

ALIENS

NEW TALE

DARK HORSE
COMICS

\$4.95 US
\$5.95 Canada

RICHARDSON • SOMERVILLE • GARVEY

ALIENS

NEWT'S TALE

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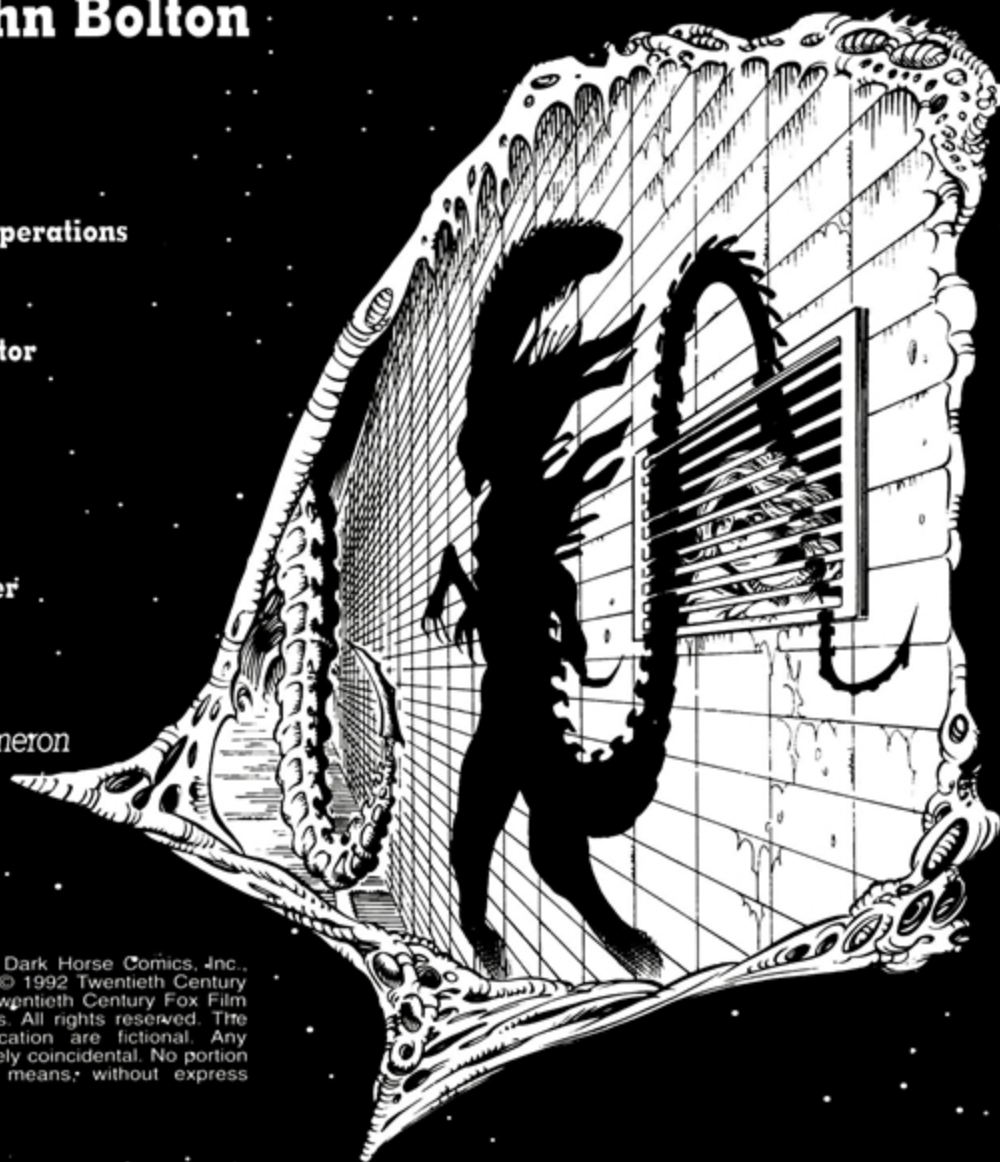
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Cece Cutsforth • production director

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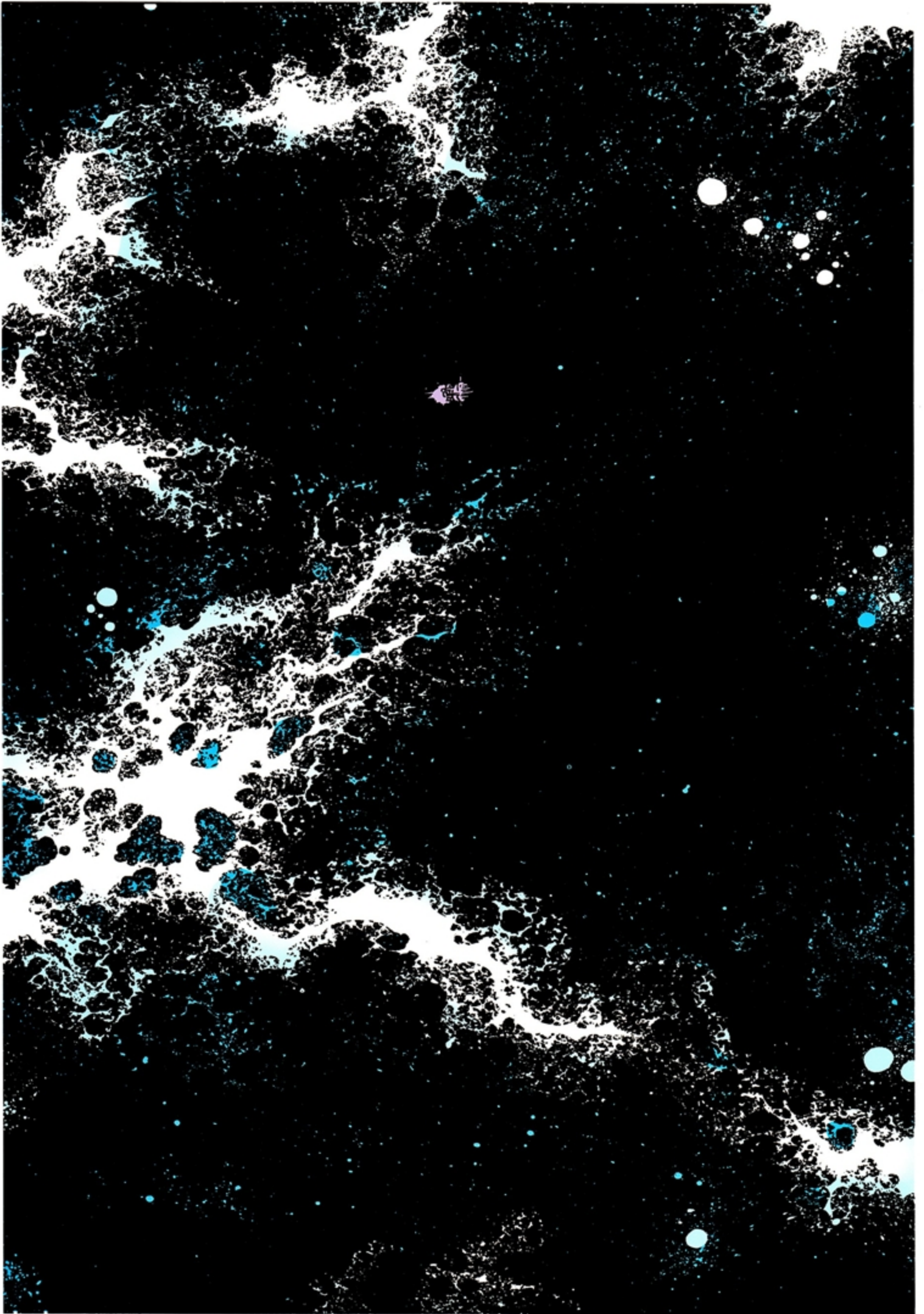
Sean Tierney • DTP manager

based on the screenplay by James Cameron



ALIENS: Newt's Tale #1 June 1992. Published by Dark Horse Comics, Inc., 10956 SE Main St., Milwaukie, OR 97222. Aliens™ © 1992 Twentieth Century Fox Film Corporation. ™ indicates a trademark of Twentieth Century Fox Film Corp. All other material © 1992 Dark Horse Comics. All rights reserved. The events, institutions and characters in this publication are fictional. Any resemblance to actual persons, living or dead, is purely coincidental. No portion of this publication may be reproduced, by any means, without express permission from the copyright holder(s).

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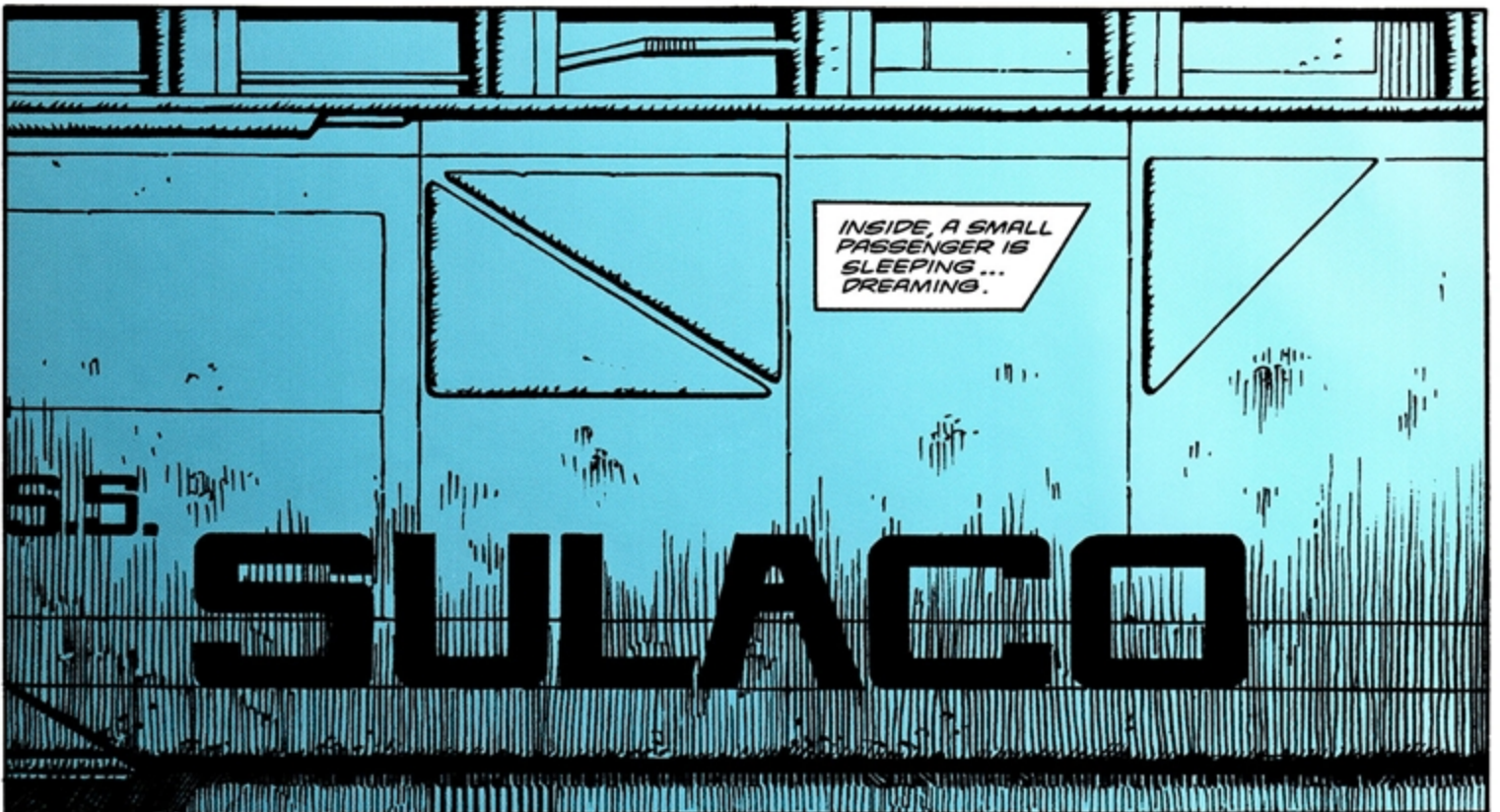
SOMEWHERE IN THE
ENDLESS EXPANSE
OF SPACE...

