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SKYBOUND

91

# INVINCIBLE



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RYAN OTTLEY  
CLIFF RATHBURN  
JOHN RAUCH

**image** COMICS PRESENTS

# INVINCIBLE

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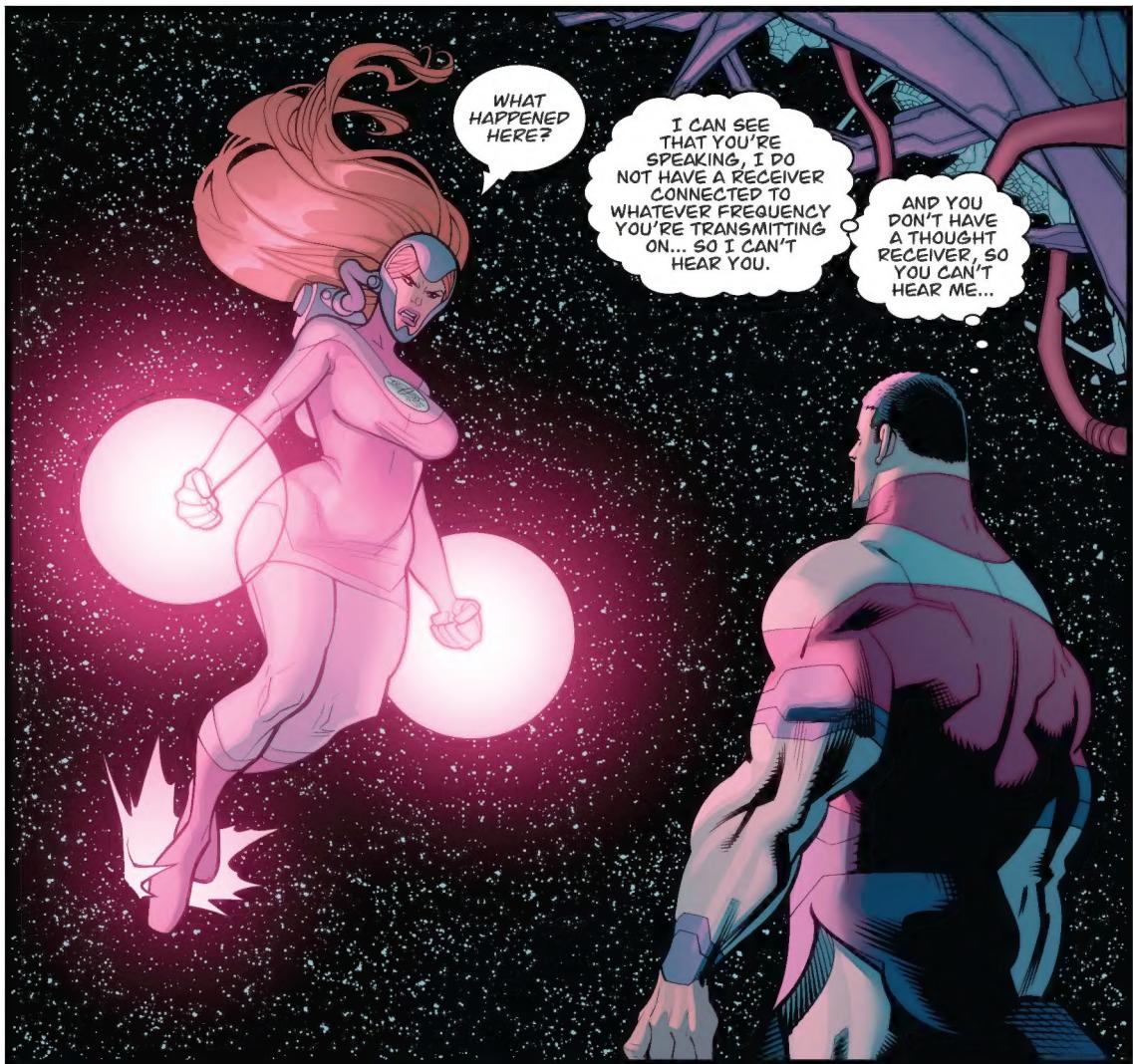
