

NO. 1 VALIANT.

GAME.

CAPTAIN N THE GAME MASTER

COMICS

THE BEST OF THE NINTENDO COMICS SYSTEM NINTENDO COMICS SYSTEM #1 NINTENDO COMICS SYSTEM #2 CAPTAIN N THE GAME MASTER - #1, MAY '90 CAPTAIN N THE GAME MASTER - #2, JUL '90 CAPTAIN N THE GAME MASTER - #3, JUL '90 CAPTAIN N THE GAME MASTER - #4, AUG '90 CAPTAIN N THE GAME MASTER - #5, SEP '90 FRONT COVER FOR ISSUE #6

BY VALIANT COMICS

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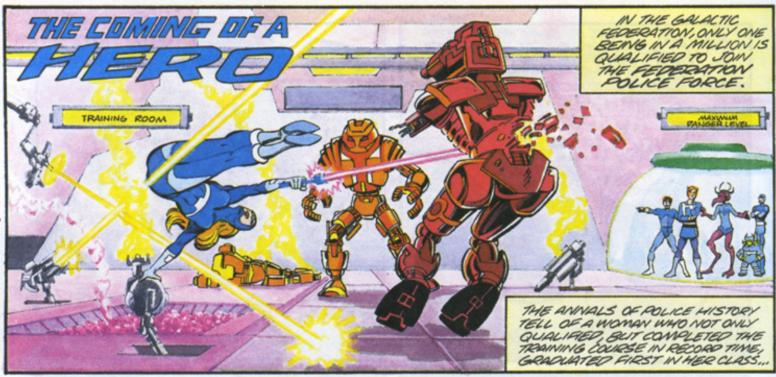


DEDICATED TO THE MEMORY OF WEBSTER "N-Finity" SWENSON

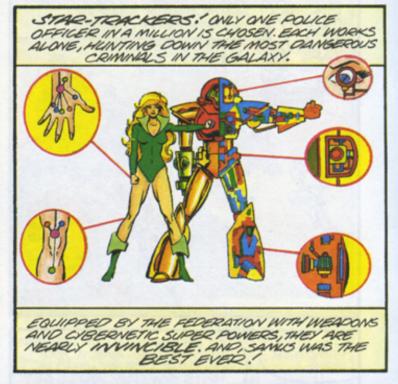
CNN.CAPTAINN.NET













WHEN SAMUS REAPPEARED, SHE WOULD NOT SPEAK ABOUT WHY SHE LEFT THE FORCE. SHE BECAME A FREE AGENT -- A GALACTIC BOUNTY HUNTER, TAKING ON MISSIONS OTHERS OBULARED IMPOSSIBLE.



THEN, ON AN ISOLATED WORLD KNOWN AS SR388, A GROUP OF SPACE PRATES CAME LIPON THE GREATEST THEIGHT IN THE HISTORY OF THE FEDERATION, A DEADLY NEW LIFE FORM, CALLED... THE METROID!





"EXCEPT FOR THE SKILL OF THEIR LEADER, MOTHER BRAIN! SHE COULD MENTALLY CONTROL THE CREATURES - AND THREATENED TO USE THEM AGAINST THE FEDERATION!



THE FEDERATION KNEW A LARGE ARMY COULD NEVER OVERWHELM MOTHER BRAIN. BUT, A SINGLE HERO MICHT SLIP THROUGH OFFENSES AND SUCCEED WHERE ARMIES FAILED.



THUS BEGAN SAMUS ARAN'S MOST FAMOUS ASSIGNMENT--LEADING HER TO FAME, FORTUNE, AND MANY MORE DANGEROUS ADVENTURES!



METROID

THE ASTEROID KNOWN AS METROID WAS BUILT BY INTER-GALACTIC PIRATES, KNOWN AS THE PLANTEERS OF KROM. THEY DESIGNED IT AS A MOBILE ATTACK BASE TO STRIKE OTHER WORLDS, FAR BEYOND THEIR HOME PLANET, ZEBES.



METROID NORMALLY FLOATS IN SPACE ABOVE VIDEOLAND. BUT, WITH ITS POWERFUL MEGA-STAR DRIVE ENGINES, IT CAN BE MOVED ANYWHERE IN THE LINIVERSE.

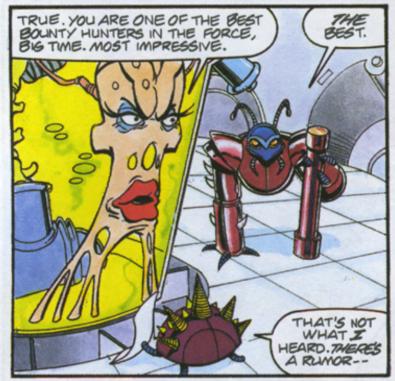


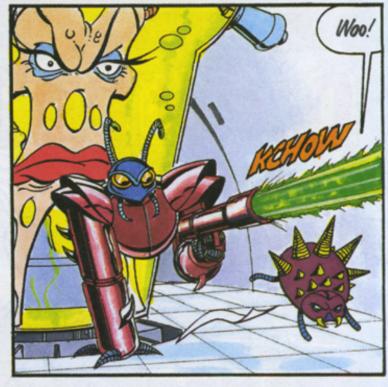
METROID'S METALLIC SURFACE CONCEALS A HUGE ARRAY OF DEADLY WEAPONS, ALL MAINTAINED AND PATROLLED BY MONSTROUS CREATURES BENT ON GALACTIC DOMINATION!

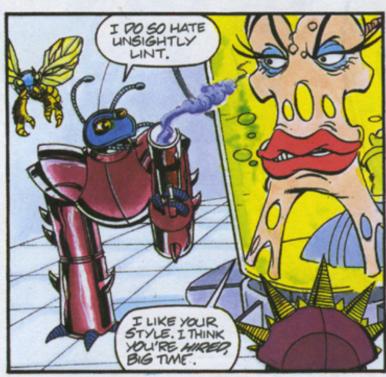


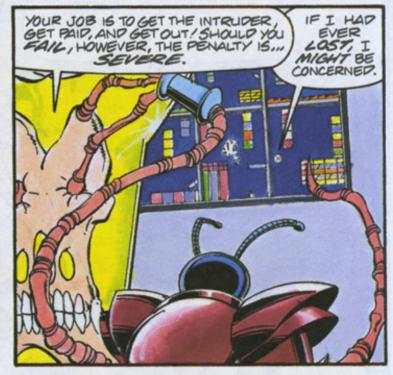
METROID'S DEADLIEST THREAT, HOWEVER, LIES DEEP MYSIDE THE ASTEROID. HERE, WITHIN THE ENDLESS SECRET CORRIDORS, DWELLS THE SMART. EST MOST FEARSOME POE OF ALL ... MOTHER BRAIN! MOTHER BRAIN COMPLETELY CONTROLS
METROID, BY HER GENIUS ABILITY TO
PROGRAM EVERY ELECTRICAL CIRCUIT TO
DO HER BIOCHIG! BUT, SHE IS ALSO
DEPENDENT ON METROID; SHE
NEEDS THE ASTEROID'S SUPPLY OF
ZEEBETITE FOR POWER.

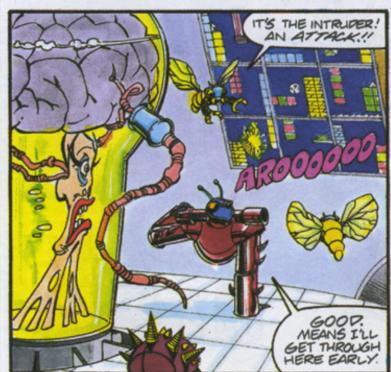
THAT'S WHY METROID ITSELF IS THE KEY WEAPON IN MOTHER BOAIN'S TIRELESS STRUGGLE TO CONQUER VIDEOLAND!

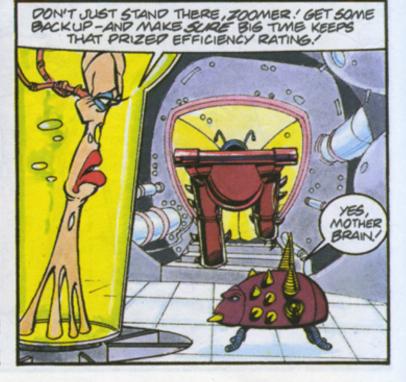


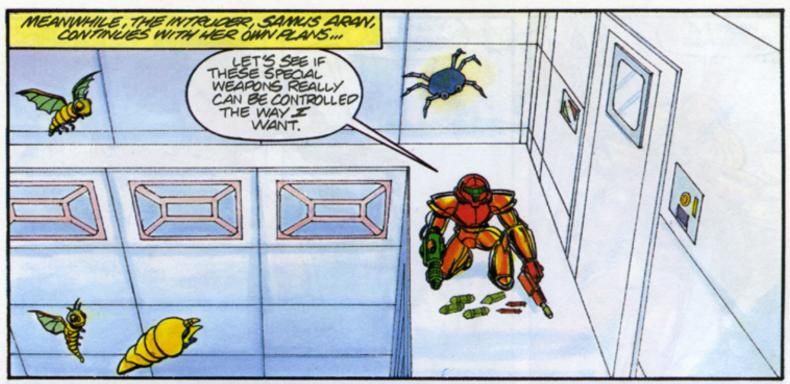




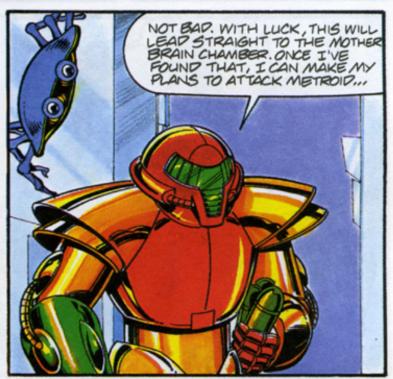








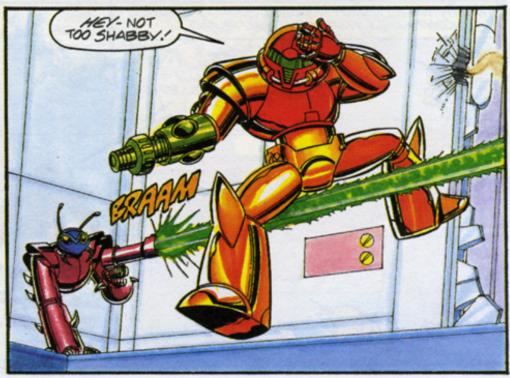




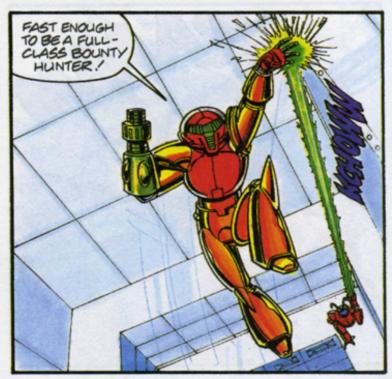




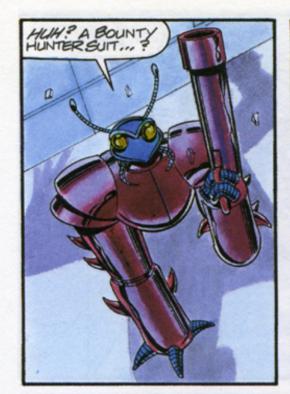








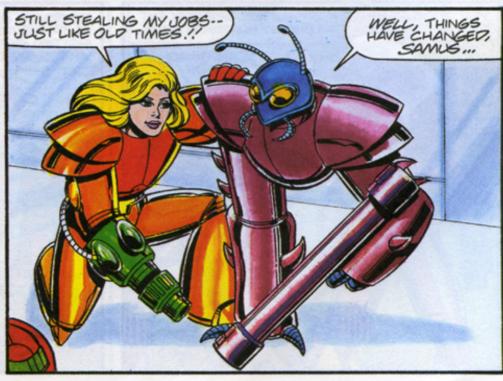


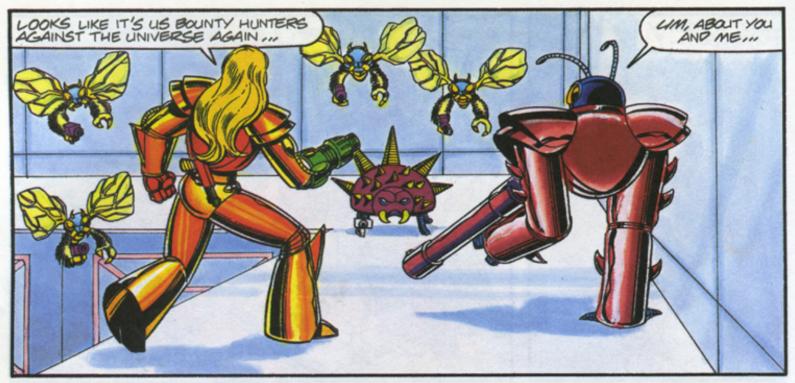


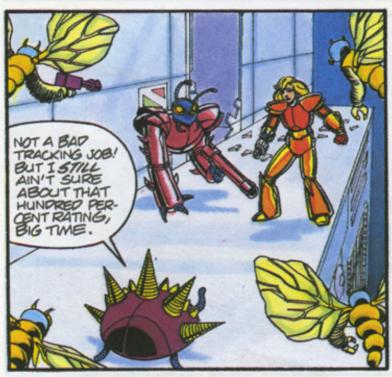






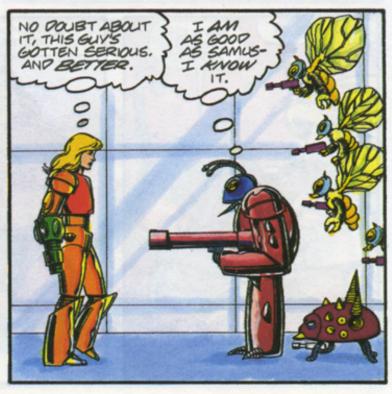


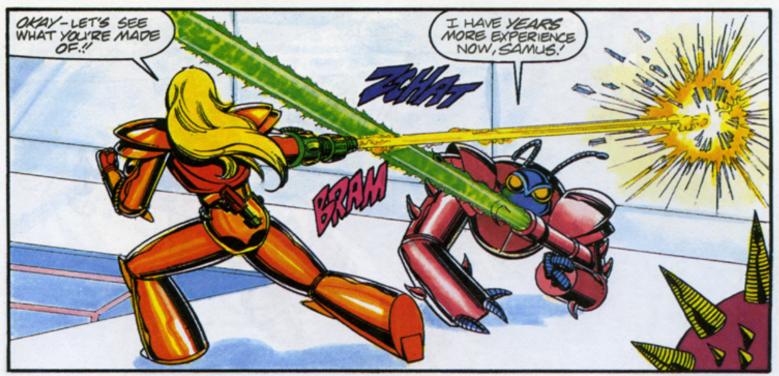






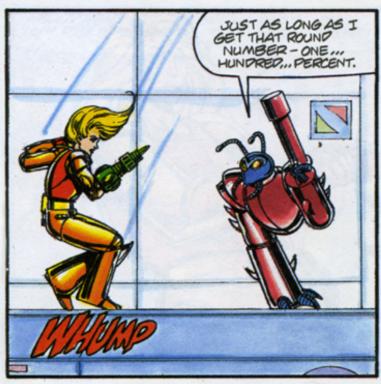








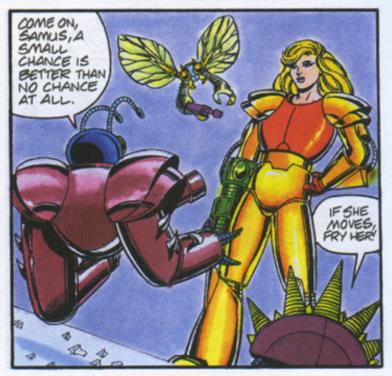


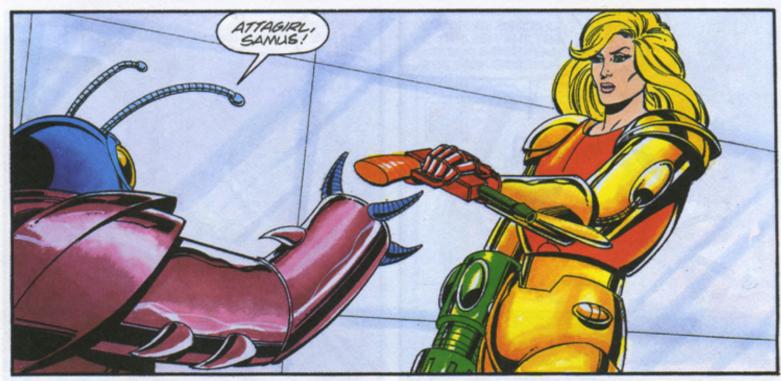


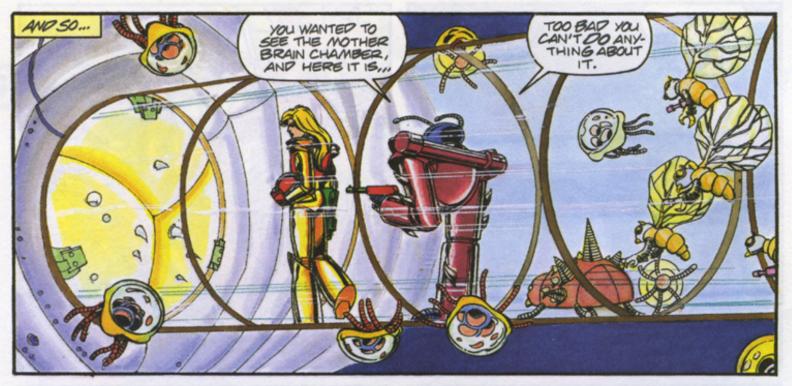


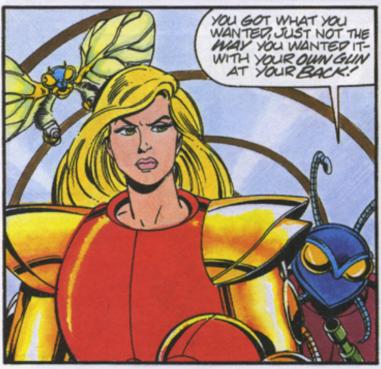


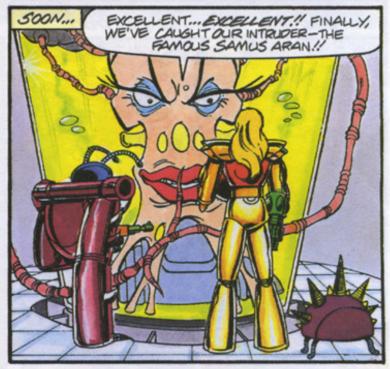






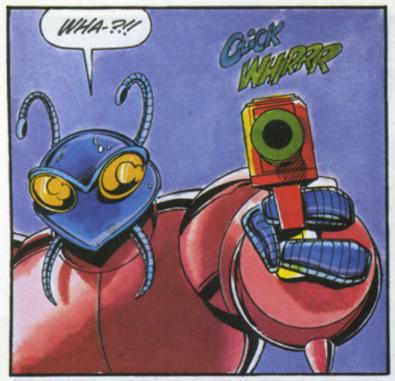














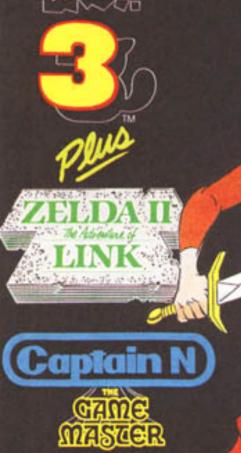


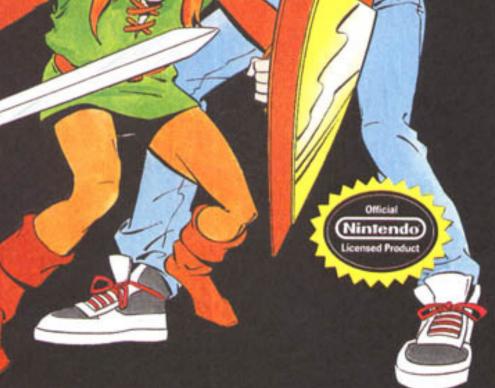






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Now there's an idea! They'd have to be fast-paced. Intelligent. Sophisticated. Literate. Intriguing. Involving. Funny.

Why?

Because Nintendo players are smart, discerning tasteful people, with a sense of humor.

Lots of companies would have loved to have published comics for Nintendo players. But the nice people at Nintendo picked us-VALIANT. They thought we'd do the best job. We will.

So here it is, the moment we've all been waiting for. Welcome to Super Mario Bros. Special Edition #1, the first publication of the

Nintendo Comics System from VALIANT.

Please let us know what you think. Is this the moment you've all been waiting for? Got any comments? Suggestions? Ideas? Write to: Voyager Communications Inc., 132 West 21st Street, New York, NY 10011.

And, from all of us at VALIANT, the comics publishing part of Voyager Communications Inc., thanks for being along on this, our first "voyage."



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FROM THE PALACE OF POWER TO MOUNT OLYMPUS --! FROM METROID TO KONGOLAND --!
THROUGHOUT THE MANY WORLDS OF VIDEOLAND, ALL THAT STANDS AGAINST MOTHER BRAIN
AND THE FEARSOME LEAGUE OF DARKNESS IS A DARING BAND OF HEROES, THE N-TEAM,
AND THEIR GREATEST CHAMPION... Grisson Brian Leys, Art Nichols, Ken Lopez, John Cebollero, Sean LOOK OUT, PRINCESS!
NOU, TOO, KID ICARUS!
NY ZAPPER IS JUST
BARELY KEEPING THESE
OVERGROWN EARTHWORMS AT BAY! BOY, CAPTAIN N, I'D SURE HATE TO SEE THE FISH THEY CATCH WITH THESE WORMS! WELL, AT LEAST NOW WE KNOW WHY THEY CALL THIS PART OF KONSOLAND, THE VALLEY OF 5,000 HOLES.









