



HURRICANE
ENTERTAINMENT™

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COVER A	\$4.55 CAN

JOHN CARPENTER'S
SNAKE
PLI'S KEEN
CHRONICLES



WILLIAM O'NEILL • TONE RODRIGUEZ • CHRIS BLYTHE
BLYTHE



JOHN CARPENTER'S
**SNAKE
PLISKEEN**
CHRONICLES



WILLIAM O'NEILL • TONE RODRIGUEZ • CHRIS BLYTHE

JOHN CARPENTER'S
**SNAKE
PLISSKEN**
CHRONICLES

Based on Characters Created by
JOHN CARPENTER
and **NICK CASTLE**



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TONE RODRIGUEZ

Inks
KIM WERESTIUK

Colors
CHRIS BLYTHE

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DREAMER DESIGN and ROBIN SPEHAR

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COVER A
TONE RODRIGUEZ
CHRIS BLYTHE

SPECIAL THANKS
ANTHONY BOZZI

COVER B
TONE RODRIGUEZ
TRAVIS SMITH

STORY SO FAR . . . After being delayed with a little trouble in the Big Apple, Snake Plissken makes his way through New Jersey to Atlantic City for a prescheduled rendezvous with his partner in crime, Mr. Marrs. The plan...steal the car President Kennedy was shot in, which is on display at the Dead Presidents Casino. Soon after their reunion, Snake is double-crossed by Marrs and left for dead at the bottom of the ocean. Ever the great escape artist, Snake makes his way to the surface and is plucked from the icy waters by Captain Ron Hill. Snake plots his revenge, steal the car before Marrs gets to it. Snake asks Ron if he wants in. Ron wants nothing to do with this, but after Snake saves him from local crime boss "Big Red", the Captain agrees. The next night Snake sneaks into the casino and is about to make off with his prize when Marrs appears...

Visit us via the web at www.HurricaneC.com
or send e-mail to Snake@HurricaneC.com

Special Thanks to **KEVIN CLEARY** and **JOSH MORRIS** of Content House.



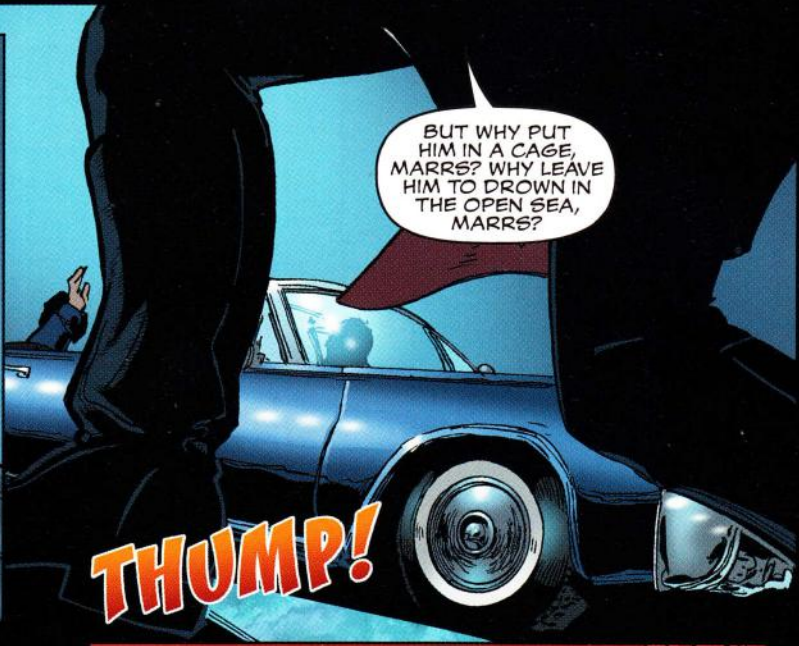
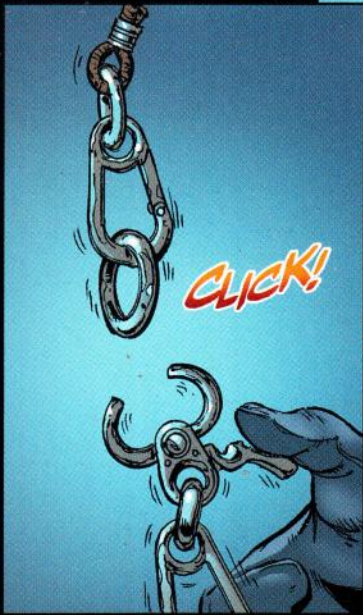
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DAMN, COBRA FRANCISCO.



THIS TIME I REALLY DID THINK YOU WERE DEAD.



BUT WHY PUT HIM IN A CAGE, MARRS? WHY LEAVE HIM TO DROWN IN THE OPEN SEA, MARRS?

THUMP!



WHY NOT JUST SHOOT HIM, MARRS?

