

YOU ARE

# DEADPOOL

YOUR  
FACE  
HERE



READY TO HAVE  
AN ADVENTURE?!

TURN THE PAGE!

YOU ARE  
**DEADPOOL**



**READY TO HAVE  
AN ADVENTURE?!**  
TURN THE PAGE!

**WANT TO PLAY IT SAFE?**  
BUY ONE OF THESE BOOKS LIKE A  
SCAREDY-CAT DWEEBUS!

# YOU ARE DEADPOOL



Deadpool

NAME

very little

CLASS

chaotic sassy

ALIGNMENT

## CREDITS

WRITER

AL EWING

COLOR ARTIST

GURU-eFX

ARTIST

SALVA ESPIN

LETTERER

VC'S JOE SABINO

COVER ARTIST

RAHZZAH

VARIANT COVER ARTISTS

RON LIM & RACHELLE ROSENBERG;  
SALVA ESPIN & GURU-eFX

## 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 may or may not be a very tall hobbit. Currently, he's chilling at home waiting for you to turn the page and begin the tutorial.

## RULES

Did I mention the tutorial? We put a lot of work into the tutorial. If you want the rules, you should probably play through it. I mean, you can skip it if you like, but it's your dollar. You should familiarize yourself with the boxes below, too - you'll be using them to keep stuff in.

SADNESS  
SCORE

BADNESS  
SCORE

## INVENTORY

1

WELCOME, READER! WELCOME TO AN **INTERACTIVE COMICS EXPERIENCE**-- THE LIKES OF WHICH YOU'VE PROBABLY SEEN BEFORE!

WHO AM I? I'M THE GENRE-DEFYING **DEADPOOL**-- OR RATHER, YOU ARE! BECAUSE YOU'LL BE DICTATING MY EVERY ACTION!

WHICH OF MULTIPLE ENDINGS WILL YOU LEAD ME TO? WILL I BATHE LUXURIOUSLY IN THE HOT SPRINGS OF GLORY? OR HAPLESSLY WASH MY JUNK IN THE FREEZING BIDET OF IGNOMINY?

OR WILL I BE EATEN BY A +3 GELATINOUS CUBE? IT'S ALL UP TO YOU! BECAUSE...

**...YOU ARE DEADPOOL!**



2

BUT TO  
START US OFF--  
IT'S TIME FOR THE  
**FIRST** OF MANY  
**CHOICES!**

IF YOU WANT  
TO SKIP THE  
TUTORIAL AND  
BEGIN YOUR  
ADVENTURE, **GO**  
**TO ZZ.** IF THIS  
IS YOUR **FIRST**  
TIME PLAYING,  
**READ ON...**





BRING UP THE MENU BAR  
AND TAP THE  /   
BUTTON TO NAVIGATE  
TO DIFFERENT PANELS







5









10

AND  
LOOK WHAT  
WE HAVE  
HERE!

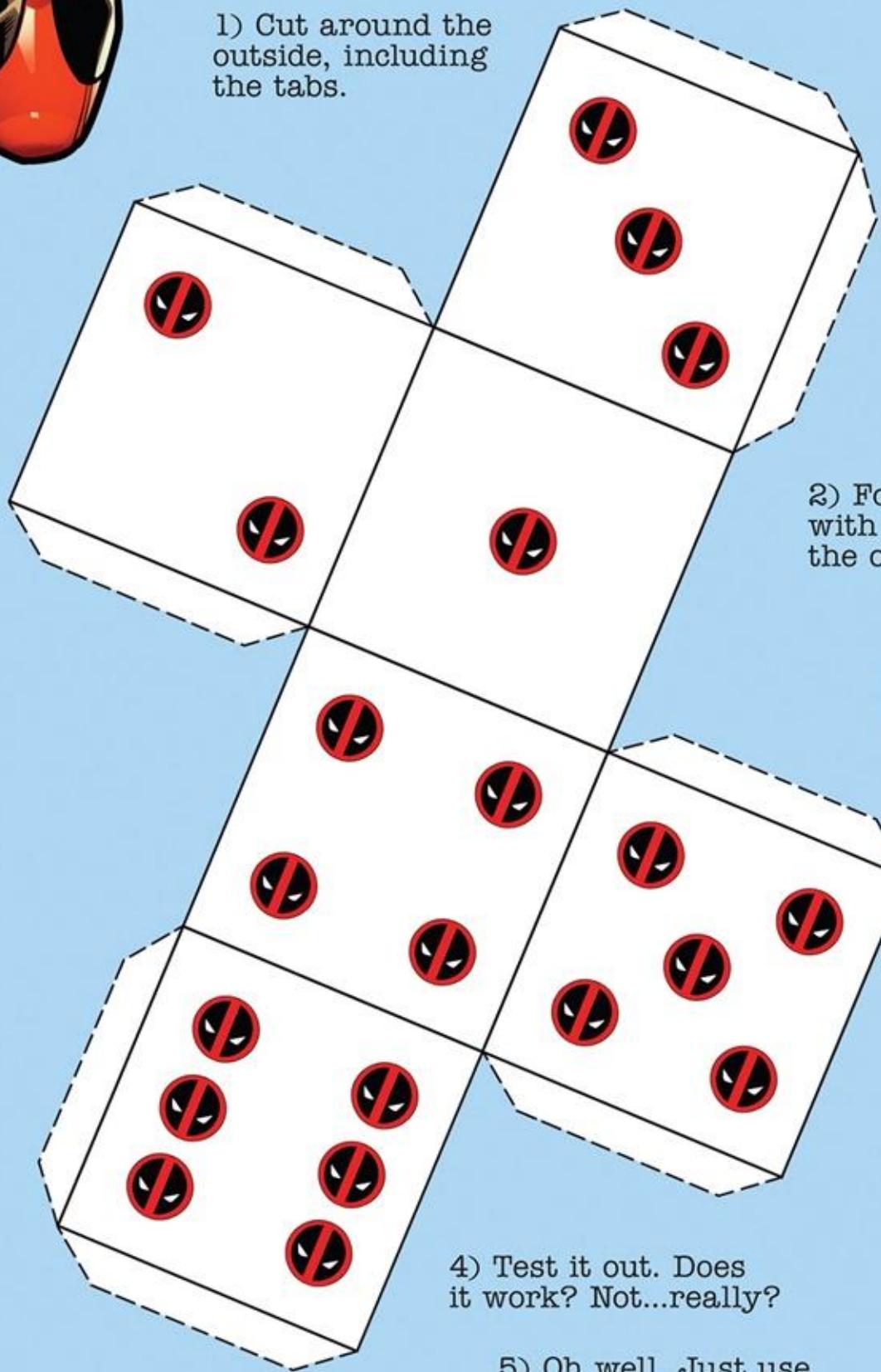
ASK YOUR  
PARENTS FOR  
SOME DEADLY  
SHARP SCISSORS  
AND SNIFFABLE  
GLUE, AND WE'LL GET  
PAPERCRAFTY--