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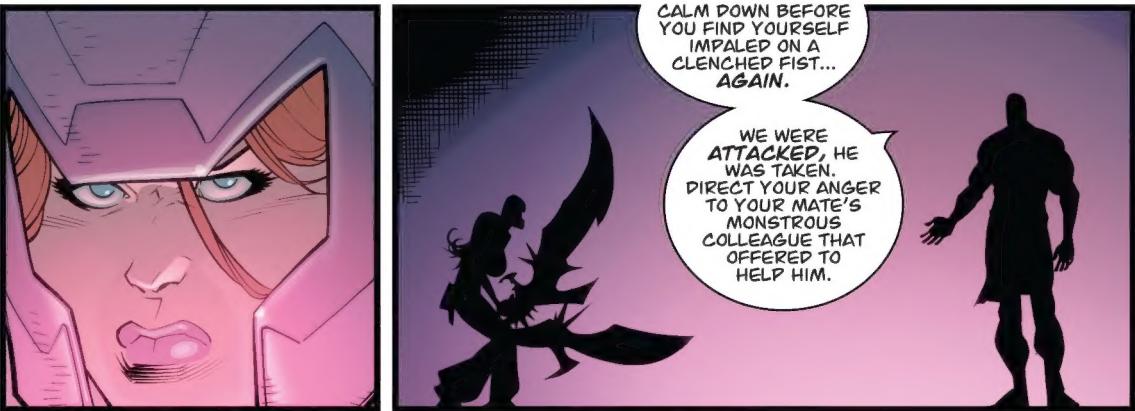
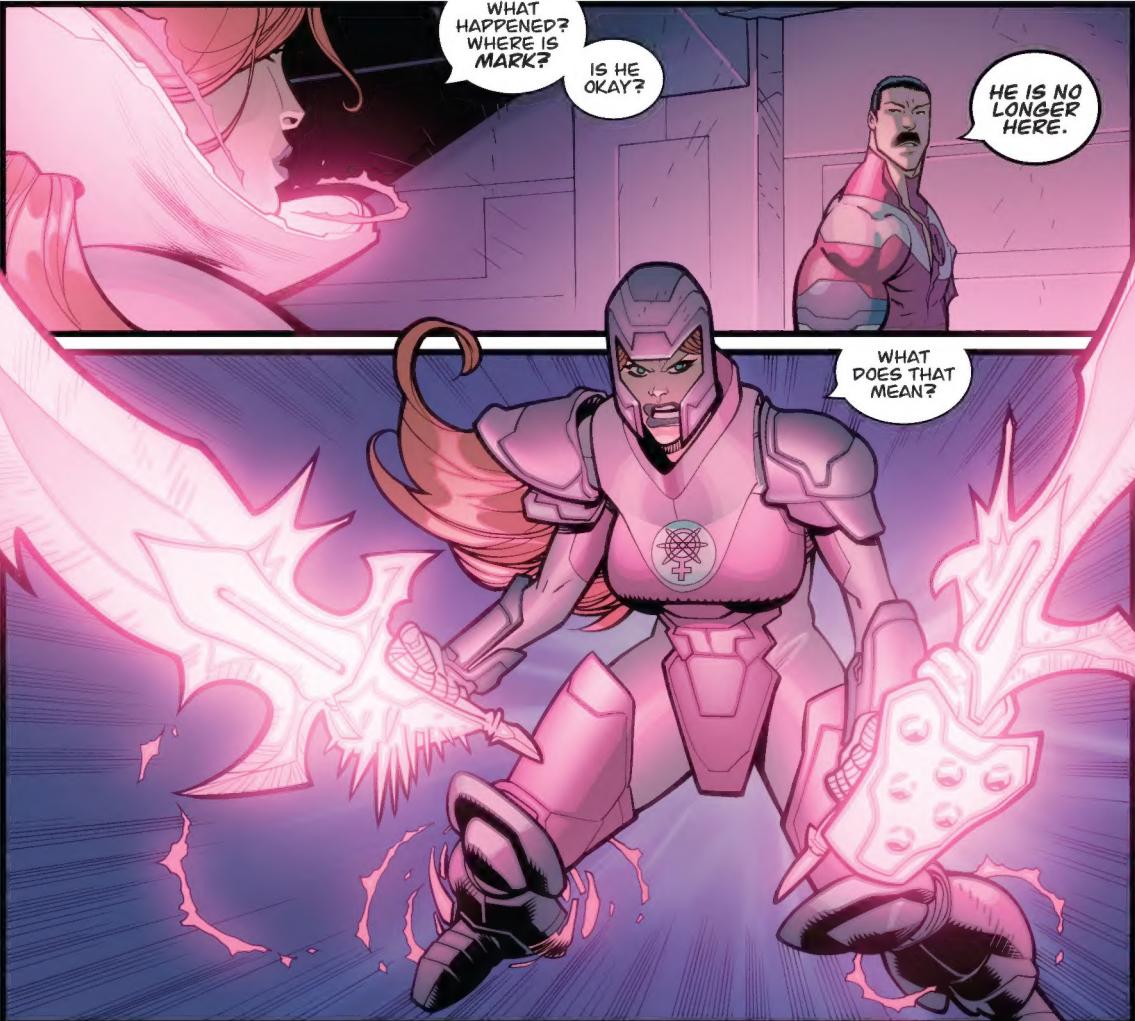
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LAST REMAINING VILTRUMITE WARSHIP,  
CURRENTLY LOCATED ON THE MOON.

