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BRAND NEW DAY

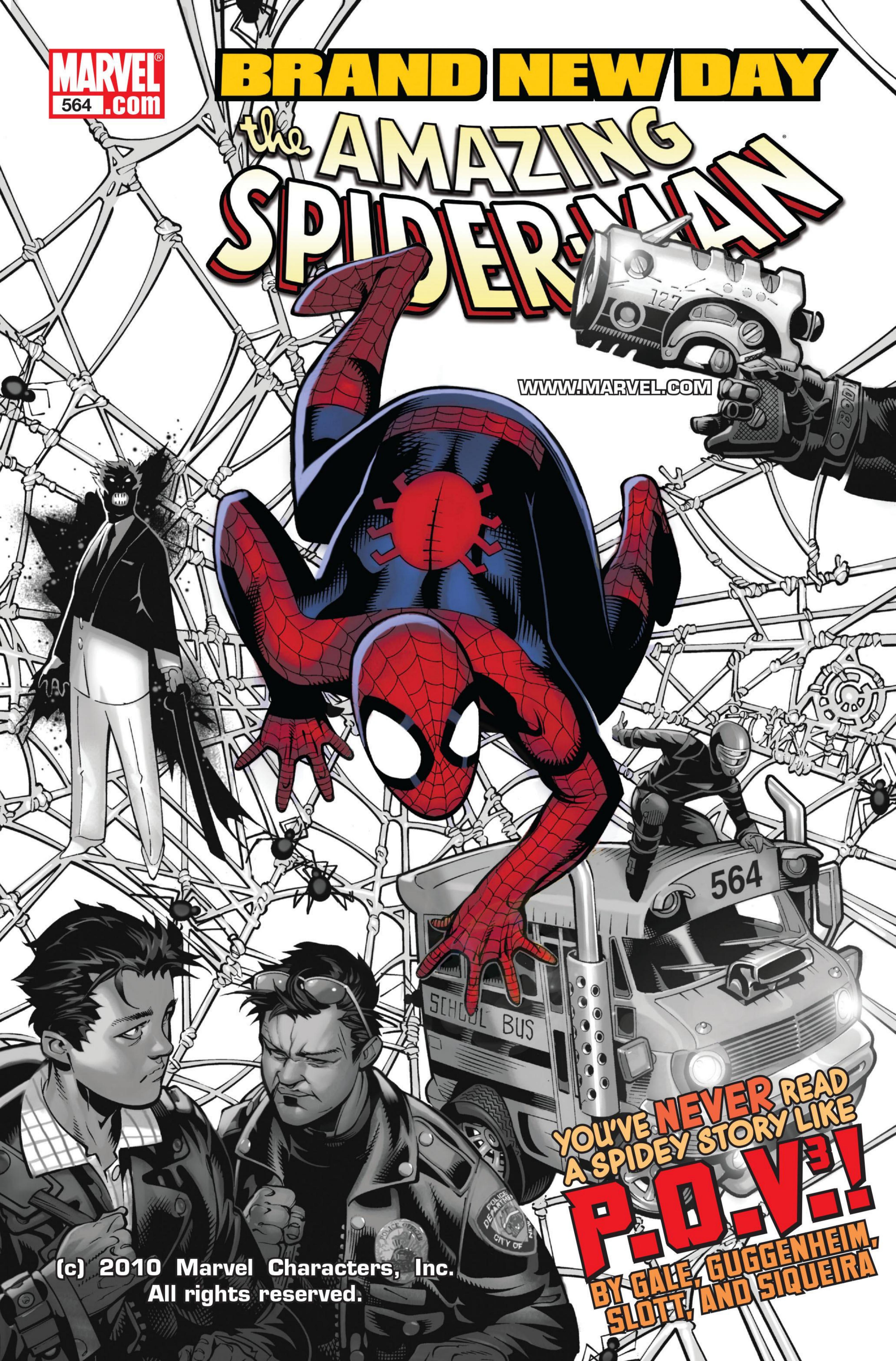
the AMAZING SPIDER-MAN

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YOU'VE NEVER READ
A SPIDEY STORY LIKE
P.O.V.!
BY GALE, GUGGENHEIM,
SLOTT, AND SIQUEIRA

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THE OFFICIAL NEWSPAPER OF SPIDER-MAN

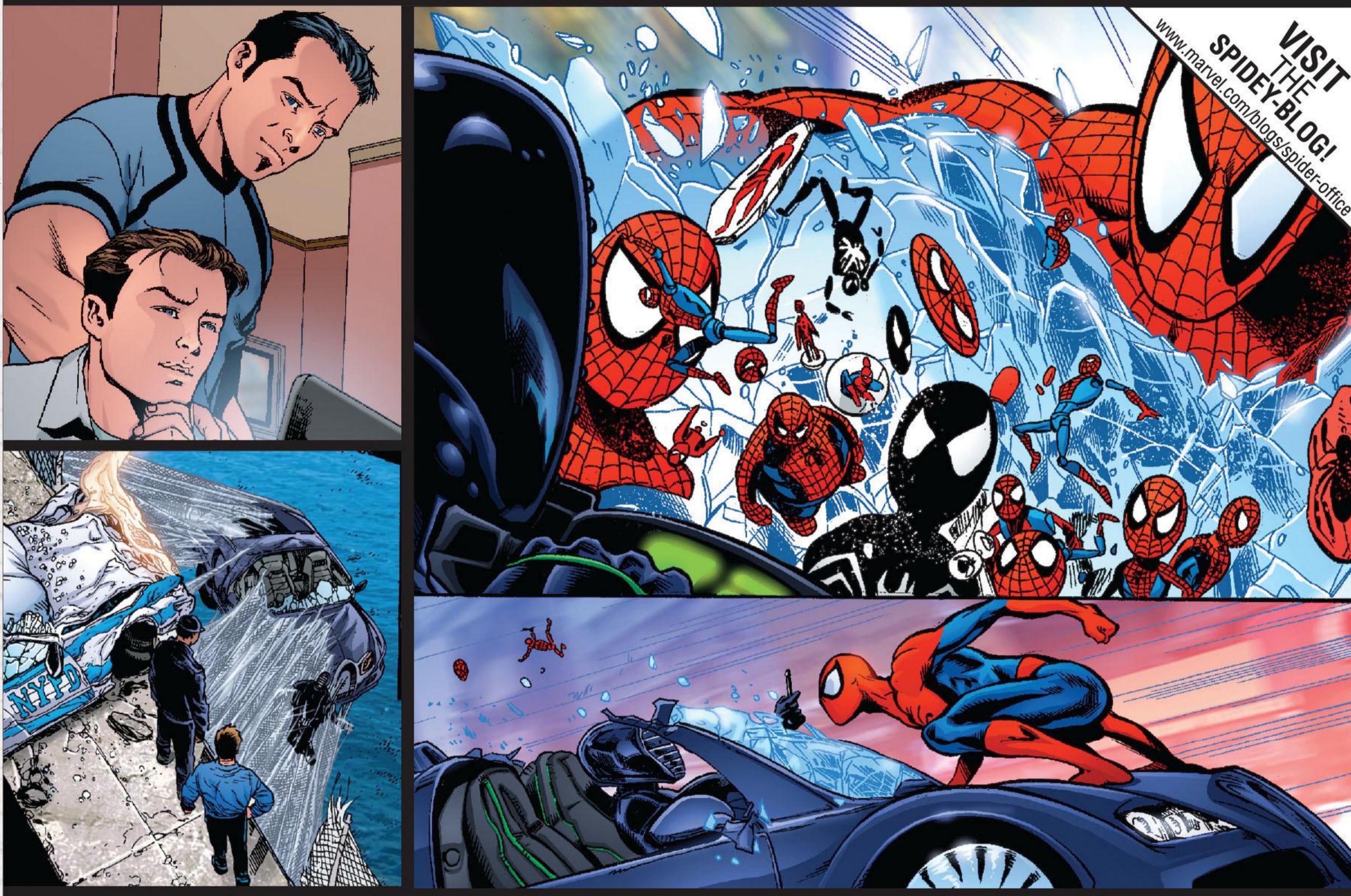


ICY GLARES AT THE HOT DEBATE - CROWNE AND HOLLISTER GO TOE-TO-TOE
AT HUNTER COLLEGE; CROWNE'S EMPLOYEE RECORDS AND HOLLISTER'S
DAUGHTER'S DATE - LIFE TAKE CENTER STAGE! MORE ON PAGE G12

JULY 2, 2008

WEDNESDAY

PERFECT STRANGERS



It's been a busy time for our man, Peter Parker. Not only has he returned to web-slinging, but he's been living back at home with Aunt May for a while. Now back on his feet, he's moved in with new friend, police officer Vin Gonzales – although they actually crossed paths months before when, as Spider-Man, Pete was involved in a high speed chase with Vin and Overdrive, a super-villain able to corrupt any form of automation to his own ends – and something of a lackey for Spidey's new nemesis, Mr. Negative...

CREDITS MOVED TO RECAP PAGE!

"ROOM" GIVEN AS PRIMARY REASON!

Written by
MARC GUGGENHEIM (Pages 1-8)
BOB GALE (Pages 9-15)
and **DAN SLOTT** (Pages 16-23)

PAULO SIQUEIRA **AMILTON SANTOS**
Pencils & **PAULO SIQUEIRA** (Pages 22-23)
Inks

ANTONIO FABELA **VC's CORIS PETITOPOLOUS**
Colors Letters

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STEPHEN WACKER
Liked "Hulk"

TOM BREVOORT
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JOE QUESADA
Editor In Chief

DAN BUCKLEY
Publisher

SPIDEY'S BRAINTRUST
GALE, GUGGENHEIM, SLOTT & WELLS

THREEWAY COLLISION!

Yankee Stadium.

161ST STREET.
THE BRONX.

HEY!
SLOW DOWN,
WILLYA?!

HOW CAN
I PUMMEL YOU
SENSELESS IF I
CAN'T GET MY
HANDS ON
YOU?

WHY DO THESE
THINGS ALWAYS
HAPPEN TO ME?

AND YOU
JUST RAN A
RED LIGHT!

OF COURSE SOME HOMICIDAL
DRIVER WOULD WANNA PLAY REAL
LIFE GRAND THEFT AUTO WHILE I'M
ON MY WAY TO A JOB INTERVIEW.

LOOK
OUT!

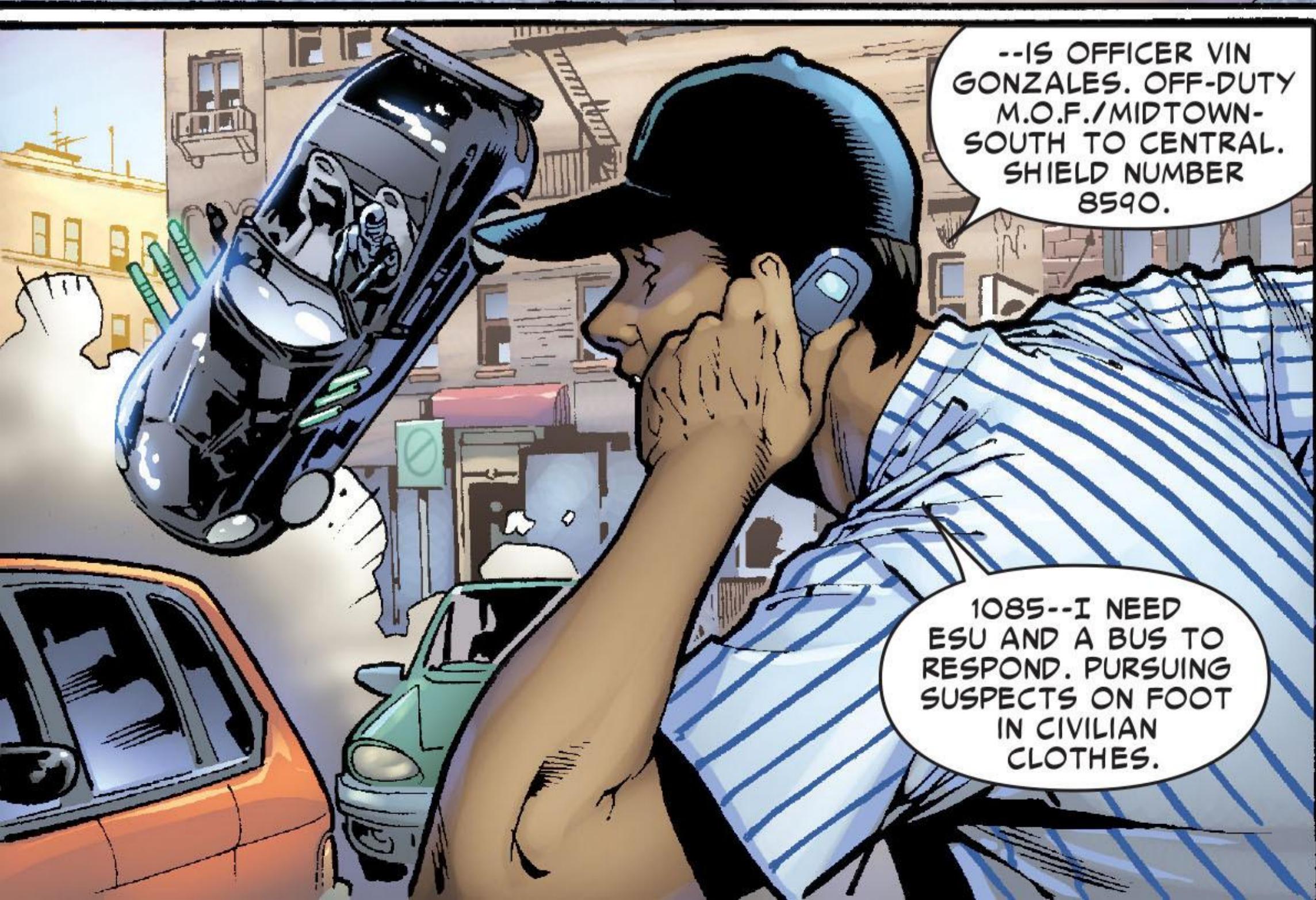
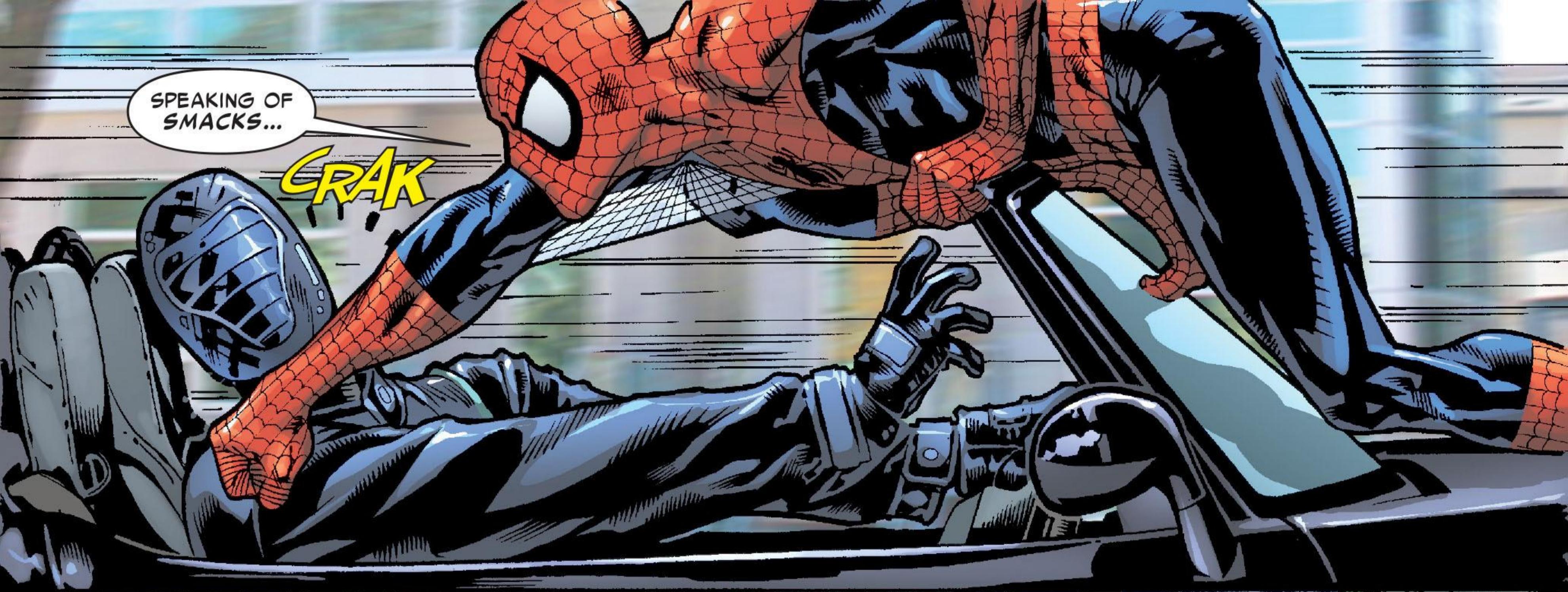
EEEEEEEEE

