Monster And The Machine</i> | Stan Lee | Jack Kirby | Dick Ayers | 14 |
| | | <i>The Gladiator From Outer Space</i> | Stan Lee | Jack Kirby | Dick Ayers | 10 |
| 5 | 1/63 | <i>The Hordes Of General Fang</i> | Stan Lee | Jack Kirby | Dick Ayers | 13 |
| | | <i>Beauty And The Beast</i> | Stan Lee | Jack Kirby | Dick Ayers | 11 |
| 6 | 3/63 | <i>The Incredible Hulk Versus The Metal Master</i> | Stan Lee | Steve Ditko | Steve Ditko | 24 |

The family that Foams together, stays together! - Mike Boehr

TALES TO ASTONISH FEATURING THE HULK IN HALF THE BOOK

| NUMBER | DATE | TITLE | WRITER | PENCILS | INKER | PAGES |
|--------|-------|--------------------------------------------|----------|--------------------------------------------|---------------------------------------------|-------|
| 60 | 10/64 | <i>The Incredible Hulk</i> | Stan Lee | Steve Ditko | George Roussos | 10 |
| 61 | 11/64 | <i>Captured At Last</i> | Stan Lee | Steve Ditko | George Roussos | 10 |
| 62 | 12/64 | <i>Enter The Chameleon</i> | Stan Lee | Steve Ditko | George Roussos | 10 |
| 63 | 1/65 | <i>A Titan Rides The Train</i> | Stan Lee | Steve Ditko | George Roussos | 10 |
| 64 | 2/65 | <i>The Horde Of Humanoids</i> | Stan Lee | Steve Ditko | George Roussos | 10 |
| 65 | 3/65 | <i>On The Rampage Against The Reds</i> | Stan Lee | Steve Ditko | Dick Ayers | 10 |
| 66 | 4/65 | <i>The Power Of Doctor Banner</i> | Stan Lee | Steve Ditko | Vince Colletta | 10 |
| 67 | 5/65 | <i>Where Strides The Behemoth</i> | Stan Lee | Steve Ditko | Frank Giacoia | 10 |
| 68 | 6/65 | <i>Back From The Dead</i> | Stan Lee | Jack Kirby | Mike Esposito | 10 |
| 69 | 7/65 | <i>Trapped In The Lair Of The Leader</i> | Stan Lee | Jack Kirby | Mike Esposito | 10 |
| 70 | 8/65 | <i>To Live Again</i> | Stan Lee | Jack Kirby | Mike Esposito | 10 |
| 71 | 9/65 | <i>Like A Beast At Bay</i> | Stan Lee | Jack Kirby/ Mike Esposito | Mike Esposito | 10 |
| 72 | 10/65 | <i>Within This Monster Dwells A Man</i> | Stan Lee | Jack Kirby/ Mike Esposito | Mike Esposito | 10 |
| 73 | 11/65 | <i>Another World, Another Foe</i> | Stan Lee | Jack Kirby/ Bob Powell | Bob Powell | 10 |
| 74 | 12/65 | <i>The Wisdom Of The Watcher</i> | Stan Lee | Jack Kirby/ Bob Powell | Mike Esposito | 10 |
| 75 | 1/66 | <i>Not All My Power Can Save Me</i> | Stan Lee | Jack Kirby/ Mike Esposito | Mike Esposito | 10 |
| 76 | 2/66 | <i>I, Against A World</i> | Stan Lee | Jack Kirby/ Gil Kane | Mike Esposito | 10 |
| 77 | 3/66 | <i>Bruce Banner Is The Hulk</i> | Stan Lee | Jack Kirby/ John Romita | John Romita | 10 |
| 78 | 4/66 | <i>The Hulk Must Die</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 79 | 5/66 | <i>The Titan And The Torment</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 80 | 6/66 | <i>They Dwell In The Depths</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 81 | 7/66 | <i>The Stage Is Set</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 82 | 8/66 | <i>The Battle Cry Of The Boomerang</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 83 | 9/66 | <i>Less Than Monster, More Than Man</i> | Stan Lee | Jack Kirby/ Bill Everett | Bill Everett | 10 |
| 84 | 10/66 | <i>Rampage In The City</i> | Stan Lee | Jack Kirby/ Bill Everett/ Gene Colan | Bill Everett/ Dick Ayers/ John Romita | 10 |
| 85 | 11/66 | <i>The Missile And The Monster</i> | Stan Lee | John Buscema | John Tartagliano | 10 |
| 86 | 12/66 | <i>The Birth Of The Hulk-Killer</i> | Stan Lee | John Buscema | Mike Esposito | 10 |
| 87 | 1/67 | <i>The Humanoid And The Hero</i> | Stan Lee | John Buscema | Mike Esposito | 10 |
| 88 | 2/67 | <i>Boomerang And The Brute</i> | Stan Lee | Gil Kane | Gil Kane | 10 |
| 89 | 3/67 | <i>Then There Shall Come A Stranger</i> | Stan Lee | Gil Kane | Gil Kane | 10 |
| 90 | 4/67 | <i>The Abomination</i> | Stan Lee | Gil Kane | Gil Kane | 10 |
| 91 | 5/67 | <i>Whosoever Harms The Hulk</i> | Stan Lee | Gil Kane | Gil Kane | 10 |
| 92 | 6/67 | <i>Turning Point</i> | Stan Lee | Marie Severin | Frank Giacoia | 10 |
| 93 | 7/67 | <i>He Who Strikes The Silver Surfer</i> | Stan Lee | Marie Severin | Frank Giacoia | 10 |
| 94 | 8/67 | <i>To The Beckoning Stars</i> | Stan Lee | Marie Severin | Herb Trimpe | 10 |
| 95 | 9/67 | <i>A World He Never Made</i> | Stan Lee | Marie Severin | Herb Trimpe | 10 |
| 96 | 10/67 | <i>What Have I Created?</i> | Stan Lee | Marie Severin | Herb Trimpe | 10 |
| 97 | 11/67 | <i>The Legions Of The Living Lightning</i> | Stan Lee | Marie Severin | Herb Trimpe | 10 |
| 98 | 12/67 | <i>The Puppet And The Power</i> | Stan Lee | Marie Severin | Herb Trimpe | 10 |
| 99 | 1/68 | <i>When The Monster Wakes</i> | Stan Lee | Marie Severin | John Tartagliano | 10 |
| 100 | 2/68 | <i>Let There Be Battle</i> | Stan Lee | Marie Severin | Dan Adkins | 22 |
| 101 | 3/68 | <i>Where Walk The Immortals</i> | Stan Lee | Marie Severin | Frank Giacoia | 10 |

