

THE DEATH OF EVERYONE PART ONE  
OF THREE

THE BEST SUPERHERO COMIC BOOK IN THE UNIVERSE!

20

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image

SKYBOUND

98

# INVINCIBLE



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RYAN OTTLEY  
CLIFF RATHBURN  
JOHN RAUCH

**image** COMICS PRESENTS

# INVINCIBLE

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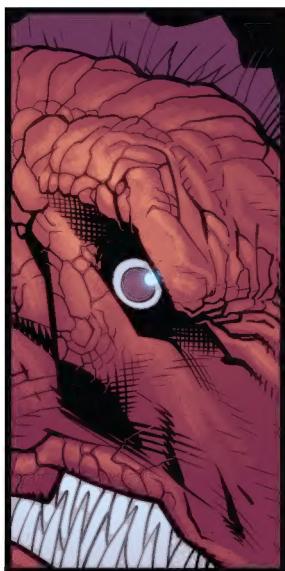




WE REACHED A TIPPING POINT...  
I DON'T KNOW HOW I DIDN'T SEE  
IT COMING SOONER. I'VE DONE  
THE MATH AND I'VE GOTTEN IT  
DOWN TO THE MINUTE... WE ARE A  
MATTER OF WEEKS AWAY FROM  
THE DISASTROUS CHANGES IN  
OUR CLIMATE NOT ONLY BEING  
IRREVERSIBLE... BUT  
ACCELERATING.

THE WORLD  
POPULATION WOULD  
BE CUT BY  
**EIGHTY PERCENT**  
OVER THE NEXT CENTURY  
DUE TO WORLDWIDE  
FAMINE AND DROUGHT...  
OUR SPECIES  
WOULD FACE  
EXTINCTION.

THERE  
WAS NO TIME,  
I COULDN'T  
WAIT TO SPEAK  
TO YOU, I HAD  
TO ACT.





I MUST  
HAVE MY  
REVENGE!

I HAVE  
WAITED  
LONG  
ENOUGH!



MARK?! WHAT WAS THAT?  
I HEARD LOS ANGELES--  
WE'RE MONITORING THE  
CITY AND WE DON'T SEE  
ANYTHING. I CAN'T  
UNDERSTAND YOU!

AND HOW  
DID YOU  
GET THIS  
NUMBER!

LOS ANGELES  
HAS NO CURRENT  
UNUSUAL  
ACTIVITY. IT'S  
QUIET.

WHAT'S  
REALLY  
GOING ON  
HERE,  
MARK?

IT'S LAS VEGAS ALL  
OVER AGAIN! WE HAVE  
TO FIND THE BOMBS  
BEFORE DINOSAURUS  
SETS THEM OFF--  
WE DON'T HAVE  
ANY TIME!

I NEED  
YOU TO GET  
EVERYONE  
OUT HERE!  
NOW!

DINOSAURUS?!

DAMN IT,  
MARK--IF SO  
MUCH AS ONE  
PERSON LOSES  
A LIFE HERE,  
THIS WILL  
BE ON YOU!  
YOU DID  
THIS!

YOU CAN  
SCOLD ME  
LATER--THROW  
ME IN PRISON--  
BUT FOR  
NOW--

JUST  
HELP ME  
MAKE IT  
RIGHT!

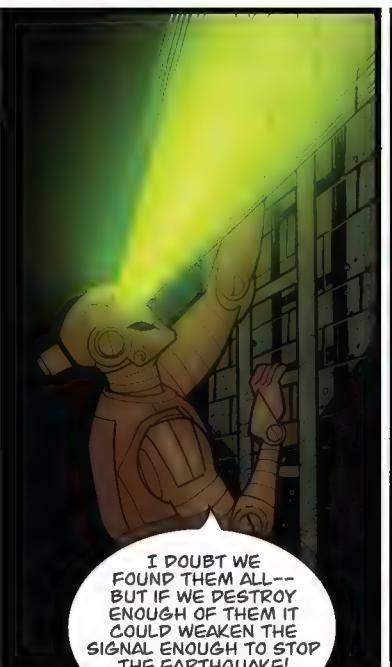




THEY'RE ARRIVING ON SITE RIGHT NOW. WE'RE SPACING THEM OUT INTO SEARCH GROUPS SO THEY CAN COVER MORE GROUND QUICKLY.