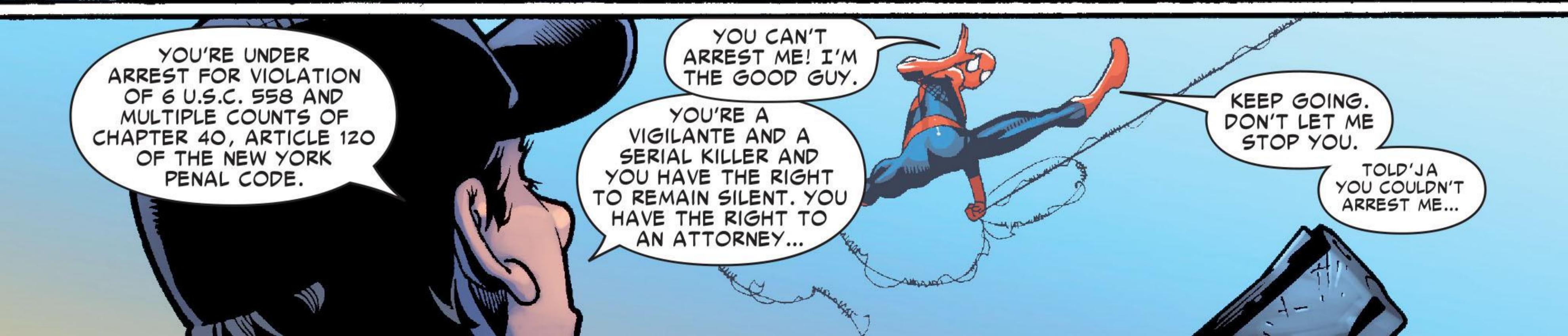
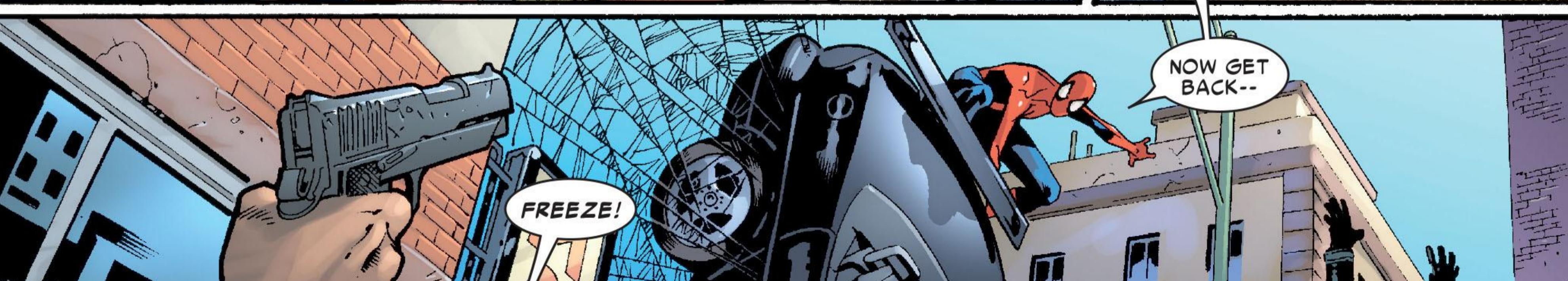
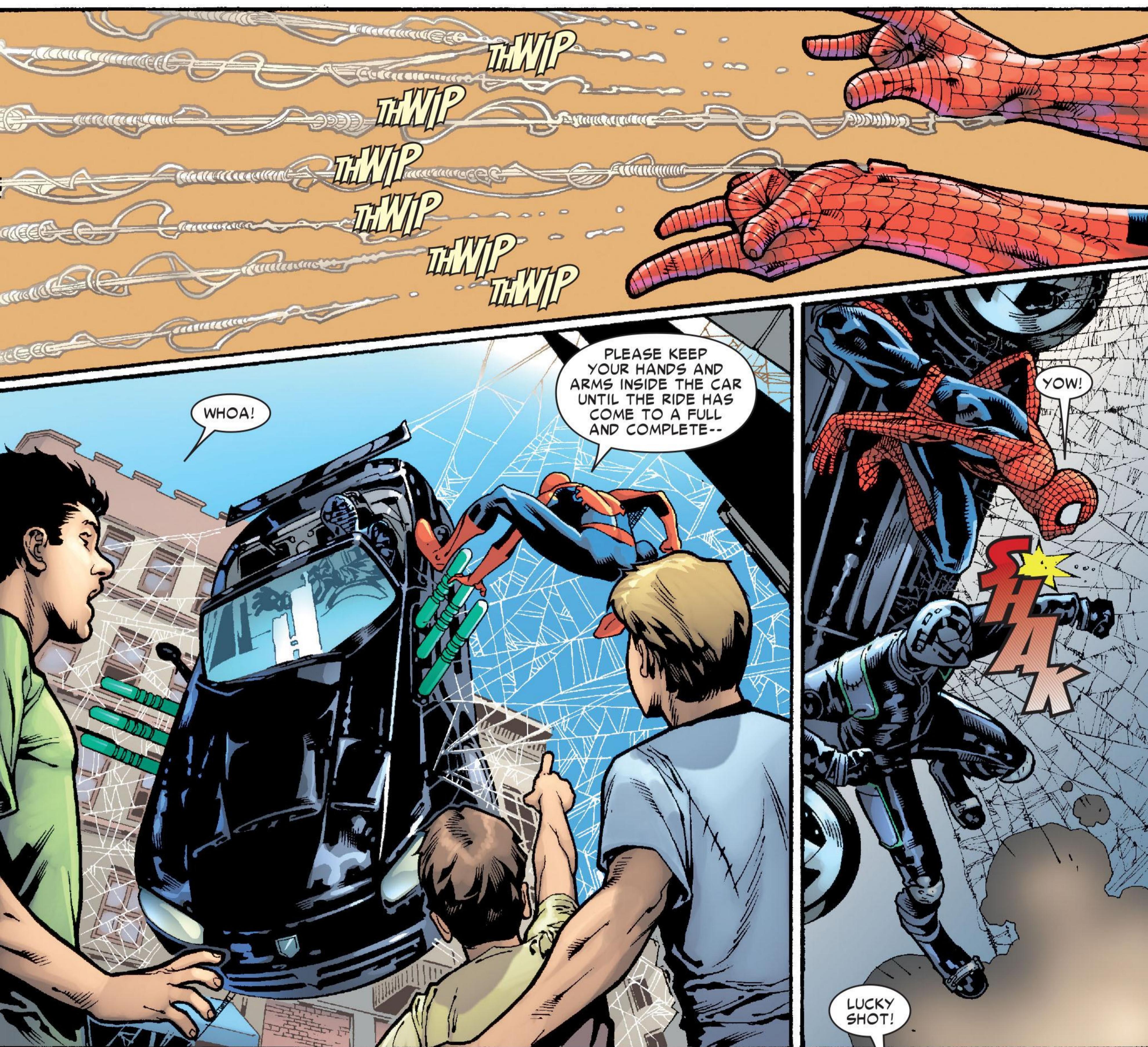
I'M GONNA
NEED TO SEE YOUR
LICENSE AND PROOF
OF--HEY! I KNOW
YOU!

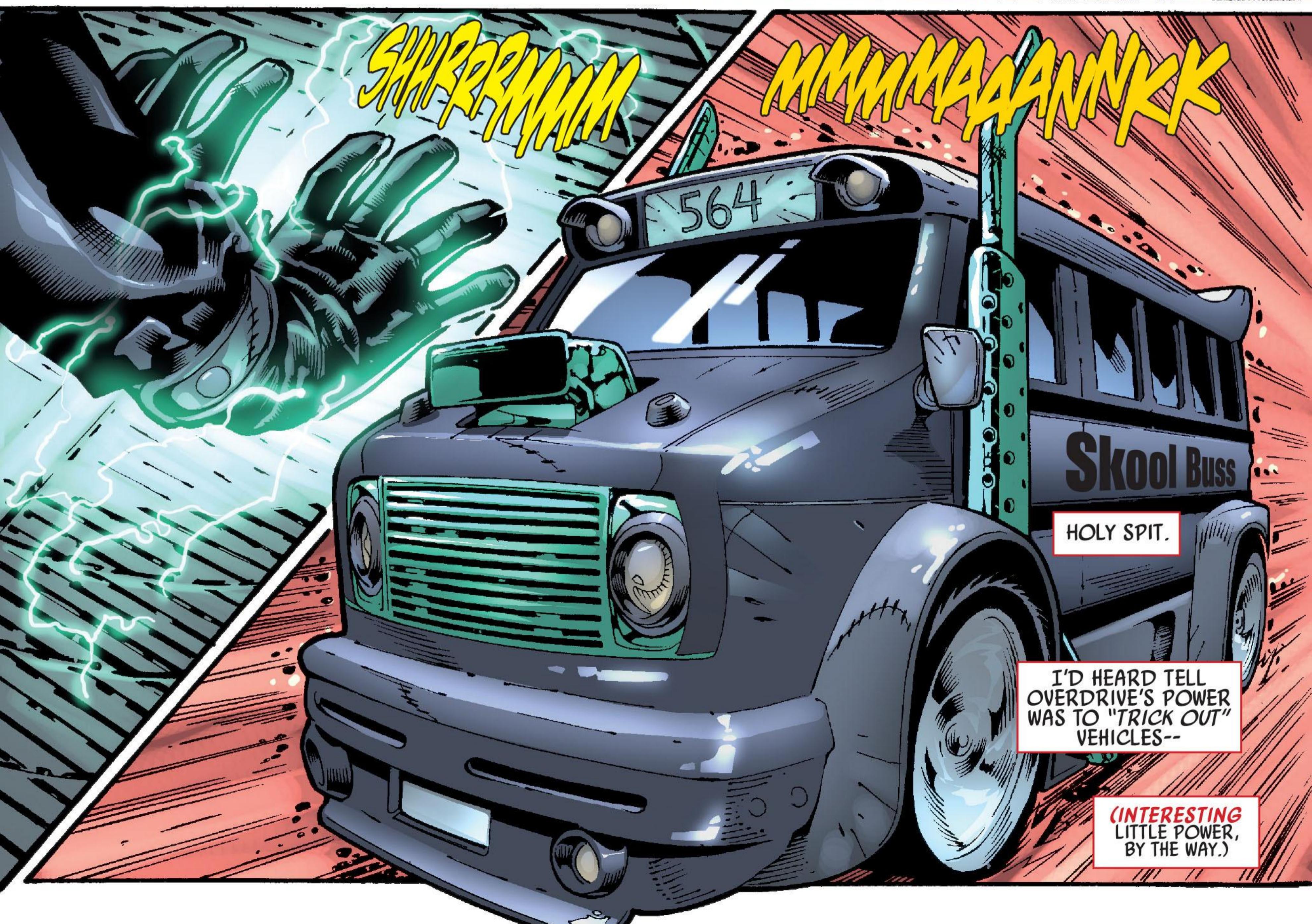
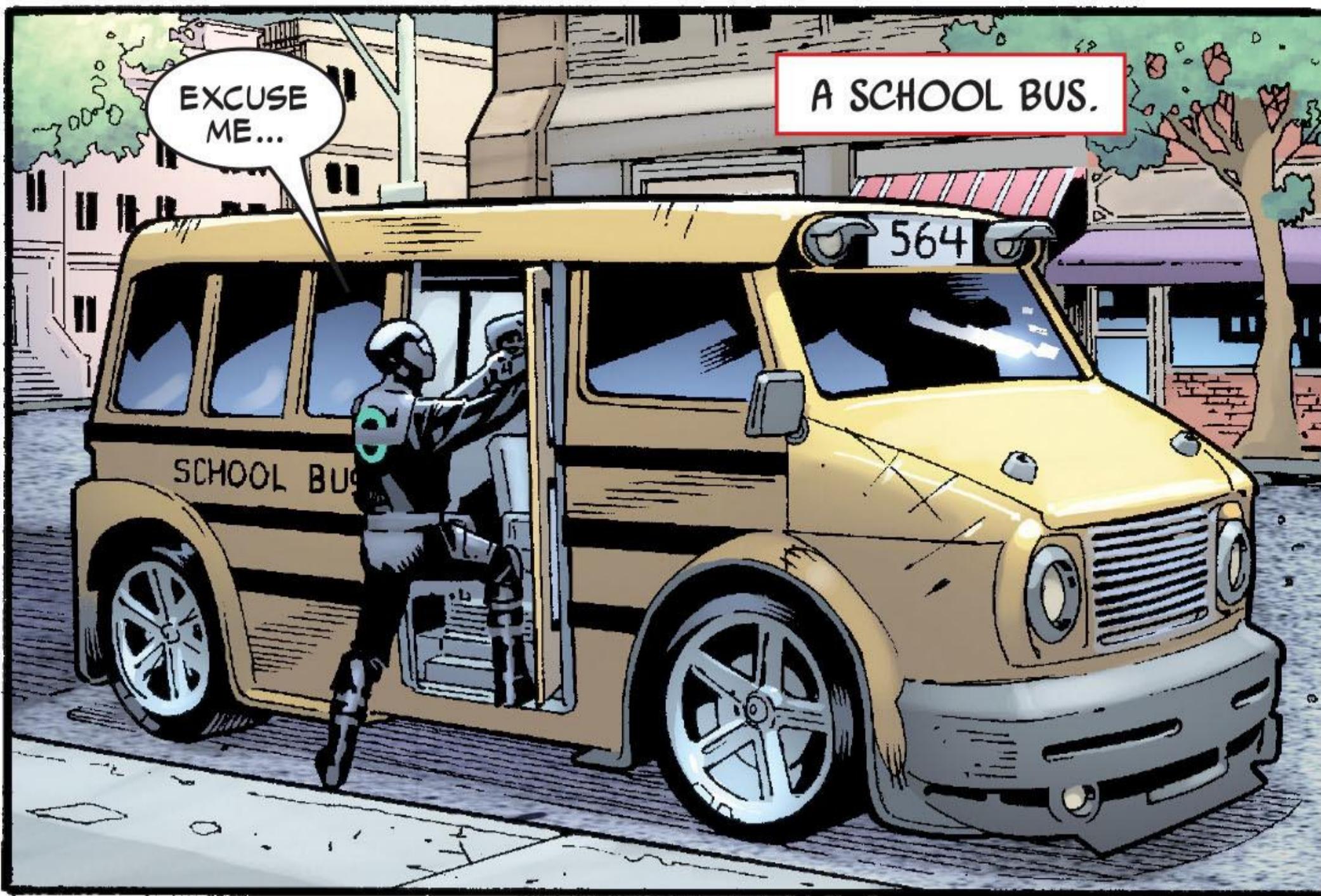
OVERDRIVE!

I SHOULD'VE
KNOWN. THIS LITTLE
CHASE SMACKED OF
DÉJÀ VU.

SPIDEY FIRST CHASED OVERDRIVE
IN SPIDER-MAN: SWING SHIFT.







--BUT YOU REALLY HAVE TO SEE IT IN ACTION TO BELIEVE IT.

I'VE JUST GOTTA ASK THIS GUY HOW HE DOES IT.

JUST THINKING OUTSIDE THE BOX HERE, BUT I WAS WONDERING IF YOU MIGHT CONSIDER TURNING YOURSELF IN...

I'VE GOT ME A JOB INTERVIEW TO GO TO AND YOU PROBABLY WANNA SAVE YOURSELF SOME BODILY INJURY.