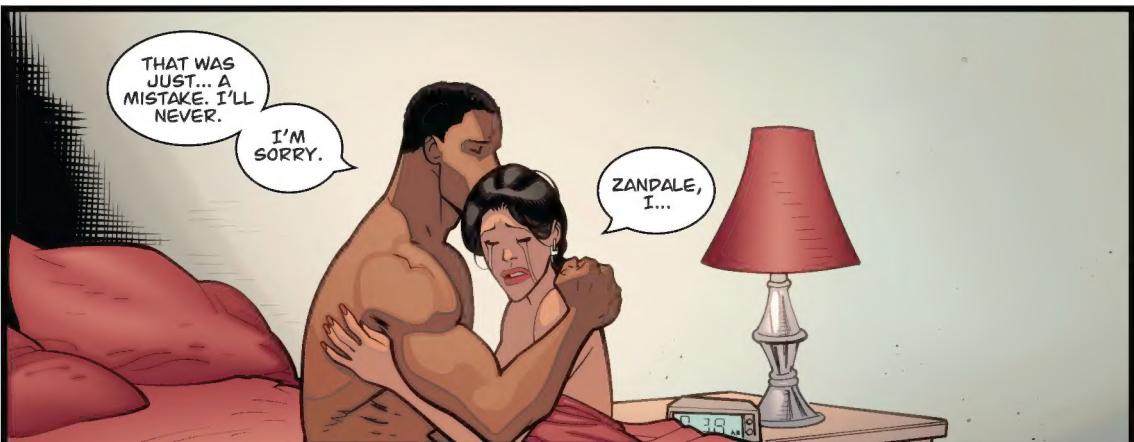
THE ONE ORBITING EARTH.











UNDISCLOSED LOCATION,  
THE SECRET BASE OF  
DINOSAURUS.











NO SWEAT. I'M HAPPY TO HELP OUT--DOESN'T SEEM LIKE IT'S GOING TO BE ABLE TO BREAK FREE OF MY CONSTRUCT.

I DIDN'T COME HERE TO HELP THOUGH-- IT'S MARK-- HE'S--



OH, GOD-- IS HE--?!

HE'S ALIVE... HE'S GOT TO BE... BUT I DON'T KNOW WHERE HE IS.

ALTHOUGH, YOU DO.

WHAT?! HE'S ON THE VILTRUMITE SHIP...

...ISN'T HE?



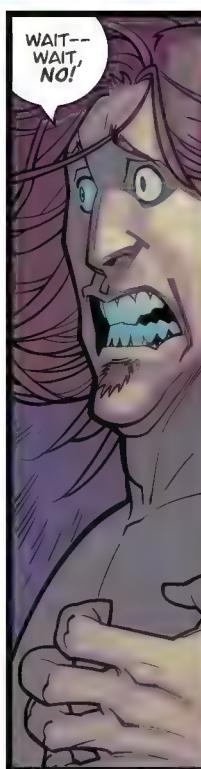
DINOSAURUS HAS HIM--AND I NEED YOUR HELP IF WE'RE GOING TO GET HIM BACK.

I CAN TAKE YOU TO THE PLACE MARK DIRECTED ME TO BEFORE... DINOSAURUS PROBABLY TOOK HIM THERE, RIGHT?

RIGHT, WE'LL NEED TO DROP THIS GUY OFF AT STRONGHOLD PENITENTIARY FOR PROCESSING FIRST, THOUGH.