--WITH YOUR  
VERY OWN  
DEADPOOL  
DIE™!



Directions:

- 1) Cut around the outside, including the tabs.



- 2) Fold into a cube with the spots on the outside.

- 3) Glue tabs in place. Leave to dry.

- 4) Test it out. Does it work? Not...really?

- 5) Oh well. Just use the die from an old board game instead.

HARSH,  
DIRECTIONS! WE  
PUT A LOT OF WORK  
INTO THAT. AND WHO  
DOESN'T LIKE  
CUTTING UP THEIR  
COMICS?

SERIOUSLY,  
THIS MIGHT HAVE #1  
ON IT, BUT IT'S NEVER  
GOING TO BE WORTH  
ANYTHING. GO NUTS!  
WILLIAM BURROUGHS  
THIS SUCKER!

WHERE'S  
THE HARM, AM  
I RIGHT?

SKIP A PAGE AND  
GO TO 12.



AAAAAIIIS!  
I'VE ENTERED  
A DEADLY  
TIME PARADOX--  
AND IT'S TAKING  
THE FORM OF A PAIR  
OF GIANT, FOUR-  
DIMENSIONAL  
SCISSORS!

THEY'RE  
SLICING ME  
IN TWAIN! OH,  
THE AGONY!  
THE IRONY!  
THE SHEER  
REALISM!

OTHER  
COMICS OFFER  
3-D SPECIAL  
EFFECTS--BUT THIS  
IS THE ONLY COMIC  
THAT USES ACTUAL  
3-D OBJECTS  
FROM YOUR  
OWN HOME!

UNLESS  
GWENPOOL'S  
BEATEN US TO  
IT. I HATE  
HER.

ANYWAY--OH,  
THE HUMANITY!  
SLICED UP BY TIME  
ITSELF! NOT EVEN MY  
HEALING FACTOR  
CAN BRING ME BACK  
FROM THIS,  
FOLKS!

MY  
ADVENTURE  
ENDS HERE!

Salsa  
SPIN

THAT'S RIGHT, THE  
ADVENTURE ENDS  
HERE. NICE WORK,  
JERK.

