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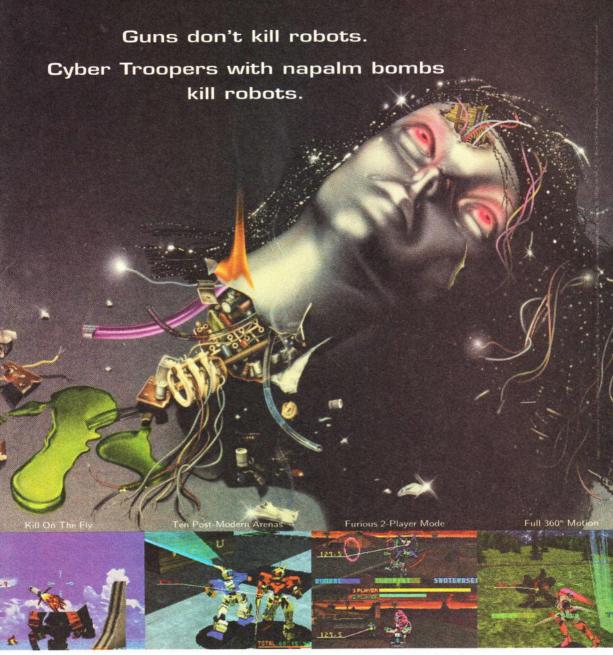
3-D GLASSES INCLUDED WITH PLAYSTATION VERSION

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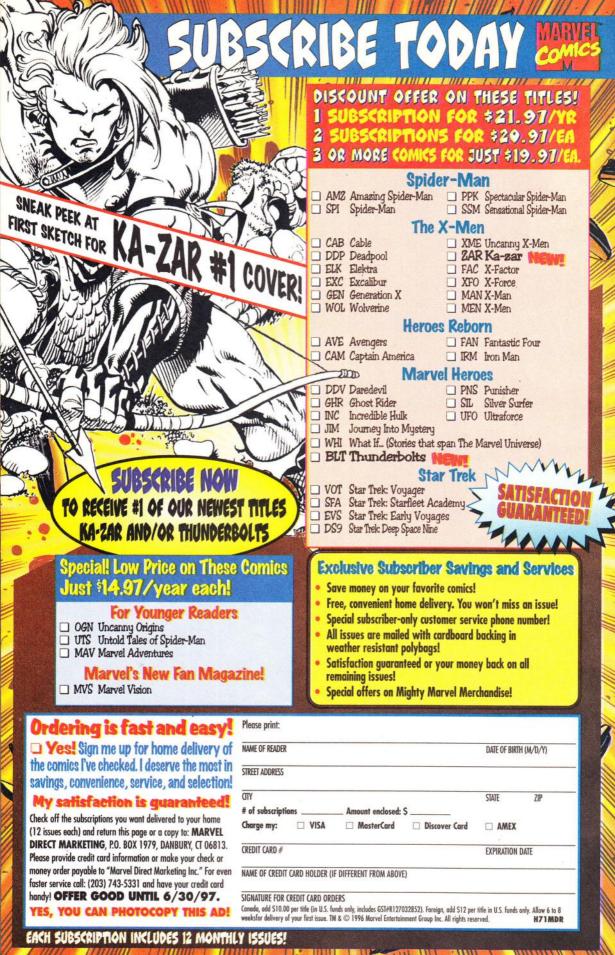
























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NayStation











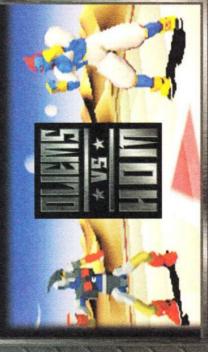


delivering devastation. And for your further entertainment pleasure, we Full 360° 3-D movement that puts you in command of their debilitating noves. Grappling techniques that let you hold an opponent in check before present the Quest Mode. A formidable game hybrid that will most fully preand unprecedented RPG and fighting pare you for clashing with these ntergalactic titans.

very eyes in Akira Toriyama's interna-It all takes place right before your

Tobal No.1. Show time: 8,00, 30.1.27 Standard Earth Time, Admission: 50,000 Molmoran.





















