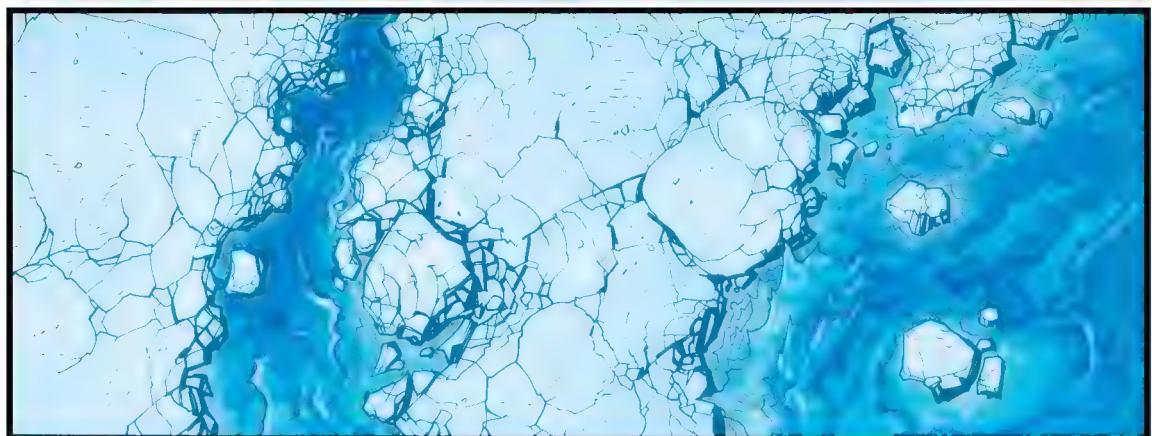
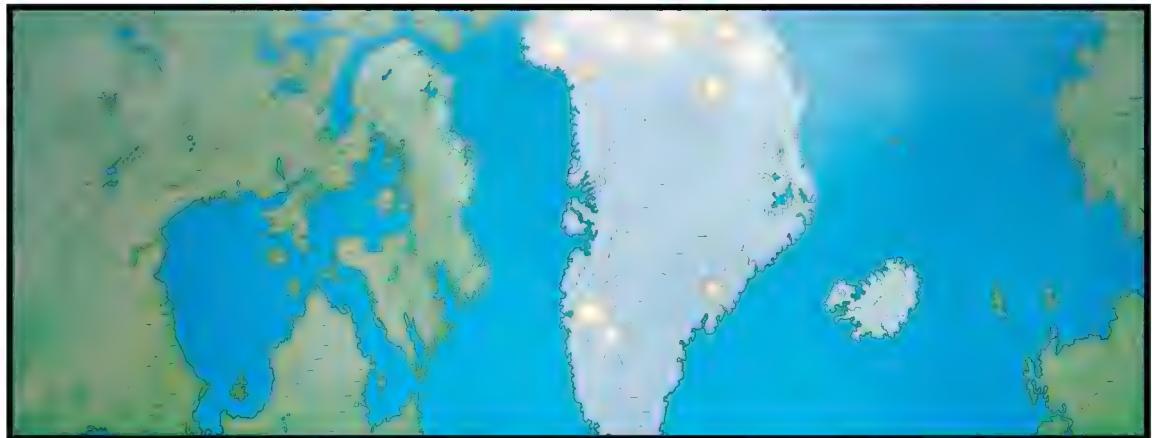


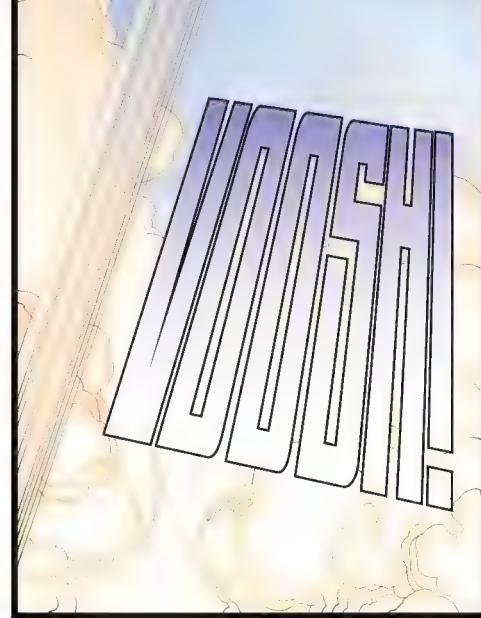


















YOU'RE  
KILLING  
EVERYONE.

