



BATTLE BEASTS



COLLECTORS
ITEM
**FIRST
ISSUE!**



Andy ICE/Dorcy Padgett '87

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ALL SPLASH PAGE ISSUE!



OH WHERE,
OH WHERE,
HAS OUR LITTLE
DOG GONE?!

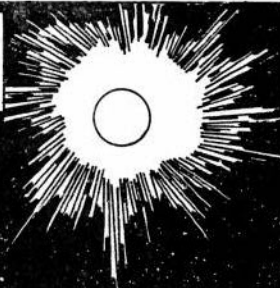
DINO'S RUN AWAY!
CAN FRED & BARNEY
FIND HIM IN TIME!?

THE FLINTSTONES IN 3-D #3 - 32 3-D PAGES.
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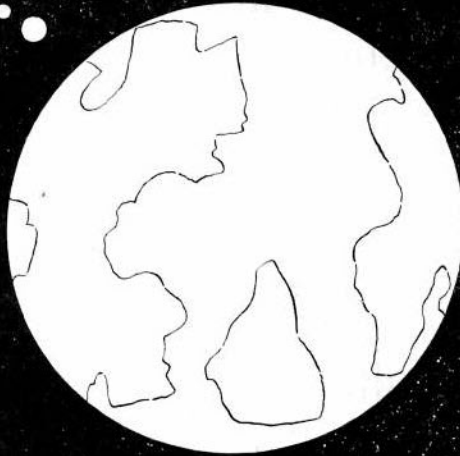
Far away, across the sea of stars, there exists a strange, wonderful planet.



Called the world by its people, it is in many ways very similar to our own earth. Lush and green, its forests cover most of the surface.

Its seas and rivers are warm and inviting, and its climate is as comforting as a mother's embrace.

Its people, though many and varied, have enjoyed many generations of peaceful co-existence, sharing the natural essence of the world.



Uniquely in tune with their home planet, they are able to manifest its energies in physical form, using the forces of wood, water and fire to make the world a place of peace and happiness.

Those days are gone.

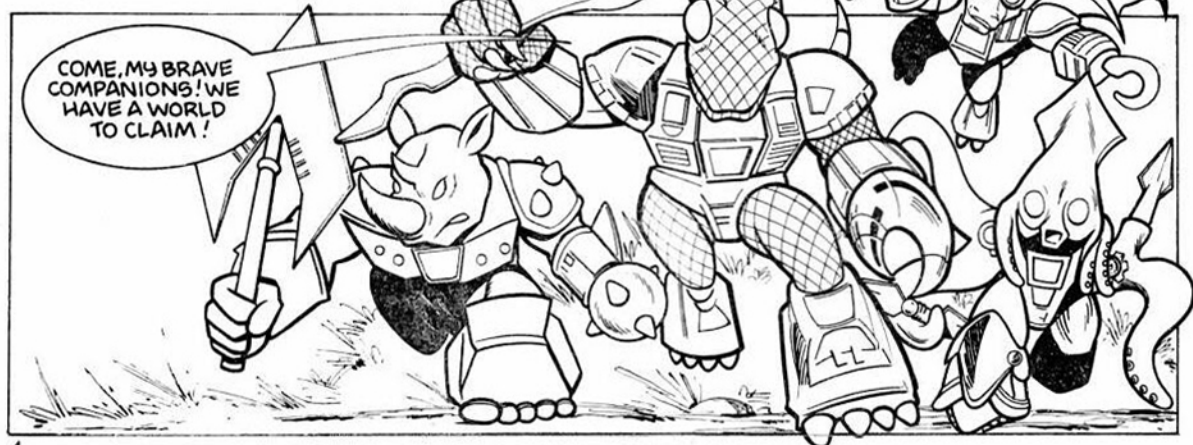
Now, the world is a place of constant fighting and war. A place of brother against brother, friend against friend, a place of....



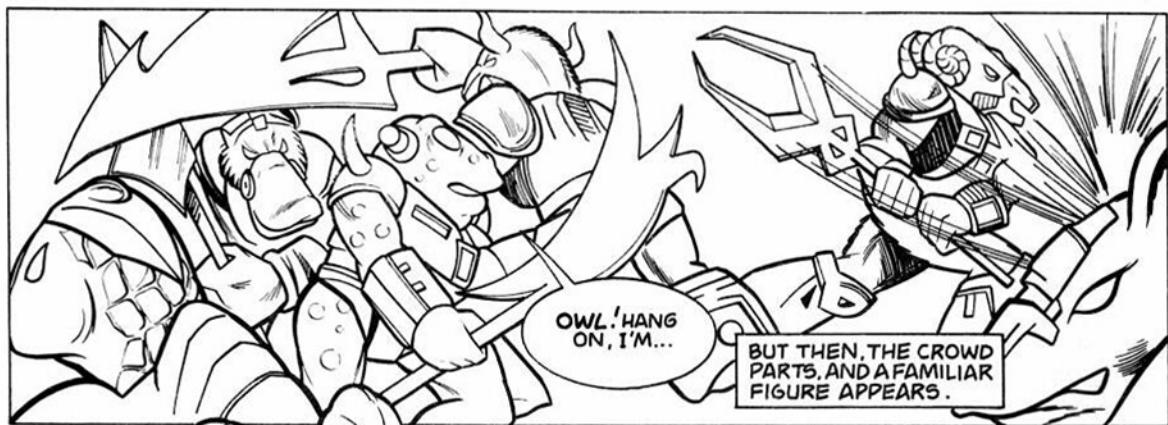
T.M.

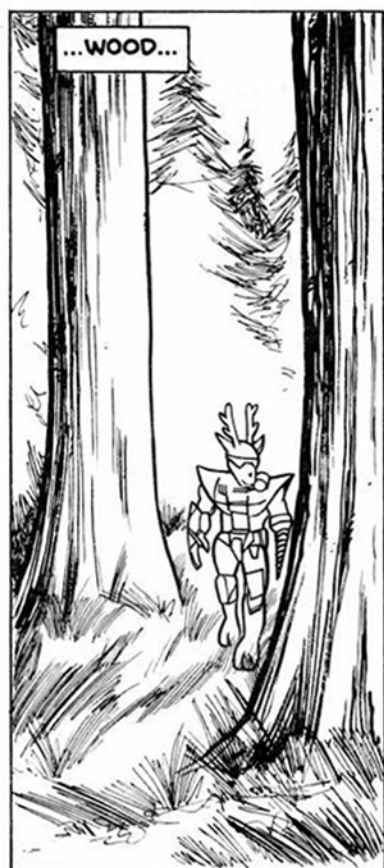
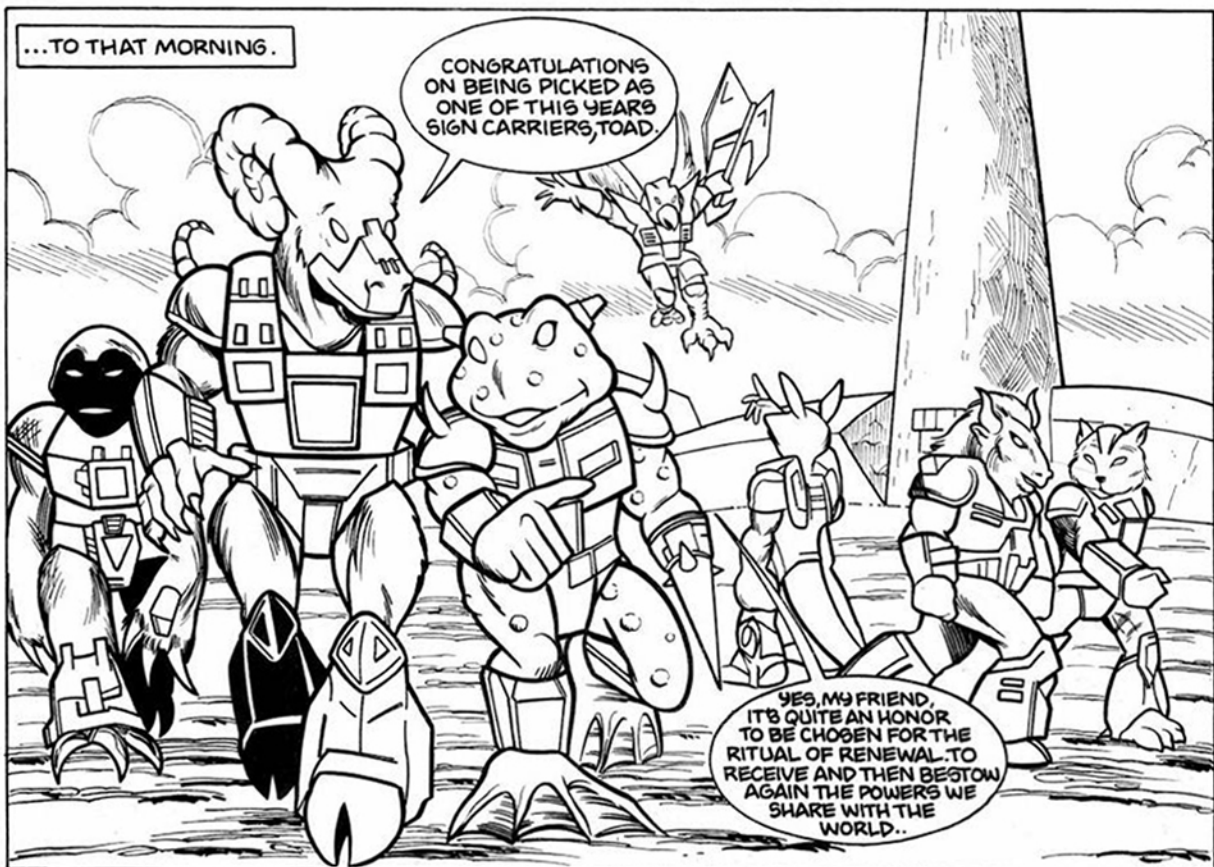
BATTLE BEASTS