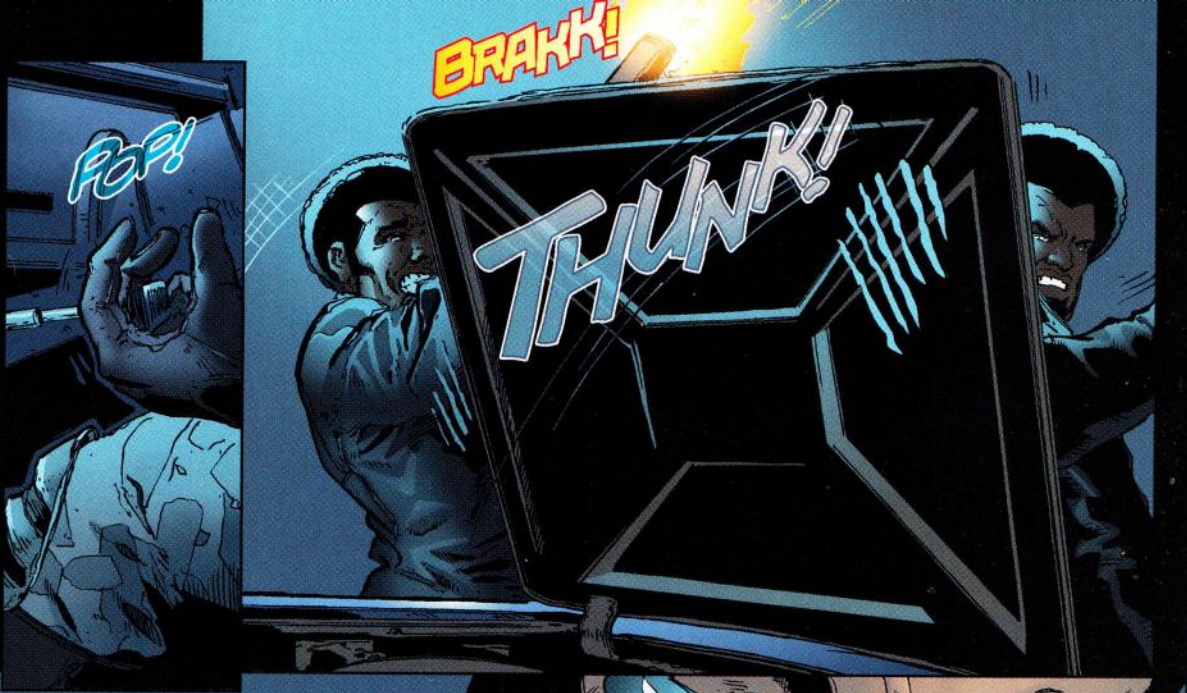
I'LL TELL YOU WHY, STYLE. I LIKE TO DO THINGS WITH A LITTLE CLASS.



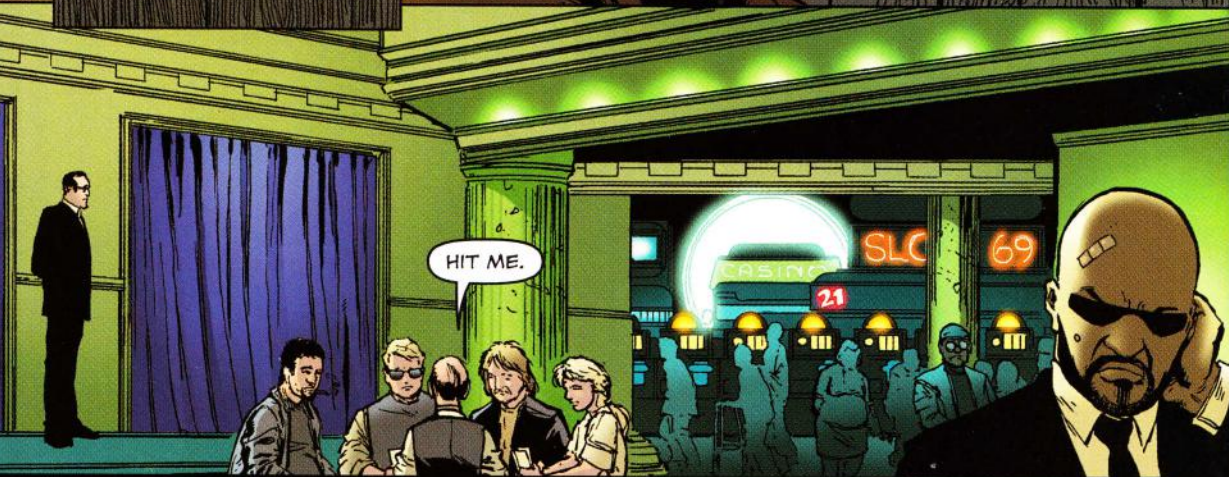
BUT COULD YOU OBLIGE ME BY DROPPING DEAD? NO. SO IT LOOKS LIKE THIS TIME I'LL JUST HAVE TO BE A LITTLE MORE BLUNT.



MARRS, YOU ALWAYS DID TALK TOO MUCH.