WRITE US @

INVINCIBLE@SKYBOUND.COM

# INVINCIBLE

I'm with Dinosaurus on this one. We're all going out in a Soundgarden-scored disaster. Dark days are ahead. Glad we're riding this out together.

*Oh, you New Yorkers... sheesh, like it's the end of the world or something! Don't be so dire. Invincible will save the day... or will he? Man, these issues are going to be intense!*

Letters?!

Dear Robert, Ryan, Cory, Cliff, John, and Sean,

I just gotta say that issue 96 was one of the finest comics I've had the pleasure of reading. It was firing on all cylinders this month. You really should have stamped "This one has it all" on the cover. You managed to touch on all your plot lines. I was laughing out loud at the interactions between Mark and Eve. Then the reveal that General Kregg has already impregnated 12 Earth women, and loves them all, hilarious. Mark and the gang are so screwed. No other comic delivers on this level. Genre defying really.

Cory, your pencils look amazing. The design of Monster Girl and Robot's costumes is so cool. They both look beautifully otherworldly. The entire Flaxan planet has been a treat. I'm always a little worried when Ryan takes a break but having both your styles in the book compliment each other perfectly. I hope to see your name on the cover again soon.

Robert, I wanted to ask you about your writing process quickly. I've read a lot about the Levitz paradigm recently and saw the pictures of Jonathan Hickman's charts and graphs to juggle plot points in FF. I was just wondering if you did the same thing to track plot points in Invincible. Issue 96 especially seemed to demonstrate this style of writing. As a main plot point ends, subplots move up to take their place. The Flaxan invasion ends, and both the Viltrumite plot line and the Dinosaurus plots are moved forward along with Mark/Eve relationship and Robot/Monster Girl. You have at least six plots going at once. How do you keep them all straight? How do you decide which plots to let simmer and which plots to push forward? Whatever you're doing, it's working.

*No, it's not. For the most part, aside from random notes on my phone and on my handwritten issue-to-issue plots, I keep all this in my head... which is one of the reasons you're seeing Angstrom Levy in this issue, issue 98, for the first time since ISSUE 64! (I think it was 64...) ANYWAY, it's really not all that complicated. I list the plot threads to keep track of them, but all the ins and outs of where I plan to go... I just let that rattle around and take shape in my head over the months (or years) of work time before I get around to plugging it into a script.*

Thanks again for all your hard work, guys, your book sets the bar for superhero comics. With so many comics relying on retcons, renumberings and rehashes, INVINCIBLE is one of the only ones I still look forward to. Four issues in three months is the best Christmas present I could have asked for.

And Ryan, mail some art to Splash Page before you decide you hate it and burn it all. I'll buy some.

Jason Wanvig

HA! Ryan, you'll never live that down! You crazy man! YOU SHOULD HAVE SENT THOSE PAGES TO ME!

Hello Kirkman and gang,

Wanted to thank y'all for consistently putting out my favorite comic book of all time. Granted, this whole dilemma Mark has been enduring the last few issues has been gut wrenching, I still am anxiously awaiting each episode with a smile on my face.

I was thankful to have been an attendee at Morrisoncon this past month for my 10th anniversary (I've got a cool wife). Enjoyed listening to Kirkman at his panels and more importantly speaking to him regarding an Invincible script I wrote. Sadly, legal issues prevented him from being able to read my great motion picture adaptation of this comic I love, but, I wanted to offer my services as the next writer of Invincible. It's been hinted at both here and at Morrisoncon that Kirkman would, at some point, leave the book. Keep me in mind. Keep up the great work. Love you guys.

Sincerely,  
Rob Hagemeister

I've heard Robert saying the same thing—and maybe if Disney offers him a buyout that will happen sooner than later—but my question to you (and everyone lining up behind you...), why don't you create your own Invincible? If you have the drive to write a screenplay, get out there right now and make more better comics. Don't wait for this guy to fill his Uncle Scrooge vault!

(I'm sure we're not done dispensing career advice yet...)

*My Uncle Scrooge vault? Nice... In all honesty, the guy who would ideally take over for me on INVINCIBLE is probably about eight years old right now, or better yet, not even born yet (Unless Brian K. Vaughan wants the gig! I'd give up now just so I could read his issues!). I have no intention of leaving this book any time soon. I'd love it if Ryan and I were still bickering and working together in thirty years.*

As long as I still have enough time for a swim in me wee money bin!