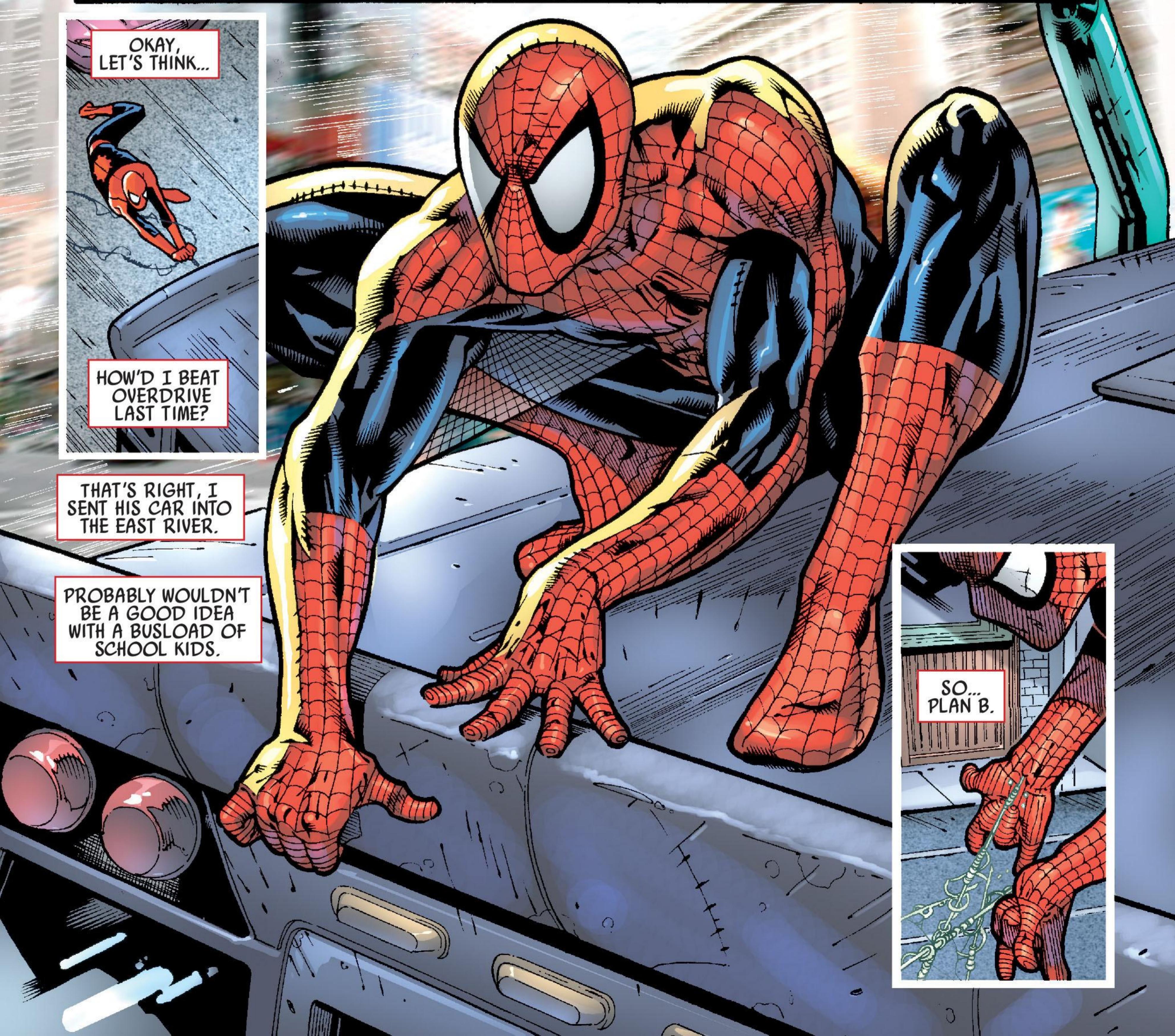
IT'S WIN-WIN.

KRAK!

I HAVE A BETTER IDEA.

XPPXH

THAT IS NOT A BETTER IDEA!



TWO FULL CANISTERS
OF WEB-FLUID LATER...

SHRAK

SONOFA--!

HI. I'M FROM
GEICO. DID YOU KNOW
YOU COULD SAVE FIFTY
DOLLARS A MONTH ON
CAR INSURANCE?

SAY, OVERDRIVE
OLD BUDDY, MIND IF
I BORROW THIS
FOR A SEC?

THANKS!

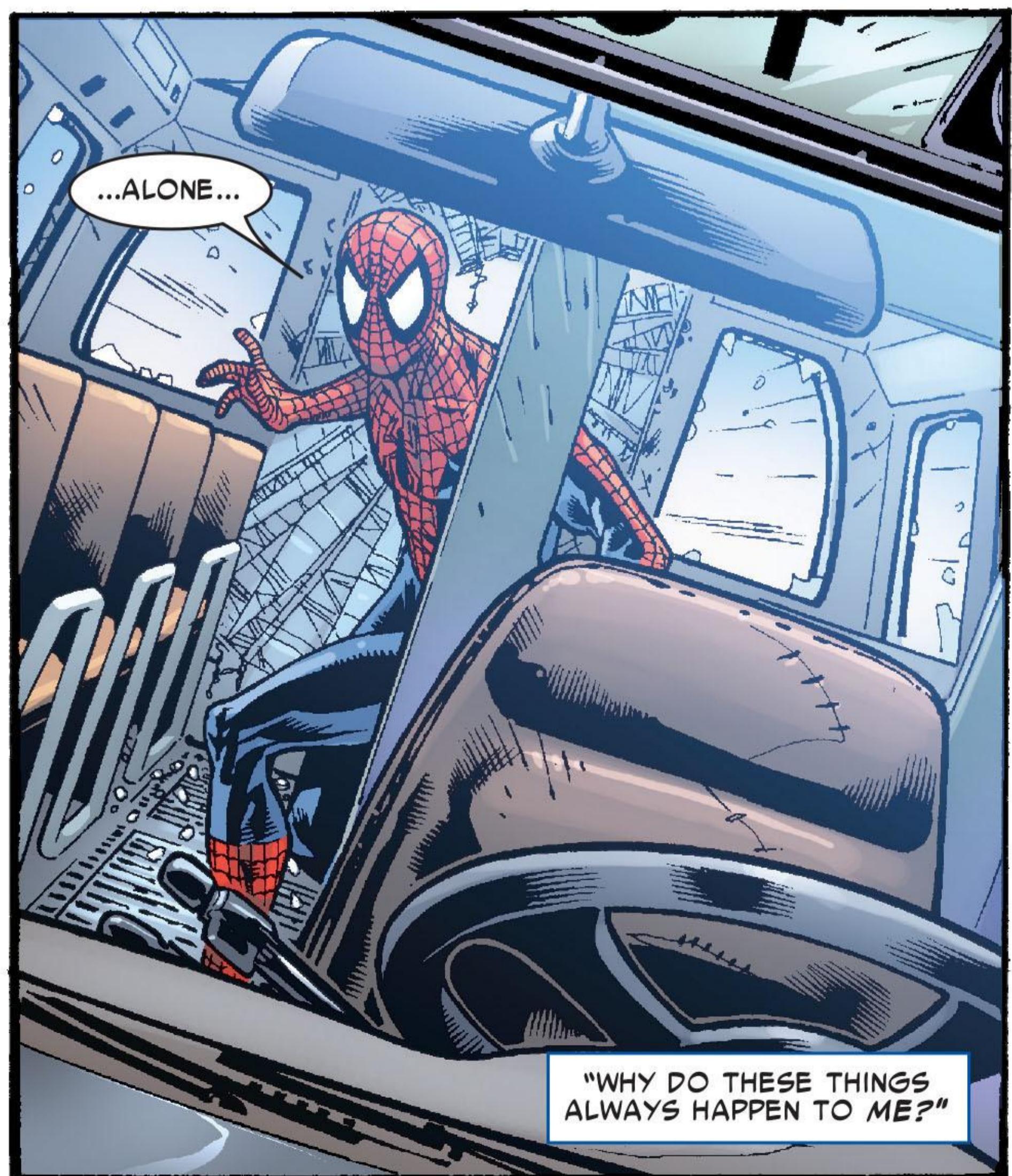
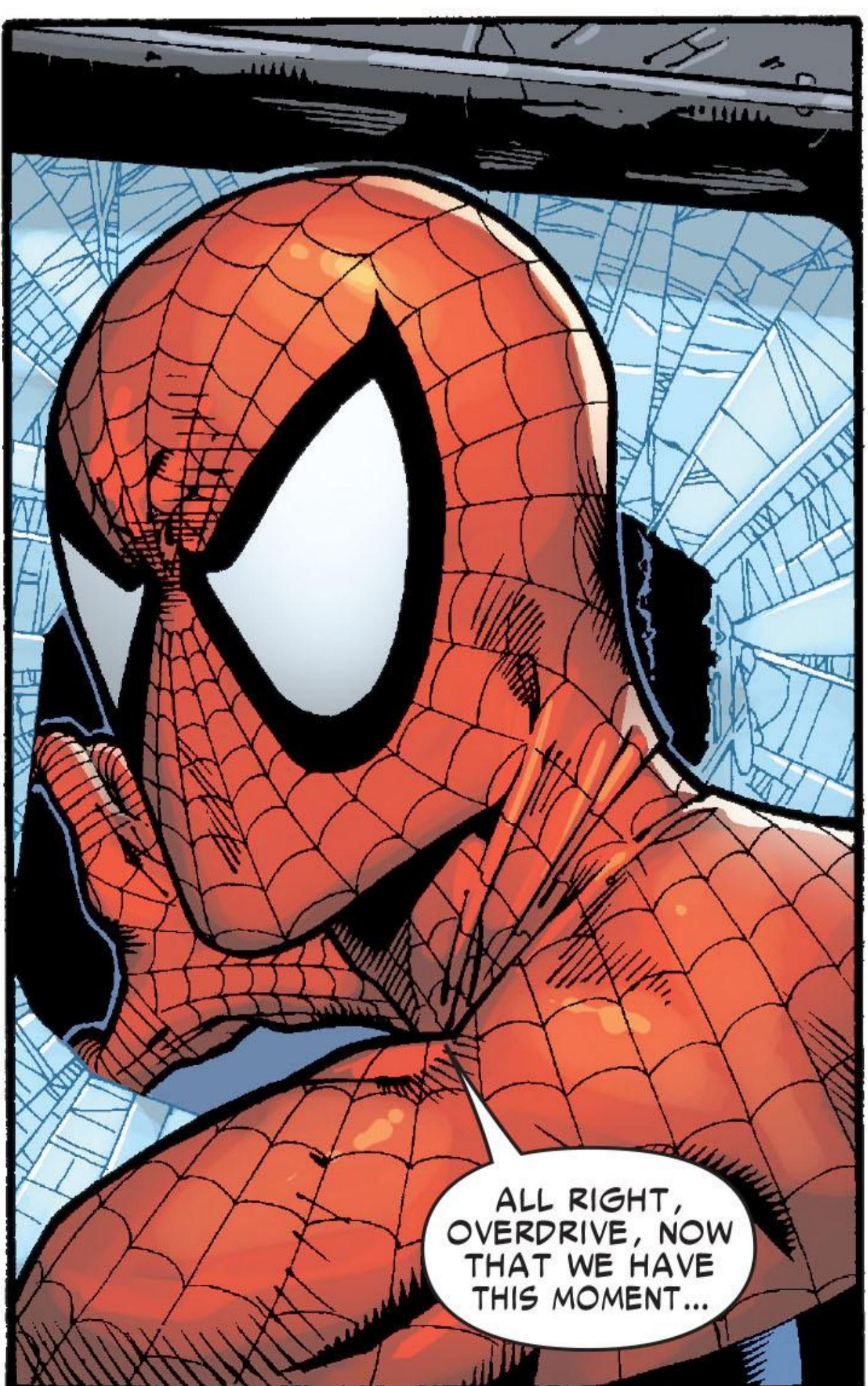
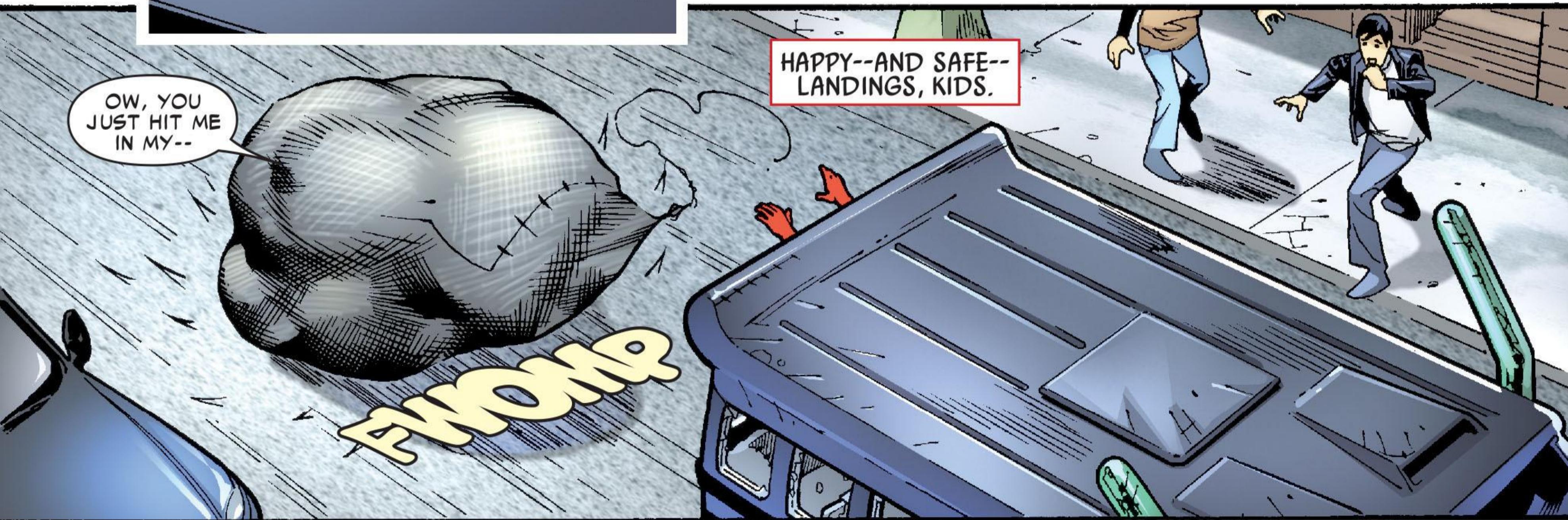
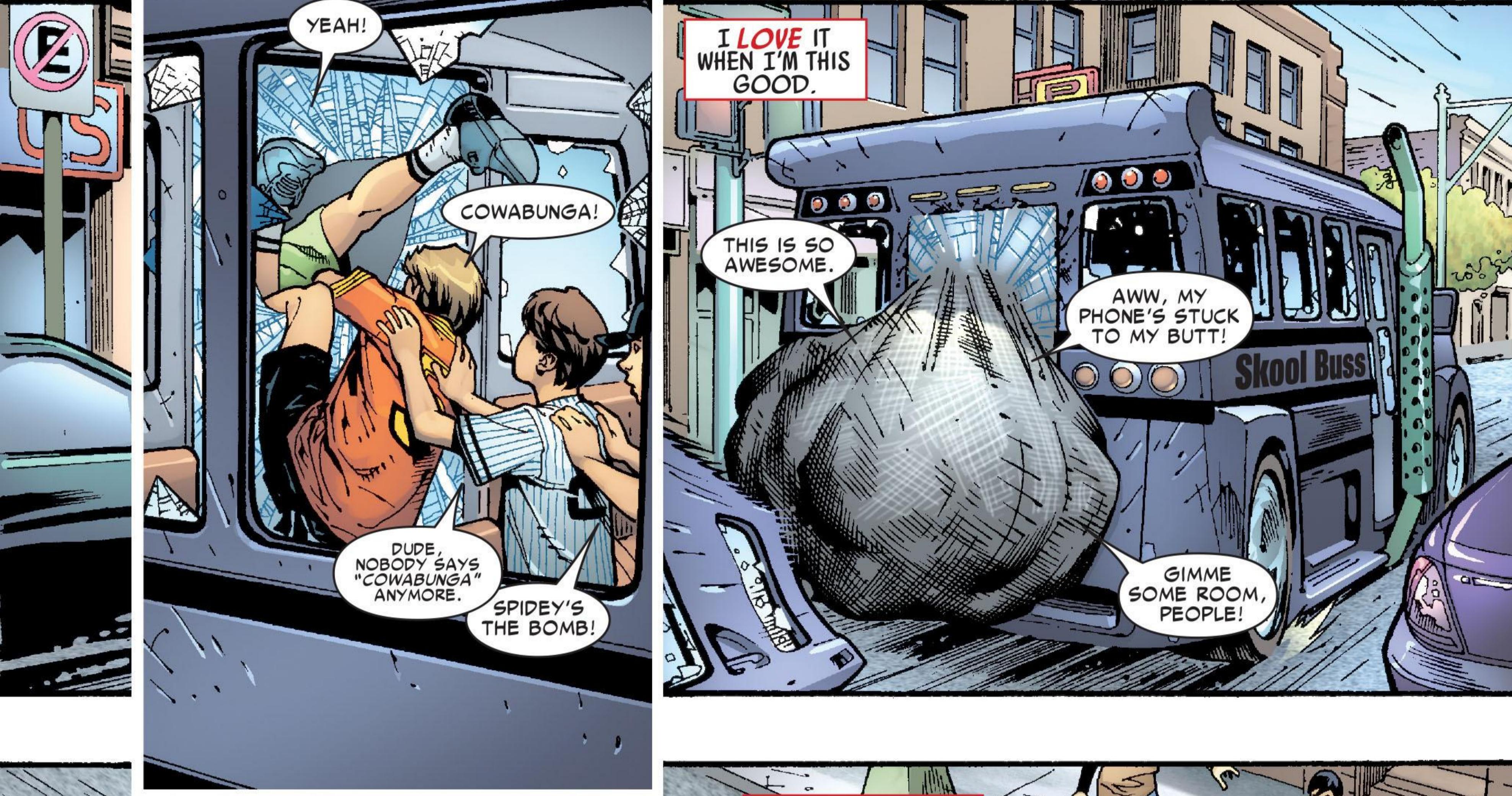
**DUCK,
KIDS!**

