

## NINTENDO POWER COMICS

CHAPTER 1 - NINTENDO POWER #164, JAN '03 CHAPTER 2 - NINTENDO POWER #165, FEB '03 CHAPTER 3 - NINTENDO POWER #166, MAR '03

PRODUCED BY DREAMWAVE FOR NINTENDO POWER ALL RIGHTS RESERVED @ NINTENDO SCANS BY METROIDDATABASE.COM FOR THE PURPOSES OF ARCHIVAL AND EDUCATION ONLY.

NOT FOR PROFIT OR SALE.





## THE DREAMWAVE OF THE NINTENDO GAMECUBE

THE NEW MP COMIC WAS CREATED BY DARK HORSE COMICS AND DREAMWAVE. WE GRABBED THE PRESIDENT OF DREAMWAVE FOR A QUICK CHAT.



Dreamwave is a comic book company that started publishing in early 2002. It gained instant recognition and critical acclaim for its Transformers series—which became the best-selling North American comic series in its first month of publication. Transformers continued to claim the number one spot for over six months, finally slipping in October of 2002—an impressive run for a startup comic company. Most of the Dreamwave staff members are self-proclaimed video game fanatics, and the opportunity to work with Nintendo Power and the Metroid series was greeted with great cheer around the office. Since they started working on the Metroid Prime comic, many Dreamwave employees have taken to wearing Super Mario Bros. shirts. They've even busted out the Nintendo 64 and Super NES so they could play the old-school classics. Pat Lee is the president of Dreamwave Productions, and a busy, busy man—but we managed to ask him a couple of questions between projects.

NINTENDO POWER> What makes the Metroid Prime comic book different from other comics? (Other than being included in NP, of course!)

PAT LEE> Dreamwave takes a slightly different approach than a standard comic book company. We try to make all of our books feel like movies or video games. Also we strive to write stories that advance the plot without taking any of the enjoyment out of the video game experience. Basically, we try to give readers something that they can't get anywhere else.

NINTENDO POWER> Why did Dreamwave choose to work on the Metroid Prime comic book?

PAT LEE> Being in my mid-20s, I have very fond memories of certain video game titles—and Metroid is at the top of the list. Metroid is not just a video game; it's a true icon. Even though it has passed through many different incarnations, it always stays true to the original concept.

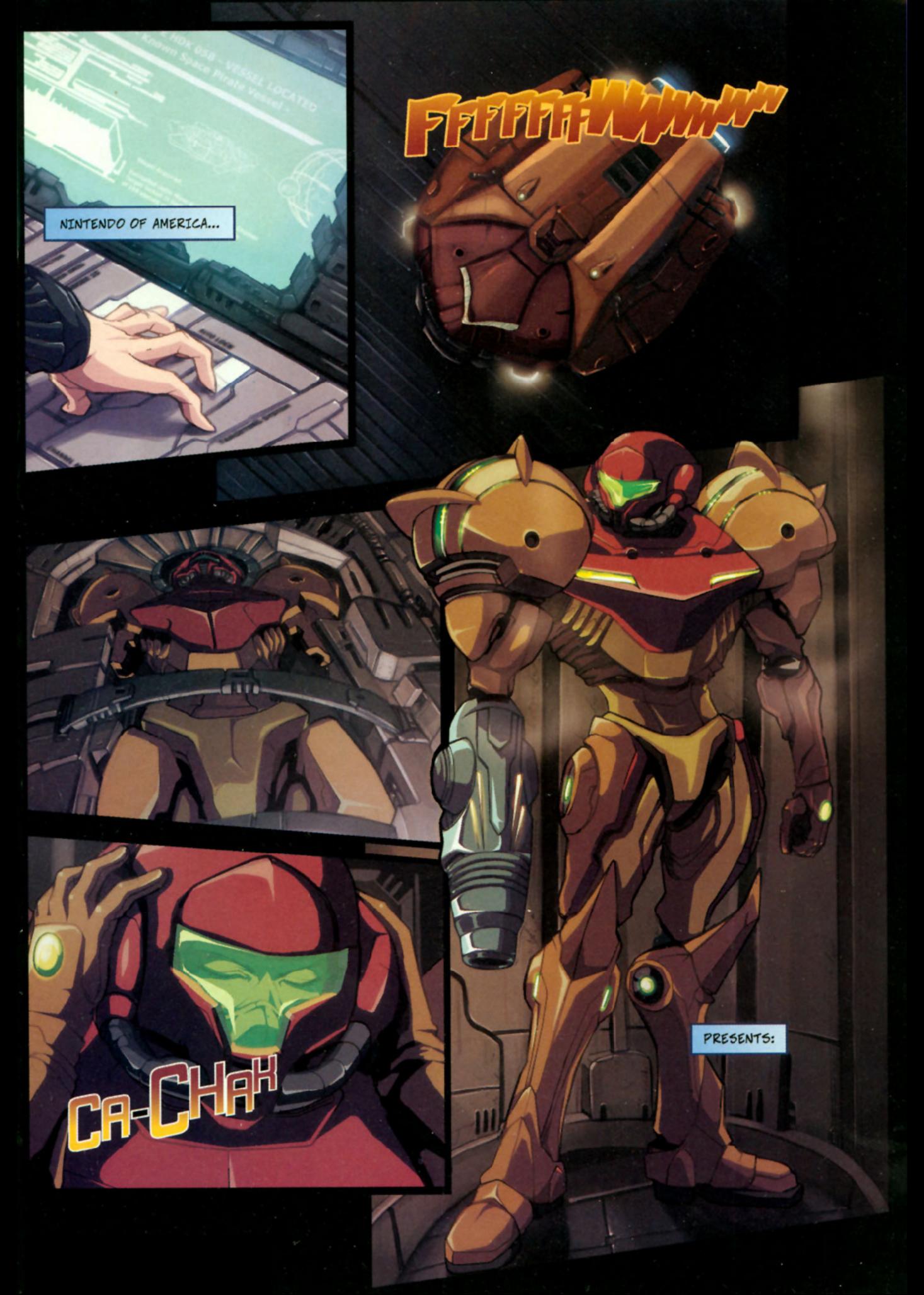
NINTENDO POWER> Have you played Metroid Prime yet? If so, what did you think?