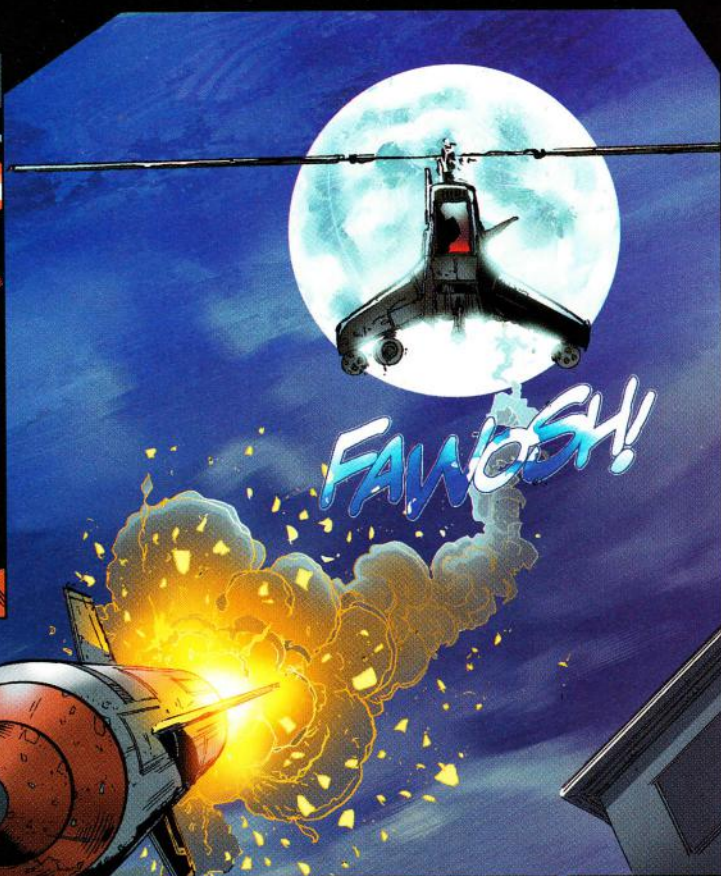














YOU'RE NOT GOING TO JUST LEAVE HIM THERE? ARE YOU?



DAMN IT.



GET READY TO HELP HIM IN.

SKREEE!



NOW!

OOOWWW.



HURRY UP. THE CHOPPER'S SWINGING AROUND FOR ANOTHER PASS.



ACTION HAS CONSEQUENCES.
YOUR CHOICES IN LIFE MAY LEAD
YOU TO PLACES YOU'VE NEVER
SEEN OR WISH TO SEE. FOR
MARRS, THIS IS ONE OF THEM.

THAT HAS
GOT TO BE THE
MOST HIDEOUS
THING I HAVE
EVER SEEN.

THAT IS LUCY.
FIRST BUILT IN
1881. SHE'S ONE
OF A KIND.

IT'S STILL
HIDEOUS.

THAT IT MIGHT
BE, BUT SHE IS
WORTH QUITE A LOT.
BEING A LANDMARK
AND ALL.

OH, I ALMOST
FORGOT THE
INTRODUCTIONS. THEY
CALL ME SLIM TIMM.
I OWN THE DEAD
PRESIDENTS CASINO,
LUCY HERE, AND
ABOUT HALF THIS
TOWN.

HOW NICE
FOR YOU.

NOT FOR
YOU, I'M
AFRAID.

YOU SEE, I
THINK YOU KNOW
WHO STOLE MY CAR.
AND I THINK YOU ARE
GOING TO TELL ME
WHO. ONE WAY... OR
ANOTHER.

WELL...
I DON'T
KNOW ABOUT
THAT.

HOWEVER,
PERHAPS WE
CAN STRIKE A
DEAL. THE FACT
IS, NOT ONLY DO I
KNOW WHO HE IS,
I KNOW WHERE
HE'S GOING.

AND
UNLESS YOU
KNOW EXACTLY
WHERE THAT IS...
YOU'LL NEVER
FIND HIM.

I'M ABOUT TO
HAND YOU YOUR ASS
IN A BASKET, AND YOU
TRY TO STRIKE A DEAL?
YOU MY FRIEND, HAVE SOME
SERIOUS BRASS BALLS. MY
ASSOCIATES IN DUCK
TOWN WOULD BE
IMPRESSED.

AND YOU'RE
RIGHT, I COULD
USE YOUR HELP. SO
LET'S TALK. BUT
FIRST THINGS
FIRST. WHO IS
HE?

PLISSKEN.
SNAKE PLISSKEN.

CLICK!

WHAT'S
WRONG.

DO YOU
TAKE ME FOR
A FOOL?

EVERYBODY
KNOWS SNAKE
PLISSKEN IS
DEAD.

OH BOY.





OKAY.
OKAY.



HERE. FILL
'ER UP

WE GOT A
CAR HERE WORTH
30 MILLION
DOLLARS, AND HE'S
SWIPING GAS
CARDS.



SAY, WHAT'S
WITH THE SUIT
ANYWAY, HILL?