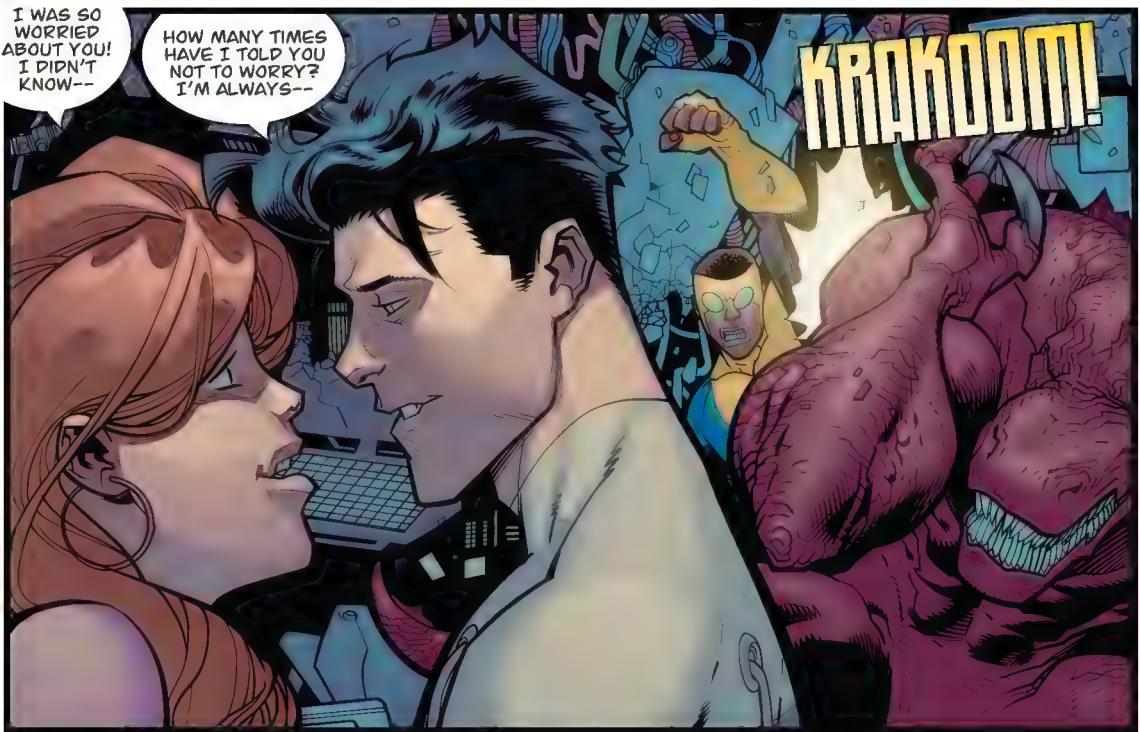


















WRITE US @

INVINCIBLE@SKYBOUND.COM

# PENVINCIPALS

Welcome back, Invincipals.

The ongoing epicness continues, and I just want to dive right into letters regarding the sell-out issue 89...

Oh why harrow Sina and Mr. Kirkman,

I just wanted to let you guys (side bar: I thought Sina was a girl for the entire last week that I've been reading Invincible 1-87... my bad, thanks google images for clearing that up for me) know that I have never read a single comic before The Walking Dead and Invincible and I have to say that I am impressed by this entertainment medium. I had always grown up thinking that comics were lame but you have opened my eyes to the beauty and emotion that can be conveyed in a mere 20 page issue...it blows my freaking mind! On to the numbered questions:

1) Where is my favorite "villain" Tether Tyrant right now? I know that in #83 he was captured and "sent up river". Hope my boy is staying dry and making a comeback soon.

All good villains in good time, my friend.

*Okay, well... I'm recognizing a real problem here... and I'm just going to freely admit this publicly in a letters column that nobody reads (wakka wakka). This is Robert in italics, by the way.*

*Holy crap... that was issue 83? That was EIGHT issues ago? I thought it was only a few. I think that because we're in the big numbers now, almost to issue 100, I'm allowing subplots to go on too long. Not on purpose... but I just keep packing more and more story into the issues and I'm not realizing how many issues are going by.*

*So I'll try to do better. The fact that we haven't seen Angstrom Levy since issue 65 or whatever is kind of embarrassing. That was NOT supposed to be a story line that fell off the grid for... almost FORTY ISSUES (so far). Yeesh.*

*I'm on it, folks!*

2) When are you going to tell the story behind Monster Girl and Rex/Robot/Fetus Man? I'm dying here!

Issue 92—next month!

*And it's going to be COOL. See, I didn't let THIS subplot go on for years.*

3) Can I take Andrew J. Shaw's place in the letter columns? He seems too much like Sheldon Cooper from Big Bang Theory (i.e. slightly aspergian).

I always thought of him as like a mix of Tom Haverford and Lutz.

*All I know is that I love him. God bless you, Andrew J. Shaw!*

4) What comic can I read to learn about that cute little pug looking puppy that keeps popping up?

Guarding the Globe! Returning (monthly!) in September!

