

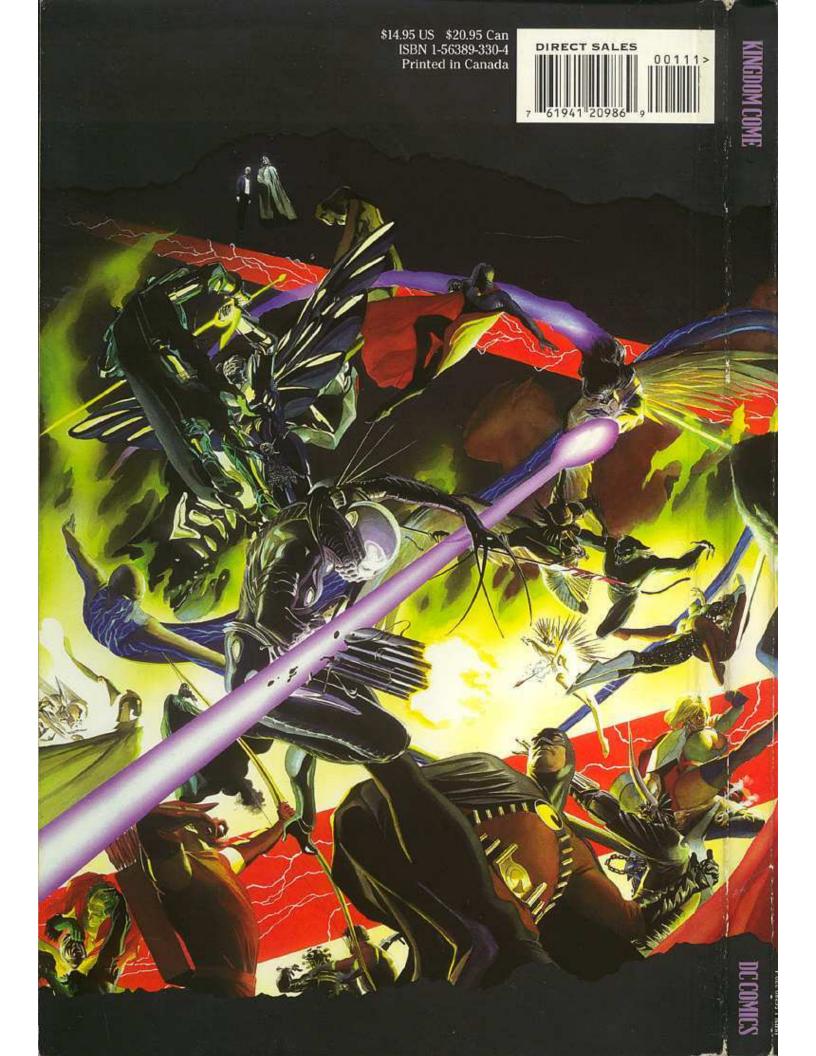
KINGDOM



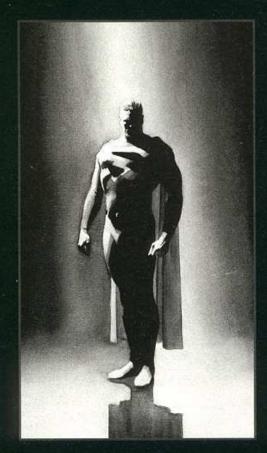
Mark WAID

Alex ROSS

DC COMICS

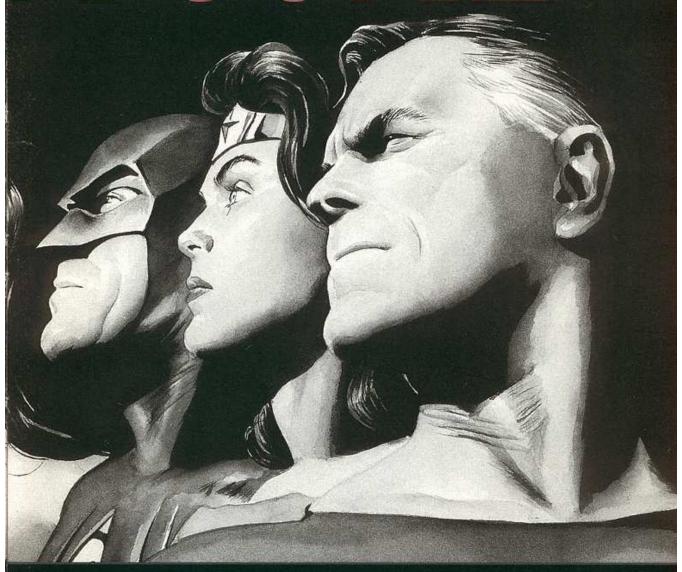


KINGDOM COME



Dedicated to
CHRISTOPHER REEVE
who makes us believe
that a man can fly.





Mark WAID Alex ROSS with Todd Klein

TABLE OF CONTENTS

Introduction

by Elliot S. Maggin

Chapter One

Strange Visitor

Chapter Two

Truth and Justice

56

Chapter Three

Up in the Sky

108

Chapter Four

Never-Ending Battle 156

Epilogue

One Year Later 204

Apocrypha

A selection of sketches, comments, developmental and promotional art, and other treasures from Kingdom Come 213

In Elseworlds, heroes are taken from their usual settings and put into strange times and places-some that have existed or might have existed, and others that can't, couldn't or shouldn't exist.

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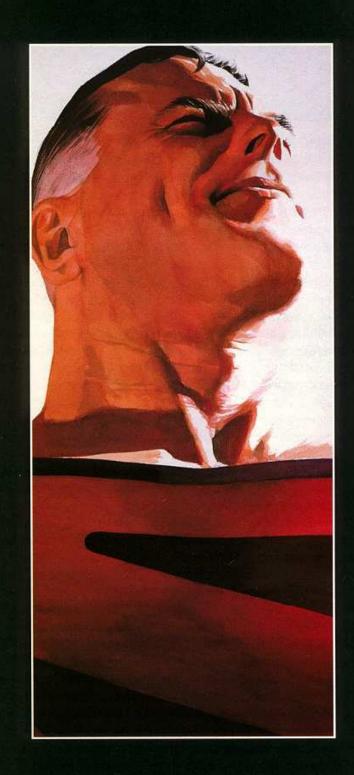
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THE NEW BARDS

An Introduction by Elliot S. Maggin

n the waning moments of the twentieth century, the superhero is Everyman.

Look at the way we live: traveling over the Earth at astounding speeds with unimaginable ease; communicating instantly at will with people in the farthest corners of the globe; engineering economies, driving environmental forces, working wonders. If a person from only a hundred years or so in the past could look in on our lives, that person would suppose that we were not mortals, but gods. He would be bowled over by what the most ordinary among us could do with a car or a light switch or an automatic teller machine. This is the way many of us have always looked upon our super-heroes-as though they were gods. Our person from a lost century would be wrong about us, of course, but no more wrong than we are about our heroes.

In the story that you hold in your hands, Mark Waid and Alex Ross tell us that our proper response to the inexorable march of progress that has brought us to this place and time in the history of civilization is to find a way to confront it responsibly. Not modestly. Not unself-consciously. Not with faith in a power greater than ours to descend from the sky and set things right despite our best efforts to screw up. We have an obligation to know who we are and where we are and what we can do. We have an obligation to understand the ramifications of the things we do, and to choose to do them-or notwith our eyes open.

That is what Kingdom Come is about.

As I write this, I am completing



a novel-about a hundred thousand words, one strung after the other without pictures other than the occasional new free-standing illustration by Alex Ross-called Kingdom Come. It is an elaboration in prose of the story that follows. In order to write it I, like Mark and Alex, have to believe in heroes. I do. I believe in Superman. For real. I really believe in Wonder Woman, so help me. I believe in Santa Claus. I believe that men have walked on the moon. I believe that every Passover Elijah the prophet comes over for a sip of wine. I believe in metaphors. Metaphors are real. That is why the Scriptures are composed not only of the proverbs and prophecies that Pastor McCay, in the pages that follow, spouts in involuntary reflex; but that is why those Scriptures surround and embrace those pronouncements in stories-the allegories and metaphors-that teach us our values. Here before you is a clash of good against evil, of course, but more than that. There are clashes of judgment, clashes among different interpretations of what is good and of what is justice, and clashes over who is to suffer the wages of the evil born of our best intentions. This is a love story. This is a story of hatred and rage. This is the Iliad. This is the story of how wewe ourselves; you and I-choose to use whatever special powers and abilities we have, when even those powers and abilities are only a little bit beyond those of mortal men. This is a story about truth obscured, justice deferred and the American way distorted in the hands of petty semanticists.

Super-hero stories—whether their vehicle is through comic books or otherwise-are today the most coherent manifestation of the popular unconscious. They're stories not about gods, but about the way humans wish themselves to be; ought, in fact, to be. They're the successors to the stories that once came from the hoe-down and the campfire and the wandering bard. We-all of us-come up with these stories all the time around dorms and carpools and along cafeteria lines at work and at school. Here's one:

I have a friend named Jeph. You know Jeph. I was maybe nineteen or twenty and he was maybe twelve or thirteen and I was a student at this college and Jeph's stepdad was a big muckamuck at the college and stepdad and I made friends. I went over to stepdad's house for dinner one day and Jeph and I got to talking there about our common ground: our mutual love for super-heroes and their stories. We came up with a nifty story over mom and stepdad's dinner table. See, I'd just sold my first comicbook script, a Green Arrow story called "What Can One Man Do?" and I had a problem. I had a meeting soon with Julius Schwartz, the Bard of Bards, to see whether I was a one-trick pony or I could do this sort of thing again. I had to come up with a hit-it-outta-the-park idea for a Superman story or else spend the next three years in law school. I guess I told Jeph a few of my ideas and I guess Jeph told me a few of his. And Jeph came up with this thing he called "Why Must There Be a Superman?" It was about the

Guardians of the Universe planting a new idea in Big Blue's head.

The idea was that maybe, in his zeal to preserve life and ease the path of the human race, Superman was keeping ordinary everyday good humans from growing on their own. Maybe he was killing the butterfly by helping it out of the chrysalis. Not for sure, but just maybe. That was Jeph's idea.

o I went to Gotham to see the Bard and I had maybe a dozen little germs of ideas packed under my scalp. I'd try this one on him. I'd toss him that one. I'd pitch him another one. Some of them he liked; some of them he didn't. Some of them inspired ideas of the Bard's own; some of them made him snort or snore. By the end of a couple of hours-they were a loud, intense couple of hours, as hours I spent with the Bard of Bards always would be-I was emotionally exhausted and still he wanted to hear more. So I dredged up this idea about what might happen if the Guardians came calling on Superman with the tiniest little criticism of how he was going about his job. Now you're talking fresh stuff, the old man let me know. He got excited. He yanked people in from the hall and made me repeat the idea for them.

I called the story "Must There
Be a Superman?" and Saint Curt
and Murphy drew it and it made me
happy and I put words in Superman's
mouth pretty much steadily for the
next fifteen years and never went
to law school. And I swear I did
not have a clue where the idea
had come from. Who knows where



ideas come from anyway? I didn't remember—still don't remember, in fact, but I believe Jeph—until Jeph told me about his contribution years later. Like twenty or so years later.

Jeph has never suffered, I don't believe, for my inconsiderate oversight, and in fact has always been my friend. He's done well, too. With his buddy Matthew he wrote the first great super-hero movie of the modern period, Commando with Arnold Schwarzenegger, and lots of other great stuff. And one day later on I was editor of Jeph's first comic-book series of his own, an eight-issue masterpiece with Tim Sale called Challengers of the Unknown. Now he writes for Hollywood and he writes for DC and Marvel and he's happy and he's still my friend, and now I get to make this right too.

and new stories. Not long ago Mark and Alex went to Gotham to see Dan Raspler—who, it seems to me, was just a smart, ambitious kid last time I saw him and now he's a big muckamuck like Jeph's stepdad—to sell Dan on an idea about what the world would be like if all the super-heroes were to retire and their children, grand-children and successors generally turn out to be schmucks.

The theme of "Must There Be a Superman?," that icon of another life, is the theme that the new bards of Kingdom Come continue. Maybe complete. It is about the time in the lives of Superman, Captain Marvel, Wonder Woman, Batman and the others, when they learn that they

are not gods. And it is about the time in their lives when finally they learn that despite their limitations they must be potent and responsible anyway. Now is the time in the life of the human race when all of us need to learn these same things. That is why this story, despite its garish primary-colored clothing, is an important one.

The heroes of fable and fact to whose virtue we all aspire, are not only colorful people leading vivid lives; they traditionally understand the value of human life in all its places and conditions. But real-life heroes, unlike many of the icons we have created, also understand human dignity and human immortality, and these are concepts that are lacking in, for example, Superman's education. Heroes especially need to understand the value of the things of a life: its artifacts, its ideas, its loves. It is the markers you leave along that road that define you. It is the trees a man plants, the children he raises and the stories he tells that signify his life. It is the palaces a people build, the heritage they inspire, the art they create that makes their civilization. I've been trying to tell Superman for years that he mustn't just save lives, he has to spit-polish the real estate too. He's never understood that. He never got it until Mark and Alex told him. They got through to him, finally, and for that I'm proud of them.

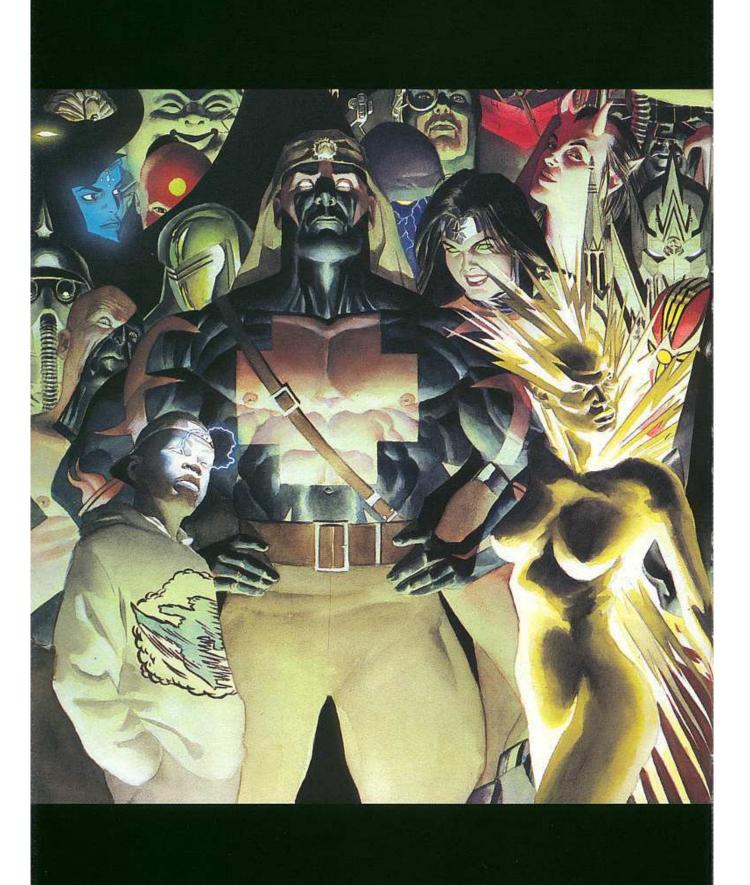
In Kingdom Come, Mark and Alex draw a dichotomy between the human race and what we call the metahuman race. It is the source of conflict throughout the story. And the story's synthesis is the realization that this distinction is false. As clearly as another hero, Mahatma Gandhi, asserted that he is a Hindu as well as a Muslim—as well as a Christian, a Jew or a Buddhist if that becomes appropriate—so do we learn here that the most ordinary among us are heroes, and the most colorful and vivid among us are quite ordinary and flawed. It is a conclusion to which our new bards lead us as elegantly and precisely as Socrates led us through an argument or Pythagoras led us through a geometric proof.

Even super-heroes need to grow. We know that now. When you read Kingdom Come, you will too.

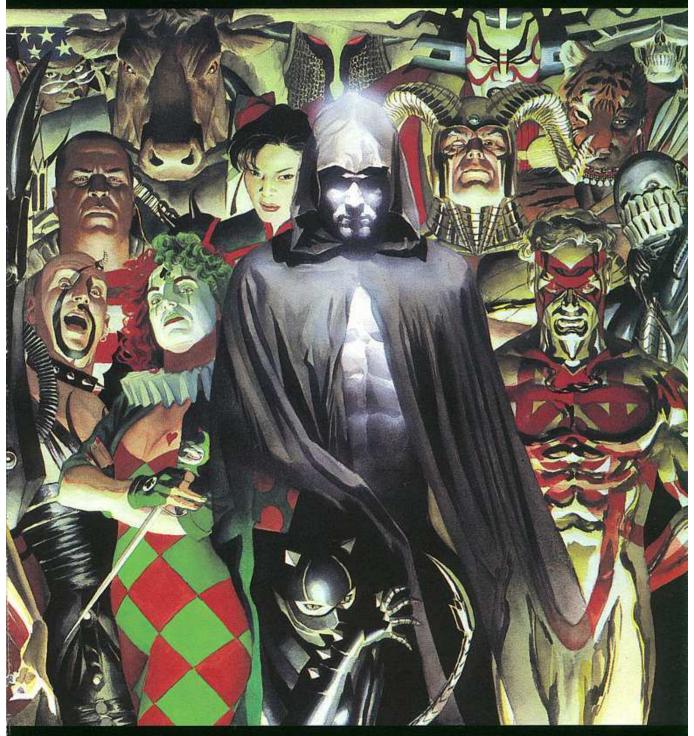
If we were to peek in on the lives of the people of the Earth in generations to come, surely we would think we were gazing upon Olympus. And of course, again, we would be wrong. They are only our children, our grandchildren and our successors who will surely stride the Earth as titans in those days, wearing our own features and our own shortcomings. They are our messengers to that resplendent future. And they will bring with them into their time whatever values and iconography that we have to offer them today. Here in the pages that follow is an admirable start. To cite the sentiment of another old friend whom I miss (And if you travel west anytime, Alan, come find me, will you?): This is an imaginary story...aren't they all?