EMERGENCY DOOR

SHRMANK

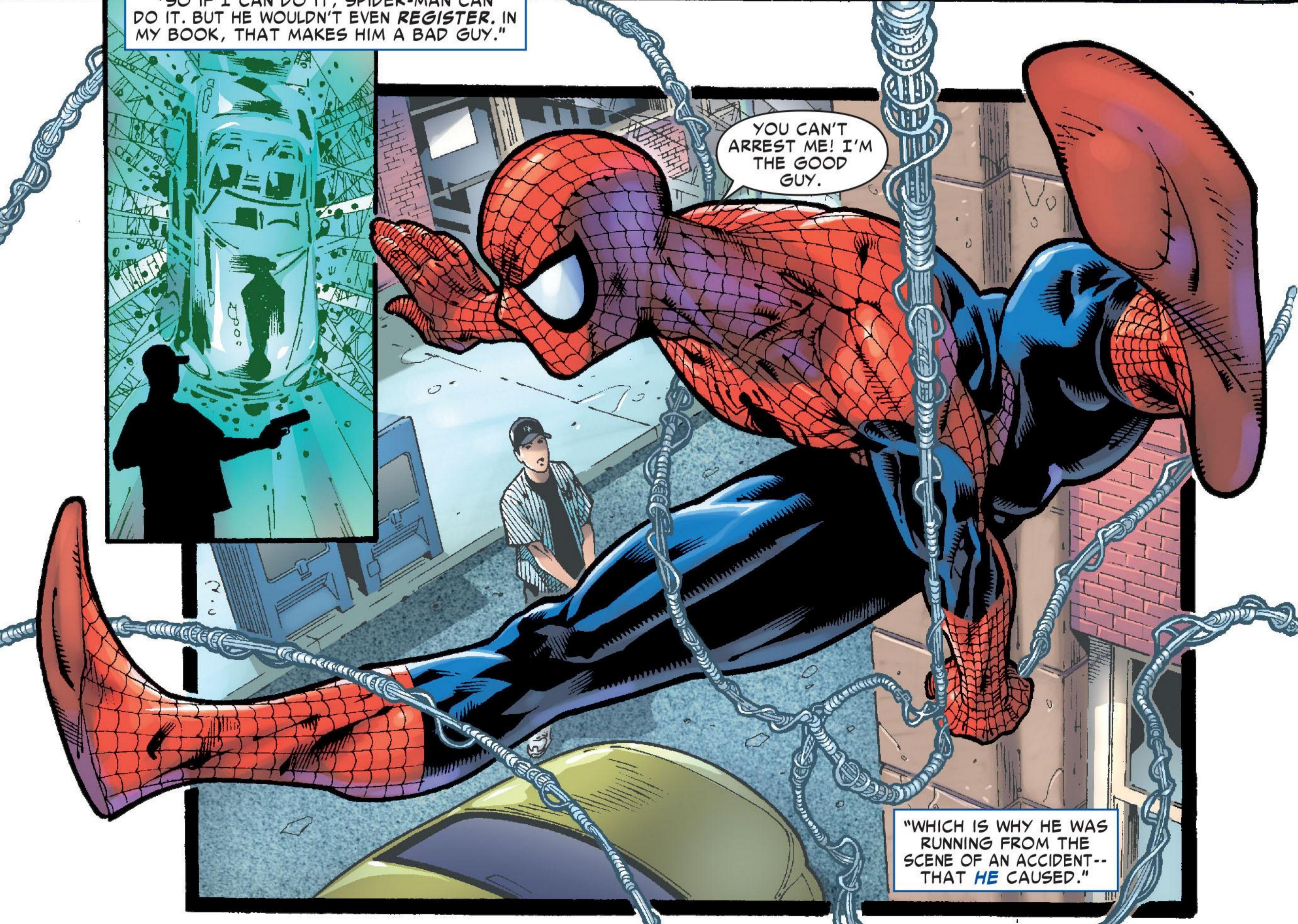
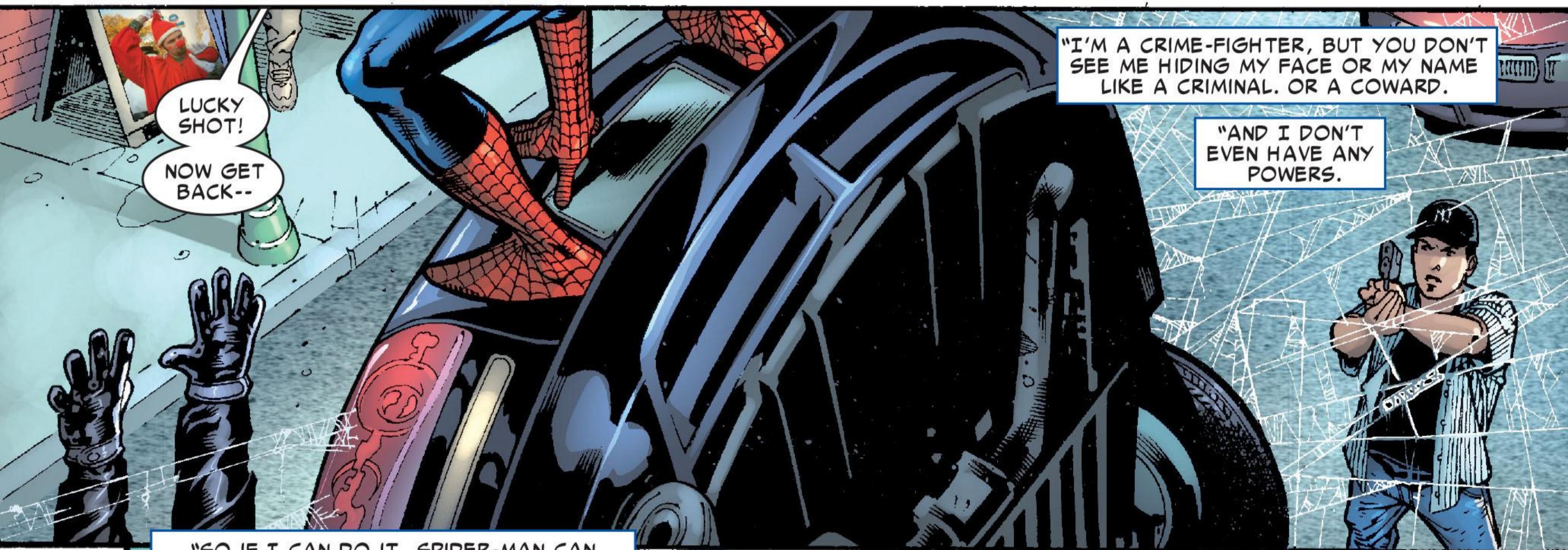
ALRIGHT,
KIDS! ABANDON
SHIP! I MEAN,
BUS! ABANDON
BUS!

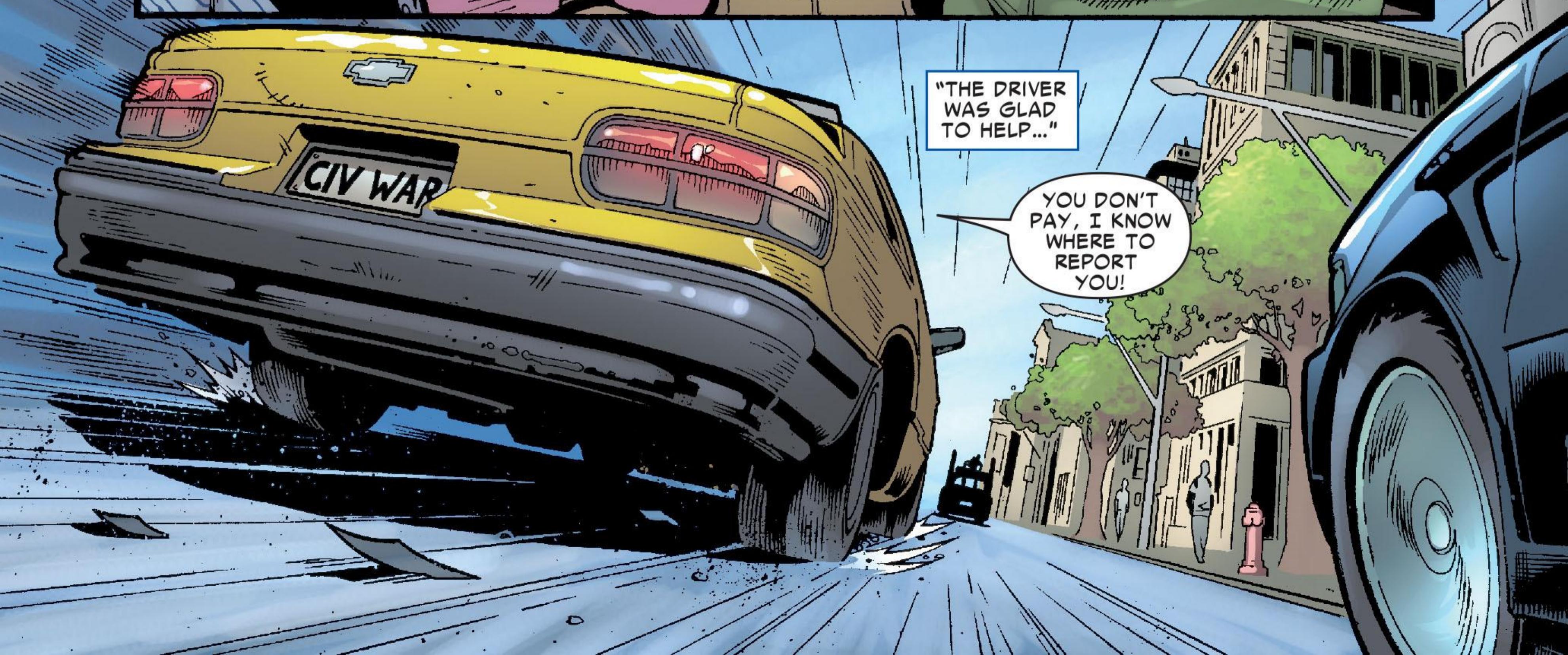
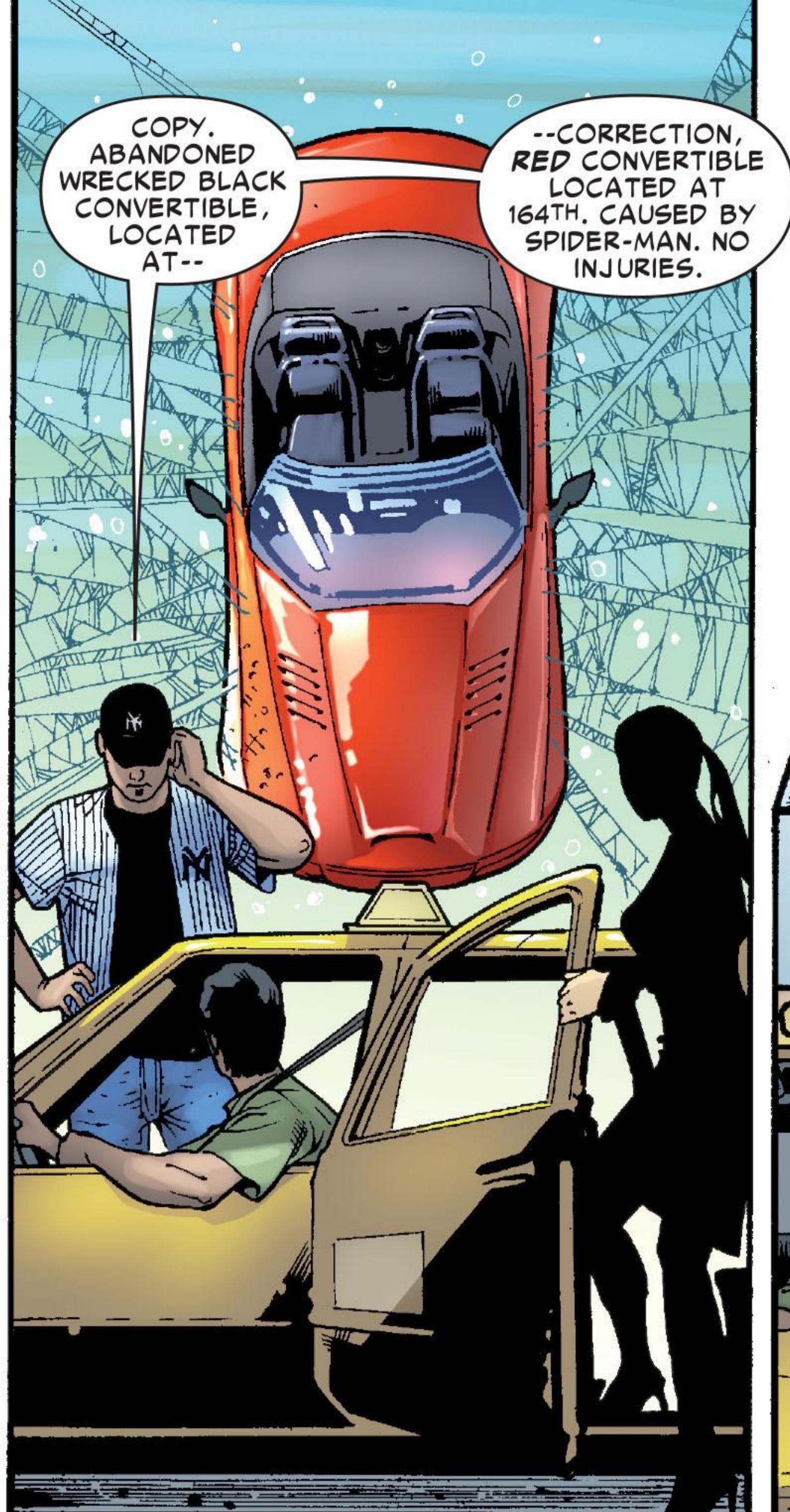
GET
OUTTA
HERE!