With the gut-wrenching, all-terrain racing of Jet Moto, victory isn't a thrill. It's agony. Jet Moto's ten outdoor tracks will lead you and beat you over scorching sand, choppy seas and brittle ice and snow. Your only defense? One of twenty fiercely maneuverable next-gen moto bikes. There's so much going on

here, all you need to know is that the grappling hook isn't an option, it's a necessity. That's because with Jet Moto's TruePhysics, every bump, every curve and every pothole will go directly from your suspension to your spleen. It's time you

took a Jet Moto test ride. Or better yet, do so against a friend on the two-player split-screen. Only this time, try to keep your eyes on the road, will you?





For game hints call 1-900-933-SONY/7669). The charge is \$0.95 per minute. Callers under the age of 18 most get garental permission to call. Touch-ton-ephane is required. Available 24 hours a day/7 days, a week. U.S. only. Sony Computer Instantament logs is a trademark of Sony Corporation. They Station and the PlayStation logs or in Indonests of Sony Computer Euterationnest in Computer Euterationness in Computer Euterationn











EDITORIAL

Mark Paniccia: Editor

I sit here and watch my fingers pound on keys and I find that I could write forever about a character I saw in a movie a long time ago. The reason I kind of find it odd is because the character was very private and mysterious. His name, as I'm sure you've guessed, is Snake Plissken, A futuristic thief, a rebel without (or so you thought) a cause. Snake is a man from a world our fathers would cringe in horror at the mere thought of such a terrifying and apocalyptic place. But we all thought it was cool. What a neat life this Snake dude lived. While our dads were drooling over James Bond movies and James Bond chicks, we were all running around with a patch on one eye and in pants we wished were of a gray camouflage motif, shooting that toy gun that looked real enough to be... real.

While Snake never talked too much about himself in the movie, we all projected

our own rebellious reasons why he was such a punk. He must've been the kind of guy that hated homework and you knew he didn't get along with his parents. Yep, we all fell for John Carpenter's little trap of creating a character we could all be and wanted to be. Not to keep jamming the metaphors down your throat, but he was sort of what Humphrey Bogart was probably like to our grandpas and for some of the older boomers out there, he was like their Dirty Harry.

I'm probably the second biggest fan of the original
movie, "Escape from New
York." Somehow, fate made a
kind gesture and I was granted
editorship for the comic.
Through amazing luck, the
person I asked to write it just
happened to be the biggest
fan of the movie, Len
Kaminski. Even stranger (what
a spooky world we live in
sometimes) was the guy I
asked to draw it was a tie with

Len for first. Rod Whigham wanted this book so bad, his mental powers brought the project back after it had been put on hiatus for a few months. Really! All's well that ends well when the previously unavailable inker, Stephen Baskerville, was now ready to lend a talent-bursting hand to the project.

So once again I find myself teamed with a group of creative people who are perfect for a book I'm working on.

And once again, like a proud father, I brag to you about the book you hold in your hands, as if it were a newborn (Yikes! What if Snake heard me talking like this). I'm shameless, I tell ya. Read on, Escapers. This one's been a fun ride!

NP.

Sand your cards and comments to:

Marvel West Editorial

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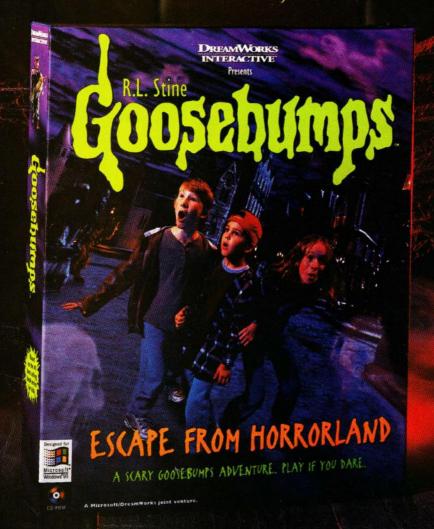
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()ust like in the hallways at school.)



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