Elliot S! Maggin

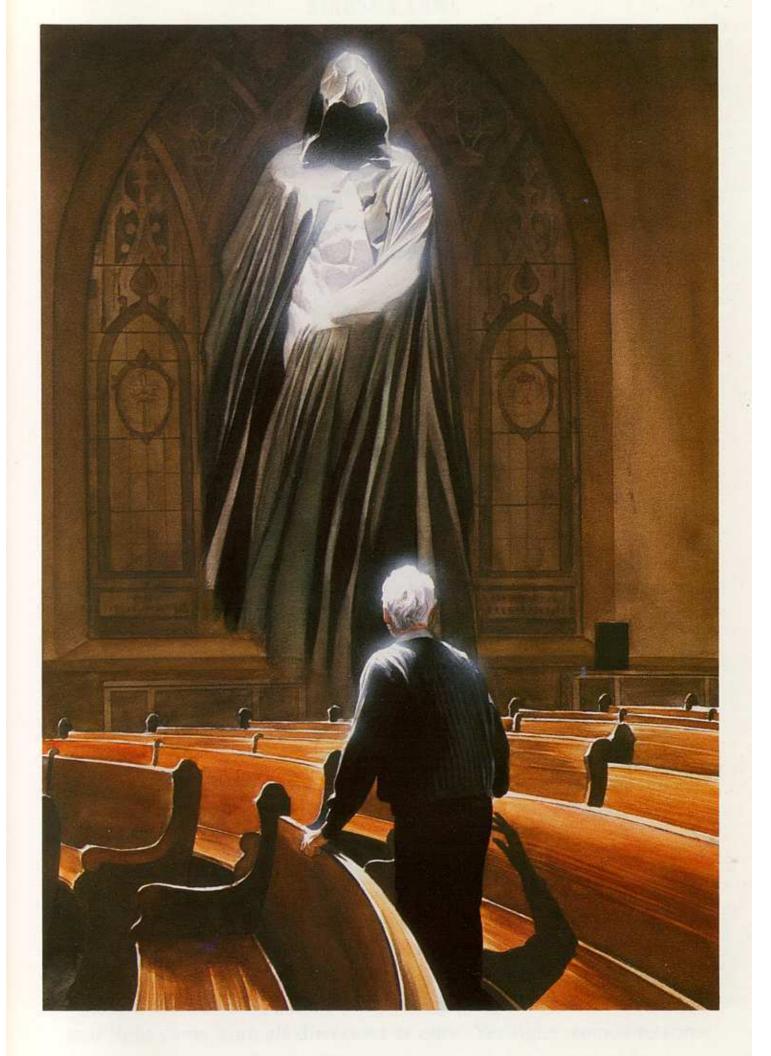
Where the Wind Hits Heavy New Year's, 1997