Here a Foam, there a Foam, everywhere a Foam-Foam! - Ricky McAdams

THE INCREDIBLE HULK

| NUMBER | DATE | TITLE | WRITER | PENCILS | INKER | PAGES |
|--------|------|-----------------------------------|----------------|---------------|---------------|-------|
| 102 | 4/68 | <i>--This World Not His Own</i> | Gary Friedrich | Marie Severin | George Tuska | 20 |
| 103 | 5/68 | <i>And Now The Space Parasite</i> | Gary Friedrich | Marie Severin | Frank Giacoia | 20 |

THE INCREDIBLE HULK

| NUMBER | DATE | TITLE | WRITER | PENCILS | INKER | PAGES |
|--------|-------|------------------------------------------------------------------------|---------------------------------------------------|-------------------------------|---------------|-------|
| 104 | 6/68 | <i>Ring Around The Rhino</i> | Gary Friedrich | Marie Severin | Frank Giacoia | 20 |
| 105 | 7/68 | <i>This Monster Unleashed</i> | Bill Everett/ Roy Thomas | Marie Severin | George Tuska | 20 |
| 106 | 8/68 | <i>Above The Earth A Titan Rages</i> | Roy Thomas/ Archie Goodwin | Marie Severin/ Herb Trimpe | George Tuska | 20 |
| 107 | 9/68 | <i>Ten Rings Hath The Mandarin</i> | Gary Friedrich | Herb Trimpe | Syd Shores | 20 |
| 108 | 10/68 | <i>Monster Triumphant</i> | Stan Lee | Herb Trimpe | John Severin | 20 |
| 109 | 11/68 | <i>The Monster And The Man-Beast</i> | Stan Lee | Frank Giacoia/ Herb Trimpe | John Severin | 20 |
| 110 | 12/68 | <i>Umbu, The Unliving</i> | Stan Lee | Herb Trimpe | John Severin | 20 |
| 111 | 1/69 | <i>Shanghaied In Space</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 112 | 2/69 | <i>The Brute Battles On</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 113 | 3/69 | <i>Where Fall The Shifting Sands</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 114 | 4/69 | <i>At Last I Will Have My Revenge</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 115 | 5/69 | <i>Lo, The Leader Lives</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 116 | 6/69 | <i>The Eve Of Annihilation</i> | Stan Lee | Herb Trimpe | Dan Adkins | 20 |
| 117 | 7/69 | <i>World's End?</i> | Stan Lee | Herb Trimpe | Herb Trimpe | 20 |
| 118 | 8/69 | <i>A Clash Of Titans</i> | Stan Lee | Herb Trimpe | Herb Trimpe | 20 |
| 119 | 9/69 | <i>At The Mercy Of Maximus The Mad</i> | Stan Lee | Herb Trimpe | Herb Trimpe | 20 |
| 120 | 10/69 | <i>On The Side Of The Evil Inhumans</i> | Stan Lee/ Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 121 | 11/69 | <i>Within The Swamp, There Stirs A Glob</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 122 | 12/69 | <i>The Hulk's Last Fight</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 123 | 1/70 | <i>No More The Monster</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 124 | 2/70 | <i>The Rhino Says No</i> | Roy Thomas | Herb Trimpe/ Sal Buscema | Sal Buscema | 20 |
| 125 | 3/70 | <i>And Now, The Absorbing Man</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 126 | 4/70 | <i>Where Stalks The Night-Crawler</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 20 |
| 127 | 5/70 | <i>Mogol</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 19 |
| 128 | 6/70 | <i>And In This Corner The Avengers</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 19 |
| 129 | 7/70 | <i>Again, The Glob</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 19 |
| 130 | 8/70 | <i>If I Kill You I Die</i> | Roy Thomas | Herb Trimpe | Herb Trimpe | 19 |
| 131 | 9/70 | <i>A Titan Stalks The Tenements</i> | Roy Thomas | Herb Trimpe | John Severin | 19 |