*And the TPB of the first volume will be out soon.*

Thanks so much for making comics a part of my life and the excavation of my poop-chute (I read a lot on the crapper, don't judge me).

Sincerely,

Danny J. McMillan

You're not the only one who makes good use of time spent in the W.C. (trying to class it up here)!

*Yeesh.*

Hey Kirkman and Crew,

So, I was reading the letters column and saw someone quote something about Viltrumites having balls. I then though how badass it would be if a Viltrumite got Elephantiasis in their junk. They could then use their massive balls to destroy buildings or club innocent civilians to death. His secret move would be called "descending". He would fly high in the air then come back down to earth at full speed using his momentum to smack people in the face with his gigantic balls. This would be the best villain ever and he shall be called Wreckin' Balls or Wonder Nut. I would love to see him go up against Battle Beast. It would be the greatest fight of our generation. I think I'm going to ask Ottley to draw me a sketch of Thragg with huge balls next time I see him at a con. Do you think he would be cool with that?

Thanks for the great books,

Sean  
Maryland

Guh... let me take the opportunity to point out that this is both outlandish AND Ryan will not draw it.

But after going through dozens of Walking Dead fan letters, I do have to admit that these kinds of requests only come through my Invincible mailbox!

*Are we really printing this letter?*

*Yup.*

*Okay...*

My dearest Penvincipals,

I love the gore! Any comic is made 10x more awesome when there are entrails spilling from somebody's abdomen, and there are entrails in this book more than any other comic I've read. Ottley is a genius at blood and guts, and Kirkman places the gory scenes so deftly. I always wished that TWD was in color so I could see the gory zombie guts, but since I started reading Invincible

(a few years ago), my thirst has been ever so quenched. The two-page, bloody head spread of Nolan from issue 87 was freakin' awesome (to put it lightly), and the scene where Thragg (I don't know if that's his name, but the bad-ass Viltrumite that's been involved recently) pops that poor aliens head in the most recent issue (#89) was terrific. Keep the blood and guts coming!

#### How was page 20 of this issue for you?

P.S. I just asked for Thief of Thieves at my local comic store (Emerald City shout out! Woot woot!) and I am totally stoked to read it because KIRKMAN IS GOD!

Thanks,  
Willow Hamilton  
Eugene, Oregon

**Oh yeah! Thief of Thieves!** If you want to read a book that is absolutely **NOTHING** like Invincible, go pick up Robert's newest creation, which is drawn by Shawn Martinbrough and has Nick Spencer writing the first arc! Woot!

Hey Invincible crew,

"Invincible" is a book that I check in on every so often. Seeing the declaration of "Invincible" #89 heralding the beginning of a "bold new direction" inspired me to check in once again. After all, whenever a book promises to be changing things up, it seems to me like a great place to dive in. I'm not so certain of the "bold new direction" but it is a wildly entertaining read.

There is no denying this is Robert Kirkman's world, crafted from sheer imagination. Every character has a distinct voice and brings a specific personality into play in this story. Some of those combine to play well off of one another while others offer entertainment due to their disparity. From one page to the next, the reader never really knows what Kirkman's going to throw at them, as is evidenced by the outcome of Dinosaurus' conflict with Allen the Alien or the conclusion of Grand Regent Thragg's conversation with his medical staff.

Kirkman has the good fortune of having a true collaborator with Ryan Ottley handling the drawing chores of this title. The work in this issue is smooth and clear, as befits a creative duo with significant history together. Ottley's style is clean and crisp, full of detail and dynamic in composition and character expressions. The single page of Dinosaurus and Allen in a stalemate is easily worth at least half the price of admission, if not the full price.

Cliff Rathburn's inks -- rich and dark where they need to be and descriptively enhancing Ottley's pencils as necessary -- certainly help unify the look of the book, separating characters and backgrounds while retaining their crisp features. Collectively with colorist John Rauch, the duo melds into a seamless art production team that delivers a wonderfully playful comic that pays tribute to the comics of yesteryear while celebrating everything that can be today. All three creators are adept at what they do, and working together they make this book something to revel in.

Anyone coming into this comic completely cold is also going to be completely confused. There are a lot of characters floating through these pages, some with deep-shared history with Invincible, some not as much. All the same, the sheer quantity could be a bit overwhelming. I would have expected a little visual assistance in the form of floating caption boxes with characters' names at least to help new readers feel more welcome and integrated into this series. However, if those new readers have a bit of patience and some resilience, they'll quickly realize what a fun read this issue is regardless of knowing all the characters. A quick internet search can really clear up quite a bit of the confusion. More importantly, they'll be in on the ground floor for the next big developments in the "Invincible" series.