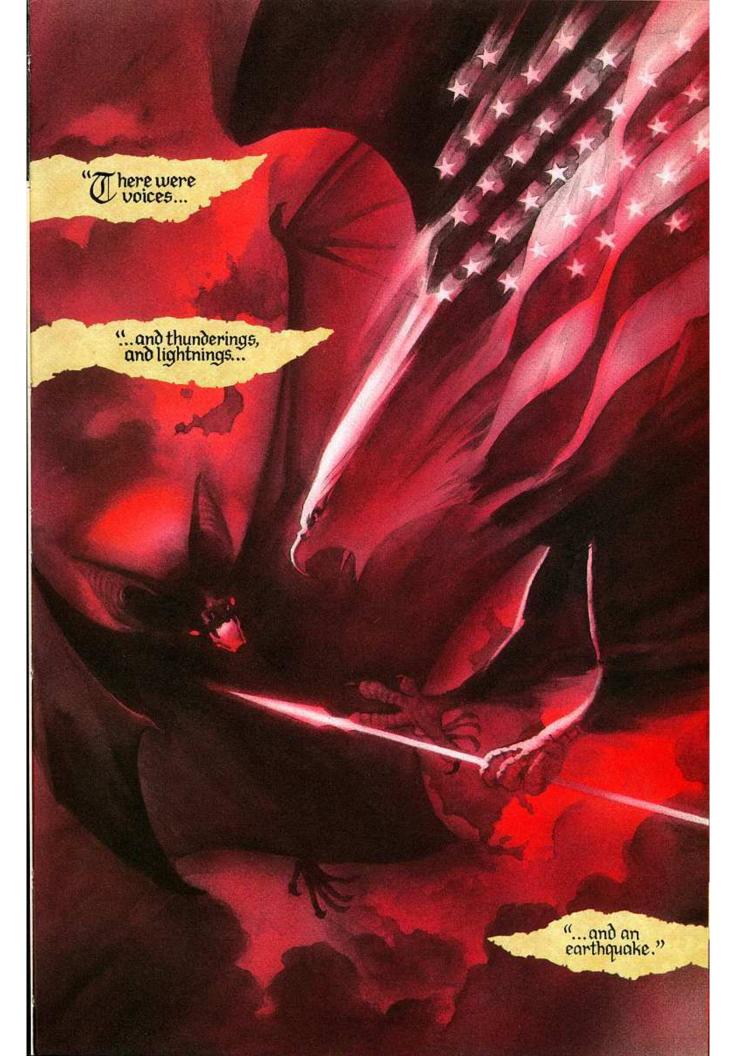


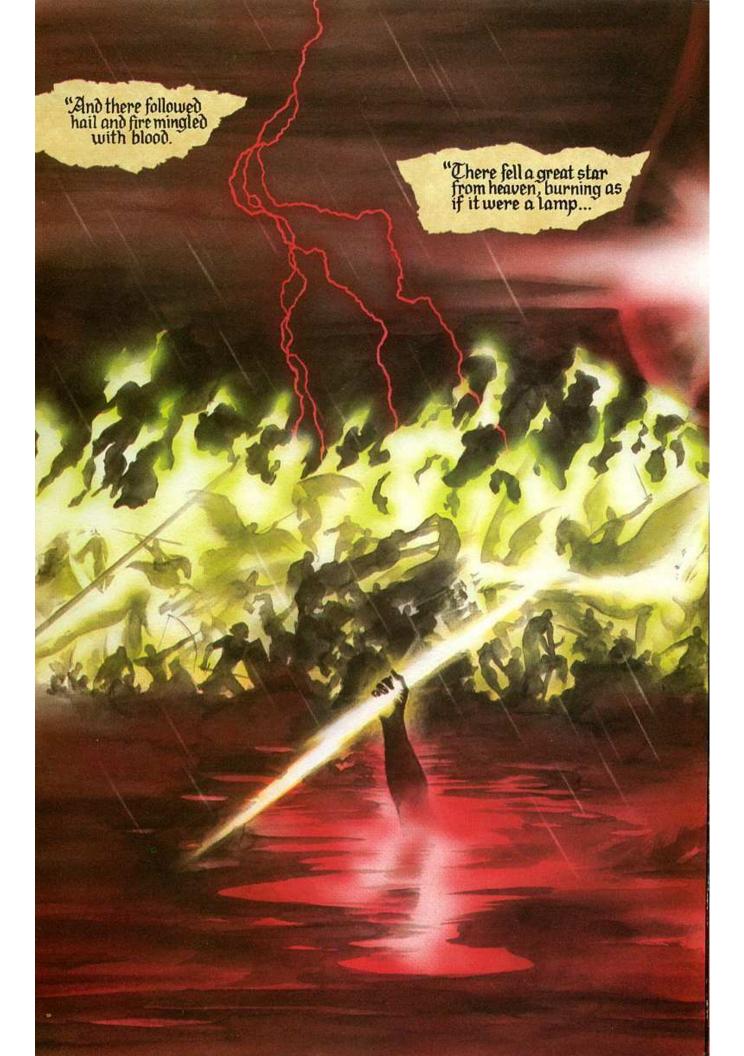
CHAPTER ONE

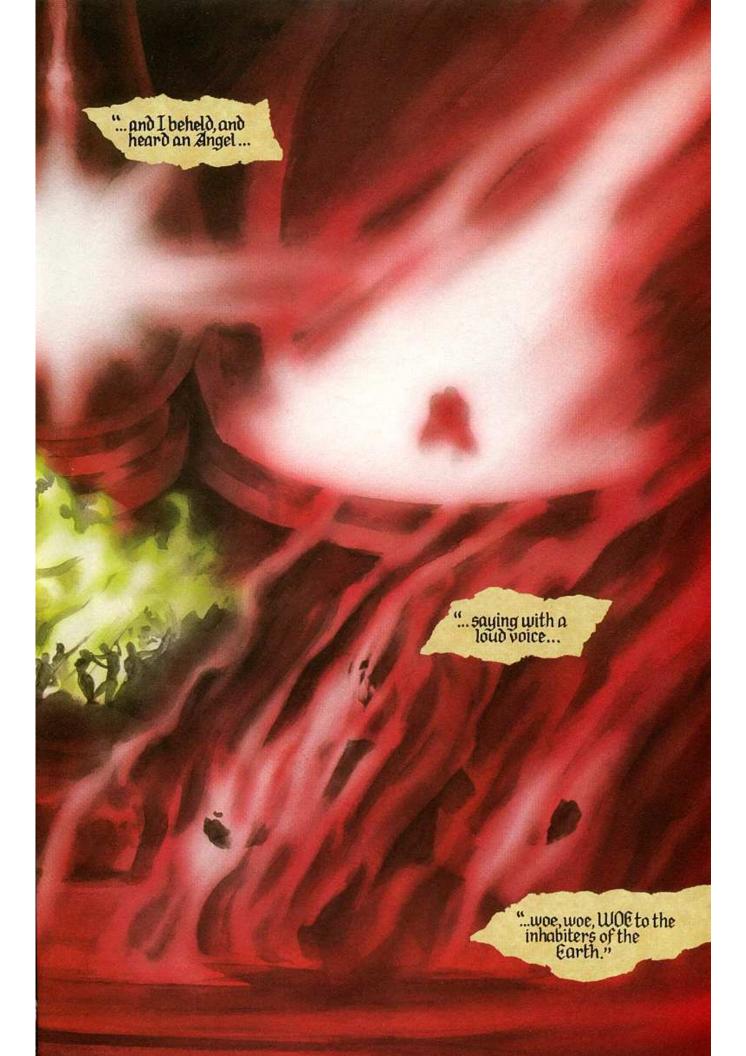


Strange Visitor





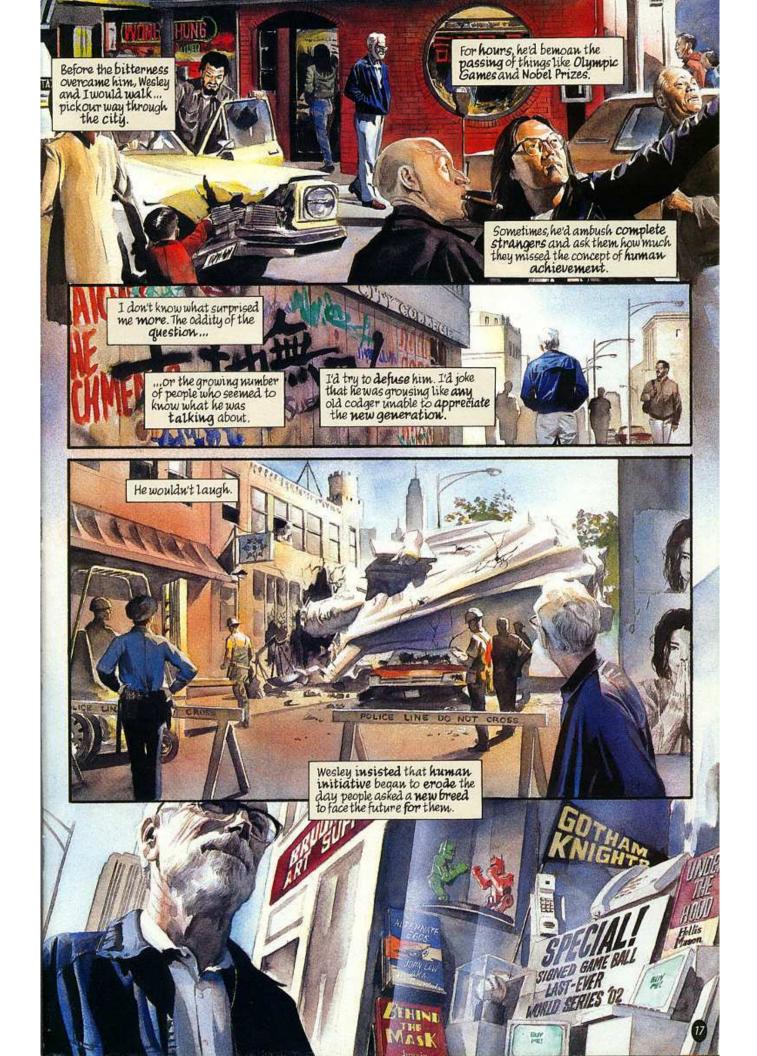


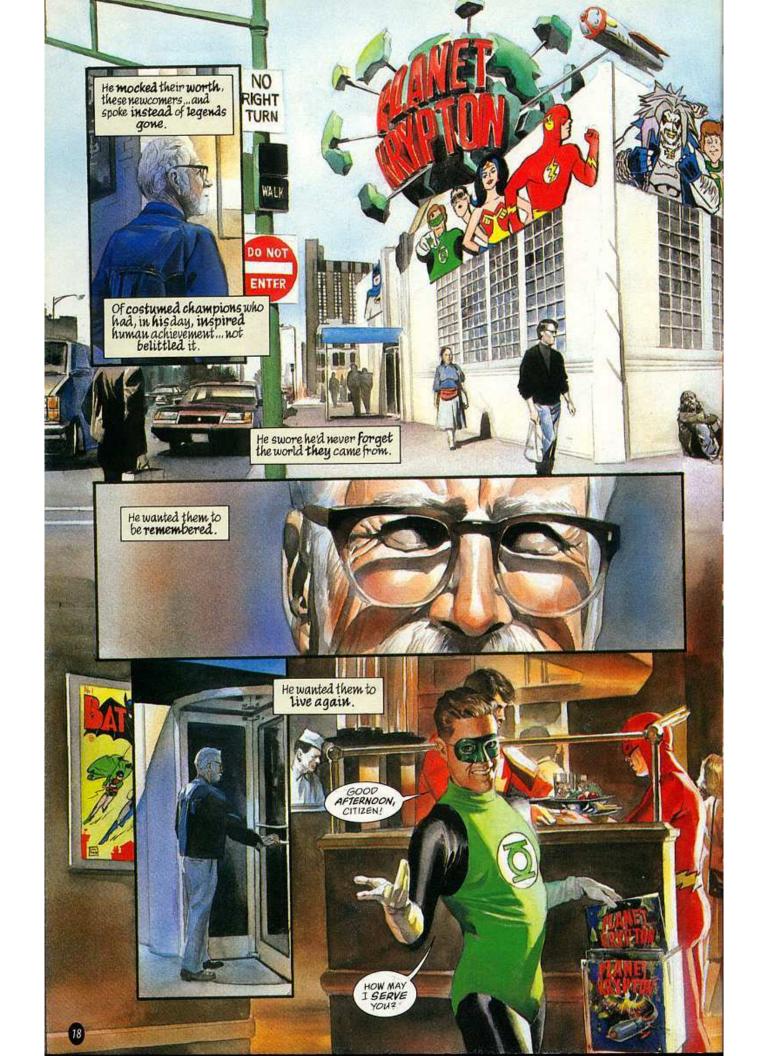




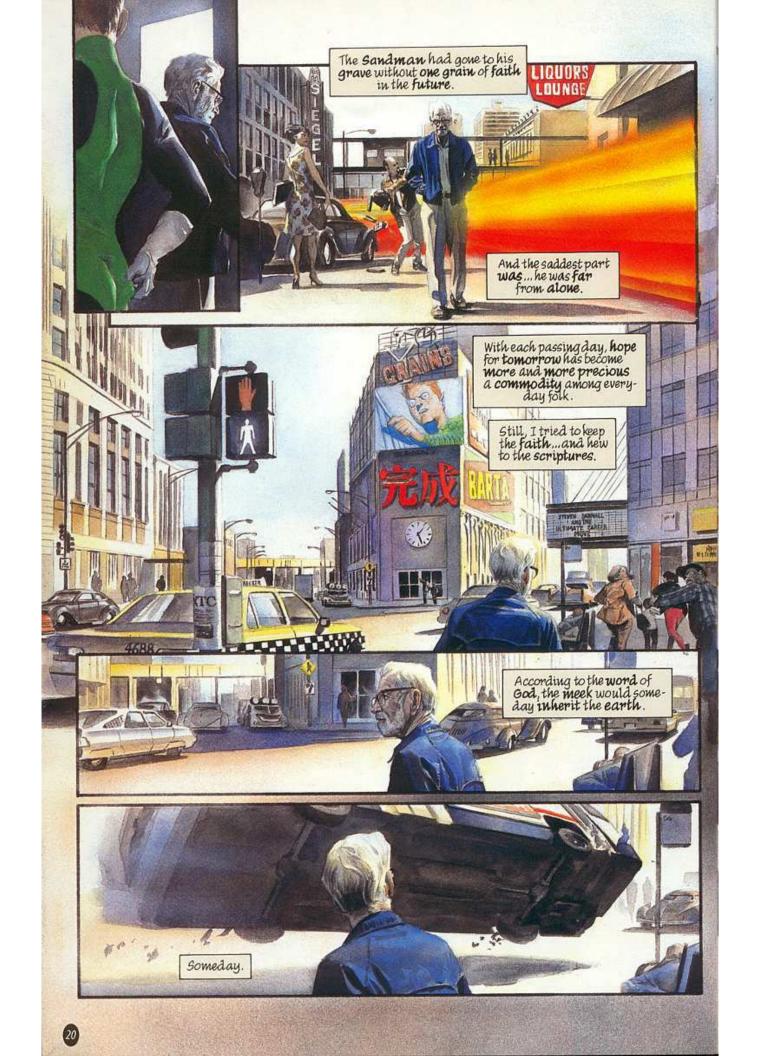


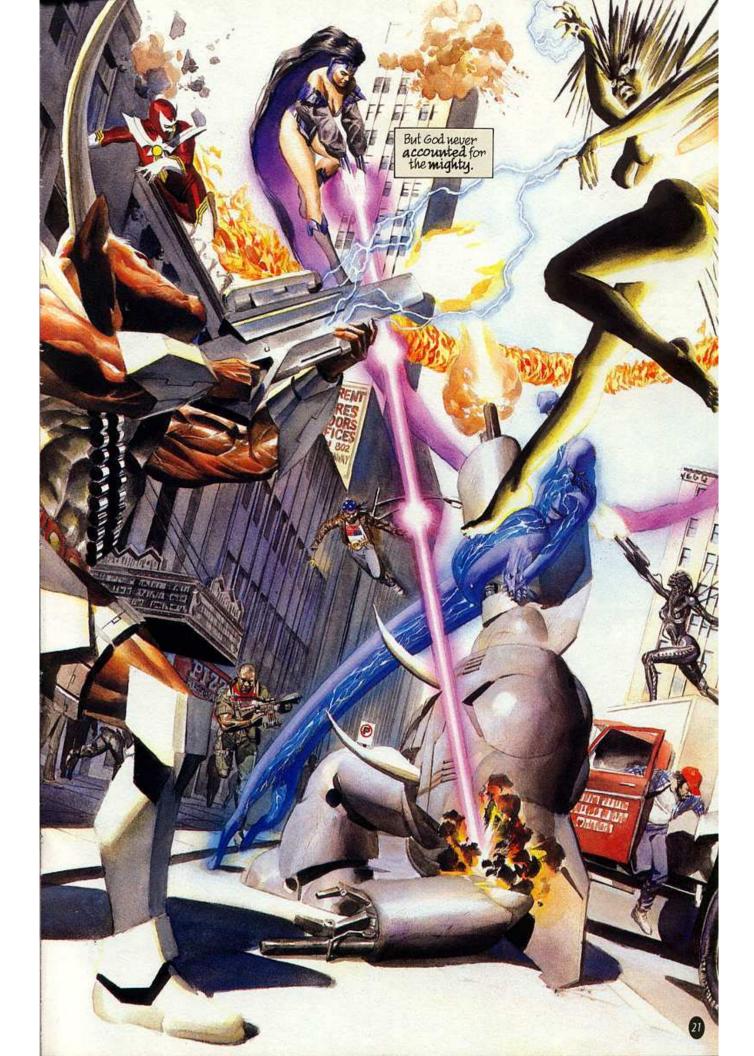








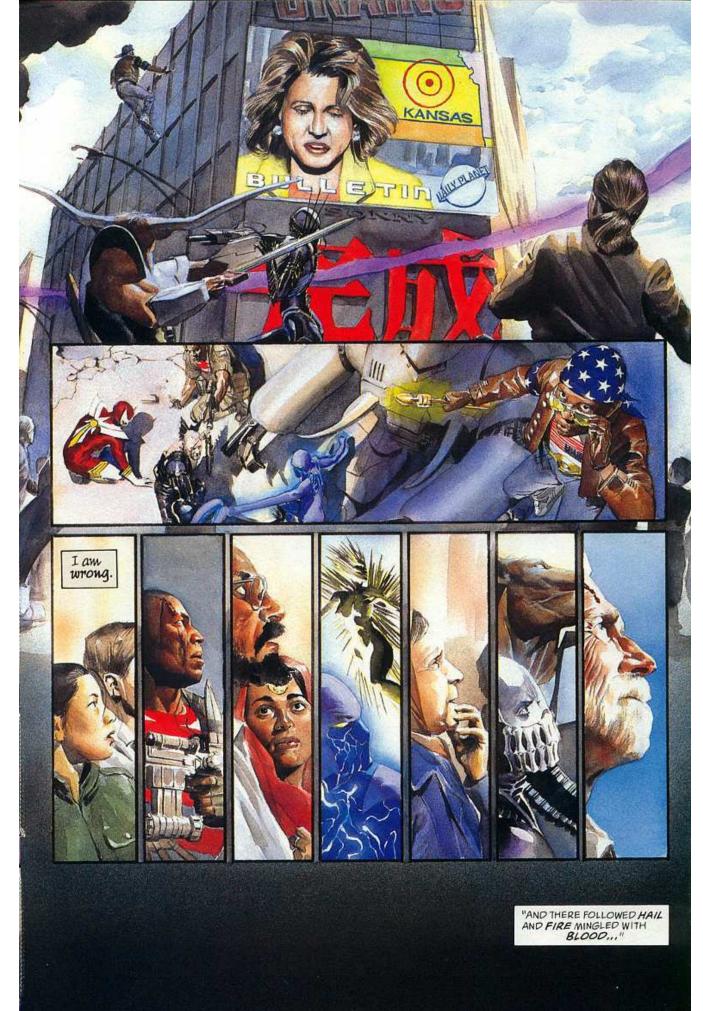






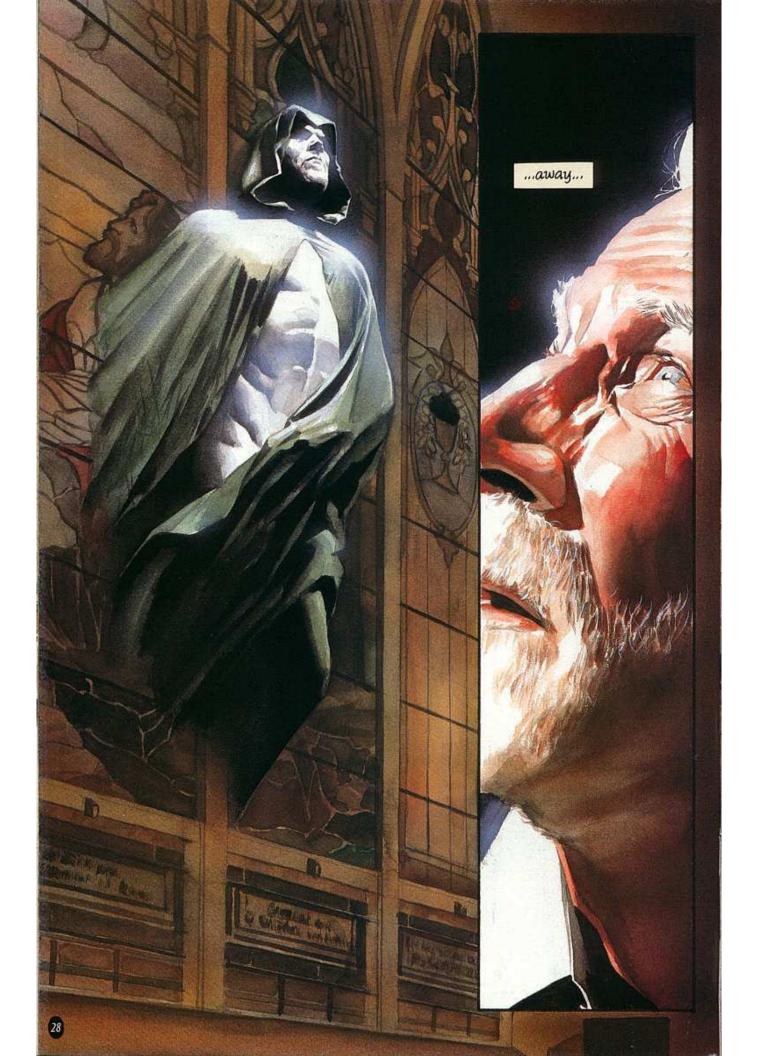


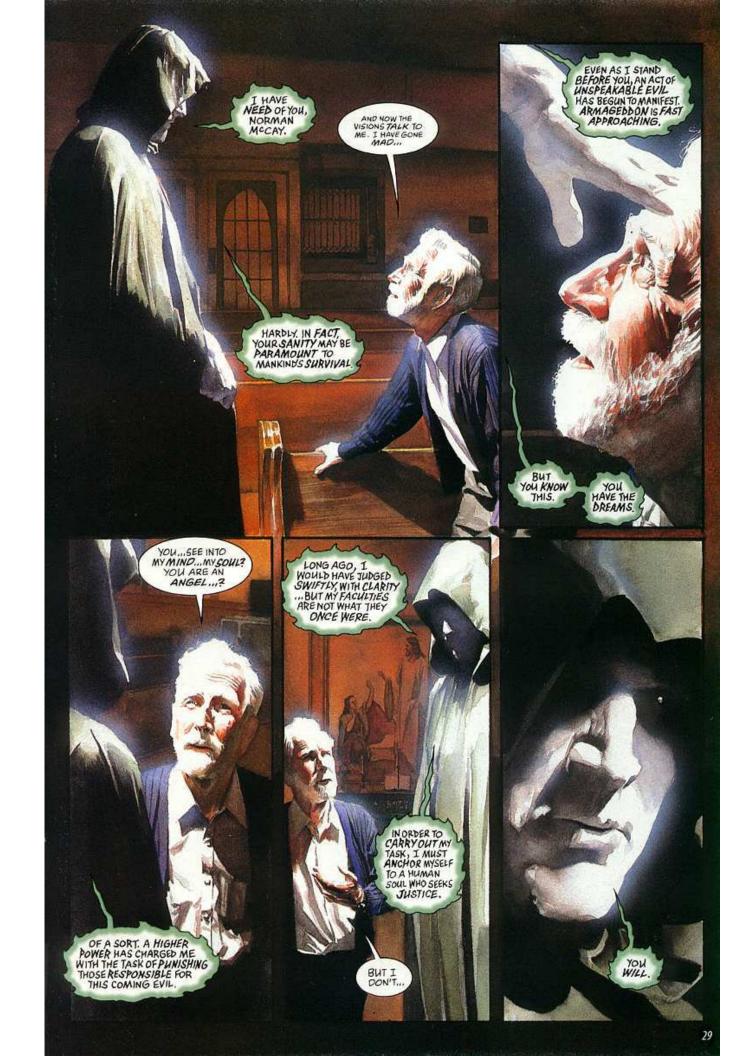






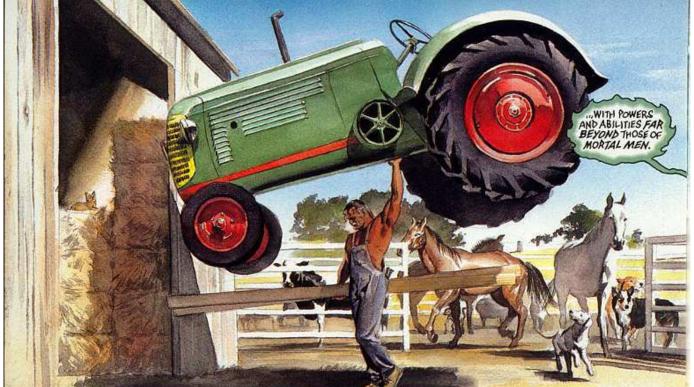


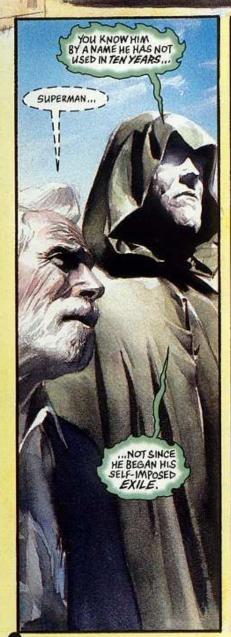


