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ANNUAL THE AMAZING SPIDER-MAN



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2000

MACKIE JANSEN

THWIP

THAT
WOULD BE
MY CUE!

AAAIIEEEEEEE

IF I LET
PEOPLE NOT
LIKING ME STOP
ME FROM DOING
THINGS...

...I'D NEVER
GET *ANYTHING*
DONE!

SPIDER-
SENSE IS GOIN'
WILD--WARNING
OF DANGER.

THANKS TO MY
EVER-SO-SUBTLE
ENTRANCE, WHOEVER
IS HERE KNOWS I
AM HERE.

THEN
AGAIN...THAT
WAS MY
INTENTION!

SCREAMS
FROM *THIS*
DIRECTION--

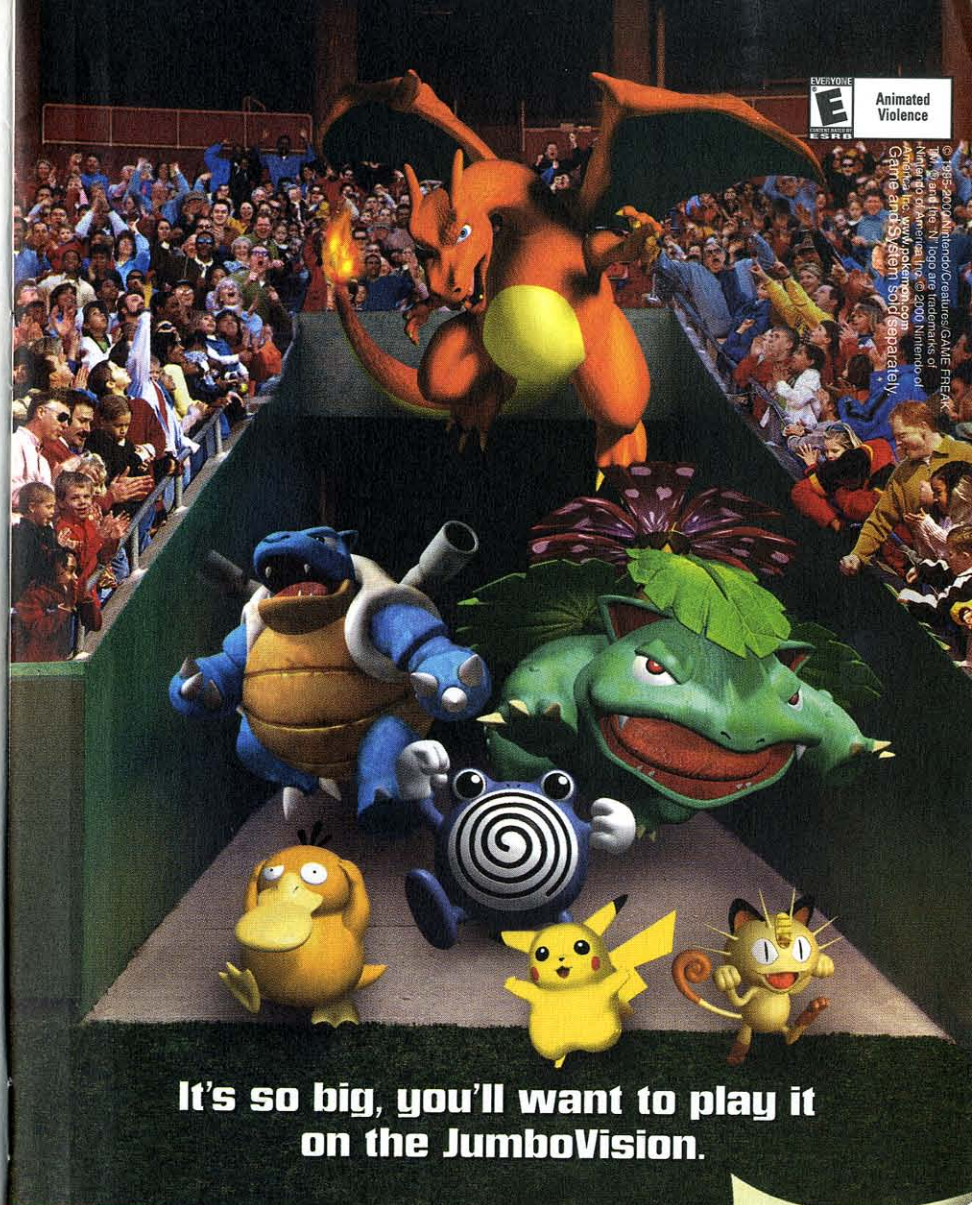
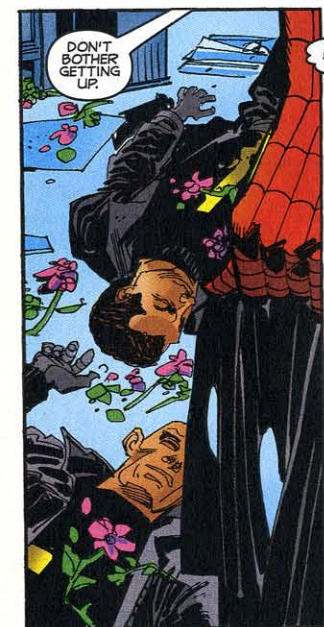
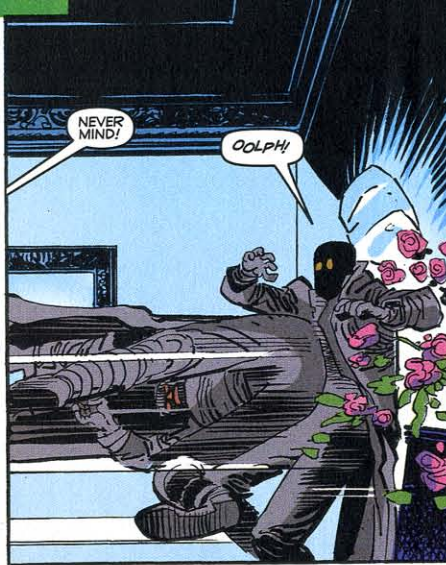
--WAIT
A MINUTE!
THIS PENTHOUSE
APARTMENT...IT'S
WHERE LIZ AND
HER SON *NORMIE
OSBORN*
LIVE!

LIGHTS
ARE OFF...
SCREAMING IS
DEFINITELY
COMING FROM
INSIDE...

...I CAN'T
WORRY ABOUT
UPSETTING
THEM WITH MY
APPEARANCE

DRAW THE BAD GUYS TO ME...

...LIKE
FLIES TO A
SPIDER!