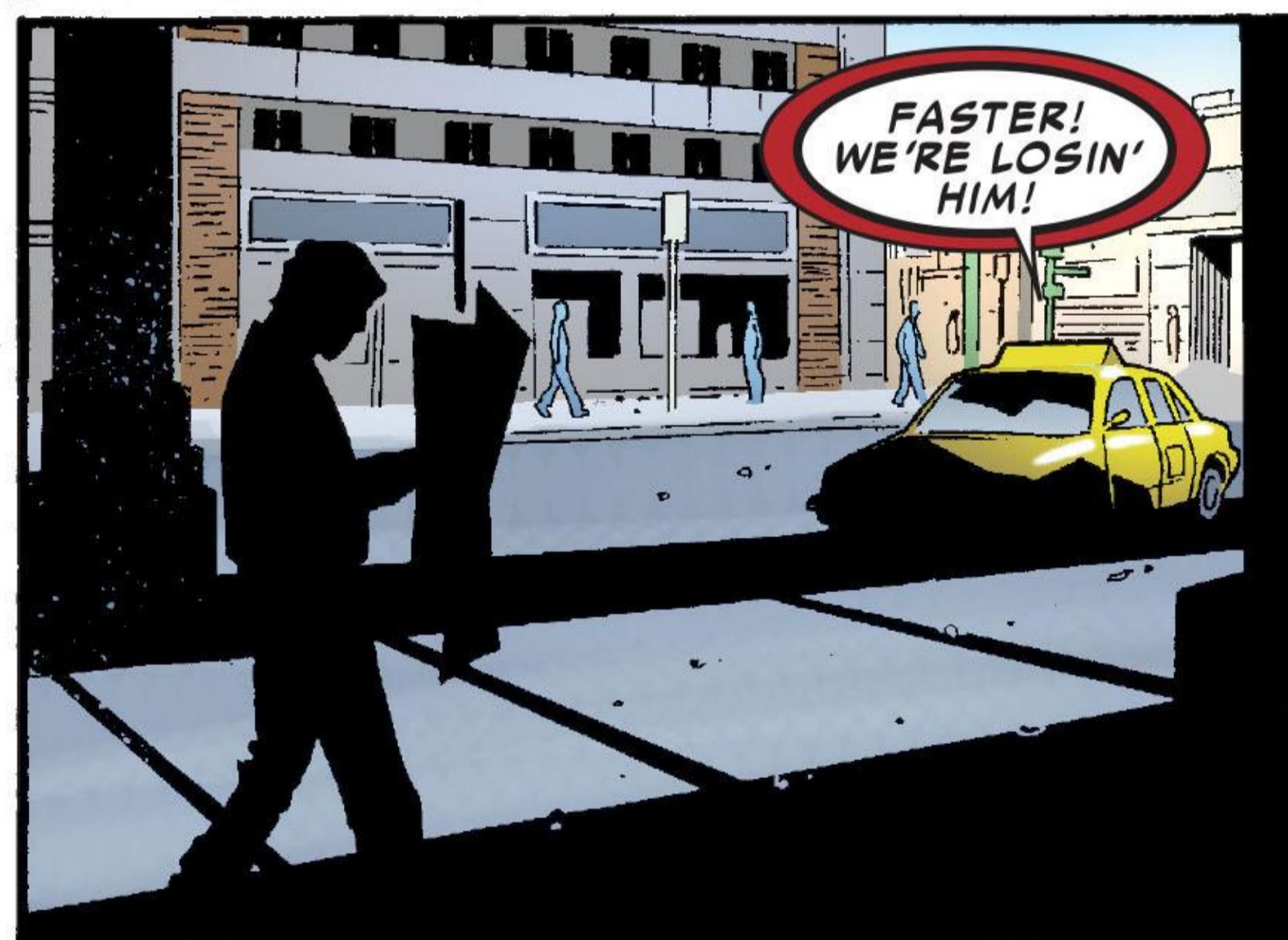


The Bronx.
ABOUT AN HOUR
LATER...

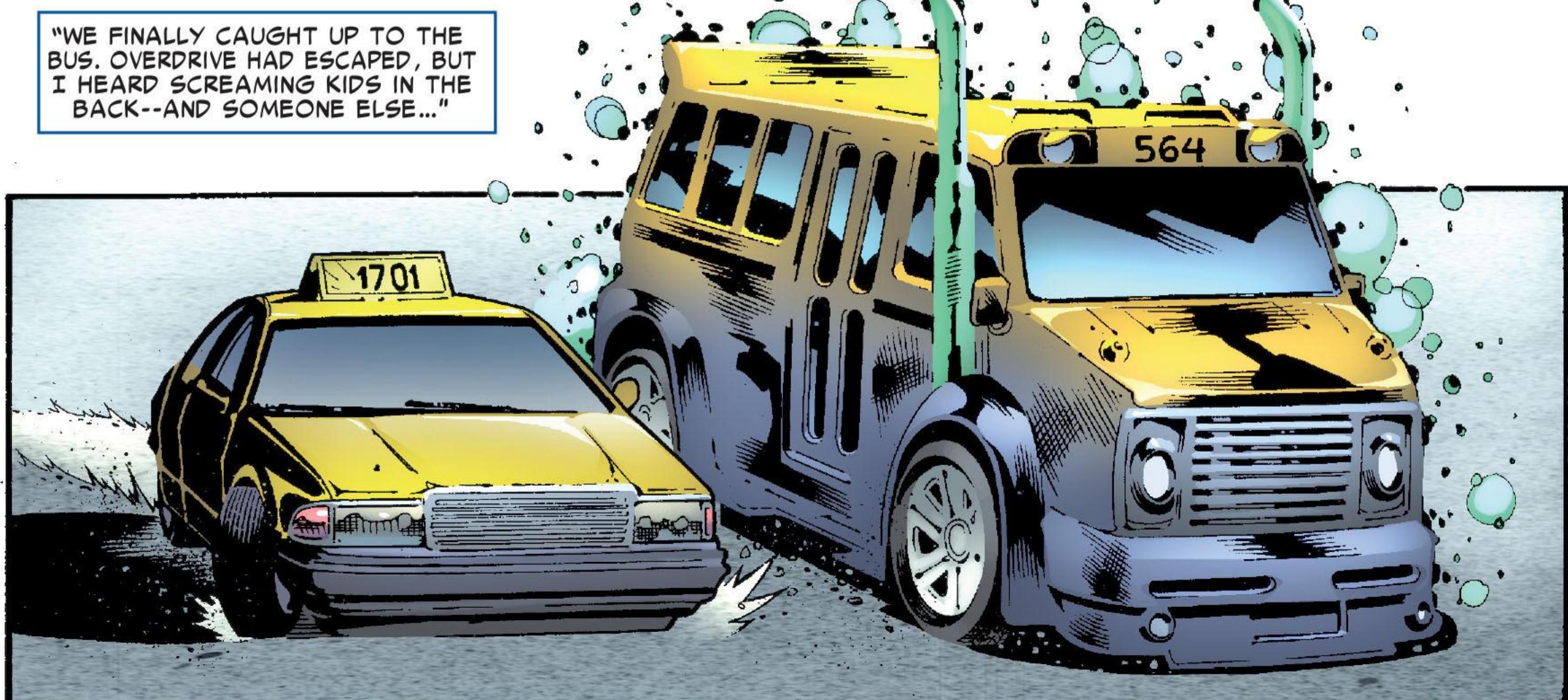


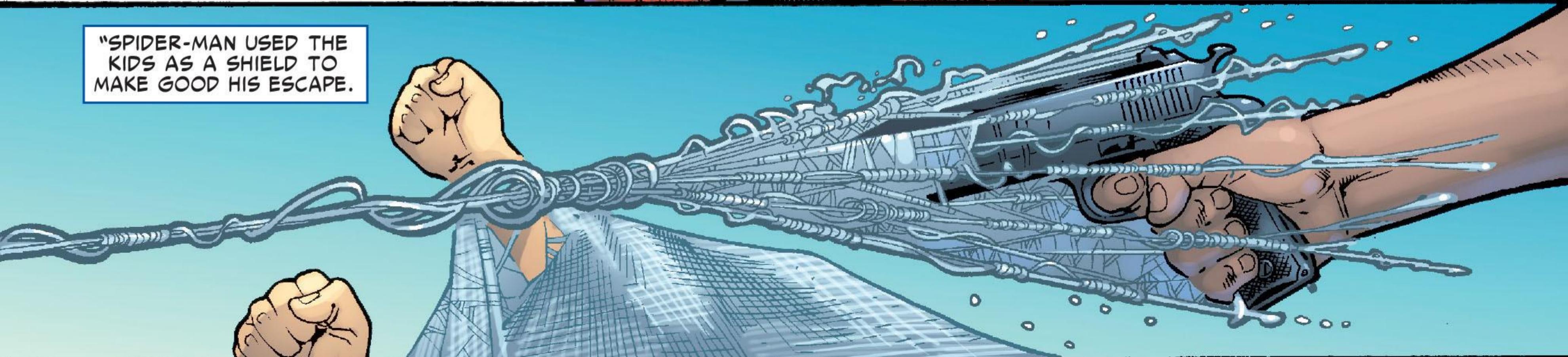
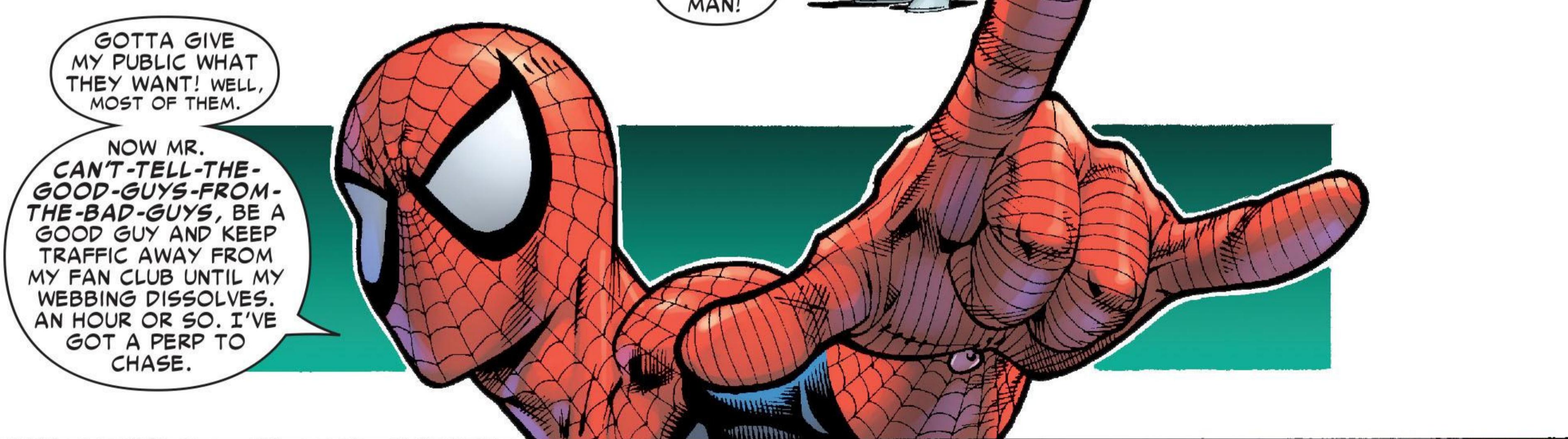
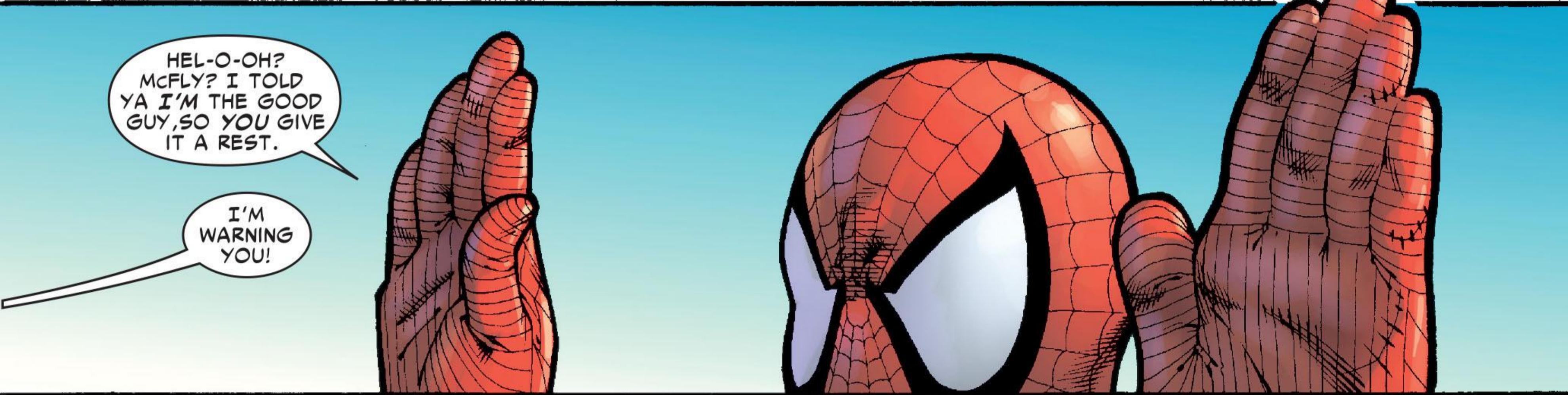
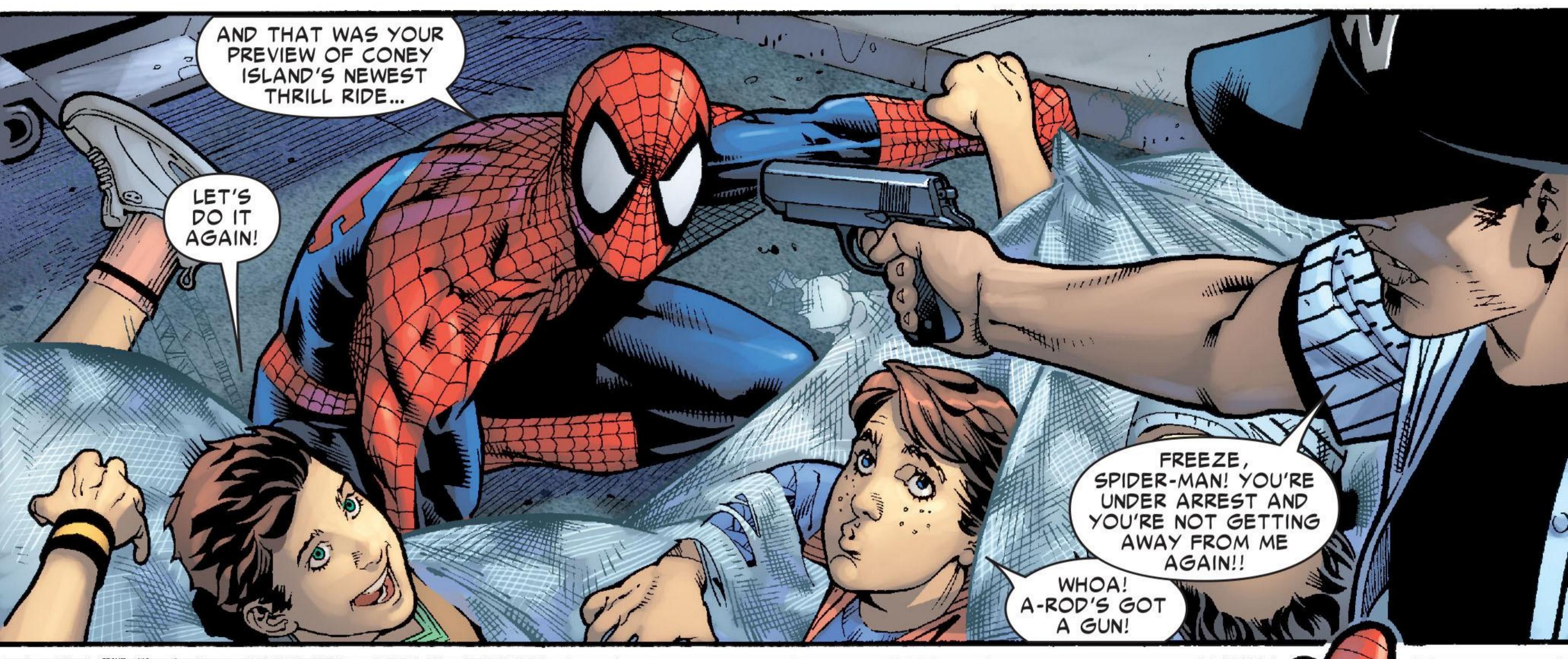