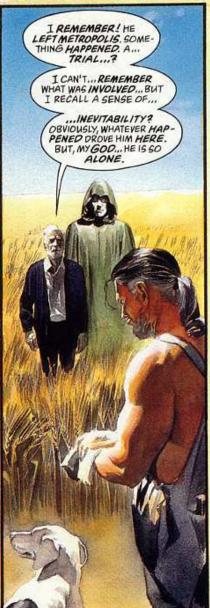




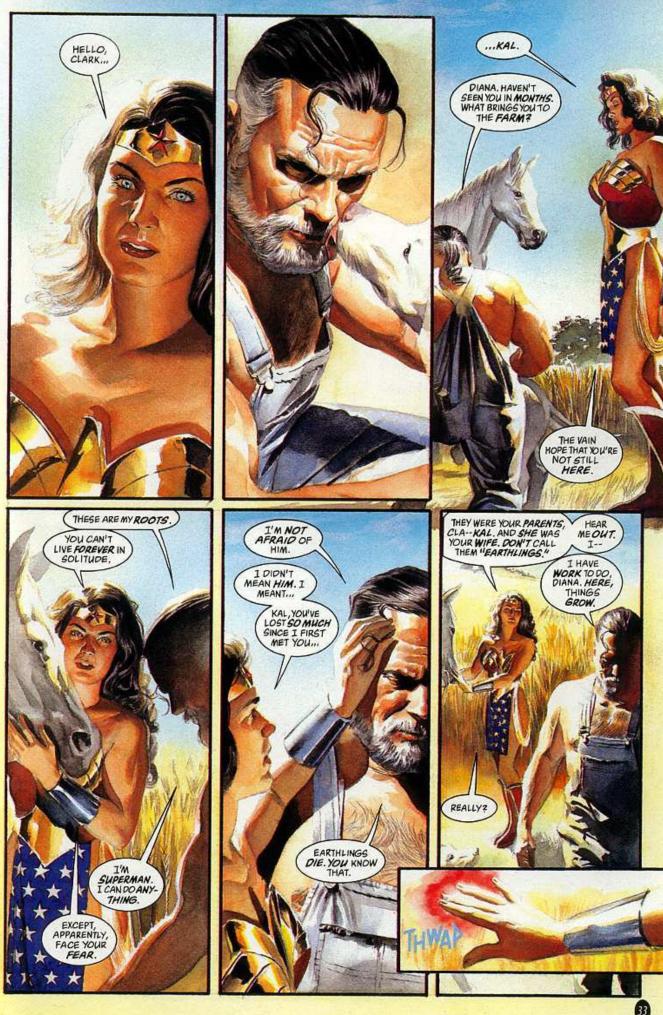


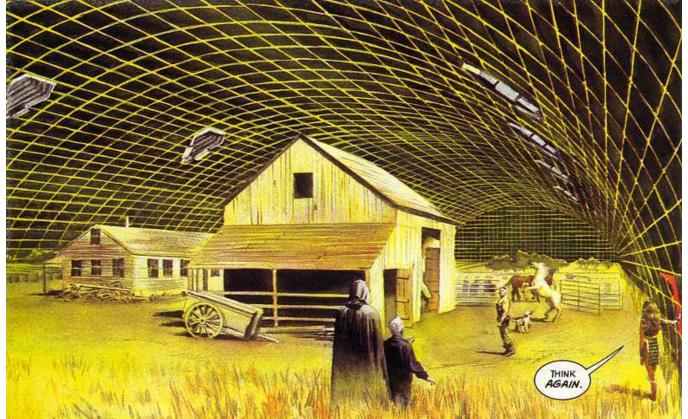






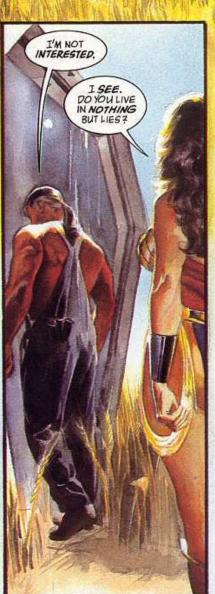


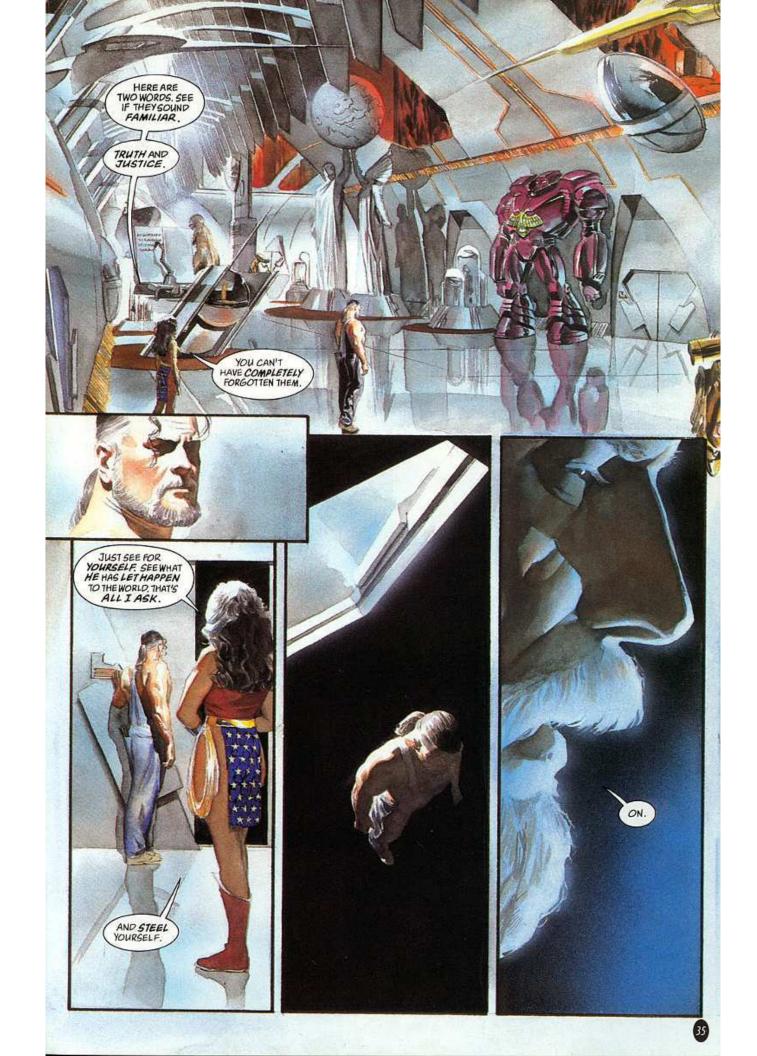


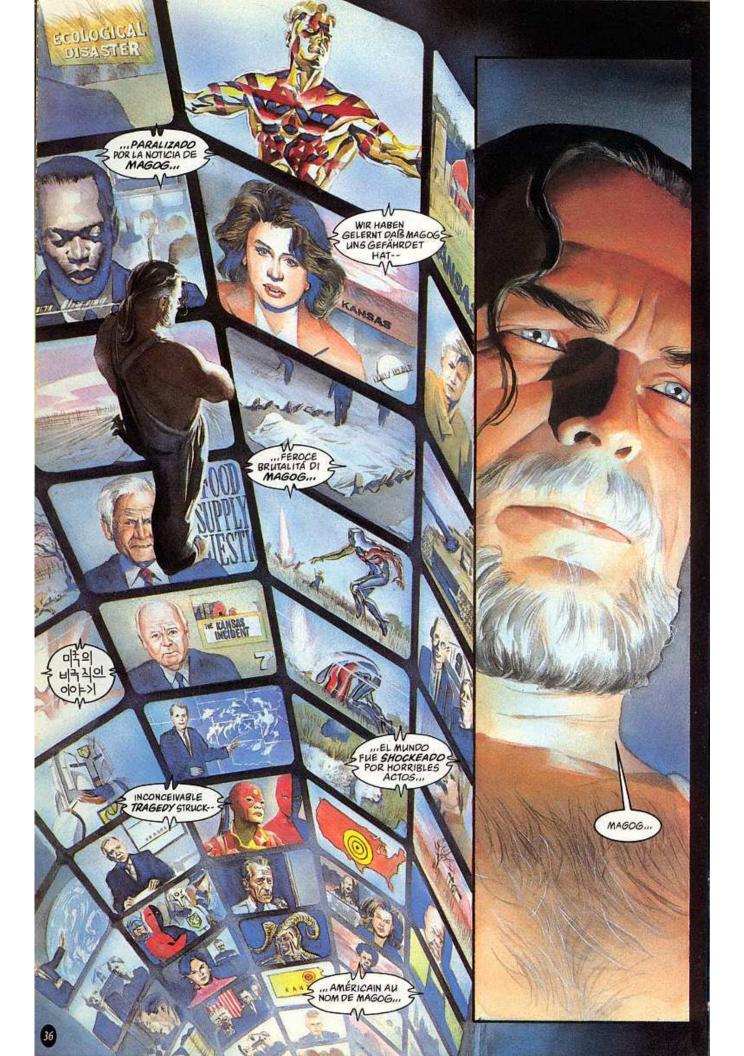




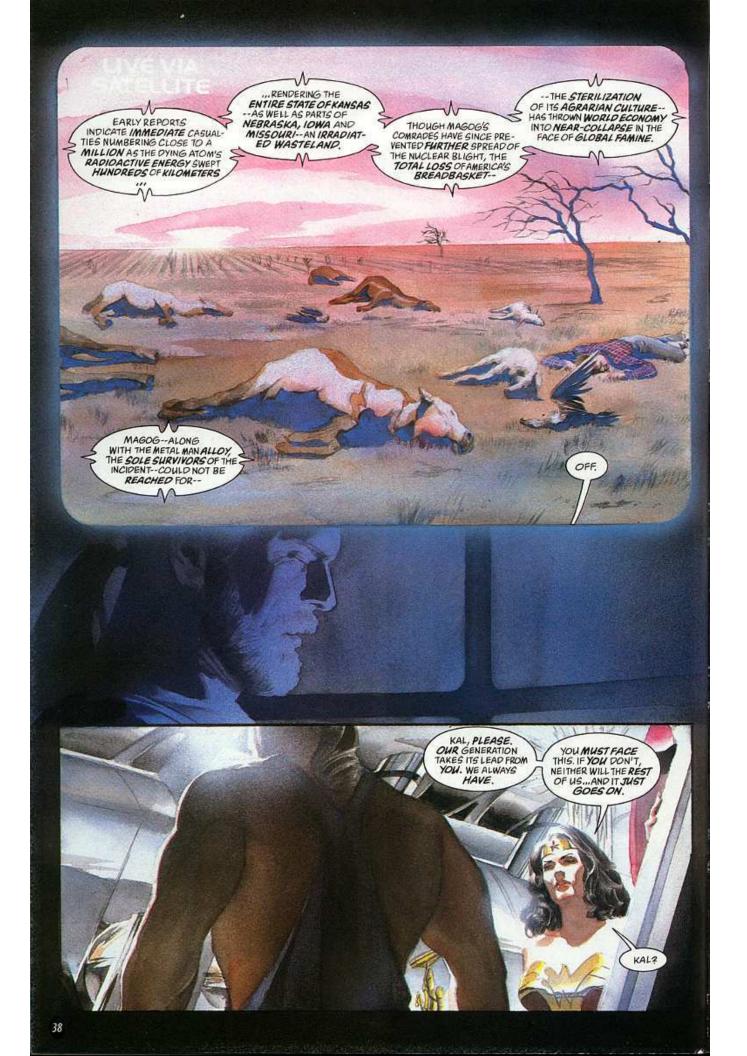


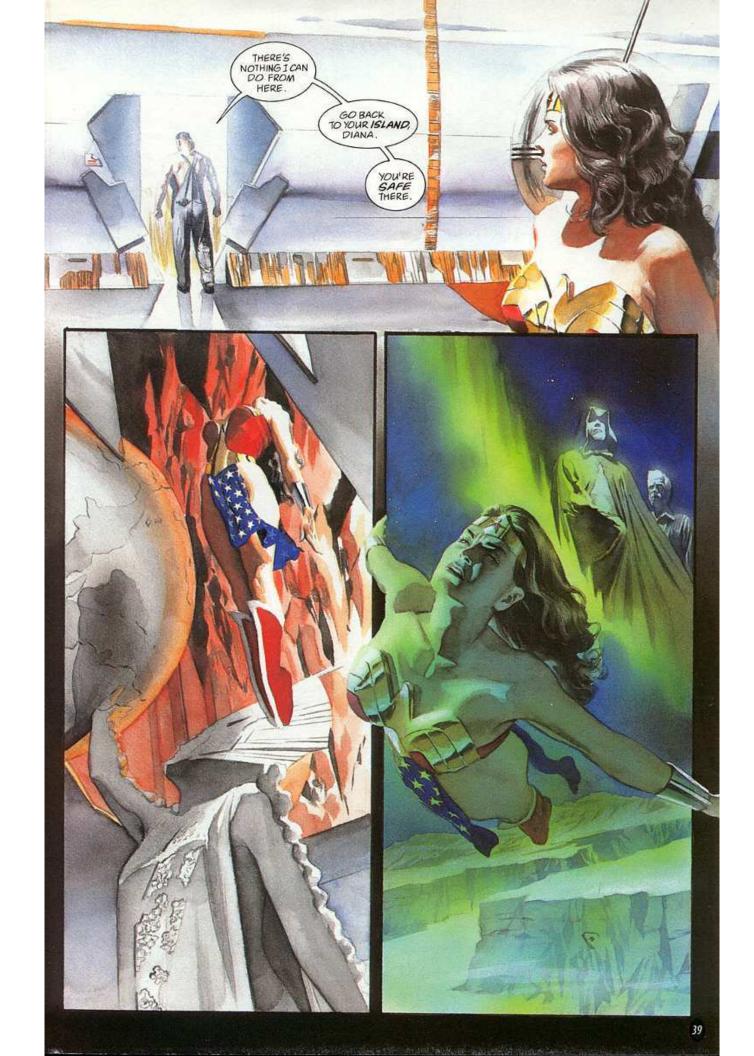






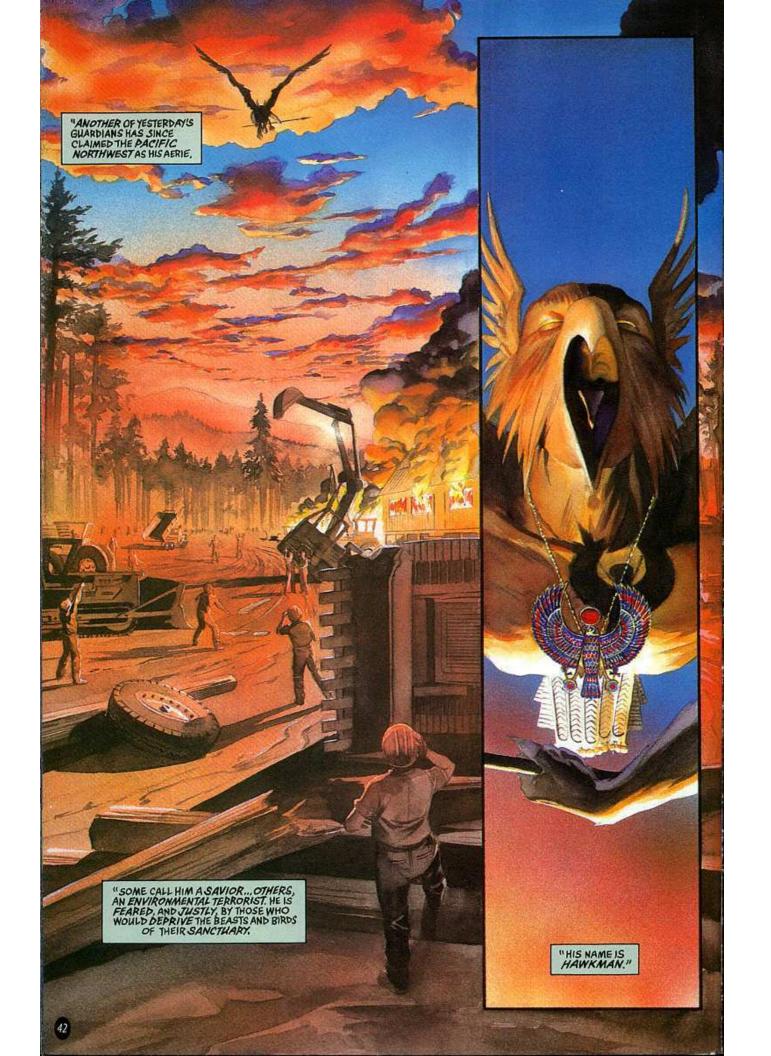






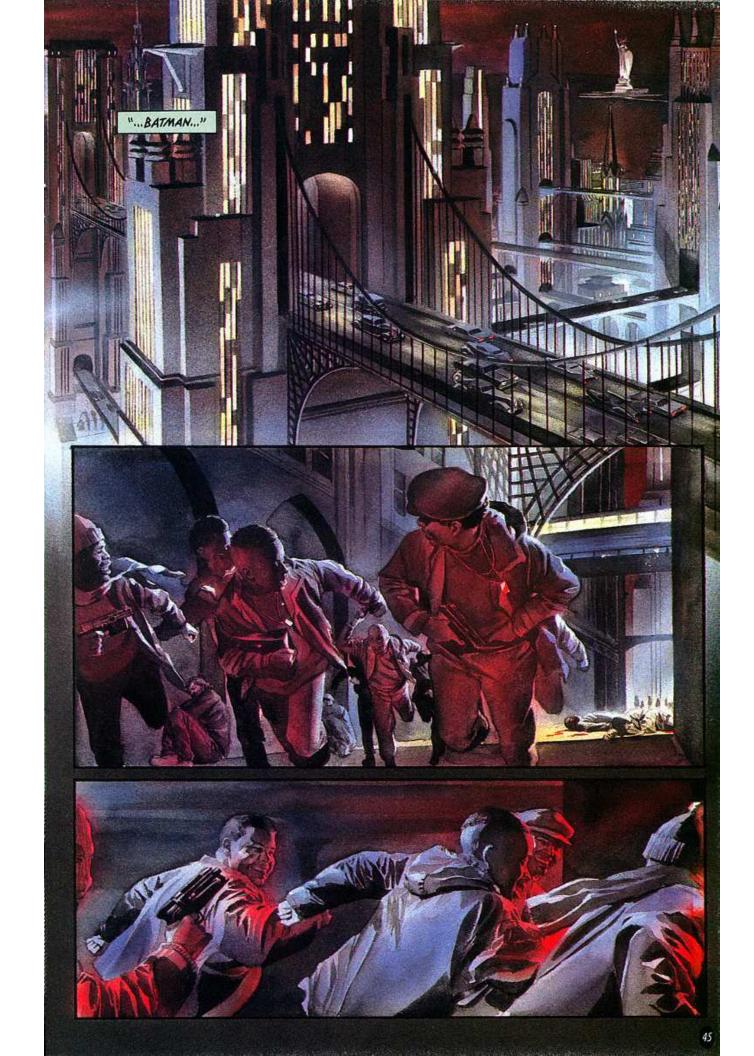


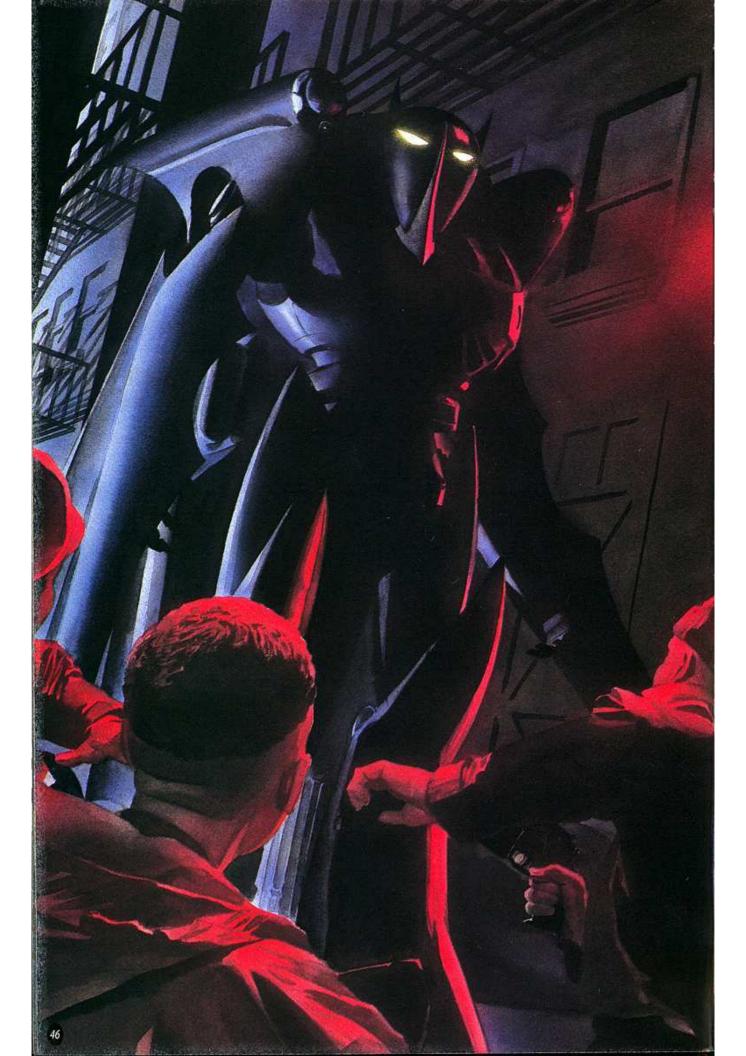




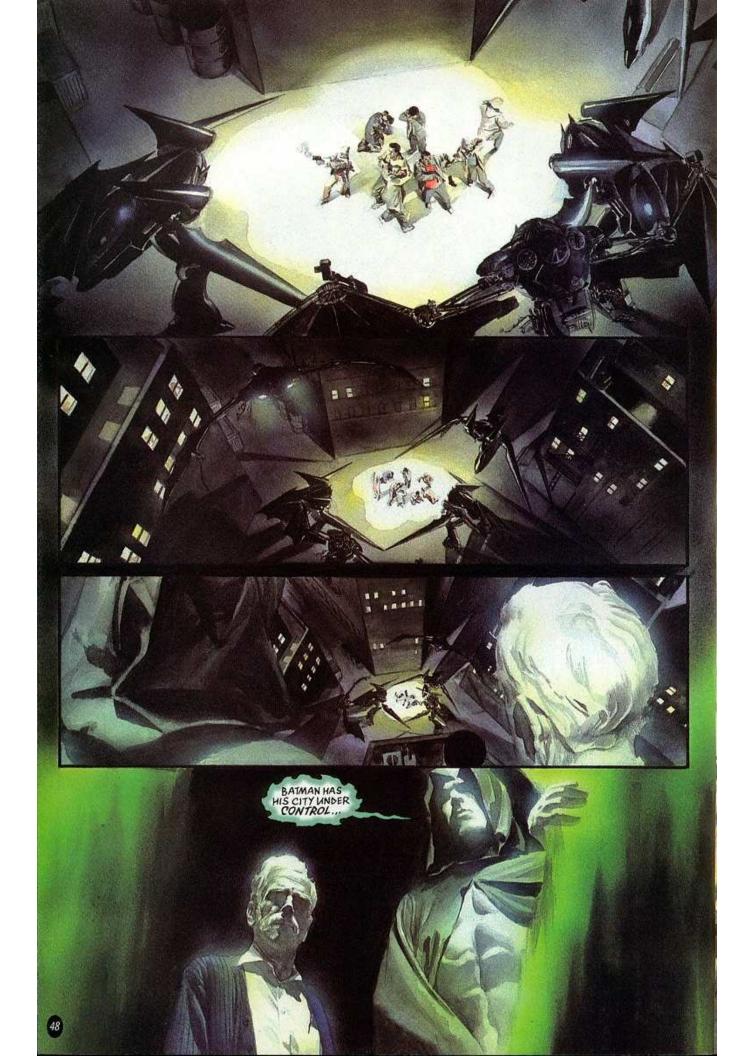