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N64

EVERETT
E
Animated Violence

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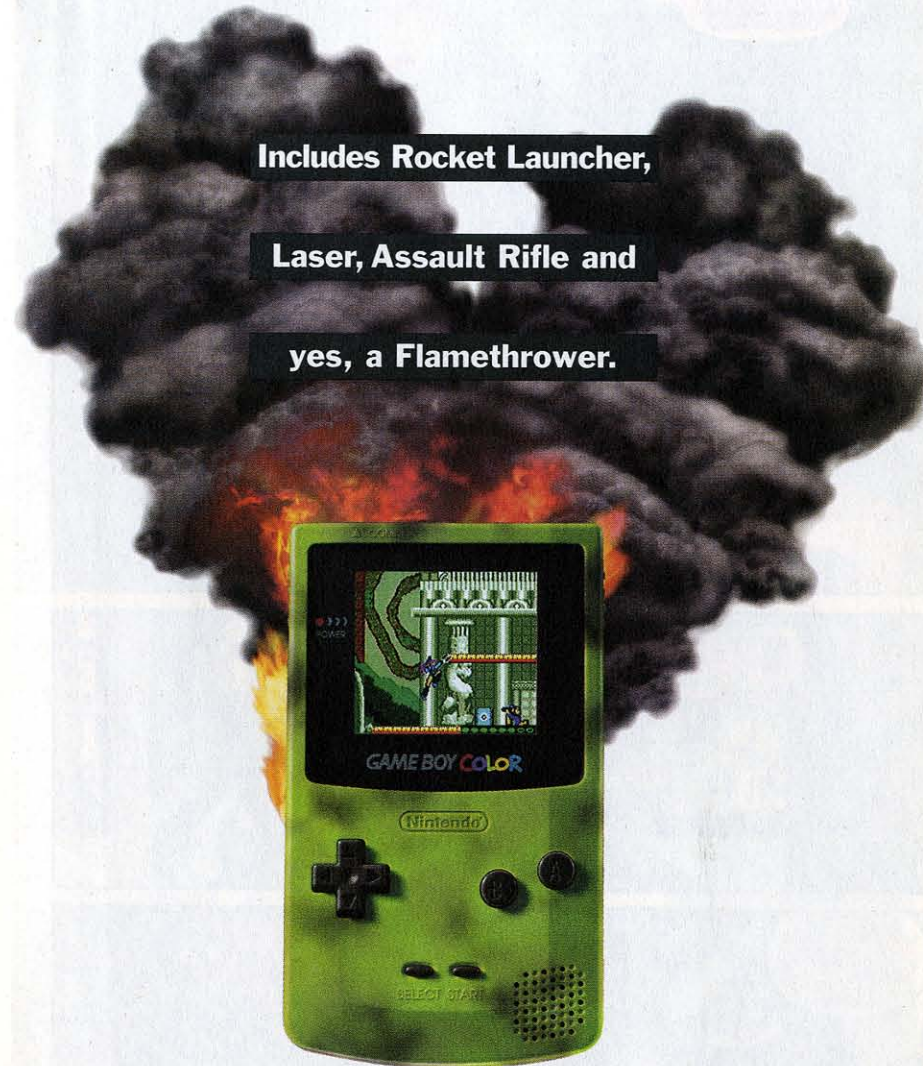
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1. HOW TO OBTAIN A GAME PIECE: Look for Official Game Pieces inside specially marked packages of 10-packs of Kool-Aid® Unsweetened Soft Drink Mix. NO PURCHASE NECESSARY. You may also request a free Official Game Piece by sending a self-addressed, stamped #10 envelope to: Kool-Aid! Scratch 'N Smile Game Request, P.O. Box 466041, Lawrenceville, GA 30042-6041. Requests must be received by 12/30/2006. Residents of WA/VT only need not affix postage to self-addressed envelope. Limit one request per stamped envelope per day. 2. HOW TO PLAY AND WIN: Scratch off the gray square area on the front of the Official Game Piece to reveal the prize message. If your revealed prize message says, "Winner" and the Kool-Aid smile face is not red, blue or green, you are a potential winner of the prize stated, subject to verification. Non-winning prize messages will reveal a yellow smile face and will contain 5 Kool-Aid Points, redeemable in the Kool-Aid Points program. Note: The prize message contained on your Official Game Piece is the determining factor whether you may have won a prize, regardless of the color of the Kool-Aid smile face. 3. CLAIMS: To claim a prize, mail your original Game Piece with a piece of 3" x 5" paper on which you have printed your full name, complete address, city, state, zip code, birthdate and telephone number in a stamped envelope to: Kool-Aid! Scratch 'N Smile Claims, P.O. Box 466054, Lawrenceville, GA 30042-6054. Grand Prize claims should be sent via registered mail, return receipt requested. All other prize claims may be mailed via first class mail. All claims must be received by 1/31/2007 and are subject to verification. All claims submitted become the sole property of Kraft Foods, Inc. Any claims received that is tampered with, illegible, mutilated, reproduced, contains printing or other errors, obtained through prohibited or not obtained legitimately, will be null and void. 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Grand Prize (prize message will state "Grand Prize Winner" with a red Kool-Aid smile face): 61" Projection TV, Nintendo 64 System plus a 20 game library (TV will be awarded in the form of a gift certificate to an electronics store selected by Sponsor). Approximate Retail Value (ARV): \$5,000. Odds of winning: 1:805,400. 2. First Prize (prize message will state "First Prize Winner" with a blue Kool-Aid smile face): Nintendo 64 System plus a 4 game library ARV: \$250. Odds: 1:8,054. 3. Second Prize (prize message will state "Second Prize Winner" with a green Kool-Aid smile face): Nintendo Game Boy Color System plus a 4 game library ARV: \$150. Odds: 1:3,222. Total approx. retail value of all prizes: \$67,500. Unclaimed First and Second Prizes will not be awarded. Non-winning Game Pieces will contain 5 Kool-Aid Points® message with a yellow Kool-Aid smile face. Kool-Aid Points® are redeemable in the Kool-Aid Points® program. Details about the program can be found at www.kool-aid.com. 6. 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By entering, participants agree to abide by and be bound by these Official Rules and the decisions of the independent judging organization, whose decisions are final in all matters. If due to a printing or other error, more prizes are claimed than intended to be awarded according to Rule 5, remaining prizes will be awarded in a random drawing from among all excess prize claims received. In no event will Sponsor be liable for more than the stated number of prizes in Rule 5. Acceptance of prize offered constitutes permission to use winner's name and/or likeness for advertising/trade purposes without further compensation, unless prohibited by law. 7. WAIVER: By entering this promotion, participant waives all rights to claim punitive, incidental and consequential damages, attorney's fees or any damages other than actual out-of-pocket costs incurred to enter. 8. WINNERS LIST: For the names of the winners, send a self-addressed, stamped, #10 envelope by 2/28/2007 to: Kool-Aid! Scratch 'N Smile Winners, P.O. Box 466053, Lawrenceville, GA 30042-6053. ©2006 Kraft Foods, Inc. Game trademarks and copyrights are property of their respective owners.



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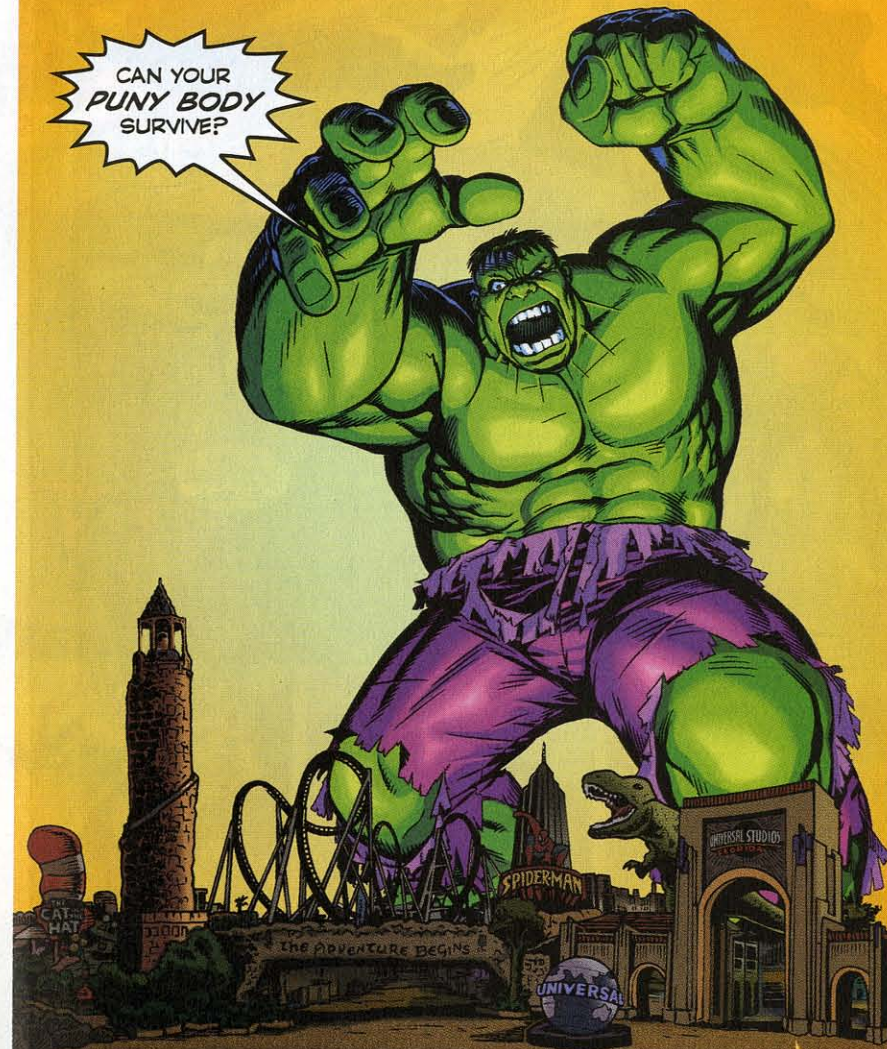
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WHOMP

A BATTLE IS NOT NECESSARY.