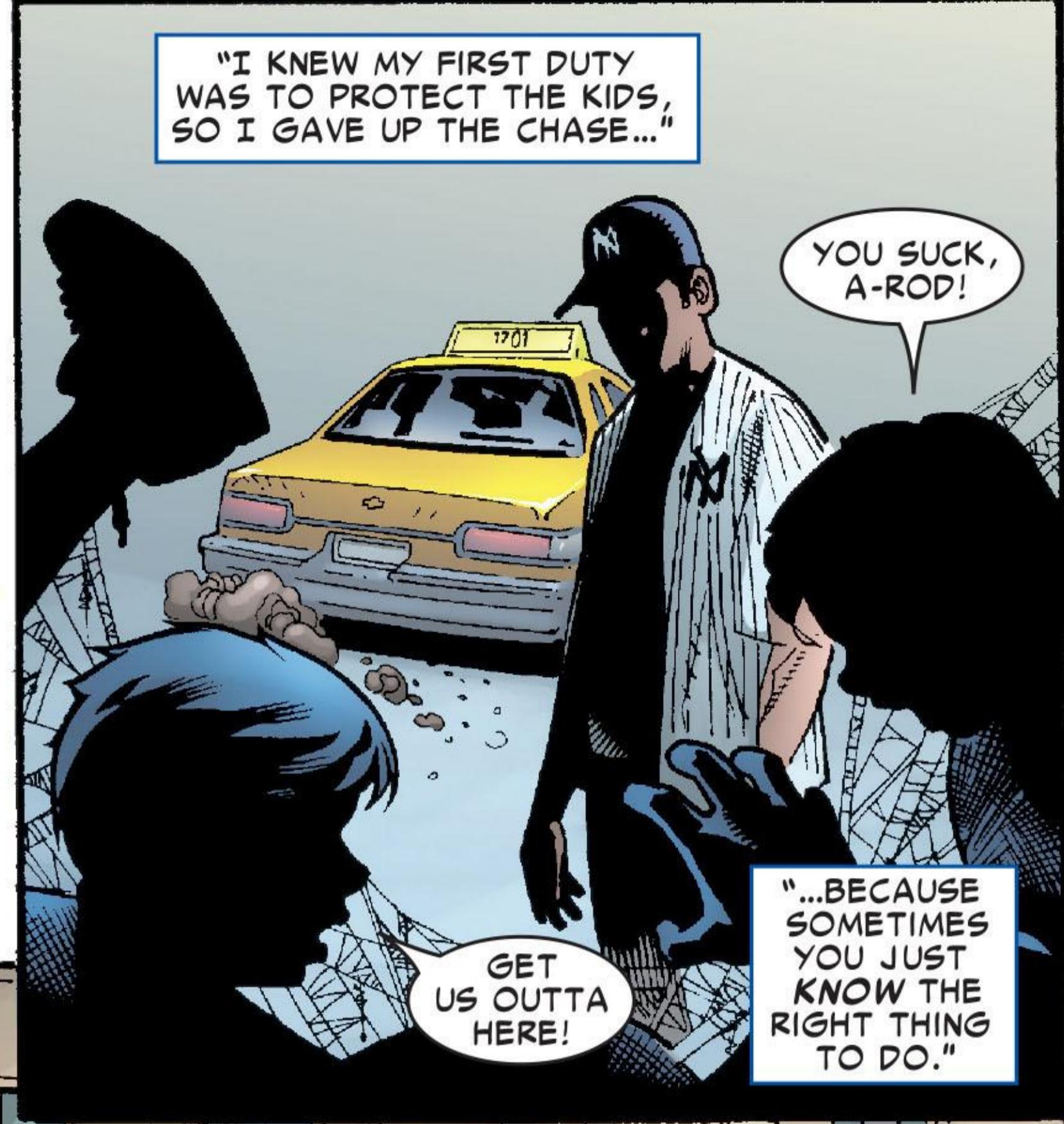




"WE FINALLY CAUGHT UP TO THE BUS. OVERDRIVE HAD ESCAPED, BUT I HEARD SCREAMING KIDS IN THE BACK--AND SOMEONE ELSE..."

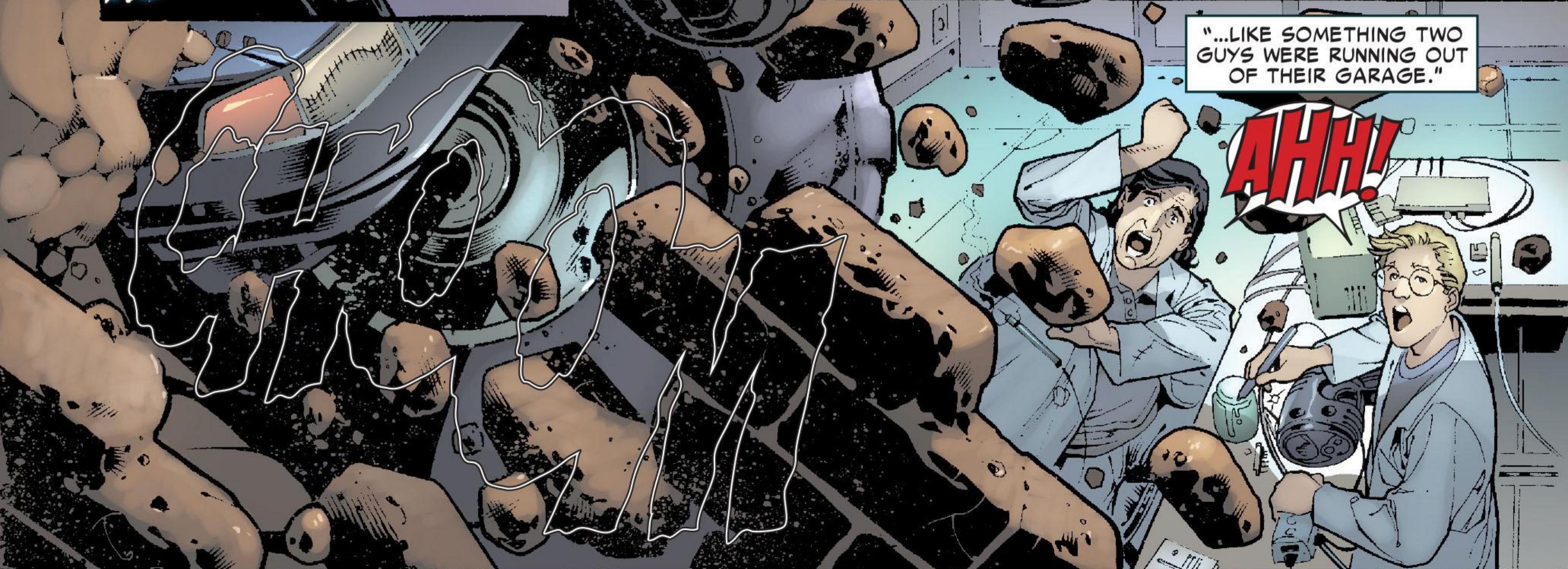
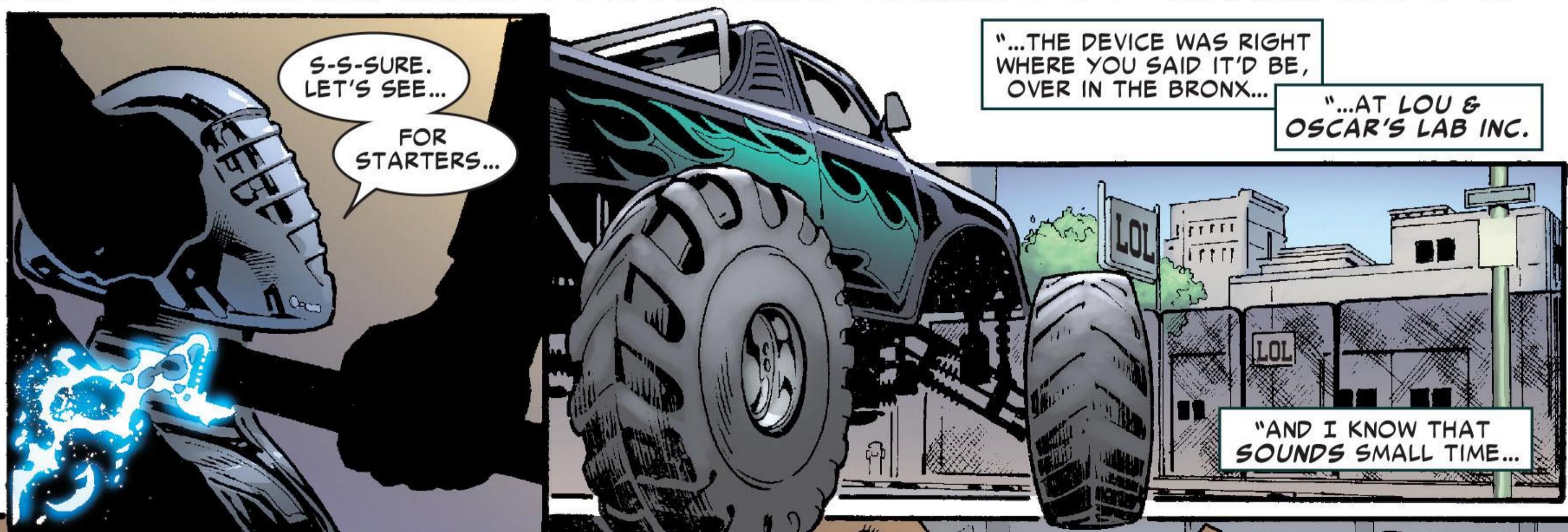


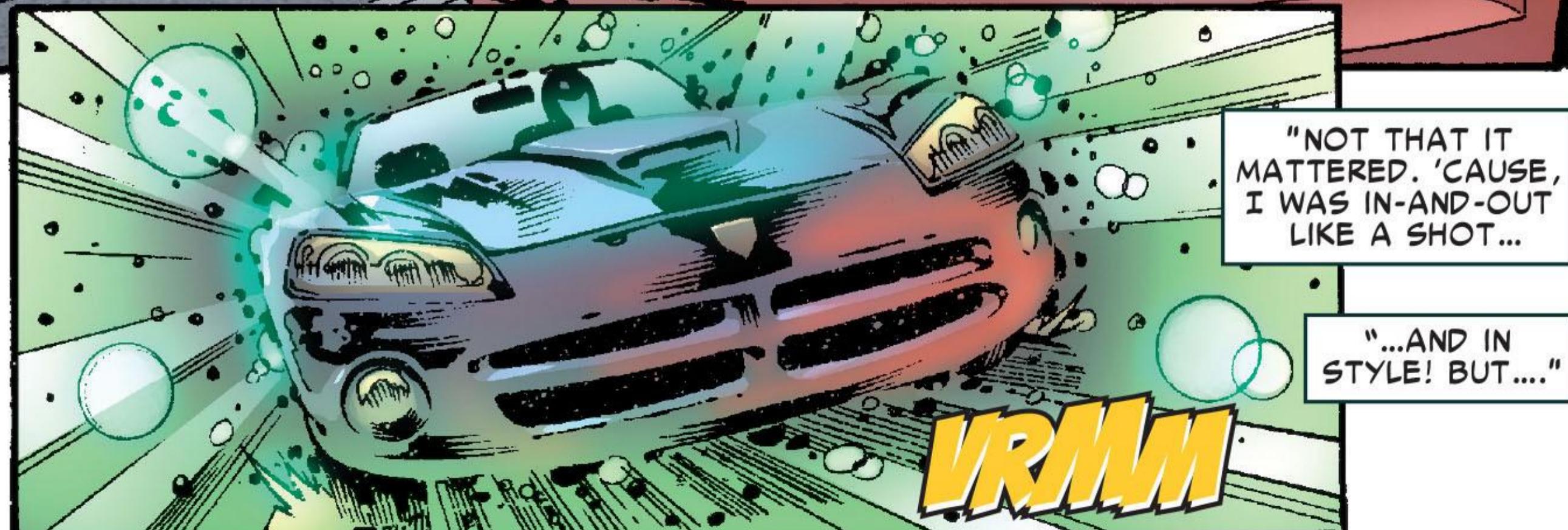
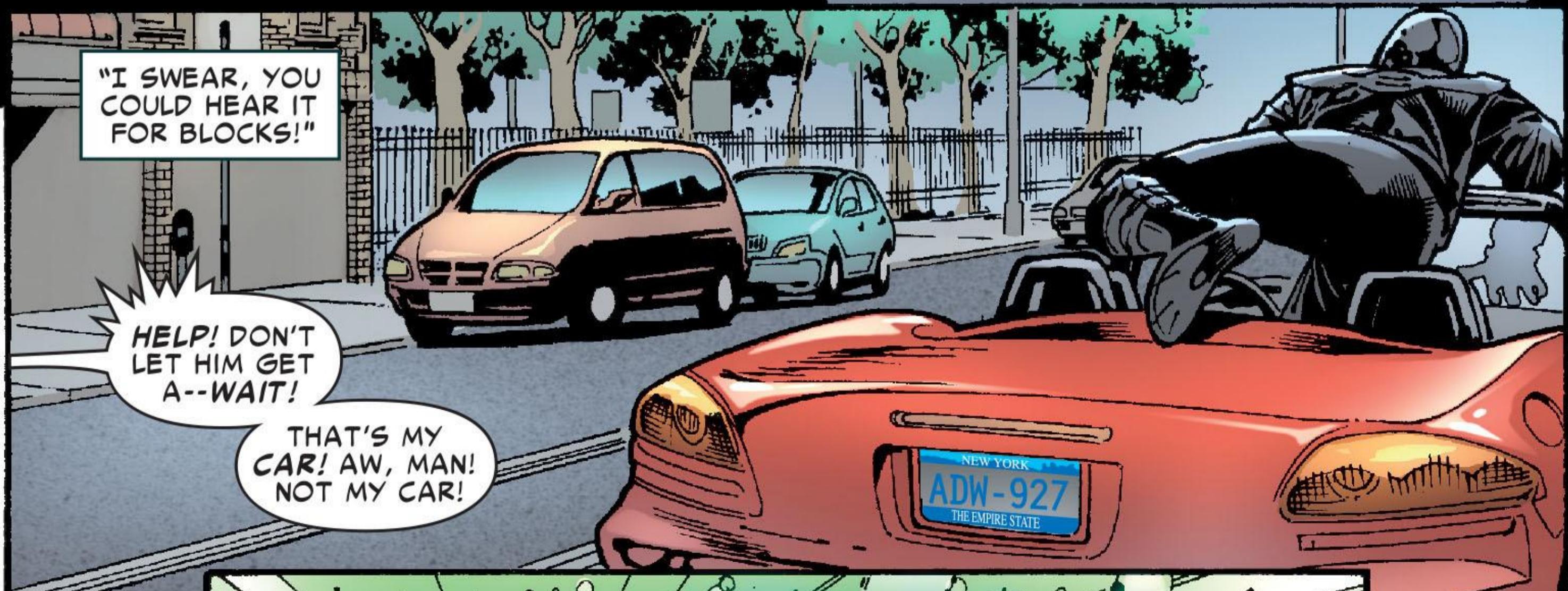
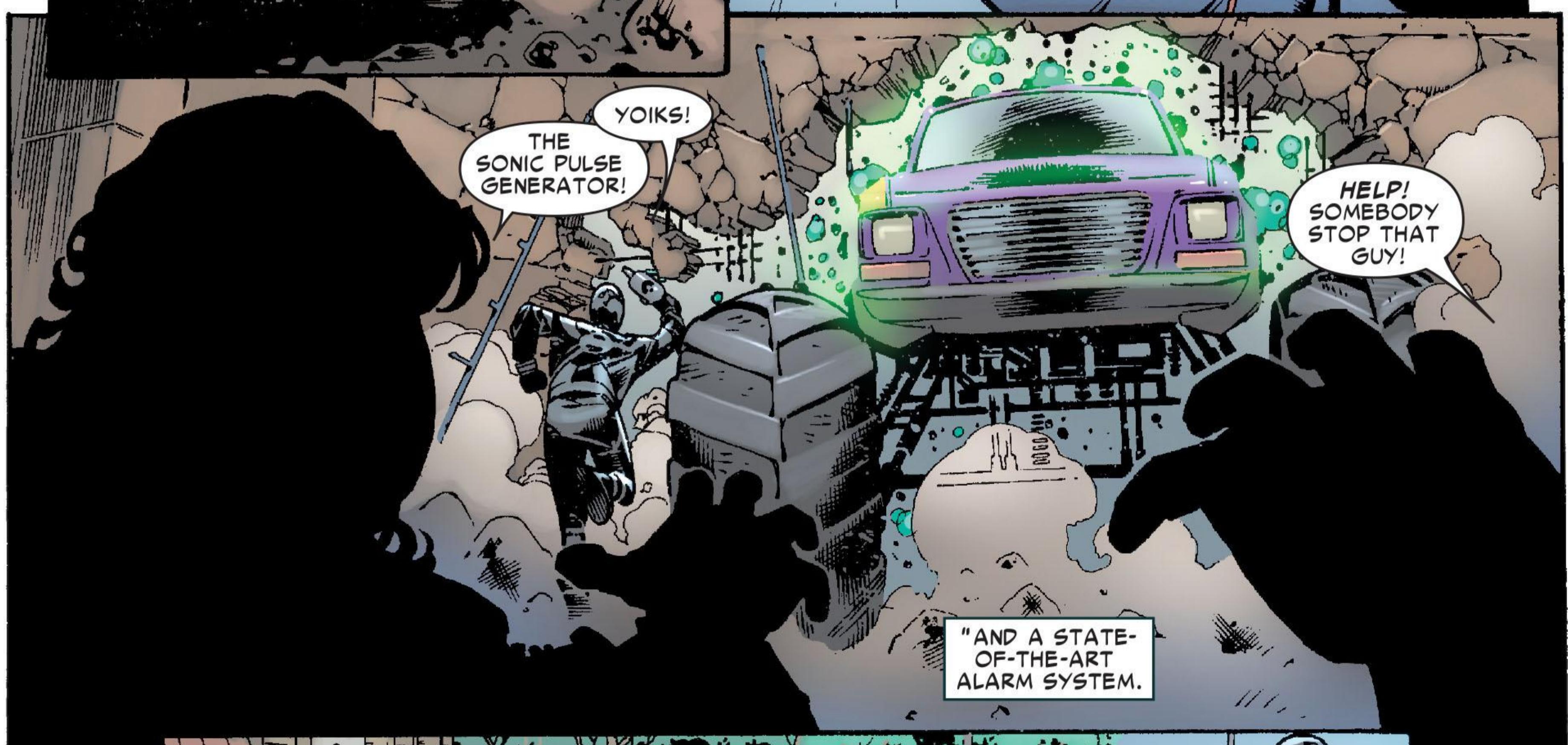




One hour later...