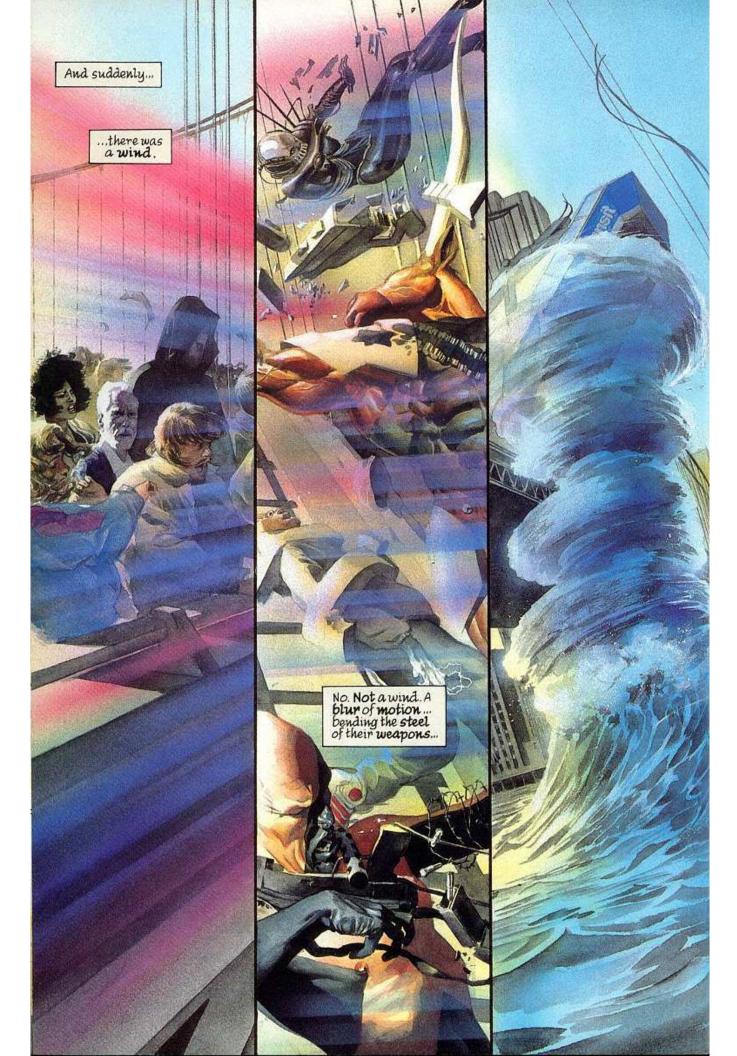


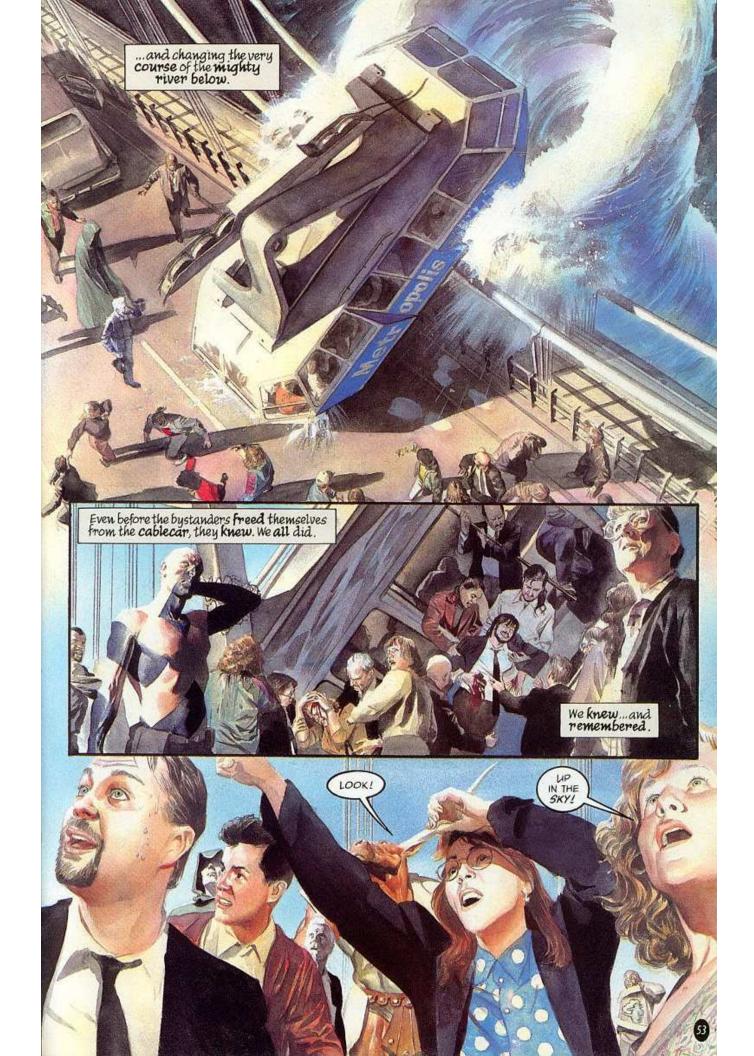


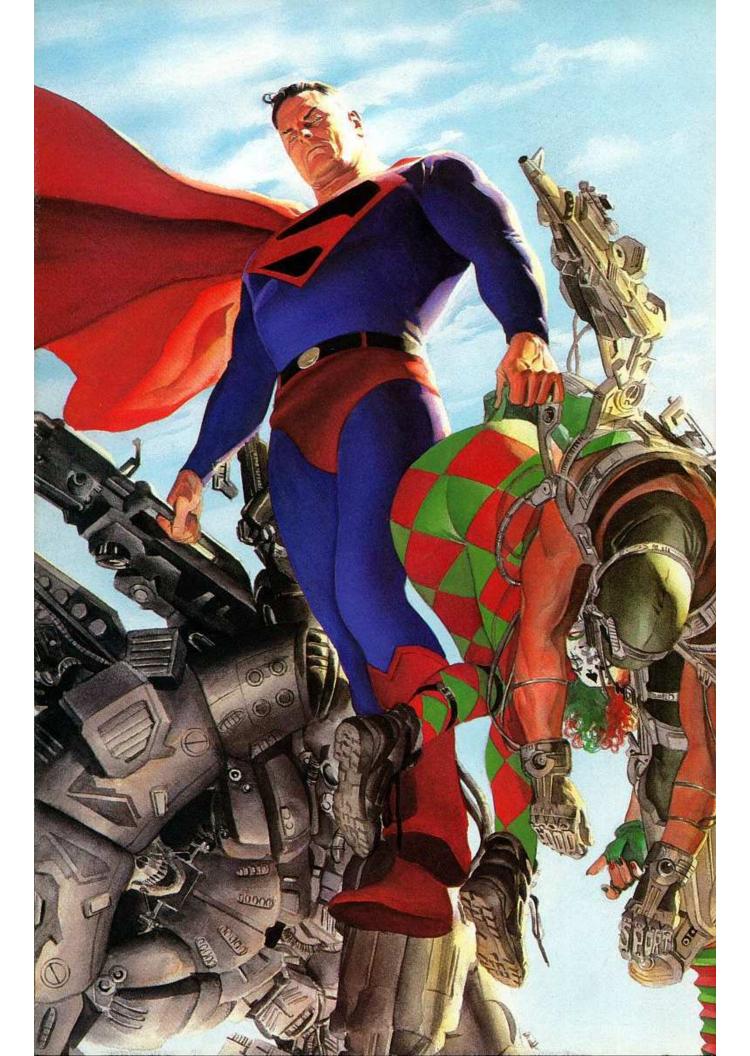




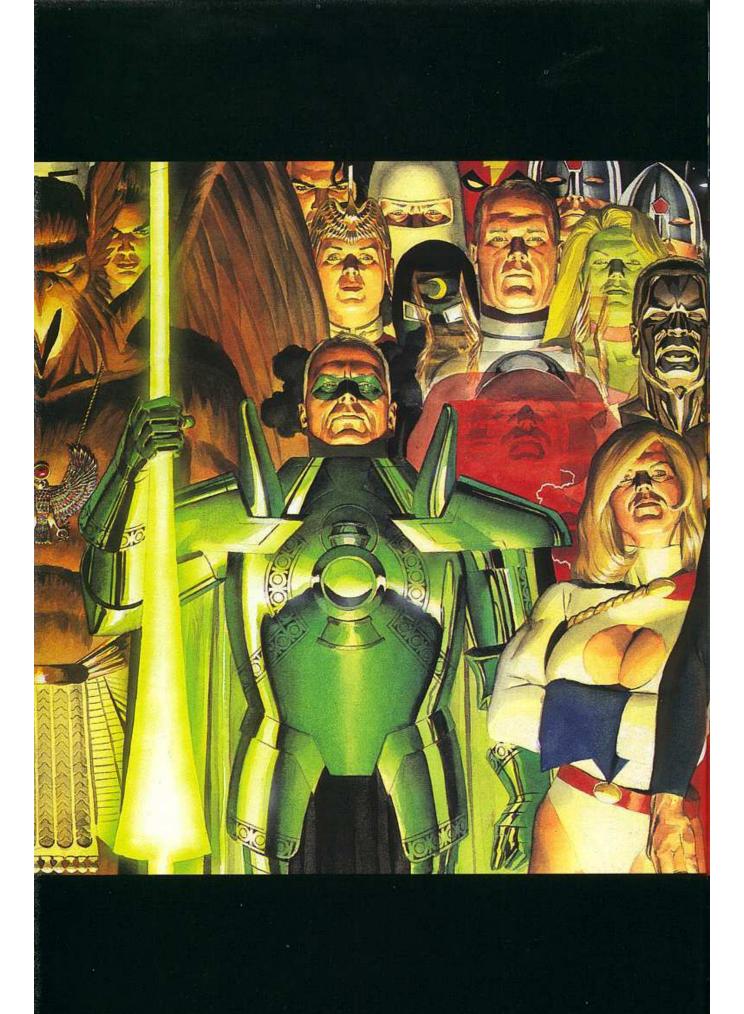




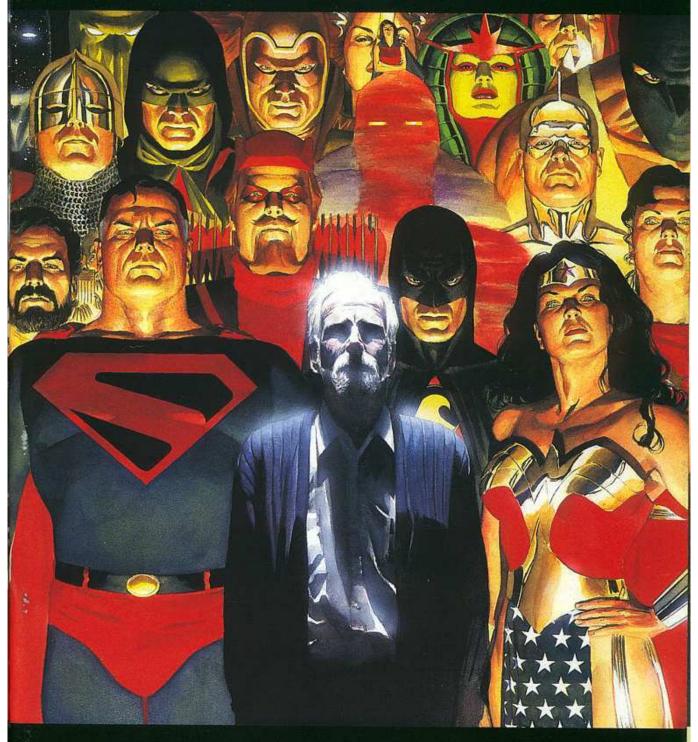








CHAPTER TWO



Truth and Justice



"And I saw the seven angels which stood before God... "... and another angel came and stood at the altar, having a golden censer... "... and the angel took the censer, and filled it with fire of the altar... "... and the seven angels prepared themselves to sound..."