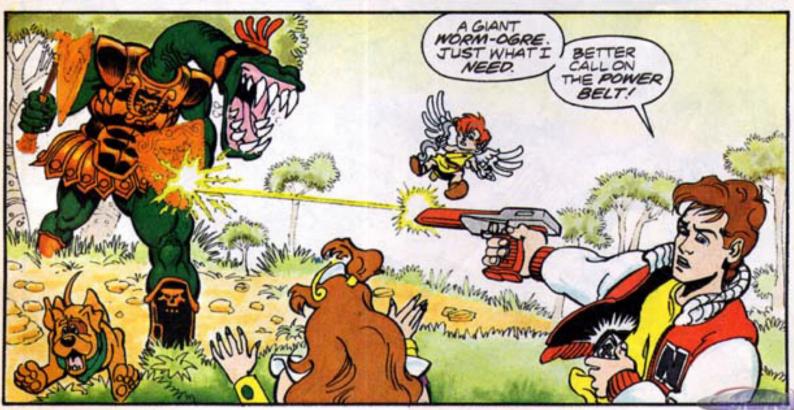








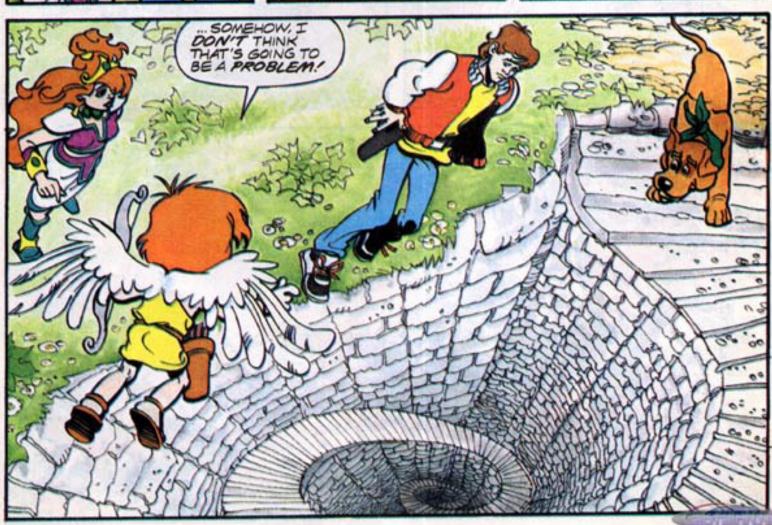














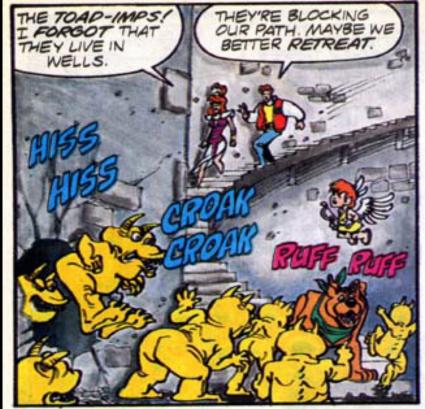




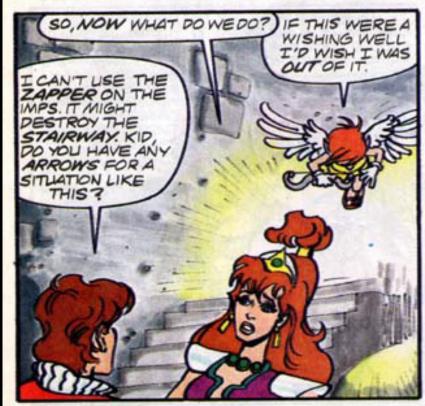












































YOU SEE, ONCE YOU ENTER THE WELL OF DESPAIR, THERE'S NO WAY OUT. YOU JUST SPIRAL DOWN FOREVER BECAUSE THIS WELL HAS NO BOTTOM. IT'S THE ULTIMATE TRAP, CAPTAIN N, AND YOU'LL NEVER ESCAPE IT.



















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APR 90

Nintendo

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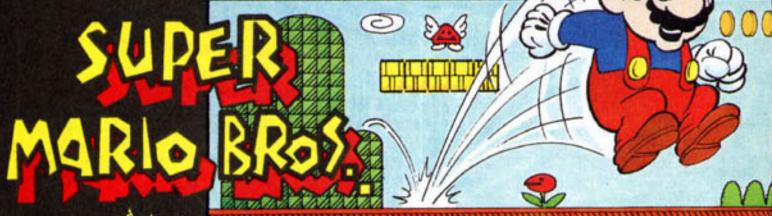






METROID









AND MORE!

Let's say you're dragged into your TV...

by weird tendrils of energy. Let's say you're transported via the Ultimate Warp Zone into a bizarre universe that's entirely alien, and yet as familiar as a game you've played a thousand times. Once you're there, the good news is that you meet someone wonderful (and your first words upon meeting that someone are, "I'm in love"). The bad news is that an extremely gross brain-in-a-bottle is going to hurl her armies at you until they're all blown to pixels or you byte the dust.

Go for the love and glory, right?

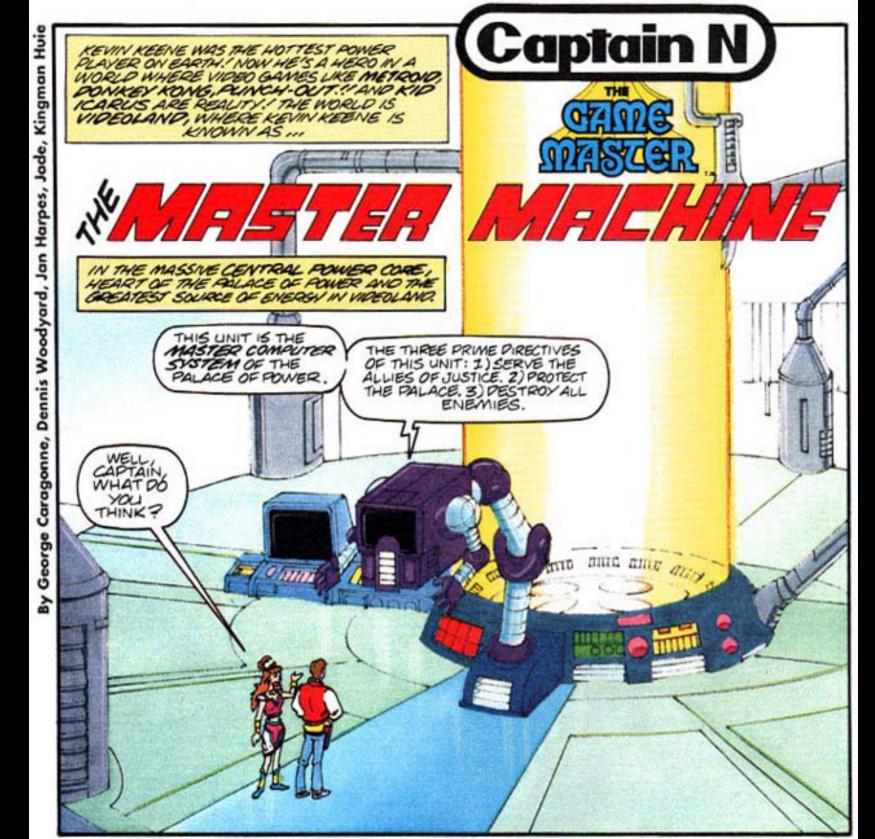
But, come on, now. Think about it. You may not see your friends and family again for a long time. Maybe never. You can't hang out at the mall. You can't take a vacation — this is war, baby. And, you can't even play video games, because you're in one.

So what's it going to be? Stick around, or head home?

Of course, they <u>are</u> counting on you here in Videoland, and, if you go home, you <u>do</u> have to clean up your room.

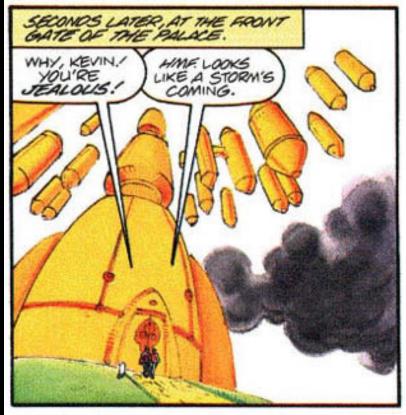
Hmm. Looks like a no-brainer. Bad news for the bad guys. This is gonna be <u>excellent!</u>

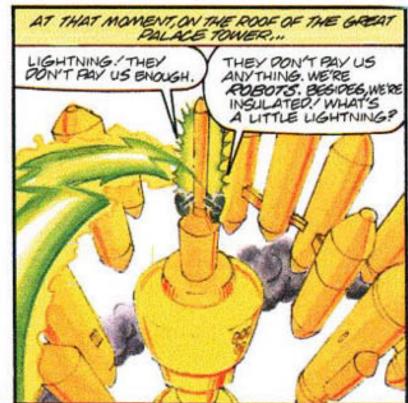


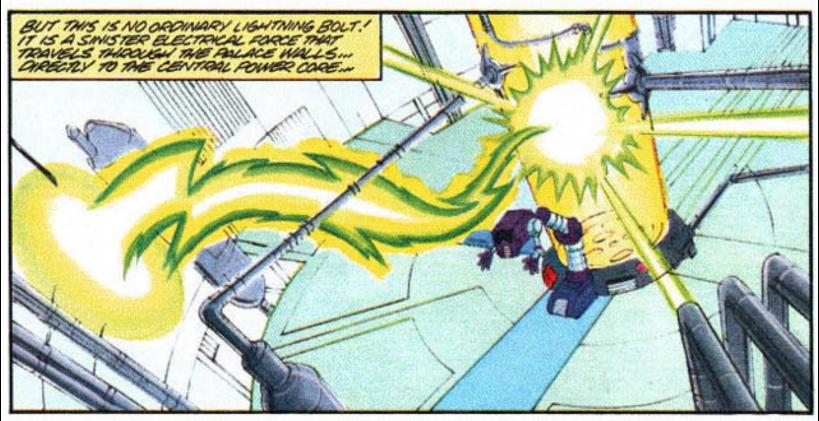










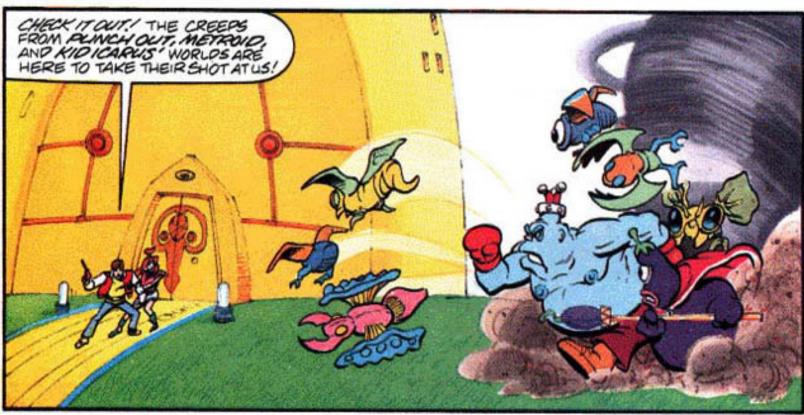


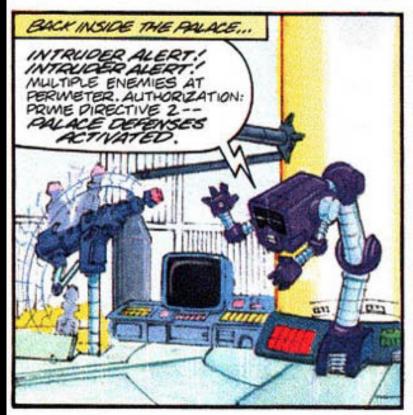










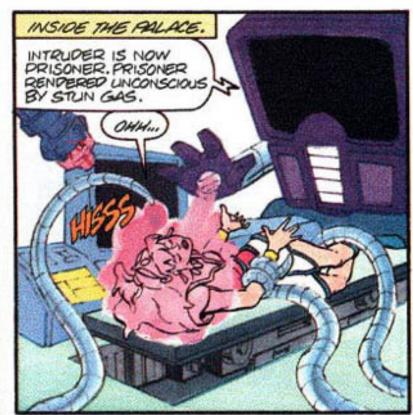


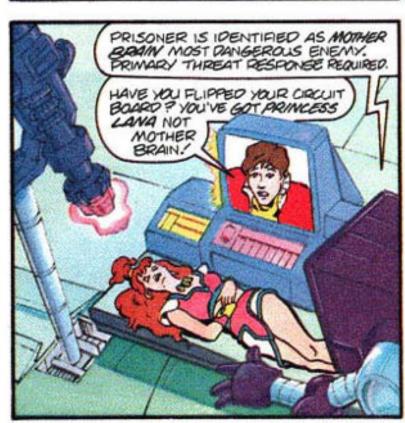














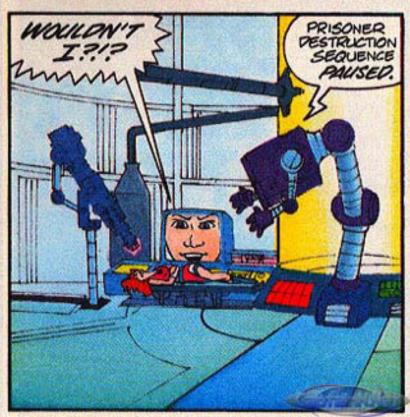










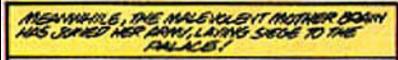








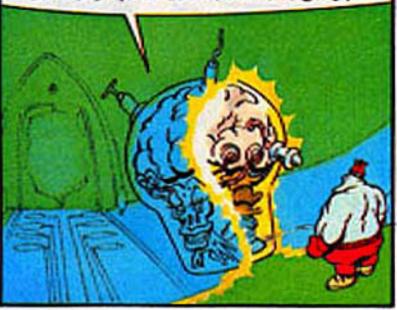




I THINK I'VE WAITED LANG ENOUGH! THANKS TO MY LIGHTINING BOLT REPROGRAMMING THE MASTER COMPLITER, ALL I HAD TO DO WAS SIT BACK RELAY, AND LET MY GREATEST ENEMY BE DESTROYED BY HER OWN DEPENDES.



WITHOUT THE PRINCESS TO UNITE THE HERDES OF WIPEOLAND, I'LL DESTROY THEM OME BY CAME, AND SINCE THE RELACE COMPUTER STILL THINKS I'M PRINCESS LANA, PERHAPS I'U, JUST PASS THROUGH THE FORCE FIELD SALIT FRANT THE COMPUTER, AND LET MY ARMY INSIDE.



AT THAT MOMENT ... CAPTAIN N HAS REACHED THE CENTRAL FOWER CORE ...

MY FIFTEEN MINUTES ARE ALMOST UP! IF I DON'T PESTROY THE MASTER COMPUTER, IT'LL ZAP LANA/BUT IF I DO PESTROY IT, MOTHER BRAN'S ARMY WILL OVERRUN THE RELACE!

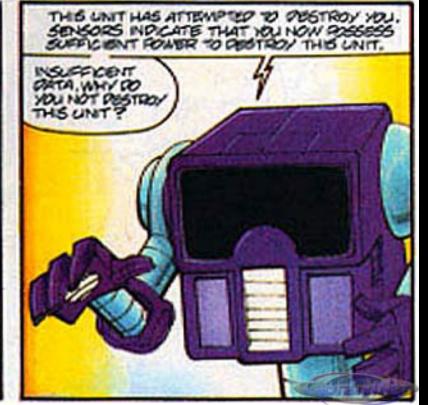
I SURE HOPE THIS WORKS!





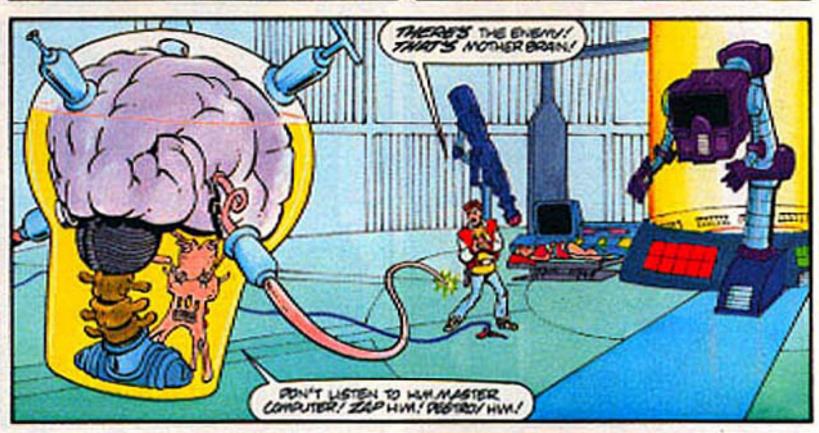
THIS ZAPPER IS PLUGGED DIRECTLY INTO THE CENTRAL POWER CORE, MAKING IT THE MOST POWERS, HANDRIN IN VIDEOLAND AND COULD EASILY BLOW YOUR CHOIC CLEAN CAP YOUR CROUIT BOARD SO ... ASK YELKISELF ... WHY PON'T I FRE?

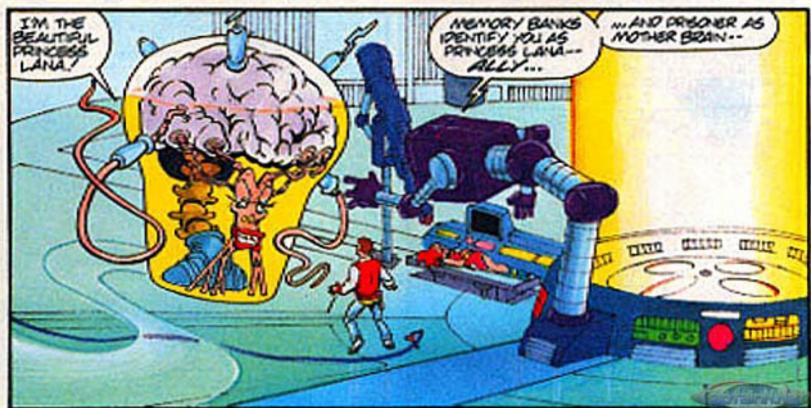


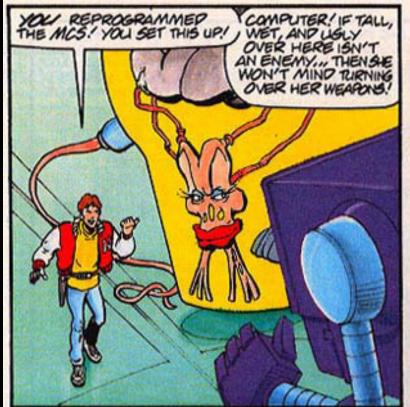












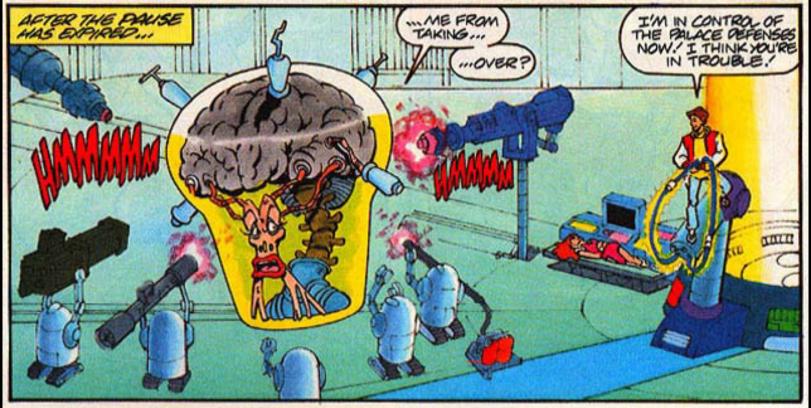




















hat if you could climb into the screen

...and see a game from the midst of the action instead of from the outside?

What if you were right there **with** Mario facing Troopas and Shyguys up close and personal? What if you could travel into the landscape, past the castle and over the block mountain to the Cloud Nine bedding store --? Or even to King Bowser Koopa's old high school?

With a lot of help and guidance from Howard Phillips and the rest of the wonderful people at Nintendo, we'll go where no man has gone before. Come with us!