Robert mother loving Kirkman!

When will we see Battle Beast again?

Thanks,  
Leo Nieves

Oh shit...

*NOT SOON... but eventually.*

I love Battle Beast, so I'm writing in, as requested in issue #96 -- which was excellent, by the way. For Christmas, I'd really like to see Battle Beast, Monster Girl and Dinosaurus form a team.

That is all.

Kelvin

OH SHIT...

*That'd be a pretty awesome spin-off.*

---

Invincible,

BATTLE BEAST! He would put the hurt on Dinosaur or anyone else for that matter! (Thrapp doesn't count "coughcough"). Any time you throw me some BATTLE BEAST I'm a happy man. Say his name in a victorious manner, it sounds good coming out of anyone's mouth. Kirkman, you don't give my boy enough love and I tell people that, now I'm just backing Sean up. Greatest character in the book. That's right, even Ottley secretly knew that when "the death of everyone" poster popped into his head that BATTLE BEAST was there! Let him show up at #100 it's a wrap for everyone, that fool is a problem! Even Michonne can get it! BATTLE BEEEST!!!

P.S. on second thought, Thrapp can catch it too..

P. Rowan  
Boston

BATTLE! BEAST! The movement has begun! Let's just say, steps have been taken that this story is more possible than it was last month—for the Beast and your other Invincible Universe favorites. So if there's a greater groundswell for the Actioneers or that space guy with hands for feet—and all that would take is FOUR people—speak up.

*Wait, which one is Battle Beast again?*

---

Sir Kirkman,

What advice would you give to an aspiring comic book writer/artist who is getting sick of attending art school? Sure, plenty of the classes I loathe will make me a more rounded artist if I end up deciding on a different profession, but that's too damn logical. Can you think of a compelling reason not to drop out of art school to start working on comics now?

(See, **MORE** career advice...)

*Why not just do both? Hedge your bets, although, I don't know of anyone who has succeeded because of art school, I think you could just as easily just practice for four years. If you HAVE the talent, you'll get better. And if you have NO talent, no amount of art school will help you... so you're screwed anyway. It will teach you discipline, which I must say, is something every professional artist needs. So... where was I? Drop out!*

*No, don't... just ride it out, hone your craft and write on the side, cry baby!*

Have you ever seen the show Parks and Rec? Cause the I'm pretty sure their Ron Swanson is a Viltrumite.

Also, something that's been bugging me the past 2 months, when does the GUARDING THE GLOBE timeline take place relative to the INVINCIBLE timeline? Were the Guardians saving the Bengali folks from a mudslide before or after the most recent Flaxian invasion?

After, Robot and Monster Girl popped back in at the end of the first GLOBE miniseries. Also, you're about to start dropping THE WALKING DEAD spoilers, so I had to censor your ass.

*Before you get to that, Guarding The Globe (the regular series takes place after the Flaxian Invasion.)*

Even though SPOILER was one of my favorite characters in TWD, and I was deeply saddened with SPOILER, I'm glad you SPOILER. Especially in the brutal way you did. If SPOILER hadn't been the groovy character SPOILER was, and if you hadn't

been the diabolical sadist you are, I wouldn't have felt anything from that scene. So I'm looking forward to the 100th issue of INVINCIBLE, and whatever treachery you have in store for us readers.

But seriously, everyone knows Glenn died, right?

*Wow, dude... that's so funny I'm leaving it in. Sorry, everyone. Holy CRAP!*

And though you've proven you don't need to kill off characters to make a compelling story, I hope you don't pull any shenanigans like you did with Conquest impaling Eve. When characters die, or appear to die, or get ever so close to dying, and then recover like nothing happened, it takes all the value out of their lives.

*I've learned my lesson on that. No more characters dying and then not actually dying... no sir.*

Keep up the stellar work you crazy kids! Especially Ryan and Cliff. You fellas draw the best violence.