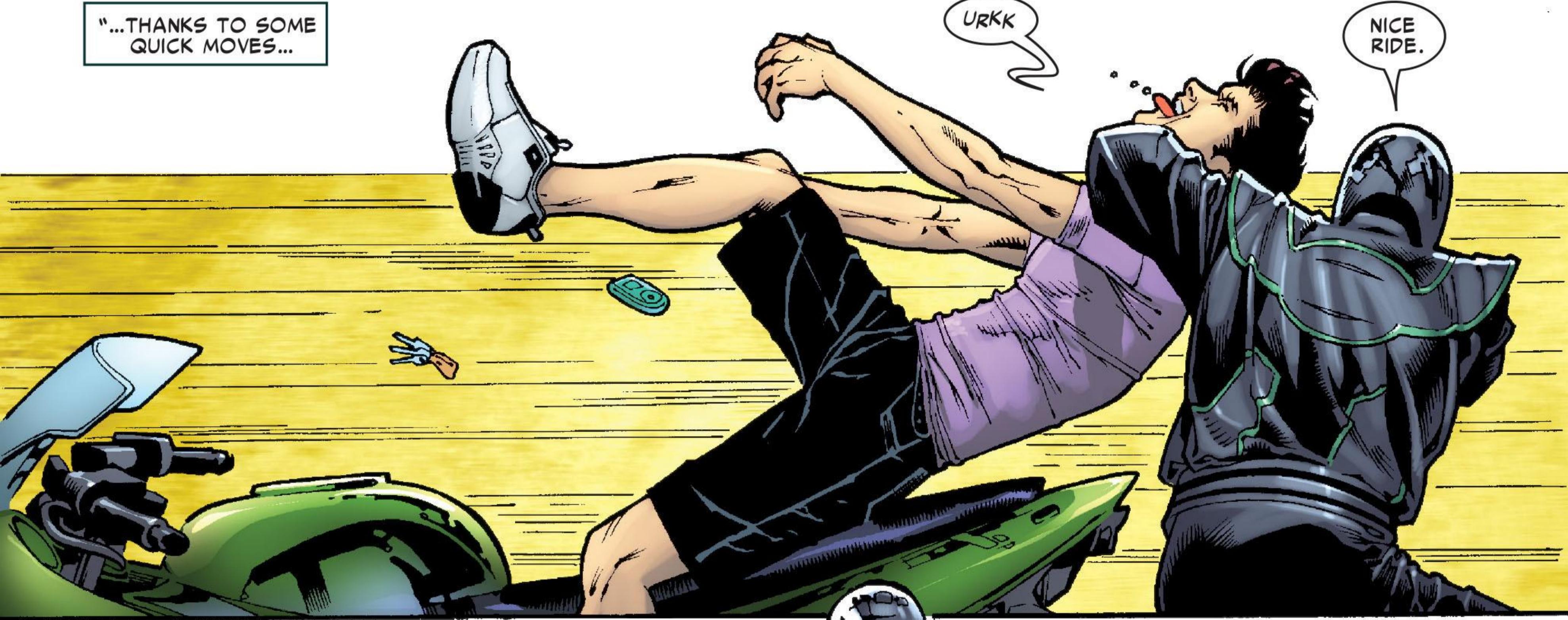
BROOKLYN NAVY YARD.





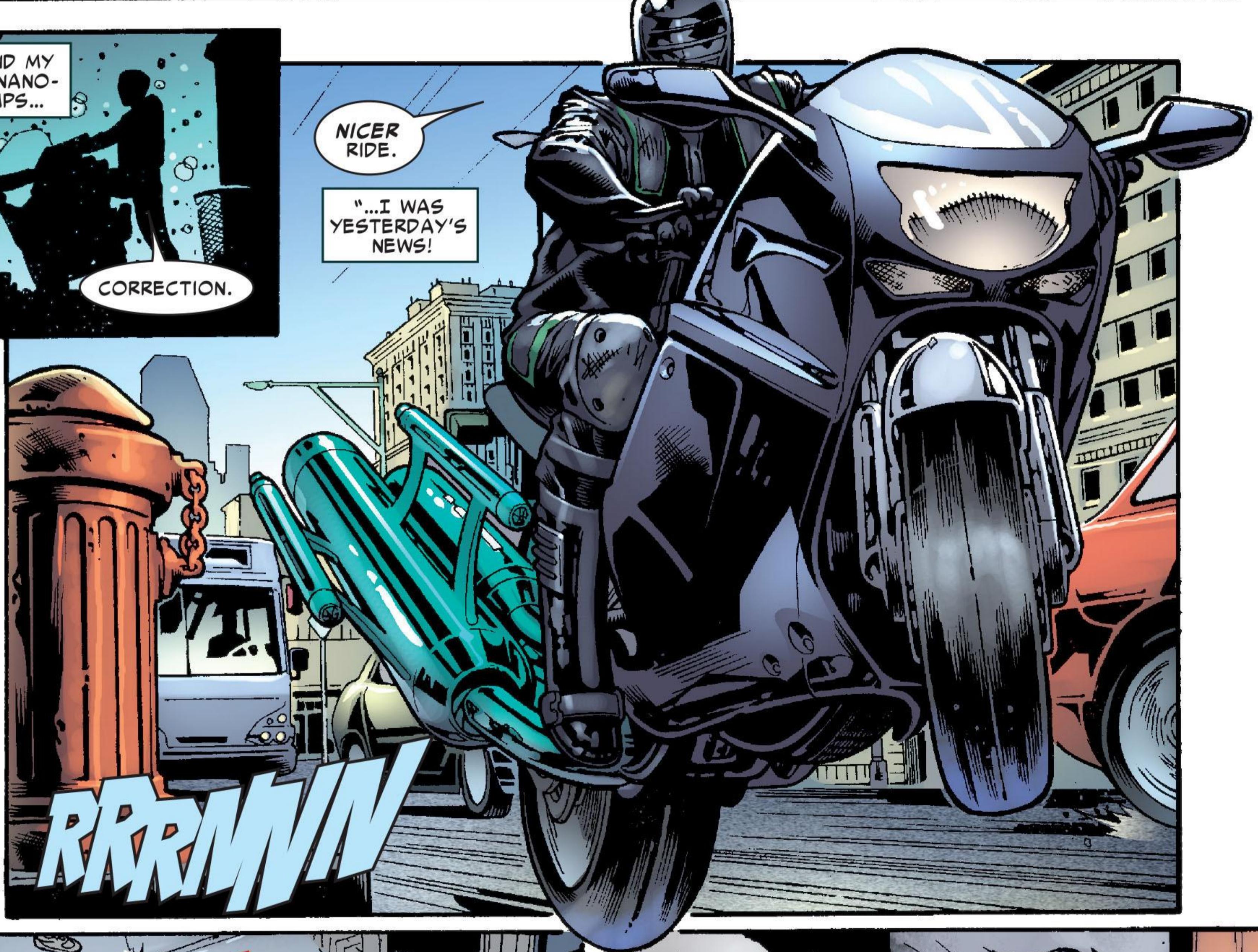


"...THANKS TO SOME
QUICK MOVES..."



NICER
RIDE.

"...I WAS
YESTERDAY'S
NEWS!"



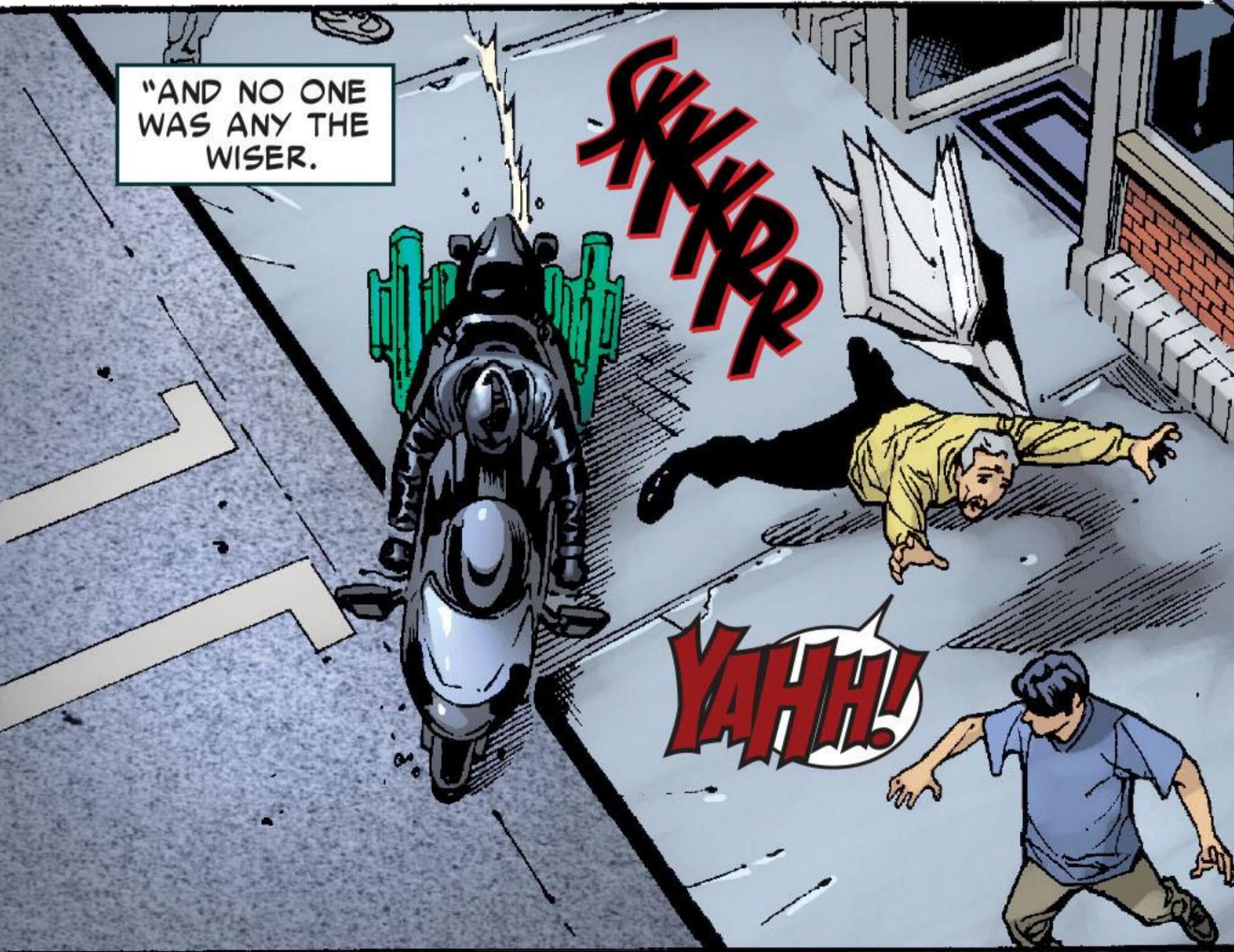
"AND NO ONE
WAS ANY THE
WISER."