| 132 | 10/70 | <i>In The Hands Of Hydra</i> | Roy Thomas | Herb Trimpe | John Severin | 19 |
| 133 | 11/70 | <i>Day Of Thunder, Night Of Death</i> | Roy Thomas | Herb Trimpe | John Severin | 19 |
| 134 | 12/70 | <i>Among Us Walks The Golem</i> | Roy Thomas | Herb Trimpe | Sal Buscema | 19 |
| 135 | 1/71 | <i>Descent Into The Time-Storm</i> | Roy Thomas | Herb Trimpe | Sal Buscema | 19 |
| 136 | 2/71 | <i>Klaatu, The Behemoth From Beyond Space</i> | Roy Thomas | Herb Trimpe | Sal Buscema | 19 |
| 137 | 3/71 | <i>The Stars, Mine Enemy</i> | Roy Thomas | Herb Trimpe | Mike Esposito | 19 |
| 138 | 4/71 | <i>Sincerely, The Sandman</i> | Roy Thomas | Herb Trimpe | Sam Grainger | 19 |
| 139 | 5/71 | <i>Many Foes Has The Hulk</i> | Roy Thomas | Herb Trimpe | Sam Grainger | 19 |
| 140 | 6/71 | <i>The Brute That Shouted Love At The Heart Of The Atom</i> | Roy Thomas/ Harlan Ellison | Herb Trimpe/ Sam Grainger | Sam Grainger | 19 |
| 141 | 7/71 | <i>His Name Is Samson</i> | Roy Thomas | Herb Trimpe | John Severin | 19 |
| 142 | 8/71 | <i>They Shoot Hulks, Don't They?</i> | Roy Thomas | Herb Trimpe | John Severin | 19 |
| 143 | 9/71 | <i>Sanctuary</i> | Roy Thomas | Dick Ayers | John Severin | 19 |
| 144 | 10/71 | <i>The Monster And The Madman</i> | Roy Thomas/ Gary Friedrich | Dick Ayers | John Severin | 19 |
| 145 | 11/71 | <i>Godspawn</i> | Len Wein/ Roy Thomas | Herb Trimpe | John Severin | 33 |
| 146 | 12/71 | <i>And The Measure Of A Man Is Death</i> | Roy Thomas/ Gerry Conway | Herb Trimpe | John Severin | 21 |
| 147 | 1/72 | <i>The End Of Doc Samson</i> | Gerry Conway | Herb Trimpe | John Severin | 12 |
| 148 | 2/72 | <i>Heaven Is A Very Small Place But Tomorrow The Sun Shall Die</i> | Roy Thomas/ Chris Claremont/ Archie Goodwin | Herb Trimpe | John Severin | 22 |
| 149 | 3/72 | <i>The Inheritor</i> | Archie Goodwin | Herb Trimpe | John Severin | 21 |
| 150 | 4/72 | <i>Cry Hulk, Cry Hawk</i> | Archie Goodwin | Herb Trimpe | John Severin | 21 |
| 151 | 5/72 | <i>When Monsters Meet</i> | Archie Goodwin | Herb Trimpe | John Severin | 21 |
| 152 | 6/72 | <i>But Who Will Judge The Hulk?</i> | Gary Friedrich | Dick Ayers | Frank Giacoia | 21 |
| 153 | 7/72 | <i>The World, My Jury</i> | Gary Friedrich/ Roy Thomas | Herb Trimpe | John Severin | 21 |
| 154 | 8/72 | <i>Hell Is A Very Small Hulk</i> | Archie Goodwin | Herb Trimpe | John Severin | 21 |
| 155 | 9/72 | <i>Destination: Nightmare</i> | Archie Goodwin | Herb Trimpe | John Severin | 20 |
| 156 | 10/72 | <i>Holocaust At The Heart Of The Atom</i> | Archie Goodwin | Herb Trimpe | Sal Trapani | 20 |
| 157 | 11/72 | <i>Name My Vengeance: Rhino</i> | Archie Goodwin | Herb Trimpe | Sal Trapani | 20 |
| 158 | 12/72 | <i>Frenzy On A Far-Away World</i> | Roy Thomas/ Steve Gerber | Herb Trimpe | Sal Trapani | 20 |
| 159 | 1/73 | <i>Two Years Before The Abomination</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 160 | 2/73 | <i>Nightmare In Niagara Falls</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 161 | 3/73 | <i>Beyond The Border Lurks Death</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 162 | 4/73 | <i>Spawn Of The Flesh-Eater</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 163 | 5/73 | <i>Trackdown</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 164 | 6/73 | <i>The Phantom From 5,000 Fathoms</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 20 |
| 165 | 7/73 | <i>The Green-Skinned God</i> | Steve Englehart | Herb Trimpe | Sal Trapani | 19 |