Jeff

*They really do.*

---

Kirkman,

Nothing to see here. I still don't really Get the character of Invincible—now known as lowly Mark Grayson! I feel like I know Nightwing, Dick Grayson, a lot better. I don't know why That is, I mean they're pretty much the same character, right? As for "Everyone Dies," without so much as a question mark: What's that about? No wait, don't tell me! You're doing "Invincible In Hell", right? Cause that would not be very original-duh; everyone from Wolverine to Namor to Hellboy has done that. If I sound frustrated, I am. This issue, 96 I think--although who can keep track of this mess?--was okay...maybe even good. But what the heck is this obsession you have with the whole Monster Girl and Robot in the Flaxian dimension thing??? They were there for a long time...okay, we get it. This, and the cliffhanger from this issue...for one didn't even understand. Not at all! So any time you want to make this into a real series like GUARDING THE GLOBE is, ah...let me know, okay? THE WALKING DEAD > INVINCIBLE, too. Hey, how come nobody writes letters to "PenVinciPals"? Isn't that what this l-c is called? L-c = letter-column.

Sincerely,

Andrew J. Shaw

PS: The confrontational me is back, baby!

Did you bang Atom Eve, too?

*You don't feel like you know Mark because you have the memory of a goldfish, and Mark hasn't been prominently featured in recent issues. BOOM!*

---

Three more weeks, one more issue: INVINCIBLE #99: THE DEATH OF EVERYONE PART TWO! In which Ryan ABSOLUTELY TEARS SHIT UP.

-Sean Mackiewicz

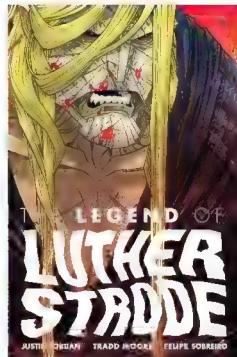
*Man oh, man! Issue 99 is gonna blow doors off! Look out world, here comes awesome! See you then!*

-Robert Kirkman

# DON'T MISS THE NEXT ISSUE!



**GUARDING  
THE GLOBE #4**  
ON SALE NOW



**THE LEGEND OF LUTHER  
STRODE #1 (of 6)**  
ON SALE NOW

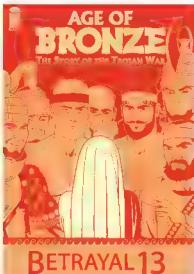


**THIEF OF THIEVES #11**  
ON SALE NEXT WEEK





The Activity #10



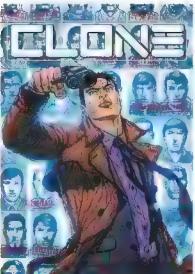
Age of Bronze #32



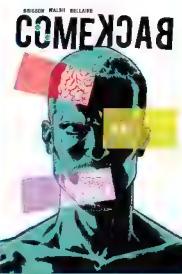
Artifacts #23



CHANGE



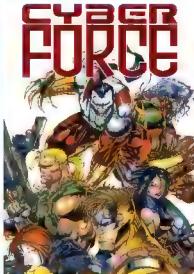
Clone #2



Comeback #2 (of 5)



Creator Owned Heroes #7



Cyber Force #2



Darkness #109



Elephantmen #45



Glory #31



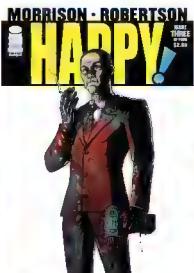
Great Pacific #2



Guarding the Globe #4



Hack Slash #21



Happy #3 (of 4)



I Love Trouble #1



Invincible #98



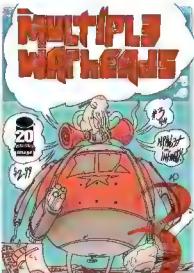
Manhattan Projects #8



Mind The Gap #7



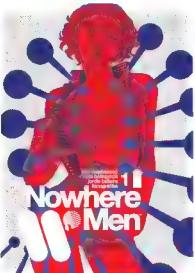
Morning Glories #24



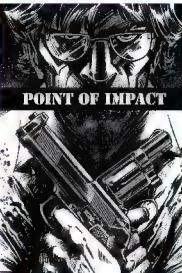
Multiple Warheads:  
Alphabet to Infinity #3 (of 4)



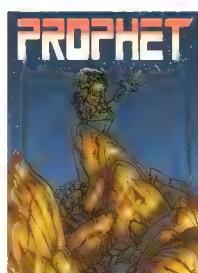
Non-Humans #2 (of 4)



Nowhere Men #2



Point of Impact #3 (of 4)



Prophet #32



Saga #8



Savage Dragon #184



Spawn #226



Storm Dogs #2 (of 6)



Super Dinosaur #16



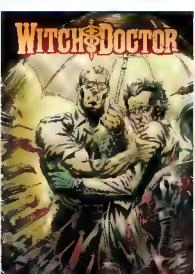
Thief of Thieves #11



The Walking Dead #105



Where is Jake Ellis #2 (of 5)



Witch Doctor:  
Mal Practice #2 (of 6)



Witchblade #162



Youngblood #75

# Question of the Month

"WHAT WOULD YOU WANT YOUR SUPERPOWER TO BE AND HOW WOULD YOU USE IT?"