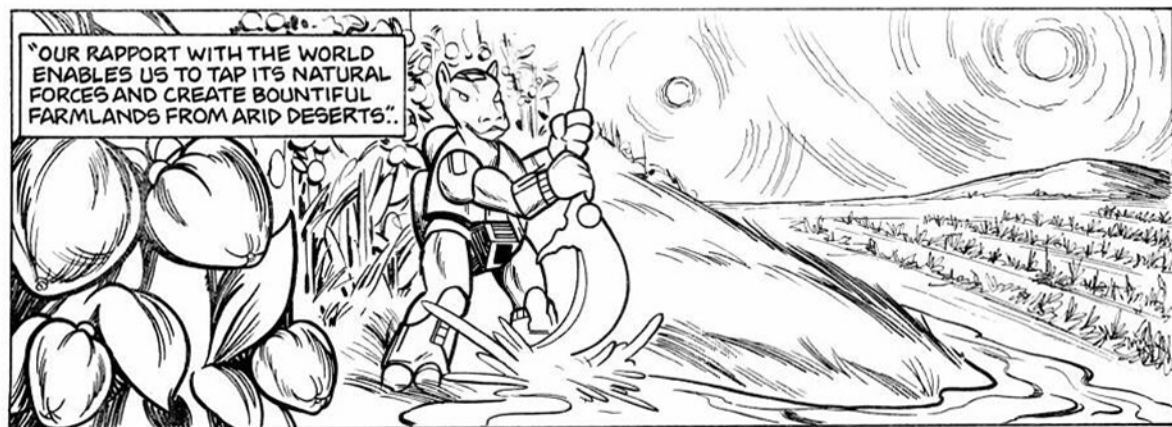


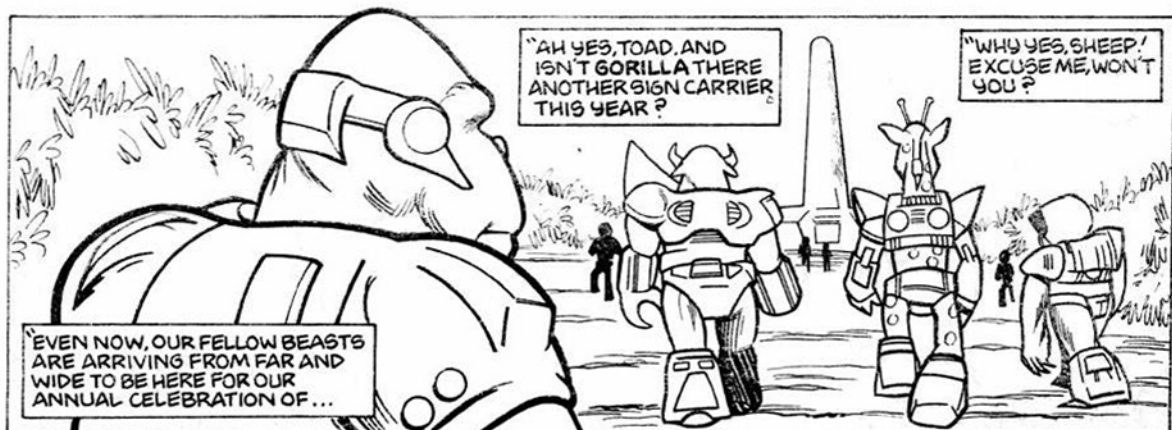


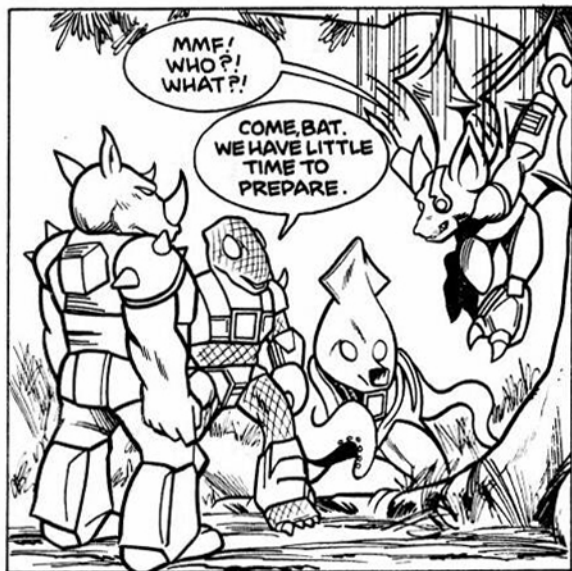
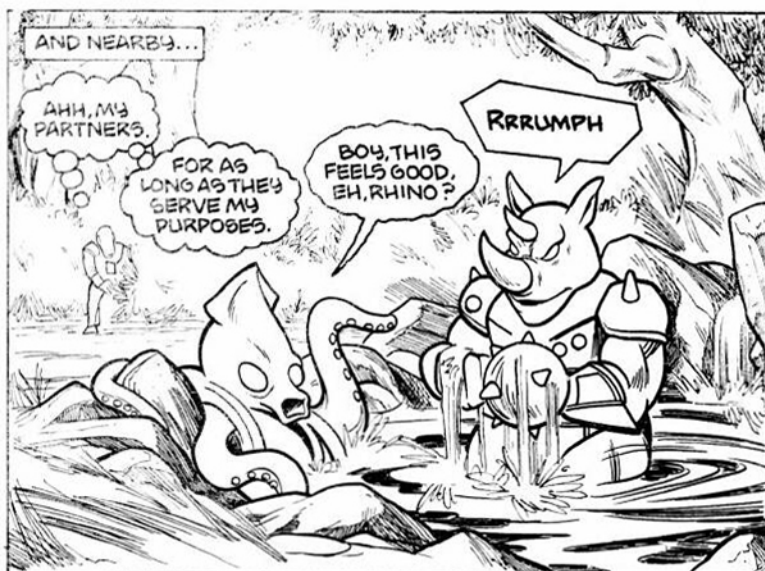


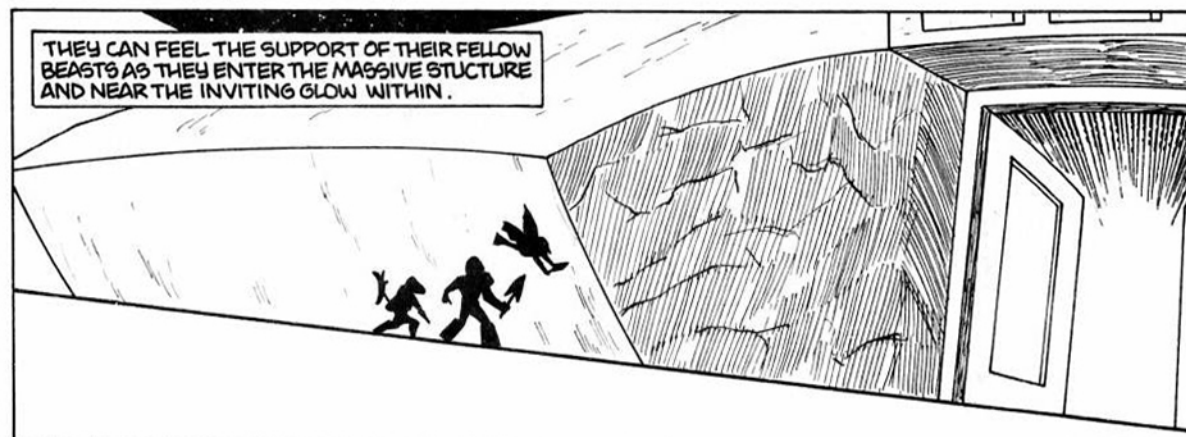
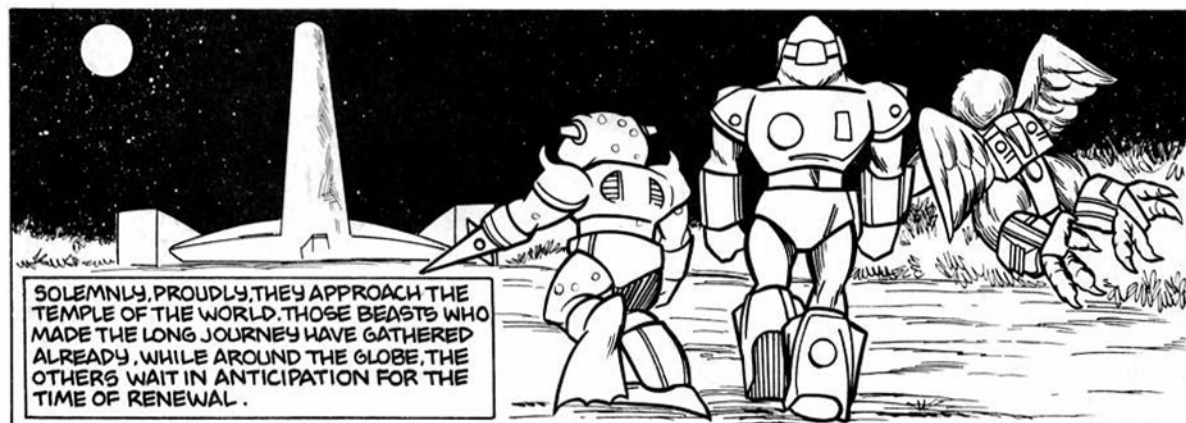
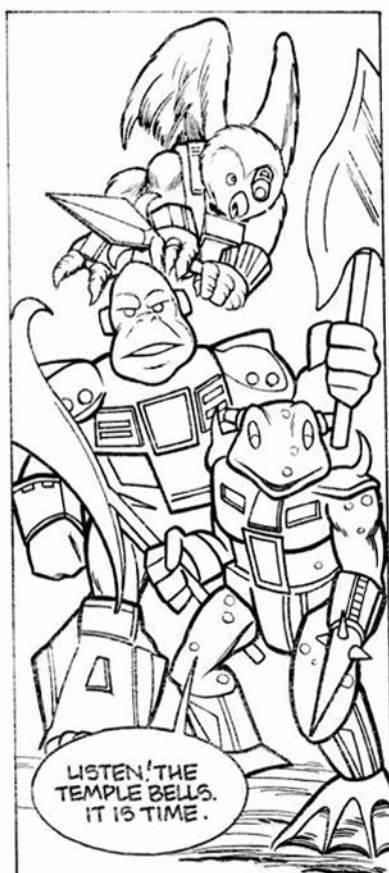
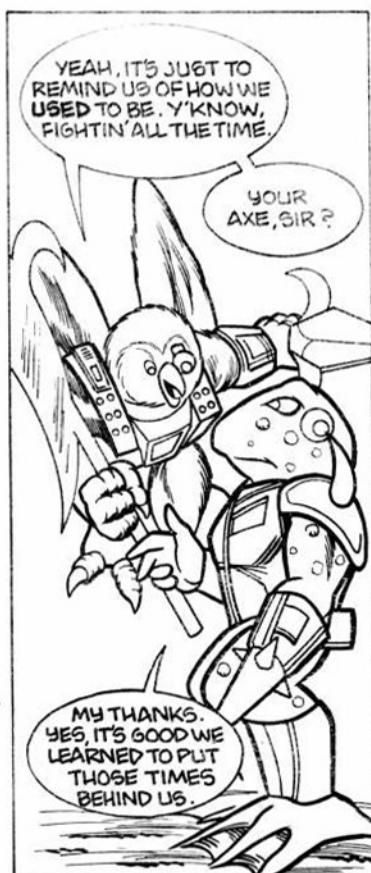