Foe, He Fo, Foon, I snell the blood of an Englishman! - Ronald J. Peterson

THE INCREDIBLE HULK KING-SIZE SPECIAL

| NUMBER | DATE | TITLE | WRITER | PENCILS | INKER | PAGES |
|--------|-------|------------------------------------|----------------|---------------|------------|-------|
| 1 | 10/68 | <i>A Refuge Divided Pin-up</i> | Gary Friedrich | Marie Severin | Syd Shores | 51 |

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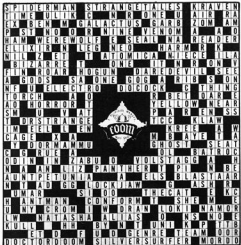


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- 11 Abomination
- 12 Vanisher
- 13 Super Adaptoid
- 14 Scarecrow
- 15 Crimson Dynamo
- 16 Yellow Claw
- 17 Scorpio
- 18 Red Skull
- 19 Tiger Shark
- 20 Mephisto
- 21 Boomerang
- 22 Magneto
- 23 Sentinels
- 24 Grim Reaper
- 25 Dr. Octopus
- 26 Electro
- 27 Firebrand
- 28 Drescula
- 29 Galactus
- 30 Mysterio



FOOM OF THE MONTH

I stored at the moon,
 From night to noon,
 And then I thought, "It's much too soon!"
 I said to myself, "Why should I gloom?"
 So I calmed down and whistled a tune.
 Then the mailman came; I rushed to my room
 And ran round like a crazy loon!
 If this wasn't it, it meant my doom!
 I opened it up, and IT WAS MY FOOM!
 Paul Reid

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