

MARVEL

#3

EWING

ESPIN

GURU-eFX



YOU ARE
DEADPOOL

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YOU ARE DEADPOOL



Deadpool
NAME
lower middle
CLASS
unlawful awful
ALIGNMENT

CREDITS

WRITER
AL EWING
ARTIST
SALVA ESPIN
COLOR ARTIST
GURU-EFX

LETTERER
VC'S JOE SABINO

COVER ARTIST
RAHZZAH VARIANT COVER ARTIST
SALVA ESPIN

BACKGROUND

Deadpool, A.K.A. Wade Wilson, is a Level 3 Mercenary with Weapons Mastery (Amazing), Unarmed Combat (Incredible), Sad Clown Syndrome (Melancholy), Healing Factor (Shift-X) and Nasty Face (Shift-Ecch). He has no Elf insurance. Currently, he's falling through time thanks to a TVA Time Helmet.

RULES

DON'T READ IN ORDER! - Start on Page One and follow the instructions in the captions to find out which panel number to go to next.

In COMBAT, Deadpool rolls 2D6 - twice on a six-sided die. You'll be told how many times the baddies get to roll. If Deadpool's rolls are equal or higher, he wins.

Any ITEM smaller than a breadbox that you see on-panel can be stored in one of Deadpool's INVENTORY POUCHES, and he can even take them from issue to issue - but he only has three.

Your SADNESS score is irrelevant for this issue, but monitor your BADNESS score - it'll decide where you end up. If this is your first issue, start at ZERO - otherwise, remember your score from last time.

And HAVE FUN!

**SADNESS
SCORE**

**BADNESS
SCORE**

INVENTORY

1

DATELINE:
1974!

GOOD GRACIOUS! I'M EMERGING FROM THE TIMESTREAM--INTO 1974! ACCORDING TO MY OWN CAPTION!

A NEW CHAPTER OF MY KICK-ASS INTERACTIVE ADVENTURE IS BEGINNING! IN THIS...HORRIBLE SWAMP...

GUESS I MAXED OUT MY SADNESS SCORE...

THAT'S RIGHT, DEADPOOL--IT'S LATE 1974! AND THINGS ARE PRETTY GRIM!

THE WORLD IS TORN BETWEEN ROCKING TO ABBA'S "WATERLOO"--AND REELING FROM AMERICA'S "WATERGATE"!

IT'S A TIME OF DEEP SADNESS...AND THE MOST EMOTIONALLY WRENCHING PLACE TO BE IS THIS VERY SWAMP!

A PLACE OF DANGEROUS MONSTERS...DEADLY KUNG FU...AND DISILLUSIONING POLITICAL SCANDAL!



YOU ARE DEADPOOL 3: SEASON OF THE WIZARD

SAYAH
SAYAH

2

DAKIMH
THE ENCHANTER,
BY THE WAY.

I'M RELATIVELY
BIG IN THIS ERA--
SO WHEN THE ENTRAILS
FORETOLED YOUR ARRIVAL,
I FIGURED I'D SHOW
YOU THE ROPES.

THE SEVENTIES
CAN BE TREACHEROUS
FOR AN UNVERSED
TRAVELER...



4

WELL, I WOULD SKEDADDLE, BUT THIS TIME HELMET'S COMPLETELY OUT OF JUICE.

LUCKILY, IT'S SMALLER THAN A BREADBOX, SO LET'S STORE IT IN MY SPECIAL NON-INVENTORY POUCH FOR NOW...

REMEMBER--SINCE IT'S A NON-INVENTORY POUCH, YOU STILL HAVE THREE INVENTORY SLOTS!



6



GO TO 44.

REMEMBER--DON'T
KEEP READING IN THE
"CORRECT" ORDER...

7

...BECAUSE VERY
BAD THINGS
WILL HAPPEN.

UH-OH.

THESE...
THESE ARE
GOOD ROTTING
HANDS,
RIGHT?

8

SOCK
IT...TO
ME?

AAUGH!
MEPHISTO HIMSELF!
MY POOR PERFORMANCE
HAS CONDEMNED
ME...TO HELL!

OR
AT LEAST
HECK!

MY
ADVENTURE
ENDS HERE!

TALK ABOUT A **BAD ENDING**,
READER--DRAGGED DOWN TO
THE INFERNAL PIT BY
NAUGHTY ZOMBIES! ALL
BECAUSE OF YOU!

PERHAPS IF YOU'D BEEN A
LITTLE **BETTER** AT THIS, WE
WOULDN'T FACE AN **ETERNITY**
OF TORTURE...BUT SINCE
YOU **WEREN'T**, THIS IS...

THE
END.

Solve
= SPIN
2017

9

ENTERING THE
NORTHWEST
CLEARING...

HUH, PRETTY
QUIET IN THIS
BIT OF SWAMP. A
LITTLE...**TOO**
QUIET...

IT'S
ALWAYS
QUIET AT
MIDNIGHT,
BABE.





...BUT NO CIGAR. THE NAME'S CARTER.

RUFUS "ONE EYE" "SUPER MIDNIGHT" CARTER--IF YOU WANNA USE MY STAGE NAME ON THE INTERNATIONAL HEAVYWEIGHT KARATE CIRCUIT.

OR MAYBE YOU WANT ME IN MY OTHER CAPACITY-- AS A DEALER IN ANCIENT ARTIFACTS. MAYBE YOU WANNA MAKE AN OFFER ON THIS *GEM IN MY HAND.

OR MAYBE...JUST MAYBE, YOU'RE HIP TO MY THIRD GIG, YOU DIG...SECRET AGENT FOR THE C.I.A.

12

BUT IF YOU DO WANT THIS
*GEM OF MINE--YOU
SHOULD ASK YOURSELF,
BABE, ASK REAL HARD,
DIG REAL DEEP--



13

--ASK IF YOU
GOT IT **IN** YOU
TO TAKE IT
FROM ME.



13

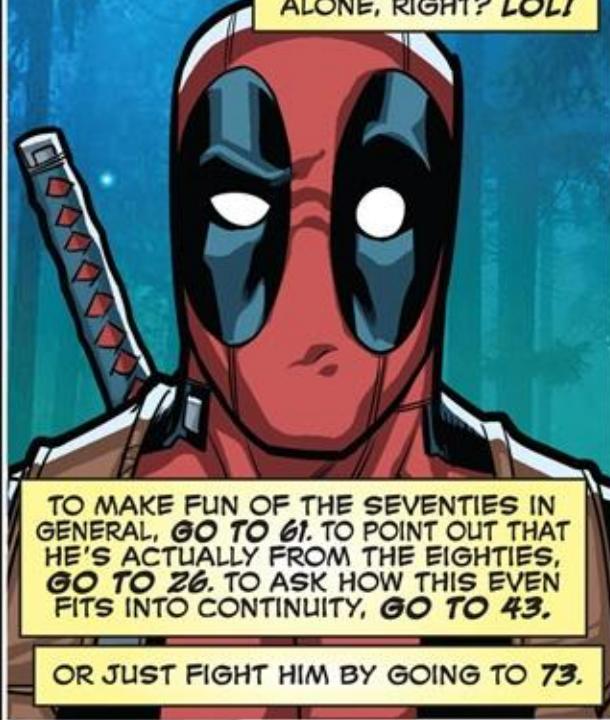
--ASK IF YOU
GOT IT IN YOU
TO TAKE IT
FROM ME.