I HOPE YOU LEARNED IN THAT BRIEF DEMONSTRATION THAT I HAVE LITTLE TO PROVE IN TERMS OF MY ABILITIES.

YOU GOT LUCKY.



PLEASE...

C'MON, JUNIOR... YOU DON'T HAVE TO BEG!



WELL... THERE IS NO NEED TO BE SCARED ANY LONGER.

I PROMISE YOU... AS LONG AS YOU ARE WITH ME...

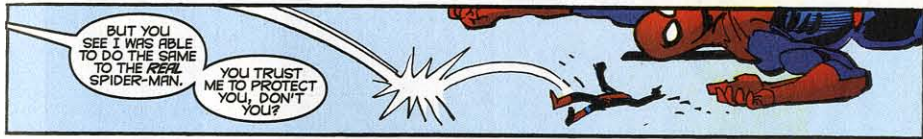
...SPIDER-MAN WILL NEVER HARM YOU, OR ANYONE CLOSE TO YOU AGAIN.



I SEE YOU HAVE QUITE A COLLECTION OF SPIDER-MAN ACTION FIGURES.

YOU FIND IT CATHARTIC TO TAKE OUT SOME OF YOUR ANGER ON THE DOLLS?

THAT'S HEALTHY, NORMAN.



BUT YOU SEE I WAS ABLE TO DO THE SAME TO THE REAL SPIDER-MAN.

YOU TRUST ME TO PROTECT YOU, DON'T YOU?



WHACK



THUMP



FWAM



I AM SORRY YOU HAD TO WITNESS THAT.

BUT, AS YOU COULD SEE, HE GAVE ME LITTLE CHOICE.

HMMMM?

HE SCARES YOU, DOESN'T HE, NORMIE?

Y-Y-YES.



SPIDER-MAN IS NOTHING.

I CAN PROTECT YOU FOREVER IF YOU LET ME.

Y-Y-YOU CAN?

OF COURSE I CAN. AND I CAN THINK OF NOTHING WHICH WOULD GIVE ME GREATER PLEASURE.

COME TO ME, NORMAN.



NORMIE! DON'T!

YOUR MOTHER IS CONFUSED, NORMAN.

I CAME HERE TO MAKE SURE THAT SPIDER-MAN COULDN'T HURT YOU... NOT LIKE HE HURT YOUR FATHER.



COME. LET'S GO SOMEWHERE SAFE!



NORMIE!
NO!!!

UGPH!
UNDERESTIMATED HIM...HOW DID HE...



WHY? WHY? WHY DID HE TAKE HIM? WHY DOES THIS HAVE TO HAPPEN TO US? WHY CAN'T THEY ALL JUST LEAVE US ALONE!

NORMIE?
I'LL FIND HIM. I'LL GET YOUR SON BACK.



NO.
STAY OUT OF OUR LIFE...WE DON'T WANT YOUR HELP.



WHENEVER YOU GET TOO CLOSE TO US...



...SOMEONE DIES.



I'M SORRY, LIZ, BUT...

...I'VE GOT TO PROVE YOU WRONG!



HULK SAYS: DRINK MILK! MILK IS GOOD. MILK HAS VITAMINS AND MINERALS. MORE THAN PUNY SPORT DRINKS! AND MILK HAS PROTEIN FOR MUSCLES. SO DRINK MILK OR HULK WILL GET ANGRY. AND YOU WON'T LIKE HULK WHEN HULK IS ANGRY.

got milk?





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- ☐ **CAB** Cable
- ☐ **DDP** Deadpool
- ☐ **GAM** Gambit
- ☐ **GEN** Generation X
- ☐ **MTX** Mutant X
- ☐ **XME** Uncanny X-Men
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H03MD5



BULLPEN BULLETINS

AVAILABLE MARCH 29TH

AVENGERS

Part 1 of 'The Death Song of Kulan Gath!' Responding to a distress call, the Avengers (sporting their new line-up), rocket off to Costa Verde — and run afoul of the sorcerer known as Kulan Gath! The last time he was in our time (back in UNCANNY X-MEN #190 - #191) he transformed Manhattan into a Hyborean-age city full of barbarians... what designs does he have now — and how do they relate to the Volcano God and the origin of Silverclaw? By KURT BUSIEK and GEORGE PEREZ!

MARVEL: THE LOST GENERATION (3 OF 12)

Continuing the saga that blows the lid off of the Marvel Universe's secret past! Meet the powerful parents of Gadhli! Witness the brain-tingling origin of Walkabout! Spring into action with America's #1 fun-loving couple, Oxbow and Pixel! And join secret agent Nick Fury as he investigates Marvel's Lost Generation of super heroes! By ROGER STERN and JOHN BYRNE!

WOLVERINE

The next chapter in Wolverine's life starts in this double-sized extravaganza! While old friends return to Wolverine's life, some brand-new — and decidedly vicious — enemies make their move! It's been six months since the war with Apocalypse, the return of his adamantium, the taking of his free will and the heart rending sacrifice. Now, as Logan grapples with the emotional repercussions, a new evil arises that targets his very heart! Who is Lord Haan, and how might his vile bloodline consume Wolverine? By STEVE SKROCK!

X-FORCE

Six months from when we last saw them, X-Force has a cut-down roll-call, a new leader and a redemption to their mission. There is a purposeful adventurism — saving the world from itself. These are people who have spent a long time on the underside of society... they've seen strange things; theirs is a skewed view of the world. Now, they're the flip side of Professor X's dream of integrating the mutant race into mainstream humanity. They're a proactive strike force that holds both human and mutant to task for their hidden crimes, the things no one finds out about until it's much, much too late. This is a berserk wide screen story of mutants, secrets, massive property damage and deep, dark hate. By WARREN ELLIS and IAN EDGINTON!

FAREWELL...

GEORGE ROUSSOS 1915-2000

On February 19th, Marvel lost one of its long-lived luminaries, inker/colorist George Roussos, who passed away of heart failure.

Artistically, George's heart was in illustration, and his first professional work was as a freelancer in the advertising industry. His first step into the world of comics was in 1940, lettering and inking on Batman. From that point on, he worked on other DC Comics titles and for other publishers, such as Harvey and Timely Comics in the late 1940s and into the 1950s.

In 1963 George set his sights on Marvel and we would never be the same. He was a consistent contributor as an inker to many of Marvel's titles, including the Uncanny X-Men, Avengers, Fantastic Four, Captain America, Hulk and many more, working under the pseudonym George Bell.

Around 1970 he left DC and became a full-time artist at Marvel, working side by side with Stan Lee. He continued working and creating till the

very end, collaborating on covers, inking and coloring.

George was a founding father of the mighty Marvel Bullpen that we know today. His unending professional and personal contributions were immeasurable. George's unending storehouse of stories and behind-the-scenes info on all of the giants of yesteryear in the comics business held everyone who heard them spellbound. His gently worded advice to newcomers on the art of inking or coloring was treasured.

George was a gentleman in the truest sense of the word and his loss is deeply felt by all of us at the House of Ideas — and by the comics community as a whole — of which he was such an integral part. Rest easy, George. We'll miss you.

Hi, Heroes!

Well, waddaya know! It's time for a new 'Test Your Marvel Memory Contest!' I got the idea from our newest No-Prize, Sheldon Musick of Harbor City, CA, because of the question he sent in. My memory isn't good enough to furnish the answer, so a special non-polluting No-Prize to the first one who can tell us --

"Who, in the Marvel Universe, living or dead, knows that Peter Parker is Spider-Man? How many might suspect that Peter is Spidey? And who might've once known Spidey's secret ID but has since forgotten it?"