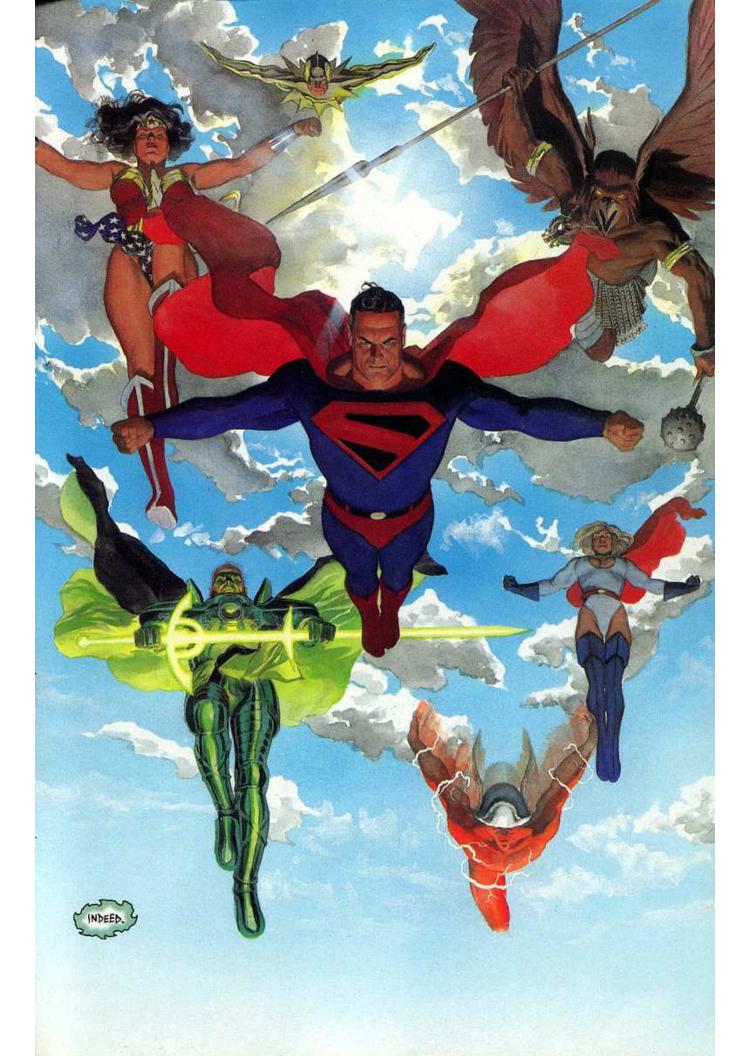




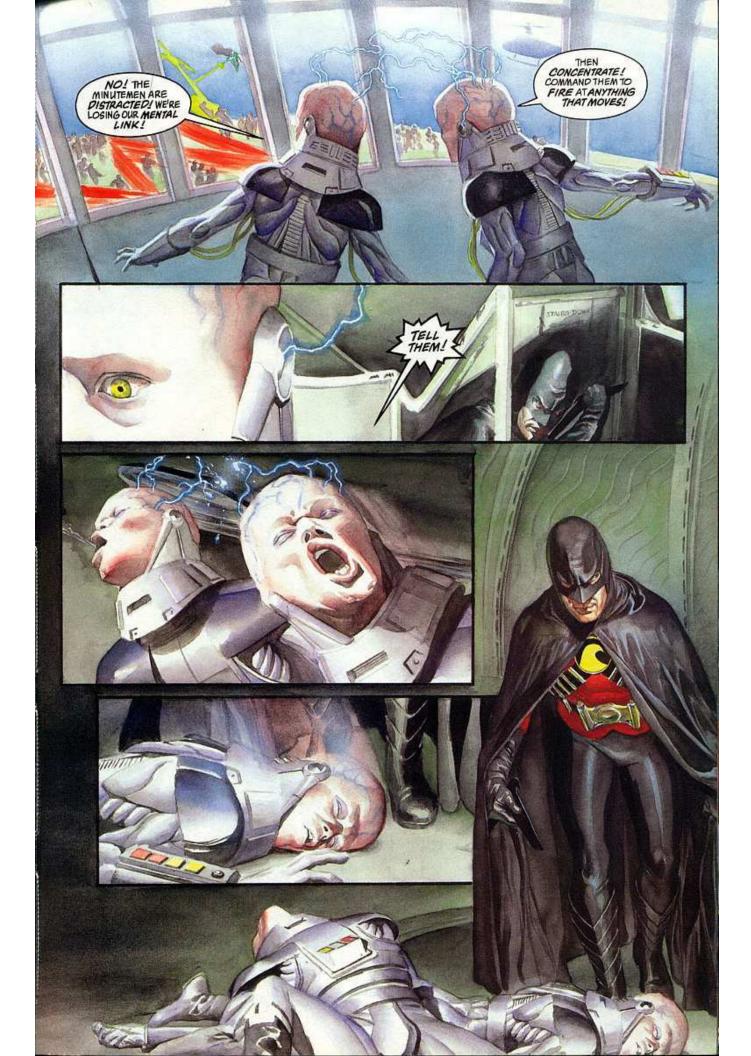








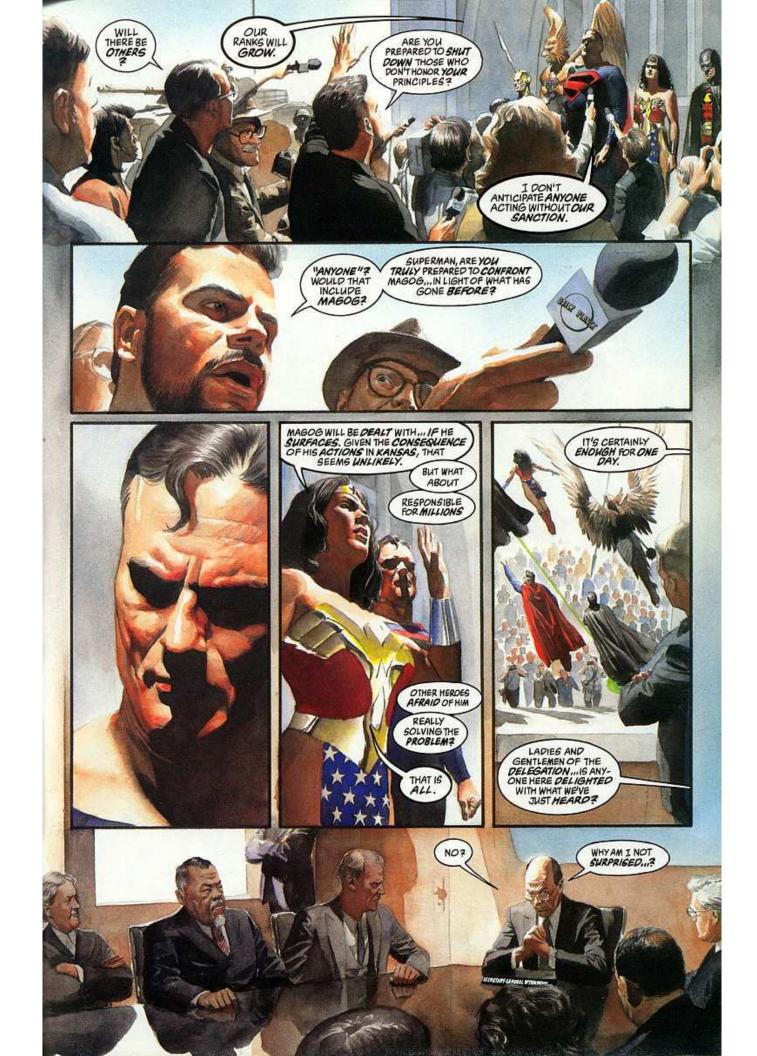
































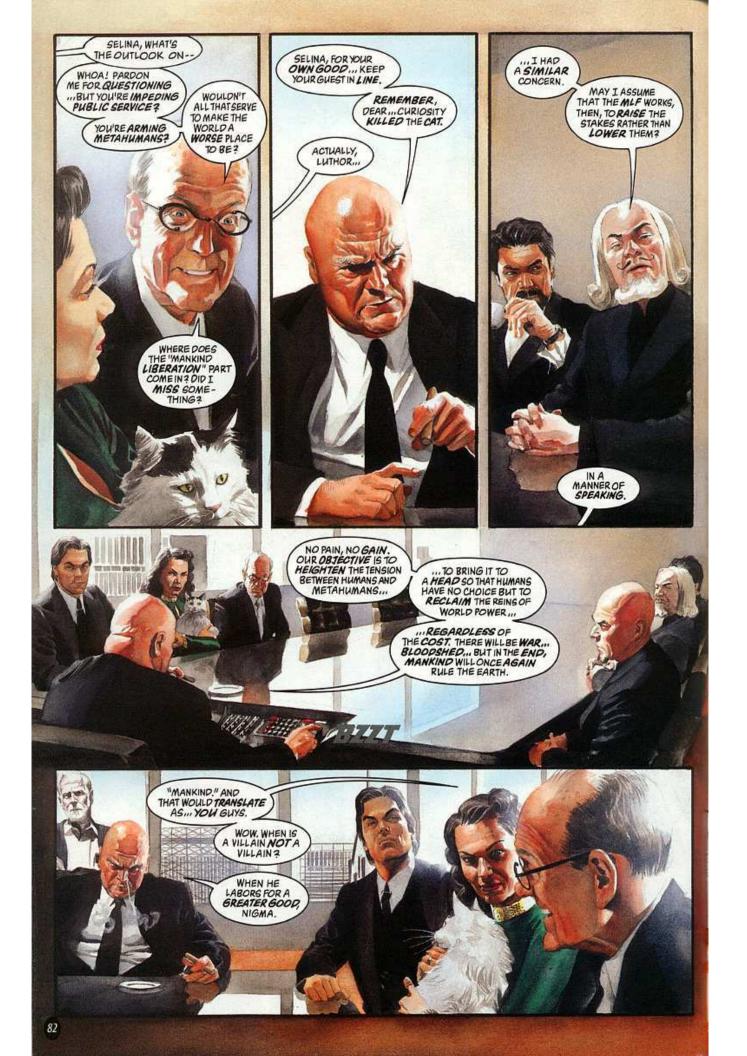






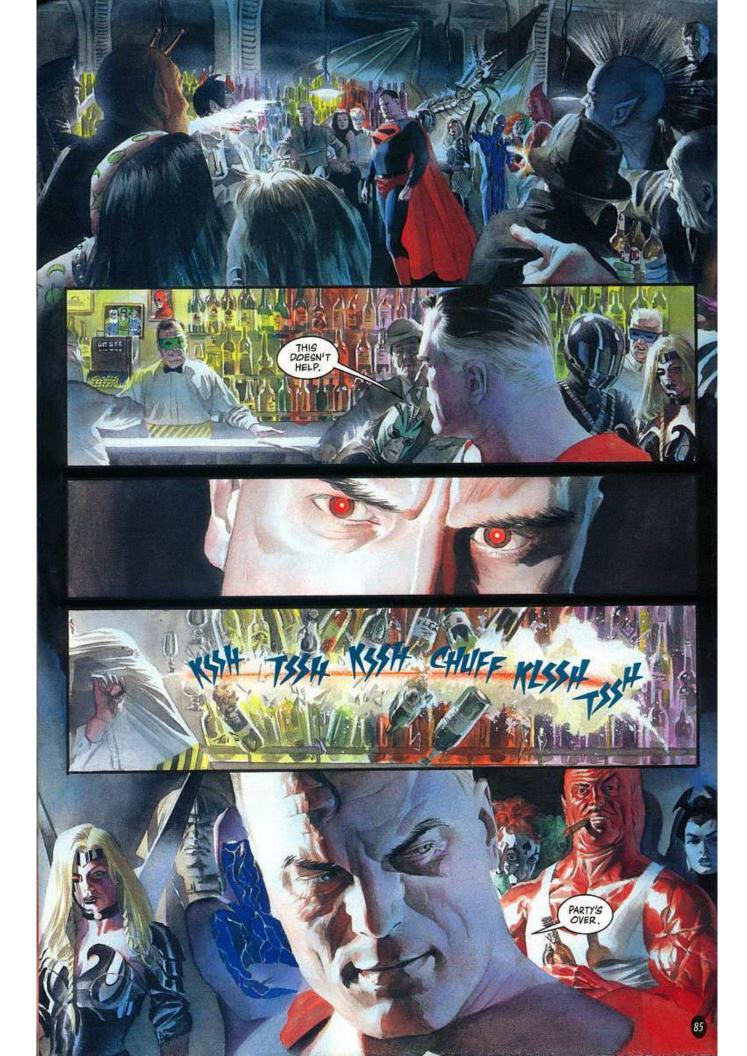












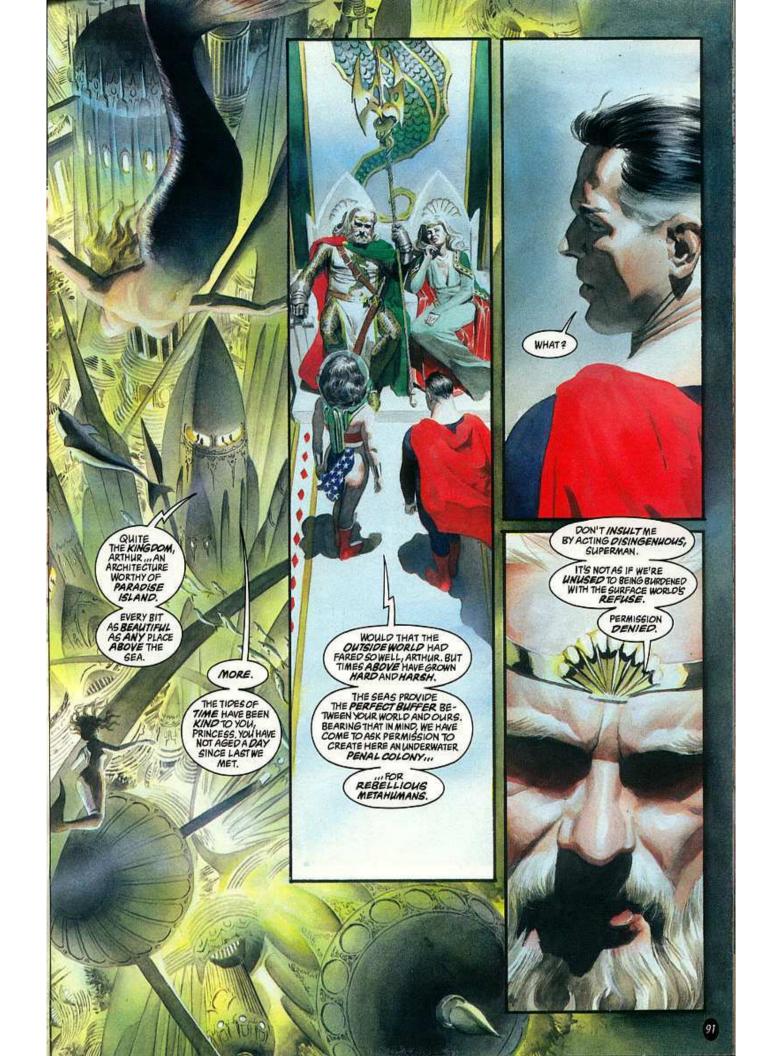












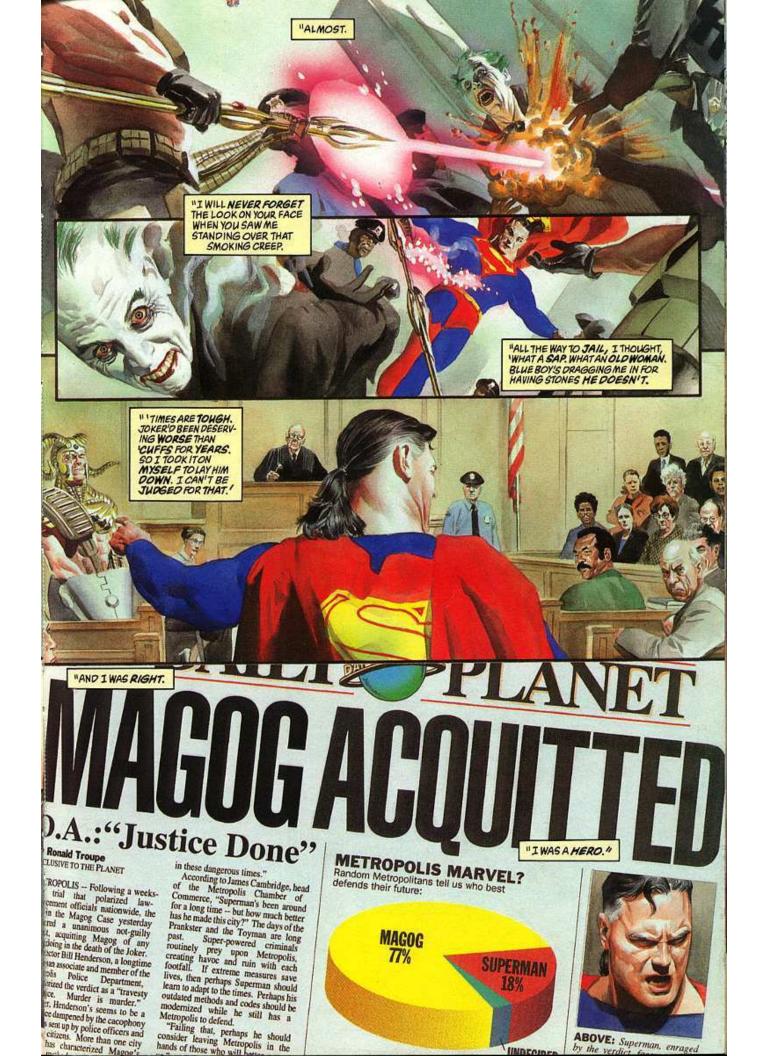


















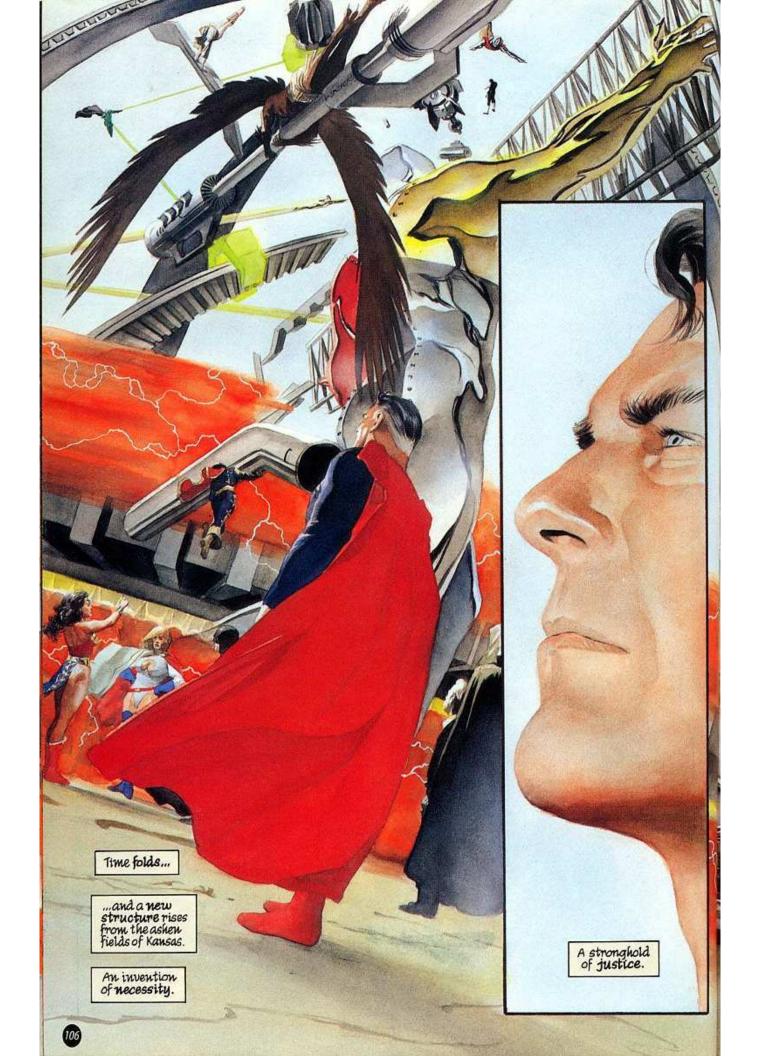


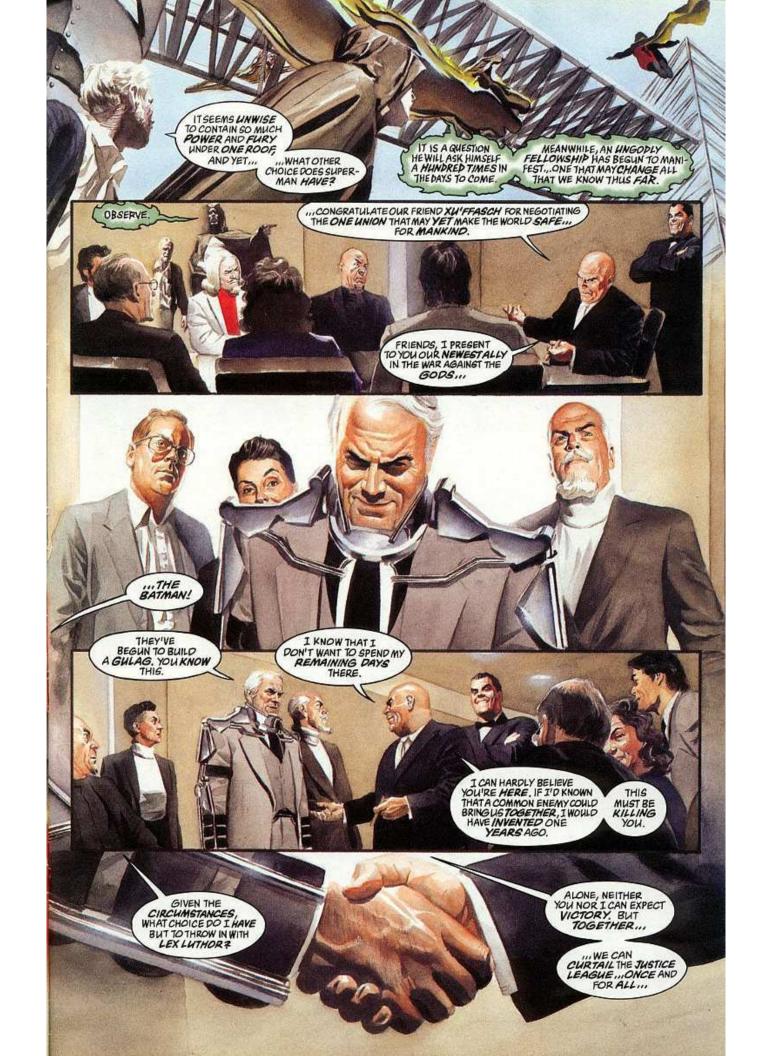


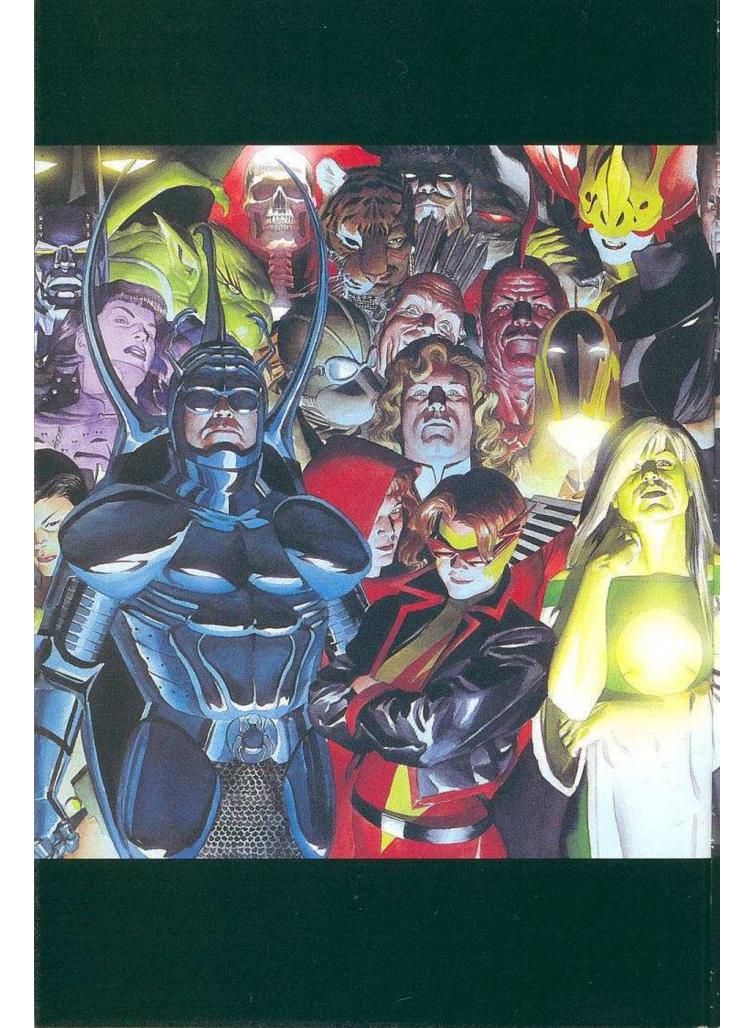




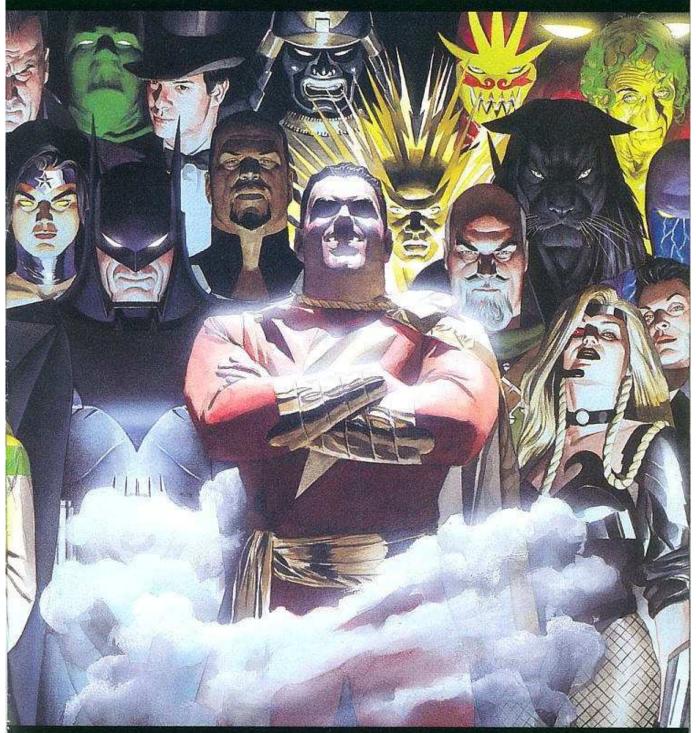