14

...I CAN'T
EVEN.

TO MAKE FUN OF HIM,
GO TO 37. I MEAN,
THE "BABE" THING
ALONE, RIGHT? LOL!



TO MAKE FUN OF THE SEVENTIES IN
GENERAL, GO TO 61. TO POINT OUT THAT
HE'S ACTUALLY FROM THE EIGHTIES,
GO TO 26. TO ASK HOW THIS EVEN
FITS INTO CONTINUITY, GO TO 43.

OR JUST FIGHT HIM BY GOING TO 73.

15

ENTERING THE NORTH-EAST CLEARING... OOPS. WAIT.

TIME FOR A QUICK SWITCH TO GLOOMY SECOND-PERSON NARRATION...



15

ENTERING THE NORTH-EAST CLEARING... OOPS. WAIT.

TIME FOR A QUICK SWITCH TO GLOOMY SECOND-PERSON NARRATION...



16

...ISN'T IT... MAN-THING?

YOU GAZE AT THE *GEM IN YOUR HAND...AND IN YOUR FEEBLE MIND, YOU WONDER WHY IT GLOWS SO. IS IT...ALIVE?



NO...BECAUSE IF IT WERE ALIVE, IT WOULD BE AFRAID OF YOU... AND THEN...THEN IT WOULD DIE...

17

...FOR WHATEVER KNOWS
FEAR BURNS AT THE
MAN-THING'S TOUCH!

SO
CLASSIC! I'M
GETTING CHILLS
OVER HERE.
CHILLS.

ANYWAY,
SINCE I'M
NOT AFRAID OF
THIS GUY, I
CAN JUST--



17

...FOR WHATEVER KNOWS
FEAR BURNS AT THE
MAN-THING'S TOUCH!

SO
CLASSIC! I'M
GETTING CHILLS
OVER HERE.
CHILLS.

ANYWAY,
SINCE I'M
NOT AFRAID OF
THIS GUY, I
CAN JUST--



18

MAN-THING HAS
5D6 COMBAT
ABILITY.

HE'S GOT
WHAT?

FIVE ROLLS
TO OUR TWO.



17

...FOR WHATEVER KNOWS
FEAR BURNS AT THE
MAN-THING'S TOUCH!

SO
CLASSIC! I'M
GETTING CHILLS
OVER HERE.
CHILLS.

ANYWAY,
SINCE I'M
NOT AFRAID OF
THIS GUY, I
CAN JUST--



18

MAN-THING HAS
5D6 COMBAT
ABILITY.

HE'S GOT
WHAT?

FIVE ROLLS
TO OUR TWO.



19

UH-OH.

IF WE WIN,
GO TO 58.
IF WE LOSE,
GO TO 54.



20

GLERK!

HAH!
THE OLD
JOKES ARE
THE BEST!

DRACULA IS OUT OF THE FIGHT. IF WE HAVE A STICK AND HAVEN'T USED IT, GO TO 38.

OTHERWISE, FIGHT ANY MONSTERS STILL STANDING. IF WE WIN, GO TO 60--IF WE LOSE, GO TO 92.

21

ENTERING THE
EAST CLEARING...

EXPLETIVE
DELETED!

THAT
GUY FIGHTING
RICHARD NIXON--
IS THAT...



21

ENTERING THE
EAST CLEARING...

EXPLETIVE
DELETED!

THAT
GUY FIGHTING
RICHARD NIXON--
IS THAT...



22

...CAPTAIN
AMERICA?

WHAT
ARE YOU
WEARING?

SOCK
IT...TO
ME?

RECOGNIZE
MY FIGHTING
STYLE, FRIEND?

WELL, YOU'RE
RIGHT--I WAS
ONCE CAPTAIN
AMERICA!



23



23

BUT I CAN'T
FIGHT FOR A
COUNTRY--OR
A *SPECIES*--I
NO LONGER
BELIEVE IN!

THAT'S WHY I
TOOK ON THE
MANTLE OF...
GRASSHOPPER!

THE
MIGRATORY
INSECT WITHOUT
A COUNTRY!

24

WATERGATE
HIT YOU HARD,
HUH?

MM.
OH, AND THE
PRESIDENT BECAME
A *SUPER VILLAIN* AND
SHOT HIMSELF IN
FRONT OF ME. THAT
DIDN'T HELP.

25

AROOO! YES,
I FADED MY DEATH--
BECAUSE WHEN A
CORPSE DOES IT, IT'S
NOT ILLEGAL!

AND NOW
THAT FORD'S
PARDONED ME--
AND I'VE STOLEN THIS
*GEM OF POWER--
THE SECRET EMPIRE
WILL LIVE
AGAIN!

AGAIN?
UGH.

IF YOU HAVE "KOKIE,
KOKIE, LEND ME YOUR
COMB" ON VINYL, GO TO
55. IF YOU'VE LEARNED
THE SUPER MIDNIGHT
TECHNIQUE, GO TO 85.

OTHERWISE, SECRET NIXON
HAS 2D6--TWO ROLLS TO
OUR TWO. IF WE WIN,
GO TO 88--IF YOU
LOSE, GO TO 70.



26

OH, PLEASE. HAVEN'T
YOU HEARD OF THE
"LONG SEVENTIES"?

GO TO 62.

27

ENTERING THE
SOUTH CLEARING...



GREETINGS!
I AM THE
COUNT! AH,
HA, HA!

AND
TODAY I AM
COUNTING...HOW
MANY MONSTERS
ARE IN THIS
CLEARING!

28

ONE! ONE
MONSTER, ME,
COUNT DRACULA!
AH, HA, HA!

TWO!
TWO MONSTERS,
COUNT DRACULA
AND WEREWOLF
BY NIGHT! AH,
HA, HA!

THREE! THREE
MAGNIFICENT
MONSTERS! COUNT
DRACULA, WEREWOLF
BY NIGHT AND GHOST
RIDER! ALL UNDER THE
EVIL SPELL OF THIS
*GEM BURIED
HERE!

THE NUMBER
OF THE DAY IS
THREE, AH,
HA, HA!

29

...WELL,
IT COULD BE
WORSE.

HE
COULD HAVE A
TOPKNOT.

EACH OF THE THREE
ENEMIES HAS **ZD6**--
TWO ROLLS TO
OUR TWO.

IF WE HAVE A STICK, **GO TO 38**. IF WE HAVE TWO
STICKS, **GO TO 79**. IF WE
HAVE A STEAK, **GO TO 20**.
OTHERWISE, WE'LL HAVE TO
FIGHT THEM ONE BY ONE.

IF WE WIN AGAINST
ALL OF THEM, **GO TO
60**. IF WE LOSE A
FIGHT, **GO TO 92**.