Not easy, I know, but I also know that Marveldom Assembled won't let me down!

Fionnuala Williams of Churchdown, England has a romantic sort of query for you...

"There have been many superhero couples since the Marvel Age began: Mr. Fantastic and Invisible Woman, Cyclops and Jean Grey, Vision and the Scarlet Witch, Crystal and Quicksilver, etc. Isn't it time Storm got a decent man?"

Sure it is, and she'd probably agree with you. But I've heard rumors that she scared off the last few possible suitors. I mean, just imagine -- say one word to offend her and you could be swept away by a hurricane! But don't worry, our writers are pretty softhearted, so don't be surprised if, any day now --- you know!

What made Louie Whiteford of Butte, MT dream up an offbeat one like this -- ?

"Stan, have you ever been abducted by aliens, or do you have an evil twin?"

I'll level with ya, Lou. When the aliens abducted me they took away my memory of the event, so I'm sorry I can't give you an accurate answer. As for my evil twin, just between us, if



I ever did have a twin, chances are that I myself would be the evil one!

From 'way down in Puryear, TN a curious Julian Crews demands an answer to ---

"What did Ben 'The Thing' Grimm come up with his legendary quote: 'What a revolting development this is!'? Was it from Chester Riley in 'Life of Riley'?"

Good guess, Julie, but off the mark. There was a great comedian named Jimmy Durante who always used that expression. As a matter of fact, I sort of modeled the Thing's whole personality and speech patterns after of Shnoz (his nickname).

Get ready, gang! Here's our wrap-up query from Robert Brown IV of Sumter, SC:

"What does Dr. Doom's face really look like under his mask? He removed his helmet in front of you and Jack Kirby way back in Fantastic Four #10 (vol. 1).

Know somethin', Bob? You bring back a real warm memory. Jack and I were always ribbing each other, so when he drew Dr. Doom removing his mask, guess whose face he drew underneath! Lucky for me, he never let the world get a look at it, or maybe it wasn't so lucky. Maybe if Hollywood saw it they'd cast me as Victor von Doom when the FF movie starts filming! I hope the director is reading this!

Now, as we tearfully bid each other adieu, let's always remember those immortal words of Irving Forbush: "A pickle's just a pickle, but a comicbook's a Marvel!"

Excelsior!
Stan Lee  Stan Lee

Stan's Soapbox
Marvel Comics
387 Park Ave South
NY, NY 10016
stanlee@aol.com



Is the Punisher better when he kills or doesn't kill?

This week's chat schedule!

03/30 @ 9:30pm ET
EARTH'S MIGHTIEST CHAT with writer, KURT BUSIEK and editor, TOM BREVOORT!

04/04 @ 10pm ET
CABLE writer -- ROBERT WEINBERG!

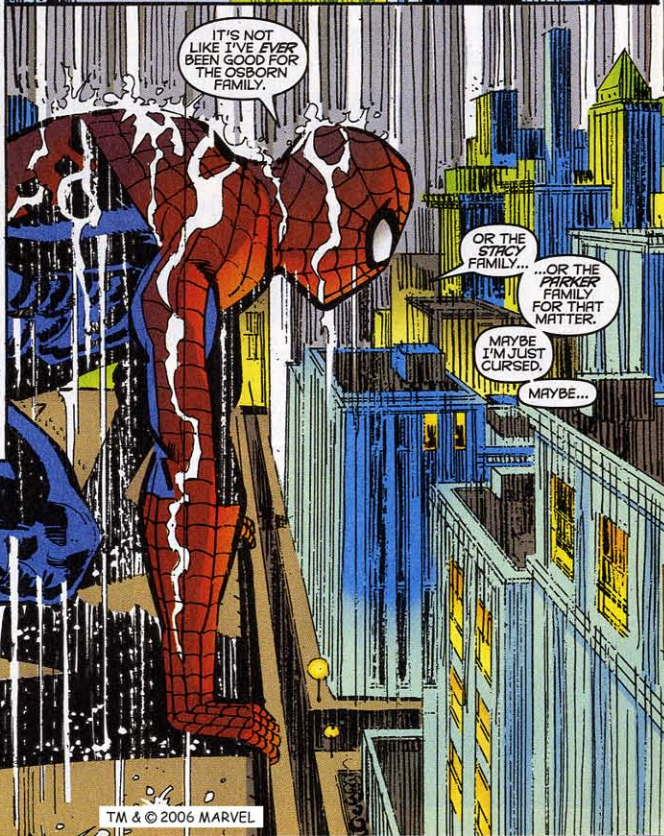
AOL Keyword: Marvel

All Chat schedules subject to change/cancellation

Refer to Keyword: Marvel > Astral Plane > Chat Schedule for latest schedule.

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SORRY ABOUT THE DISAPPEARING ACT.

I JUST DIDN'T THINK WE NEEDED TO WASTE ANY TIME EXPLAINING THINGS TO THE POLICE.

NOT WHEN NORMIE IS IN THE HANDS OF THAT MAD-MAN...

...AND NOT WHEN I'M NOT TOO CLEAR ON SOME THINGS MYSELF.

CAN WE JUST TALK?

NO...

...WE CAN'T!
WHAT THE...?

LOOK... I KNOW HOW THIS MUST LOOK...

...LIKE SOME EVIL PLOT OF ONE OF YOUR ARCH FOES, BUT I PROMISE...IT'S NOT!

WILL YOU JUST LET IT GO? I'M NOT BUYING ANY OF THIS.

WHY SHOULD I?

YOU HAVE EVERY RIGHT TO BE ANGRY ABOUT... WELL...ABOUT MY SUDDEN RETURN FROM THE GRAVE...AND I KNOW THIS IS A BAD TIME FOR YOU.

I LEARNED ABOUT WHAT HAPPENED WITH MARY JANE AND I KNOW IT'S GOT TO BE TEARING YOU UP INSIDE, BUT...

...THIS IS NOT ABOUT US.

I NEED YOU TO GET IT ALL OUT OF YOUR SYSTEM AS QUICKLY AS POSSIBLE.

NORMIE NEEDS YOU.

\$1,000,000.00 MARVEL BUY!



Robert Crestohl, former small-time comics dealer, and Chuck Rozanski, President of Mile High Comics, Inc. exhibit some of the key issues from the new Mile High Collection.



Mile High Comics is pleased to announce the purchase of the Robert Crestohl collection of 58,000 key early Marvel comics. With over \$1 million in retail value at Mile High catalog price, this collection of early Marvel issues is unprecedented in both its size and scope. These fantastic comics will be offered to the comics collecting world exclusively through:

**Amazon.com/zShops
&
milehighcomics.com**



To give everyone a chance to buy some of these great books at bargain prices, we will also be offering up to \$5,000 per week in selected issues from this great collection in the Amazon.com/auctions our favorite comics auction site on the entire Internet. Go to: <http://amazon.com/seller/milehighcomics> to immediately view our current Amazon.com auction listings.