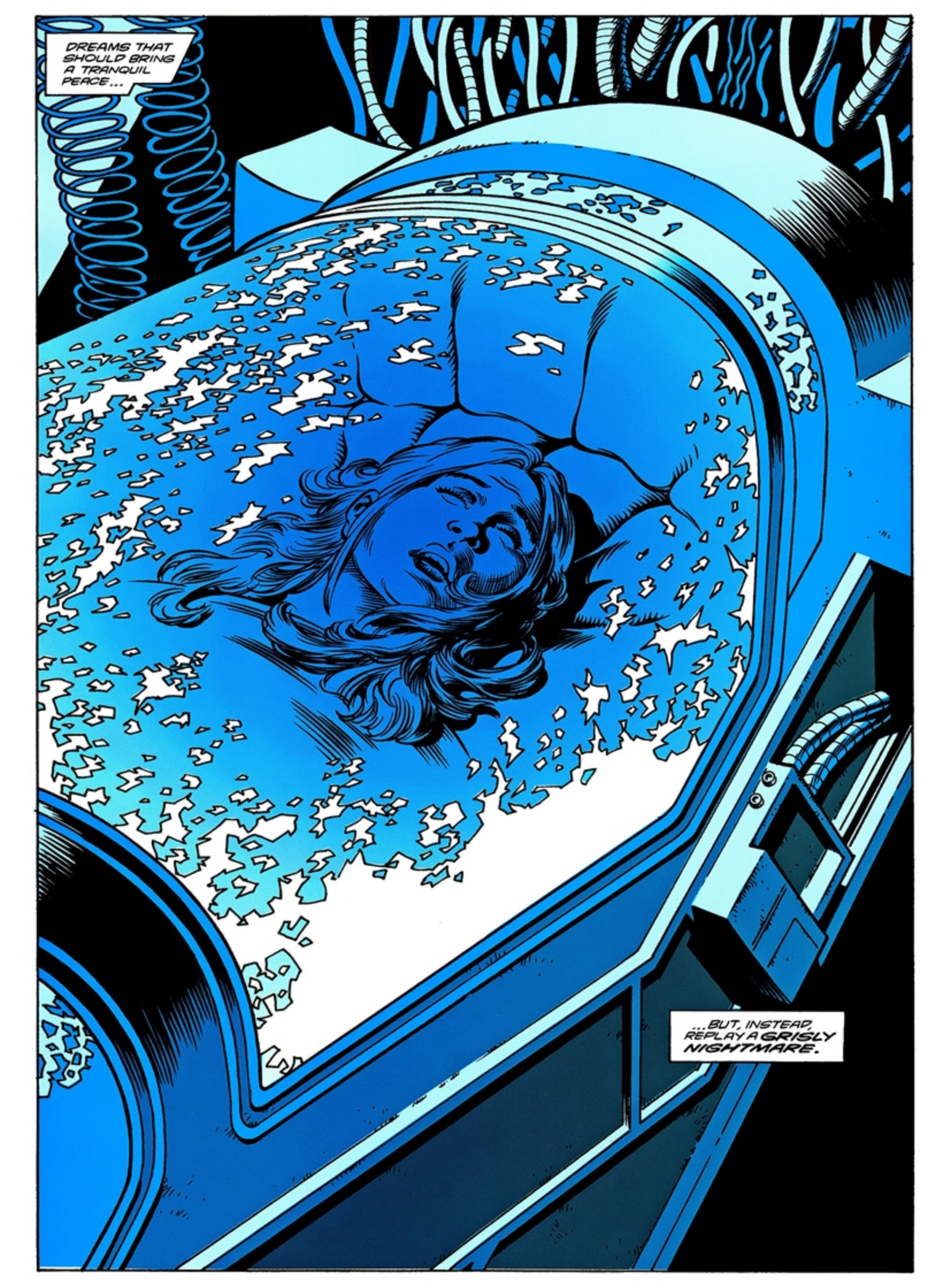


...A SHIP STREAKS
TOWARD ITS RENDEZ-
VOUS WITH THE
PLANET EARTH.



INSIDE, A SMALL
PASSENGER IS
SLEEPING ...
DREAMING.

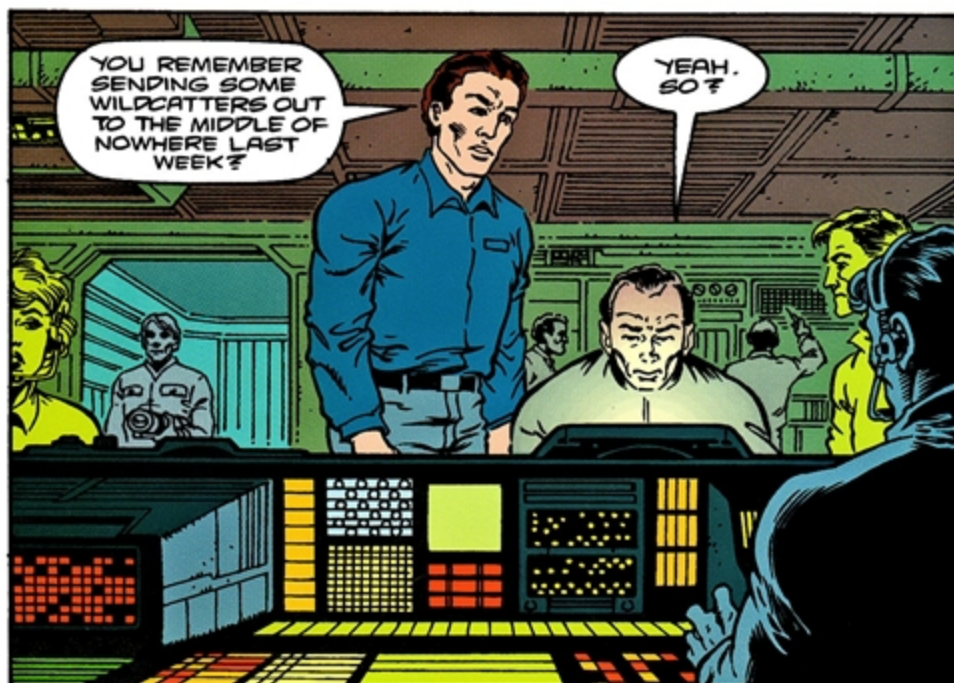


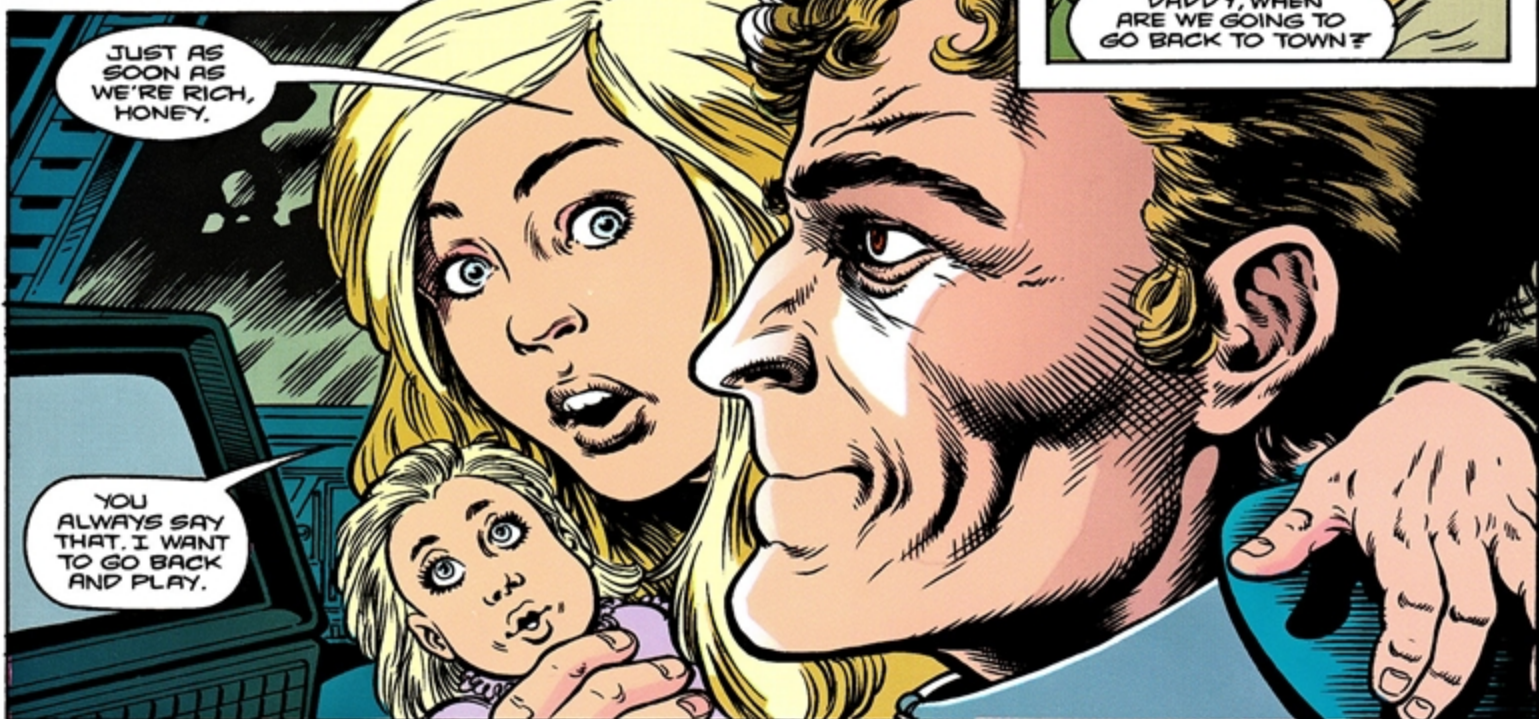
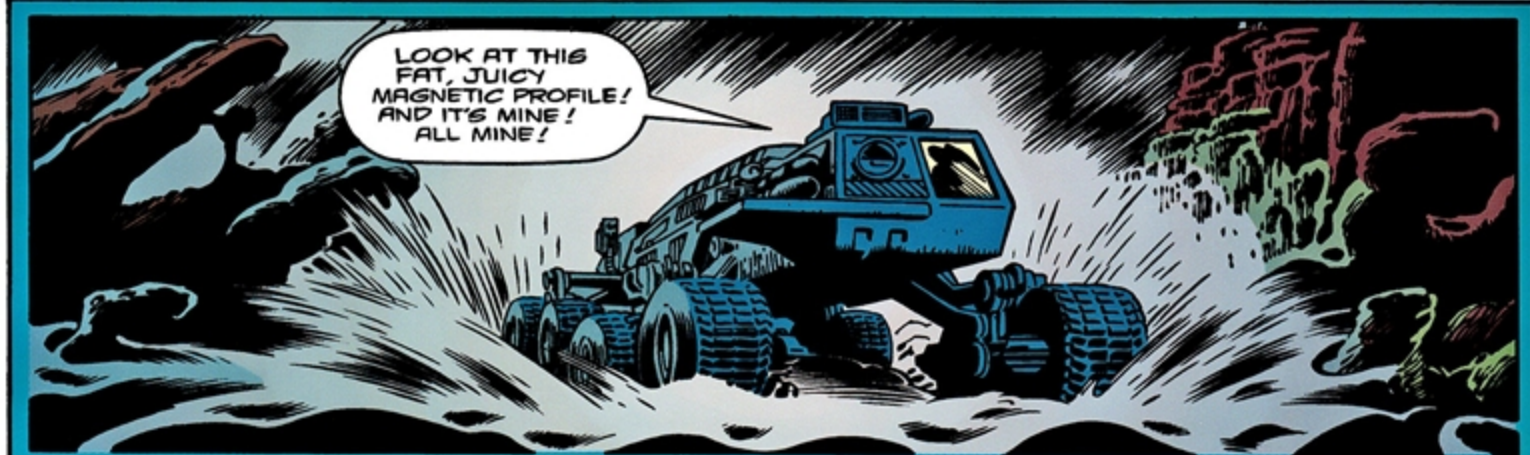
A woman with long, wavy hair is lying in a futuristic medical pod. The pod's interior is covered in a blue and white pixelated pattern, resembling a digital or data-like texture. The woman's eyes are closed, and her expression is one of unconsciousness or sleep. The pod is surrounded by various mechanical components, including coiled tubes and structural frames, all rendered in shades of blue and white. The overall aesthetic is that of a classic comic book illustration.