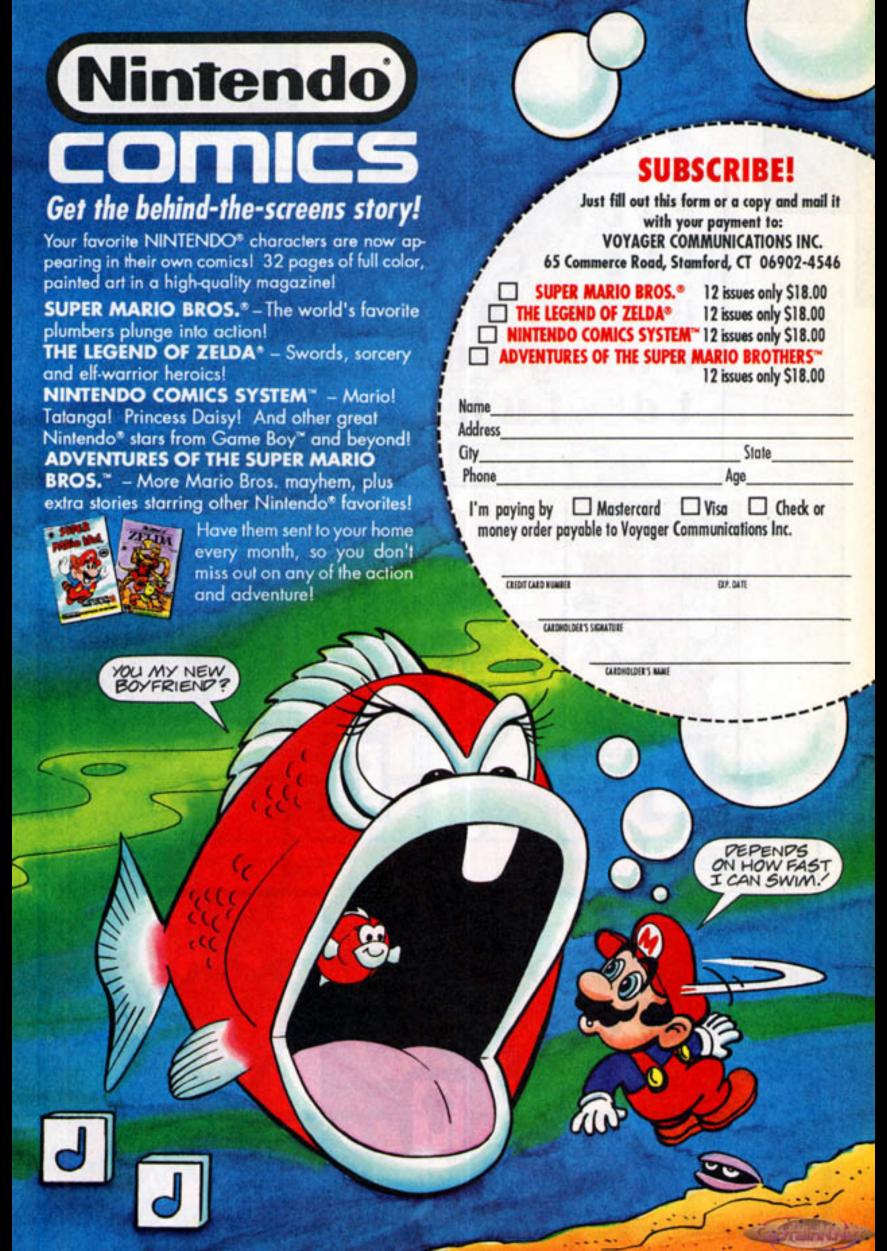
Just one thing – we need your help, too. Please give us your comments, suggestions and ideas. Write to Voyager Communications Inc., 132 West 21st Street, New York, NY 10011.

Thanks for joining us this time. Don't let the game end.

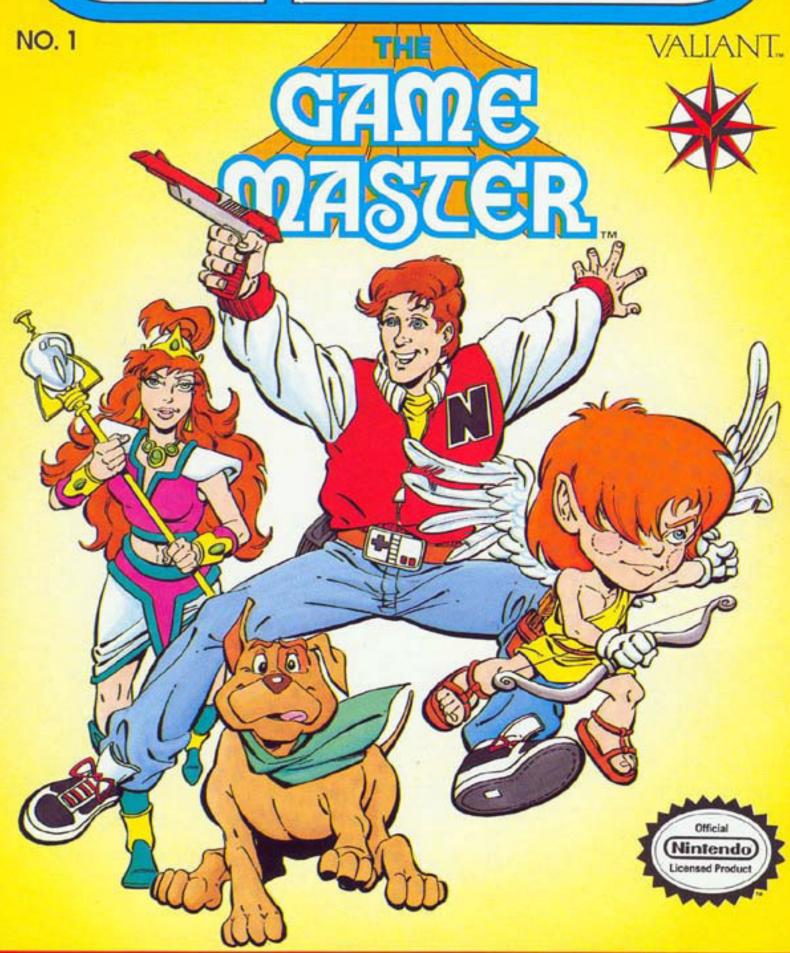
Continue!







Captain N



Nintendo

comics system

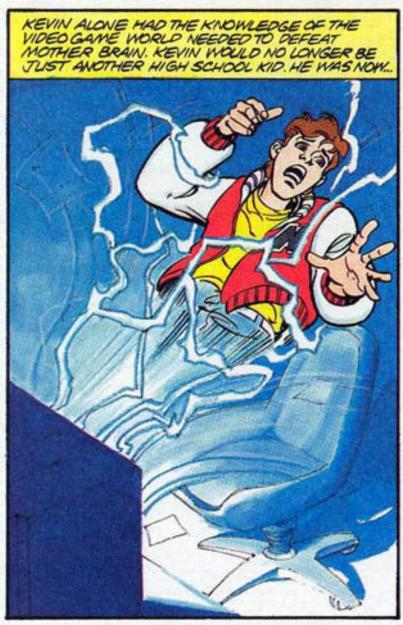




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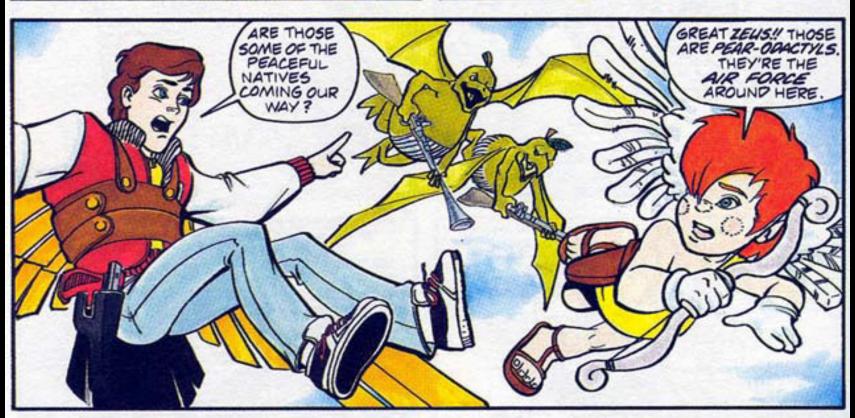