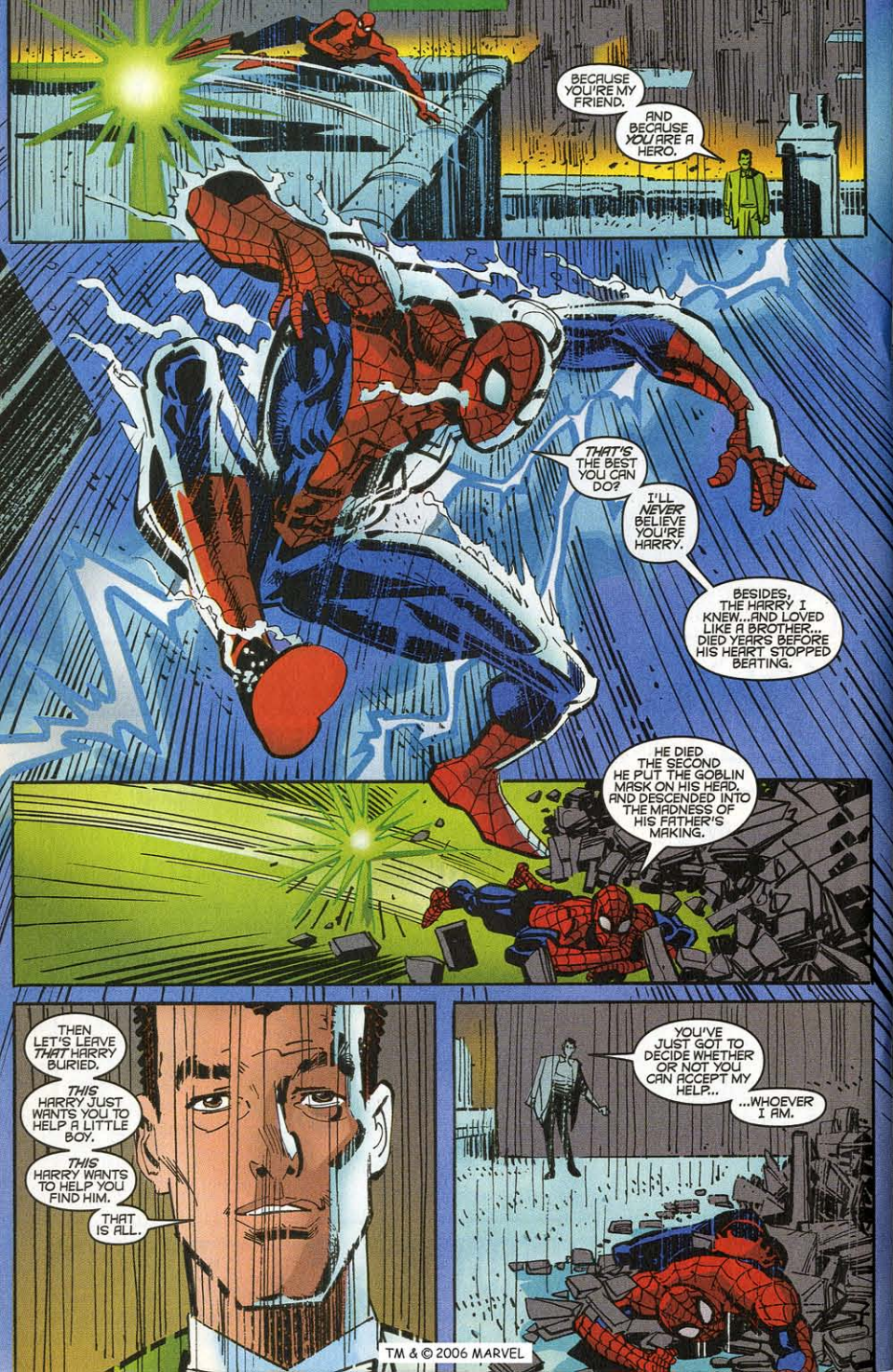
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Due to the unprecedented success of our listings in Amazon.com Auctions and Amazon.com zShops, we have allocated another \$500,000 in our budget to buy pre-1985 comics during 2000. If you would like us to consider buying your collection, contact Will Moulton at moulton@milehighcomics.com, or send a listing of your collection to:

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"WHEN I HAD THE CHANCE!"

"IF ONLY HE HAD PERISHED WHEN HE LAST CHOSE TO LEAVE THE SACRED ORDER OF THE SCRIER TO BATTLE SPIDER-MAN."

"INSTEAD HIS FOOLISH QUEST TO BRING ABOUT THE GATHERINGS DELIVERED HIM INTO MADNESS."

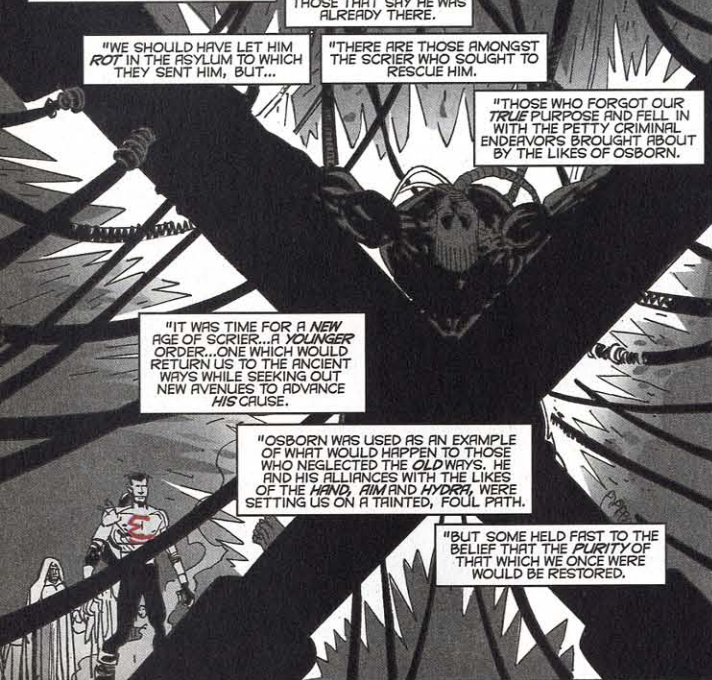
"THOUGH, THERE ARE THOSE THAT SAY HE WAS ALREADY THERE."

"WE SHOULD HAVE LET HIM ROT IN THE ASYLUM TO WHICH THEY SENT HIM, BUT..."

"THERE ARE THOSE AMONGST THE SCRIER WHO SOUGHT TO RESCUE HIM."

"THOSE WHO FORGOT OUR TRUE PURPOSE AND FELL IN WITH THE PETTY CRIMINAL ENDEAVORS BROUGHT ABOUT BY THE LIKES OF OSBORN."

*SEE THE GATHERING OF FIVE STORYLINE.--RALF



"IT WAS TIME FOR A NEW AGE OF SCRIER...A YOUNGER ORDER...ONE WHICH WOULD RETURN US TO THE ANCIENT WAYS WHILE SEEKING OUT NEW AVENUES TO ADVANCE HIS CAUSE."

"OSBORN WAS USED AS AN EXAMPLE OF WHAT WOULD HAPPEN TO THOSE WHO NEGLECTED THE OLD WAYS. HE AND HIS ALLIANCES WITH THE LIKES OF THE HAND, AIM AND HYDRA, WERE SETTING US ON A TAINTED, FOUL PATH."

"BUT SOME HELD FAST TO THE BELIEF THAT THE PURITY OF THAT WHICH WE ONCE WERE WOULD BE RESTORED."

"I HAD RISEN QUICKLY, DEVELOPED A FOLLOWING AMONGST THE YOUNG, BUT, TO MY REGRET, OSBORN STILL HAD SUPPORTERS AMONGST THE OLD, CORRUPT GUARD. THEY MOVED SWIFTLY AGAINST ME."



"IT WAS USURPED."



"BUT LIKE THE PHOENIX OF OLD, I WILL RISE AGAIN!"

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"AND THEY WILL ALL PAY."

"HOW IS IT COMING ALONG, MY BOY?"

"GOOD! I'M HAVING FUN!"



"EXCELLENT!"

"I HEARD YOU MENTION MY GRANDPA'S NAME...DO YOU KNOW HIM?"

"OH, YES...VERY WELL."



"YEAH."

"I WANT TO BE YOUR FRIEND, NORMIE."

"DON'T YOU NEED A FRIEND? A SPECIAL FRIEND LIKE ME?"

"YEAH... I DO."