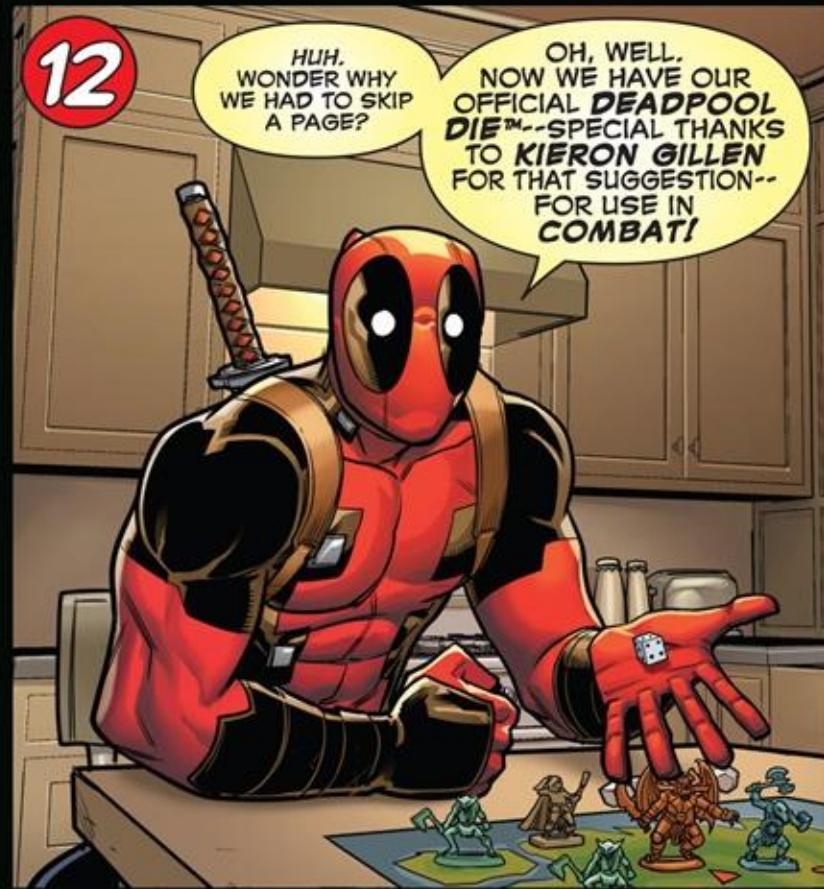
AND I HOPE YOU ACTUALLY  
DID CUT UP YOUR COMIC  
WHEN WE TOLD YOU TO, OR  
I LOOK REALLY STUPID  
RIGHT NOW.

MY JOURNEY  
ENDS HERE!

12

HUH.  
WONDER WHY  
WE HAD TO SKIP  
A PAGE?

OH, WELL.  
NOW WE HAVE OUR  
OFFICIAL DEADPOOL  
*DIE*™--SPECIAL THANKS  
TO KIERON GILLEN  
FOR THAT SUGGESTION--  
FOR USE IN  
**COMBAT!**





14



15

THERE, IN  
THIS OUTCOME,  
I WON. WHICH  
MEANS I GET THE  
SANDWICH.

HEY,  
ARE THESE  
SKAVEN?

FOR THE NEXT PART  
OF THE TUTORIAL,  
GO TO 17.

16

OH, GOD! I  
LOST! HORRIFICALLY!  
HOW DID THAT EVEN  
HAPPEN? DAMN  
YOU TO HELL!

HEY,  
ARE THESE  
SKAVEN?



AND NOW WE COME TO THE LAST PAGE OF THE TUTORIAL--INVENTORY AND STATS.

ANY OBJECT YOU SEE IN A PANEL THAT'S SMALLER THAN A BREADBOX CAN BE CARRIED WITH ME IN ONE OF THREE COSTUME POUCHES.

IF YOU SEE SOMETHING YOU WANT--GRAB IT! BUT REMEMBER--YOU CAN ONLY CARRY THREE THINGS AT ONCE!



**18**

THERE ARE ALSO TWO MENTAL STATS TO KEEP TRACK OF. THE SADNESS SCORE-- REPRESENTING MY DEEP INNER PAIN...

I CAN NEVER FORGIVE MYSELF, FATHER!

THERE THERE, SON.

**18**

THERE ARE ALSO TWO MENTAL STATS TO KEEP TRACK OF. THE SADNESS SCORE-- REPRESENTING MY DEEP INNER PAIN...

I CAN NEVER FORGIVE MYSELF, FATHER!

THERE THERE, SON.



**19**

...AND THE BADNESS SCORE-- REPRESENTING MY VIOLENT, BAD-BOY SIDE!

Turns out you're a wrong 'un, Father! Now DIE!

AWK!





SADNESS AND BADNESS SCORES START AT ZERO--BUT WILL BE ADDED TO OVER TIME.  
WHAT ARE THEY FOR? YOU'LL FIND OUT--  
**IF YOU SURVIVE!**



WOO!  
YEAH, BABY!  
WE'RE BEGINNING  
OUR MISSION!  
IN MEDIA  
RES, YET!

LET'S SEE...  
LOOKS LIKE I'M  
STAKING OUT A  
**SECRET FACILITY**  
RUN BY ROXXON  
CORPORATION! KIND  
OF A **STRANGER**  
**THINGS** SITUATION,  
MAYBE?

I GUESS I  
SHOULD DROP  
SOME **EXPOSITION**  
HERE--MAYBE IN A  
**FLASHBACK**  
**SEQUENCE?**  
WHAT SAY YOU,  
READER?

IF YOU'D LIKE ME TO  
HAVE A FLASHBACK,  
**GO TO 72.**

ALTERNATIVELY, IF YOU'D  
RATHER GET RIGHT INTO  
IT, **GO TO 66.**

23

NICE  
INVENTORY USE,  
READER! GOOD  
THING IT'S NOT AN  
**ELECTRONIC**  
LOCK!