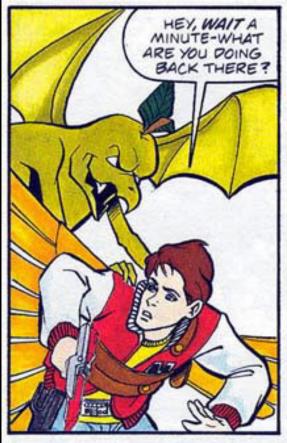






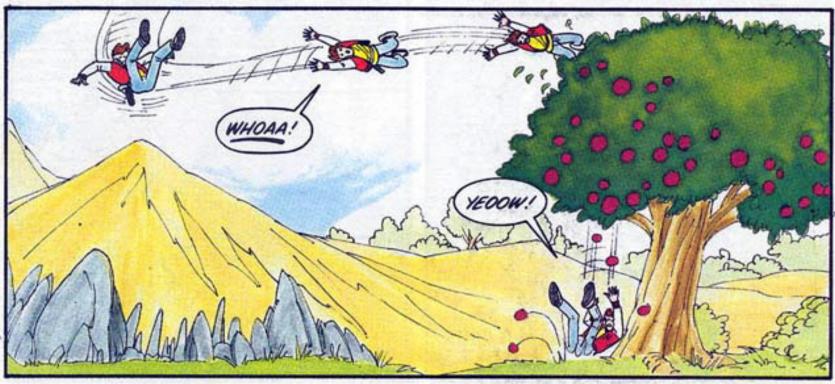












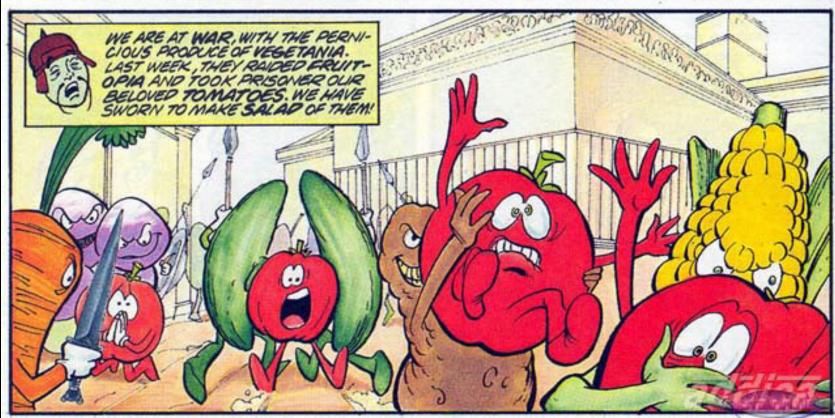








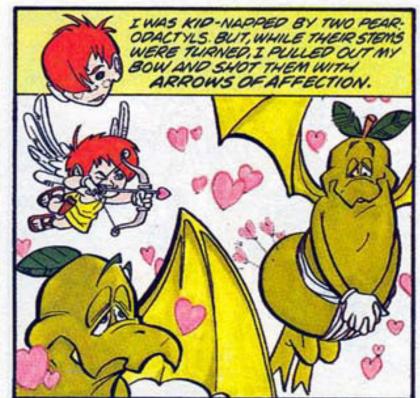


















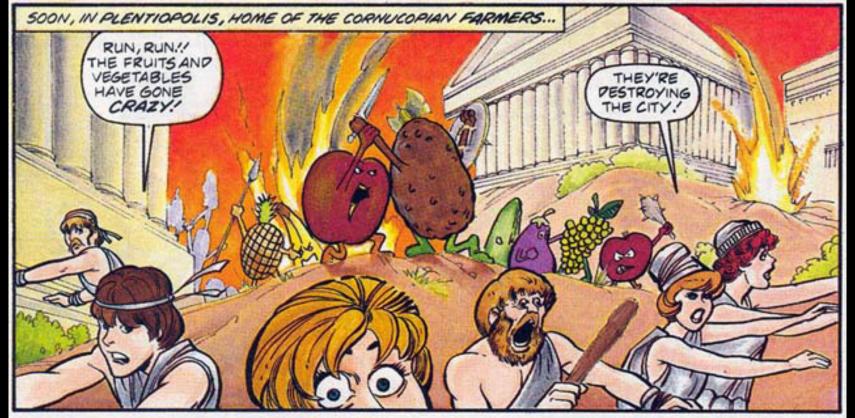












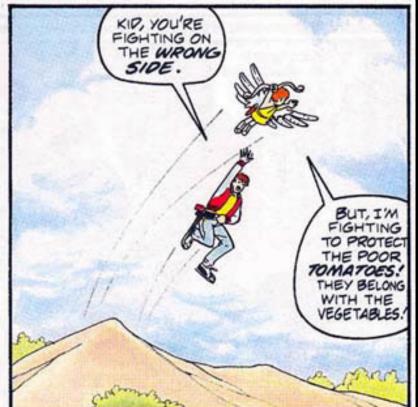


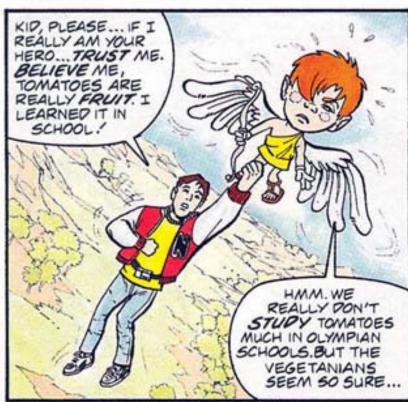




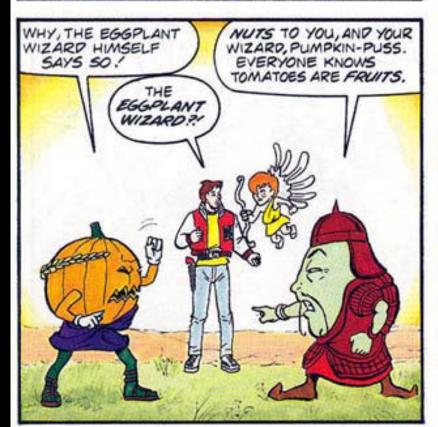




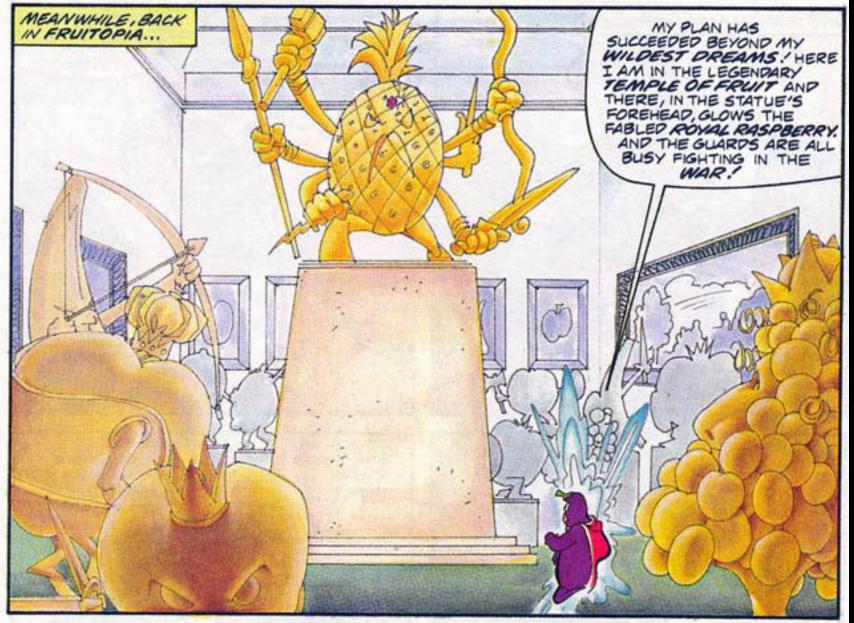












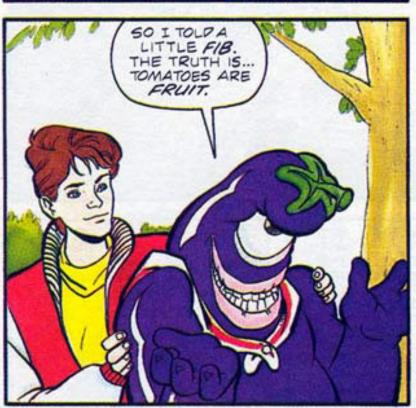




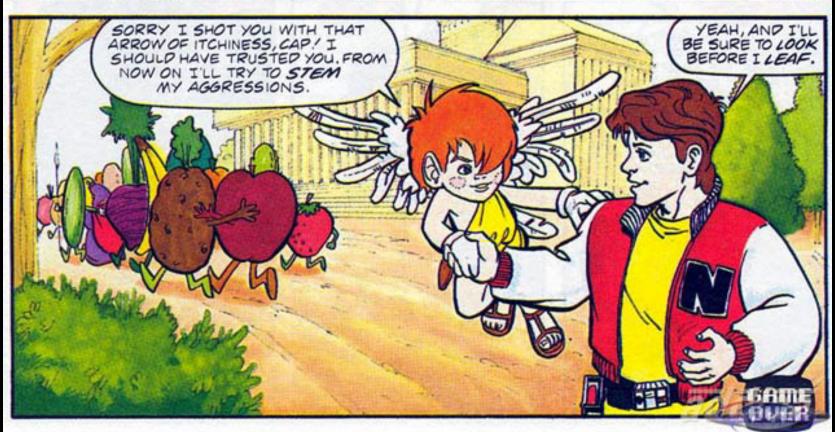
















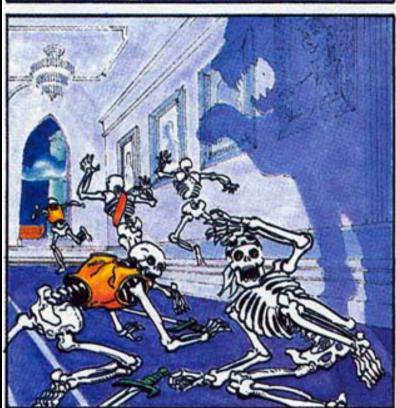


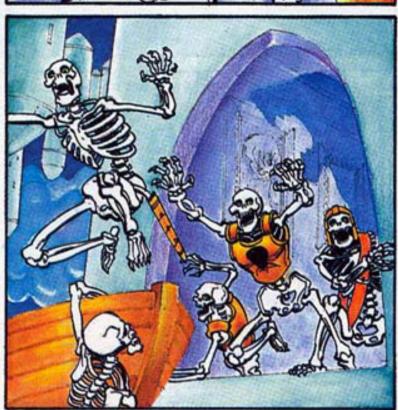






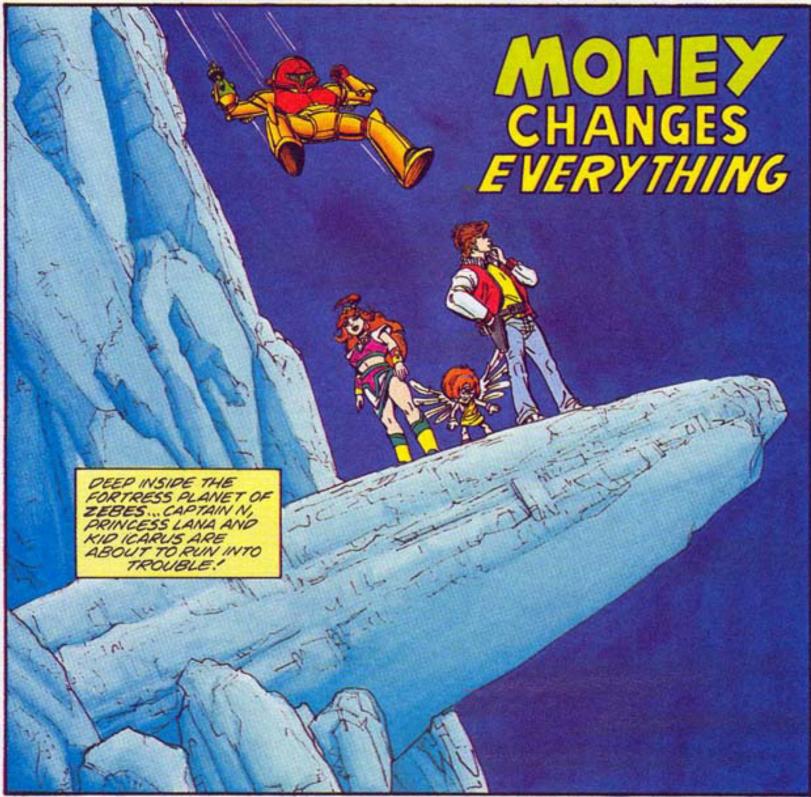








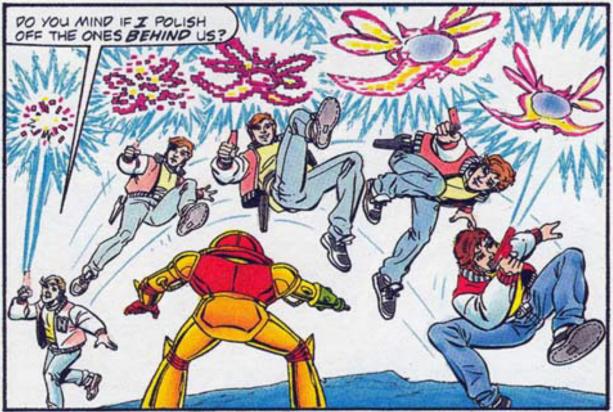








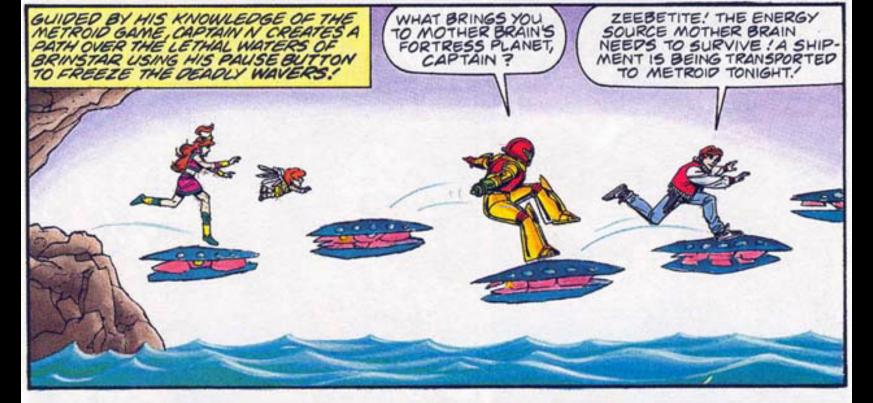












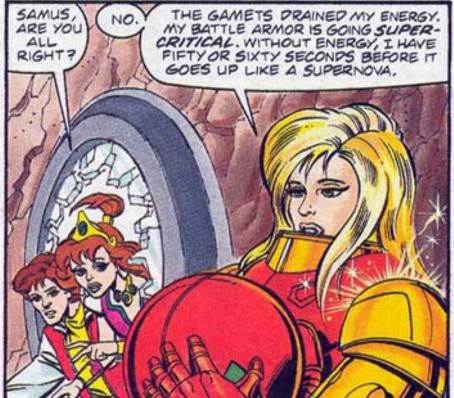
















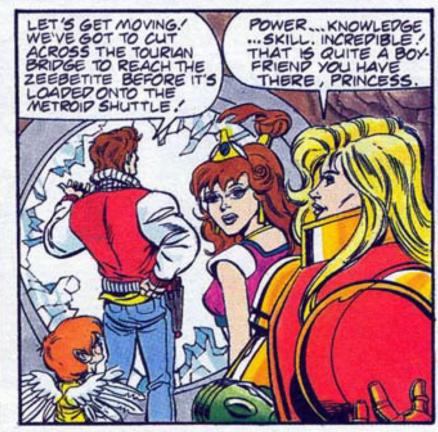




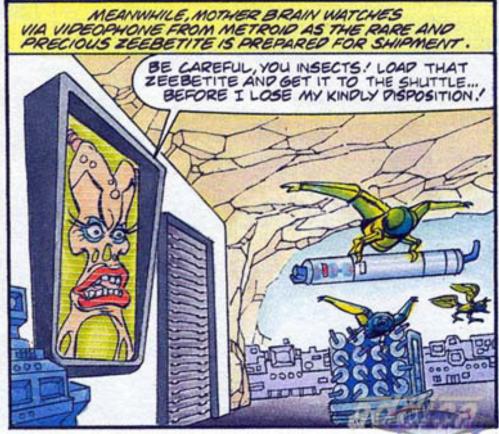


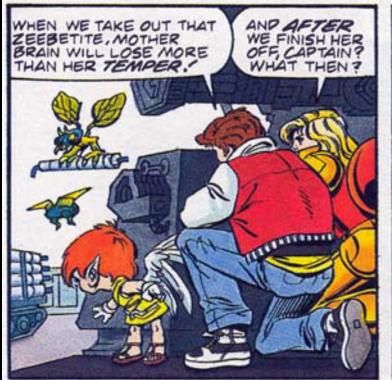






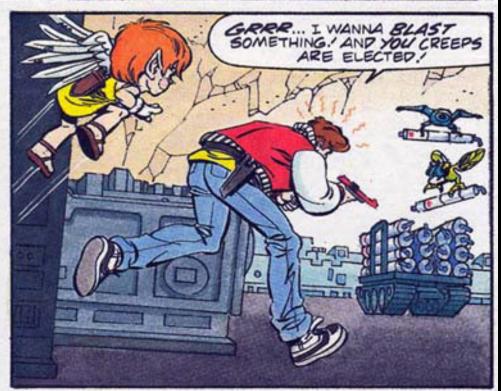


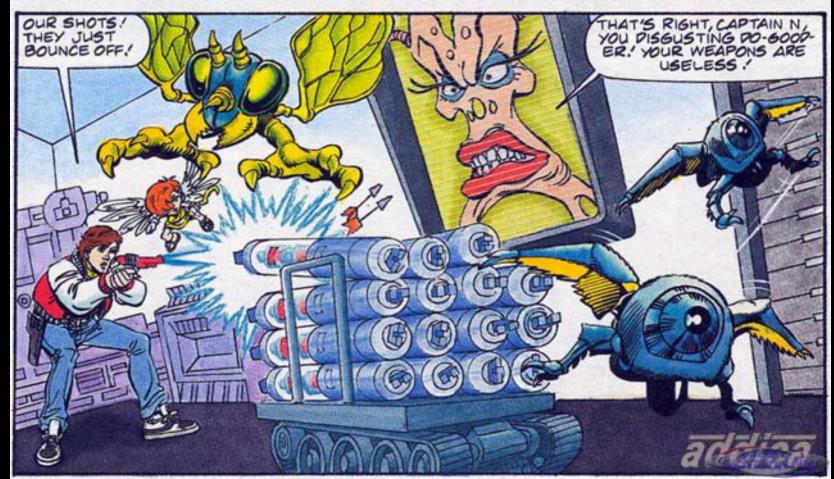






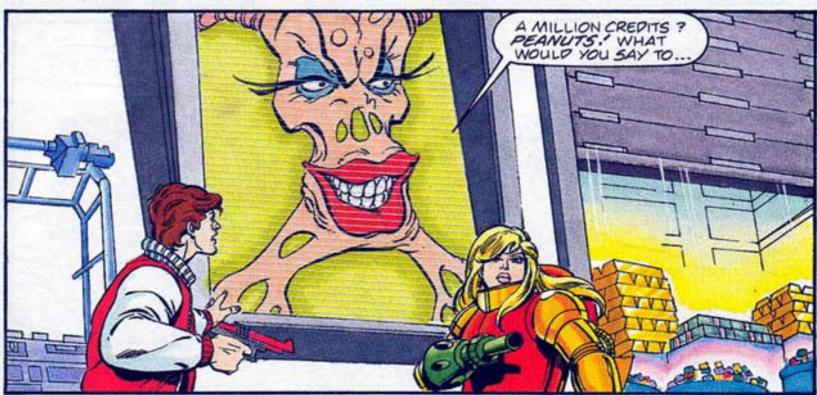


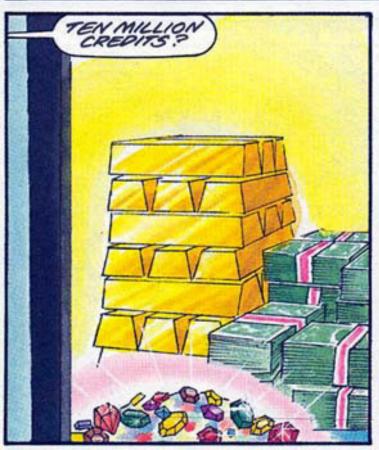




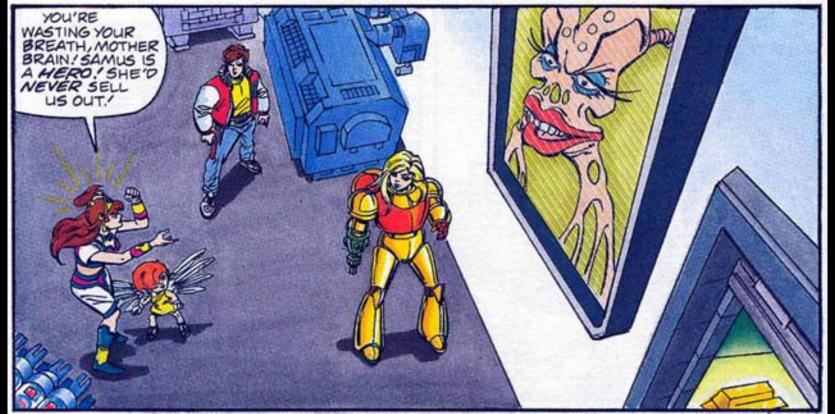
















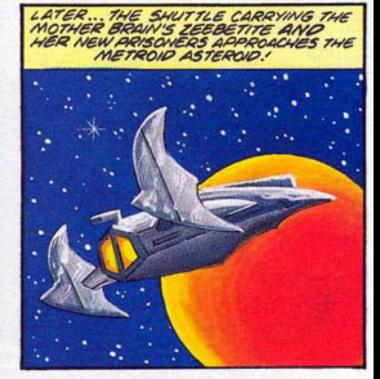












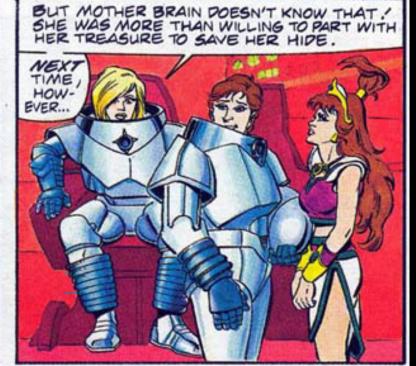




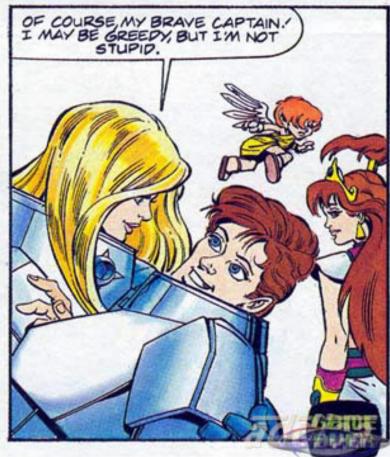


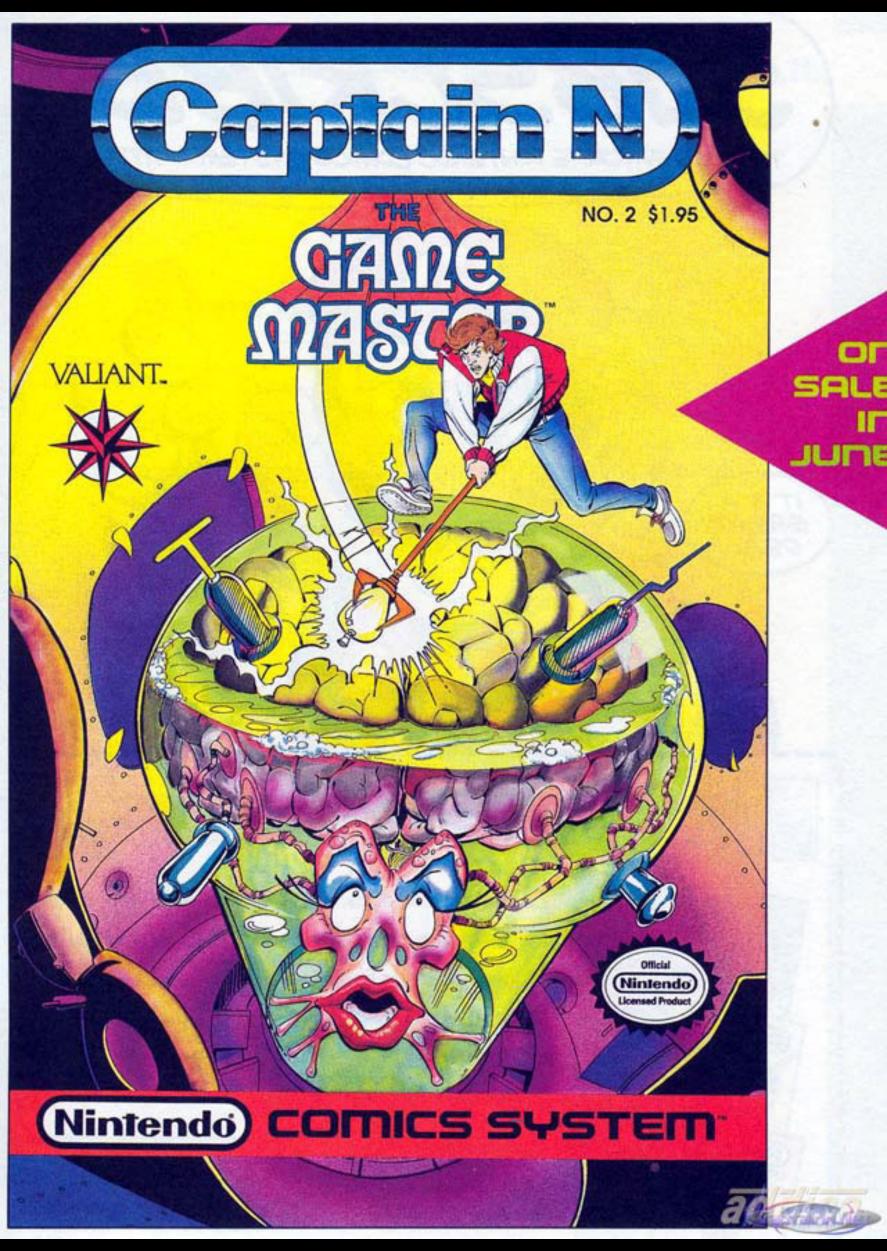




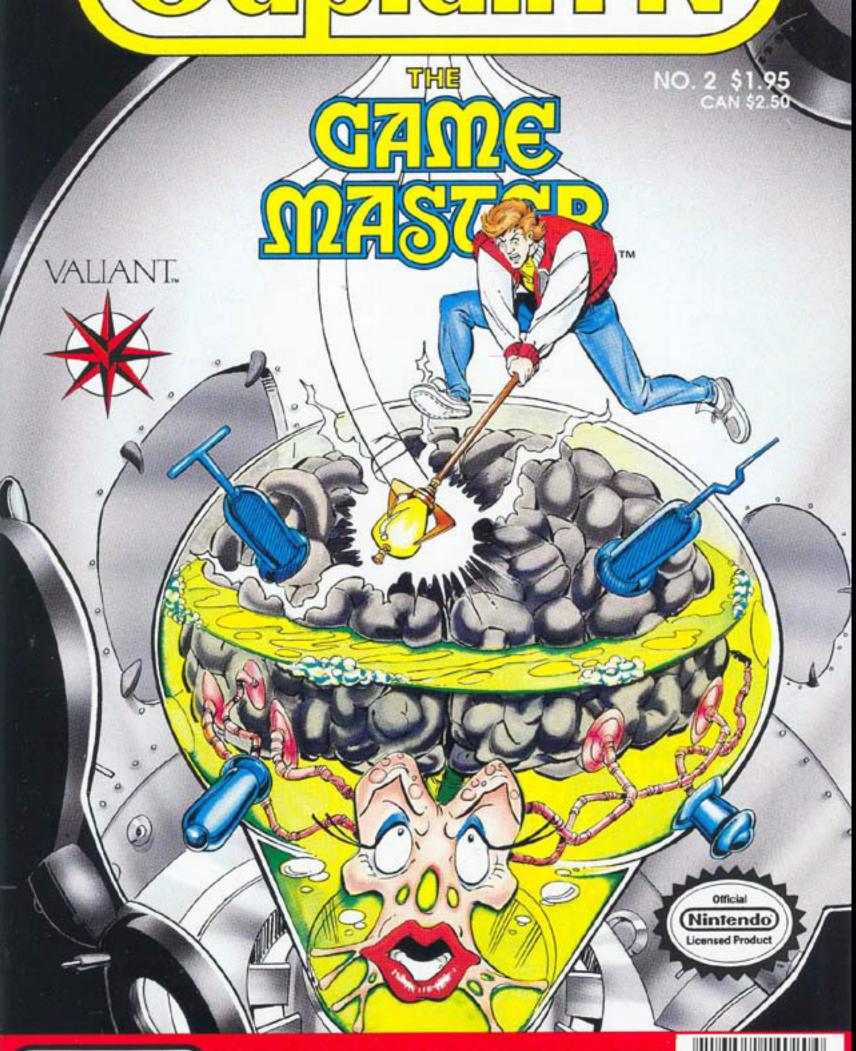








Captain N

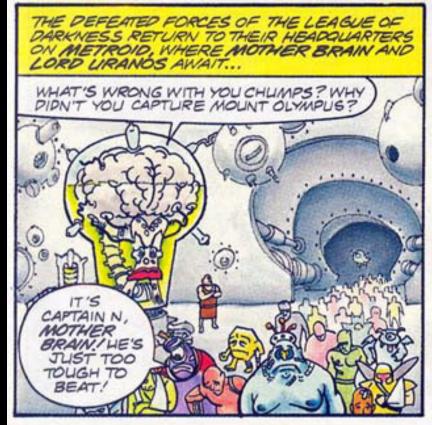


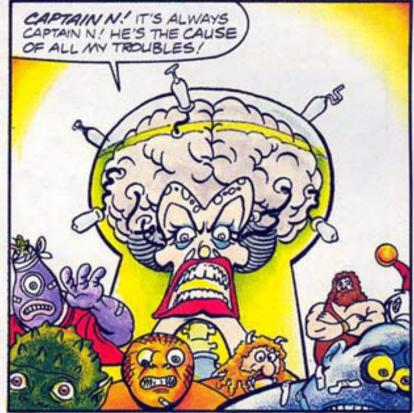
(Nintendo)

comics system



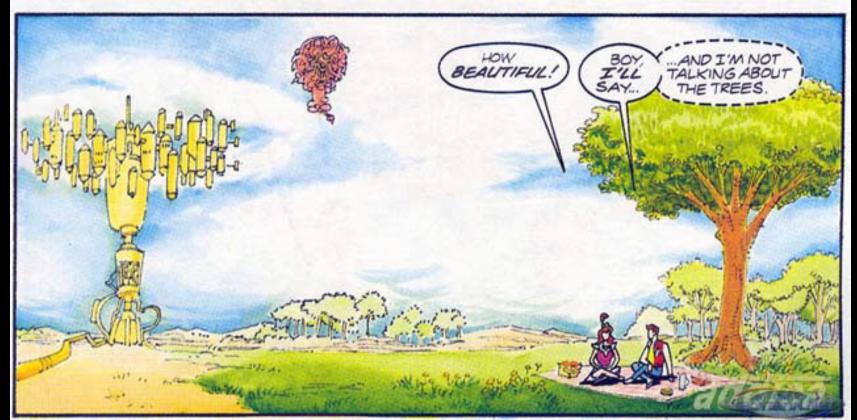
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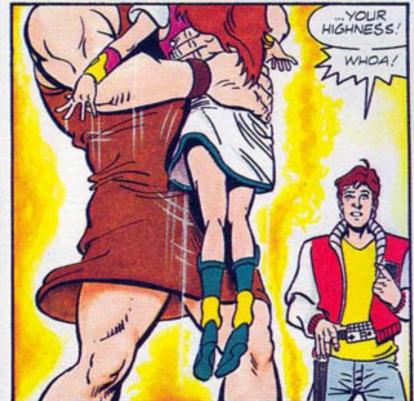