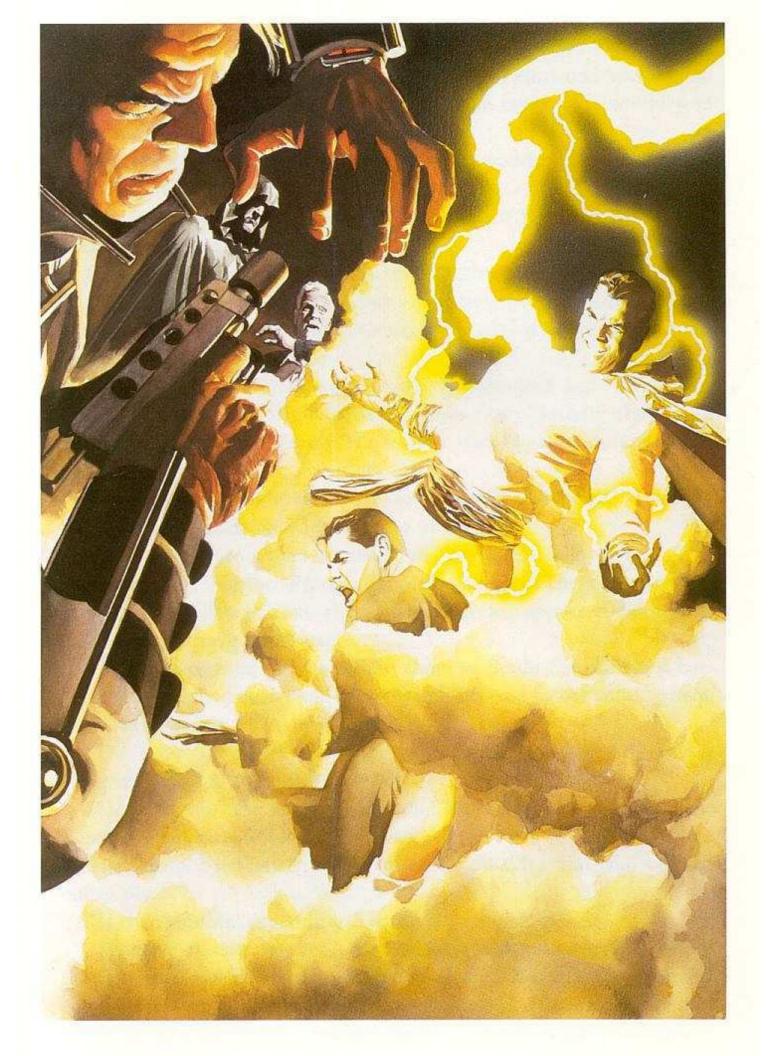


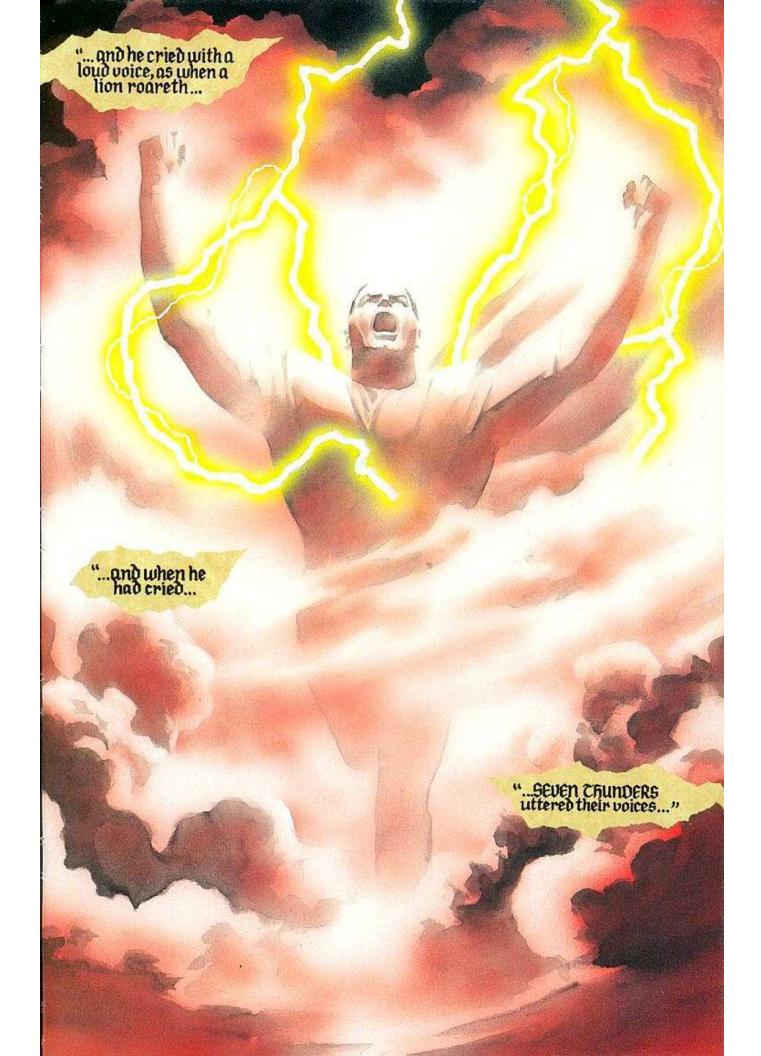


CHAPTER THREE



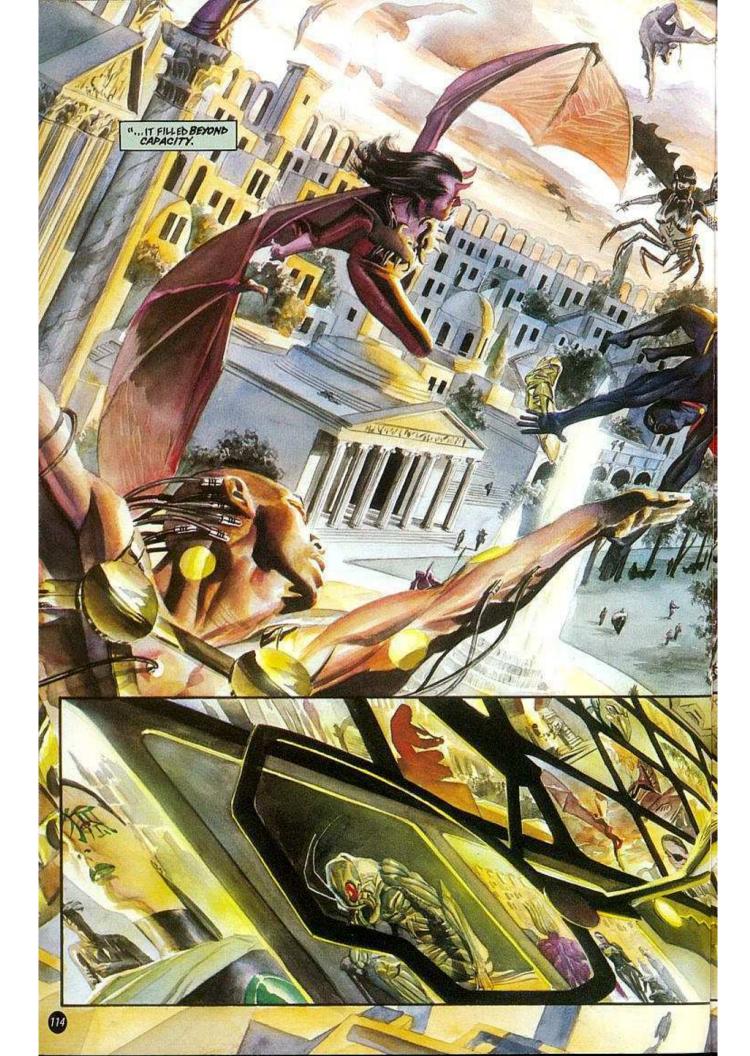
Up in the Sky







...all too familiar. ONCE THE KANSAS WASTELANDS WERE STRIPPED OF RADIATION, SUPERMAN'S PENITENTIARY WAS FAST COMPLETED. THE GULAG WAS
BUILT TO IMPRISON
THE DEADLIEST AND MOST
UNCONTROLLABLE OF
THE SUPERHUMANS. THANKS TO ITS
VAST SIZE, IT WAS
INTENDED TO HOUSE
PRISONERS FOR MONTHS
TO COME. WITHIN TWO WEEKS OF ITS CONSTRUCTION...

