Sincerely  
Colten Stokes

You wanna know what my first issue of X-Men was? Some random issue in the three-hundreds. Robert's first issue was probably when Silvestri was drawing. That's kind of the fun about serialized superhero books: you can pick up at any point (especially in bold new eras), feel utterly lost, and be compelled to go back and find out who these intriguing side characters are.

I've never done it, but there is a huge contingent of fans who will also just Wikipedia search their favorite series to catch up, too.

**At any rate:** Thanks for the compliments! I'll send the good word out to the creative team.

**My first X-Men comic was drawn by Jim Lee...** it was 276 with Wolverine stabbing Xavier on the cover and it had Gambit and Jubilee in space suits fighting the Shi'Ar inside... and I loved it... and I had no clue what was going on.

*I wish more new comic readers were as open to trying new things and just... going with the flow as people used to be.*

Robert,

I haven't gotten Invincible in a while. After reading this issue, I'm kind of glad! It was bad to okay...but Thumbs Down, for once, from me. Just kinda droned on and on. But, and I think you might like this, I think I've finally estimated the difference between Kirkman and Bendis!! Whereas Robert has cool plots and questionable dialog--Brian has awesome dialog and questionable plots!!! Finally, I want to see some new characters in the 'Vince series, as I call it; tired of seeing you back and forth with the same stable.

Andrew J. Shaw

**Yeah, maybe there's a little bit of Karen from Will & Grace in you, too...**

*If I'm ever lucky enough to retire, I want to write a biography of Andrew J. Shaw. I love this guy.*

I'm a big fan of all things Kirkman. (Battle Pope anyone?). I've thoroughly enjoyed every bit of invincible and walking dead. But enough gushing.

I love the character design of the Viltrumites, **ESPECIALLY** Thragg. PLEASE tell me his design was inspired by Freddie Mercury. Even if it's a lie. I would like to believe that after Mr. Bulsara's tragic death, he was reborn as the resident bad ass of the Viltrumite Empire. Keep up the great stuff! -Ted

**Yep. Freddie Mercury all the way.**

**How did it feel to be lied to?**

*Yeah, that Freddie Mercury thing was unintentional... I just wanted him to be such a bad-ass he was comfortable wearing a fuzzy cape.*

Thanks for reading! Next month, we get to see Cory Walker return to the pages of the book he co-created with Robert so many years ago! Color me excited!

Best,  
Sina Grace

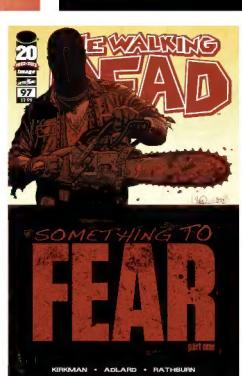
**But not as excited as me!**

*-Robert Kirkman*

# DON'T MISS THE NEXT ISSUE!



THIEF OF THIEVES #4  
ON SALE NOW



THE WALKING DEAD #97  
ON SALE NOW



INVINCIBLE #92  
ON SALE JUNE 2012



HARDCORE #1  
ON SALE NEXT WEEK



## Question of the Month

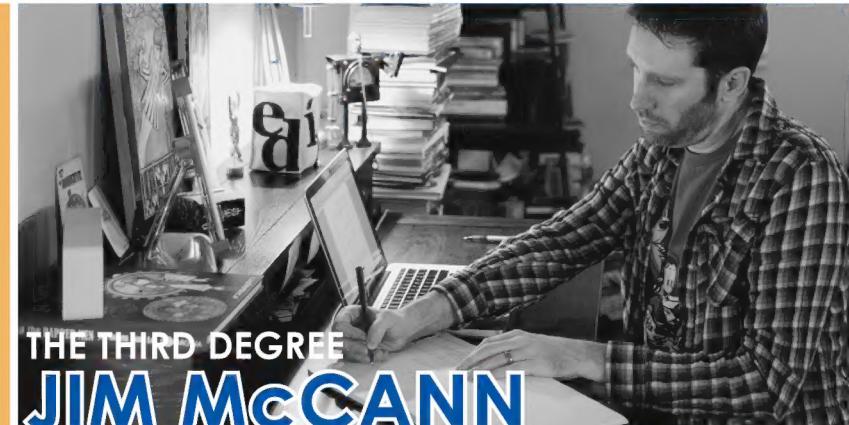
"It was a Batman comic of some kind that included a detailed look at the compartments of the utility belt. I was completely fascinated by the idea of smoke grenades, a mini-camera, batarangs, and everything else all hidden inside these tiny cylinders."