WONDER  
WHY THEY **HAVE**  
AN OLD-TIMEY  
CAGE LIKE THIS  
HERE, ANYWAY.

IT'S PROBABLY  
EXPLAINED IF WE  
TAKE ANOTHER  
PATH. OH WELL.

23

NICE  
INVENTORY USE,  
READER! GOOD  
THING IT'S NOT AN  
ELECTRONIC  
LOCK!

WONDER  
WHY THEY HAVE  
AN OLD-TIMEY  
CAGE LIKE THIS  
HERE, ANYWAY.



IT'S PROBABLY  
EXPLAINED IF WE  
TAKE ANOTHER  
PATH. OH WELL.

24

FOR NOW, LET'S **ESCAPE**,  
**TIPTOE PAST THE SLEEPING**  
**GUARD**, GRAB OUR **SWORD**...

YOINK!

...AND GO  
TO 36.



25

SO...YOU,  
THE PLAYER, HAVE  
DECIDED TO SEND ME  
CRAWLING THROUGH  
A PIPE FULL OF  
HUMAN FECAL  
MATTER.

THAT'S  
WHAT YOU  
THINK OF  
ME.

LATER, I EMERGE THROUGH  
A TOILET BOWL BY  
DISLOCATING MOST OF MY  
SKELETON. IT REALLY  
HURTS. NOT THAT YOU CARE.

ADD +2 TO  
THE SADNESS  
SCORE AND  
GO TO 36.





--BUT RIGHT  
NOW, WE'RE  
GONNA DISSECT  
YOU.

HOW'S  
THAT GRAB YA,  
FREAKY?

WELL...



28



29













HA HA! THAT  
SHOWED 'EM!