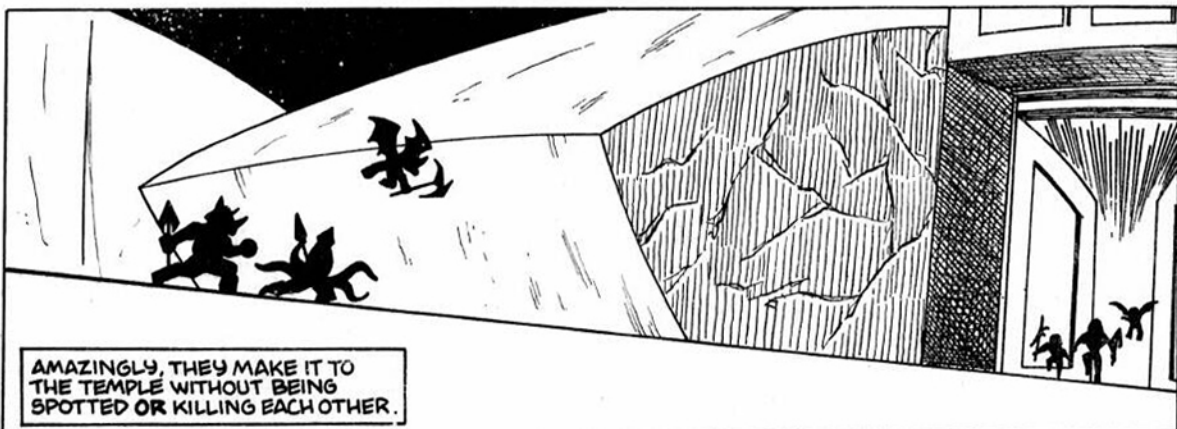
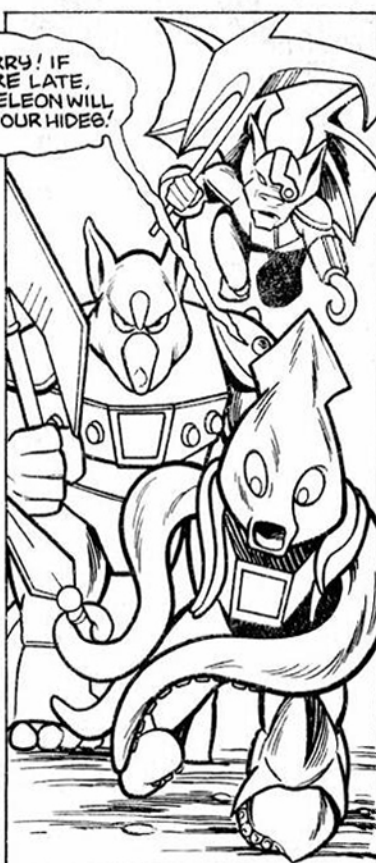














BE AT PEACE,
YOU WHO
ENTER HERE.



ARE THERE
THREE HERE?

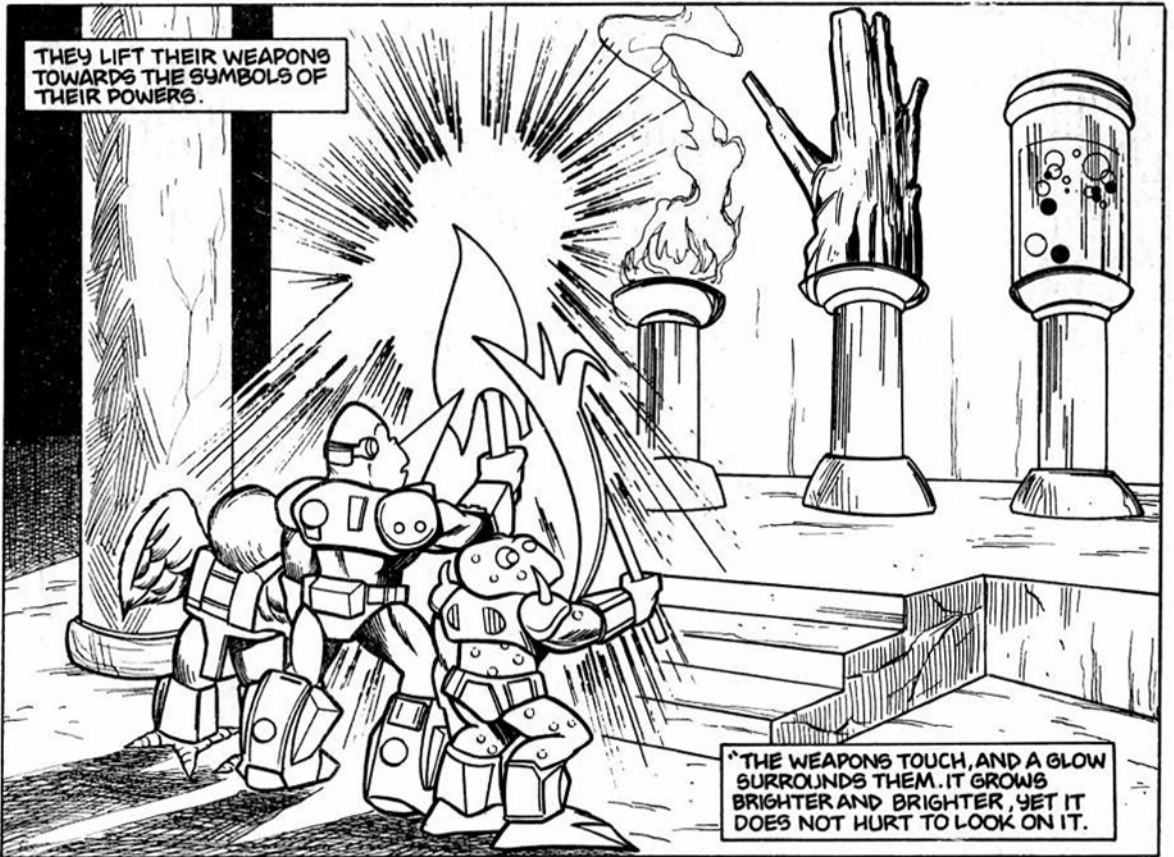
YES, WE
ARE THREE.

THIS
IS NEAT!



SHHH!

SHOW ME
YOUR LIGHT.



THEY LIFT THEIR WEAPONS
TOWARDS THE SYMBOLS OF
THEIR POWERS.

*THE WEAPONS TOUCH, AND A GLOW
SURROUNDS THEM. IT GROWS
BRIGHTER AND BRIGHTER, YET IT
DOES NOT HURT TO LOOK ON IT.



40, CHAMELEON!
WE'RE...