30

THERE.
THERE...LET
DADDY DEADPOOL
MAKE IT AAALL
BETTER...

Frooshh

YOU'RE ALREADY
WRITING THE SLASH
FIC. ADMIT IT.



32

ENTERING THE
WEST CLEARING...

WHAT THE--
BLACK-AND-
WHITE ART?

AND
WHAT'S **THIS**,
SUPPOSED TO BE,
NEWSPRINT?

WADE
WILSON--

32

ENTERING THE
WEST CLEARING...

WHAT THE--
BLACK-AND-
WHITE ART?

AND
WHAT'S THIS
SUPPOSED TO BE,
NEWSPRINT?

WADE
WILSON--

33

--YOU'RE
UNDER ARREST FOR
POSSESSION OF A
STOLEN TVA TIME
HELMET!

DROP THE
BLADE AND ASSUME
THE POSITION! I'LL GET
TO YOU WHEN I'VE
BUSTED THESE
CREEPS!

KRAGG
YOU, JUSTICE
PEACE! YOU AIN'T
DRAGGIN' US
BACK UP-TIME!

YEAH!
NOBODY CUBES
THE MONSTER
PUNKS OF
RAD-SECTOR
17!

34

HAVE IT
YOUR WAY,
PUNKS--

HOPSIKLE--
DEPLOY ANTI-
MONSTER GAS!
WIDE ARC!

WILCO,
JUSTICE
PEACE!

THE HOPSIKLE-CANNON
FIRED **SIX TYPES** OF GAS
PROJECTILE--FROM TOXIC...

34

HAVE IT
YOUR WAY,
PUNKS--

HOPSIKLE--
DEPLOY ANTI-
MONSTER GAS!
WIDE ARC!

crack

WILCO,
JUSTICE
PEACE!

THE HOPSIKLE-CANNON
FIRED SIX TYPES OF GAS
PROJECTILE--FROM TOXIC...

35

...TO
LETHAL!

NYAAAGH!!



36

GRUD ON A GREENIE!
WE'RE NOT IN MARVEL
FLORIDA ANYMORE,
TRUE BELIEVER!

I'M
TRAPPED--IN A
VIOLENT 1970s
BRITISH
COMIC!

TO TEAM UP WITH JUSTICE
PEACE, **GO TO 51**. IF YOU'D
RATHER FIGHT, HE HAS **ZD6**--
TWO ROLLS TO OUR TWO.
GO TO 91 IF WE WIN, OR
71 IF WE LOSE.

IF WE FOUND SOME UNIQUE
MUD RECENTLY, **GO TO 68**.
OR IF WE HAVE THE
CHAINSAW, **GO TO 49**.



37

YOU
DISGUST ME.

GO TO 62.

38

SEE THE
STICK, BOY?
SEE THE STICK?
HUH?

RUFF?

38

SEE THE
STICK, BOY?
SEE THE STICK?
HUH?

RUFF?

39

GO
FETCH!

WEREWOLF BY NIGHT IS
OUT OF THE FIGHT. IF WE
HAVE A STEAK AND HAVEN'T
USED IT, GO TO 20--
OTHERWISE, FIGHT ANY
MONSTERS STILL STANDING.

YIP YIP
YIP

IF WE WIN, GO
TO 60. IF WE
LOSE, GO TO 92.

40

GOT
SOMETHING
ON YOUR **FACE**
THERE, M.T.!

YOU SEE **YOURSELF** IN
THE GLASS, MAN-THING--
SEE WHAT THIS SWAMP
MADE OF YOU--AND
FOR A MOMENT, YOUR
MUDDY MIND KNOWS...





40

GOT
SOMETHING
ON YOUR FACE
THERE, M.T.!

YOU SEE YOURSELF IN
THE GLASS, MAN-THING--
SEE WHAT THIS SWAMP
MADE OF YOU--AND
FOR A MOMENT, YOUR
MUDDY MIND KNOWS...



41

...FEAR!

AND WHATEVER
KNOWS FEAR BURNS
AT YOUR TOUCH...



42

...EVEN YOURSELF,
MUCK-MONSTER!
EVEN YOURSELF!

MAN-THING NOW
ONLY HAS 2D6--
TWO ROLLS TO
OUR TWO.

HA!



IF WE BEAT HIM, GO TO 58.
IF YOU LOSE, GO TO 54. OR
IF WE HAVE A FIRE EXTINGUISHER
YOU WANT TO USE, GO TO 30.



43

YEAH, YEAH,
WHATEVER. WRITE IT
ON YOUR WIKI, NERD.

GO TO 62.

44

THE NEXUS OF
ALL REALITIES
IS A ZONE OF
**DIMENSIONAL
INCONGRUITY**--AND
THE SOURCE OF
MUCH OF THE
STRANGENESS IN
THIS SWAMP...



YEAH,
THE "REASONS
WHY" TRAIN
HAS PROBABLY
SAILED, DAK.

IT'S AN
**ABSURDIST
COMEDY**
GAMEBOOK--LET'S
JUST LET IT **BE**,
Y'KNOW?

44

THE NEXUS OF ALL REALITIES IS A ZONE OF **DIMENSIONAL INCONGRUITY**--AND THE SOURCE OF MUCH OF THE STRANGENESS IN THIS SWAMP...



YEAH,
THE "REASONS WHY" TRAIN HAS PROBABLY
SAILED, DAK.