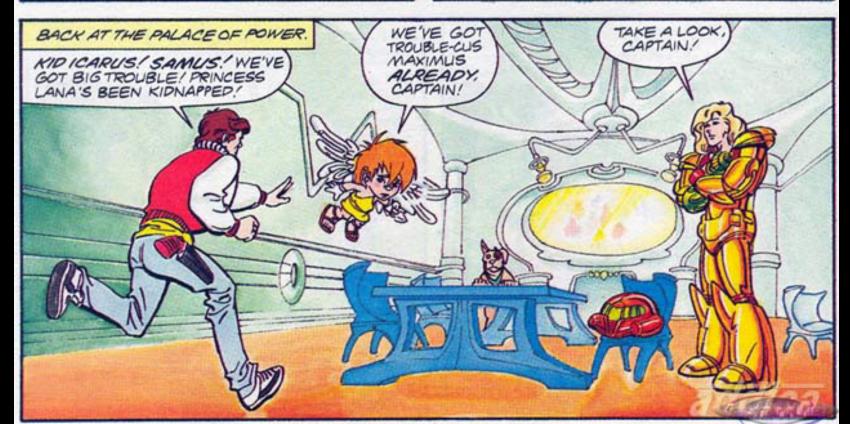


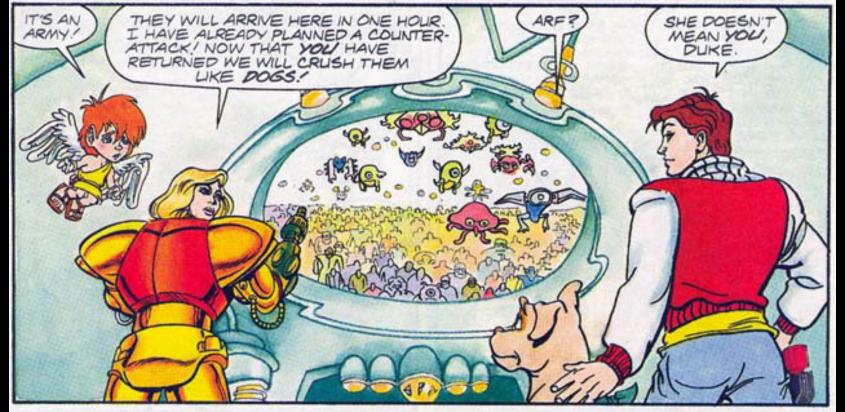






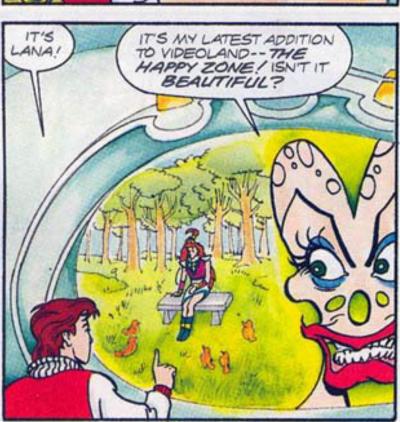


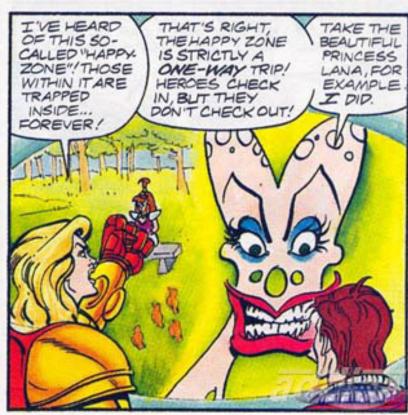
















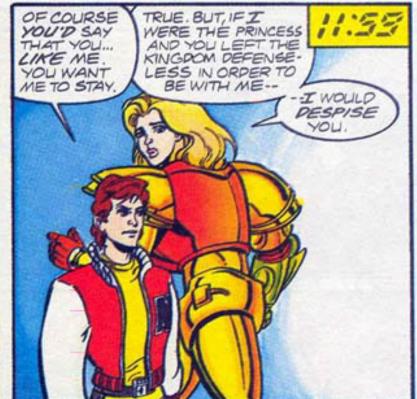






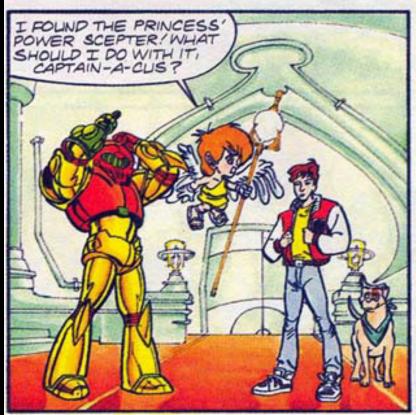




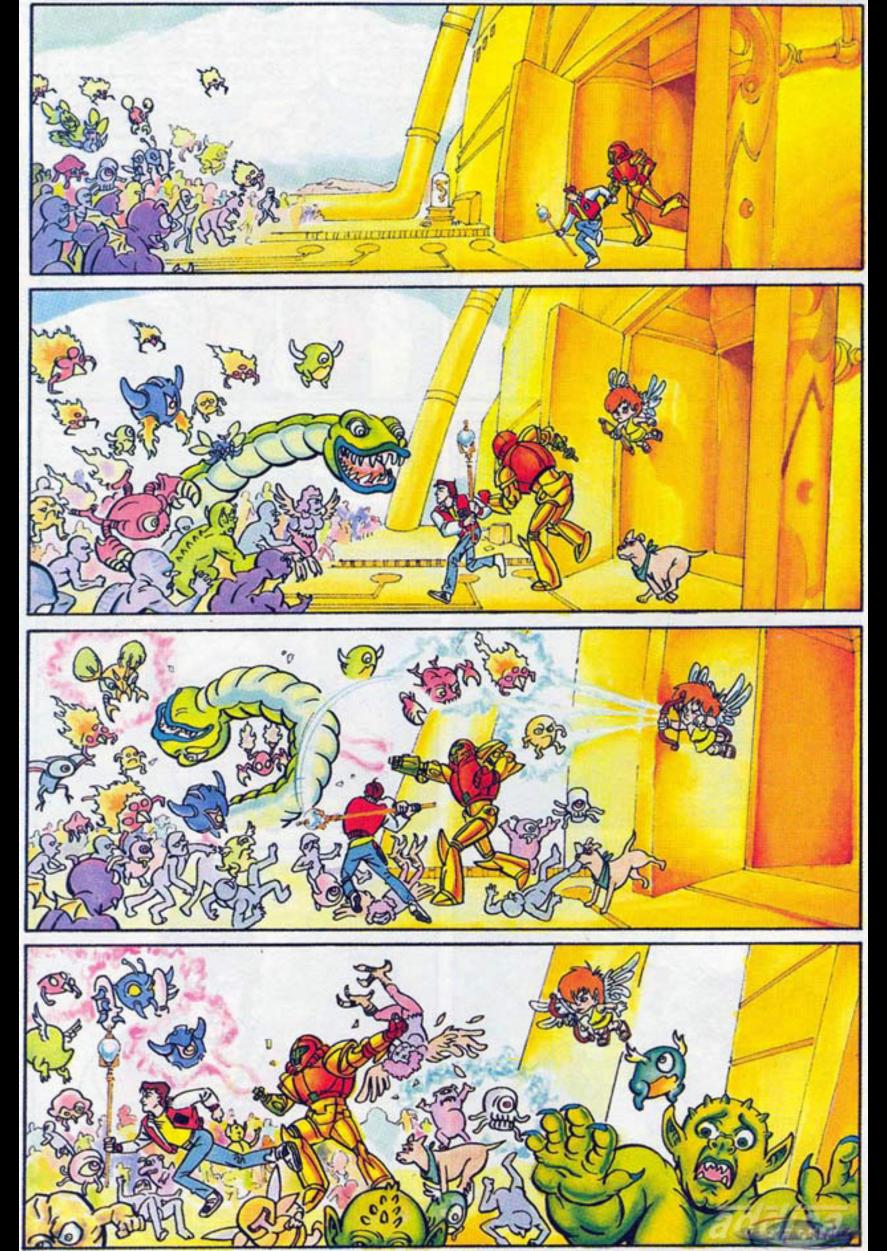










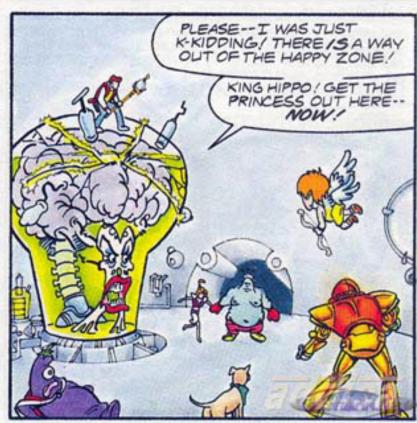


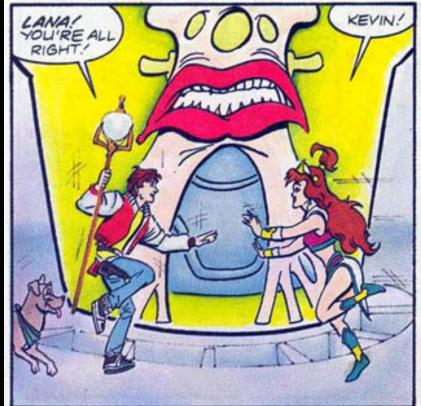




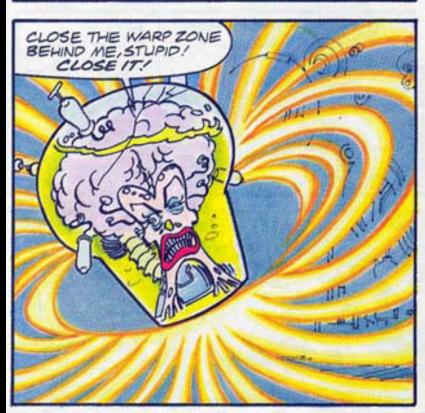


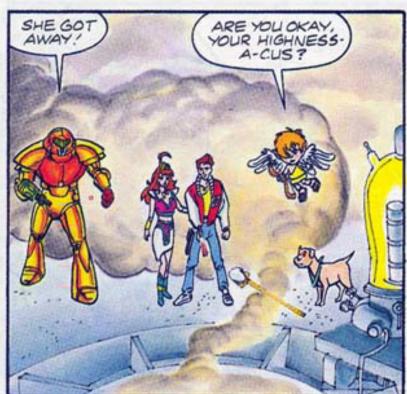




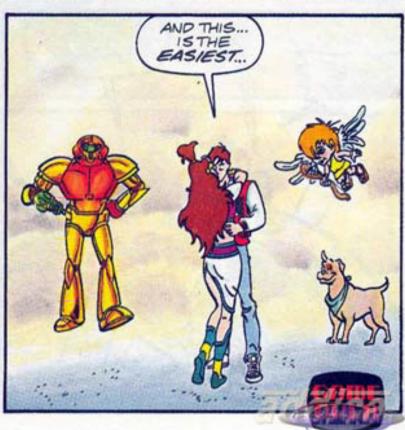










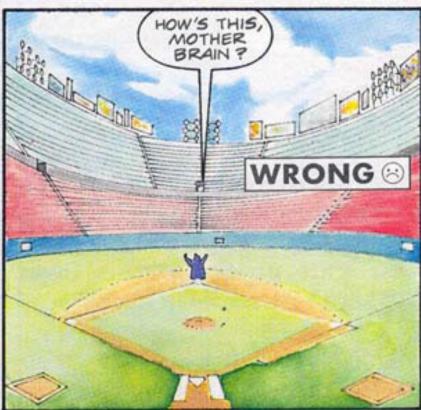


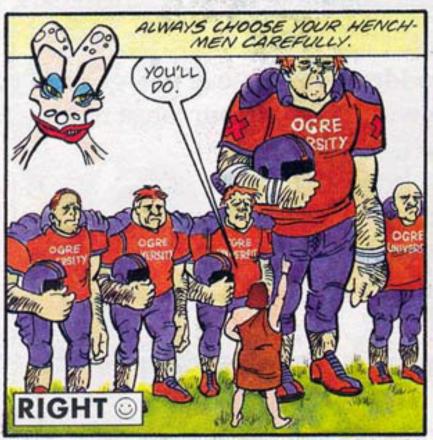
VILLAINS' DO'S AND DON'TS



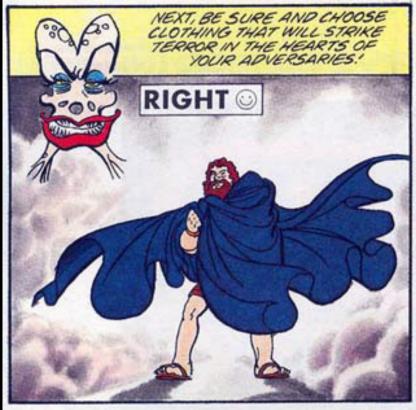


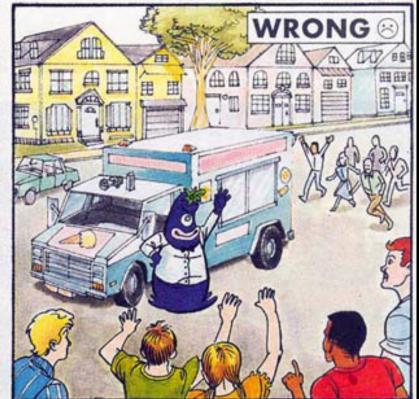
George Caragonne,

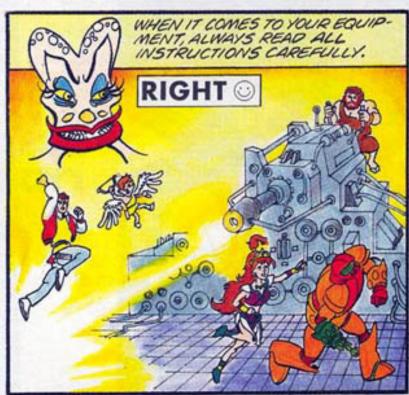


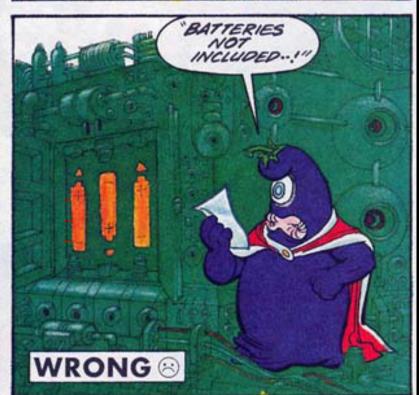




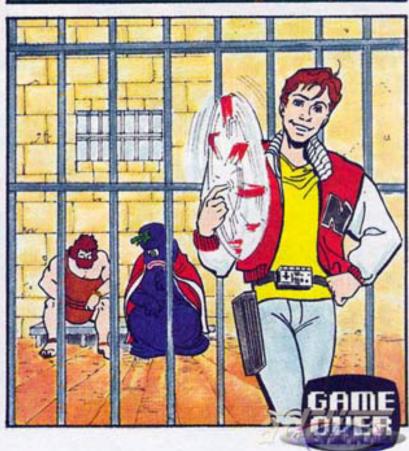












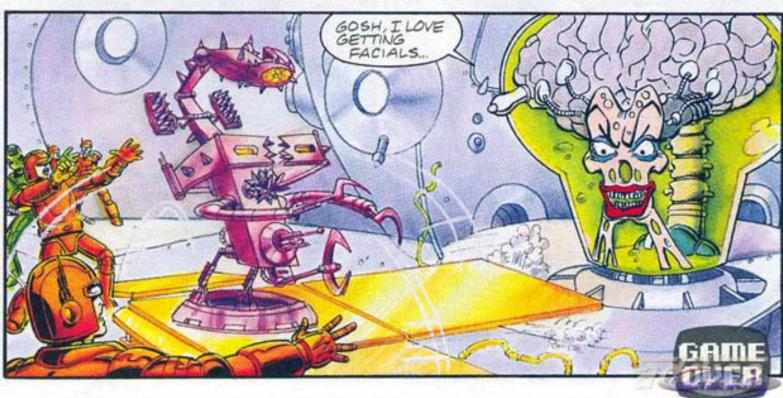
























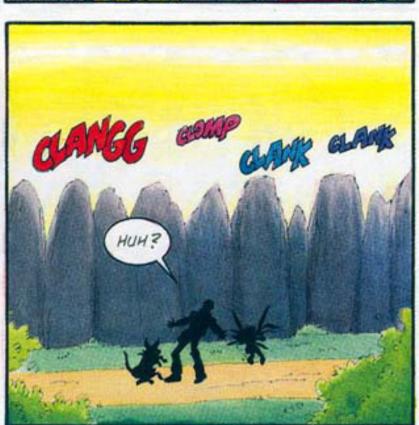




















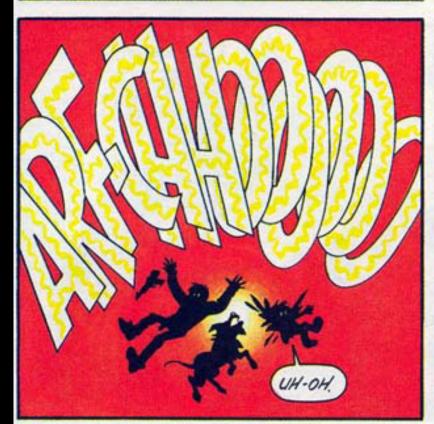














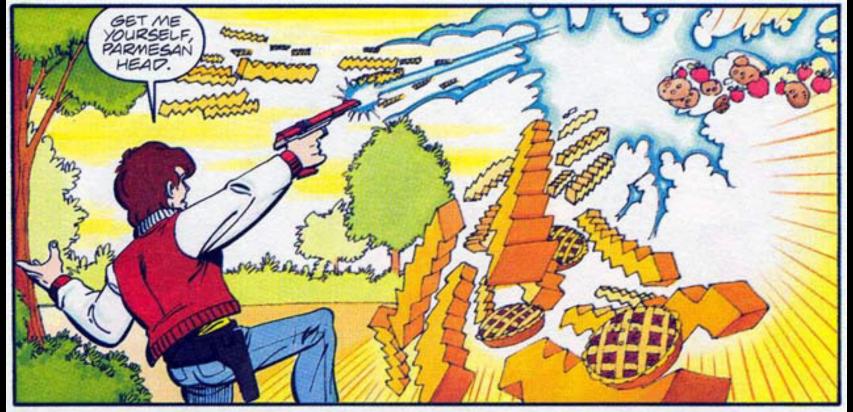










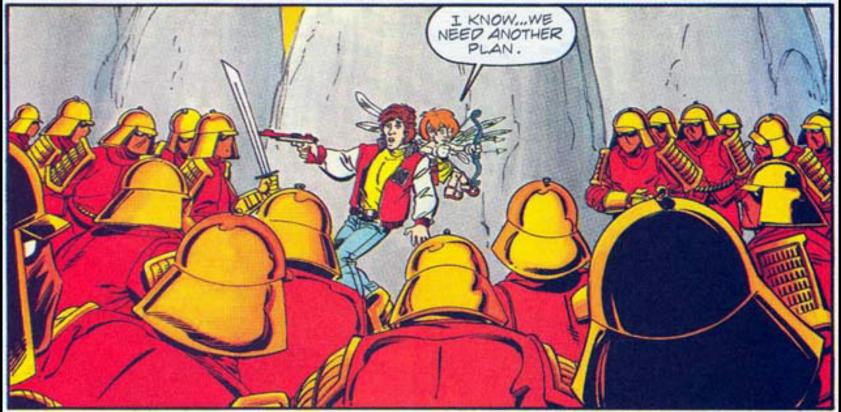






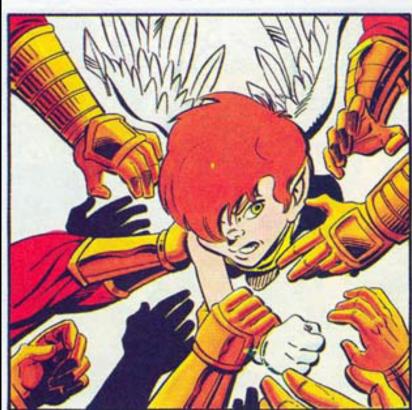




















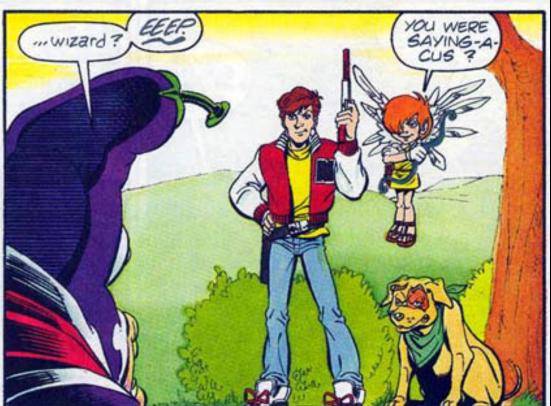






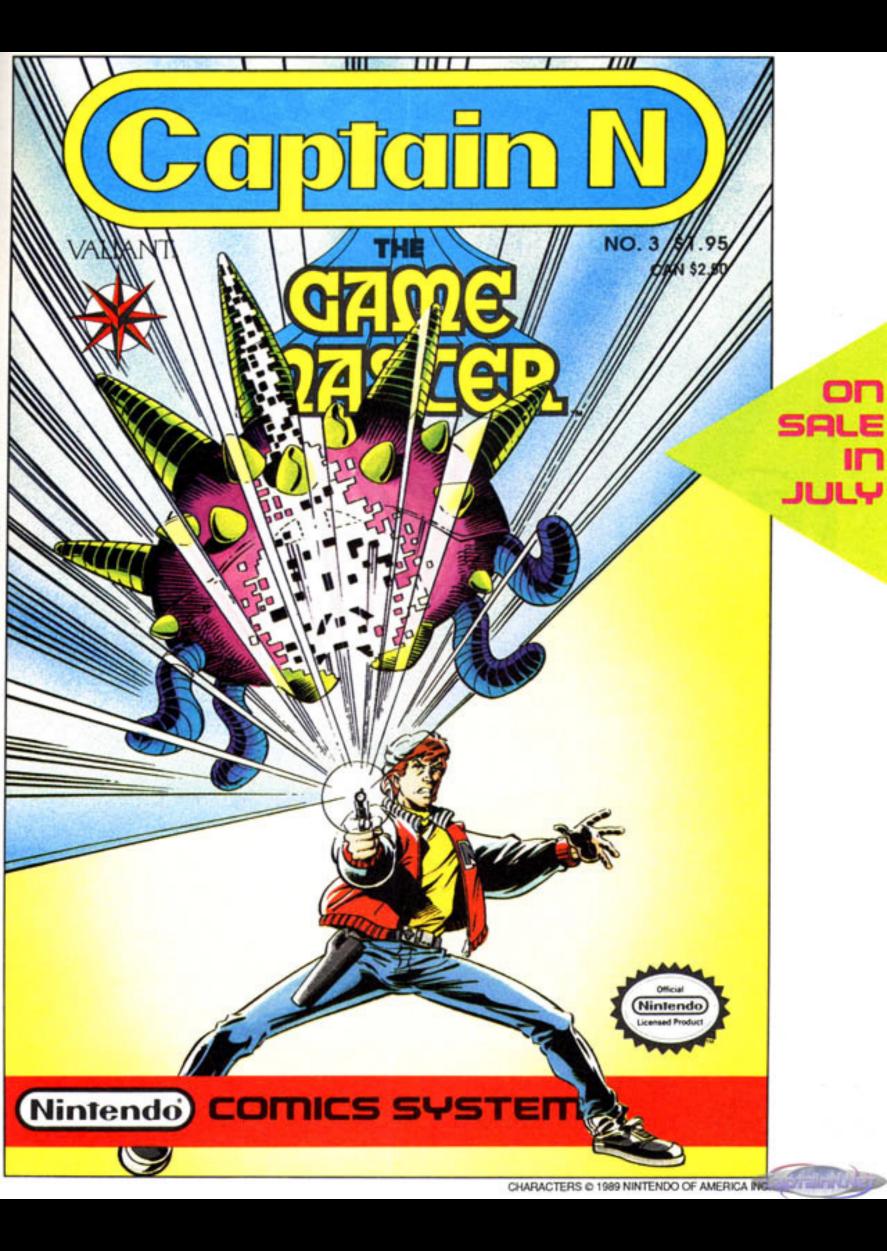


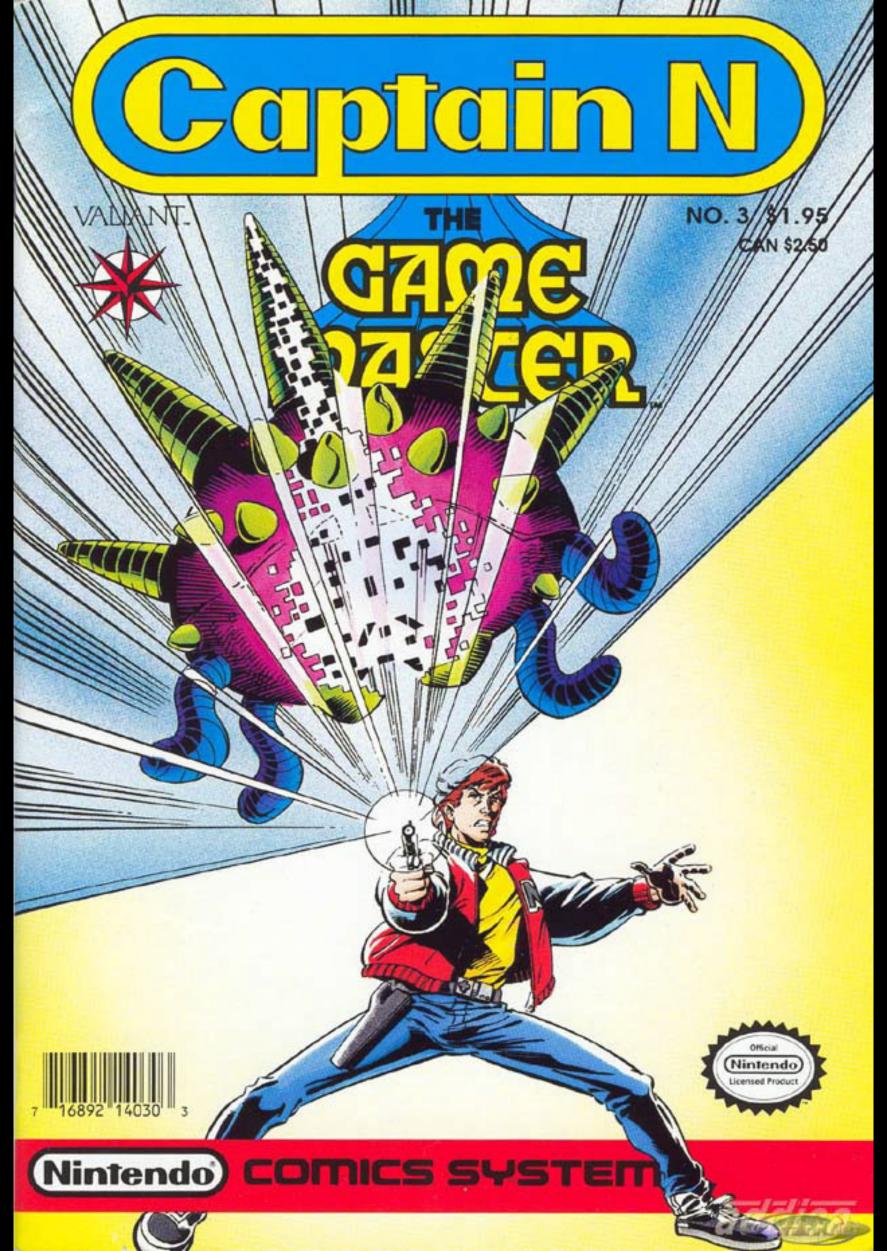






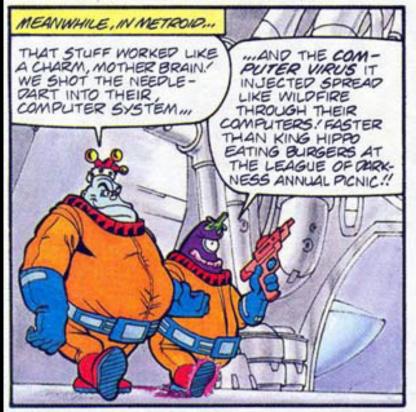








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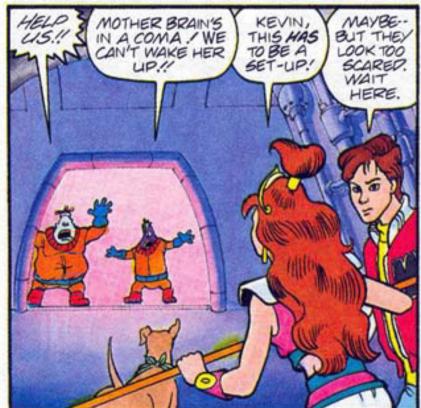












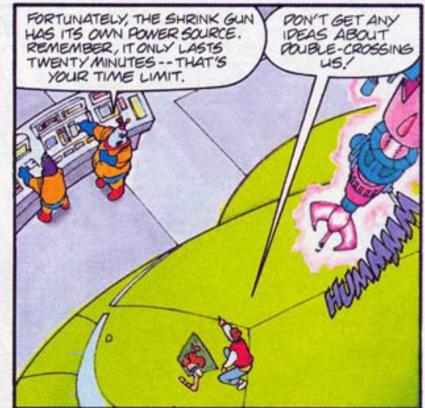








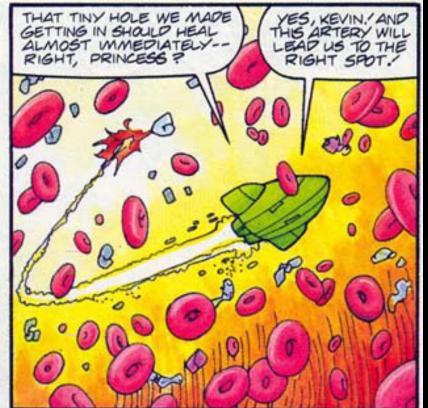


































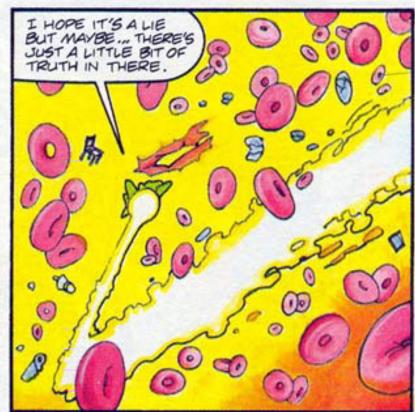




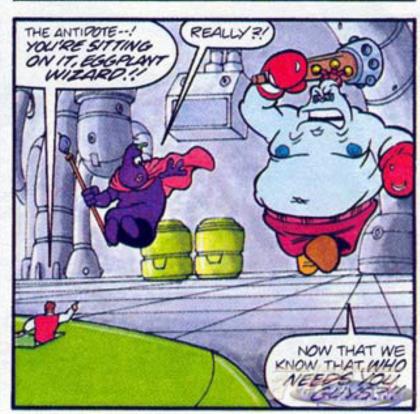


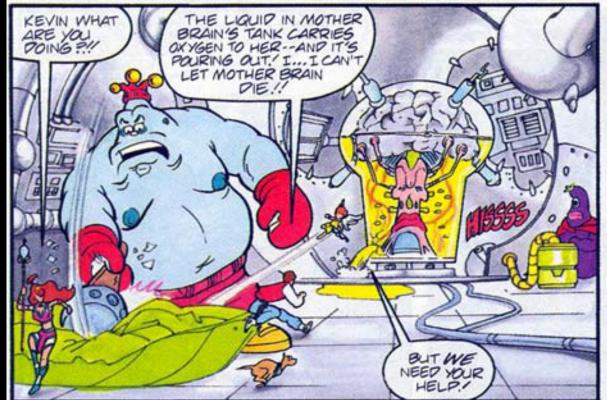
























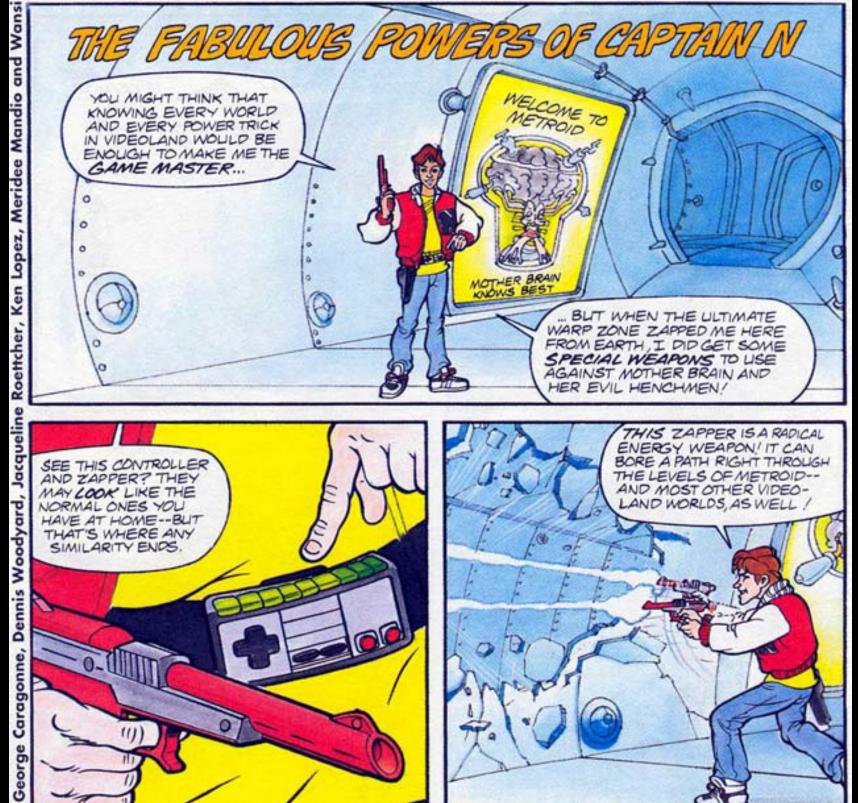












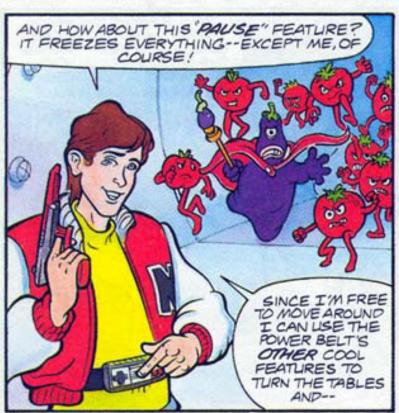