QUIET! THE
CEREMONY'S
BEGUN!

WHY HAVE YOU
SUMMONED ME?



TO OFFER
OUR THANKS.

WHAT DO
YOU WISH?

TO SHARE IN
YOUR POWERS
ONCE AGAIN.



HAVE YOU
ABANDONED THE
WAYS OF WAR?

FOREVER



HAVE YOU
FORGOTTEN
THEM?

NEVER.

GET INTO
POSITION.



SOON, VERY
SOON, I AND I ALONE
SHALL CONTROL THE
THREE FORCES AND
THIS MISERABLE
WORLD AS WELL.



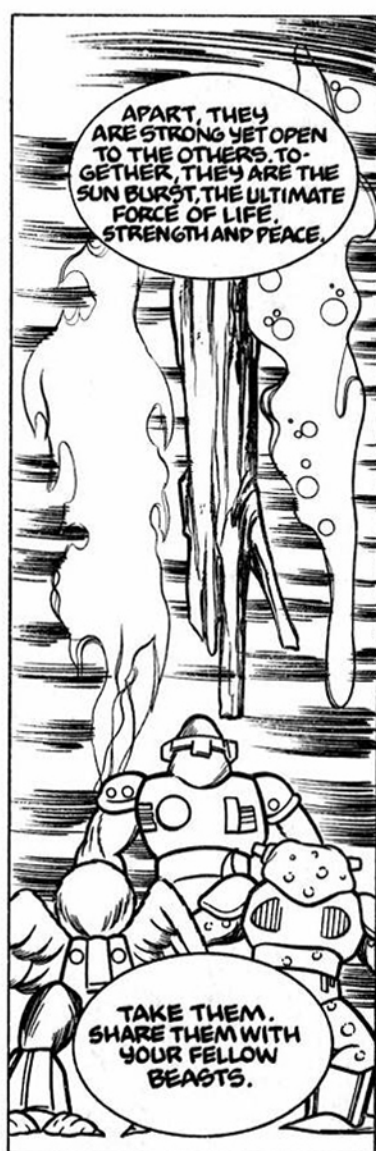
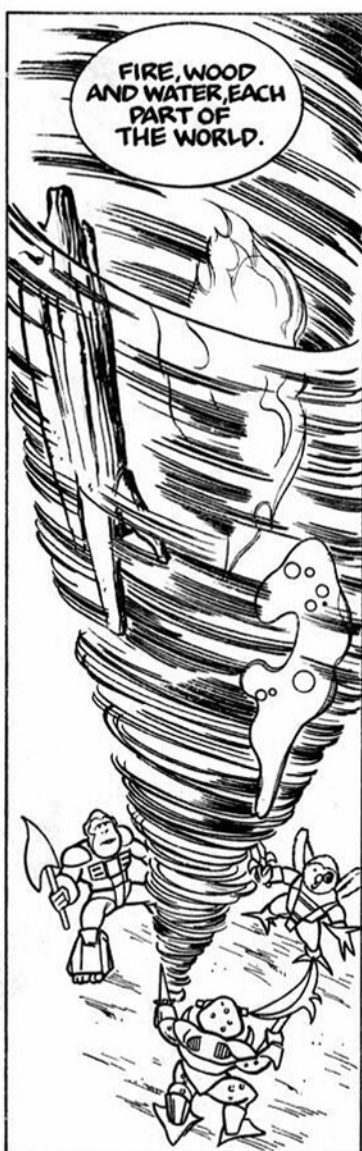
THEIR SIGNS APPEAR
ABOVE THEM, FLOATING
GENTLY IN THE AIR.
THEY BEGIN TO SWIRL
AND DANCE, SLOWLY
AT FIRST....

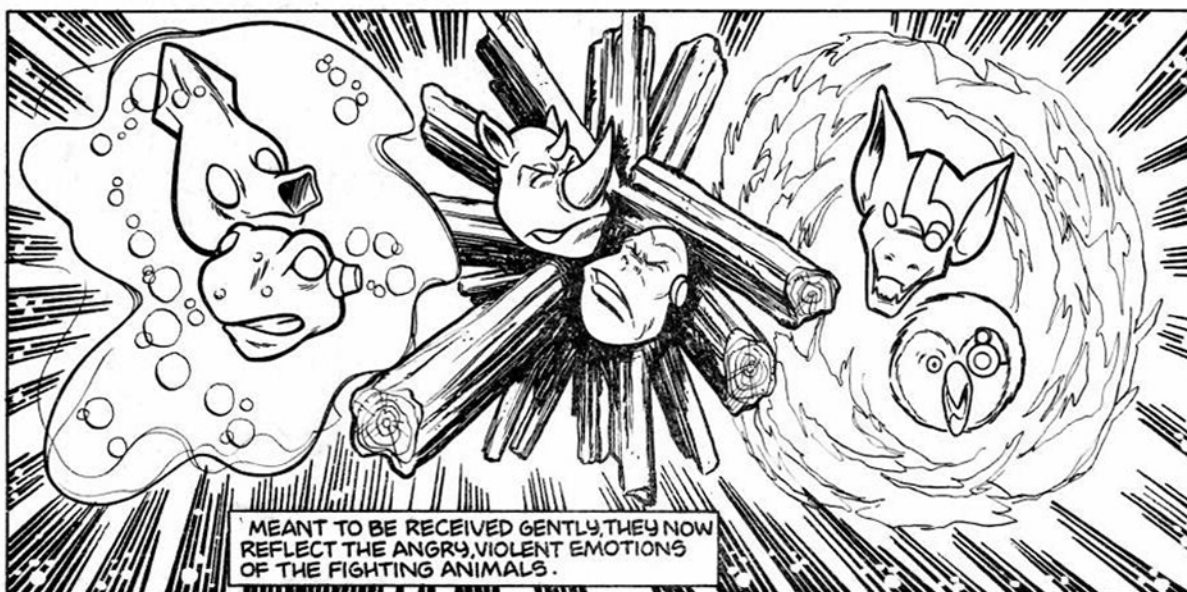


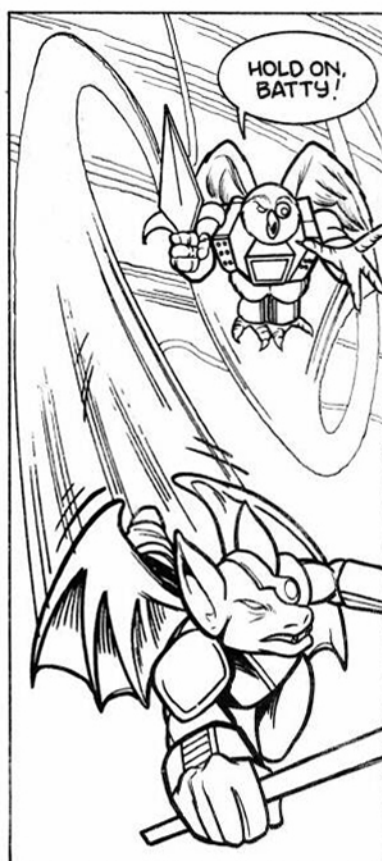
.... THEN FASTER AND
FASTER, BLENDING TOGETHER
UNTIL....



.... SHE IS THERE ! THE
MANIFESTATION OF THE FORCES
OF THE WORLD, THE SOUL SPIRIT!

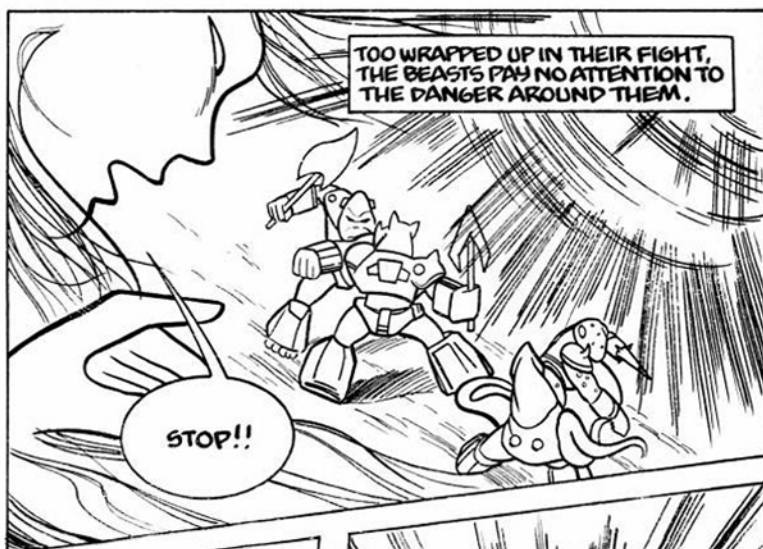








UNNOTICED, THE SOUL SPIRIT TRIES VALIANTLY TO CONTAIN THE ROLLING POWERS CAREENING THROUGH THE TEMPLE.



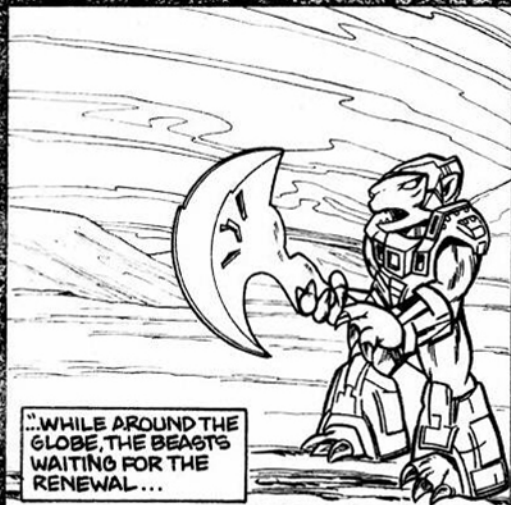
TOO WRAPPED UP IN THEIR FIGHT, THE BEASTS PAY NO ATTENTION TO THE DANGER AROUND THEM.