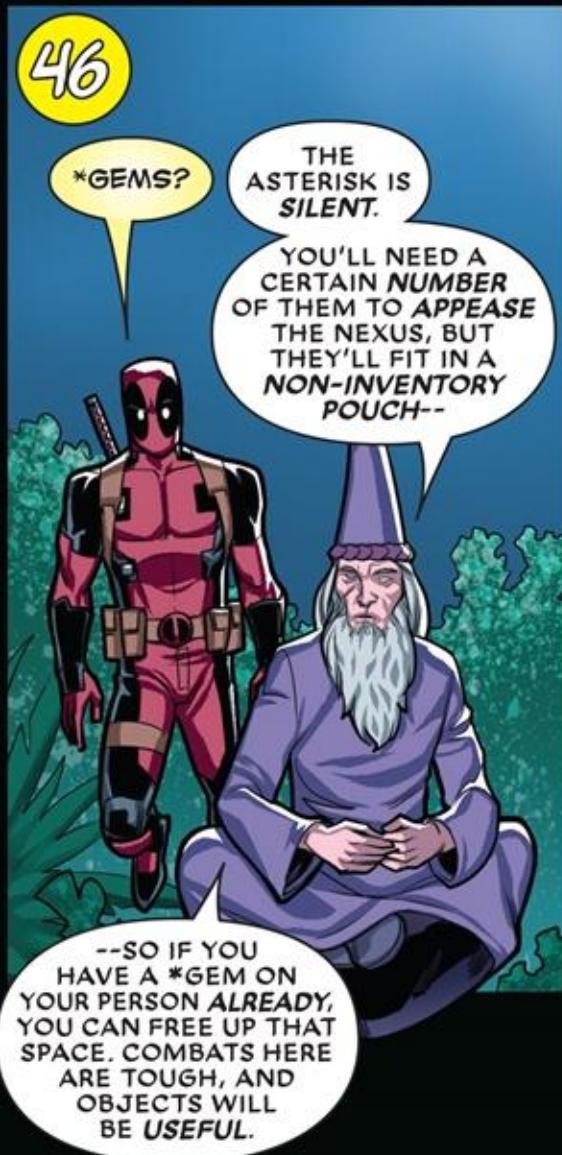
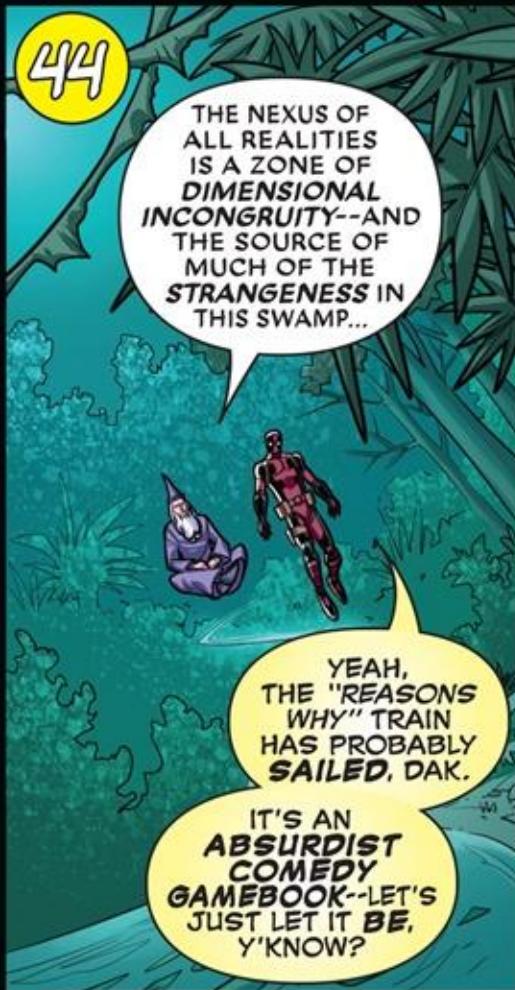
IT'S AN
ABSURDIST COMEDY GAMEBOOK--LET'S JUST LET IT **BE**, Y'KNOW?

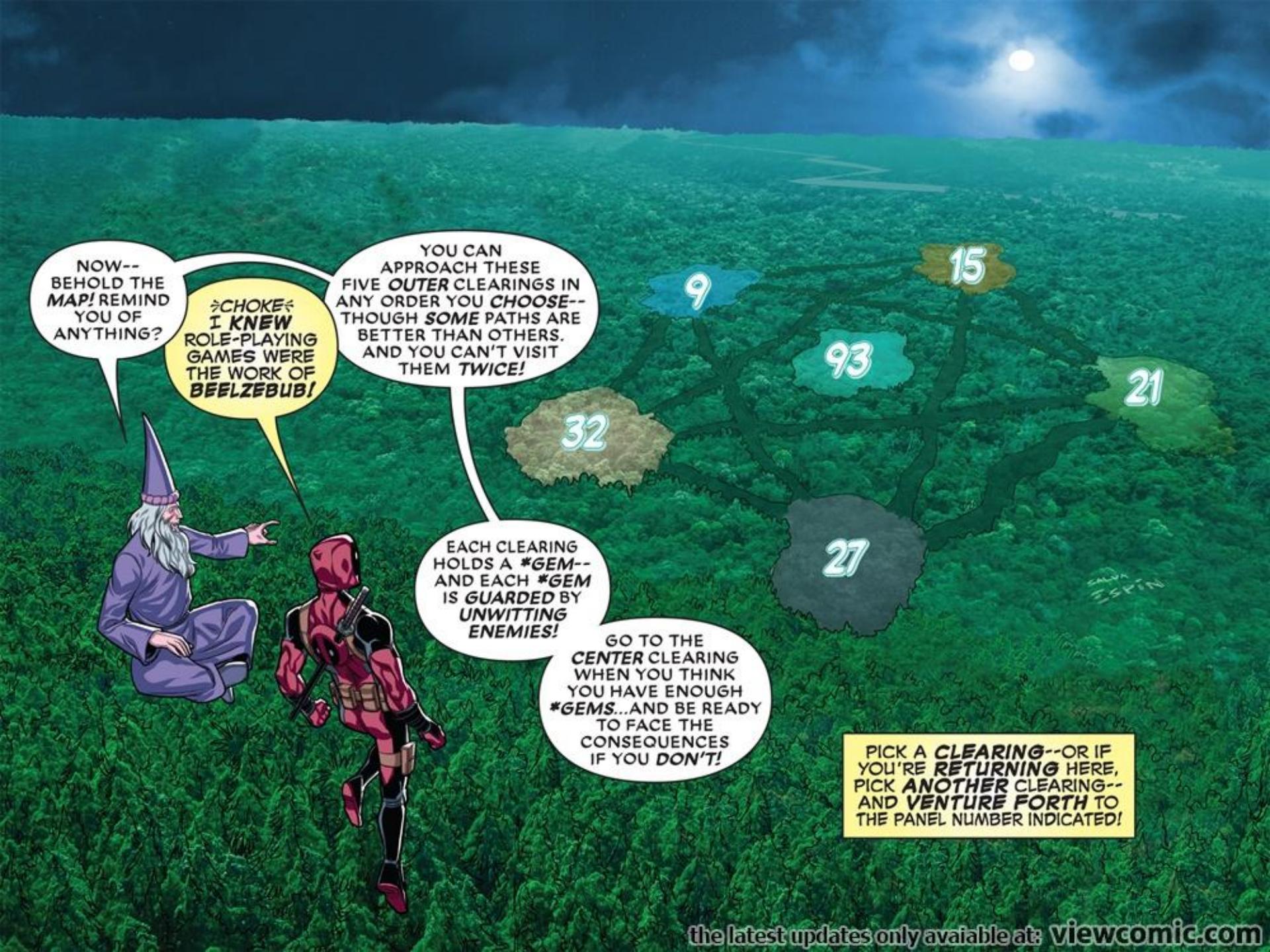
45

EHH, OKAY.
LOOK, THE **MYSTIC ENERGIES** OF THE NEXUS WILL CHARGE UP YOUR HAT FOR YOU, ALL RIGHT?



BUT IT FEEDS ON THE MYSTIC *GEMS SCATTERED AROUND THE SWAMP-- LIKE **THIS ONE**.





NOW--
BEHOLD THE
MAP! REMIND
YOU OF
ANYTHING?

CHOKE!
I KNEW
ROLE-PLAYING
GAMES WERE
THE WORK OF
BEELZEBUB!