DREAMS THAT
SHOULD BRING
A TRANQUIL
PEACE...

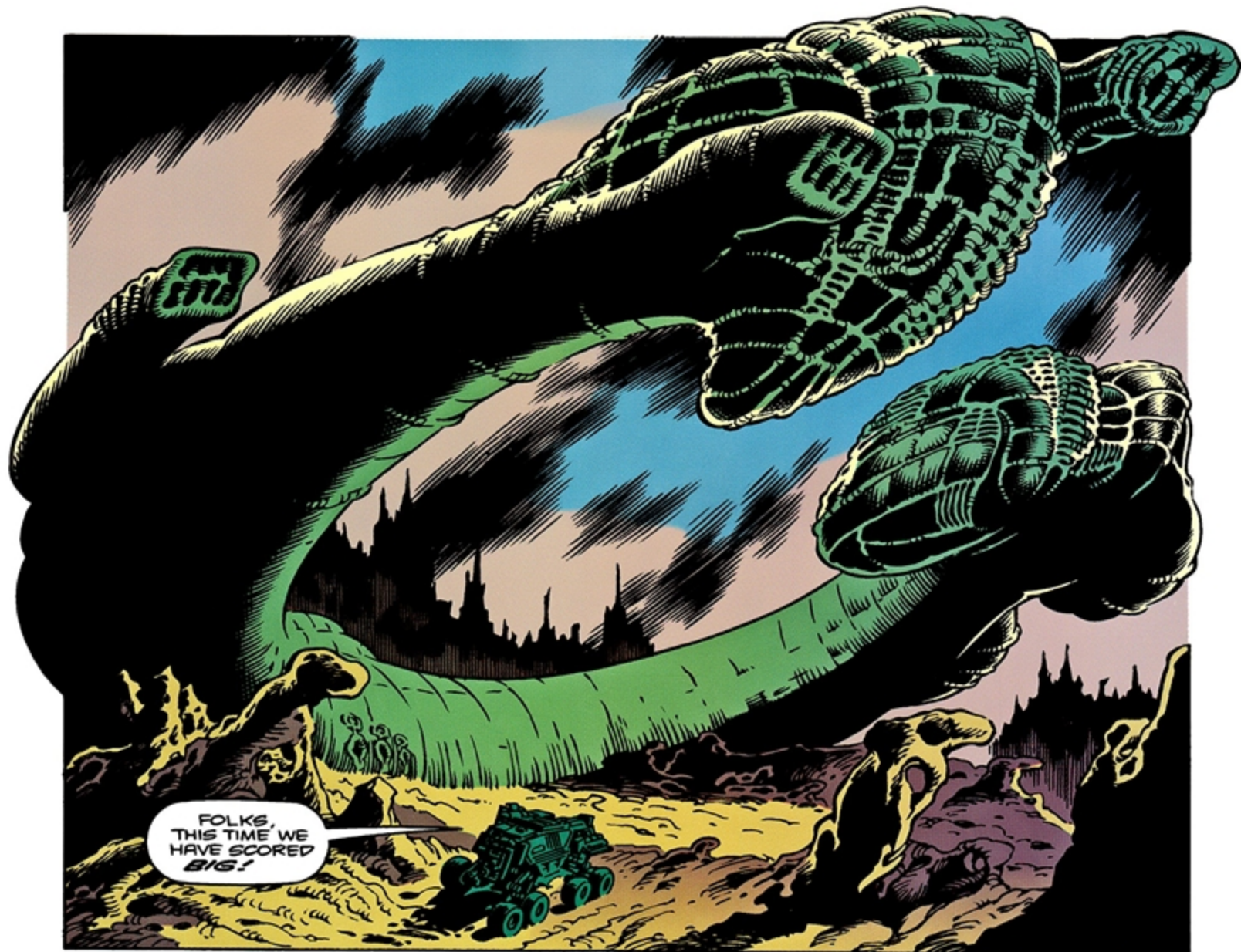
...BUT, INSTEAD,
REPLAY A GRISLY
NIGHTMARE.

THE PLANET ACHERON...











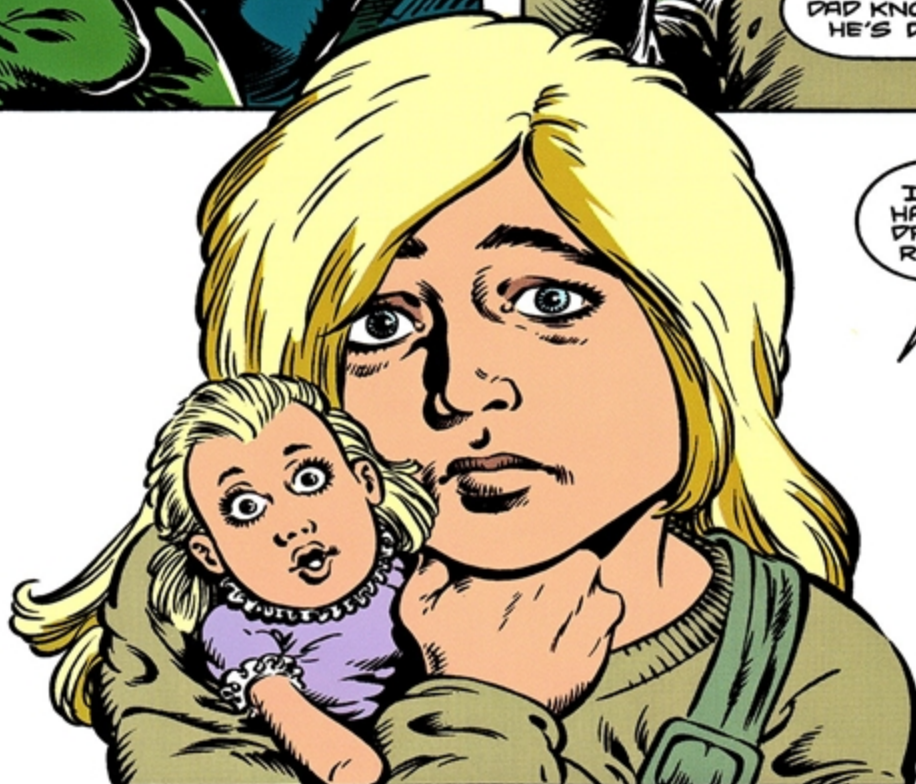


SEVERAL HOURS PASS...

TIMMY, WAKE UP!
THEY'VE BEEN GONE
A LONG TIME.



IT'LL BE OKAY!
DAD KNOWS WHAT
HE'S DOING.



I'M SCARED. I
HAD THIS ... THIS
DREAM ... IT WAS
REAL WEIRD...

KNOCK IT
OFF, NEWT!
YOU CAN'T
SCARE ME!

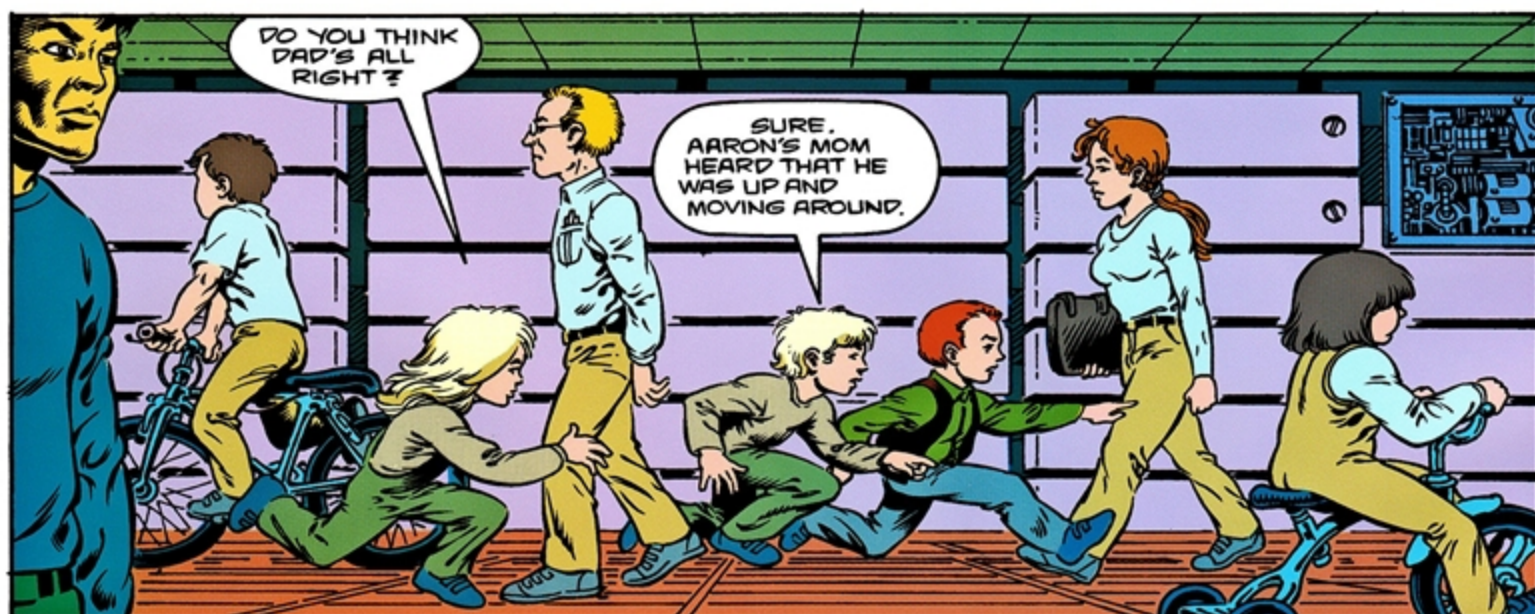


AIIIEEE!