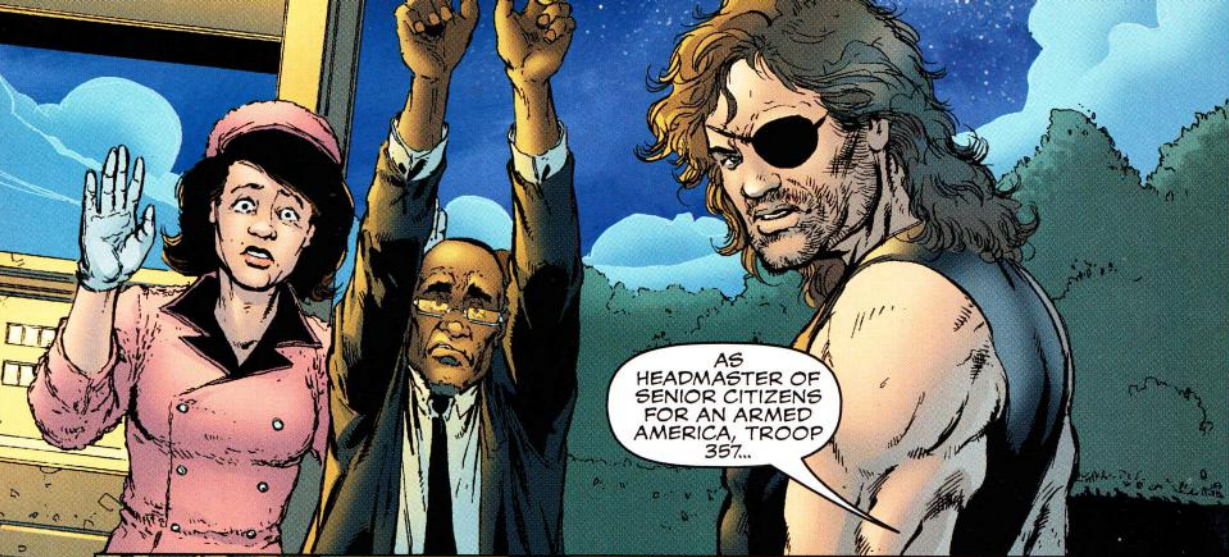


HEY, IF I'M
GOING TO RIO,
I WANT TO
LOOK MY
BEST.

OKAY, KIDS.
HANDS IN THE
AIR.



THIS COUNTRY
HAS GONE TO HELL
IN A HAND BASKET.
AND YOUNG
WHIPPERSNAPPERS
LIKE YOU ARE TO
BLAME.







OKAY.
THAT'S IT.
A LITTLE
MORE.

GOOD.

SO, THIS OLD
THING IS REALLY
WORTH 30 MILLION
DOLLARS?

DON'T EVEN
THINK IT. NOT ONE
DIME. I DON'T EVEN
KNOW WHY YOU'RE
STILL HERE.

DON'T MIND
HIM, SUNSHINE.
YOU CAN HAVE
SOME OF MY
SHARE.



BLAM!



DAMN,
BOY... I.E. IF IT
UPSETS YOU
THAT MUCH.

VELL,
VELL,
VELL.

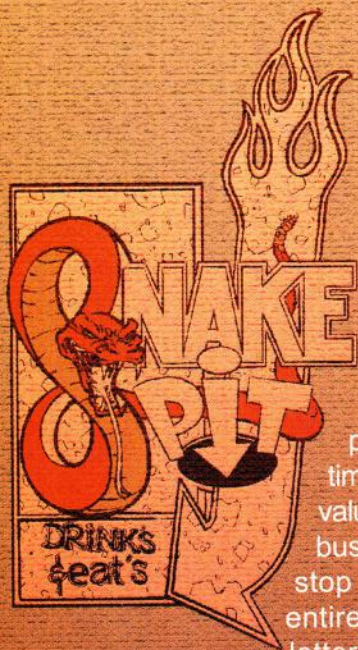


YOU NOT
THINK I JUST
FORGET OUR
LAST MEETING,
DA?

TO BE CONCLUDED!



ARTIST: PHILIP D. SLOAN



In these fast paced and hectic times few have the valuable time in their busy day to actually stop and read an entire comic book's letters column. We

here at Hurricane World Headquarters feel your pain and are here to help you, the reading public. To speed things along and increase your comic book pleasure, we will not print your letters of praise for our talented and gifted writer William O'Neill but only his witty and profound answers. Enjoy.

Sincerely,
Management
Hurricane World Headquarters
"Building tomorrow's better comic books, today."

Yes.
Yes.
Boy, did that ever leave a stain, let me tell you.
No.
Yes.
The cheetah.
No.
Yes, there will be more SNAKE PLISSKEN to come.
Yes.
Yes, she really is my wife. She is not just saying that to be nice.
No.
Hell, yes!
No.
E=MC3
Yes.
Look behind the couch.
Thank you.

I have been sitting in front of this computer for over an hour now and have tried repeatedly to write something that could be considered "worth reading." But I can't. And do you know why? It's because I'm a penciler, I pencil a comic for a living. I don't write...hell my spelling is horrible and most of the time when I'm speaking with people I find it difficult to get my point across.

So what am I doing here? "Filling space," "taking up space"...nah, more like wasting space. But if I'm going to waste space, I'm going to waste it with stuff worth wasting it on. Besides there is a real good chance you're never going to read this any way. This is the part of the comic book that unless you're a friend, or a relative, or some sick demented fanatic, no one ever reads. (We have the best fans.)