DESPERATELY, SHE TRIES TO GATHER THE POWERS BACK TO HER...

...BUT ONCE RELEASED, THEY CAN NOT BE RECALLED. INSTEAD THEY CONTINUE TO GROW AND SWELL. UNTIL...





...WHILE AROUND THE
GLOBE, THE BEASTS
WAITING FOR THE
RENEWAL...

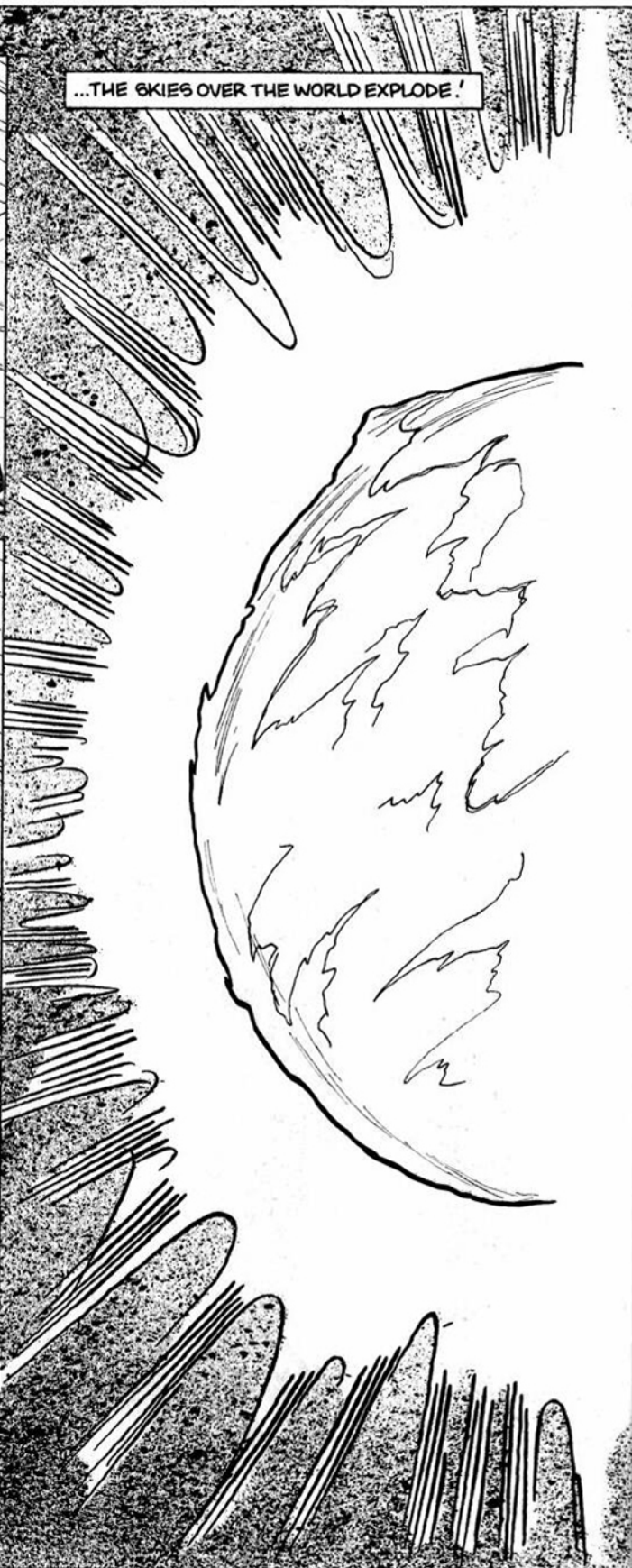
...THE SKIES OVER THE WORLD EXPLODE!



...FEEL INSTEAD THEIR SIGNS
BEING TURNED INSIDE-OUT...

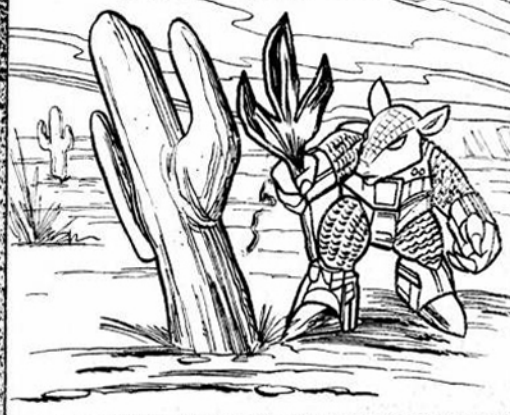


"THE SKIES REFLECT
THE TURMOIL INSIDE
THEM..."





...AS WATER TURNS TO WOOD TURNS
TO FIRE AND BACK AGAIN.



... REASON LEAVES THEIR EYES, TO BE
REPLACED BY A CONSUMING URGE ...



...TO FIGHT, TO CONQUER, TO BATTLE!





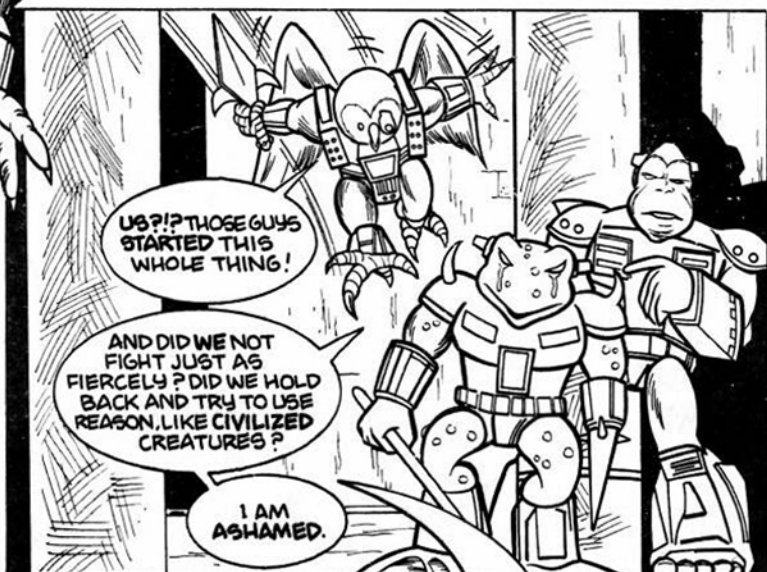
WHILE BACK IN THE TEMPLE, ALL IS QUIET AS THE BEASTS FINALLY STOP THEIR COMBAT AND SURVEY THE DAMAGE THEY'VE CAUSED.



TOAD! WHAT WAS THAT!? WAS THAT SUPPOSED TO HAPPEN?

NO, OWL. I... I'VE NEVER SEEN ANYTHING LIKE IT.

I HAVE A FEELING THAT WE HAVE CAUSED SOMETHING TERRIBLE TO HAPPEN HERE TODAY.



US?!? THOSE GUYS STARTED THIS WHOLE THING!

AND DID WE NOT FIGHT JUST AS FIERCELY? DID WE HOLD BACK AND TRY TO USE REASON, LIKE CIVILIZED CREATURES?

I AM ASHAMED.

JERK.

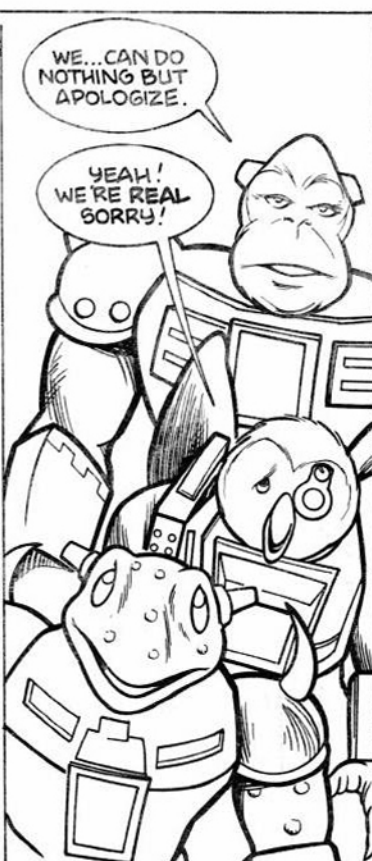


SO SHOULD
YOU
ALL FEEL.



YOU HAVE
BROKEN OUR MOST
SACRED TRUST. YOU
CAME HERE, PROFESSING
PEACE AND HARMONY.
YET YOU HAVE CAUSED
UNTHINKABLE HARM
TO YOUR WORLD.

EVEN NOW, THE
WORLD YOU KNEW IS
CHANGING AND
NOTHING CAN BE
DONE TO STOP IT.



WE...CAN DO
NOTHING BUT
APOLOGIZE.

YEAH!
WE'RE REAL
SORRY!