CRASH

NEWT...
TIM... GASPE
GET OUT OF
THE WAY!





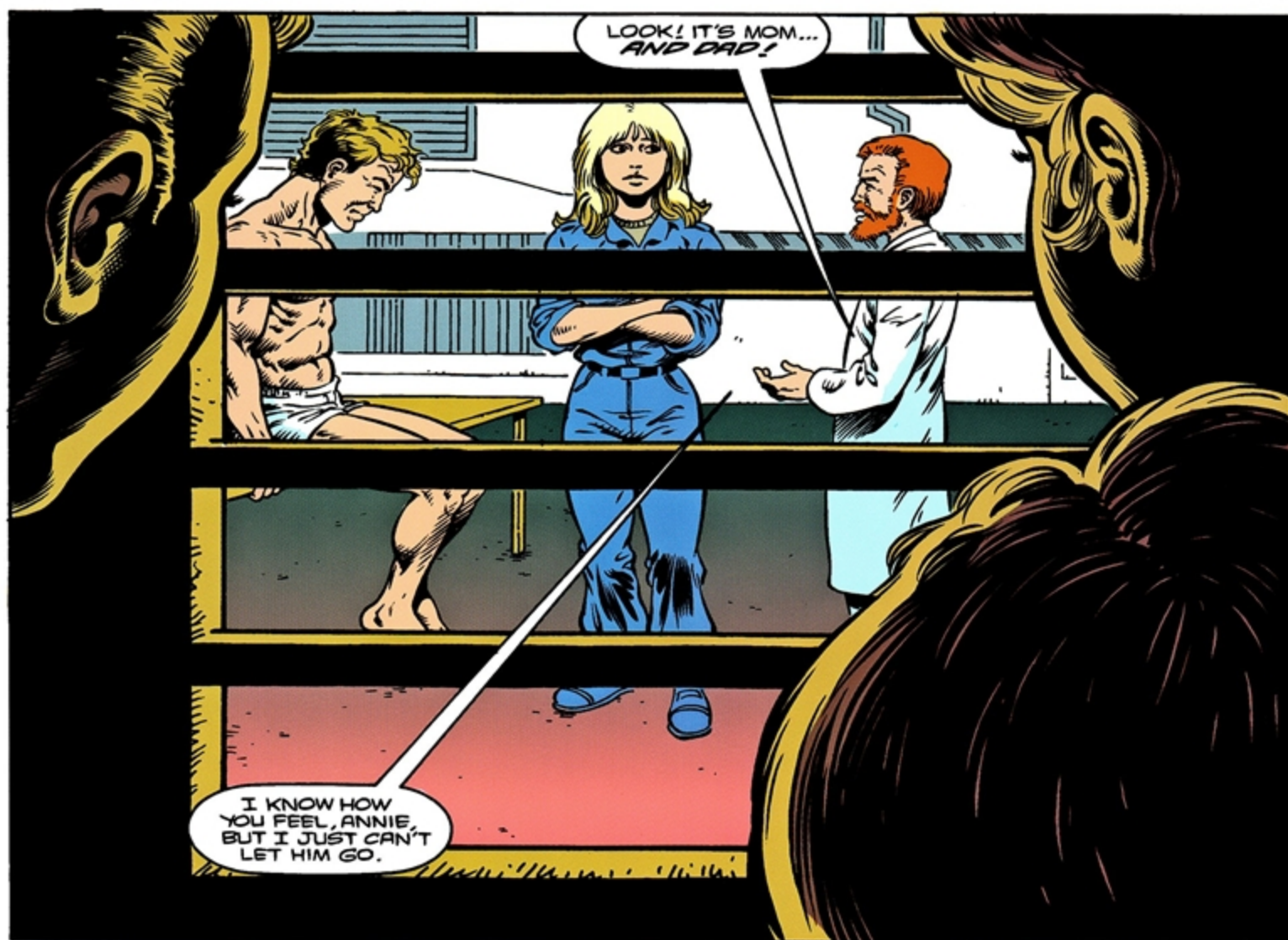


IT'S THIS WAY, FOLLOW ME...



HERE WE ARE. I **TOLD** YOU I KNEW THE WAY.

KEEP IT QUIET NOW OR THEY'LL HEAR US.



LOOK! IT'S MOM... AND DAD!

I KNOW HOW YOU FEEL, ANNIE, BUT I JUST CAN'T LET HIM GO.



HE'S NOT LEAVING HERE UNTIL WE HAVE A BETTER IDEA ABOUT WHAT HAPPENED TO HIM.



WE SENT SOME MEN OUT TO THE SITE LAST NIGHT. MAYBE THEY CAN BRING BACK SOMETHING TO WORK WITH...

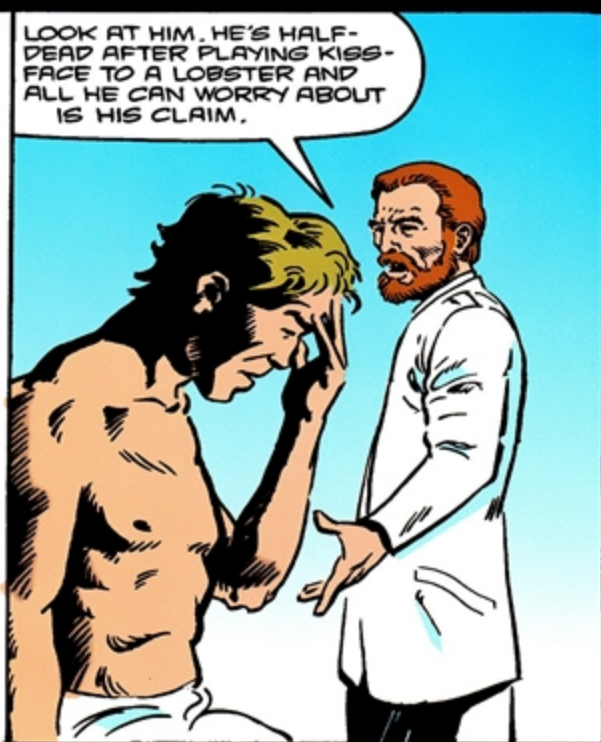
YOU SENT MEN? THAT'S *MY* CLAIM, DAMN IT!



TRY TO REMEMBER THAT HE HAD THIS THING WRAPPED AROUND HIS HEAD FOR OVER TWENTY-FOUR HOURS.



THAT'S AN AUTHORIZED FIND, AND NO ONE HAD BETTER GET ANY IDEAS OTHERWISE.



LOOK AT HIM. HE'S HALF-DEAD AFTER PLAYING KISS-FACE TO A LOBSTER AND ALL HE CAN WORRY ABOUT IS HIS CLAIM.



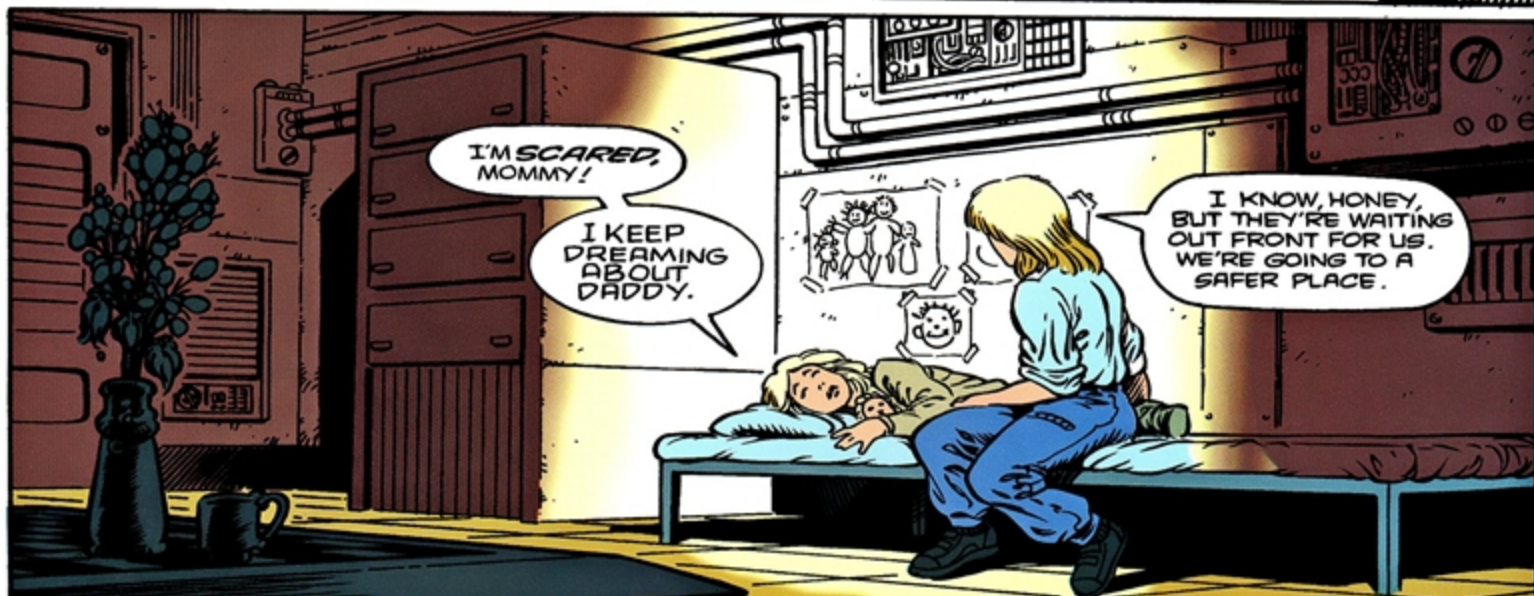
PLEASE, KENT, JUST TO OUR QUARTERS. I'LL WATCH HIM EVERY MINUTE.

I'M SORRY, ANNIE, BUT I CAN'T.











SEE, NEWT. THESE MEN AREN'T GOING TO LET ANYTHING HAPPEN TO US.



DON'T WORRY, MOM! YOU AND NEWT CAN COUNT ON ME TO LOOK OUT FOR YOU.



I FEEL BETTER ALREADY. HOW 'BOUT YOU, NEWT?

UH-SURE.





C'MON, PEOPLE,
PLEASE KEEP
MOVING.

DO YOU REALLY
THINK WE'LL BE
SAFE IN THE SUB-
LEVEL STORAGE
AREA?



YOUR GUESS IS AS
GOOD AS MINE. ONE
THING'S FOR SURE...
THOSE THINGS ARE PICKING
US OFF ONE BY ONE. OUR
BEST CHANCE IS TO SE-
CURE A SMALL AREA AND
HOLD OUT UNTIL HELP
ARRIVES.