First off, one of the big rumors is that I'm leaving HURRICANE ENT. to start working in another studio here in Los Angeles, this rumor is not true, but has roots in reality. I start working in "MY STUDIO" this week. "MY" as in "MINE". A few months ago I asked my buddy **BRIAN BERO** if we could convert my garage into a work space, a studio, if you will, and he didn't hesitate to take on this project. This guy is a real trooper who wasted no time in saying yeah, no problem, when do we start. And I just would like to take this opportunity to say thank you. You're one in a million. You so rule, man!!!

In addition to all the hard work **BRIAN** put into the studio I also need to give major props to a few other people. With us from the start was another pal of mine **WILL WILSON**, (who helped by taking time out of his busy life, and doing all the hard stuff I was too talented as an artist to do) even his lady, **TIFFANY TIESIERA** made it out to help with the painting (and putting all of my CD's in alphabetical order), thank you both...you rock!!!

And last but not least **CORY MITCHELL**, he showed up on one of the final days of work and helped paint the place. (You can still see the part of the ceiling that he

- William O'Neill

did...it's the special spot.) (Laugh, Cory you did a great job.) (Man, Will was right, you have the worst sense of humor).

I'll be leaving the desk that I have worked on for the past three years, the desk where I have drawn every single page of art for **VIOLENT MESSIAHS**. It's funny but I never would have thought I would start thinking about that spot in the corner as anything more than a place I worked at. It's a place I will miss. To **JAN** and **BILL** thanx for putting me up.

At this point I wonder if I have taken up too much space. If I have, too bad. And if any of you thought this was a wasted read...I'm only interested in the opinions of the above mentioned.

- **Tone Rodriguez**

.....

Snake Goes Interactive With Namco

This press release came out shortly after our last book went to press, so we are running it now -

Global video games leader, **Namco Hometek Inc.**, announced today that the company has secured the rights to develop and publish video games based on action hero character, **Snake Plissken**, from the feature films **Escape from New York** and **Escape from LA**.

Legendary director **John Carpenter**, producer **Debra Hill** and actor **Kurt Russell** own the Snake Plissken character rights and will be working with Namco on the development of the video games. The first of multiple titles featuring Plissken will launch in time for Christmas 2005.

"Working with both the original team from **Escape** and the developers at Namco allows Kurt, Debra and me to reach a whole new generation of Snake fans and still be true to the original movie," said John Carpenter.

"Bringing Snake into the video game world should be a blast," said actor Kurt Russell.

The action-epic game will feature Snake battling his way through a post-apocalyptic universe using a combination of fists, firearms, stealth and brains. Just as in the films, Snake will face intense and challenging situations, which will

require the player to make quick decisions and take decisive actions. With a rich storyline and Kurt Russell providing the authentic Snake Plissken voice and attitude, this game will be a tribute to Snake fans and gamers worldwide.

"Snake Plissken is a pop-culture icon and Kurt Russell's portrayal of Snake set the standard by which many action heroes followed," said **Andre Emerson**, Senior Producer for Namco Hometek Inc. "The opportunity to now extend the Snake Plissken character through a video game franchise is a dream come true for us. We will be partnering directly with series creators John Carpenter, Debra Hill, and Kurt Russell to create a dangerous universe where players can live Snake's past, present and future adventures first hand."

"I am thrilled "Snake Plissken Chronicles" will soon be an exciting new action game from Namco," said producer Debra Hill. "This reinvention of Snake in a multi-media world that did not exist 20 years ago only reinforces our belief that the character is universal in his appeal and ageless in the marketplace."

Snake DVD From MGM!

The Special Collector's Edition 2-Disc DVD of **ESCAPE FROM NEW YORK** will be released on December 16th from **MGM**. This will be an incredible must-have DVD for all the Snake fans out there. Expect some surprises inside including a special mini-comic version of issue #1 with a treat inside that has never been seen before! And a special bonus on the DVD where you just might get a sneak peek at Hurricane Central and our faces! That's all I can say right now, you'll have to wait and see the DVD for more.

Snake Merchandise!

Go to www.HurricaneC.com for a link to the all of the Snake merchandise and more information on what's coming down the road.

Until Next Issue... - **Jan Utstein-O'Neill**

write us at

Snake@HURRICANEC.com

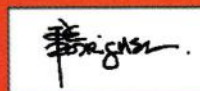
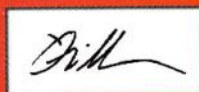
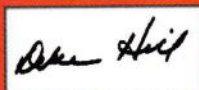
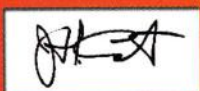
The Ultimate Frame-Up

He's the world's most infamous criminal,
the original anti-hero, and he's coming to your home.



Limited Edition
1 of 500

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SNAKE
PLISSKEN
CHRONICLES



DESIGN NOT FINAL

Introducing the first and only Snake Plissken Laser-MAT. This ultimate collectable is printed on museum quality mylar and is impervious to light, heat, moisture and the USPF. Beautifully double matted, beveled and available in two Limited Editions.

The "DELUXE SIGNED EDITION" measures 16"x20",
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Actor KURT RUSSELL and
Comic Book Creators William O'Neill and Tone Rodriguez.

Available exclusively through
Hurricane Entertainment - www.HurricaneC.com
and Laser Mach - www.lasermach.com

Missing it would be a Crime.