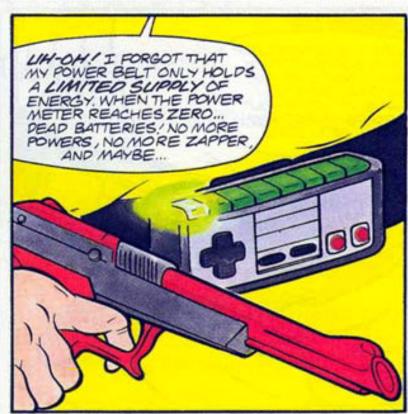
















THERE IS ONE WORLD IN VIDEOLAND THAT HAS IT ALL - FASCINATING PLACES, BIZARRE CHARACTERS, AND INCREDIBLE EVENTS ... IT'S A CITY THAT ATTRACTS THE BEST AND THE WORST FROM EVERY GAME WORLD, FROM GHOSTS TO SPACE WARRIORS, YOU NEVER KNOW WHO YOU'LL MEET NEXT. HERE, ALSO, IS THE ULTIMATE
RECREATION CENTER! THIS IS
WHERE VIDEOLAND FOLKS GO
WHEN THEY HAVE TIME OFF TO
ENJOY BASIBALL, SOCCER, OR
EVEN CHAMADNISHIP WRESTLING! IF IT'S PLAYED IN A
VIDEO GAME, IT'S PLAYED HERE. BUT, BEWARE! A
PLACE AS LARGE
AS VIDEO TOWN
ATTRACTS ALL
KINDS... AND
SOME OF THEM
ARE VERY
DANGEROUS! CHITTING THE STATE OF THE STATE

Christiaar

Rubinstein, Jade,

Joe

à

Joe

By George Caragonne,





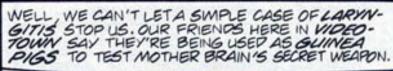








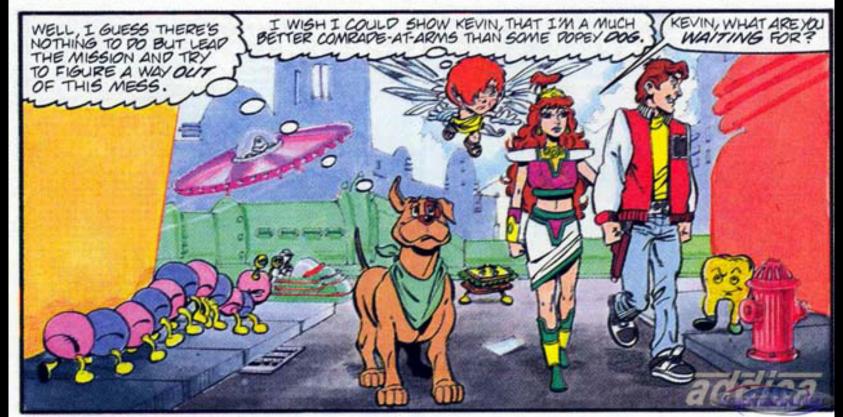






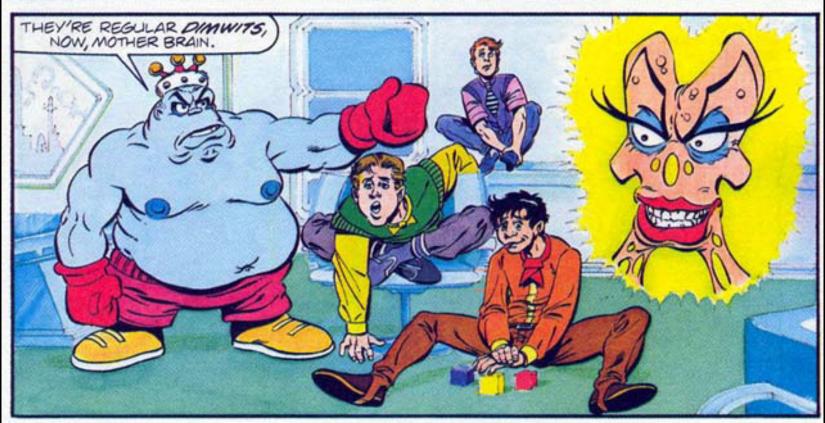


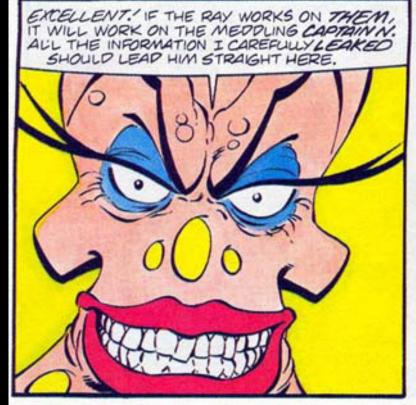




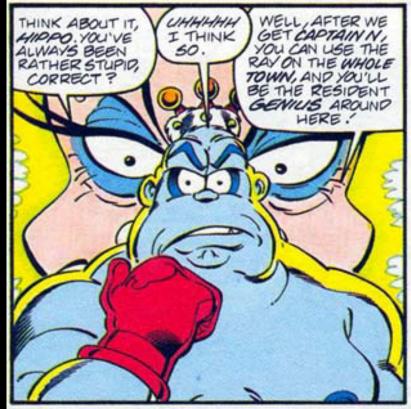
















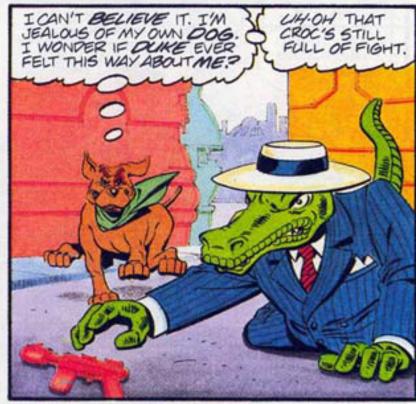












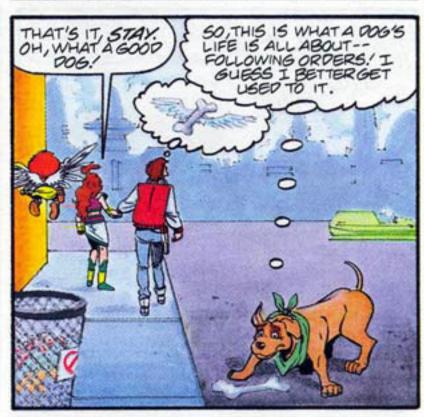
















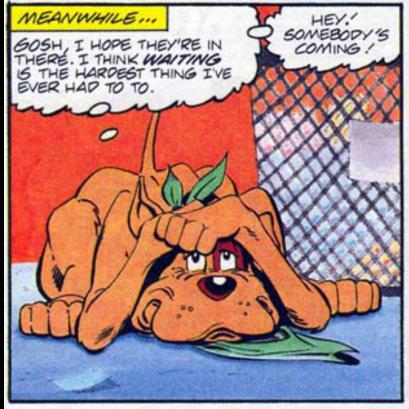


























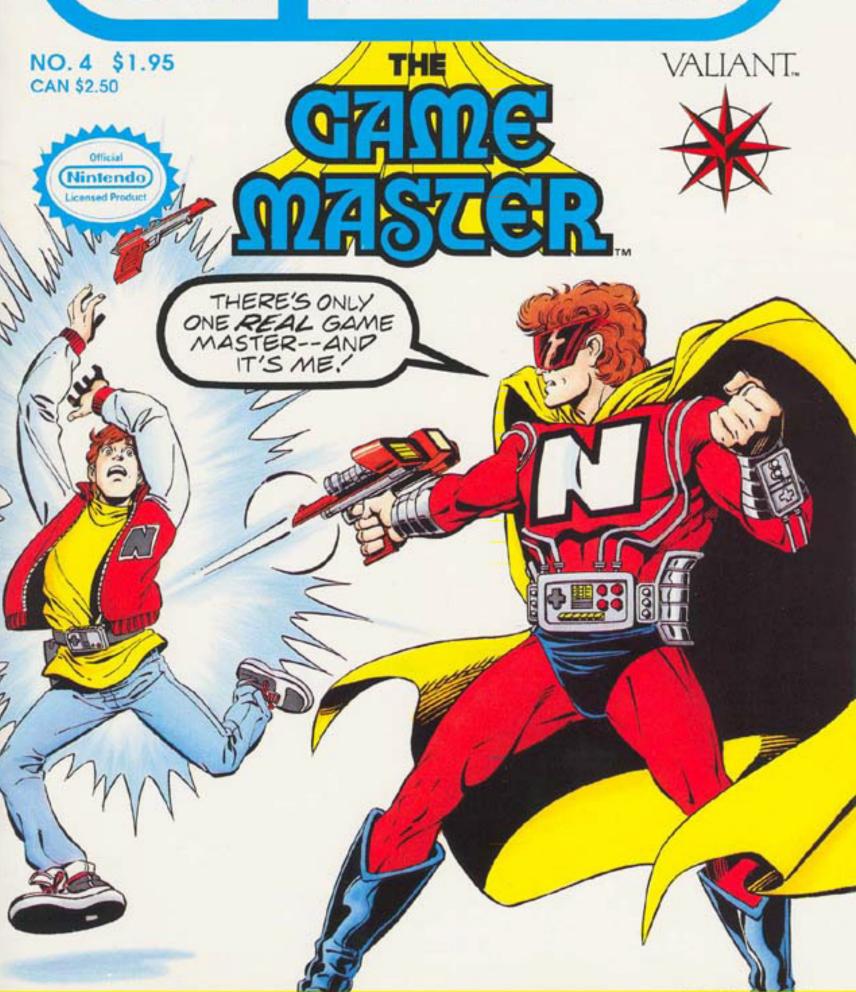








(Captain N)

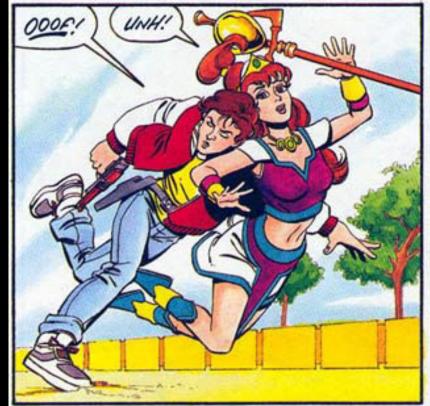


Nintendo)

COMICS SYSTEM

KEVIN KEENE WAS THE HOTTEST POWER PLAYER ON EARTH! NOW HE'S A HERO IN A WORLD WHERE VIDEO GAMES LIKE METROID, DONKEY KONG, PUNCH-OUT!! AND KID ICARUS ARE REALITY! THE WORLD IS VIDEOLAND, WHERE KEVIN KEENE IS KNOWN AS... Giselle Captain N Q. and Mark McClellan and Bill Vallely, James Brock, Bob Layton, Jade, Joe HURRY, PRINCESS LANA! WE'VE JUST GOT TO REACH THE PALACE OF POWER I'M SORRY, GUYS! OUR SECRET MISSION I'M TRYING, KID ICARUS! IT'S NOT LIKE KEVIN PLANNED TO INFILTRATE MOTHER BRAIN'S LEAGUE OF DARKNESS HEADQUARTERS DIDN'T QUITE WORK TO LEAD US STRAIGHT INTO MOTHER BRAIN'S THE WAY I ... NEW TROOPS. By