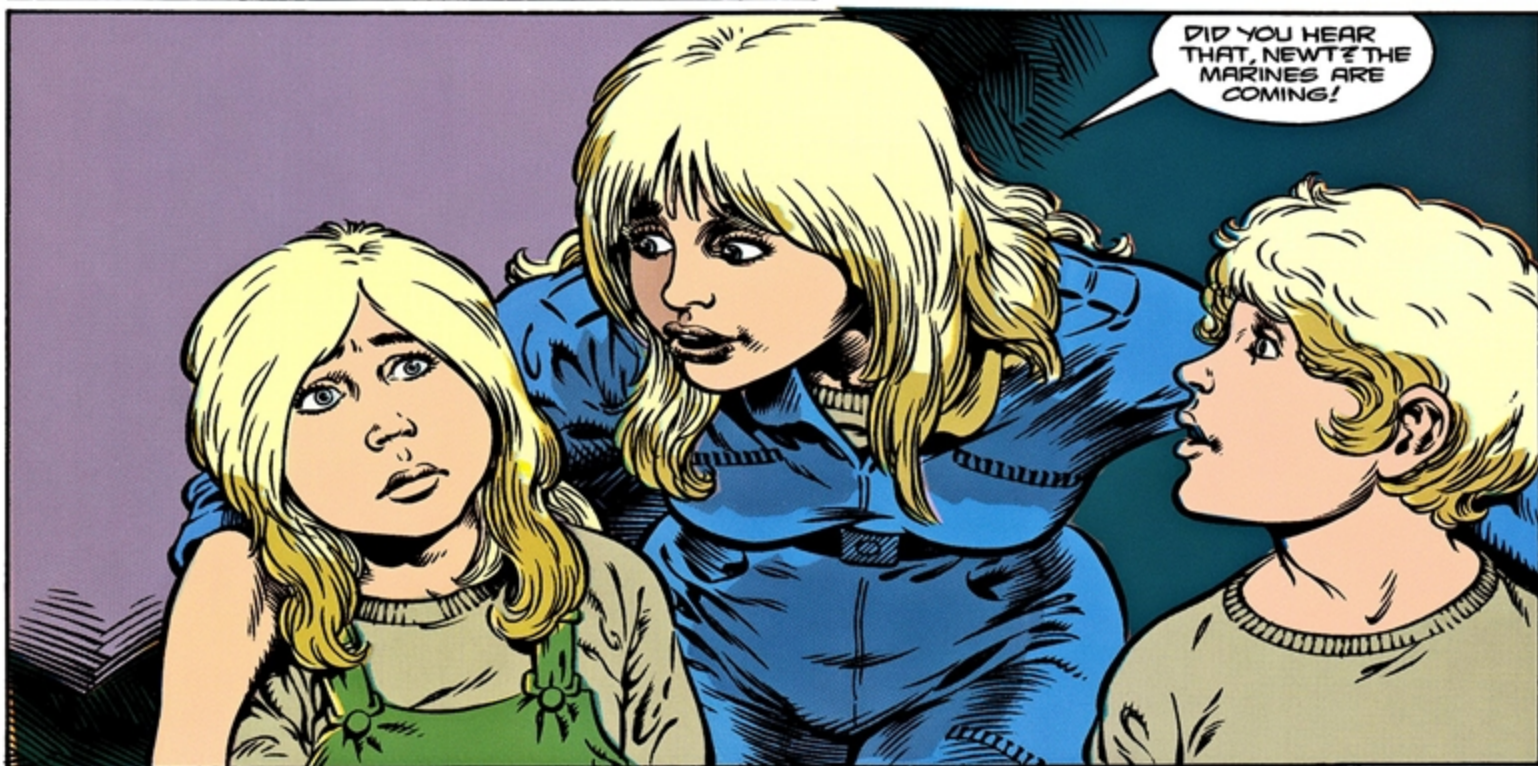


HELP?

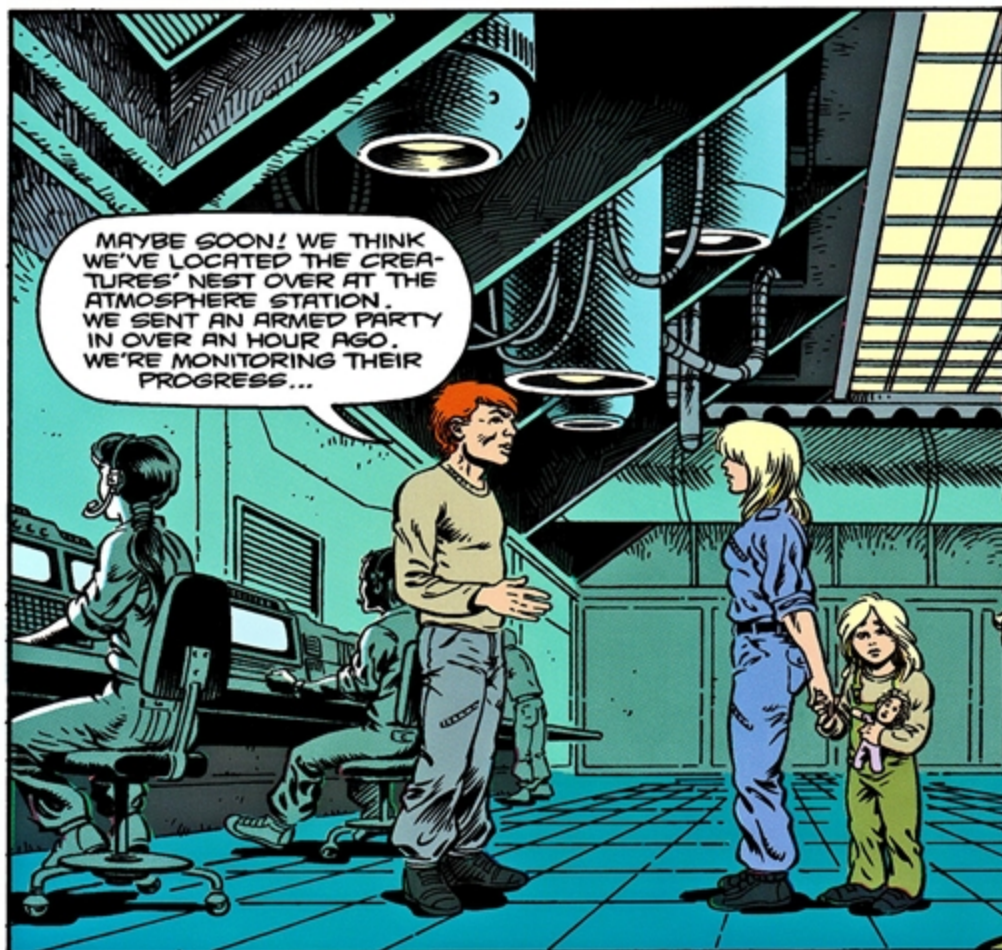
WE'VE RECEIVED
WORD FROM EARTH--



--THE
MARINES
ARE
COMING!



DID YOU HEAR
THAT, NEWT? THE
MARINES ARE
COMING!





CONTROL! THIS IS DRAPERS. WE FOUND THE NEST, THERE ARE A LOT MORE OF THOSE UGLY BASTARDS THAN WE THOUGHT!



LISTEN, DRAPER, DON'T TAKE ANY CHANCES. BACK OUT OF THE CONFRONTATION AND RETURN TO THE COMMAND POST!

WE'RE TRYING, BUT THE GUNFIRE SEEMS TO HAVE PISSSED THEM OFF! THEY'RE...ZZZTTT...



THE SIGNAL IS BREAKING UP!

DRAPER! GET THE HELL OUT OF THERE!



ZZZTTT... WE ...ZZZTTT... FOUND OUT WHAT THEY'RE DOING WITH THE OTHERS... ZZZTTT... AND THE LIVE-STOCK...ZZZTTT...

BLAM

BLAM

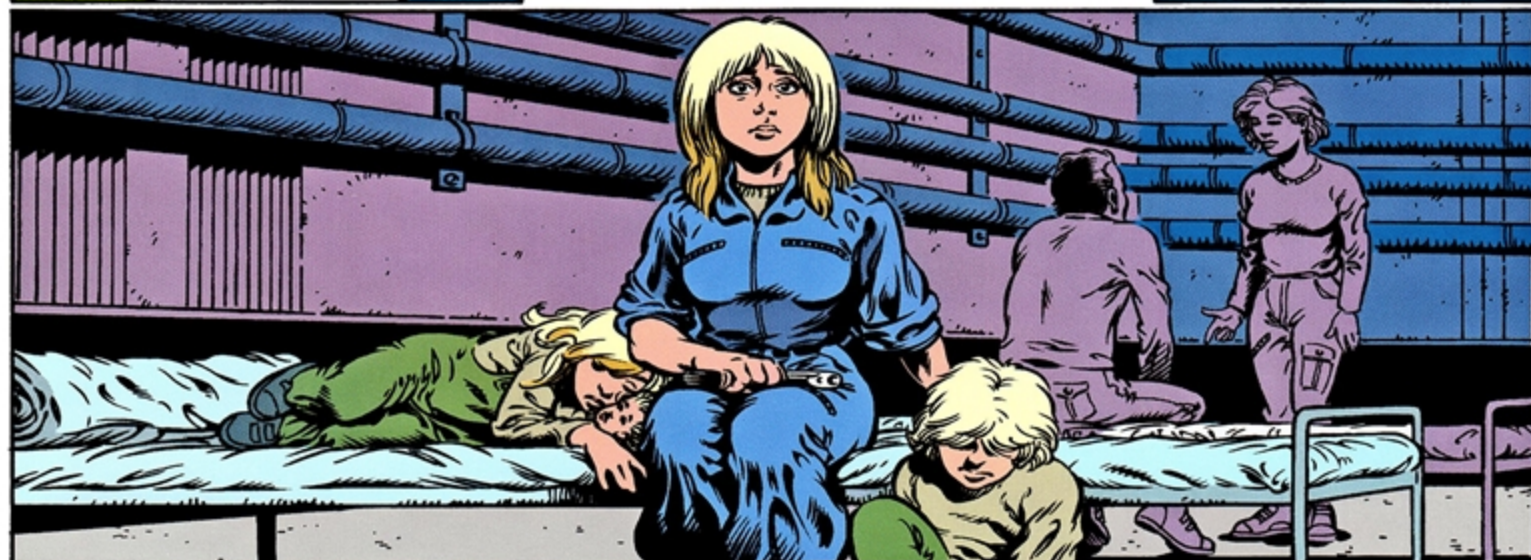
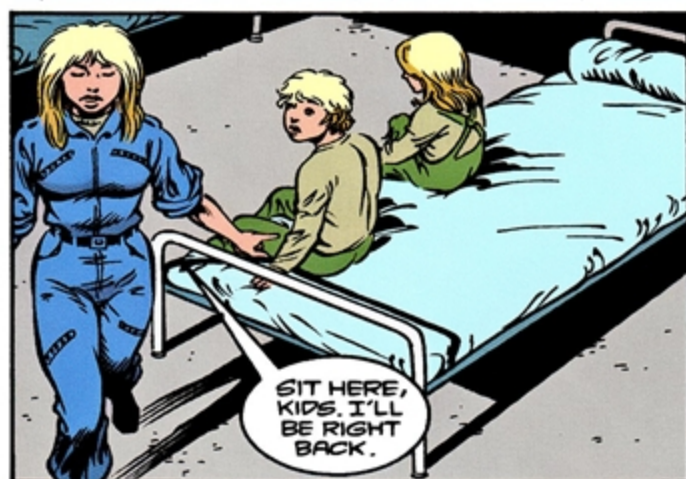
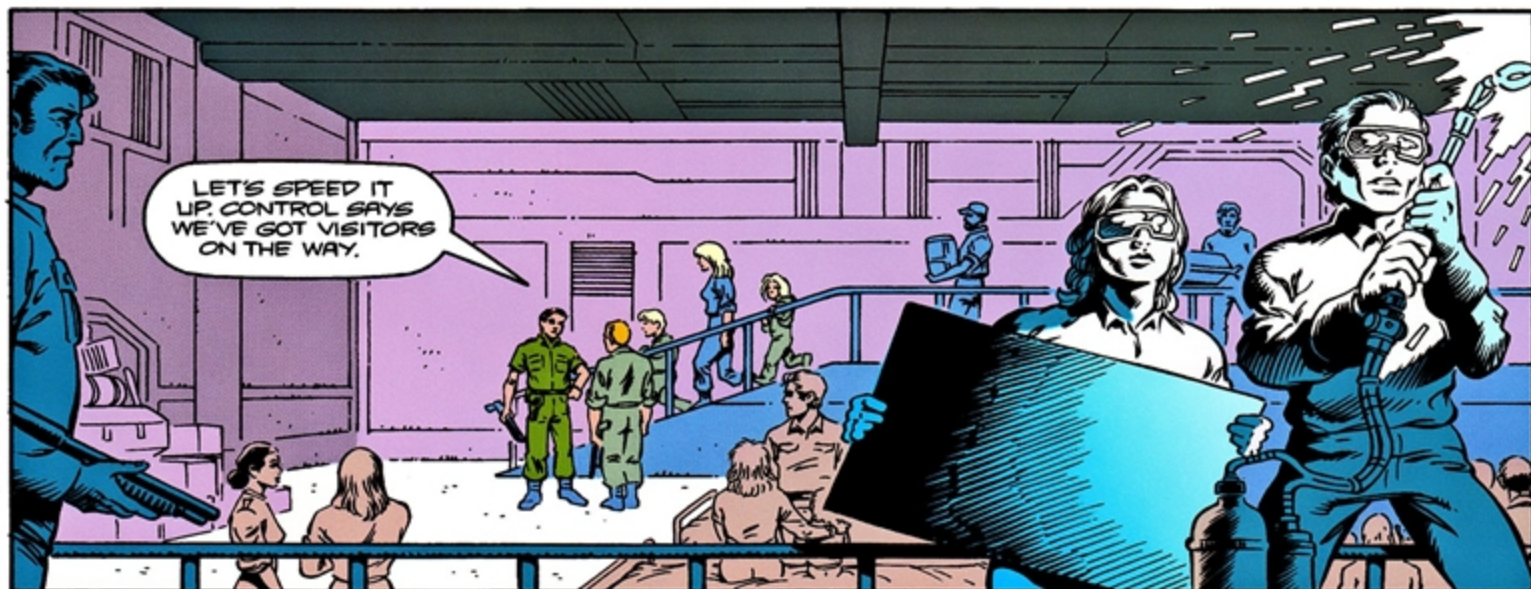