Look Great, Demand Respect, Command Attention...

(from everyone but Snake)

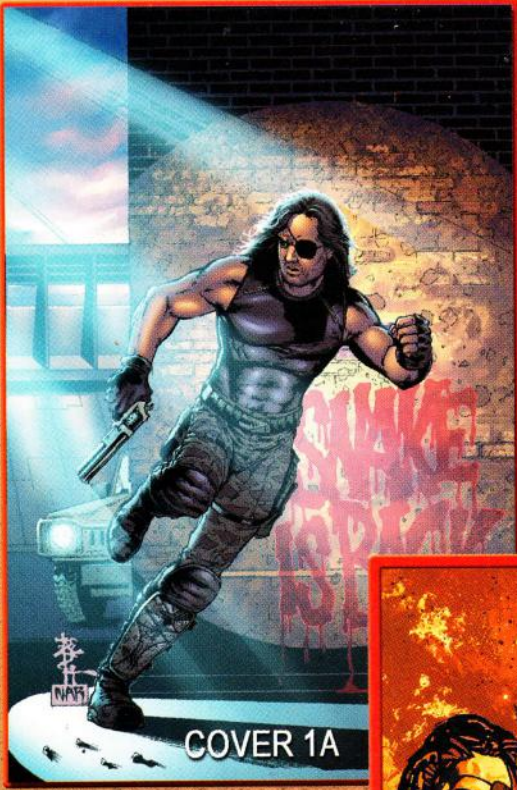


Get Ready, Get fearless, Get in Uniform,
with the official

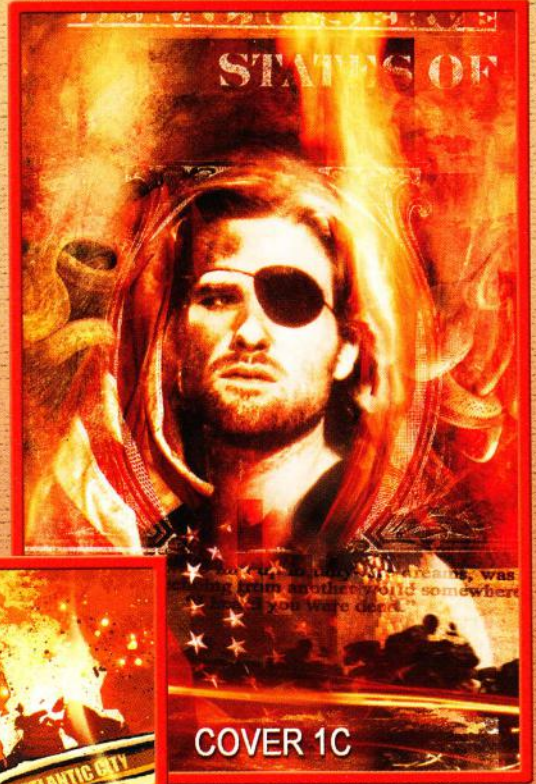
United States Police Force T-shirt.