Laundry Walker  
**DANGER CLUB**

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# MAY 2012

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## THE THIRD DEGREE JIM McCANN

Jim McCann is the writer of Image Comics' new series *Mind the Gap*. Other comics he has written include *Return of the Dapper Men* (*Archaia*) and *Hawkeye* and *Mockingbird* (Marvel). Fun fact about Jim: He also wrote for the ABC daytime drama *One Life to Live*. He lives in New York City. Follow him on Twitter --@JIMMcCANN. His website is [www.jimmccannonline.com](http://www.jimmccannonline.com).

### What are you working on right now?

I'm in the middle of three different creator-owned projects at the moment and they are all exciting—one is a secret; the other is the second book in the *DAPPER MEN* series; *TIME OF THE DAPPER MEN*; and my first ongoing series at Image, *MIND THE GAP*.

### What's the best part of your job?

The fact that the dream I've had since I was 10 years old has come true. I still get excited every time a new page of art comes in that's a visual of something I've written.

### What's the worst part of your job?

I'm a really happy guy, so this is tough. If I had to pick out something I guess it would be that I'm not very good at setting specific "working hours," so I feel like there's not really time off.

### How did you first discover comics?

Summer camp. They had comics in the infirmary and I used to pretend I was really sick because then I could read comics. And it had air conditioning.

### If you weren't working in comics, what would you be doing?

Probably working in theater. Or busting my butt to get in the door in comics!

### What's the strangest thing a fan has ever said to you?

Some guy at a panel asked a question about a controversial storyline Marvel was doing, I answered, and he yelled "You're a coward!" And then he ran out of the room, defining the word coward.

### What are you most likely to complain to an editor about?

I'm getting better, but it's hard for me to separate getting notes as being something to make the story better as opposed to seeing it as places I failed the story.

### What is the single work of which you're most proud?

RETURN OF THE DAPPER MEN. It was my first time stepping out and telling a story that was purely created by myself (and co-creator/artist Janet Lee) as opposed to working in someone else's sandbox.

### Who is the biggest influence on your work?

Probably my dad was. But as for influences on my writing... Ross Macdonald, Raymond Chandler, Richard Stark, Patricia Highsmith, Milan Kundera, Alan Moore, and Johnny Craig.

# "WHAT WAS YOUR COMICS GATEWAY DRUG?"

"I picked up Sonic the Hedgehog at K-Mart with my Mom while waiting for my brother Chris to be finished with a birthday party. Hooked ever since!"

Shane Houghton  
**REED GUNTER**

"Marvel Super Heroes Secret Wars. It had the best heroes and the baddest villains beating the stuffing out of each other. I was hooked for life."

Sam Humphries  
**SACRIFICE**

"Star Wars comics, then Rom and Micronauts. Oddly enough, superheroes did not come until later."

John Layman  
**CHEW**

"Aquaman! Years later, I still have a crush on that shiny goldfish."

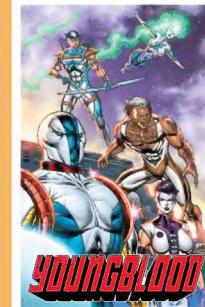
Colleen Doran  
**A DISTANT SOIL**

### MIND THE GAP #1



After Elle Peterssen is mysteriously attacked on a Manhattan subway platform, she is left in a coma, the only clues to her attacker trapped inside her mind. No one knows the identity of the person behind this brutal beating or where they will strike next. In this ALL-NEW ONGOING series, everyone is suspect, and no one is innocent.

### YOUNGBLOOD #71



It's the 20th anniversary of the comic book that launched the Image Revolution in 1992! ROB LIEFELD'S *YOUNGBLOOD* returns bigger and better than ever with an all-new look at the next generation of superheroes, courtesy of screenwriter JOHN McLAUGHLIN (Black Swan, Parker), up-and-coming artist JON MALIN and *YOUNGBLOOD* creator and Image founder ROB LIEFELD!