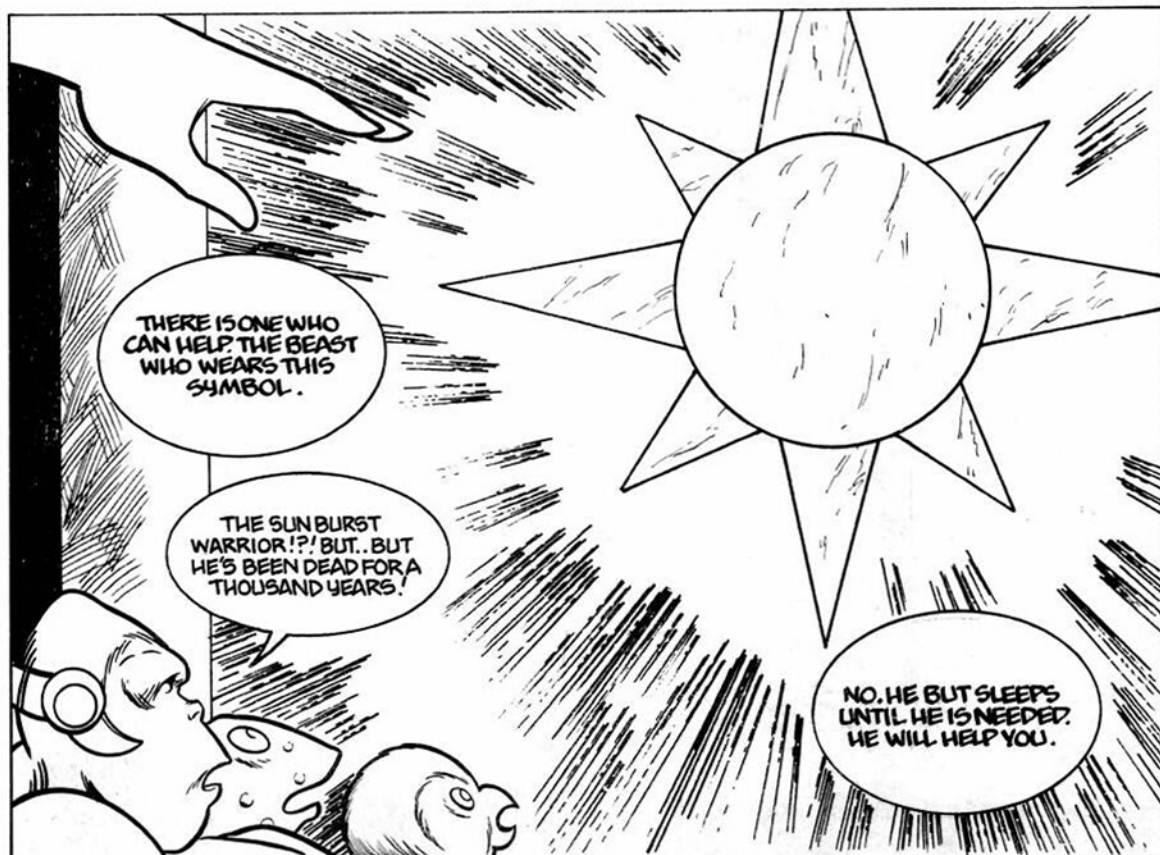
I FEEL YOUR
SINCERITY AND I DO
NOT LAY BLAME. I ONLY
STATE WHAT IS. THE POWERS
MEANT TO BE SHARED HAVE
ERUPTED ALL ACROSS
YOUR WORLD AND ALL
HAS CHANGED.

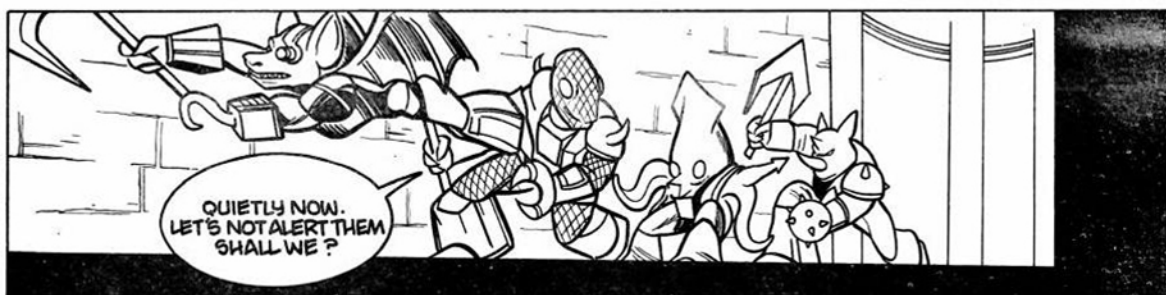
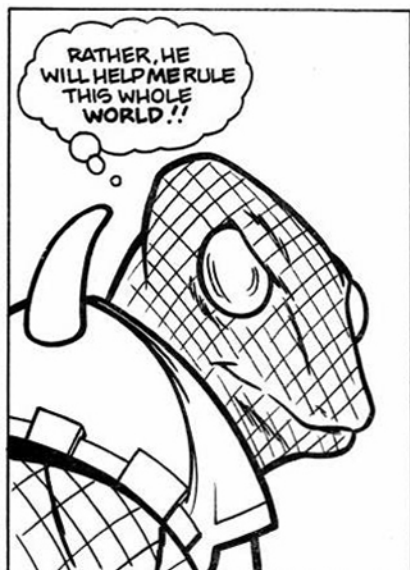
NOW EACH BEAST'S
POWER CHANGES WITH
EACH PASSING MOMENT.
ONLY THE SEVEN OF YOU
HERE WILL RETAIN HIS
SIGN; ALL THE REST WILL
CHANGE CONSTANTLY.



THIS'D BE A
GOOD TIME TO GET
OUTTA HERE!

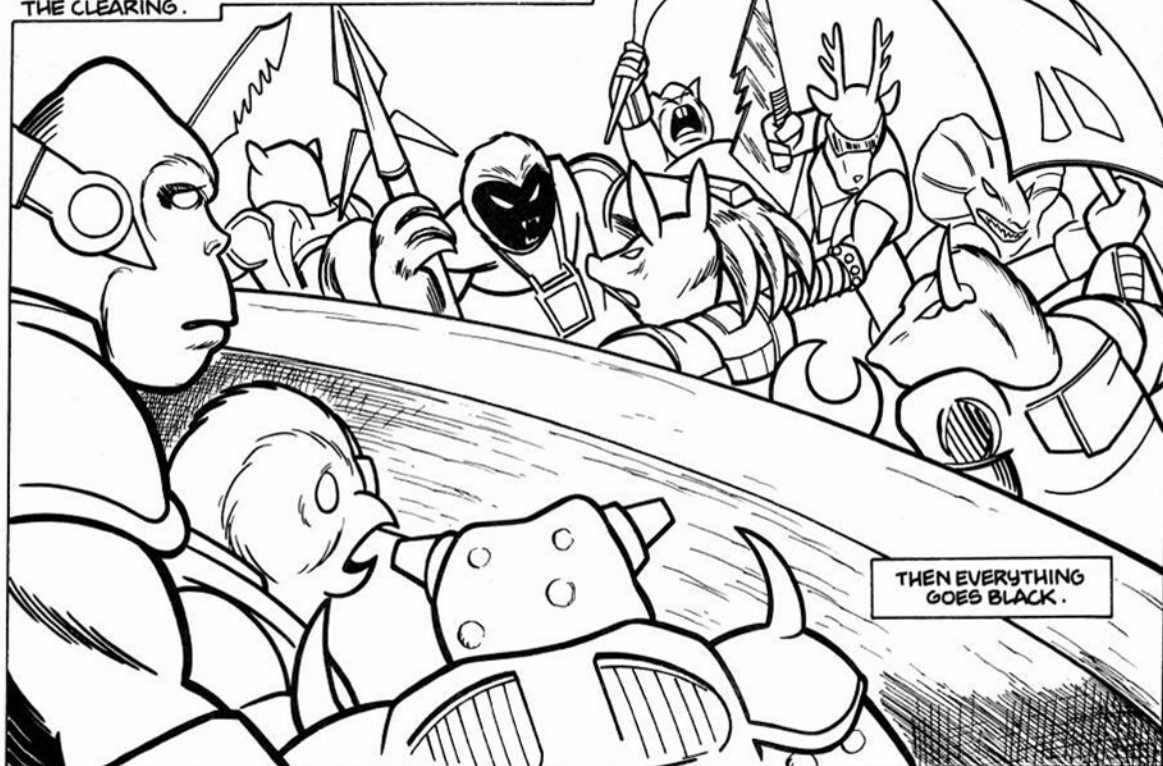
QUIET.
FOOL! LISTEN!