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www.HurricaneC.com



COVER 1A



COVER 1C

COVER

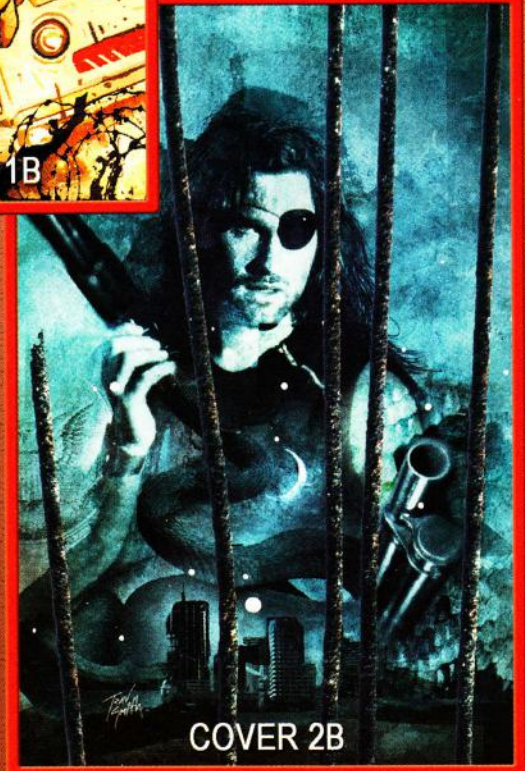


COVER 1B

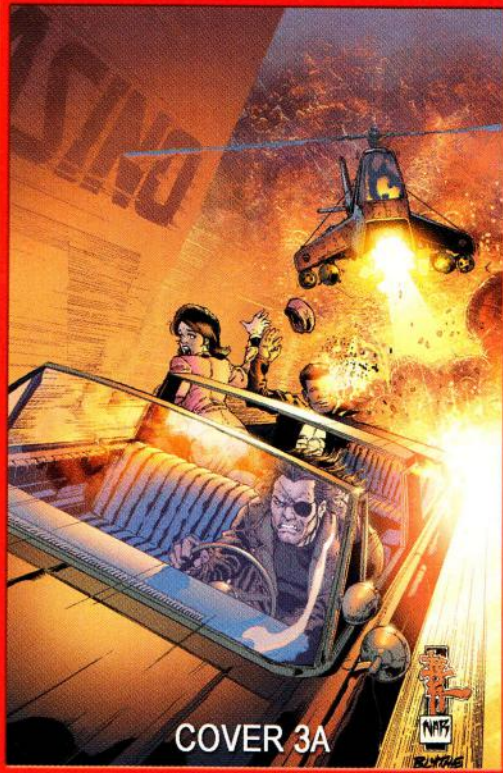
GALLERY



COVER 2A



COVER 2B

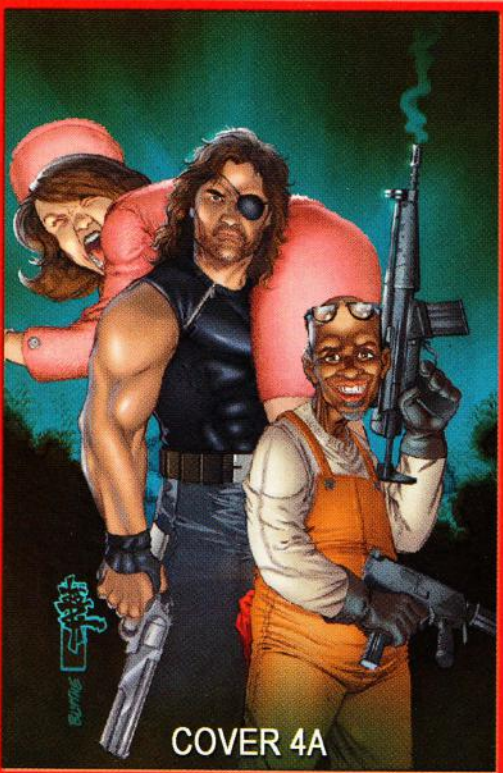


COVER 3A

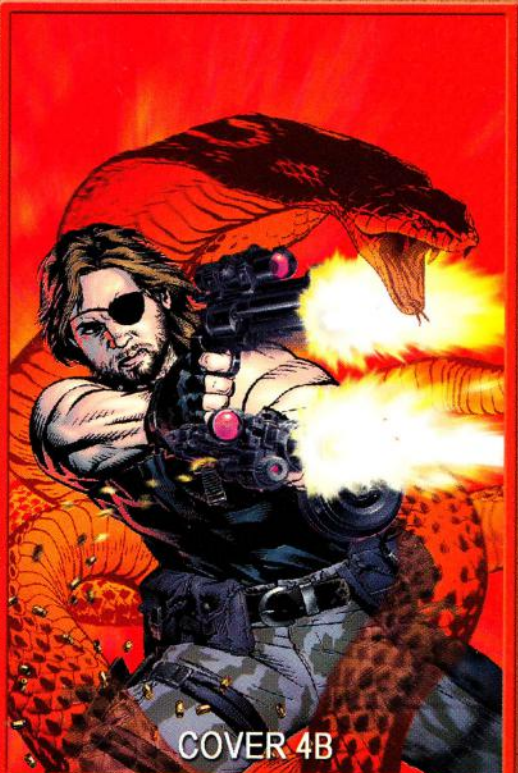


COVER 3B

For those "Snake Completests" who have to have it all!
 Here's every cover of the Atlantic City Story Arc, including a sneak peek at the covers for issue #4.
 Covers 1A, 2A, 3A and 4A - Pencils: Tone Rodriguez, Colors: Chris Blythe
 Cover 1B - John Van Fleet • Covers 1C and 2B - Travis Smith
 Cover 3B - Rodriguez/Smith • Cover 4B - Michael Golden

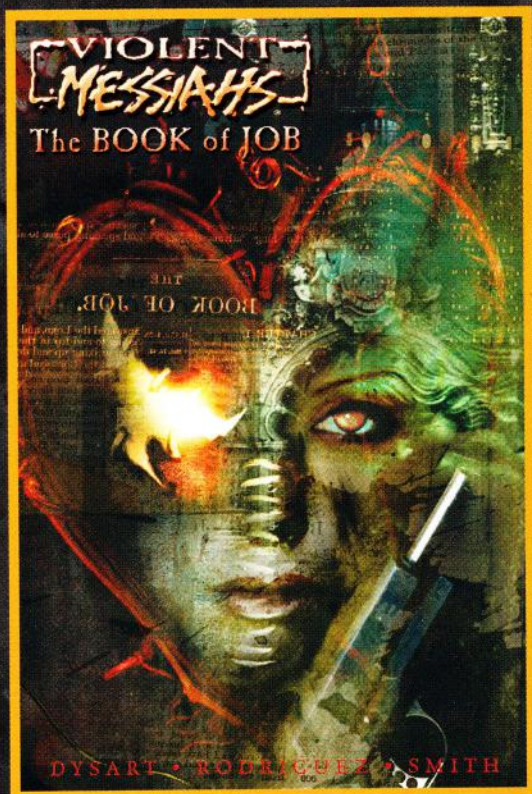


COVER 4A



COVER 4B

IF YOU ENJOYED **SNAKE PLISSKEN**,
CHECK OUT THE FOLLOWING BOOKS FROM **HURRICANE**:



VIOLENT MESSIAHS: The BOOK of JOB

Collects issues 1-8,
the first exciting VM story arc.