YOU CAN
APPROACH THESE
FIVE **OUTER** CLEARINGS IN
ANY ORDER YOU **CHOOSE**--
THOUGH **SOME** PATHS ARE
BETTER THAN OTHERS.
AND YOU CAN'T VISIT
THEM **TWICE**!

EACH CLEARING
HOLDS A ***GEM**--
AND EACH ***GEM**
IS GUARDED BY
UNWITTING
ENEMIES!

GO TO THE
CENTER CLEARING
WHEN YOU THINK
YOU HAVE ENOUGH
***GEMS**...AND BE READY
TO FACE THE
CONSEQUENCES
IF YOU DON'T!

PICK A **CLEARING**--OR IF
YOU'RE **RETURNING** HERE,
PICK **ANOTHER** CLEARING--
AND **VENTURE FORTH** TO
THE PANEL NUMBER INDICATED!

48

HA! FIRE SAFETY
COUNTERACTS
FIRE!

ADVANTAGE--
DEADPOOL!



NOW THAT MAN-THING
CAN'T BURN YOU, HE'S
ONLY GOT 3D6--THREE
ROLLS TO OUR TWO.

IF WE WIN, GO TO 58.
IF WE LOSE, GO TO 54.
OR IF YOU WANT TO USE
A MIRROR, GO TO 40.

49

DROP IT,
LAWBREAKER--

WHAT? I
THOUGHT AGGRO
WAS A WAY OF
LIFE IN THESE
COMICS?

WHEN IN
ROME...

CRACK

49



50



51

VIOLENTLY--

AW, YEAH!
WHO THE
HELL'S GONNA
MESS WITH
US?

AEEIGH!

AWK!

ADD +1 TO YOUR
BADNESS SCORE.

52

SO, AM I
STILL UNDER
ARREST? NOW THAT
I HELPED **SAVE**
YOUR LIFE?
PROBABLY?

MEANS
NOTHING. BUT
I'VE CHECKED WITH
TVA CONTROL, AND
YOU'RE FREE TO
GO--FOR NOW.

WE'RE
SCHEDULED TO
MEET IN YOUR
FUTURE. IF I ARREST
YOU HERE, IT'S
A PARADOX.

52

SO, AM I
STILL UNDER
ARREST? NOW THAT
I HELPED **SAVE**
YOUR LIFE?
PROBABLY?

MEANS
NOTHING. BUT
I'VE CHECKED WITH
TVA CONTROL, AND
YOU'RE FREE TO
GO--FOR NOW.

WE'RE
SCHEDULED TO
MEET IN YOUR
FUTURE. IF I ARREST
YOU HERE, IT'S
A PARADOX.

53

THIS ANTI-MONSTER GAS SPRAY
SHOULD HELP YOU MAKE OUR
APPOINTMENT--BUT I'M KEEPING
THE *GEM AS EVIDENCE.

ON
YOUR WAY,
CREEP. WE'LL
CONTINUE
THIS
LATER.

IF YOU WISH, ADD THE
GAS SPRAY TO YOUR
INVENTORY. BUT WE
RETURN TO 47 WITH
NO *GEM.

54

URRGH...

SAYS IT ALL, REALLY.
WE CRAWL BACK TO
47 WITH NO *GEM.



55

I'VE GOT SMOG IN MY
NOGGIN EVER SINCE YOU
MADE THE SCENE...



ARROOO!
FILTHY HIPPIES!
THEY'RE DRAINING
MY AWESOME
POWERS!

GOOD THING STEVE ROGERS
ALWAYS CARRIES AN ANTIQUE
GRAMOPHONE! SUBTRACT 1D6
FROM NIXON'S COMBAT ROLL.

IF WE KNOW THE SUPER
MIDNIGHT TECHNIQUE,
GO TO 85. OTHERWISE,
GO TO 88 IF WE WIN,
OR 70 IF WE LOSE.

56

DROKK IT!
THE CRIME IS
SMELLING LIKE THE
WORST FART
EVER--

--THE
SENTENCE
IS DEATH! BY
ANTI-MONSTER
GAS!

YOU DON'T KNOW WHAT'S IN
THE FUTURISTIC CHEMICAL,
MAN-THING. BUT YOU KNOW
IT HURTS...YOU KNOW...

56

DROKK IT!
THE CRIME IS
SMELLING LIKE THE
WORST FART
EVER--

--THE
SENTENCE
IS DEATH! BY
ANTI-MONSTER
GAS!

57

...IT KILLS!

ADD +1 TO OUR
BADNESS SCORE.

YOU DON'T KNOW WHAT'S IN
THE FUTURISTIC CHEMICAL,
MAN-THING. BUT YOU KNOW
IT HURTS...YOU KNOW...

58

IS IT A RELIEF TO BE DEAD,
MAN-THING? PERHAPS
THE SWAMP WILL REVIVE
YOU, AS IT HAS BEFORE...

...BUT FOR NOW...
ALL THAT'S LEFT OF
YOU IS A STRANGE,
STICKY, SOMEWHAT
UNIQUE PILE OF...

...MUD.

58

IS IT A RELIEF TO BE DEAD, MAN-THING? PERHAPS THE SWAMP WILL REVIVE YOU, AS IT HAS BEFORE...

...BUT FOR NOW... ALL THAT'S LEFT OF YOU IS A STRANGE, STICKY, SOMEWHAT UNIQUE PILE OF...

...MUD.



59

OOH! UNIQUE, HUH? MAYBE I'LL GRAB SOME OF THAT FOR MY INVENTORY!

OOPS! RUINED THE MOMENT.

TAKE THE MUD OR LEAVE IT-- MAN-THING'S *GEM IS OURS. RETURN TO 47.





61

OH, LIKE **NOW** IS SO GREAT.
THEY'RE GOING TO MAKE FUN
OF **YOUR** CLOTHES IN FORTY
YEARS, TOO, BUDDY. SHEESH.

GO TO 62.

YOU WANNA
KNOW WHY I'M
TAKING YOU APART
RIGHT NOW,
BABE?

GIMME...
GIMME A
SEC...

IT'S
'CAUSE YOU'RE
ASHAMED.

YOU'RE SO
ASHAMED OF
WHERE YOU'RE
AT--OF WHO
YOU ARE--



62

YOU WANNA
KNOW WHY I'M
TAKING YOU APART
RIGHT NOW,
BABE?

GIMME...
GIMME A
SEC...

IT'S
'CAUSE YOU'RE
ASHAMED.

YOU'RE SO
ASHAMED OF
WHERE YOU'RE
AT--OF WHO
YOU ARE--



63

--THAT WHEN YOU
SEE A CAT WHO'S A
CHAMPION MARTIAL
ARTS MASTER--AND
A SECRET AGENT--
AND A DEALER IN
MYSTERIOUS
ANTIQUES--



62

YOU WANNA
KNOW WHY I'M
TAKING YOU APART
RIGHT NOW,
BABE?

GIMME...
GIMME A
SEC...

IT'S
'CAUSE YOU'RE
ASHAMED.