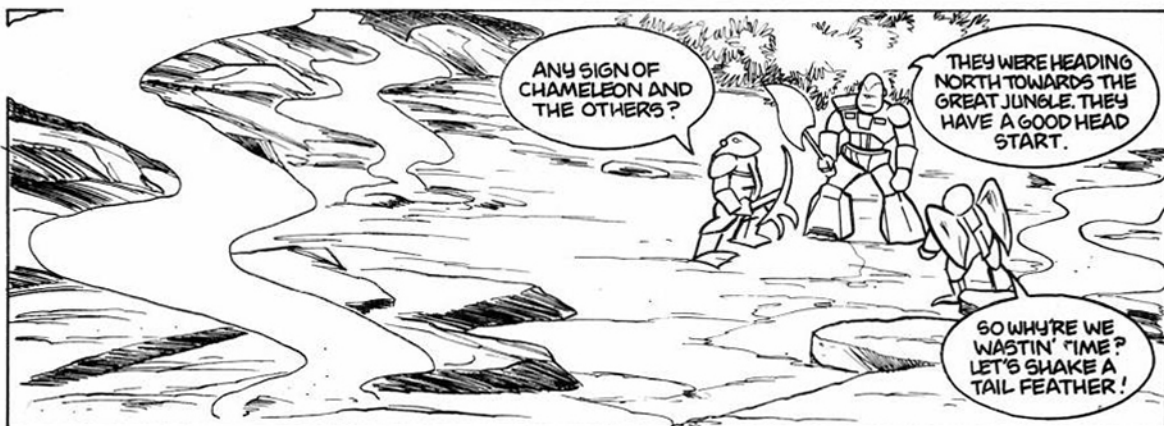
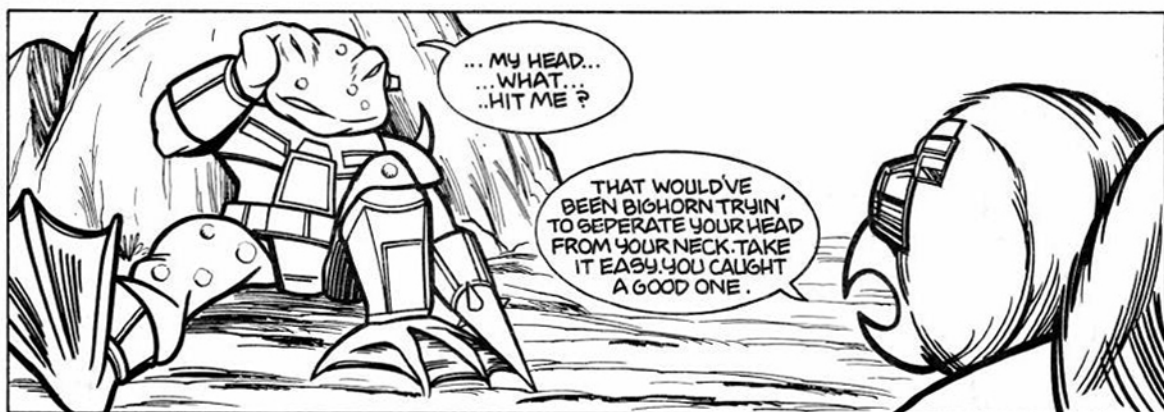
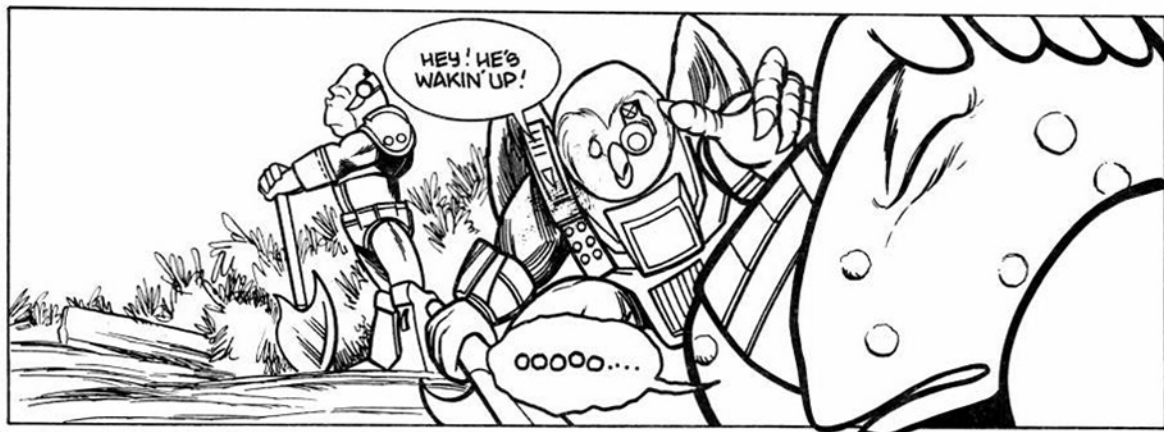






HE SEES FRIENDS AND LOVED ONES WHO HAD MOMENTS AGO GATHERED TOGETHER AS COMRADES, NOW AT EACH OTHER'S THROATS. HERE AND THERE, FLASHES OF POWER ERUPT AS THE SHOUTS OF WAR ECHO THROUGH THE CLEARING.







IT LOOKS LIKE
IT'S UP TO US TO SAVE
OUR WORLD. QUITE A
TASK, I'D SAY.

I'M READY!

WHOOHOOO!
AN ADVENTURE!
LET'S GO!

THE BEGINNING

WRITER/EDITOR JOHN STEPHENSON: PENCILLER/ANDY ICE: INKER/LETTERER JORGE PACHECO
COLORIST/PAUL TALLERDAY

BATTLE BEASTS™

THE NATURE OF THE BEAST

Have you ever looked at a toy and thought, "Boy, this thing looks terrific! I bet it'd make a great cartoon series?" Well then, you know the feeling we had when HASBRO first approached us with the responsibility of making their new BATTLE BEASTS™ into a regular comic.

After successfully developing their popular G.I. JOE® and THE TRANSFORMERS® characters into 3D series, we were delighted to be HASBRO's first choice for the BEASTS. These little critters were bright, dynamic and just seemed full of story possibilities. We decided we had to handle them with care, to make sure they would be able to stand on their own as a series. We wanted them to be special, to have not only action and adventure, but a message for the readers as well. HASBRO obliged us by giving pretty much free reign to do as we wished. (That kind of trust is exceptional, so we were doubly determined to do our best.)

We began contacting writers and artists to develop the book. The art chores were eagerly snapped up by Andy Ice (BOZO, LAUREL & HARDY) and Jorge Pacheco (FLINTSTONES, BULLWINKLE). They have a unique style of "cartoon-realism" which we felt was essential to BATTLE BEASTS. They seem to inspire each other a bit more every time they work on the book, and we think you'll love their stuff here. Now we just needed someone to create the world of the BEASTS. We looked from coast to coast, and received a number of excellent ideas. But none of them had that certain *something*, that spark to make the book come alive.

Then our own editor/writer John Stephenson came by, carrying his usual mountain of work. To our surprise, he was already familiar with the toys. (Of course, being the father of two small boys helped.) Well, one thing led to another and before long, John, Andy and Jorge had created a wonderful background for the BEASTS. In John's words, "We wanted this to be an old-fashioned comic, like when we were kids. No burning social issues, just something both kids and their parents will be able to easily enjoy. One of my fondest memories as a child was learning to read from comics like FOX AND THE CROW and HECKLE & JECKLE. We're trying to recapture that 'innocent' flavor."

Innocent? BATTLE BEASTS?

"Sure, they fight a lot," said John, "but only because the forces they share with their world (Water, Wood and Fire)

have all gone haywire. The emphasis in the series is on working *together*; that much more can be accomplished by cooperating with others."

With the storyline mapped out, the next step was to select a cast of characters. With over 80 Beasts to choose from, it was a tough decision. We wanted two Beasts with each force, to show the positive and negative aspects of each. They also had to be visually distinct and somewhat color coordinated. The Owl was first, along with the decision to avoid the cliché of being Wise and Old. Since his force is Fire, he's impetuous and a little hot-headed. (Sorry). Gorilla seemed a perfect choice for Wood, a sort-of hairy Clint Eastwood, and lastly, Toad as the calm leader of the group. For the villains, we tried to select similar *physical* Beasts, and portray them as opposite personalities. Rhino is a great match for Gorilla, Bat is the snivelling, whiny counterpart to Owl, and Cuttlefish... well, he just *looked* neat. Chameleon was chosen as the main baddie simply because he didn't have a cute synonym before his name.

And here you thought choosing characters for a series wasn't fun.

So that, in a nutshell, is how it all got started. We'd like to thank the nice folks at HASBRO, particularly Vicky Reichman, for all their help and faith. But, also we want to thank you for reading BATTLE BEASTS™. We hope you'll find some old-fashioned charm and fun in this book. Perhaps we can all discover some of the old comic-book magic again. Let us know what you think. Send in your bouquets and brickbats to:

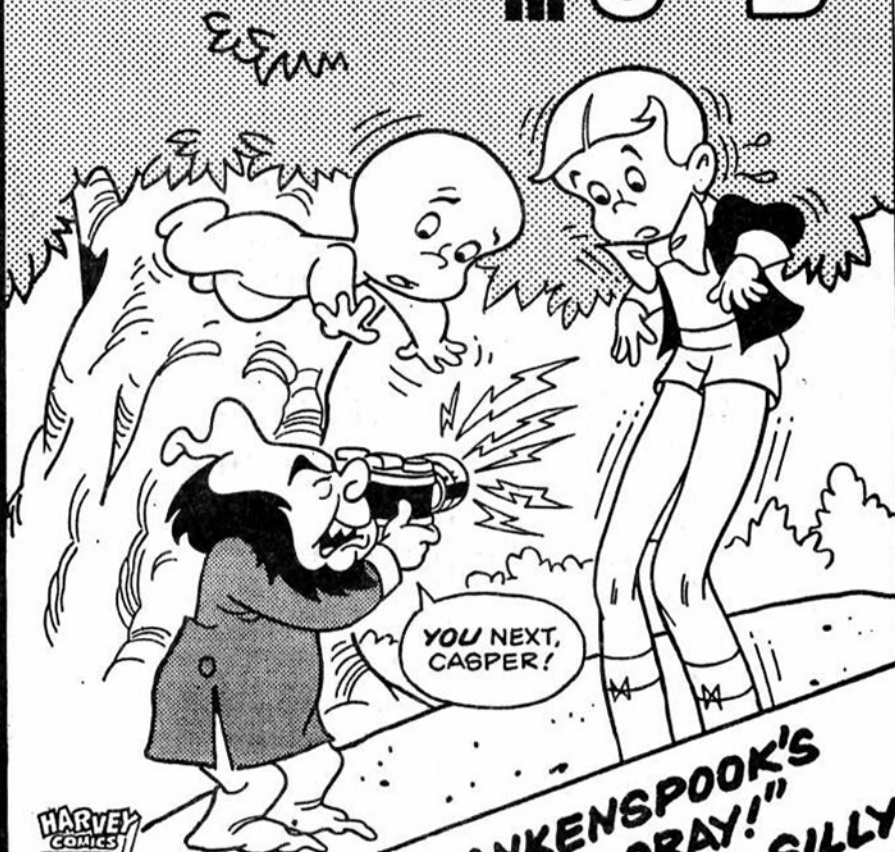
Battle Beasts c/o
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El Cajon, CA 92020

And remember, save the whales. Collect the whole set.