### DANCER #1

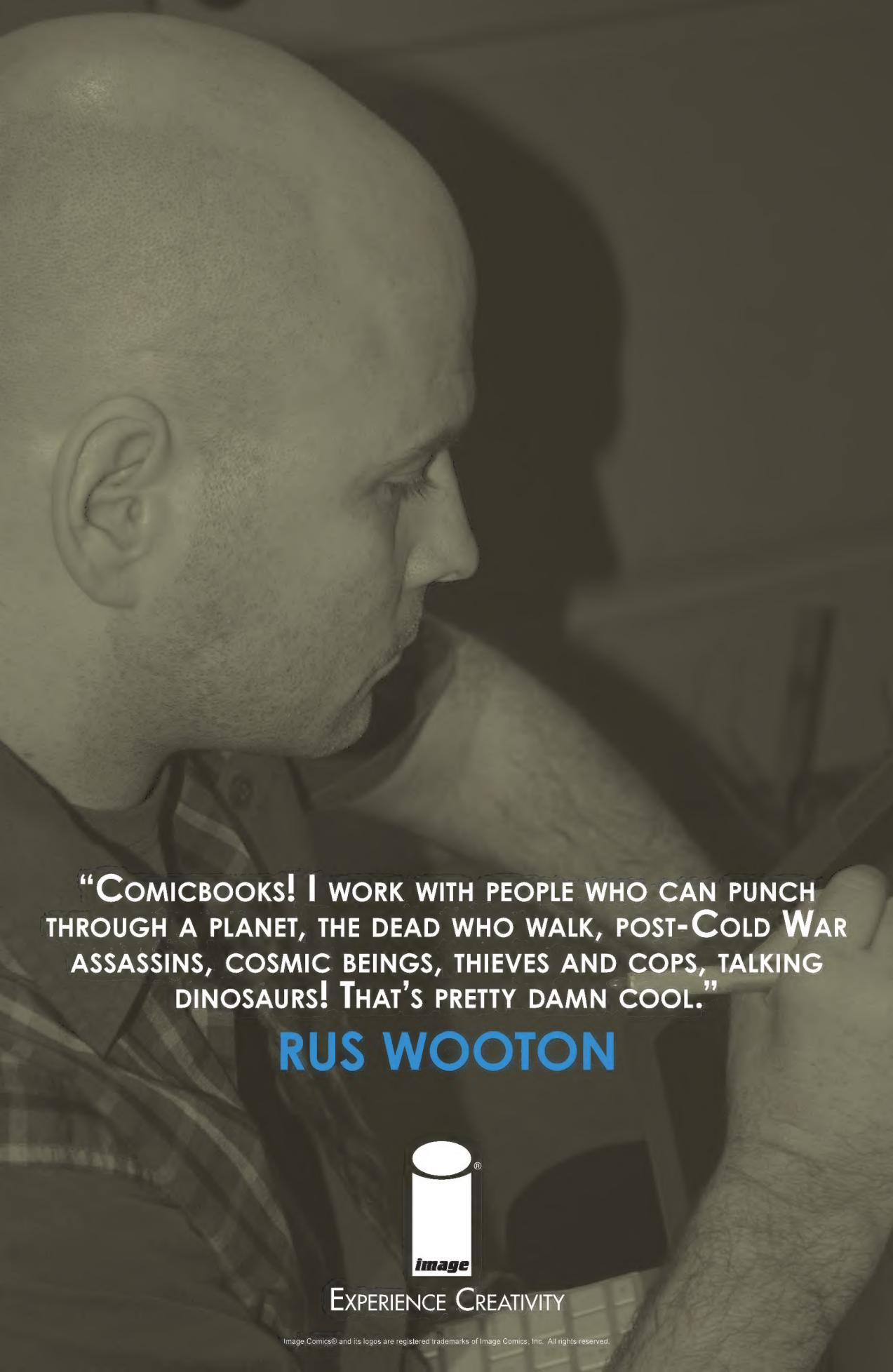


Retired assassin Alan Fisher and his ballerina companion must escape a ruthless sniper who stalks them through the streets of Milan. To survive and protect the love of his life, Alan will unravel the tapestry of the past he's kept hidden and discover the killer's impossible identity. From the writer of WHO IS JAKE ELLIS? and the artist of VIKING comes a spy thriller with a 21st Century twist.

### EPIC KILL #1



Killmen and mercenaries from around the globe are ordered by the President to bring down an eighteen-year-old super assassin named Song—but she's going to turn the tables on them—and every kill is going to be epic! Song has trained for years into adulthood to take revenge on the man responsible for her parents' deaths—the man who has just been elected President!



**"COMICBOOKS! I WORK WITH PEOPLE WHO CAN PUNCH  
THROUGH A PLANET, THE DEAD WHO WALK, POST-COLD WAR  
ASSASSINS, COSMIC BEINGS, THIEVES AND COPS, TALKING  
DINOSAURS! THAT'S PRETTY DAMN COOL."**

**RUS WOOTON**



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