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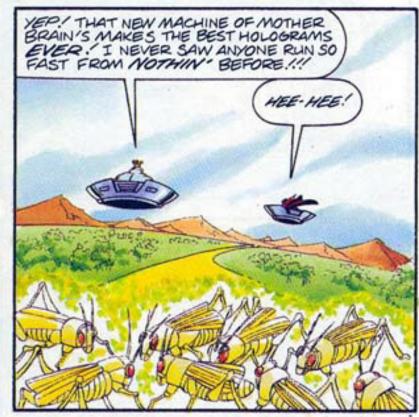




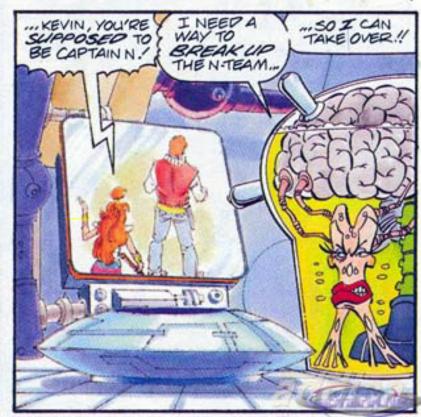


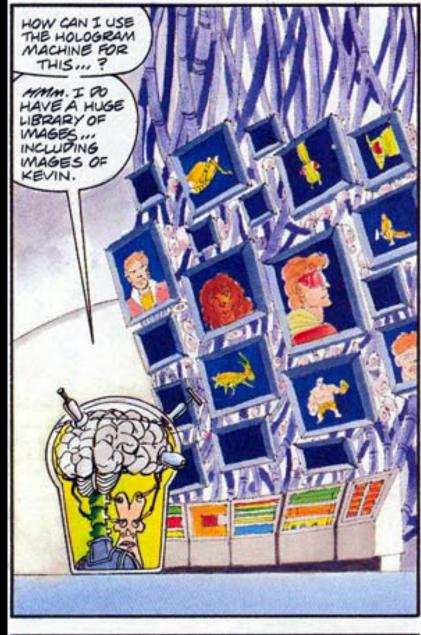






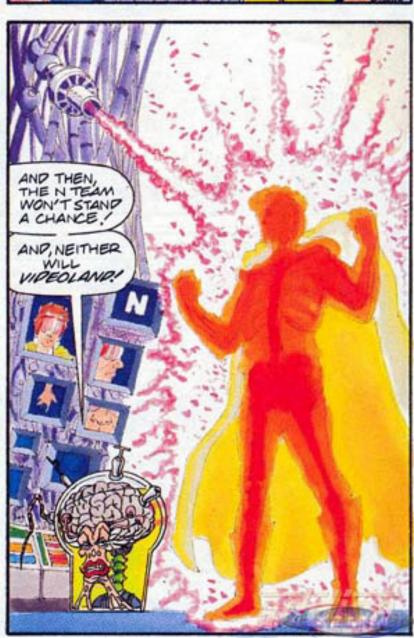


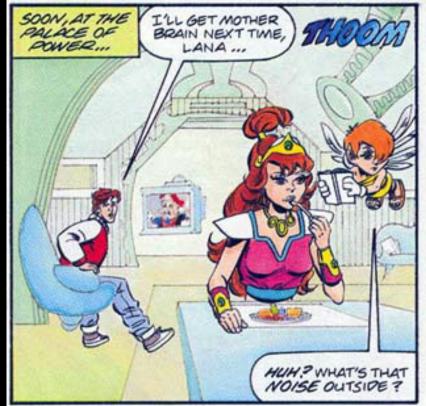
























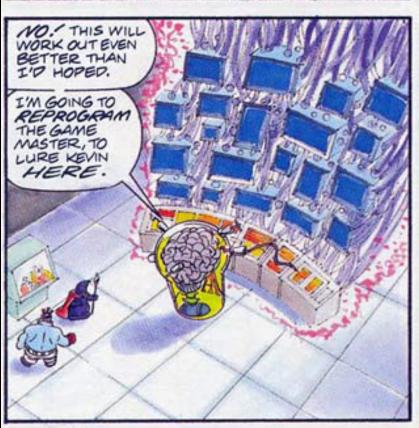




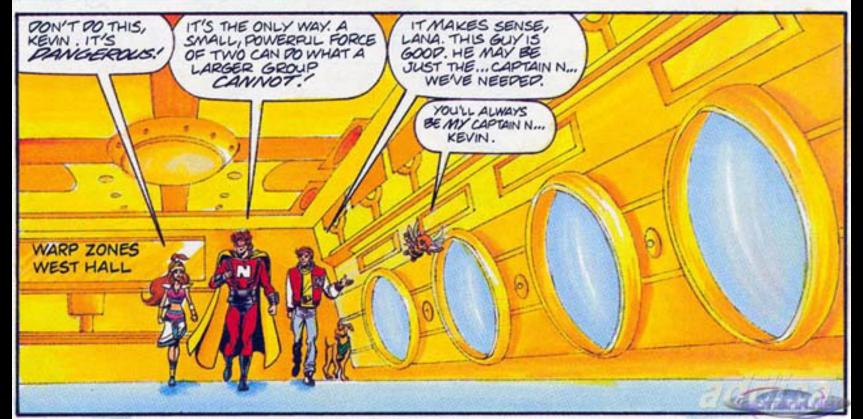














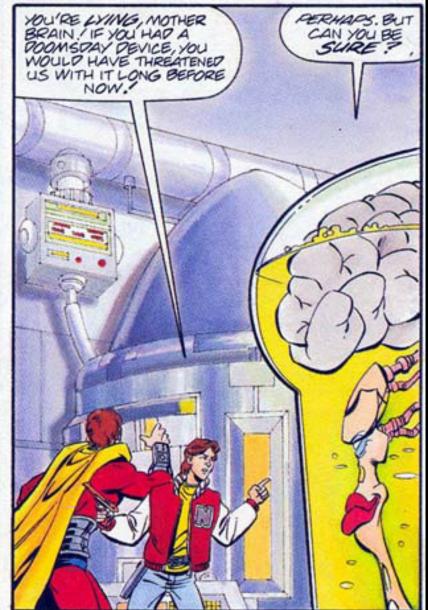






























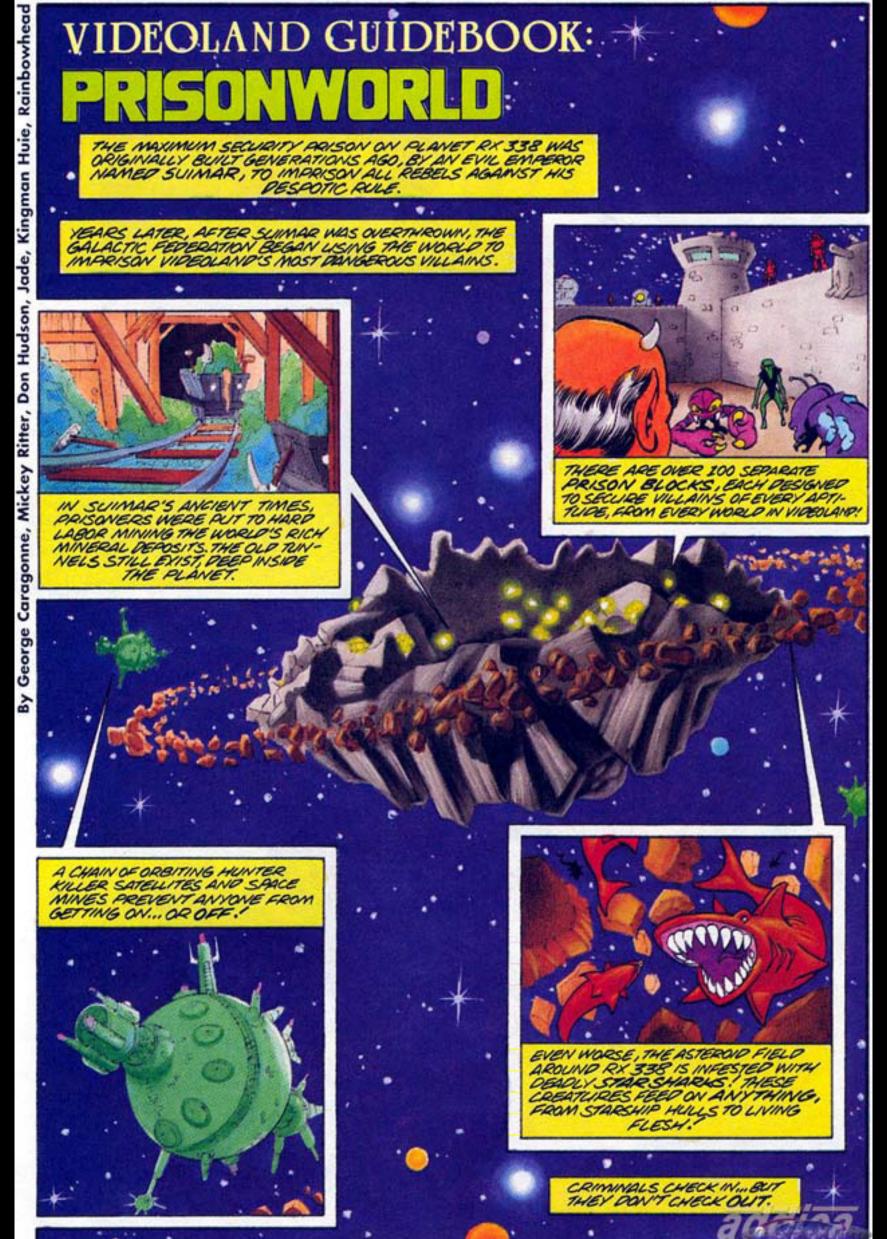


































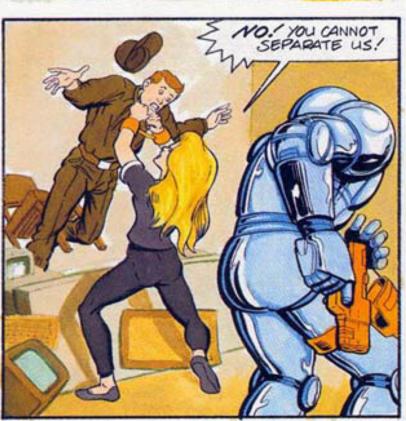




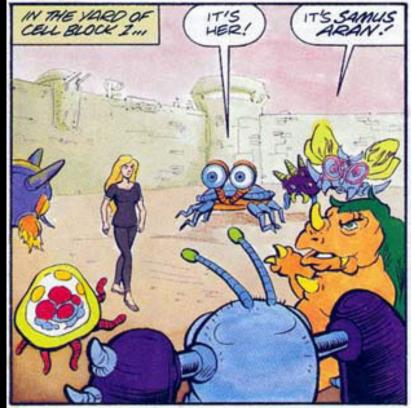






































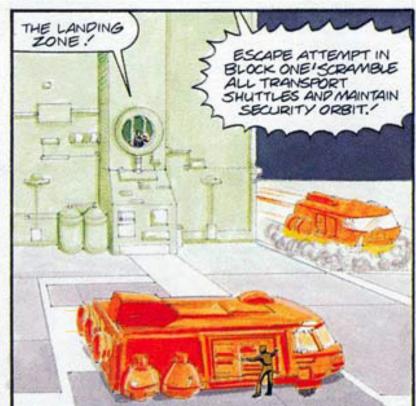




















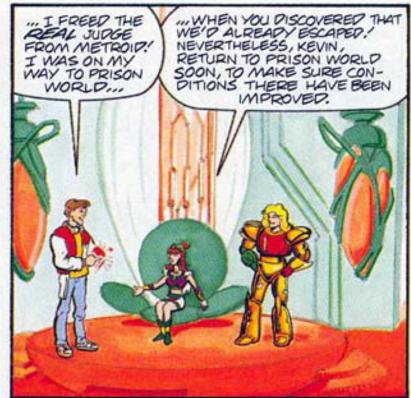




















(Captain N)

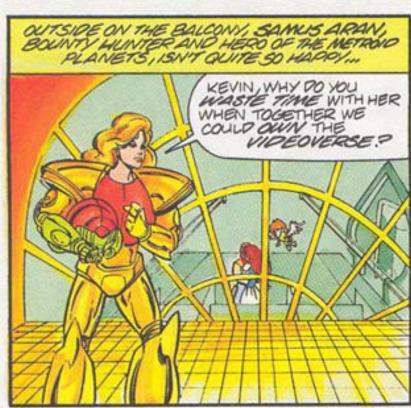


By Bryan Leys, Don Hudson, Jan Harpes, Jade, Rainbowhead

Captain N: The Game Master[™] Vol. 1 No. 5, 1990 (ISSN: 1049-1481). Published by VALIANT, a division of Voyager Communications Inc., James Shooter, President; Steven J. Massarsky, Secretary. Office of Publication: 132 West 21st Street, New York, NY 10011. ©1900 Nia and of America Inc. and ©1990 Voyager Communications Inc. All characters herein, and the distinctive likenesses thereof, are trademarks of the Inc. All rights reserved. \$1.95 per copy. Printed in the U.S.A. No similarity between any of the names, characters, personal this magazine with those of any person living or dead, or any institution is intended and any such similarity which may exist is purely consequental.



















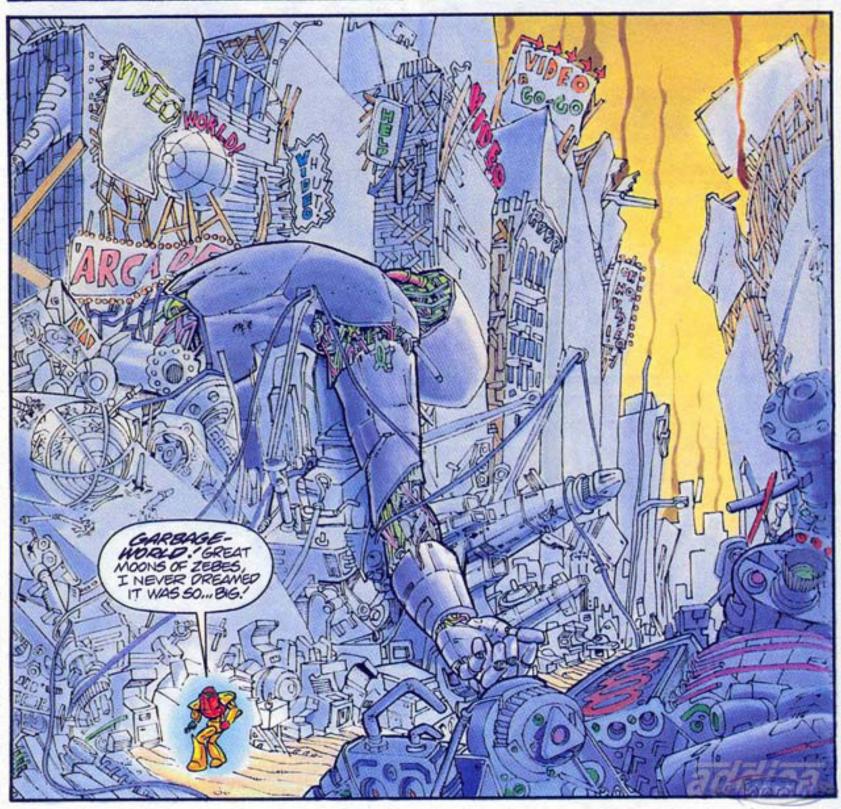






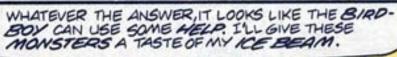














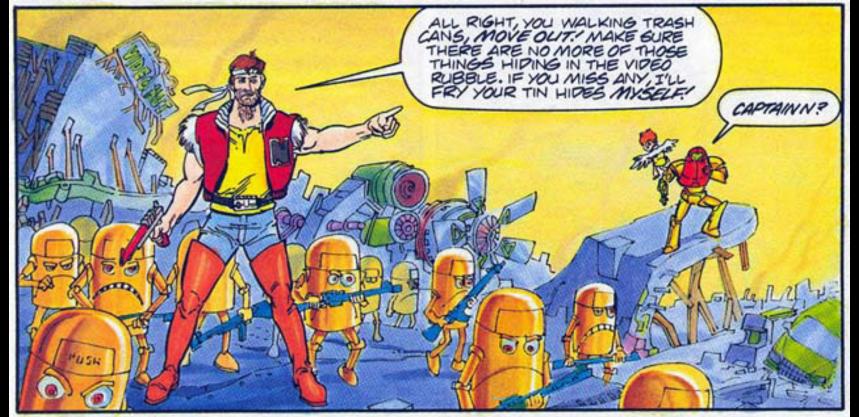
GREAT OLYMPUS!
IF I DIDN'T KNOW
BETTER, I'D THINK
IT WAS MY OLD
COMRADE, SAMUS.

SHUT YOUR BEAK AND FIGHT, FEATHER FACE. THESE BEASTIES ARE OUT FOR BLOOD, AND I THINK WE'RE SURROUNDED.