YOU'RE SO
ASHAMED OF
WHERE YOU'RE
AT--OF WHO
YOU ARE--



63

--THAT WHEN YOU
SEE A CAT WHO'S A
CHAMPION MARTIAL
ARTS MASTER--AND
A SECRET AGENT--
AND A DEALER IN
MYSTERIOUS
ANTIQUES--



64

--YOU THINK
IT'S GOTTA BE
A JOKE.

'CAUSE
IT'S JUST NOT
REALISTIC.



62

YOU WANNA
KNOW WHY I'M
TAKING YOU APART
RIGHT NOW,
BABE?

GIMME...
GIMME A
SEC...

IT'S
'CAUSE YOU'RE
ASHAMED.

YOU'RE SO
ASHAMED OF
WHERE YOU'RE
AT--OF WHO
YOU ARE--



63

--THAT WHEN YOU
SEE A CAT WHO'S A
CHAMPION MARTIAL
ARTS MASTER--AND
A SECRET AGENT--
AND A DEALER IN
MYSTERIOUS
ANTIQUES--

64

--YOU THINK
IT'S GOTTA BE
A JOKE.

'CAUSE
IT'S JUST NOT
REALISTIC.

65

I MEAN...
WHO'S THAT COOL?

66

ME.
I AM.



66

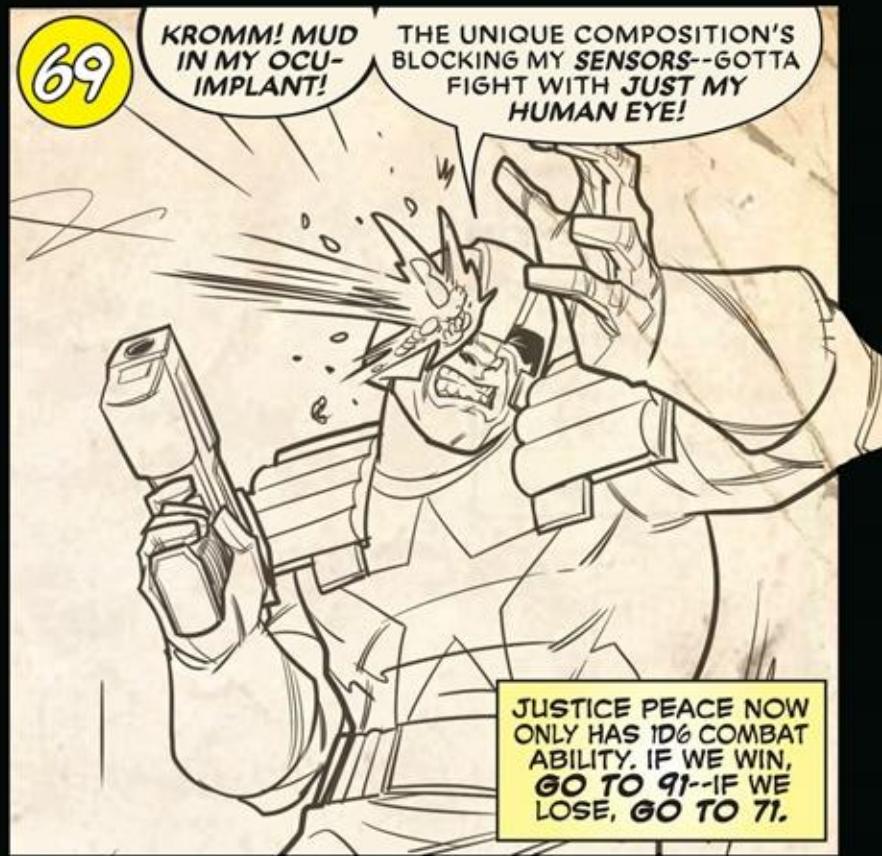
ME.
I AM.



68

HERE'S
MUD IN YOUR
OCU-IMPLANT,
PEACE!





70

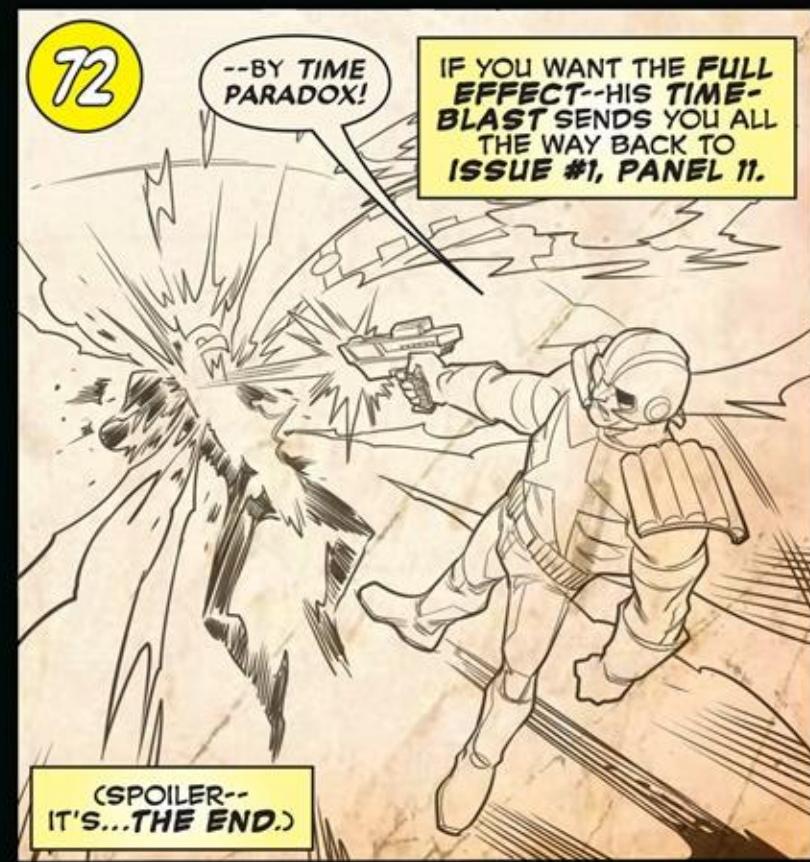


71

WE CAN'T LET
OUR EQUIPMENT
FALL INTO THE **WRONG**
HANDS, WILSON.
THERE CAN ONLY BE
ONE SENTENCE.

DEATH--





73

YOU KNOW YOU AIN'T
ABOUT TO WIN THIS FIGHT,
RIGHT, BABE?



73

YOU KNOW YOU AIN'T
ABOUT TO WIN THIS FIGHT,
RIGHT, BABE?

74

...
WELL,
OBVIOUSLY.

73

YOU KNOW YOU AIN'T
ABOUT TO WIN THIS FIGHT,
RIGHT, BABE?

74

...
WELL,
OBVIOUSLY.

75

YOU'RE AN
ANTIQUE-DEALING
KARATE CHAMPION
SUPERSPY WITH A
TASTY TURTLENECK.
YOU WON WHEN YOU
SHOWED UP.

BUT I
NEED THAT
*GEM TO GET
HOME, SO...

SO THIS IS
PERSONAL?
I THOUGHT
YOU WERE THE
OPPOSITION.