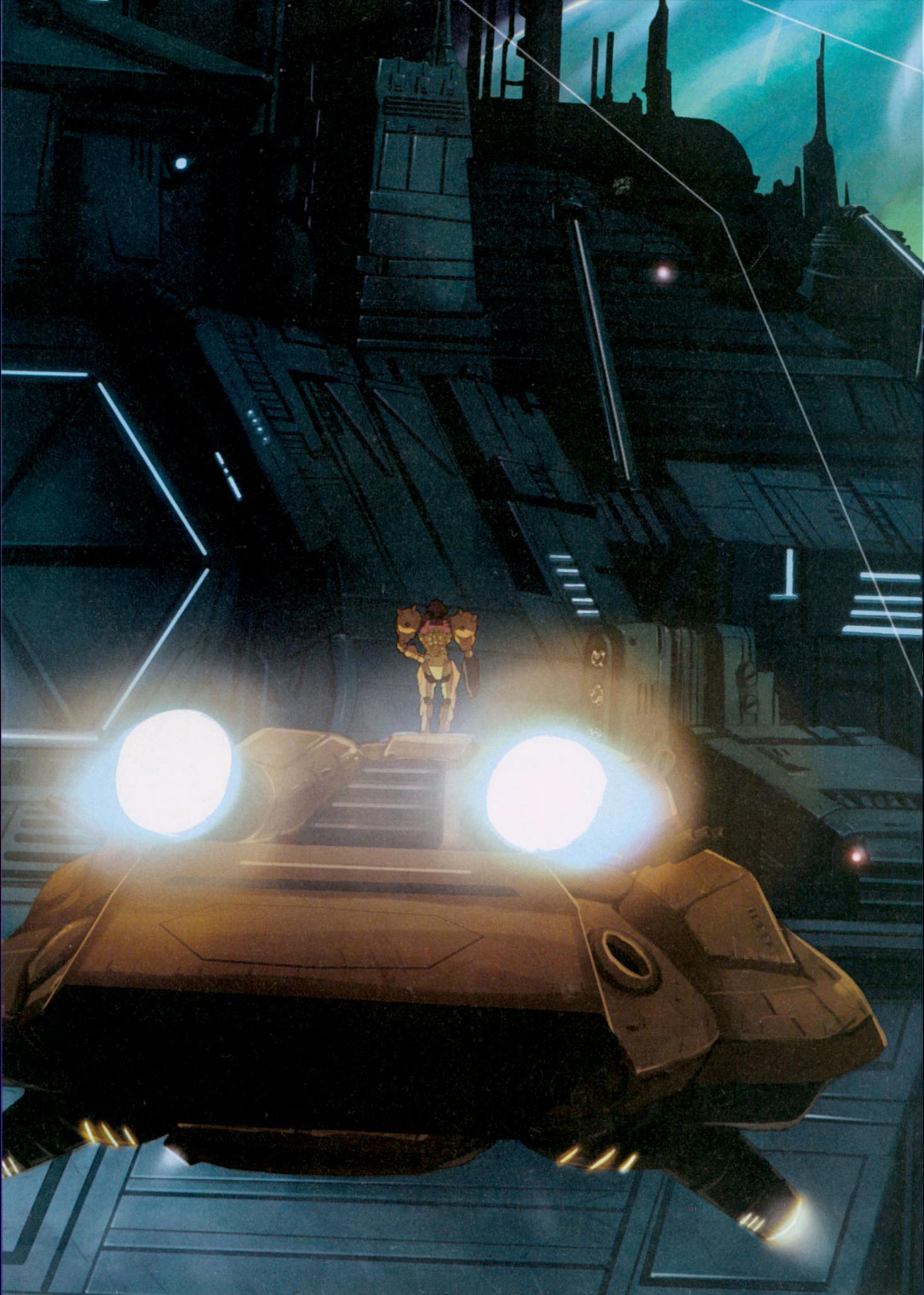
PAT LEE> The game is awesome! After a while, I had to have my brother hide it, or else I wouldn't be able to get any work done. Once I started playing, I just couldn't stop. And while I have to get my comic books out on a monthly basis, I keep trying to get my work done faster so I have more time to play.