LONEY! ...LOOK OUT...



AAAAAAAAAAAAAAAAFFFFZZZZZZZZ ... PZZZZZZZZT...





TWENTY MINUTES
LATER...

MOM,
WHAT'S
WRONG?

I DON'T
KNOW,
HONEY.

MOVE
OUT OF THE
WAY!



I'M TELLING YOU,
I HEARD GUNFIRE
OUT THERE.

AND I'M
TELLING YOU
THAT YOU'RE
HEARING THINGS.
THERE AIN'T NO
ONE OUT
THERE.



BAM
BAM
BAM

LISTEN,
WE'VE GOT MEN
OUT IN THE HALL,
AND I'LL BET
IT'S DRAPERS'
GROUP.



BOOM
BOOM

WE'VE
GOT TO
LET THEM
IN!

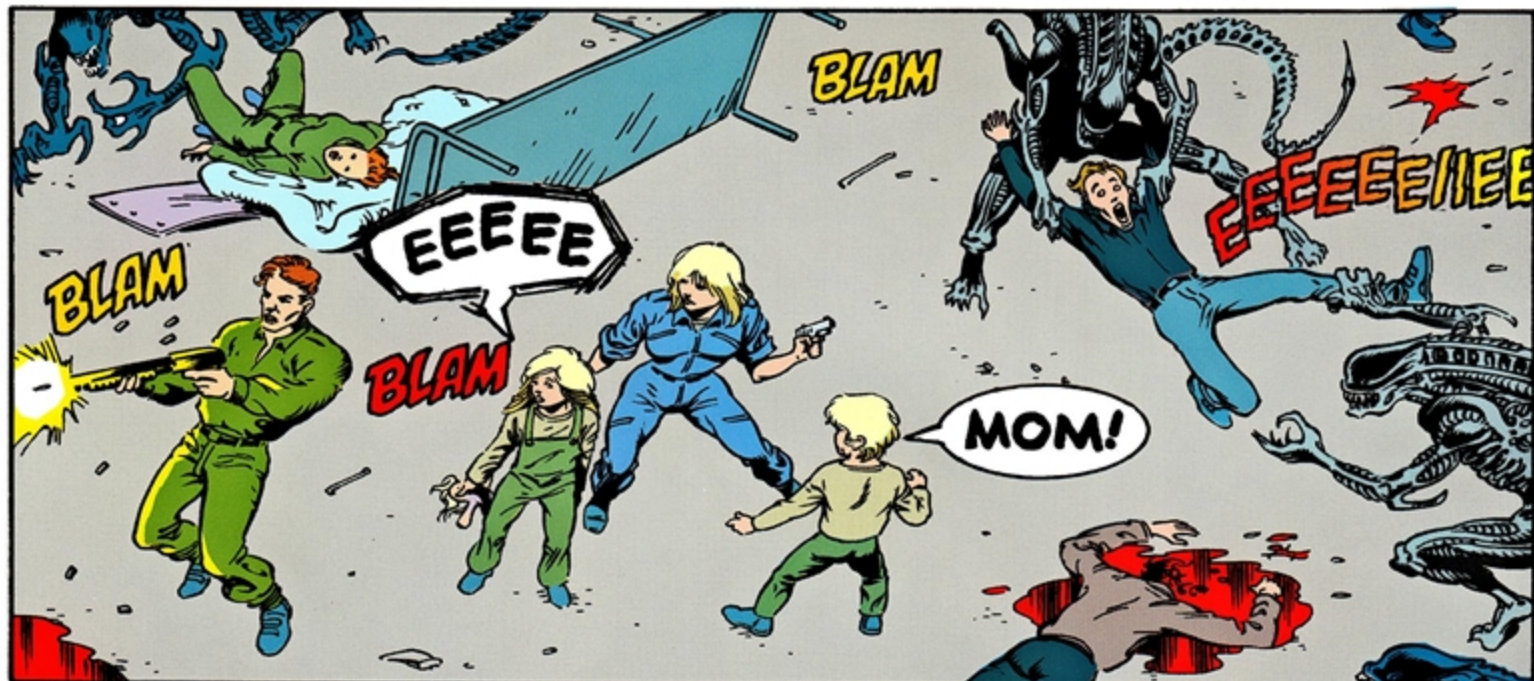


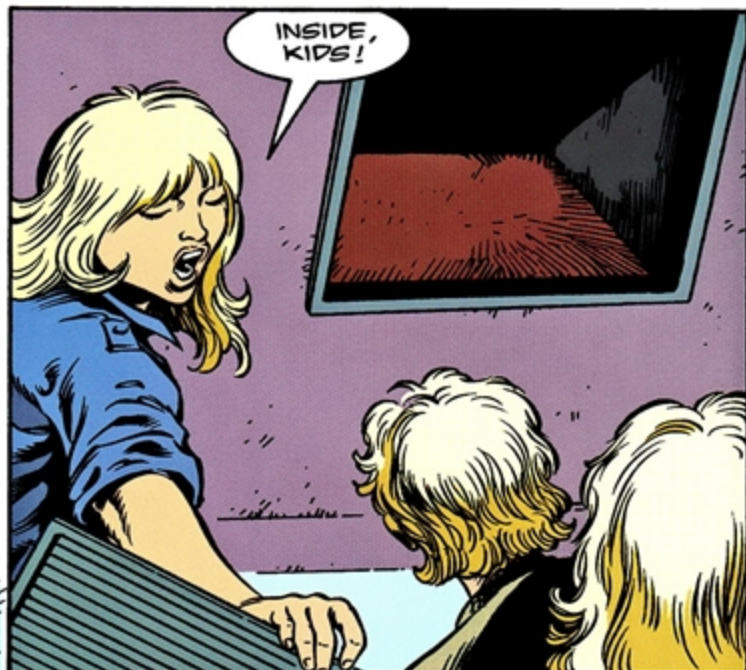
NO! WE CAN'T
COMPROMISE OUR
OWN SECURITY.
THEY'LL HAVE TO
MAKE IT ON THEIR
OWN.