76

NAH--IT'S A TIME TRAVEL
THING, I GOTTA GO JUMP
INTO THE NEXUS OF ALL
REALITIES LATER--

OKAY,
THEN.

IT'S
YOURS.

76

NAH--IT'S A TIME TRAVEL
THING, I GOTTA GO JUMP
INTO THE NEXUS OF ALL
REALITIES LATER--

OKAY,
THEN.

IT'S
YOURS.



77

WHAT? YOU'RE--YOU'RE
JUST GIVING IT
TO ME?

YOU GAVE
ME RESPECT.
GOES A LONG
WAY WITH
ME.



76

NAH--IT'S A TIME TRAVEL THING, I GOTTA GO JUMP INTO THE NEXUS OF ALL REALITIES LATER--

OKAY, THEN.

IT'S YOURS.

77

WHAT? YOU'RE--YOU'RE JUST GIVING IT TO ME?

YOU GAVE ME RESPECT. GOES A LONG WAY WITH ME.



78

AND THIS SWAMP AIN'T EXACTLY SHORT ON *GEMS, YOU DIG? I'LL JUST GO GET ANOTHER ONE.

BUT--I MEAN--I COULD BE LYING--

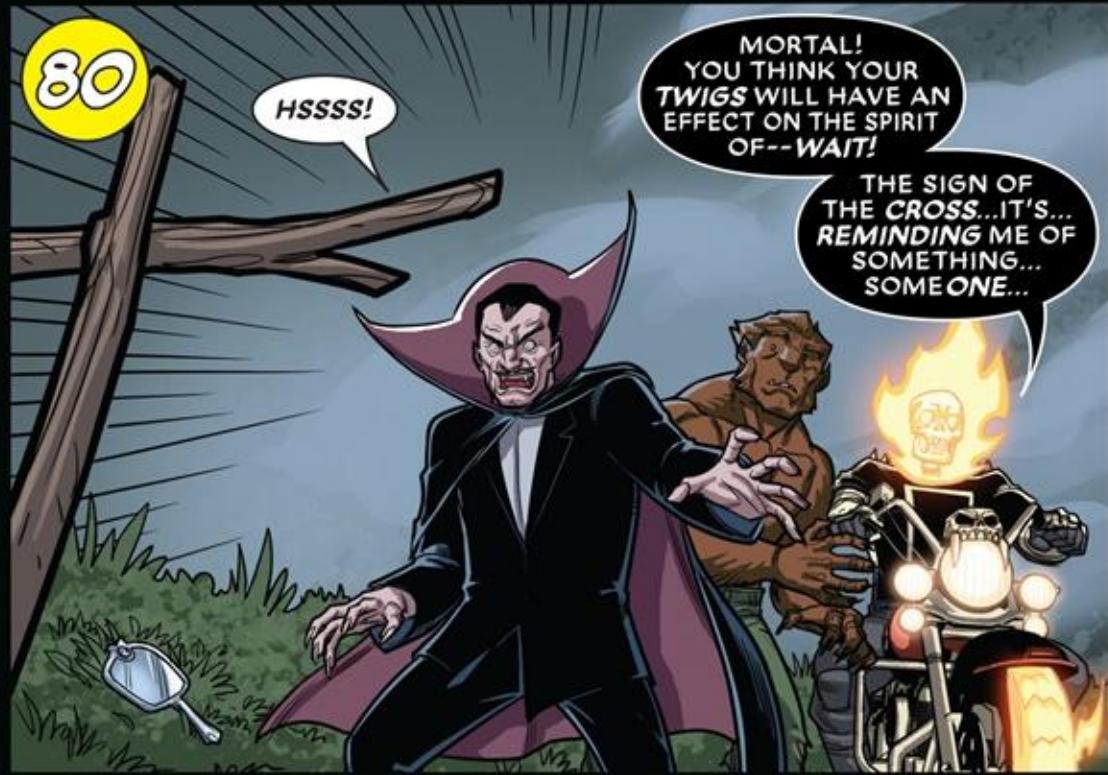
YOU AIN'T BEEN TRAINED TO LIE TO RUFUS CARTER, BABE.

HEY, BEFORE YOU GO--LET ME GIVE YOU SOME TIPS ON YOUR FIGHTING STYLE, HUH?

CARTER TEACHES US THE BASICS OF THE SUPER MIDNIGHT TECHNIQUE. IT DOESN'T TAKE UP AN INVENTORY SLOT, BUT MAKE A NOTE.

YOU ALSO WALK AWAY WITH A *GEM. RETURN TO 47.





81

IT
REMINDS YOU
OF...ME!

THE NAMELESS
"FRIEND" WHO
APPEARS WHENEVER
YOU'RE IN BIG TROUBLE--
TO SAVE YOU WITH
THE POWER OF
GOODNESS!

I'M NOT
JESUS!

YES...MY
FRIEND! ONCE
AGAIN, YOU'VE
ARRIVED IN MY
DARKEST HOUR
WITH THE PURE
LIGHT OF YOUR
ENDLESS
LOVE!

82

YOU DON'T NEED MYSTIC
*GEMS WITH ME IN YOUR
LIFE, GANG!

WHO WANTS
TO HEAR A
PARABLE?

ERRRM...

82

YOU DON'T NEED MYSTIC
*GEMS WITH ME IN YOUR
LIFE, GANG!

WHO WANTS
TO HEAR A
PARABLE?

ERRRM...



83

WHAT?
I'M JUST A FRIEND! A FRIEND
WHO ACTS VERY LIKE JESUS
BUT IS CLEARLY NOT
HIM, OKAY?

PEOPLE ARE
GOING TO
WRITE IN...





85

AROOO!
SO YOU KNOW
KUNG FU,
HUH?

WELL, YOU
WON'T HAVE
NIXON TO KICK
AROUND
ANYMORE--

SO
YOU SAY,
BABE.

86

I SAY--IT'S
CLOBBERING
TIME--

--AND THE
CLOCK JUST
STRUCK
MIDNIGHT!



86

I SAY--IT'S
CLOBBERING
TIME--

--AND THE
CLOCK JUST
STRUCK
MIDNIGHT!



87

ADD +1 TO OUR BADNESS
SCORE! AND TAKE 1D6 FROM
NIXON'S COMBAT ROLL.

SUPER
MIDNIGHT!

IF YOU HAVE
"KOKIE, KOKIE"
ON VINYL AND
HAVEN'T USED
IT, GO TO 55.
OTHERWISE,
GO TO 70 IF
WE LOSE, OR
READ ON IF
WE WIN.



88

WE
WON--

DID WE,
DEADPOOL?
DID WE?