ADD +1 TO YOUR  
**BADNESS SCORE!**

AND THEN  
MAYBE WE  
CAN WORK OUT  
A WAY PAST  
**THIS LOCKED  
DOOR...**

WELL, WE COULD  
SEARCH THE BODIES  
FOR KEYS--  
**GO TO 46--**

--OR ALTERNATIVELY,  
JUST KNOCK.  
**GO TO 41.**

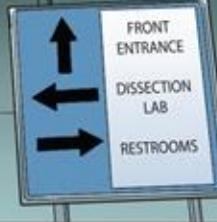
36

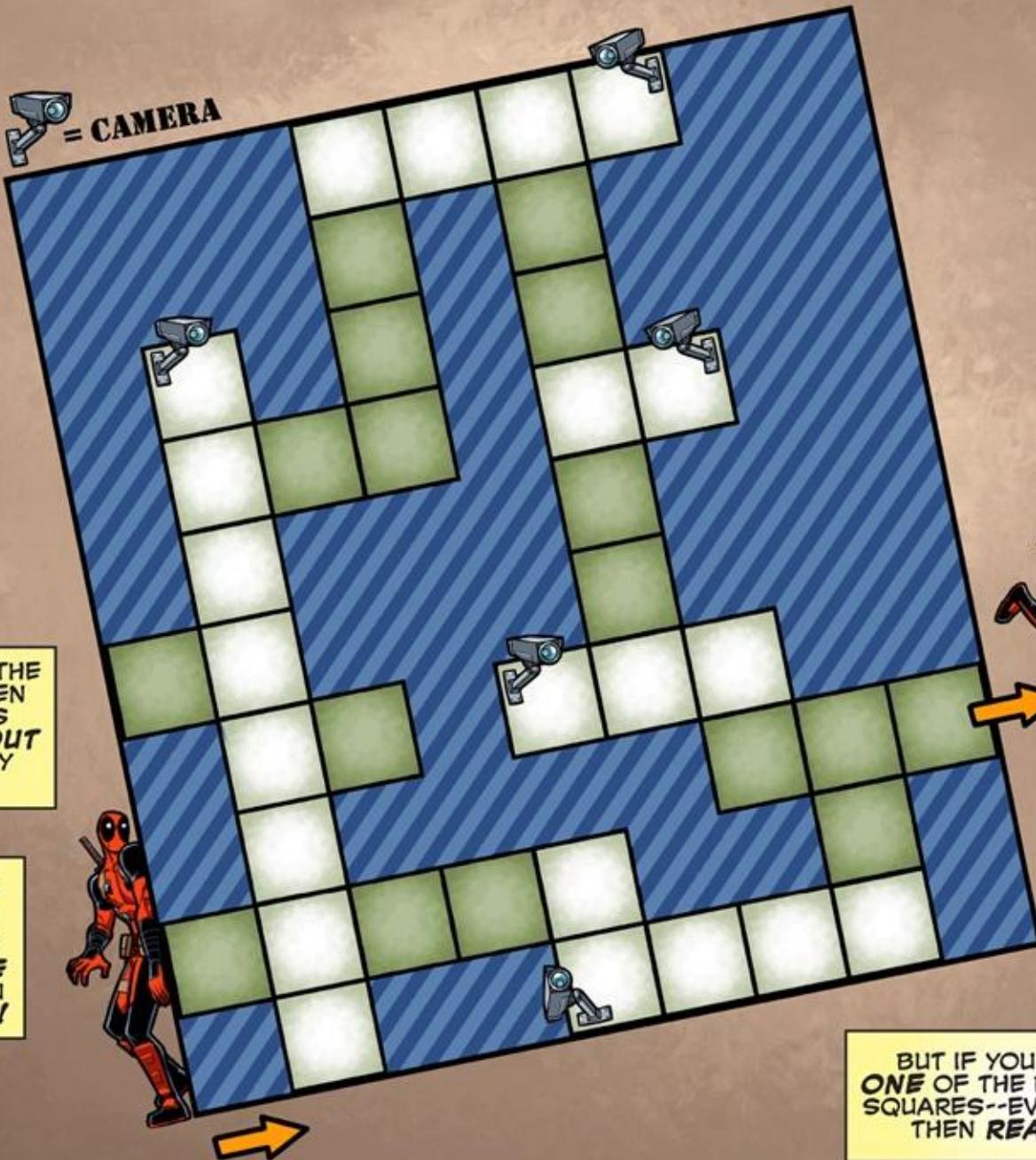


PHEW! WE'RE  
**INSIDE!** NICE  
WORK, READER,  
WHATEVER  
YOU DID!

UNLESS  
IT WAS THE  
SEWER PIPE.

BUT WE'RE  
DEEP IN ROXXON'S  
**EVIL SECRET BASE**  
NOW--WHICH MEANS  
IT'S TIME FOR...





38

PSHAW!  
IT IS TO LAUGH.  
HA HA!

ME, LAND  
ON THE WRONG  
SQUARE? ME,  
THE SURE-  
FOOTED--

DEADPOOL!



38

PSHAW!  
IT IS TO LAUGH.  
HA HA!

ME, LAND  
ON THE WRONG  
SQUARE? ME,  
THE SURE-  
FOOTED--

DEADPOOL!



39

THE  
CAMERAS  
CAUGHT YOU  
RED-HANDED,  
CREEP!

AND ROXXON  
SENT ME IN--BRETT  
PUNCHWELL--A.K.A.  
THE GRAVELY GRUFF,  
GRIM AND GRITTY  
GRASSHOPPER!





41

KNOCK  
KNOCK!

WHO'S  
THERE?

DEADPOOL!

41



42



43



43



44



WE GET BEATEN, HUMILIATED  
AND LOCKED IN A CAGE  
SOMEWHERE IN THE BUILDING.

WE'RE NOT  
EVEN...NOT EVEN  
SHOWING THE FIGHT  
ON-PANEL...

IT  
WAS THAT  
BAD...

DO YOU HAVE THE  
SCREWDRIVER AND  
THE PAPER CLIP? IF  
SO, GO TO 23.

IF YOU DON'T HAVE ONE--  
OR YOU DON'T WANT TO USE  
THEM NOW--GO TO 26.



46

WE SEARCH  
THE BODIES.

LET'S  
SEE...

GOT A  
**KEYCARD**  
HERE...THAT'S  
OUR WAY  
IN...



46

WE SEARCH  
THE BODIES.

LET'S  
SEE...  
GOT A  
**KEYCARD**  
HERE...THAT'S  
OUR WAY  
IN...



47

...AND A  
**PHOTO**. GUESS...  
GUESS THE GUY  
WASN'T LYING ABOUT  
HIS **BABY**  
**DAUGHTER**.

OOF.



ADD +1 TO YOUR  
**SADNESS**  
**SCORE**.



46

WE SEARCH  
THE BODIES.

LET'S  
SEE...  
GOT A  
**KEYCARD**  
HERE...THAT'S  
OUR WAY  
IN...



47

...AND A  
**PHOTO**. GUESS...  
GUESS THE GUY  
WASN'T LYING ABOUT  
HIS **BABY**  
**DAUGHTER**.

OOF.



ADD +1 TO YOUR  
**SADNESS**  
**SCORE**.

48

YEAH, THAT...  
THAT'LL BUMP  
THE OL' SADNESS  
SCORE UP, ALL  
RIGHT...

LET'S JUST  
KEEP MOVING,  
OKAY?



HMM.

LOOKS LIKE THE  
ONLY WAY IN FROM  
THE BACK IS THIS  
**SEWAGE PIPE**, DISPENSING  
A CONSTANT STREAM OF  
**RAW HUMAN SEWAGE**  
INTO THE RIVER.

TOO BAD I  
DON'T HAVE A  
**SCREWDRIVER** TO  
PRY THAT **GRILLE**  
OFF THE PIPE...  
YES, SIR...



49

HMM.

LOOKS LIKE THE ONLY WAY IN FROM THE BACK IS THIS SEWAGE PIPE, DISPENSING A CONSTANT STREAM OF RAW HUMAN SEWAGE INTO THE RIVER.

TOO BAD I DON'T HAVE A SCREWDRIVER TO PRY THAT GRILLE OFF THE PIPE... YES, SIR...