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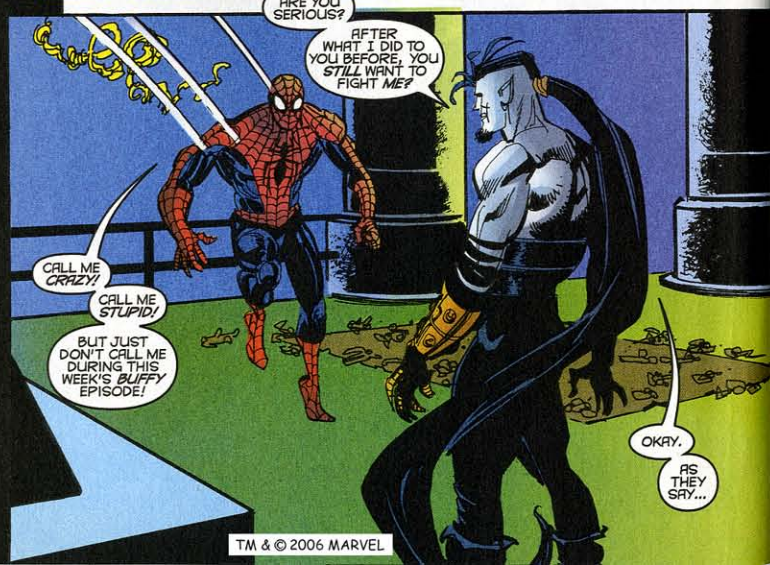
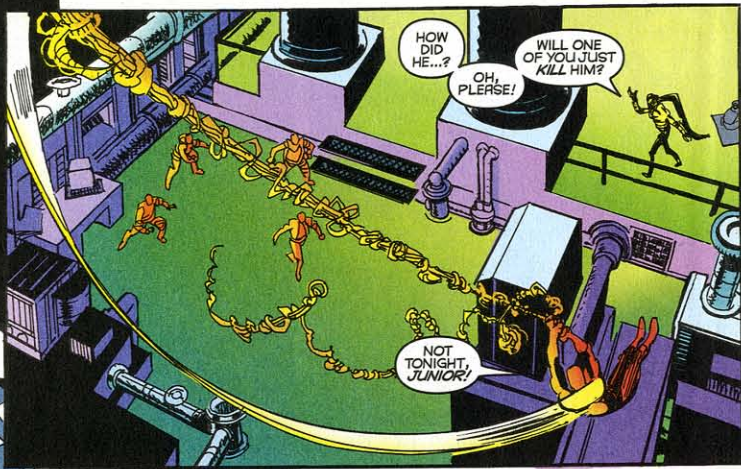


"YOU AND I WILL HAVE TO HAVE A LONG TALK ABOUT HIM LATER ON."

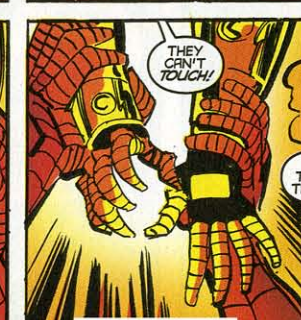
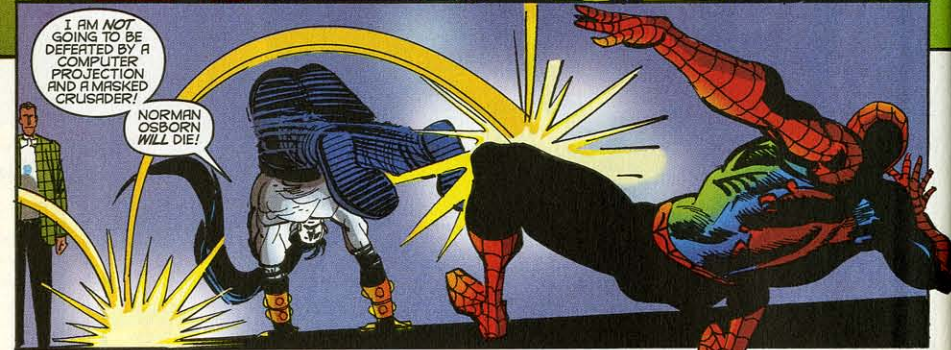
"THERE ARE THINGS YOU MUST KNOW. YOUR GRANDPA IS GOING TO COME BACK! AND YOU AND I ARE GOING TO PLAN A VERY SPECIAL SURPRISE FOR HIM."

"THAT WILL BE FUN TOO...WON'T IT?"

KTASHH

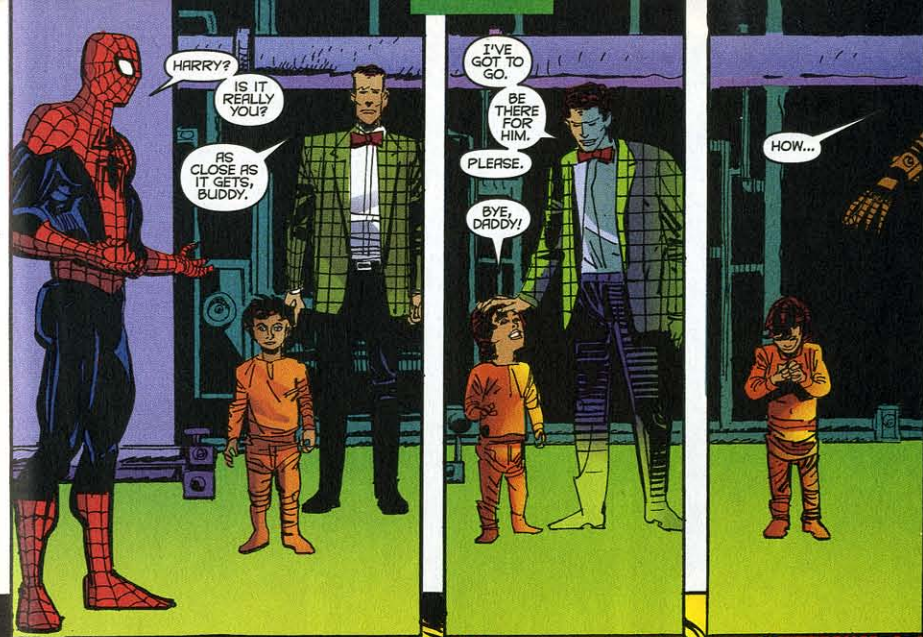








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THE WAY I FIGURE IT... IF I CAN'T USE HIM TO KILL NORMAN...I MAY USE THE CHILD TO WEAKEN HIM.

NORMAN IS COMING BACK... YOU KNOW THAT, DON'T YOU?

AND THIS BOY IS THE ONLY THING HE CARES ABOUT. TO HAVE ME KILL HIM WOULD DESTROY THE OLD MAN.



SOFTEN HIM UP FOR MY FINAL BLOW...



A SHORT TIME LATER...

WHO WAS IT, NORMIE?

WHO DID THIS?



--ACCH!



I SEARCHED THE SHADOWS... SEARCHED THE BUILDING...AND COULDN'T FIND A TRACE OF ANYONE.

WHO DID YOU SEE? WAS IT YOUR--

CAN YOU TAKE ME TO MY MOMMY NOW?



SHHHHHH!

IS IT YOU?



I'M TIRED.

SURE, NORMIE.



SURE, LET'S ALL GO HOME.

AND THEN I'LL WONDER WHO WAS REALLY BEHIND WHAT HAPPENED TONIGHT--AND WHAT IT ALL MEANS.

THE END.



"THIS PLACE, THE DAVIS GALLERY, IS SUPPOSE TO BE STATE-OF-THE-ART IN SECURITY."

"ANYONE WHO'S TRIED TO BUST IN, GOT HAULED OFF TO JAIL."

"I AMN'T JUST ANYONE."

"I'M BETTER THAN THE REST."