NINTENDO POWER> Thank you very much!

@ and @ 2002 Nintendo.

Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All Rights Reserved.





## PER PRE

WRITTEN BY

PENCILS BY
PAT LEE (PG 1)
SIGNUNG TORRE (PG 2-8)

INHS BY FERDINAND POBLETE (PG I)

GRAY YEUNG BRAY YEUNG ROB AUFFOLD STUART NG

LETTERS BY MATT MOYLAN

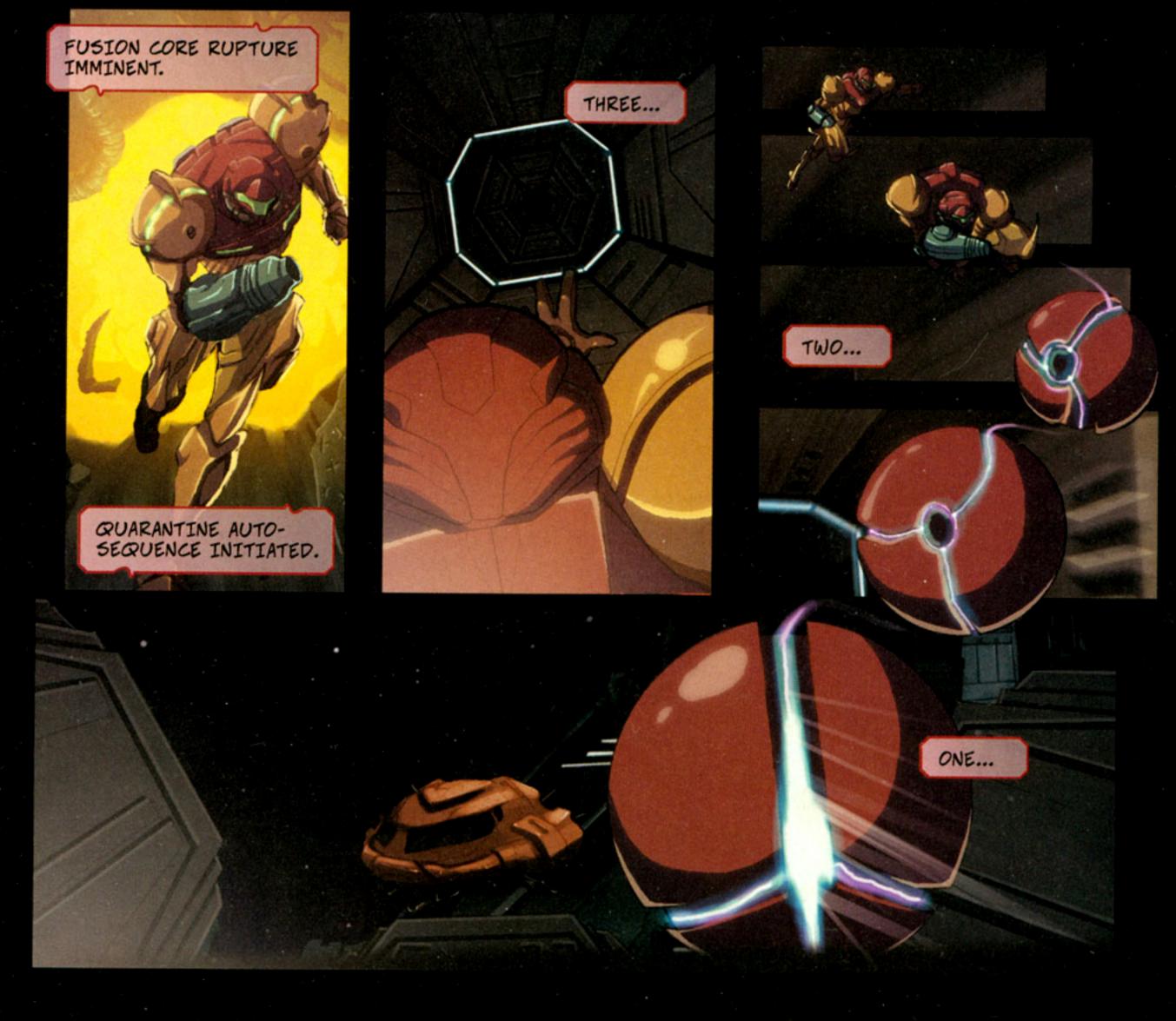
EDITED BY AARON WATANABE