50

I MEAN, IF WE DO HAVE A SCREWDRIVER, YOU... YOU COULD GO TO 25...

BUT PLEASE, PLEASE DON'T MAKE ME.

I'D MUCH RATHER WE WENT TO 51 FOR THAT FRONTAL ASSAULT.

51

GEEZ, HAROLD.  
WILL YOU STOP  
READING THAT  
COMIC BOOK  
ON DUTY?

YOU ARE  
DEADPOOL?  
IT'S NOT JUST A  
COMIC BOOK,  
FRIENDS!



51

GEEZ, HAROLD.  
WILL YOU STOP  
READING THAT  
COMIC BOOK  
ON DUTY?

YOU ARE  
DEADPOOL?  
IT'S NOT JUST A  
COMIC BOOK,  
FRIENDS!

52

IT'S AN  
INTERACTIVE  
STORYTELLING  
EXPERIENCE--IN  
THE CLASSIC  
ADVENTURE  
GAMEBOOK  
STYLE!

WHERE YOUR  
CHOICES--AND THE  
OFFICIAL DEADPOOL  
DIET™--DECIDE YOUR  
FATE OVER AN EPIC,  
FIVE-ISSUE  
QUEST!

AND BEST OF  
ALL, IT FEATURES  
EVERYONE'S FAVORITE  
MERC WITH A  
MOUTH™--

--ME!

REALLY NICE  
META WORK THERE,  
GUYS. DID I CATCH A  
LITTLE RON GILBERT  
IN THE MIX? "ASK ME  
ABOUT LOOM"?

I GUESS WE  
KNOW WHAT THE  
PREVIEW PAGE  
IS GOING TO BE  
NOW, HUH?

WELL, IF WE'RE ADVERTIZING  
THE BOOK--LET'S SHOW OFF  
THE EXCITING DICE-BASED  
COMBAT! TOGETHER THE  
THREE GUARDS HAVE 2D6  
COMBAT ABILITY.

IF YOUR TWO DICE **BEAT**  
OR **EQUAL** THEIRS, **GO**  
**TO 31**. BUT IF THEY WIN,  
**GO TO 45**.



54

THE HELMET DOESN'T HAVE ANY **CONTROLS**...JUST TWO **BUTTONS** ON THE SIDE.

ZARRKO  
**TOLD** US WHICH ONE NOT TO PRESS...  
BUT DO WE **TRUST** HIM...?

TO PUSH THE **RED** BUTTON,  
**GO TO 78.** TO PUSH THE  
**GREEN** BUTTON, **GO TO 81.**

SO  
YOU'RE THE NEW  
GRASSHOPPER.  
HUH? WELL, ALLOW  
ME--



55

SO  
YOU'RE THE NEW  
GRASSHOPPER.  
HUH? WELL, ALLOW  
ME--



56

--TO  
INTRODUCE  
YOU TO THE  
OLD ONES!  
WHO ARE  
DEAD!

AACCKK!

SALUTE





SO  
YOU'RE THE NEW  
GRASSHOPPER,  
HUH? WELL, ALLOW  
ME--



**58**

SO  
YOU'RE THE NEW  
GRASSHOPPER.  
HUH? WELL, ALLOW  
ME--



**59**

--TO GET  
KICKED IN  
THE FACE BY  
YOUR POWERFUL  
HYDRAULIC  
FEET!

AUUGH!







LOOKS LIKE  
WE MADE IT...  
TUM TE TUM TE  
SOMETHING  
SOMETHING...

MIGHTA TOOK  
THE LONG WAY...  
BUT NOW WE'RE IN  
ROXXON'S SECRET...  
**STORAGE!**  
**BASEMENT!**

WHERE THEY  
KEEP THEIR  
**GIZMOS**, AND  
JUST LOOK AT  
US HOLDING  
ONNN...

61



LOOKS LIKE  
WE MADE IT...  
TUM TE TUM TE  
SOMETHING  
SOMETHING...

MIGHTA TOOK  
THE LONG WAY...  
BUT NOW WE'RE IN  
ROXXON'S SECRET...  
**STORAGE!**  
**BASEMENT!**

WHERE THEY  
KEEP THEIR  
**GIZMOS**, AND  
JUST LOOK AT  
US HOLDING  
ONNN...

62



LOTS OF  
**EXCITING CRAP**  
HERE, READER. MUCH  
OF IT **SMALLER**  
THAN A **BREAD**  
**BOX**. HINT HINT.

AND  
OVER THERE'S  
THE **REAL**  
**PRIZE...**

63

...ZARRKO'S  
TIME HELMET! THE  
MACGUFFIN!

AND ALL  
I HAVE TO  
DO IS--

EMERGENCY!

SECURITY  
BREACH IN GIZMO  
STORAGE!



63

...ZARRKO'S  
TIME HELMET! THE  
MACGUFFIN!  
AND ALL  
I HAVE TO  
DO IS--  
EMERGENCY!  
SECURITY  
BREACH IN GIZMO  
STORAGE!