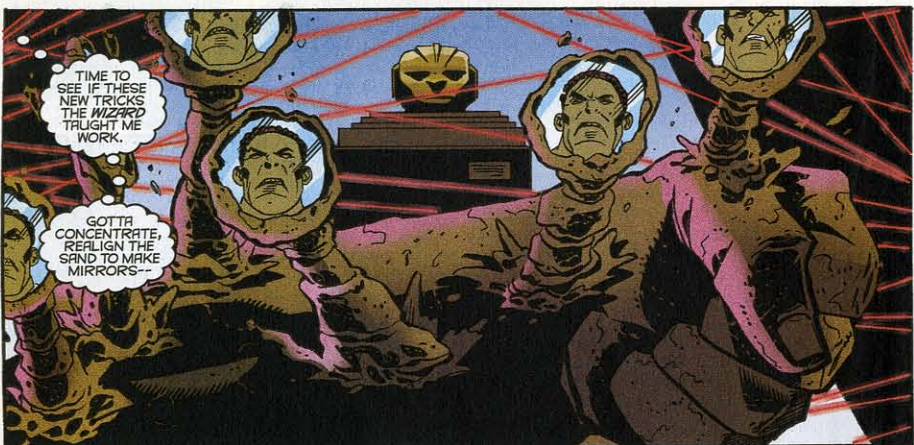


THE SANDMAN

BETRAYAL!

AN' TONIGHT, I'LL PROVE THAT SANDMAN'S MORE THAN JUST HIRED MUSCLE.

GREGORY WRIGHT - WRITER/COLORS
ANDY KUHN - PENCILER
HARRY CANDELARIO - INKER
DAVE SHARPE - LETTERS
RALF MACCHIO - EDITOR
BOB HARRIS - CHIEF



TIME TO SEE IF THESE NEW TRICKS THE WIZARD TAUGHT ME WORK.

GOTTA CONCENTRATE, REALIGN THE SAND TO MAKE MIRRORS--



--DID IT! BUT NOW MY HEAD'S KILLIN' ME FROM THE EFFORT.

NOW TO GET THEM LASER BEAMS OUTTA MY WAY--



YEAH!



AN' NOW--

--THE ALIEN ARTIFACT COMES WITH--

NICE TO SEE YOU'VE LEARNED SOMETHING NEW.



SOMETHING OTHER THAN THROWING AWAY A PROMISING CAREER AS A HERO.



SILVER SABLE?

IT'S BEEN A WHILE SINCE YOU WENT TURNCOAT.

YOU LEFT ME AND THE WILD PACK WITHOUT SO MUCH AS A FAREWELL.

YOU OWE ME AN EXPLANATION.



I'M BEING PAID TO SEE THAT THIS ARTIFACT REMAINS HERE.

AND IF YOU WALK AWAY NOW, I WON'T HAVE TO TAKE YOU DOWN.

NO! NOBODY TAKES ME DOWN!



OWE YOU? HA!

I DON'T OWE ANYBODY ANYTHING!!

I DON'T SEE IT THAT WAY.



GET OUTTA MY WAY! IF YA KNOW WHAT'S GOOD FOR--

YES, YES, YOU'RE VERY INTIMIDATING. I SHOULD WALK AWAY AND LET YOU FINISH YOUR SO-CALLED JOB.

FLAS, THAT'S NOT GOING TO HAPPEN.



WELL, I'M CERTAINLY TERRIFIED.

SO, WHY DID YOU SWITCH SIDES? DIDN'T I PAY WELL ENOUGH?

YOU NEVER EVEN SPENT WHAT YOU WERE PAID.



MONEY?
THAT'S YOUR
SUGAR, SABLE,
NOT EVERYONE'S
FOR SALE.

NOBLE
SENTIMENT
FROM A
COMMON
THIEF.

AN
UNGRATEFUL
THIEF. TOOK YOU
IN WHEN NO ONE ELSE
WOULD GIVE YOU A
CHANCE. I BELIEVED
YOU WHEN YOU SAID
YOU'D REFORMED. YOU
EVEN RECEIVED A
PRESIDENTIAL
PARDON.



ENOUGH REMINISCING. I MAY
NOT HAVE A CONTRACT ON
YOU, BUT I'LL TAKE WHAT-
EVER BOUNTY THEY
OFFER.

WHOOOPS!
DID YOU FORGET
ABOUT YOUR LITTLE
SAND-MIRRORS?

THICK



SO MUCH
FOR YOUR
SO-CALLED
STEALTH.

LAST
CHANCE.
WALK
AWAY--
--FOR
OLD TIMES
SAKE.

YOU
GOTTA BE
THE ONE IN
CHARGE.



YOU
THINK YOU'RE
BETTER THAN
THE REST OF US. I KNEW
THAT, EVEN WHEN
WAS WORKIN' FOR
YA.

YOU
AIN'T BETTER
THAN ME...

SHHFFUSHH

FLATTENING
YOURSELF INTO
A SANDY PANCAKE
ISN'T GOING TO
GET YOU YOUR
PRIZE.



YOU
GOT NO
IDEA WHAT
MY PRIZE
IS.



WHY DO
YOU CARE WHY
I WENT BACK
TO MY TRUE
WAYS?

YOU AIN'T
THE STRAIGHTEST
ARROW, AN' I AIN'T
THE WORST BAD GUY
YOU PAID FOR
SERVICE.



YOU'D
PAY ME TODAY
FOR A JOB
YOU NEEDED
DONE.

YOUR
HANDS ARE
AS DIRTY
AS MINE.

AT LEAST
I AIN'T KIDDIN'
MYSELF. ANYMORE.
GOIN' STRAIGHT GOT
ME NOTHIN'! I'M A
CON AND THAT'S WHAT
I'LL ALWAYS BE!

I AIN'T
NEVER GOIN'
BACK TO YOUR
WORLD--

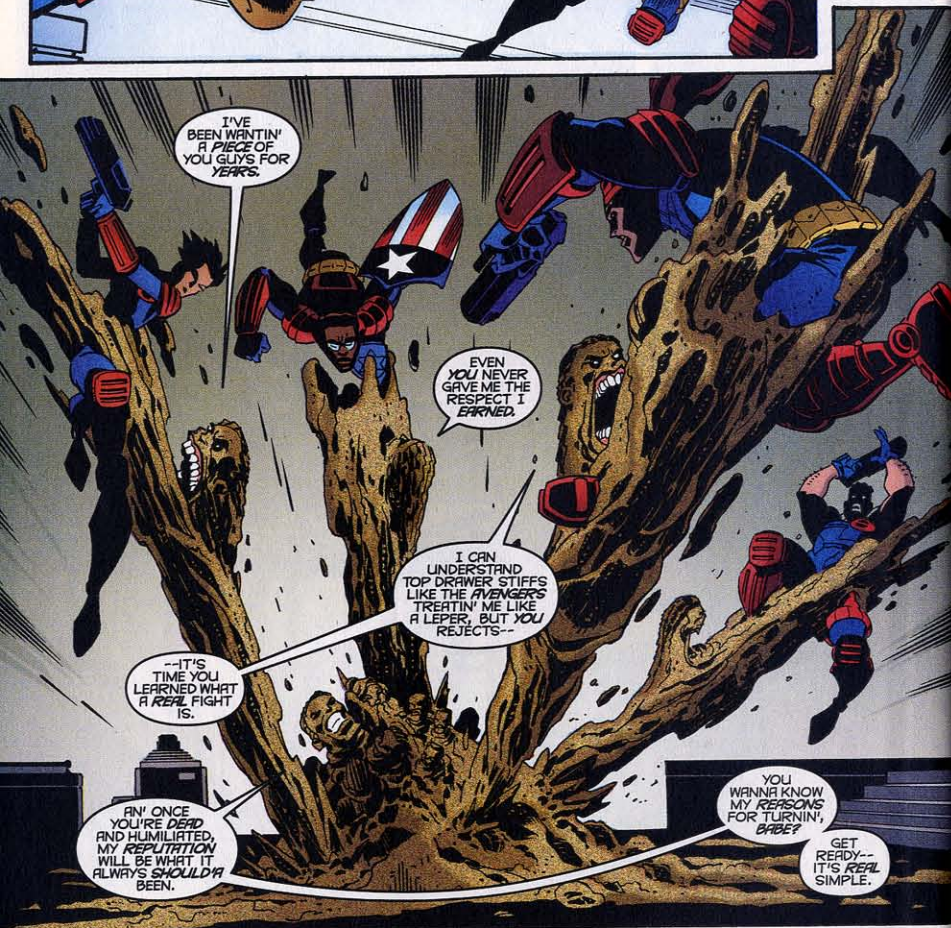


*CLICK!