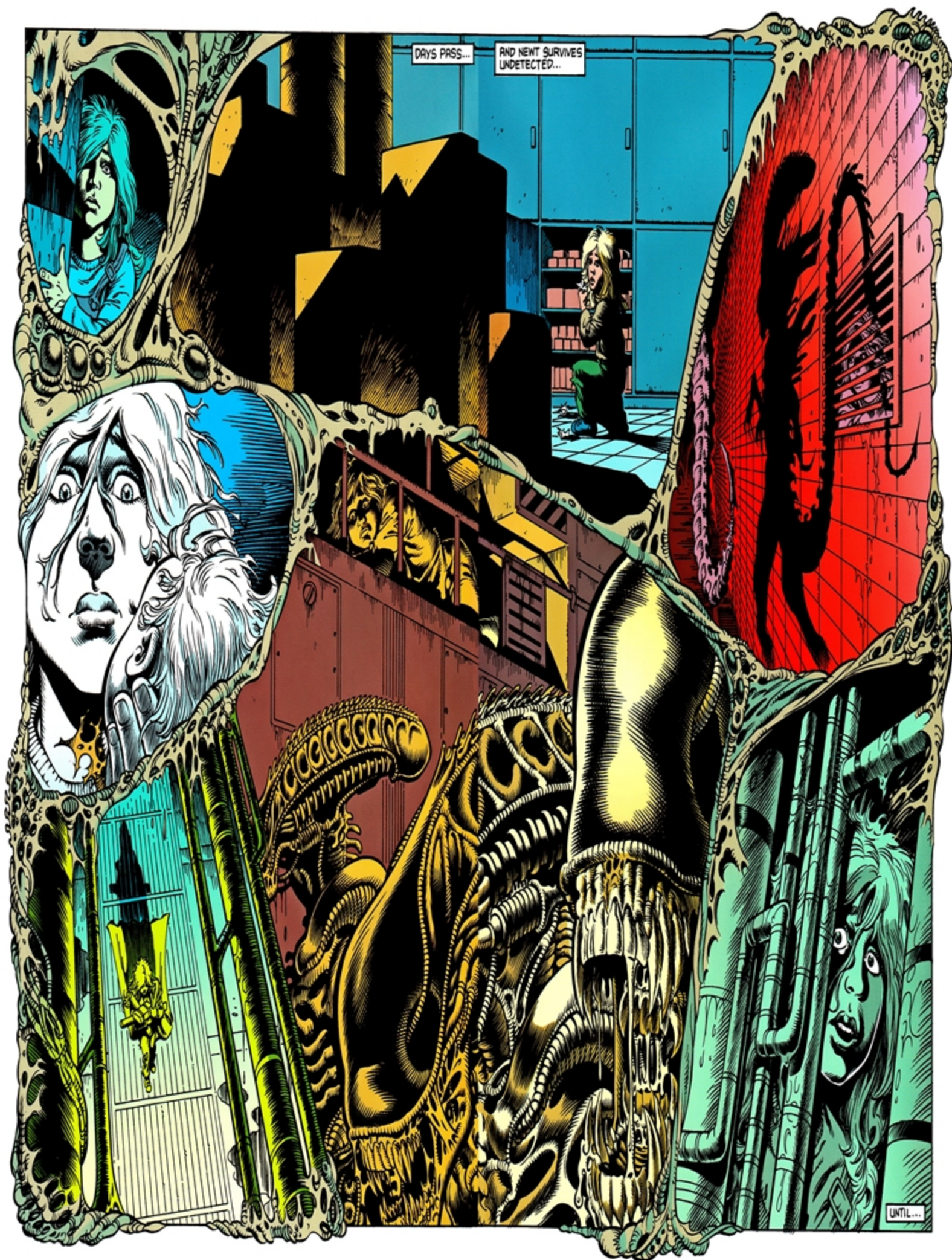










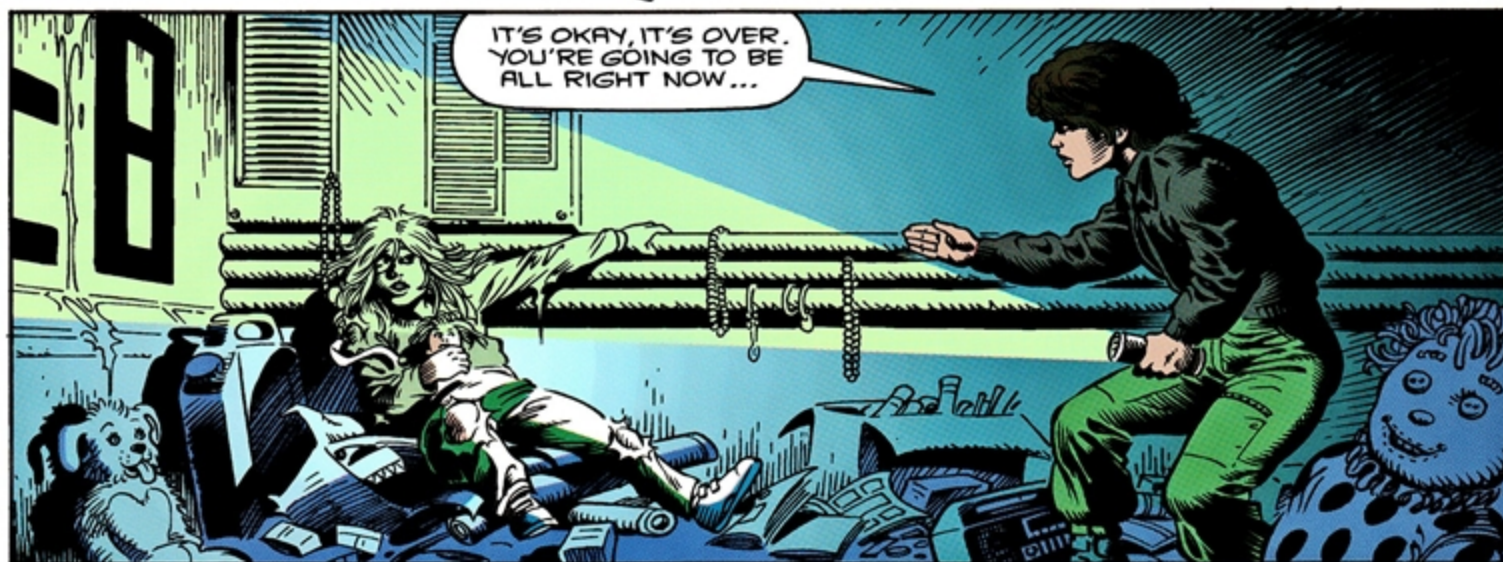
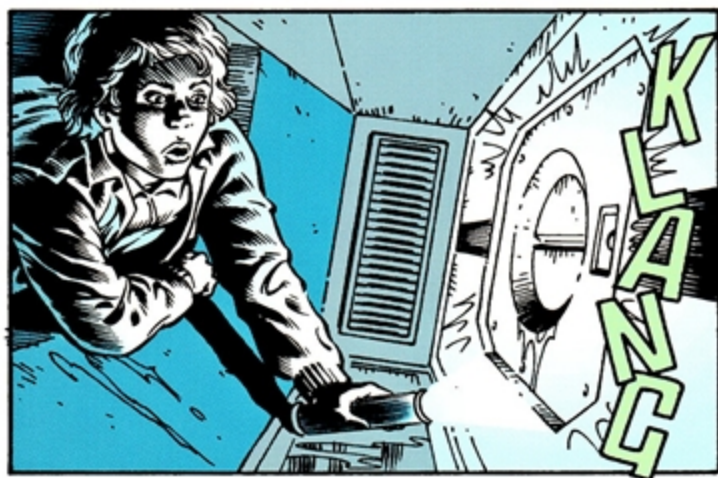


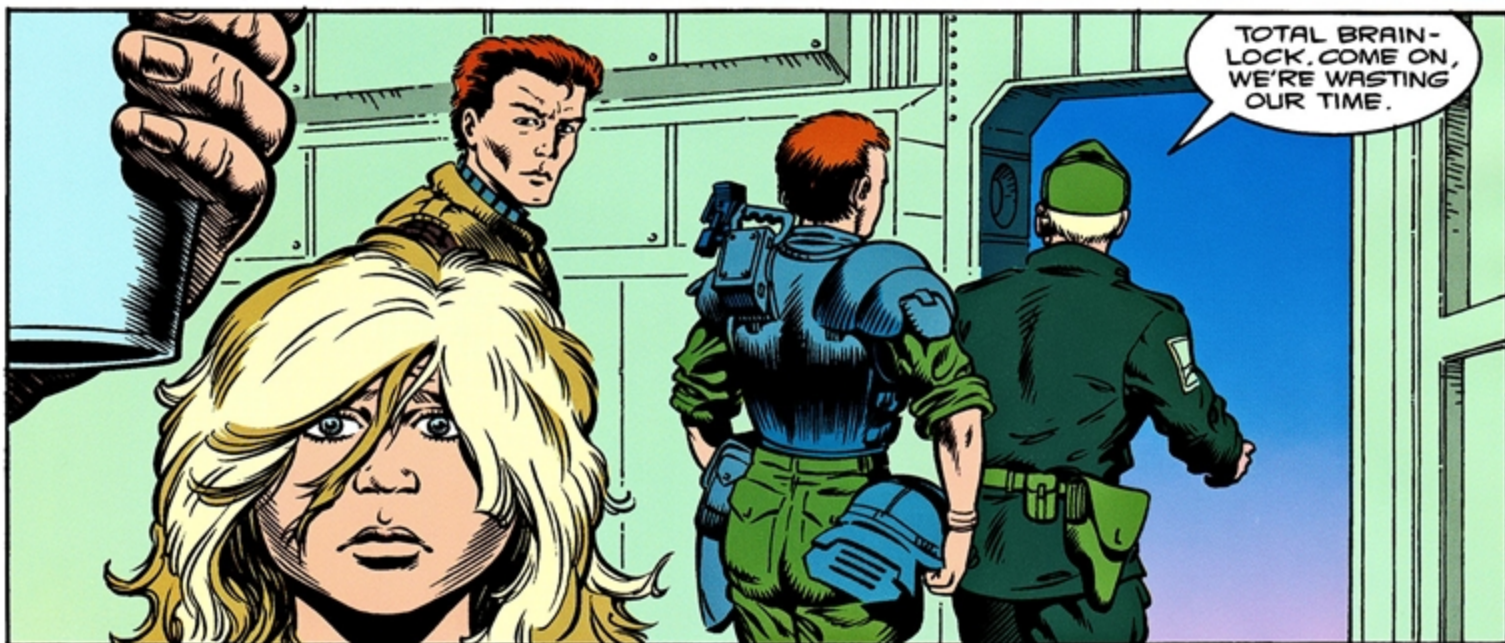
DAYS PASS...

AND NEWT SURVIVES
UNDETECTED...

UNTIL...