64

INITIATING  
FACILITY SELF-  
DESTRUCT IN  
10 SECONDS...  
9...8...

OH,  
POOP.  
ONLY ONE  
WAY OUT OF  
THIS NOW--



63

ZARRKO'S  
TIME HELMET! THE  
MACGUFFIN!

AND ALL  
I HAVE TO  
DO IS--

EMERGENCY!

SECURITY  
BREACH IN GIZMO  
STORAGE!



64

INITIATING  
FACILITY SELF-  
DESTRUCT IN  
10 SECONDS...  
9...8...

OH,  
POOP.

ONLY ONE  
WAY OUT OF  
THIS NOW--



65

--AND LET'S  
FACE IT, WE ALL  
KNEW IT WAS  
GOING TO GO  
THIS WAY.

JUST NOT  
QUITE THIS  
QUICKLY...



THEN AGAIN, WE'VE ONLY  
GOT TWENTY PAGES AND  
WE HAD THAT WHOLE  
TUTORIAL. WHADDYA  
GONNA DO?

GO TO 54.





**68**

I COULD TRY  
A FRONTAL  
ASSAULT OF  
THE MAIN  
ENTRANCE...

TO DO THAT,  
**GO TO 51.**

...OR MAYBE  
FIND A WAY  
TO **SNEAK IN**  
'ROUND THE  
BACK...

FOR THIS OPTION,  
**GO TO 49.**







HEY, IF YOU WANT  
UNFORGIVING DIFFICULTY,  
PLAY POLICE QUEST. IT'S  
ISSUE #1, WE'RE CUTTING  
YOU SOME SLACK.

GO TO 61.

72

MY NAME IS  
ARTUR ZARRKO,  
MISTER WILSON--  
ALSO KNOWN AS  
THE TOMORROW  
MAN...



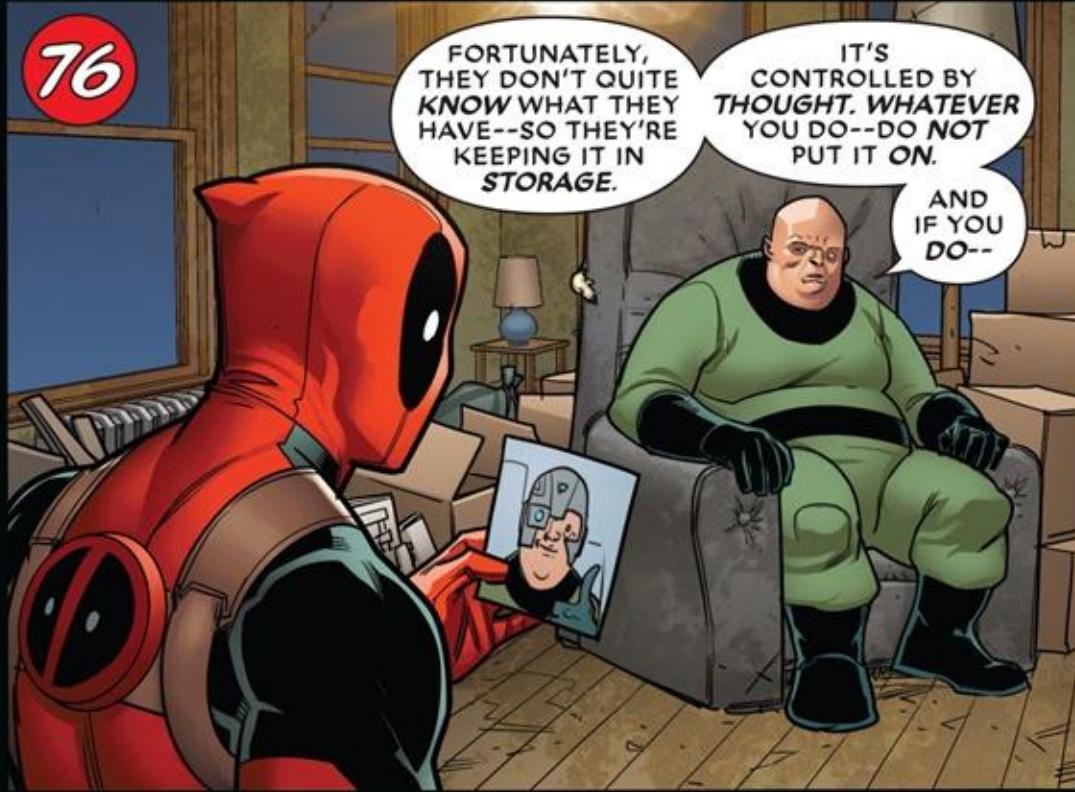


74

MR. WILSON--  
I NEED YOU TO  
STEAL **THIS** FOR  
ME SO I CAN  
GO HOME.

WHAT, THIS  
**FILE?**





FORTUNATELY,  
THEY DON'T QUITE  
KNOW WHAT THEY  
HAVE--SO THEY'RE  
KEEPING IT IN  
STORAGE.