--AN' YOU
AIN'T GONNA BE
PART OF THIS
ONE FOR MUCH
LONGER!

THAT'S
ENOUGH,
SANDMAN.

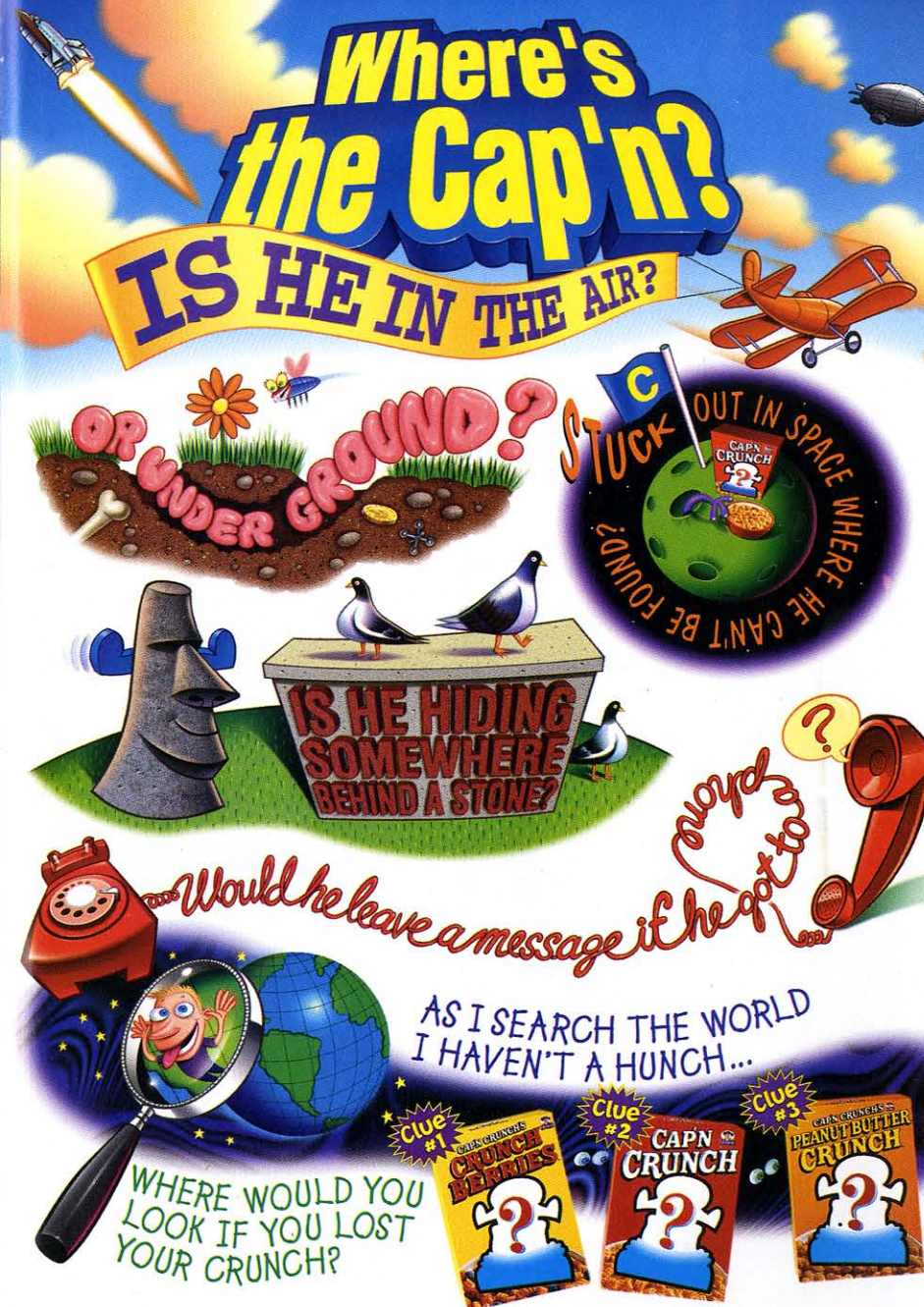
LET HER
GO, AND YOU
CAN STILL
WALK OUT OF
HERE.

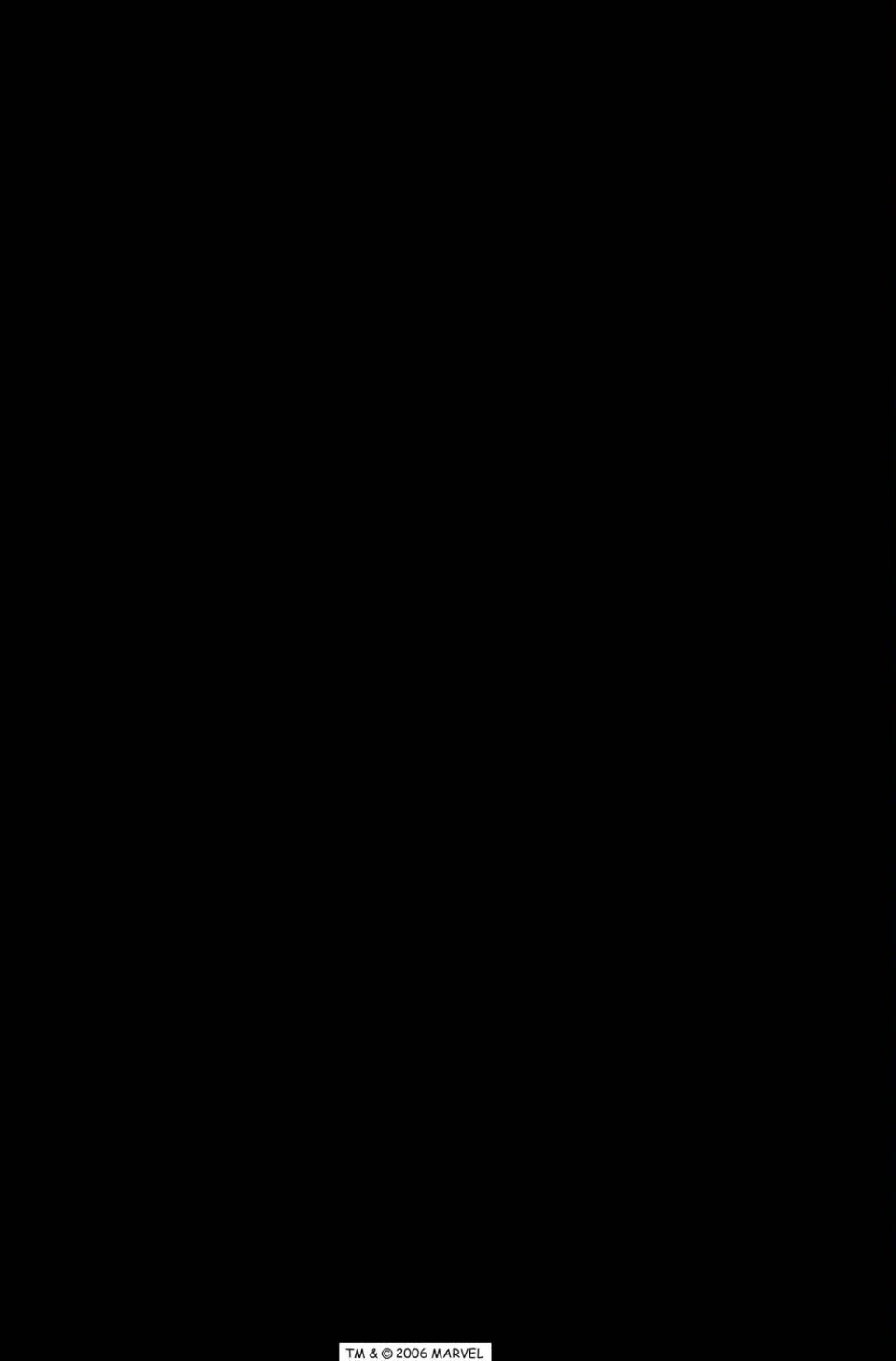


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Calvin Klein Jeans

Kids