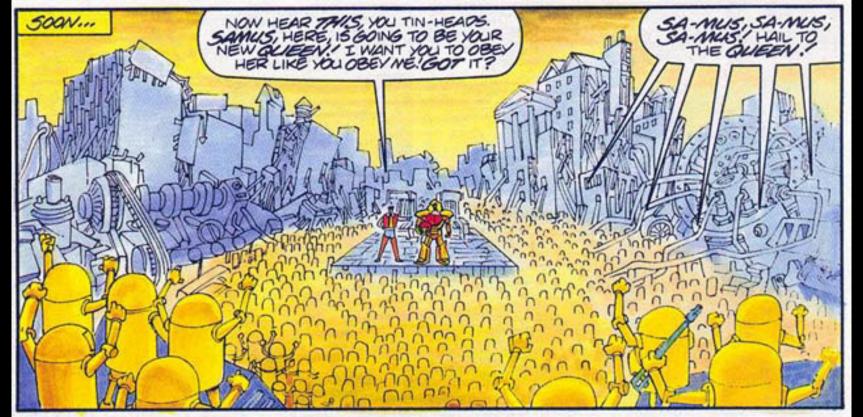




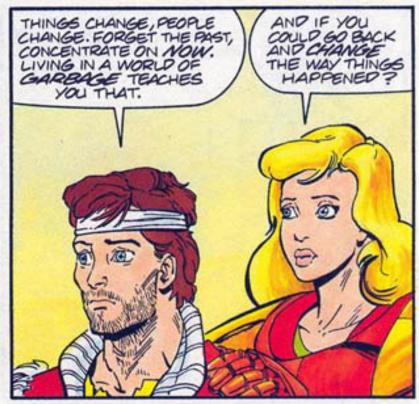












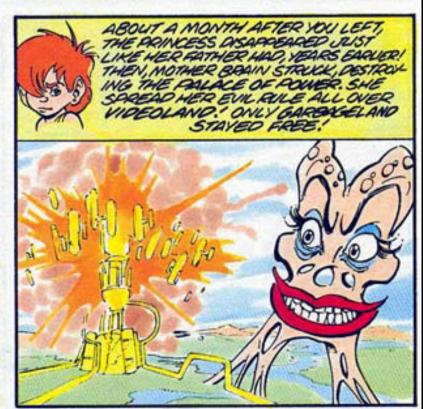


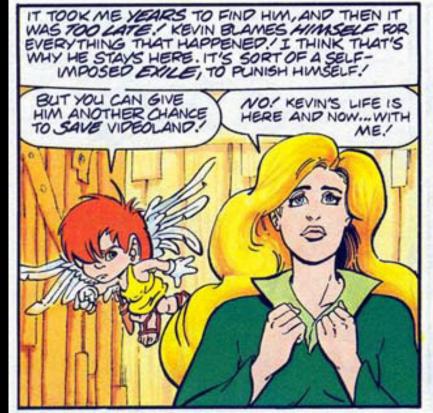




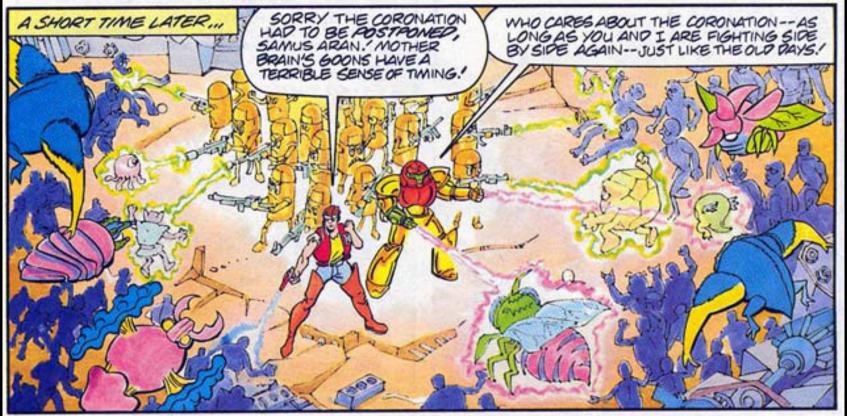


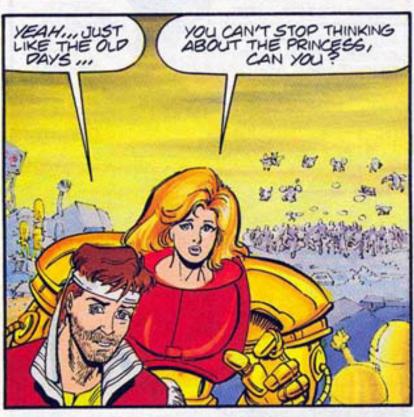










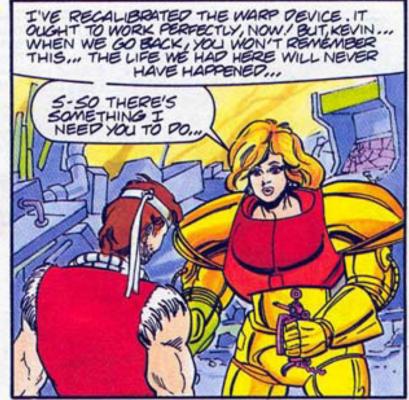




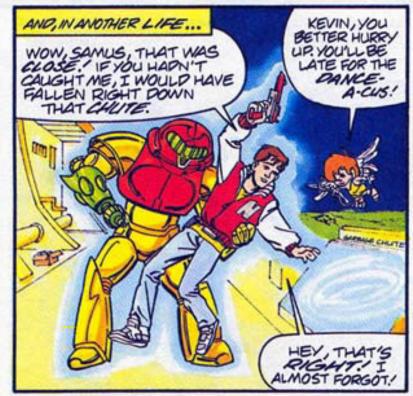






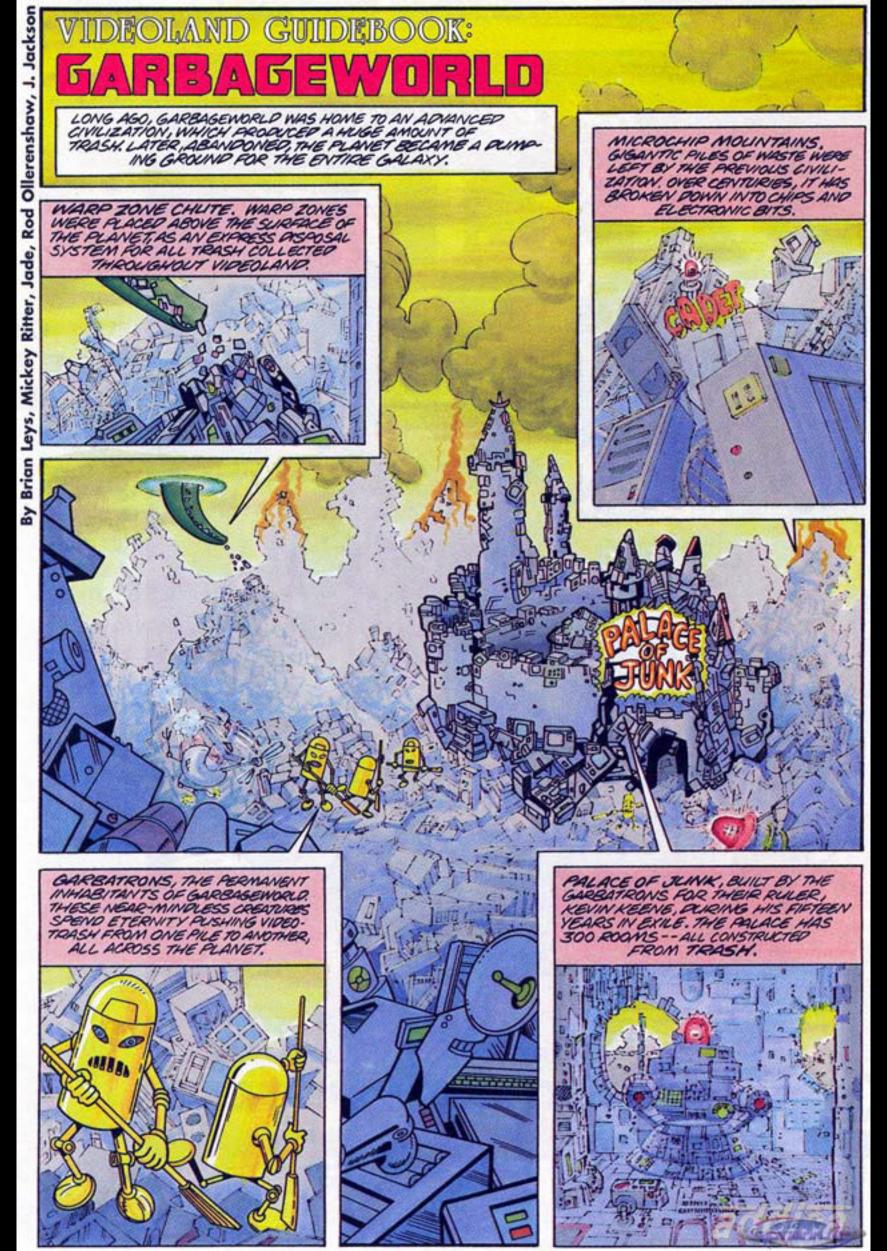












THE LOCKER IS A STORAGE CENTER, DINER, AND HOME-AWAY-FROM-HOME FOR ALL GALACTIC BOUNTY HUNTERS. IT HAS 350 LEVELS, AND WALLS ONE HUNDRED METERS THICK.



THERE ARE THOUSANDS OF HOTEL ROOMS EACH SPECIALLY ADAPTED TO CONDITIONS ON ANY SPACE HUNTER'S HOMEWORLD. THE LOCKER ALSO CONTAINS RESTAURANTS, RECREATIONAL FACILITIES, A MEDICAL COMPLEX, AND A TRADING BAZAAR.

> EACH SPACE HUNTER HAS HIS! HER! IT'S OWN LOCKER, TO STORE SOUVENIRS, ARMAMENTS, AND PERSONAL BELONGINGS EACH LOCKER CONNECTS BY A WARP ZONE TO ITS OWN DIMEN-SION--CREATING A HUGE STORAGE AREA THAT TAKES UP NO SPACE IN THIS WORLD



SAMUS ARAN'S STARSHIP

CLOAKING DEVICE

DERFORMANCE UNKNOWN)

FEPERATION STARSHIP REGISTRATION # 55×460 0007 CLASSIFICATION: MODIFIED SCOUT SHIP/GUNSHIP

HISTORY:

HISTORY:
VESSEL IS FOURTH AND MOST ADVANCED
MODEL IN SERIES (HUNTER I, II, AND
III DESTROYED UNDER LIVKNOWN
CIRCUMSTANCES). ALL FOUR SHIPS BASED
ON HYRODYNE SPACE SYSTEMS, EXPLORER
CLASS SCOUT SHIP (MANUFACTURED AT
HYRODYNE SHIPYARDS, ALTAIR V).
ALREADY CONSIDERED MOST ADVANCED
STARSHIP IN ITS CLASS, HUNTER II HAS
BEEN HIGHLY MODIFIED BY OWNER
SAMUS ARAN, AND OTHER, UNKNOWN
TECHNICIANS.

DESIGN: HUNTER IN IS MADE UP OF 3 INTERLOCKING SECTIONS.

CHAFF ANTI-DETECTION DISPENSERS (PORT AND STARBOARD).

TAILGUNNER TURRET: 30mm GATLING LASER CANVON.

ESCAPE PODS

CENTURI SYSTEMS HEAVY OUTY DEFLECTOR SHIELDS.

FRONT OF DRIVE SECTION DETACHES TO BECOME ARMORED PERSONNEL CARRIER.

MAIN GUN: 100 MM STARFIRE LASER CANVON 190 DEGREE PORWARD MOUNT).

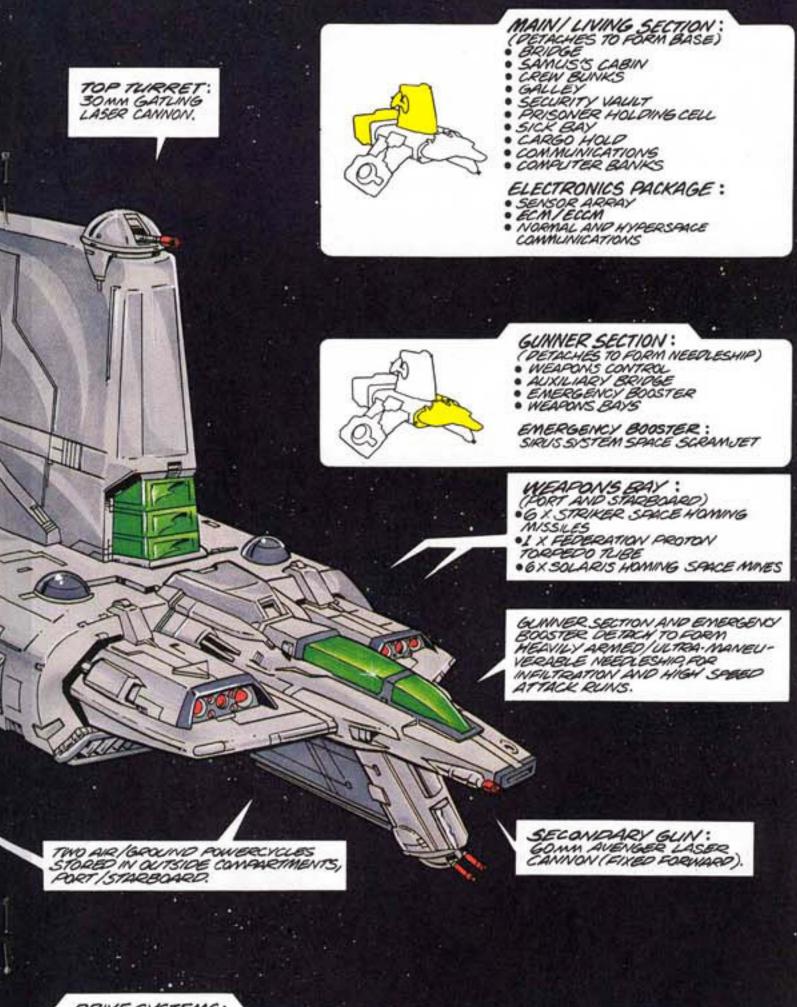
DRIVE SECTION:



(STARBOARD SECTION DETACHES TO FORM ARMORED PERSONNEL CARRIER)

- LIFE SUPPORT DRIVES ANTI GRAVITY POWER

- · SHIELDS
- · MAIN GUN



DRIVE SYSTEMS:

(RATIO OF POWER TO MASS IS SIX TIMES HIGHER THAN AVERAGE FOR SHIPS IN THIS CLASS, RESULTING IN GEOMETRICALLY HIGHER PERFORMANCE SPECIFICATIONS).

ATMOSPHERIC DRIVE : BER'GER AEROSPACE GRAVITY RESIST GENERATOR

SUBLIGHT DRIVE: GRAVITY PROPULSION SYSTEMS PHOTON DRIVE

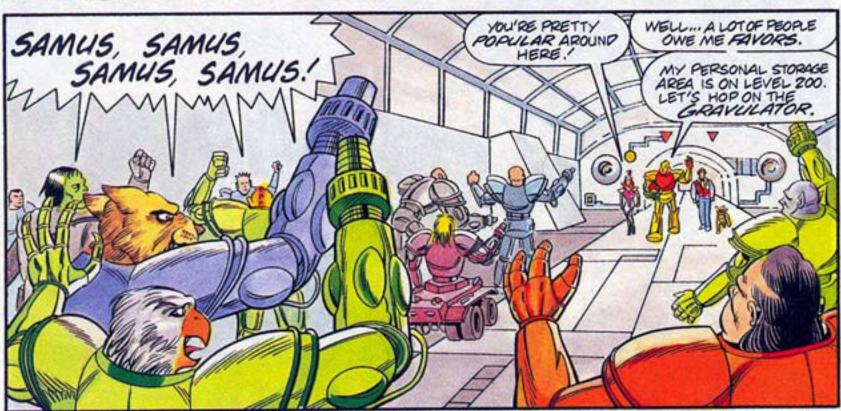
HYPERSPACE DRIVE: MODIFIED FROM FEDERATION NAVY CORVETTE MK 88









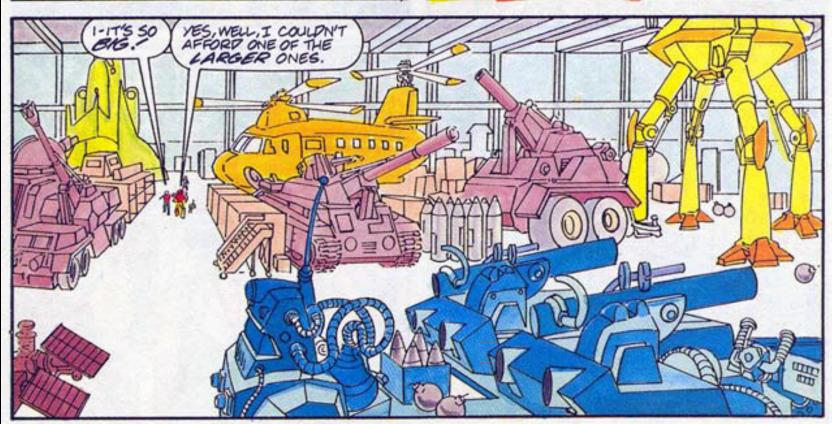






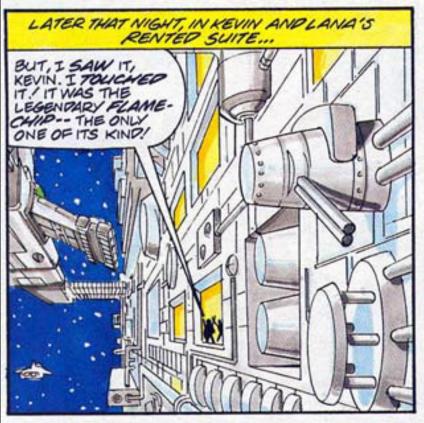


























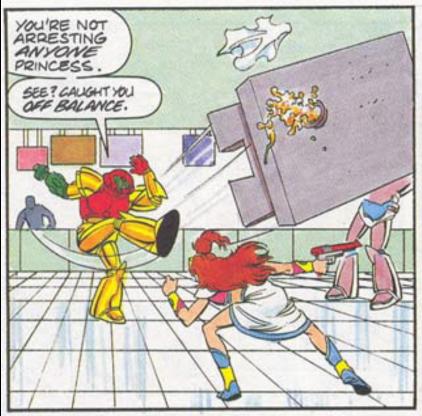


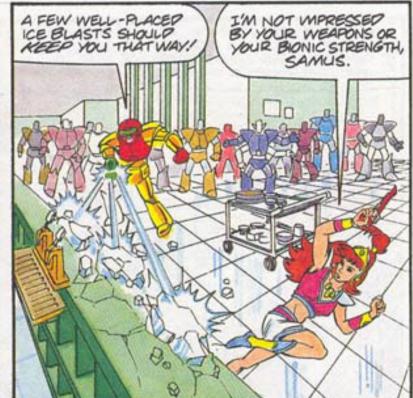


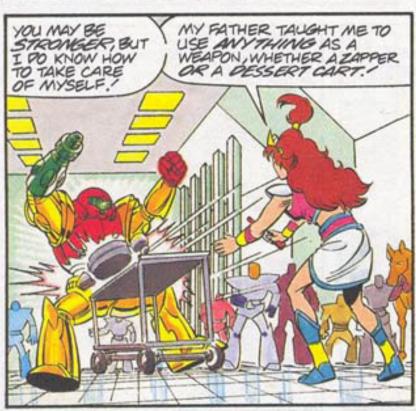


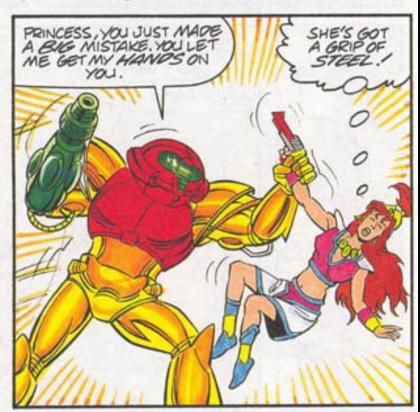


















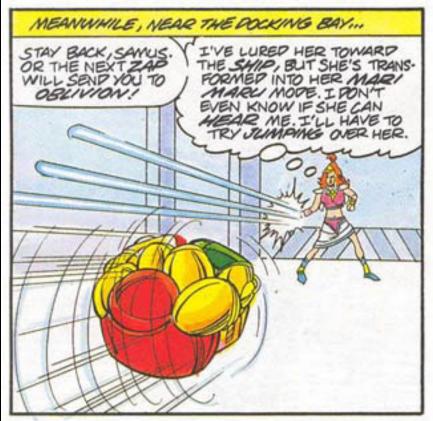


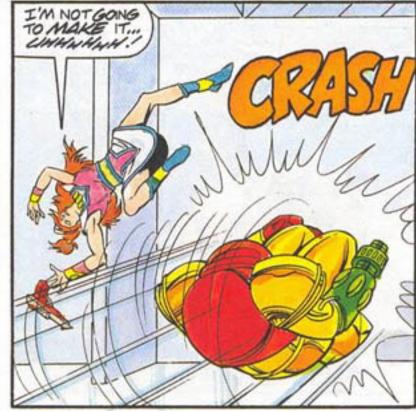


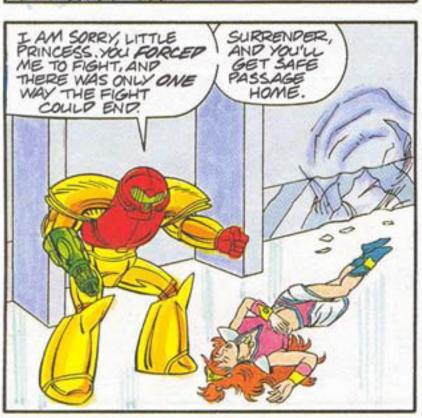




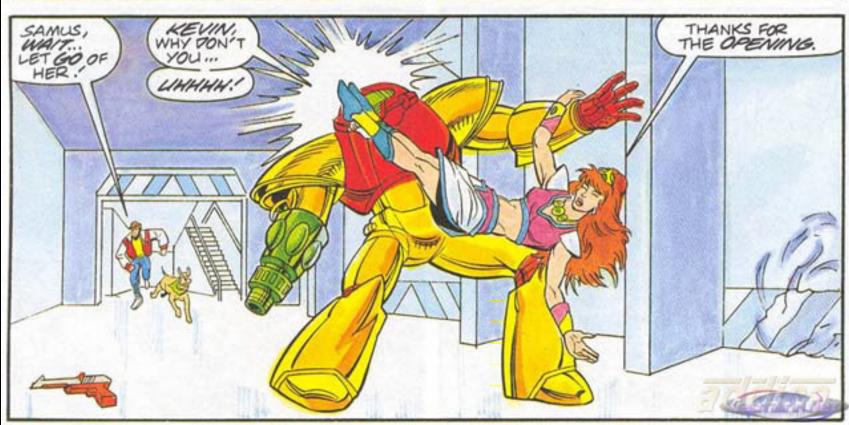


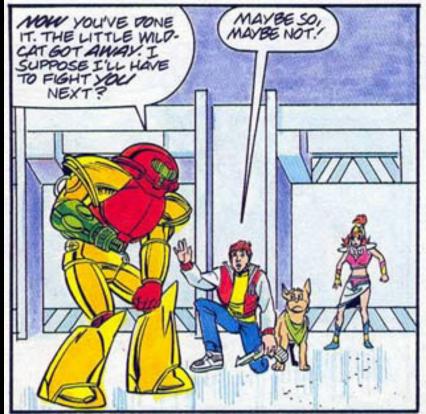








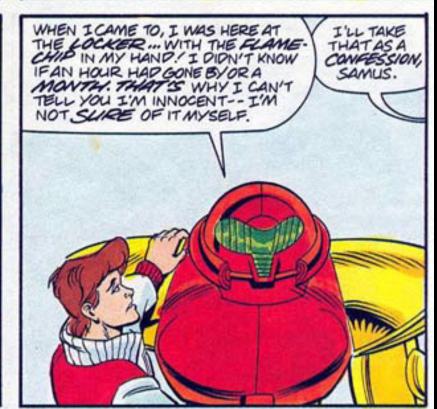








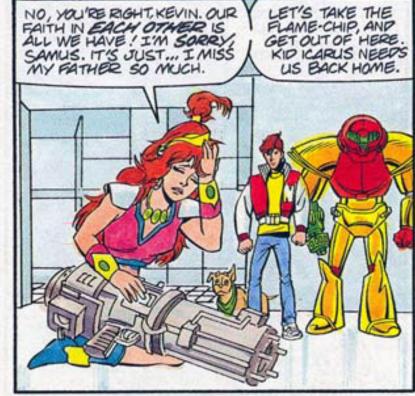


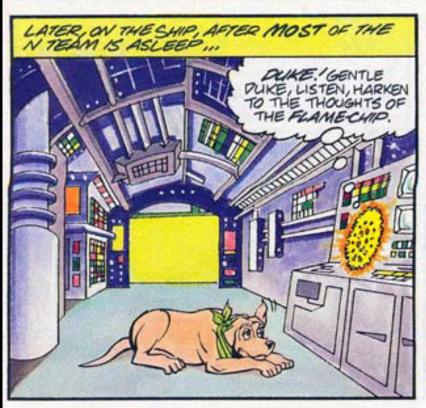




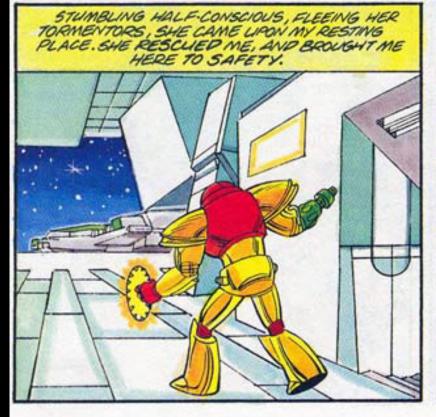














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(Nintendo) COMICS SYSTEM

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