I'd love to have the ability of never getting old... no lifespan at all and will want to take from one corner of the earth to the other with my atmosphere-proof respiratory system and nano enabled air supplies. One can run super fast, add a few miles with the wheels and lots of conversation with the web on the snowboard power. This is it I'm denied the ability of expanding and contracting.

Justin Jordan

THE STRANGE TALENT OF LUTHER STRODE

I would love to have the ability of never getting old... no lifespan at all and will want to take from one corner of the earth to the other with my atmosphere-proof respiratory system and nano enabled air supplies. One can run super fast, add a few miles with the wheels and lots of conversation with the web on the snowboard power. This is it I'm denied the ability of expanding and contracting.

"I want the movie to happen. If I could cut out all the time I spend getting from one place to another, I could get more scripts done."

Ron Marz  
AKRIFIKTS

Abhishek Singh  
KIRANA: A JOURNEY WITHIN

# DECEMBER 2012

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## DEGREE BRIAN WOOD

Image Comics published Brian Wood's first series, *Changeling Zero*, in 1997 to considerable critical acclaim, and Wood has continued to produce comics and graphic novels at a brisk pace ever since. Focusing almost entirely on creator-owned works, he's become one of the most notable creators of the last decade. He's earned multiple Eisner Award nominations and editions of his work have been published in close to a dozen foreign languages. He is most known for original series such as *DMZ*, *Northlanders*, *Demo*, and *Local*.

Starting in 2012, Wood kicked off the second major phase of his career with the original series *The Massive* and *Anthem*, as well as *Star Wars* and *Conan the Barbarian* for Dark Horse Comics and *The X-Men* for Marvel. His creator-owned collaboration with artist Ming Doyle, *MARA*, will be published by Image Comics in December.

### What are you working on right now?

I'm getting notes from an issue of *X-Men* from my editor, and planning on knocking out a *Star Wars* script by the end of the week. I'm actually heading to a *Star Wars* convention this weekend, and then by Monday I have an *Ultimate X-Men* due. (And since this interview took me a couple days, separated by a week, to complete, here's bonus answer: today it's an issue of *The Massive*)

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

The best part is always the fact I can work at home, in my own space, in a (mostly) quiet house and still feel connected to my family. I stopped having to commute and sit in an office ten years ago and I'm still grateful on a daily basis. Any time that I have a stress dream, it's always about that: going back to a day job in a cubicle.

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

Deadlines. There's a lot of perks to being a comics writer, but one of the biggest responsibilities, if not THE biggest, is that everyone else is counting on me to deliver work so they can eat. The writer's at the top of that assembly line and nothing moves if I screw up.

### How did you first discover comics?

I was in art school, majoring in illustration, and someone told me that these editorial illustrators I knew and liked — Dave McKean, Kent Williams, Bill Sienkiewicz — also made comic books. So I got a late start, but I came into it the right way: seeking out creators and their creator-owned work.

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

I'd still be working in design, I'm sure. I had a career doing graphic design for the videogame industry before I quit to go write comics. I'm sure I'd be sitting in a cubicle somewhere hating my life.

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

I'm sure I'm forgetting some awesome story, but something I hear a lot is that one of my books was the gateway drug for someone's friend or girlfriend or boyfriend, or that one of my books was what got someone back into comics after a long time away. That's really the best compliment, that one of my books made someone love comics. Hard to top that.

I did, however, just find out that I met Jordie Bellaire, colorist on *Mara*, at some show when she was THIRTEEN and sold her a copy of one of my books. I've never felt older.

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

I don't know. Haha! I don't know how to answer that. It's not any one thing, or one person. My work is sort of all over the place in terms of tone and subject matter and I think my inspiration is probably just as varied.

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

Local and Northlanders. I can't pick just one. Right now, it's those two books.