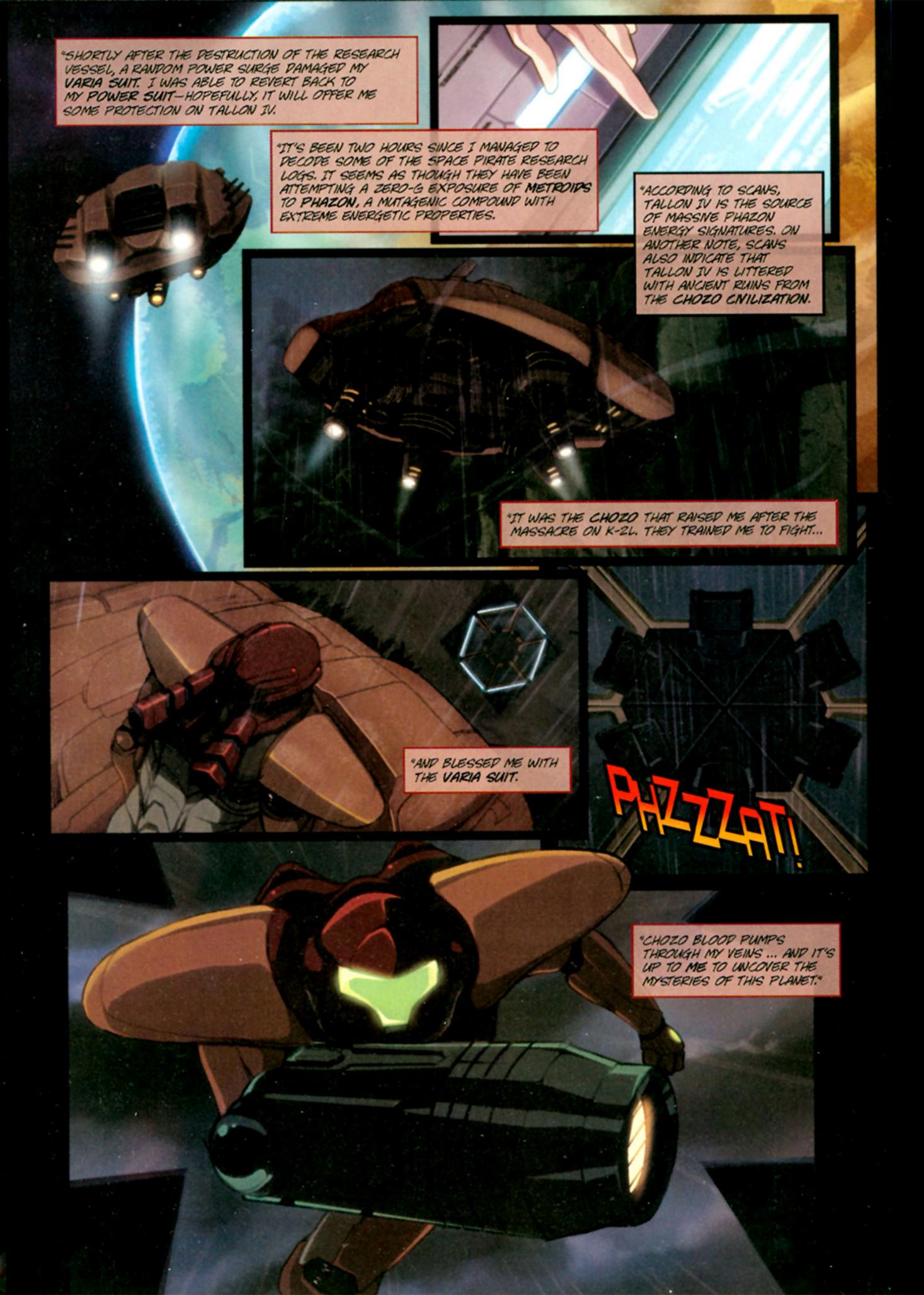








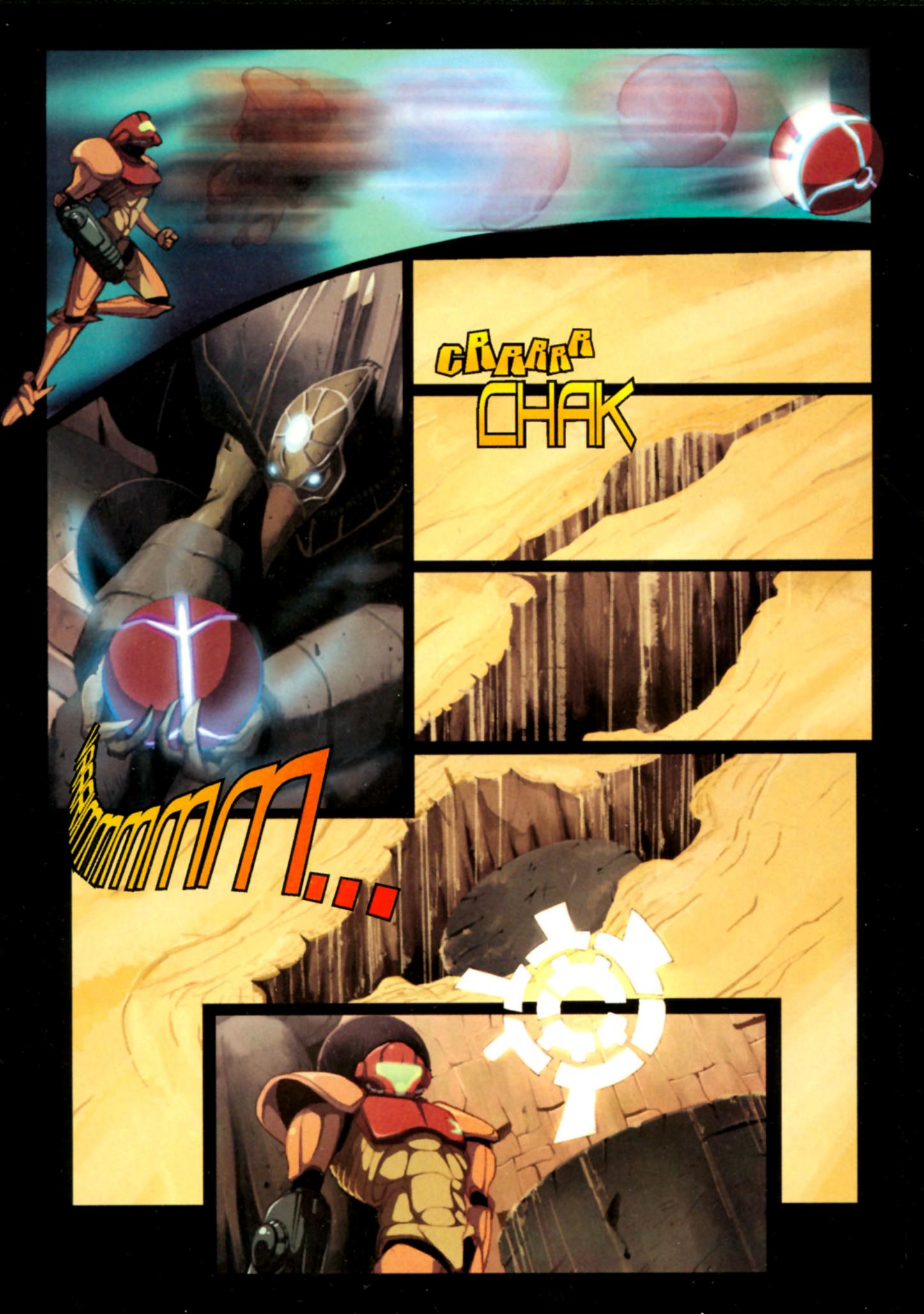
































"THE PHAZON CORE."

"WHATEVER SECRETS THE SPACE PIRATES ARE HIDING LIE INSIDE."