Welcome to Rankor Island,
a carnival of social ills.

Into this wasteland enters Lieutenant
Cheri Major, an outcast amongst
her peers, bent on tracking down
the poet-serial killer Family Man
and the hyper-violent vigilante
Citizen Pain.

"Jean Paul Satre Meets
Frank Miller."
- Den Shewman, IGN.com

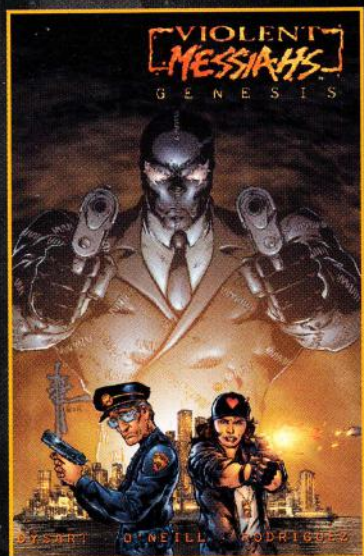
224 pages, ISBN # 1-58240-236-1

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VIOLENT MESSIAHS: GENESIS

This 64-page book is a perfect compliment
to The BOOK of JOB.

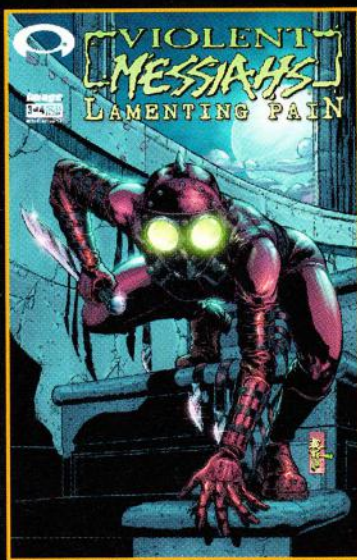


GENESIS
contains:

The hard to
find 14 page
Wizard 1/2,
the original,
1997, B&W
VM. Plus
commentary
and never
before
published
pin-ups and
sketches.

VIOLENT MESSIAHS: LAMENTING PAIN

The second series in the VM saga.



This four-
part story
centers on
Rankor
Island's
newest
vigilante,
Scalpel who
is sexually,
emotionally
and
physically
obsessed
with
Citizen
Pain.

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CITIZEN PAIN T-SHIRT



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LAPEL PINS



Actual Pin Sizes Shown

Citizen Pain Pin
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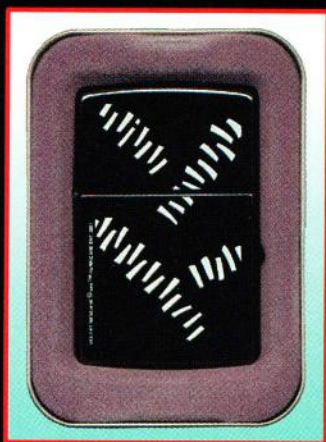
Violent Messiahs Pin
\$6.00

2 Pin Set
(one of each)
\$10.00

ZIPPOS

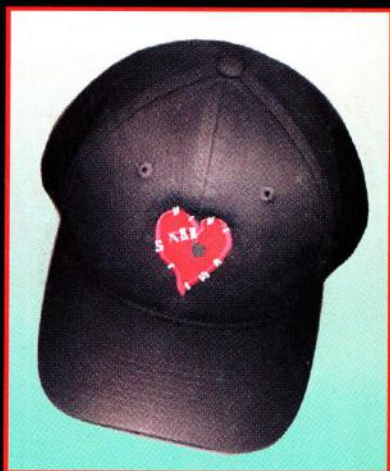


ZIPPO #1
Matt Black Finish
Pain's Eyes and
Stitches
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ZIPPO #2 - Black Ice
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Stitches on both sides
Comes in a Tin - \$25.00

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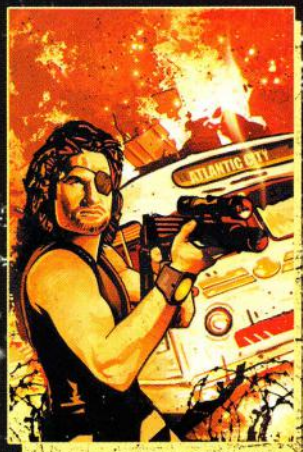


**IAN EDGINTON
& GREG LAND
LAUNCH A NEW
STORY ARC!**

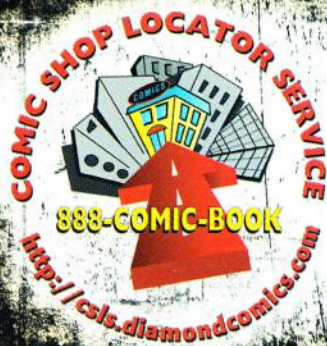
JANUARY 2004

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ESCAPE FROM REALITY...



...in a way
coming from another



You'll find Snake Plissken's very own comics series, as well as hundreds of other titles — in every imaginable genre and style — at your local comics shop!