IT'S  
CONTROLLED BY  
THOUGHT. WHATEVER  
YOU DO--DO NOT  
PUT IT ON.

AND  
IF YOU  
DO--

76

FORTUNATELY,  
THEY DON'T QUITE  
KNOW WHAT THEY  
HAVE--SO THEY'RE  
KEEPING IT IN  
STORAGE.

IT'S  
CONTROLLED BY  
THOUGHT. WHATEVER  
YOU DO--DO NOT  
PUT IT ON.

AND  
IF YOU  
DO--



77

--NEVER.  
EVER.

PRESS  
THE RED  
BUTTON.

GO TO 67.



78

"DON'T PRESS  
THE RED BUTTON,"  
HE SAID. BUT WHAT  
IF HE WAS  
LYING?

GOT  
TO CHANCE  
IT--



78

"DON'T PRESS  
THE RED BUTTON,"  
HE SAID. BUT WHAT  
IF HE WAS  
LYING?

GOT  
TO CHANCE  
IT--



79

VWWWWWWMM

IS THAT  
A GOOD  
VWWMM?

I GUESS  
IT **MUST** BE,  
RIGHT? THIS IS THE  
SECOND-TO-LAST  
PAGE, THIS IS  
WHERE WE GET  
THE **GOOD**  
**ENDING**--

TIME  
JUMP ACTIVATED.  
WARNING. SEVERE  
PARADOX.



78

"DON'T PRESS  
THE RED BUTTON,"  
HE SAID. BUT WHAT  
IF HE WAS  
LYING?

GOT  
TO CHANCE  
IT--



79

VWWWWWWMM

IS THAT  
A GOOD  
VWWMM?

I GUESS  
IT MUST BE,  
RIGHT? THIS IS THE  
SECOND-TO-LAST  
PAGE, THIS IS  
WHERE WE GET  
THE GOOD  
ENDING--

TIME  
JUMP ACTIVATED.  
WARNING. SEVERE  
PARADOX.



80

AAHH! IT'S  
THE BAD ENDING!  
IT'S THE BAD  
ENDING!

CHEAT,  
READER! I  
BEG OF YOU,  
CHEAT!



"DON'T PRESS  
THE RED BUTTON,"  
HE SAID. BUT WHAT  
IF HE WAS  
LYING?

OR WHAT  
IF I WAS  
CHEATING?

GOT  
TO, AHEM,  
**CHANCE**  
IT--



81

"DON'T PRESS  
THE RED BUTTON,"  
HE SAID. BUT WHAT  
IF HE WAS  
LYING?

OR WHAT  
IF I WAS  
CHEATING?

GOT  
TO, AHEM,  
**CHANCE**  
IT--



82

VWWWWWWMM



81

"DON'T PRESS THE RED BUTTON," HE SAID. BUT WHAT IF HE WAS LYING?

OR WHAT IF I WAS CHEATING?

GOT TO, AHEM, CHANCE IT--



82

VWWWWWWMM

AND THERE'S THE GOOD VWWWWMM...

RIGHT...?

TIME JUMP ACTIVATED.



83

ACCESSING EMOTIONAL CENTERS--

WAIT, MY EMOTIONAL CENTERS? THAT'S WHAT FLYES THIS THING?

THAT CAN'T BE GOOD.



IT'S NOT.  
GO TO 84.

YOU DID IT, READER--YOU'VE REACHED THE END OF ISSUE #1! BUT NOW--IT'S TIME FOR THE CHOICES YOU MADE TO SELECT YOUR DESTINATION!

IF YOUR SADNESS AND BADNESS SCORES ARE EQUAL--MOVE ON TO ISSUE #2...IN ONE WEEK!

IF YOUR SADNESS SCORE IS HIGHER... MOVE TO ISSUE #3... IN TWO WEEKS!

IF YOUR BADNESS SCORE IS HIGHER... MOVE TO ISSUE #4... IN THREE WEEKS!

BUT REMEMBER--ANY ISSUE YOU SKIP NOW, YOU'LL RETURN TO LATER IN YOUR QUEST! SO KEEP US IN YOUR PULL LIST, PILGRIM!

SOUNDS--OVERLY COMPLICATED--

I'M GONNA THROW UP--

IT IS! AND YOU ARE! KEEP THAT DEADPOOL DIE™ HANDY, PLAYER--

--THE ADVENTURE CONTINUES!



**NEXT**



DESIGN  
**NICHOLAS RUSSELL**

DIGITAL MANAGER/PRODUCTION  
**TIM SMITH 3**

EDITOR IN CHIEF  
**C.B. CEBULSKI**

CHIEF CREATIVE OFFICER  
**JOE QUESADA**

ASSISTANT EDITOR  
**ANNALISE BISSA**

DIGITAL PRODUCTION  
**ANNIE CHENG**

PRESIDENT  
**DAN BUCKLEY**

EDITOR  
**JORDAN D. WHITE**

EXECUTIVE PRODUCER  
**ALAN FINE**

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