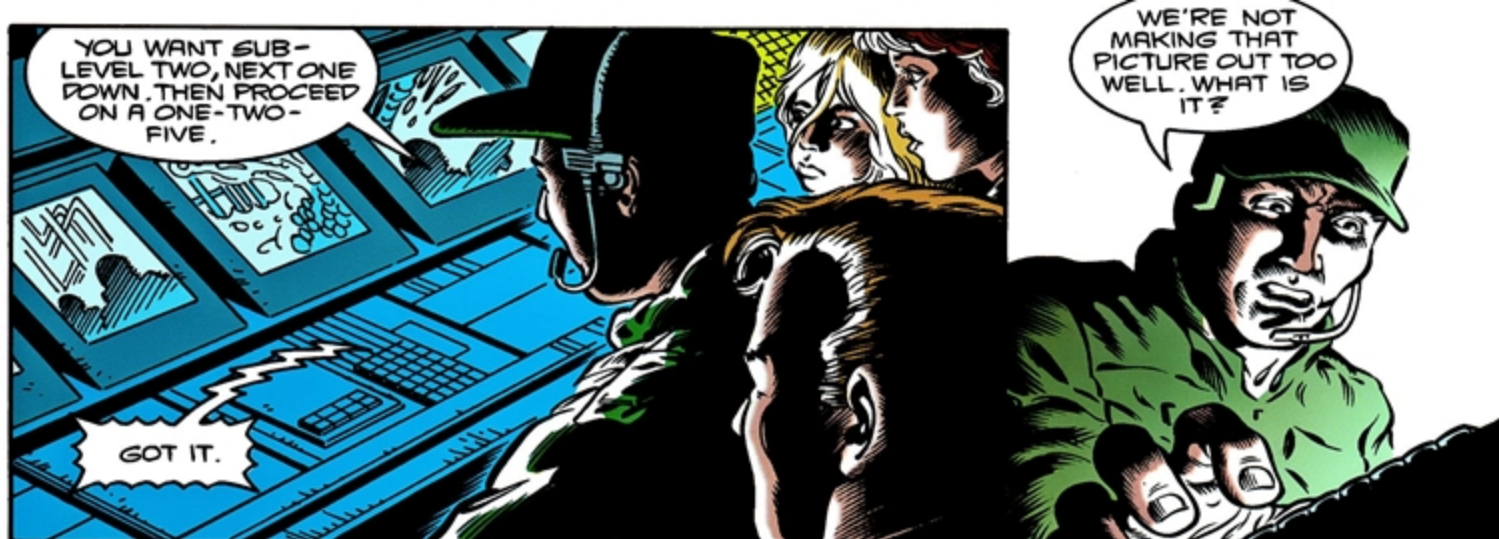




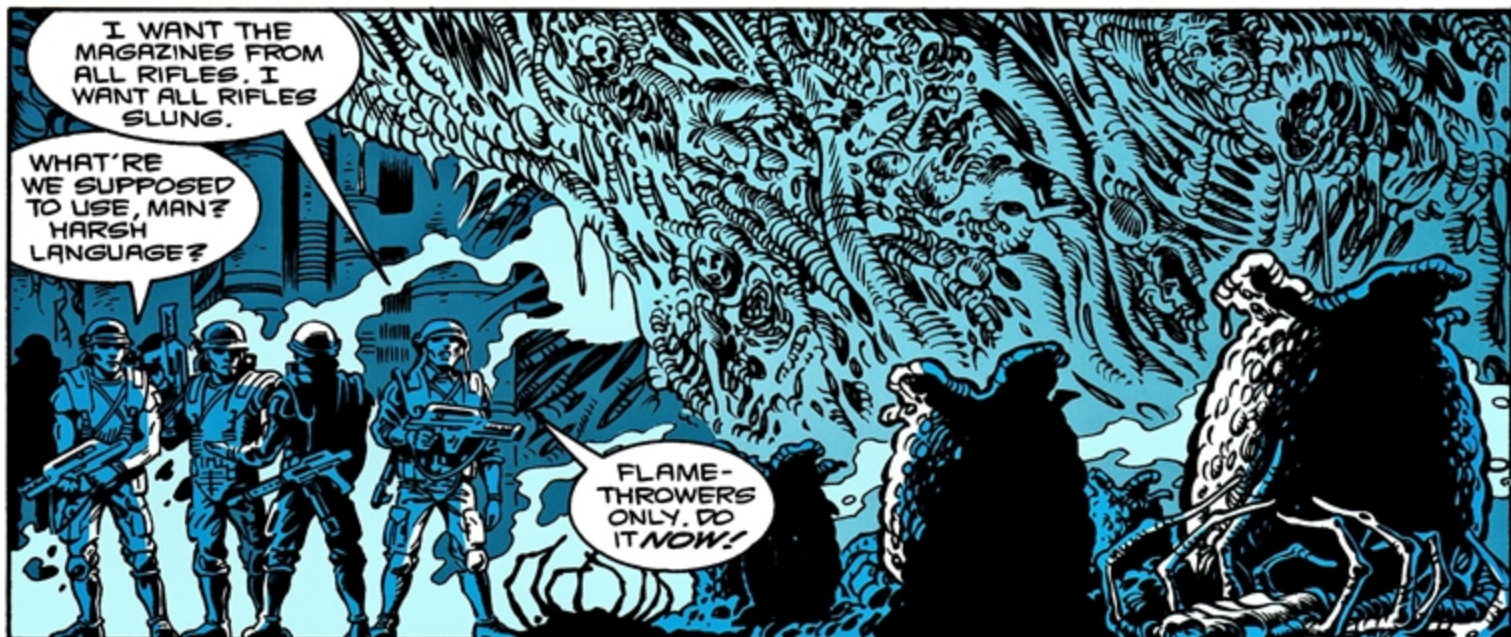






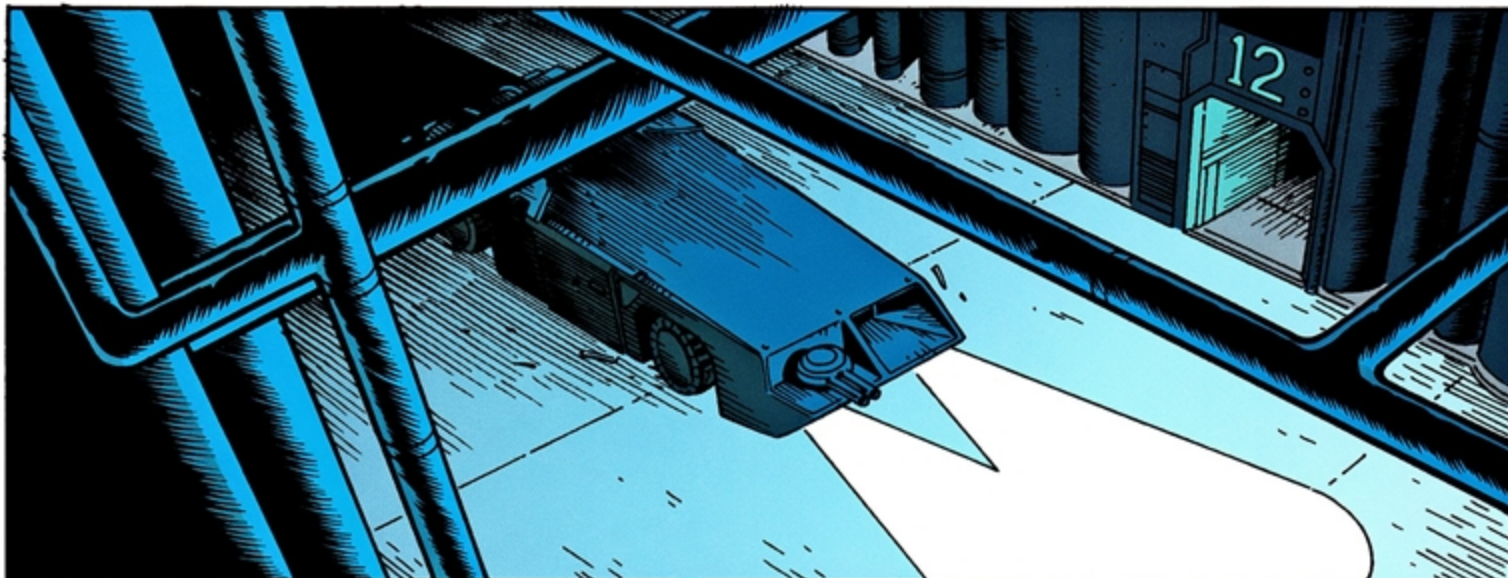


















END OF BOOK ONE...

Flogging a Dead Horse

If you were around in the '60s and early '70s and you're still reading comics, chances are you owned and built one or more of the famous Aurora monster model kits. The Universal monsters, Frankenstein's monster, Dracula, the Wolfman, etc., were the most popular, but the line also included other film favorites such as King Kong and Godzilla, and even characters from comic books like Batman, Superman, Spider-Man, and Vampirella. Each of the injection-molded styrene figures came complete with its own diorama-style base, in a box bearing an exciting painted image of the character. As kids, my friends and I considered the kits prized possessions. Today, the kits command increasingly high prices in the collector's market.

Aurora is now just a memory, but as the fans who loved the kits as kids grew up, a number of them began producing their own plastic resin or vinyl figure kits in their garages and basements. As these "garage kits" gained in popularity, new companies sprang up, offering modelers all-new reproductions of their favorite film and comic-book characters. At first many of these kits were unlicensed (in other words, the legal owners of the characters were not paid for the right to use their character in a kit). But, in the last year or two, in a move Dark Horse applauds, the more reputable companies have taken steps to license the figures they produce. Now one can find, among others, a Captain Picard and a Pumpkinhead kit from GeoMetric, Dave Stevens' Rocketeer and Elvira from Screamin', Darkman and Ray Harryhausen's Ymir from Classic Plastic, and cold-cast porcelain figures of Concrete, Alien, and Predator from Dark Horse. Yes, Dark Horse.

Dark Horse is still a relative newcomer to the modeling field, but I don't think it's going too far to say that our kits are the finest available anywhere. Much of the credit for the state-of-the-art quality of Dark Horse's kits goes to sculptor-supreme Randy Bowen. In addition to the figures he has produced for Dark Horse, Randy is also the talent behind the aforementioned Pumpkinhead and Rocketeer kits, DC's Sandman and Batman figures, and Graphitti Designs' Doc Savage bust. I had a firsthand opportunity to see just how big a star Randy is among modelers when, on the very first day of his new job as head of product development for Dark Horse, Randy and I jetted off to New Jersey to attend Chiller Theatre's Horrorthon.

I'm used to attending comic conventions at which I know many of the attending creators, retailers, and fans. At this show, however, Randy Bowen was the one in

the know and, other than my old pals Steve Bissette (who was there plugging his *Taboo* anthology and the *Aliens: Tribes* graphic story album), Larry Shell of Shell-Tone Publications, and Mike Vraney of Something Weird Video, everyone I met was a new friend. Among those new friends were GeoMetric's George Stephenson, illustrator Jim Groman, Terry Webb (whose "Resinhead" column in *Model and Toy Collector* magazine is a must-read for modelers everywhere), Danny and Tere Soracco of Dimensional Designs, sculptors Shawn Nagle and Jack Dennett, kit dealer Kim Ito (from whom I purchased more Japanese vinyl kits than I can hope to assemble in a year), and a host of others.

Randy and I also had an opportunity to meet some of the show's guests of honor: horror film stars Michelle Bauer, Brinke Stevens, and Linnea Quigley, and master animator and special effects wizard Ray Harryhausen.

Though all of Dark Horse's convention and trade show gear was in service at the Capital City Distributors show in Madison, Wisconsin, we managed to attract our share of attention (thanks mainly to Randy's beautifully painted samples of our Alien and Predator kits) and excite a new legion of fans with our plans for future kits.

And just what are those plans? Well, in September, in an effort to bring prices down, we'll release our first vinyl kit, King Kong. This massive figure was sculpted by Randy Bowen and comes with a Skull Mountain base for the roaring giant ape. Next up will be a vinyl Predator 2 kit by Randy, a wild cold-cast porcelain rendition of The Mask (also by Randy and based on a drawing by Doug Mahnke), and a stunning figure of Nixon from Frank Miller and Geof Darrow's *Hard Boiled* by sculptor Kent Melton.

Our ultimate goal is to release a new model or toy set every month, as well as a line of still top-secret figures based on the work of one of comics' top artists, and other premium collectibles. It's all part of Dark Horse's ongoing effort to make being a fan as much fun as possible. If you have an idea for a kit or a toy you'd like to see, or if there's a model you've always wished someone would produce, write to Randy Bowen c/o Dark Horse and tell him about it. We're looking for new directions to go in, and who knows, you just might be lucky enough to see your idea become a three-dimensional reality!

Best,
Randy Stradley

Fan response to our mention of the San Diego Comic Convention in a recent Flogging a Dead Horse column has been terrific! Here's the number again for those of you needing more information:

619/685-8118

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Neil Hankerson • vice president of operations
Randy Stradley • executive editor
Barbara Kesel • managing editor
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Evil Dead: Army of Darkness #1
Alien³ #2
RoboCop 3 #1
The American: Lost in America #1

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Caravan Kidd #1
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Deadface: Earth, Water, Air, and Fire #1
The Young Indiana Jones Chronicles #6
John Byrne's Next Men #6
Nexus: The Origin
Creepy #3
The Terminator: The Enemy Within
Collection

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DEADLINE U.S.A. #4
Rio at Bay #1
The Thing from Another World:
Climate of Fear #1

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Hard Looks #3 by Andrew Vachss
Alien³ #3