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TOGETHER FOR TWICE THE FUN!

Richie Rich and **Casper** in 3-D



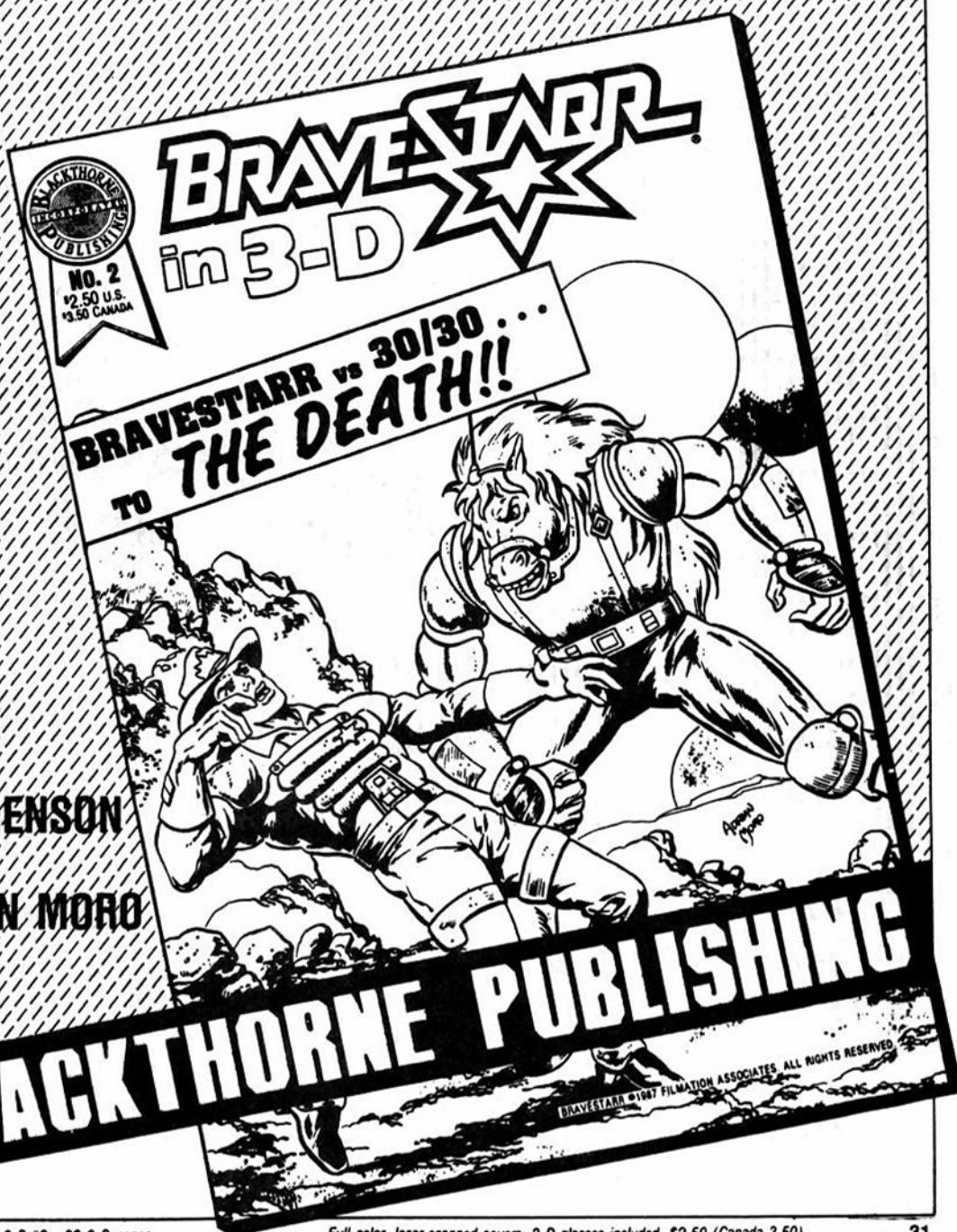
**"DR. FRANKENSPOOK'S
SWITCHEROORAY!"
IT TURNS A PERSON SILLY!**

RICHIE RICH® & CASPER® ©1987 HARVEY COMICS

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A battle that had to be.**



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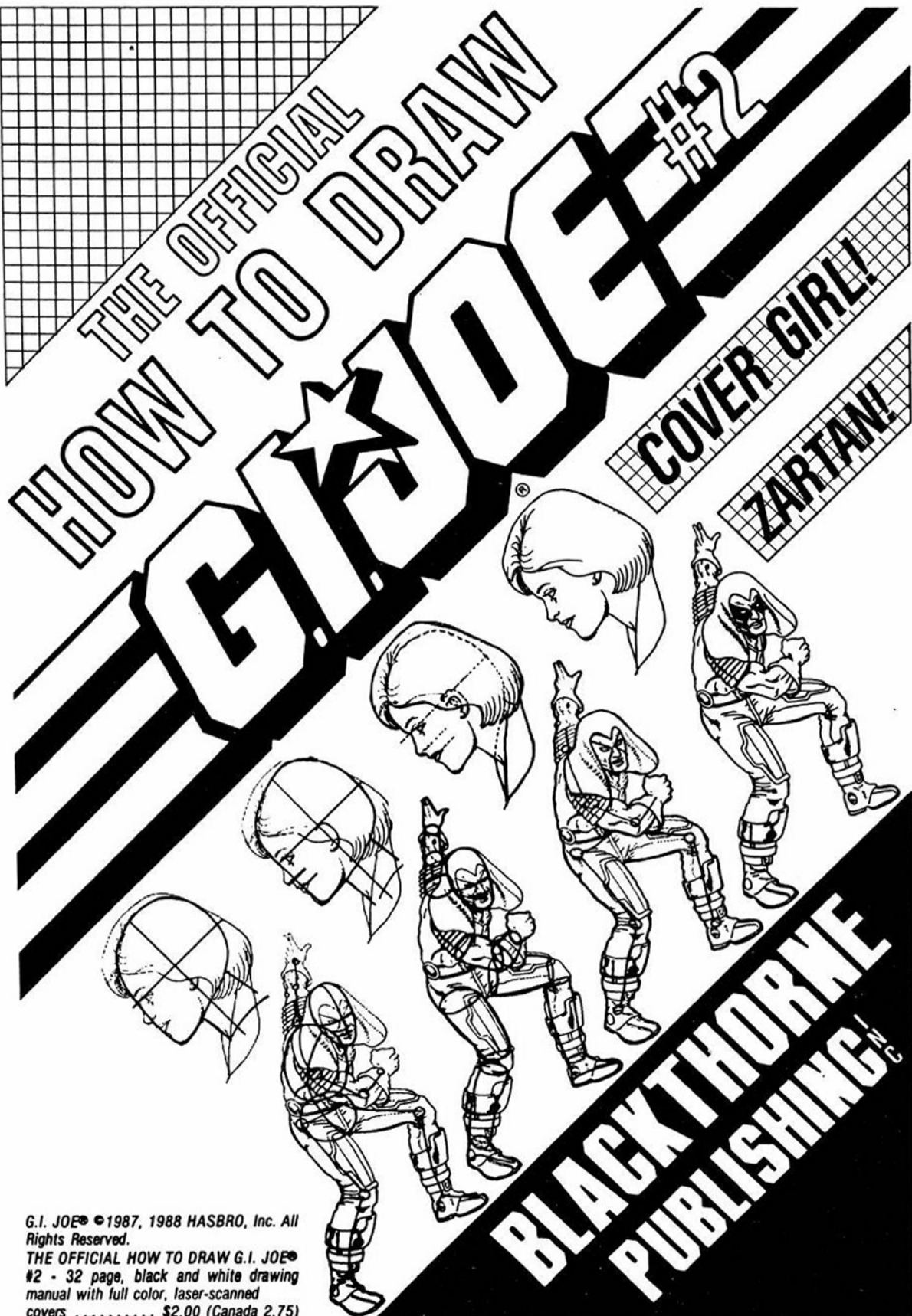
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EVER, IN...

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