### Own up to one of your guilty pleasures.

Wheeling and dealing on eBay, mostly vintage guitars and related equipment. That's not really a thing to be guilty about, but the volume and frequency I have going on probably is. It's best if no one knows the details.

### What was the last comic book you bought?

Probably Peter Bagge's *RESET* from Dark Horse. I have an open subscription to the Dark Horse Digital store so everything there is available to me for free, but I still bought *RESET*. Peter Bagge is a creator I unconditionally love; his *HATE* was the first series I bought and read, and he's earned a lifetime of loyalty from me.

If you could be someone else for a day, who would it be? I don't even want to be someone else, but I do wish I had other people's talents.

Pick three things you couldn't live without.  
The Pogues, Wilco, the Jesus and Mary Chain.

What's the strangest thing you have in your house?  
I'm way too boring to have oddities and curiosities in the house, to be honest. Well, I do have a set of taxidermy coathooks made out of deer legs, which my wife finds horrifying, but that's the sort of thing I grew up with so I actually think it's comforting.

### What makes you laugh?

Most things make me laugh at some level, which is a good thing. I think it's how I keep sane.

### What is one of your favorite places?

I grew up in Vermont, and each time I visit I fall more and more back in love with the place.

### What music are you listening to these days?

I grew up listening to exclusively folk, both American and Celtic, and until I was allowed to buy my own music, which was probably age 14, that's what I listened to. That, and the Beatles, thanks to my older sister. In recent years I've been rediscovering all that folk and finding a lot of comfort in it and I feel pretty blessed to have had that exposure early on and for so many years. Not to sound like a slob, but I'm happy to have been raised with that level of music than the sort of stuff my own kids seem to be attracted to, which isn't all that bad but it's pretty shallow in comparison to someone like Pete Seeger.

### Who is your best friend?

My wife, of course.

### What is the best advice you've ever received?

As it pertains to the business of comics, there is one bit that rises above all else: no one cares about your book more than you do. That sounds sort of bland and general, but especially when dealing with original creations, you need to be very careful with what you own.

### When was the last time you were truly frightened?

I have a really bad habit of daydreaming these horrible worst case scenarios and playing them out in my head. I think I must do this as some sort of subconscious-level catharsis, but when I carry my little kid down the stairs, sometimes I think about tripping and falling, sustaining injuries, the ER, and so on. It gets grim and often really freaks me out. Why do I do that?

What would you like to see happen in comics in the next 12 months?

A big increase in digital readership in sales and the direct market remaining unaffected. Then we can all relax a little bit, realize there is nothing to worry about, and get on with it.

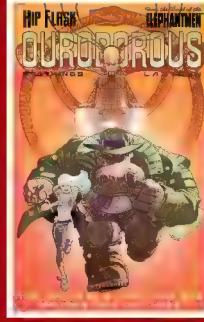
the  word  
EXPERIENCE CREATIVITY

### MARA #1 (OF 6)



The story of an especially gifted woman in a sports-and-war-obsessed future. Young Mara Prince is at the top of the world, a global celebrity in a culture that prizes physical achievement above all else. After she manifests supernatural abilities on live TV, she becomes famous all over again but for the worst reasons.

### HIP FLASK: OURBOROUS



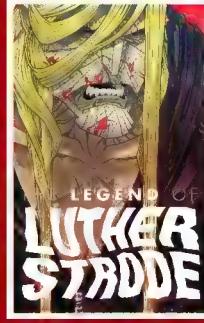
LADRÖNN, Eisner award winner for his work on HIP FLASK: MYSTERY CITY, returns for the penultimate issue in the series. Sahara is dead, but both Hip Flask and Obadiah Horn are determined to save her!

### BLACKACRE #1



100 YEARS AFTER THE FALL... A NEW GREAT GAME BEGINS. A retired soldier on a secret mission... sent out from the walled city and the only life he's ever known into the violent wilderness of the world after the fall. Tribal cults, roaming bands of barbarians, vicious warlords... a startling new take on the post-apocalypse and the most apocalyptic comic debut of the year!

### THE LEGEND OF LUTHER STRODE #1



Luther Strode lives... five years after losing everything. Luther becomes more than a nightmare for the evil men in his city. He has become a legend. But somebody is hunting the legend... and he has dangerous allies that Luther will never expect. Luther Strode lives, but for how long? The sequel to 2011's breakout hit begins here!

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**December 2012**



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# MARA



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