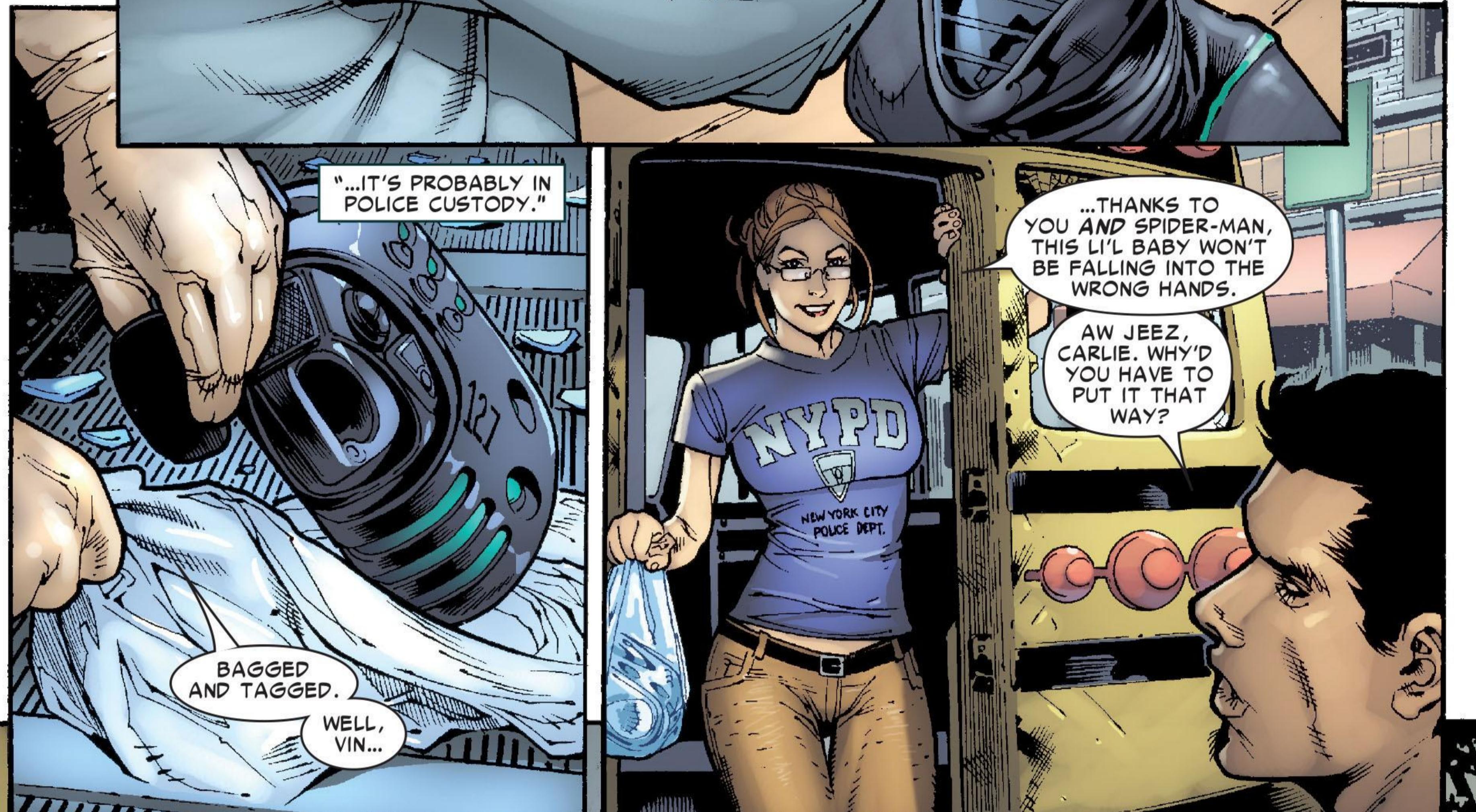
SKHR

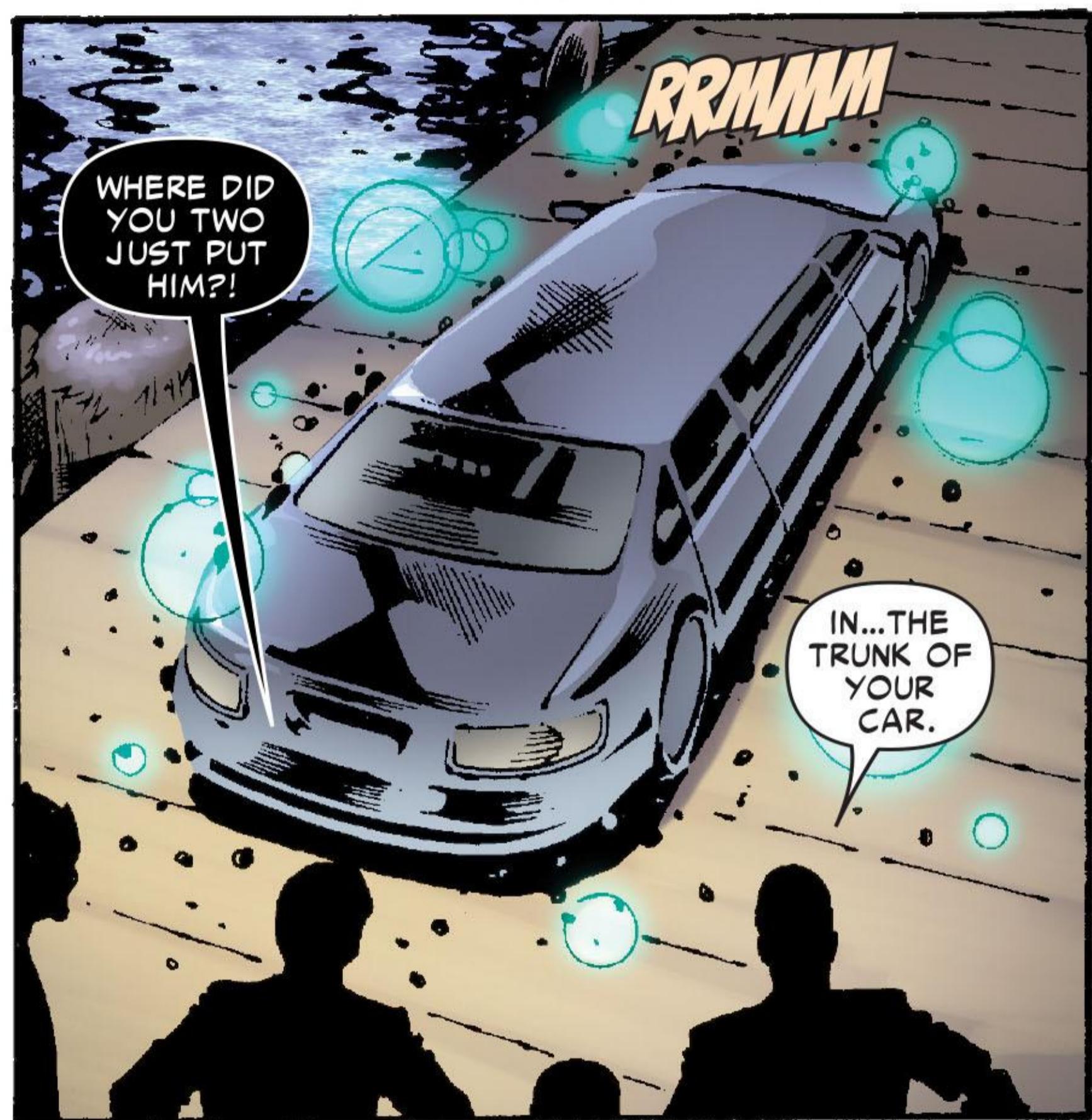
"WELL...NOBODY
THAT MATTERED
ANYWAY."

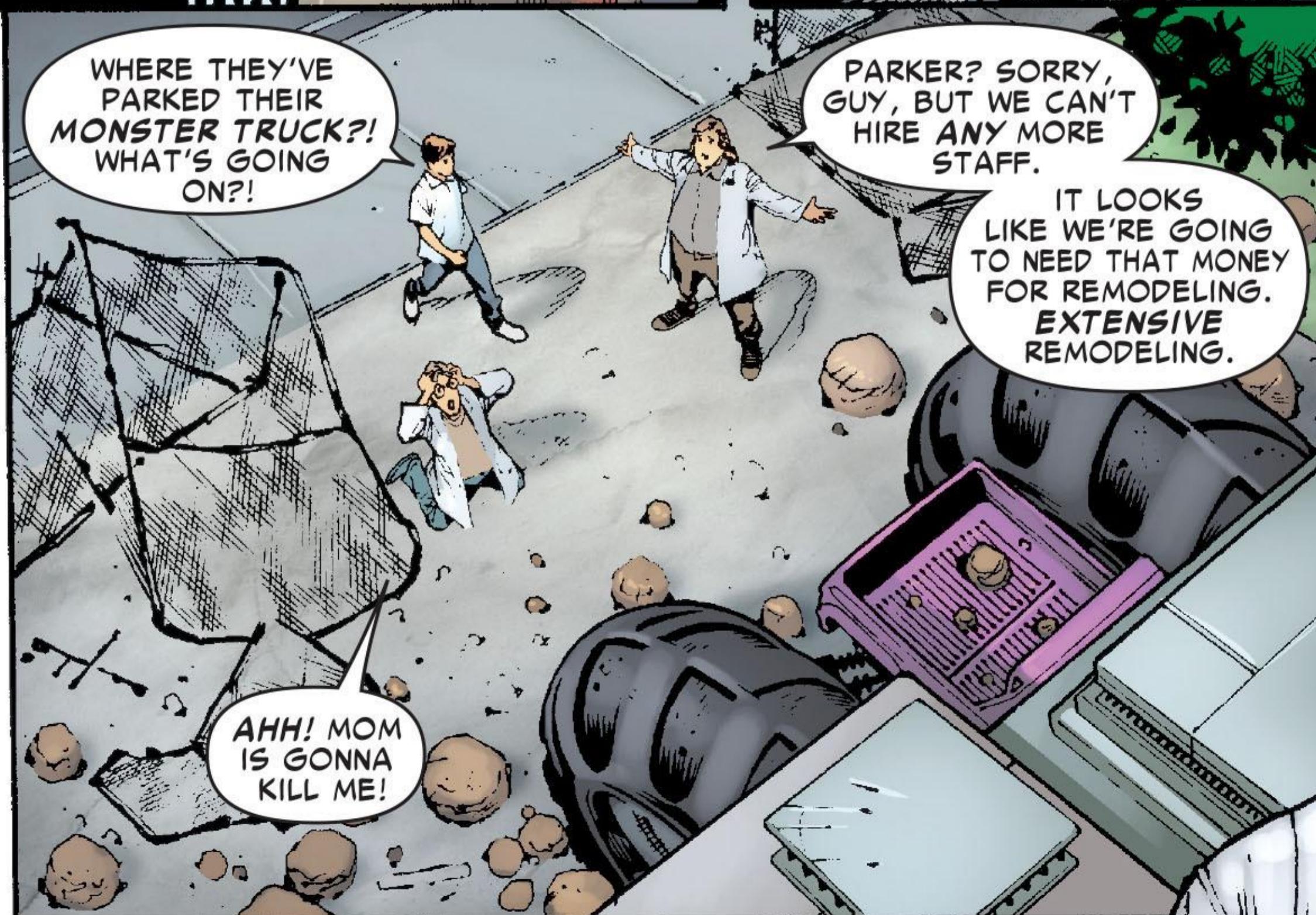
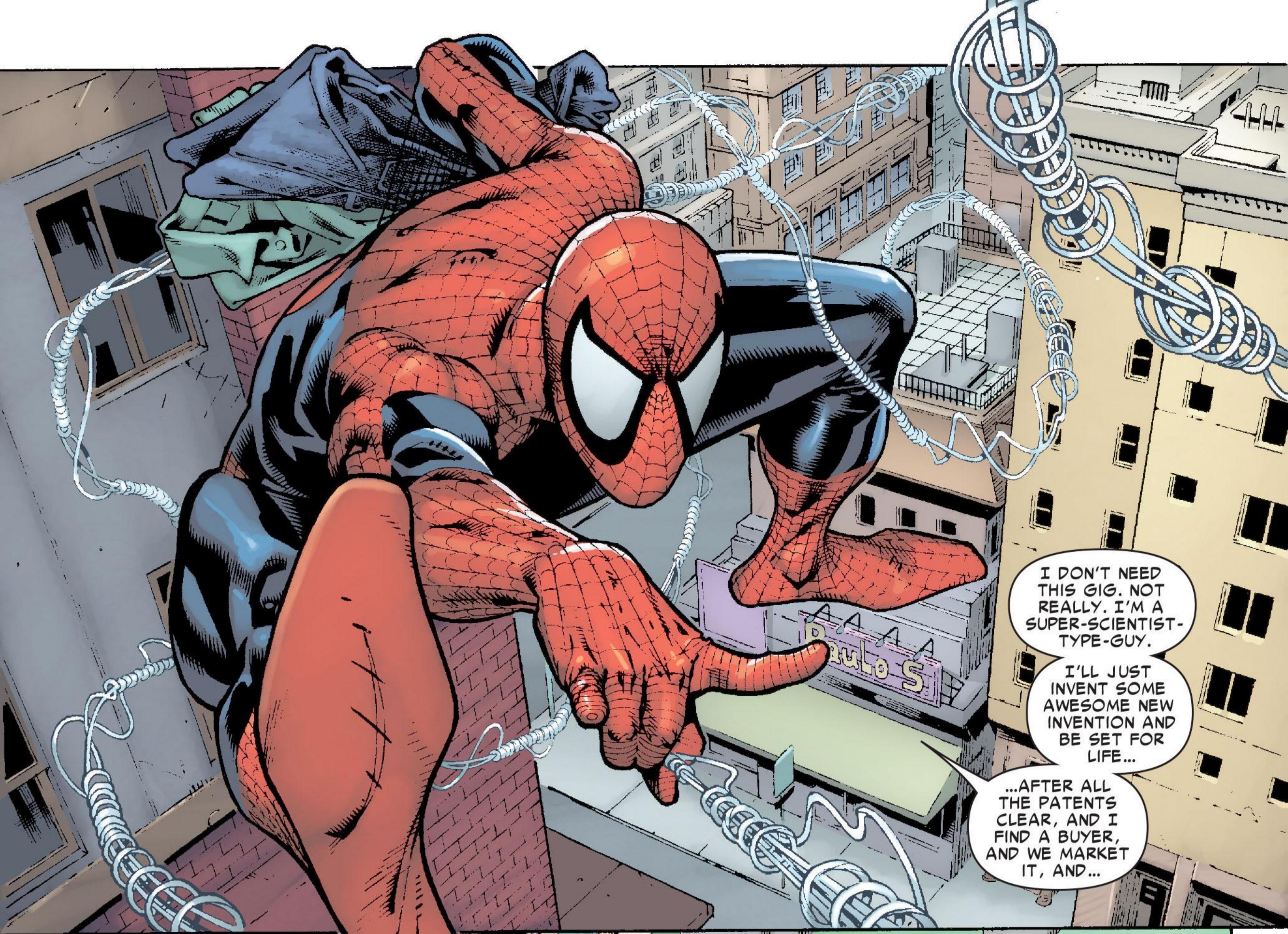
THREE TIMES?!
THAT'S IT! YOU'RE
ALL ON MY LIST!

Y'HEAR ME?
ALL OF
YOU!









Later...

THE DESK OF
DEXTER BENNETT.



the AMAZING SPIDER-MAIL



Send e-mail to

SPIDEYOFFICE@MARVEL.COM

(please mark as OKAY TO PRINT)

ATTENTION!!! CONTROVERSY AHEAD!!!

Folks, ever since we published Amazing Spider-Man #559 featuring the debut of Screwball (that peppy practitioner of the physical pastime known as "Parkour") into Peter Parker's pleasant parables, we've been inundated with no less than ONE letter taking us to task for the way we represented the sport within.

Since no disrespect was ever meant to anyone involved in parkour (especially since most anyone who could perform such enviable feats is certainly in better shape than anyone in this office), Assistant Editor Thomas J. Brennan IV responded to the writers of said letter via the electronic mail.

So although the original letter's writers have asked that their names be removed to protect their identity, I present to you now the letter of complaint and the response.

Below you'll get both sides of the issue that I'm sure will erupt into one of the most controversial moments in Spidey's recent history. (Slott's already asked that his name be taken off of upcoming issues, which we're more than happy to oblige, so look for the upcoming NEW WAYS TO DIE written by Jeph Loeb and Barack Obama!)

Anyway, enjoy...



TO: spideyoffice@marvel.com
Sent: Monday, June 09, 2008 10:36 AM

Dear sirs,

I realize the use and presentation of parkour in popular media creates an indistinct portrait of what parkour really is, so I'm not blaming either Mr. Slott or the Editors of Amazing. People get it wrong all the time. So I'm begging those involved that, before Screwball is even considered for use again, you do a little bit of reading about Parkour and David Belle, the discipline's founder, so that it may be portrayed a bit more accurately in the future.

Short and simply, parkour is a discipline concerned with moving through your environment (in particular the obstacles in your path) with maximum efficiency. Parkour is not about "tricking," nor is it "urban gymnastics." Tricks are not part of parkour, because they are not an efficient means of movement. Parkour is meant to be performed in ANY environment -- urban OR rural. Many of the top traceurs (practitioners of parkour) train extensively in natural environments.

And while gymnastics often provide excellent training for parkour, gymnastics are a sport of

mainly aesthetics; parkour spurns aesthetics as an element in favor of efficiency.

And as amazing as David Belle and his protégé are, it's very hard to believe that parkour alone is going to get anyone away from Spider-Man. It's a discipline very firmly grounded in human limitations. Putting it at odds with a character whose very concept is that they have gone well beyond human limitations seems a bit of a joke. A bodybuilder couldn't outlift Spidey... nor could a traceur outmaneuver him.

I don't begrudge using parkour as an element of storytelling by any means. I just ask that it not be misrepresented. Parkour already faces a lot of misunderstanding, and any way we can get the real message of parkour out there helps a lot.

Thanks,
NAME WITHHELD

FROM: spideyoffice@marvel.com
Sent: Monday, June 09, 2008 9:36 PM

Dear Name Withheld,

Thanks for reading and offering your opinion. To counter it, I must say late last year I P.A.'d on a shoot for a promotional video that starred a group of traceurs, lead by a few noted New York traceurs. While "urban gymnastics" and "tricks" may not be part of the official terminology for parkour, I took away from that shoot that it'd be pretty safe to say that they were acceptable colloquialisms for the movement -- I certainly heard "check out this trick" a number of times as the guys one-upped each other.

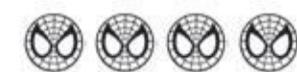
Obviously not everything done on the page was an example of pure parkour -- but ultimately, we deal in a visual medium which requires the most dynamic images, and sometimes a little creative license has to be taken to make that happen.

In terms of parkour vs. the abilities of Spider-Man, well, I don't think it's unfair to believe that just as the Marvel Universe New York is meant to be a heightened reality, the abilities of a parkour master in that New York would be heightened. And I can say from personally having seen how unpredictable parkour can get, I'd imagine even Spider-Man might be thrown for a loop from one of their masters.

As far as any negative portrayals of the performance you may feel in terms of a criminal character using aspects of parkour for her own ends, think about it this way: every sport has its controversial character(s). Parkour might not necessarily be a sport, but I think it applies here as well. Baseball has Barry Bonds, basketball has Ron Artest, curling has John Morris -- parkour has Screwball.

Again, thanks for reading our stuff, and take heart -- we're doing our best to read up on your stuff too.

Tom Brennan
Assistant Editor, Amazing Spider-Man



Dear Spider-team,

Can you make Marcos Martin draw Spider-Man forever, please?

Seriously, this is some of my favorite Spidey art of all time. It's like Steve Ditko and Steve Rude had a beautiful baby. The story wasn't too shabby, either. I hope we see something come out of this promised two-million-dollar prize.

All in all, I like this new direction. I grew up on the Spider-Man Essential phonebooks, so the Lee/Ditko loser Peter has always appealed to me more than the hot wife Peter that many vocal fans (mostly older than I) seem to have grown up on. Eventually, there will be kids who are reminiscing about the good ol' days when Spidey first met Mister Negative or had to figure out the identity of Menace.

Thanks for the laughs Spidey-Team and keep Marcos Martin chained to a desk if you need to.

Clayton Phillips
Houston, TX

You got it Clayton. More Marcos in next month's *Brand New Day Extra!* (along with braintrusters Marc Guggenheim).

And that's it! Until next week, folks!

Viva Templar!

--Simperin' Steve
6/11/08

Cover by Bachalo and Townsend (who you'll also see in next month's *Brand New Day Extra!* Featuring the return of Hammerhead!)

Next Week:

**Kraven's First Hunt!
Be there!**

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