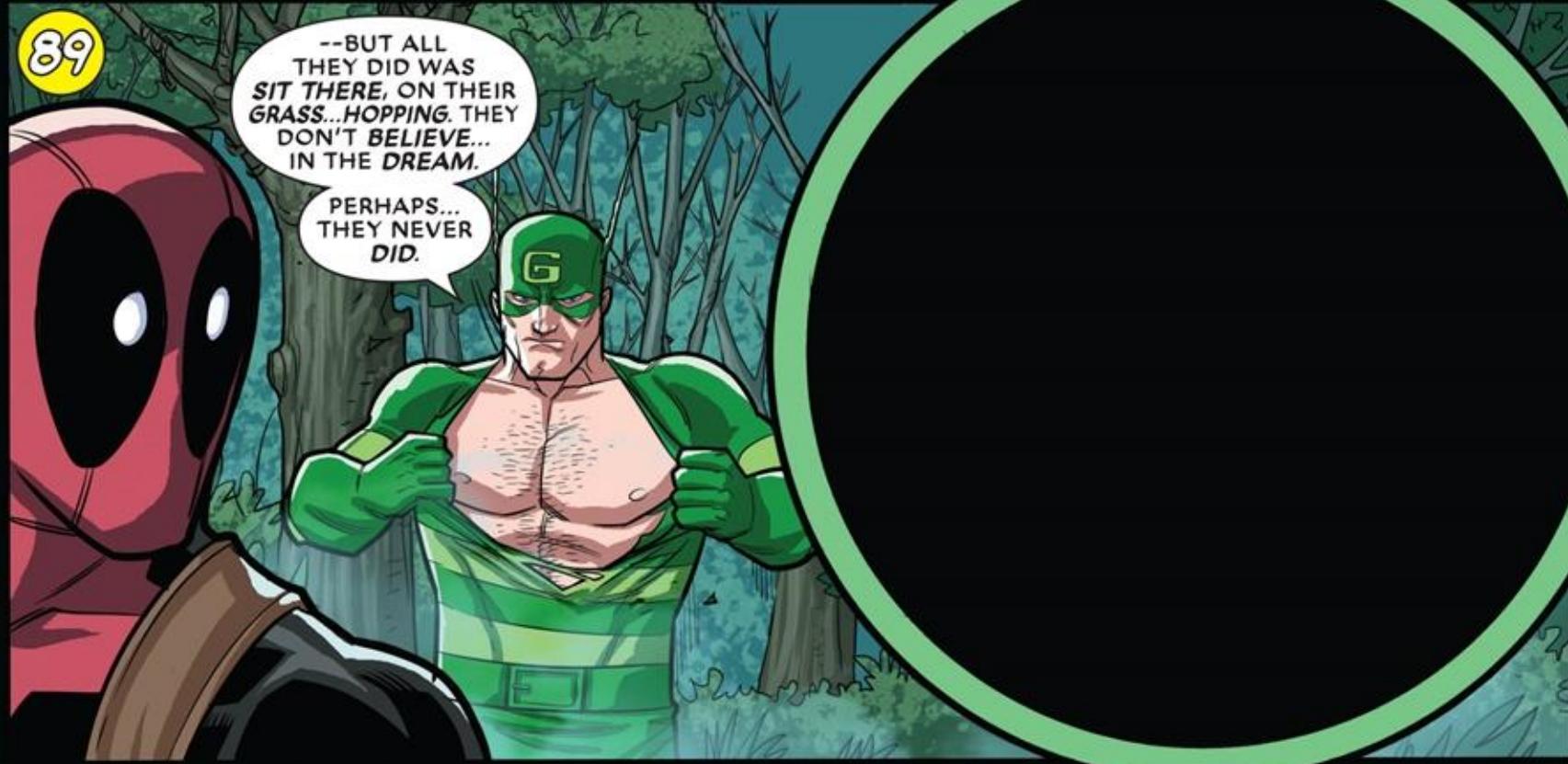
I WAS
COUNTING ON
HELP FROM MY
GRASSHOPPER
FRIENDS IN
THAT FIGHT--



89

--BUT ALL
THEY DID WAS
SIT THERE, ON THEIR
GRASS...HOPPING. THEY
DON'T BELIEVE...
IN THE DREAM.

PERHAPS...
THEY NEVER
DID.



89

--BUT ALL
THEY DID WAS
*SIT THERE, ON THEIR
GRASS...HOPPING.* THEY
DON'T BELIEVE...
IN THE DREAM.

PERHAPS...
THEY NEVER
DID.



90

TELL
THE WORLD,
DEADPOOL...
*GRASSHOPPER...
IS DEAD!*

CAN THE *GEM IN MY
HAND REPLACE A **DREAM**,
READER? THE SHARED
DREAM...OF **AMERICA**?

YES. TAKE IT
AND RETURN
TO 47.

91

ONE VICTORY
LATER...

HMM...
WONDER HOW
I'D DO AGAINST
THE **REAL**
J.D....

ONLY TIME AND
CROSSOVER
NEGOTIATIONS
WILL TELL! BUT
FOR NOW, YOU
HAVE A *GEM.
RETURN TO 47.

92

DID...
DID WE NEED
A **SEPARATE**
PANEL FOR
THIS?

IT'S A VISUAL
MEDIUM.

ANYWAY, NO *GEM
FOR YOU, READER.
RETURN TO 47.



93

THE
NEXUS OF ALL
REALITIES!

THAT TINGLING
IN MY NON-INVENTORY
POUCH TELLS ME MY
HELMET IS ALREADY
CHARGING UP!
FNARR!

...BUT HAVE
I COLLECTED
ENOUGH *GEMS
TO APPEASE THE
MYSTIC FORCES
OF THE
NEXUS?



ROLL ONE DIE!
NOW SUBTRACT
ONE FROM THE
TOTAL!

IF YOU HAVE THAT MANY
*GEMS OR MORE, READ
ON TO 94...IF NOT, YOU'LL
HAVE TO GO TO 7. STEEL
YOURSELF, ADVENTURER...

94

...BECAUSE YOU
DID IT! YOU WON
THE SEVENTIES'
TRIAL OF
SADNESS!

AWRIGHT!
KISS MY GRITS,
WATERGATE! ALSO
ABBA, PONG, FLARED
TROUSERS AND KEY
PARTIES! ROLL ON TO
THE EIGHTIES!

95

BUT HAVE YOU **EARNED**
THE EIGHTIES? HOW
BADASS WERE YOU?
REMEMBER--THE CHOICES
YOU MADE SELECT
YOUR DESTINATION!

YOU KNOW
I'M BAD--I'M
BAD--YOU KNOW
IT--UH-HUH--

ARE YOU? CHECK
YOUR **BADNESS**
SCORE!

IF IT'S 4 OR
HIGHER...MOVE
TO **ISSUE #4!**

IF IT'S 3 OR
LOWER...MOVE
TO **ISSUE #2!**

IF YOU'VE ALREADY PLAYED
THROUGH EITHER OF THESE--
PICK THE OTHER ONE! AND
IF YOU'VE ALREADY PLAYED
THROUGH BOTH, MOVE TO
**ISSUE #5--THE FINAL
CHAPTERS!**

AND WHEREVER YOU GO,
KEEP YOUR DEADPOOL DIET™
CLOSE TO YOUR HEART.
BECAUSE--

--THE ADVENTURE
CONTINUES!

NEXT WEEK



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