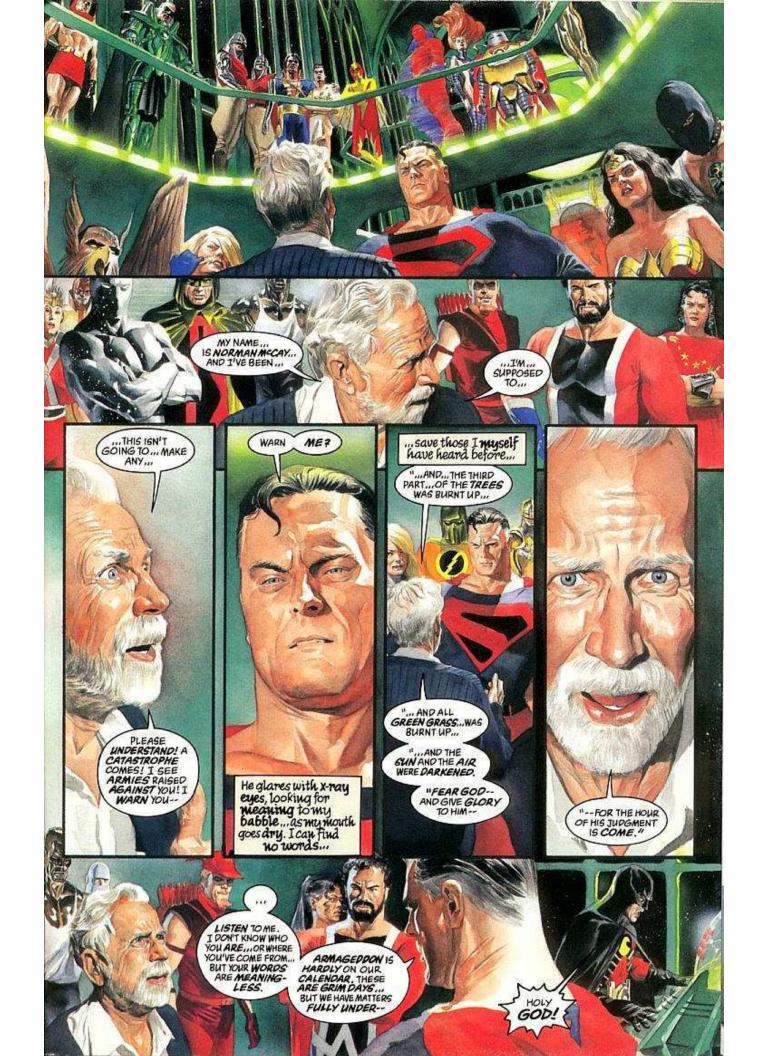




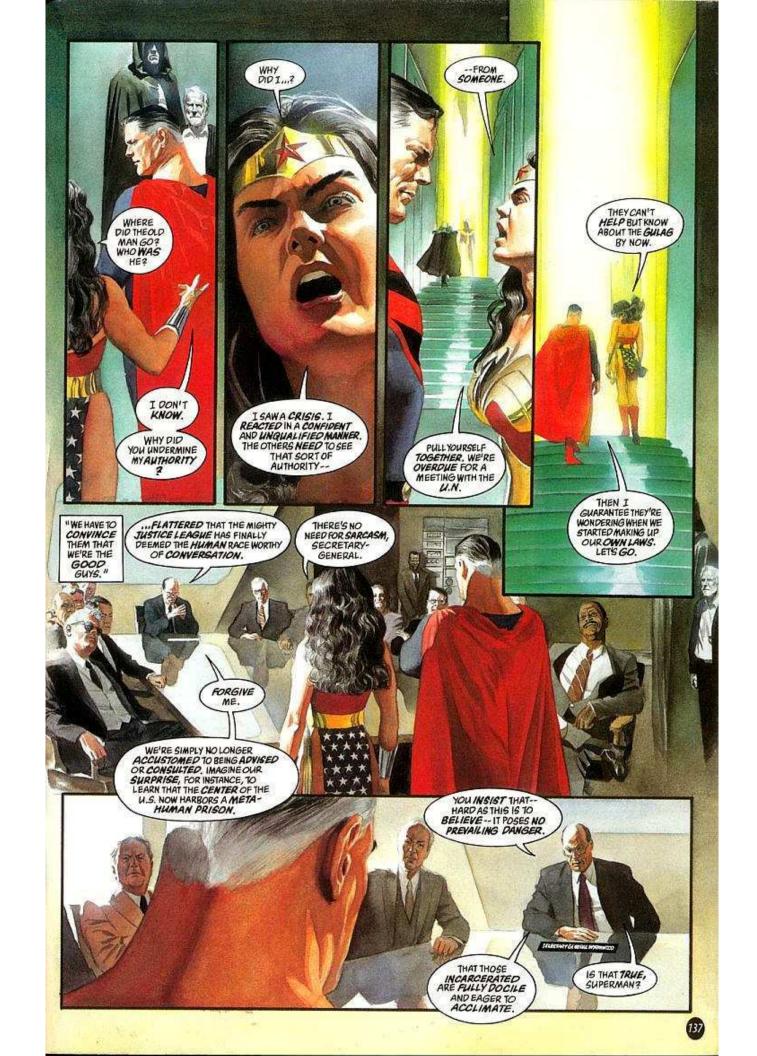




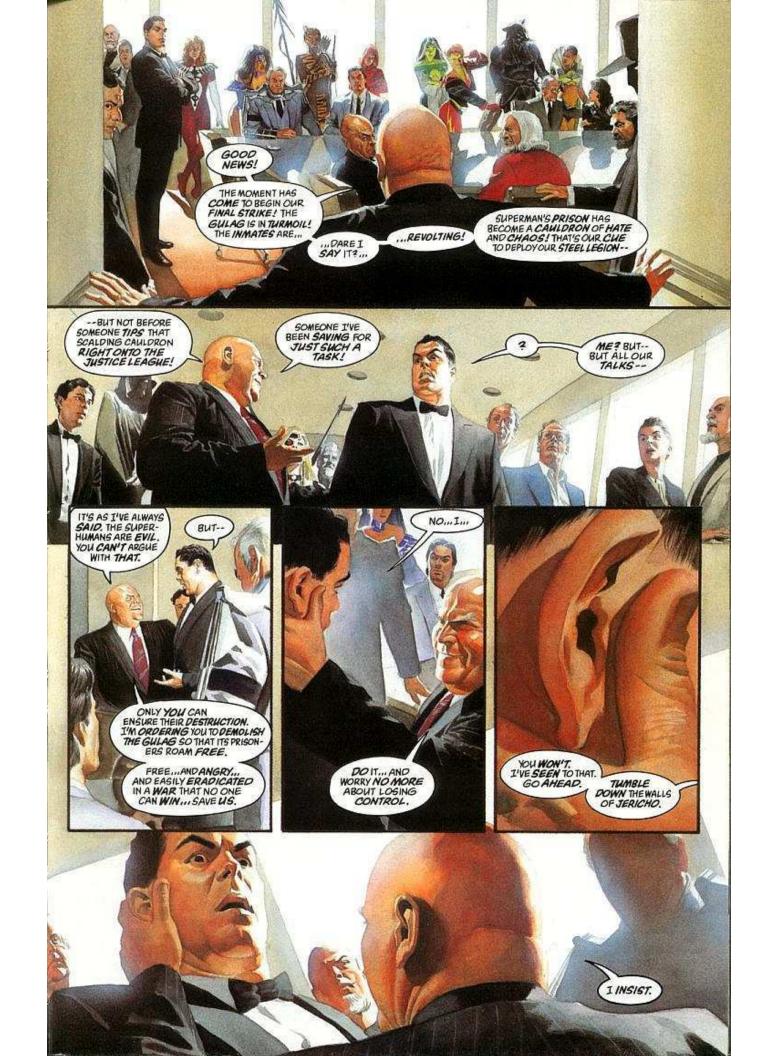


















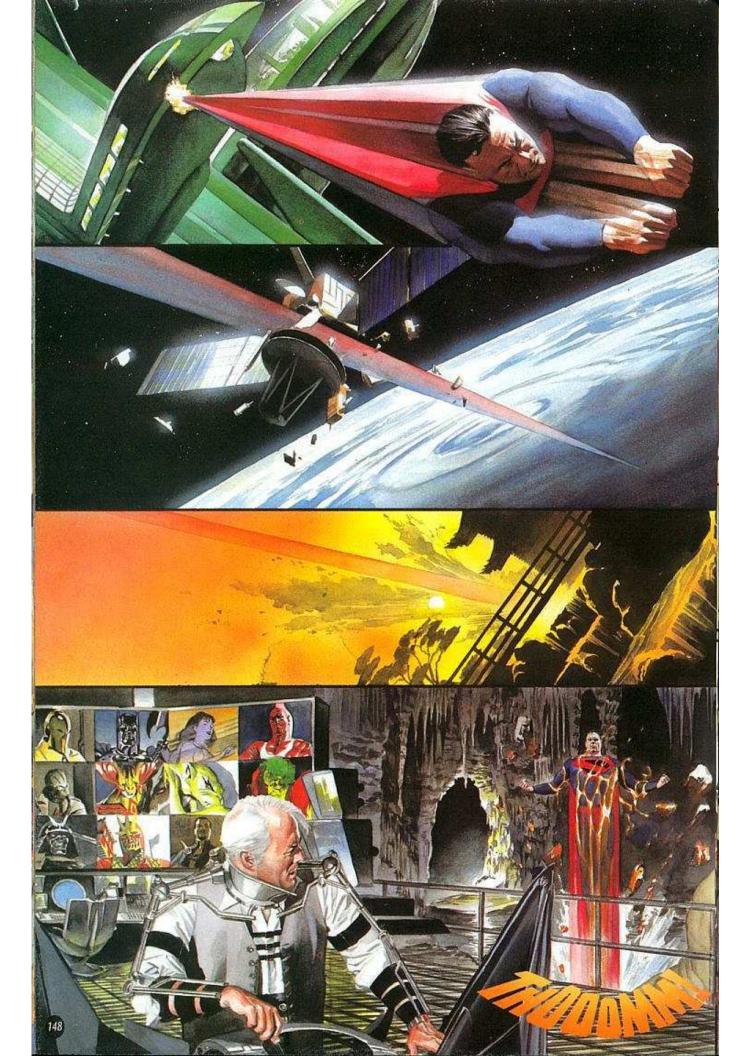




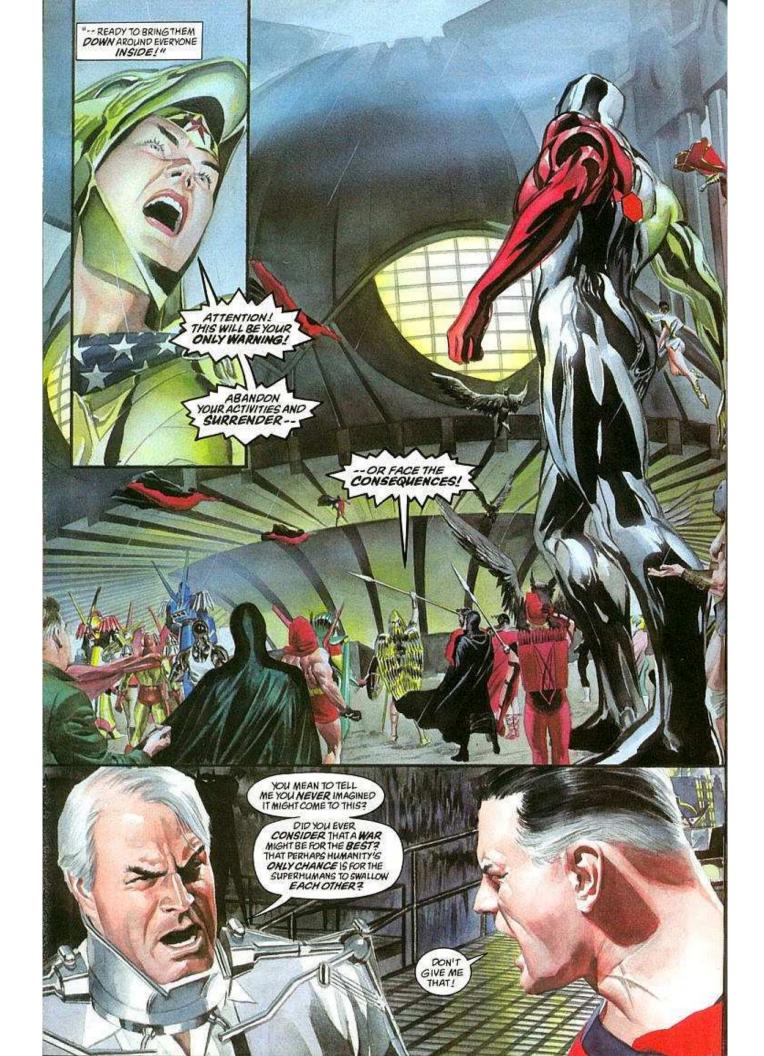




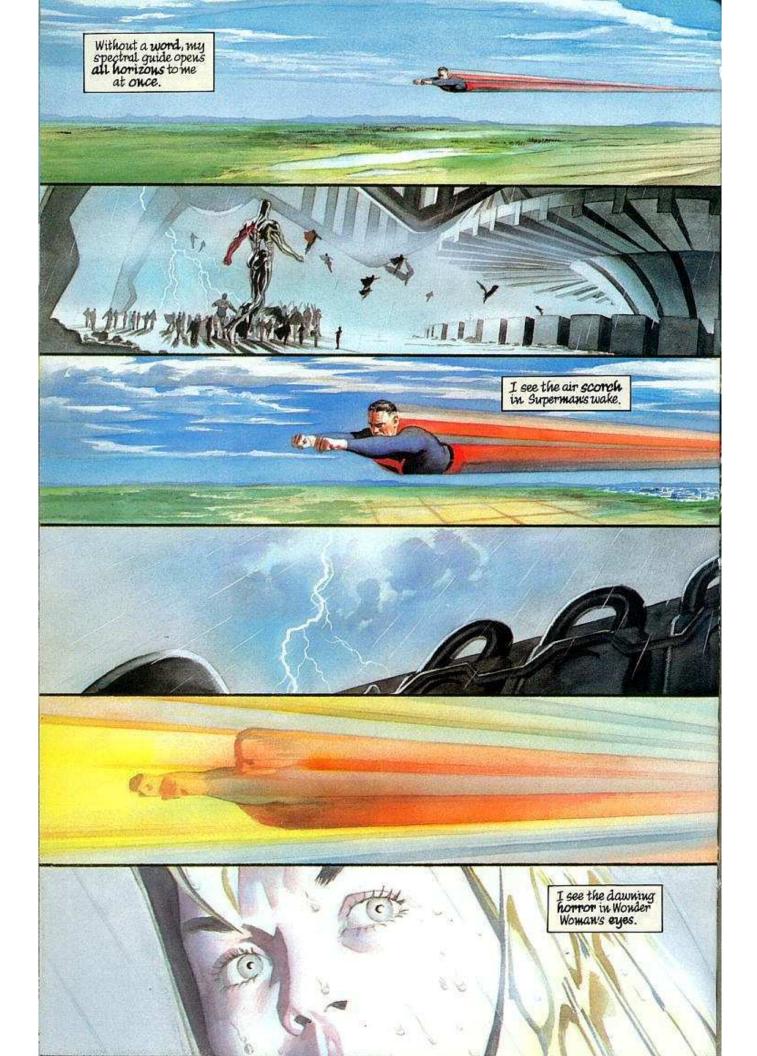


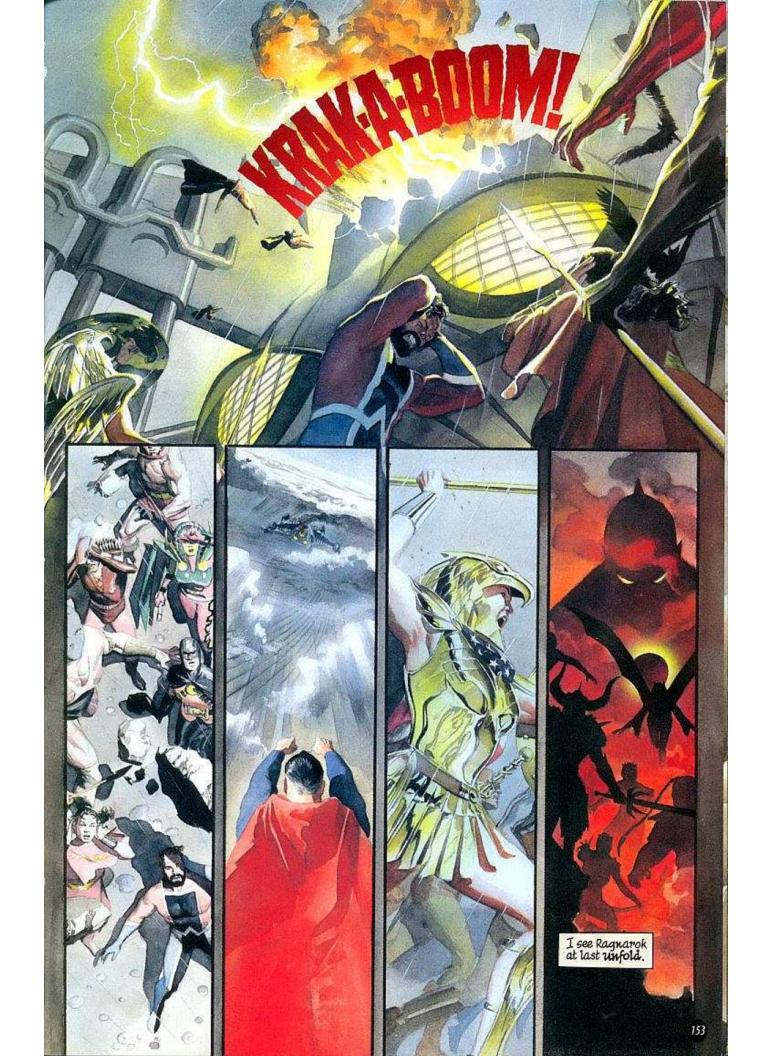


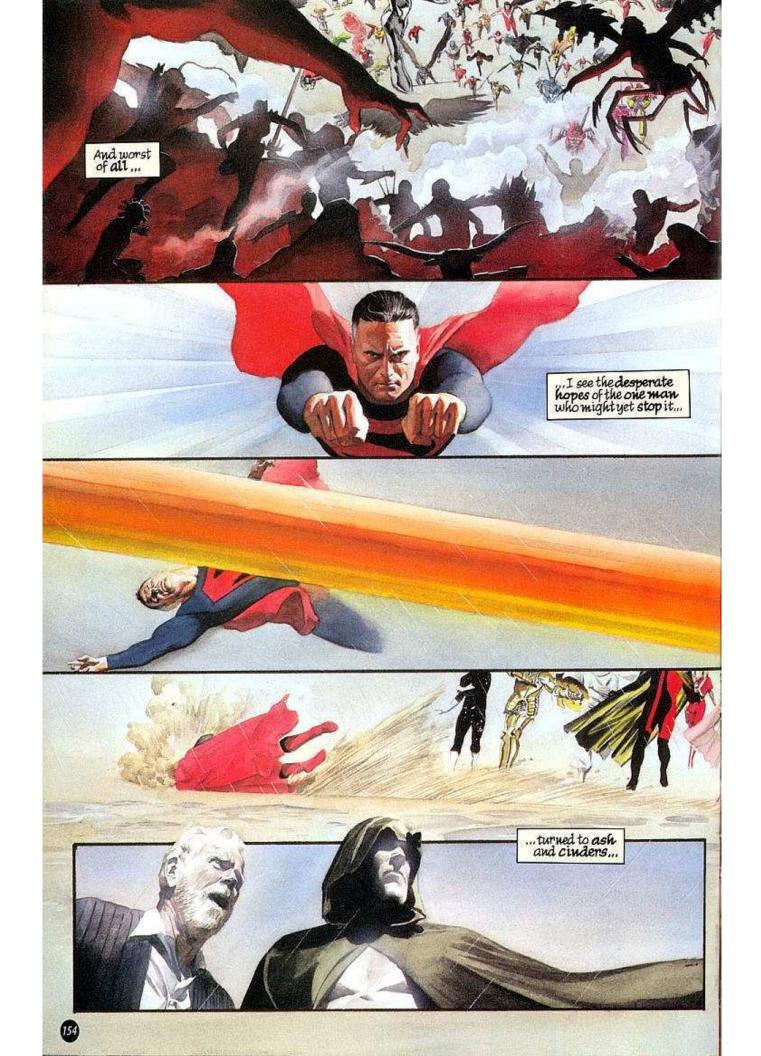


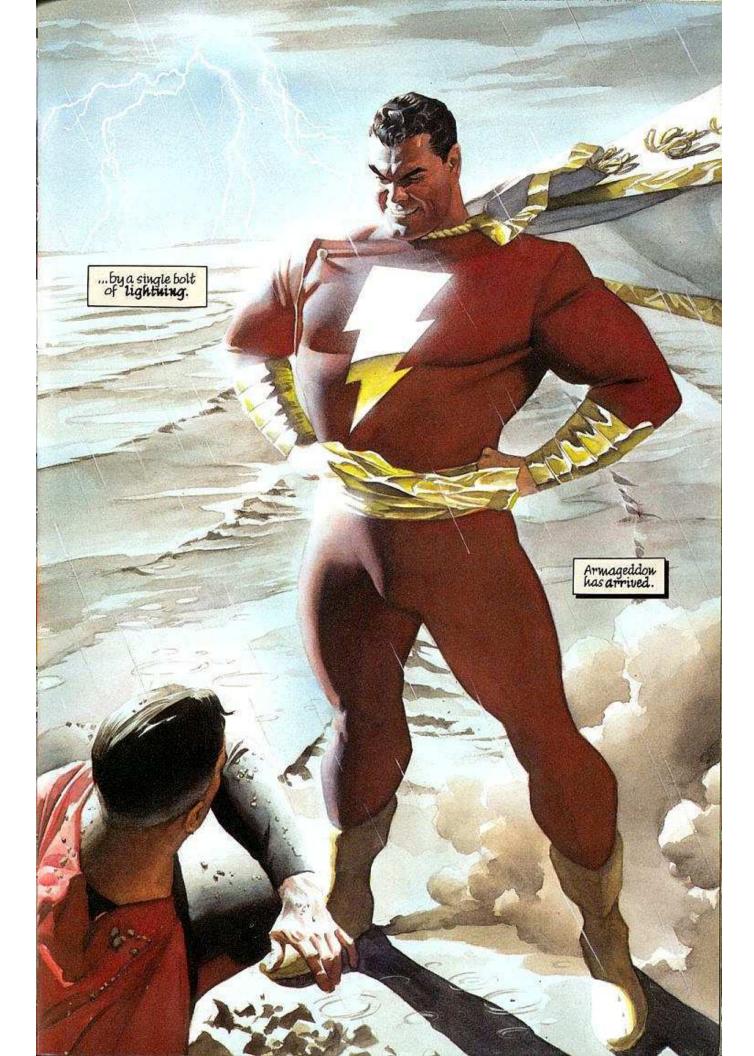


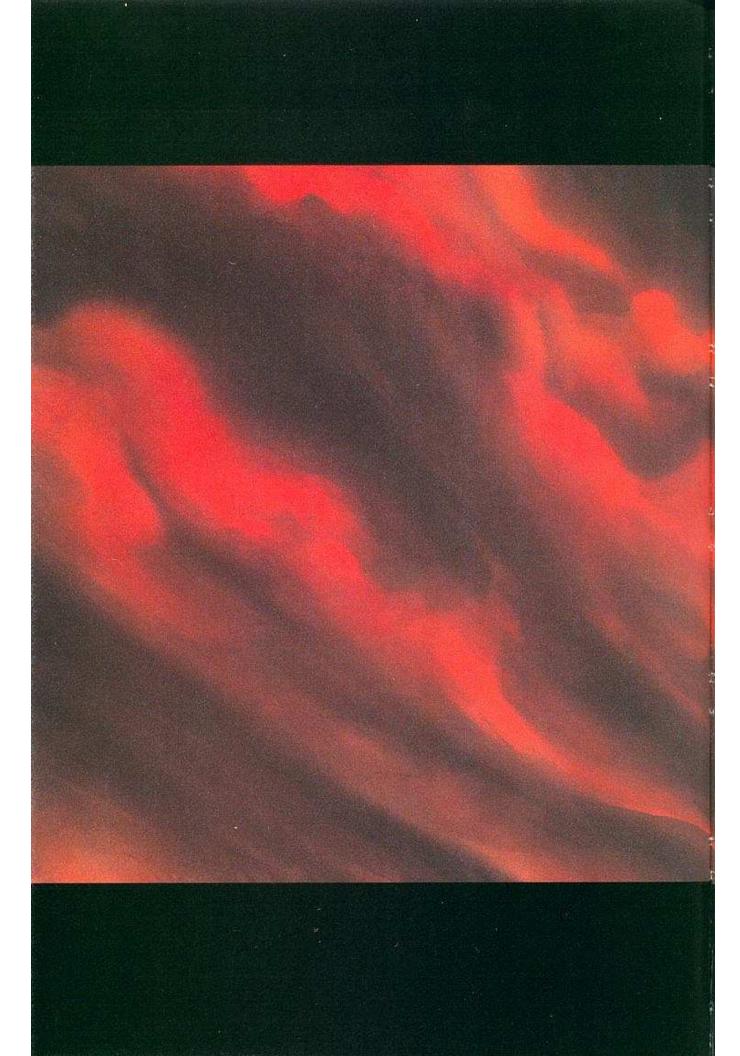




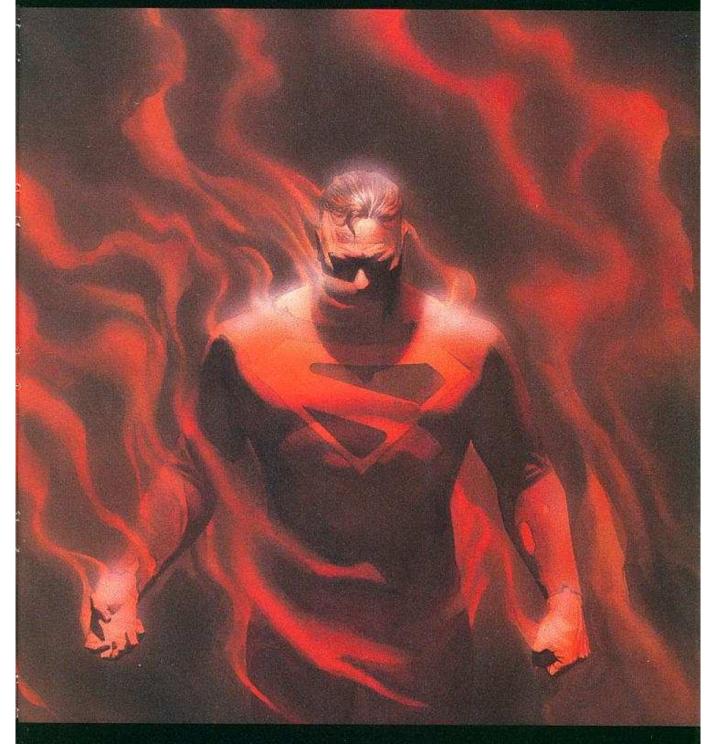




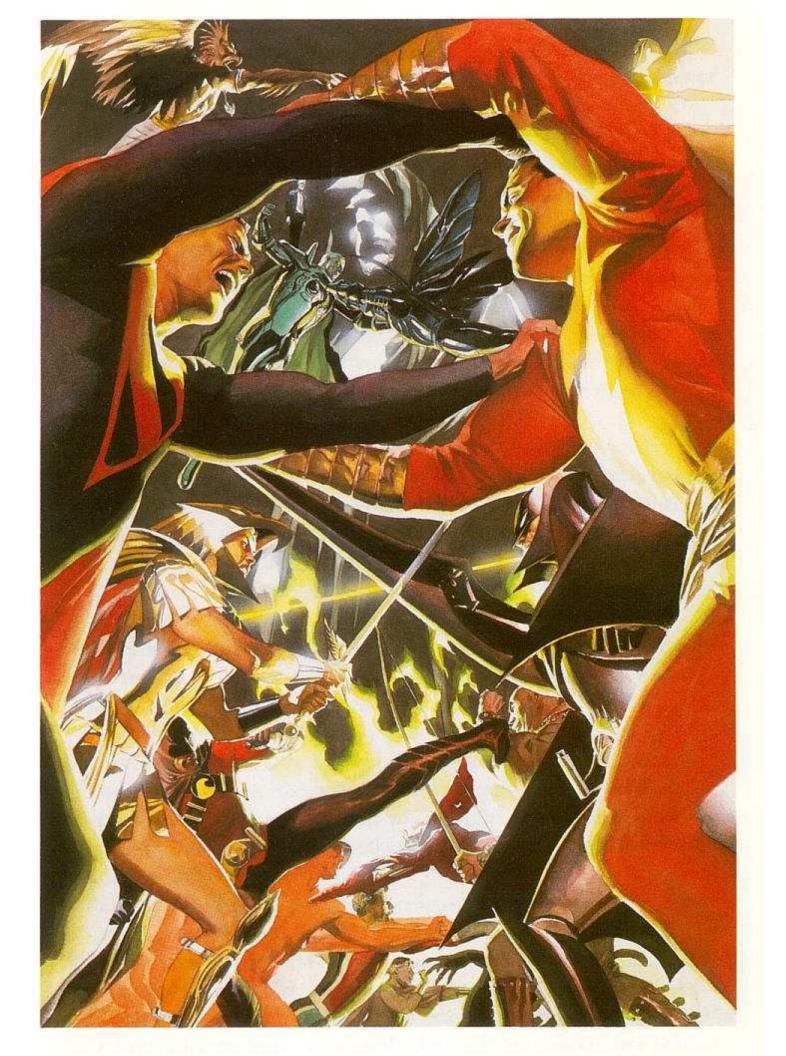


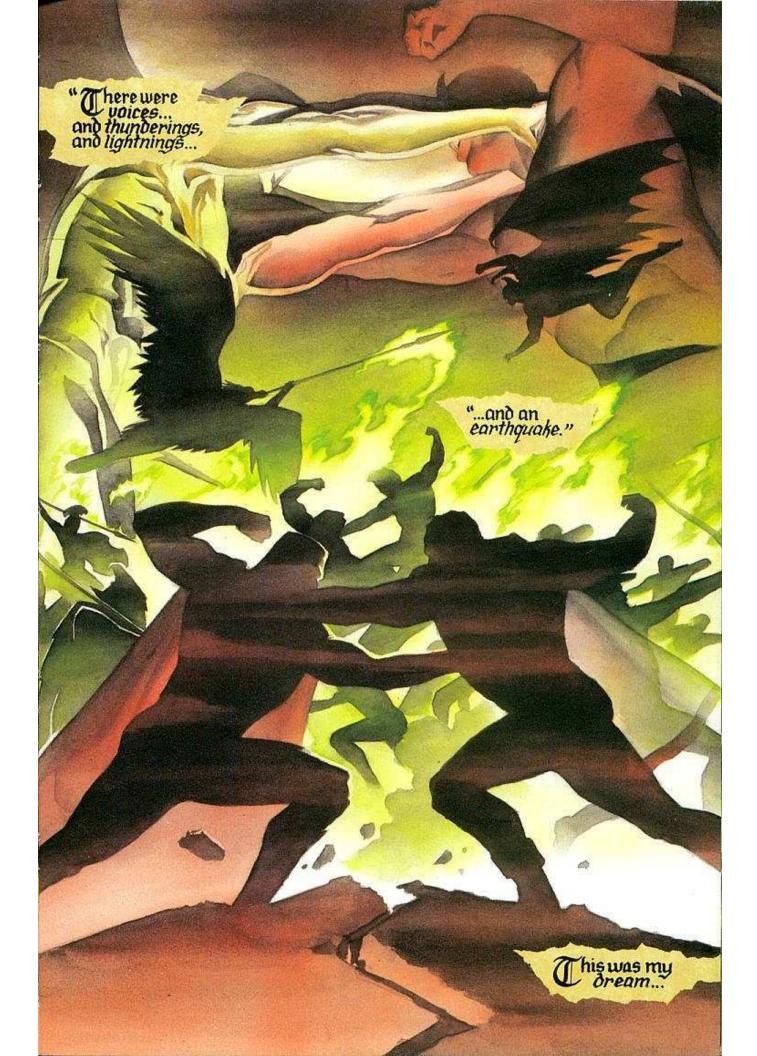


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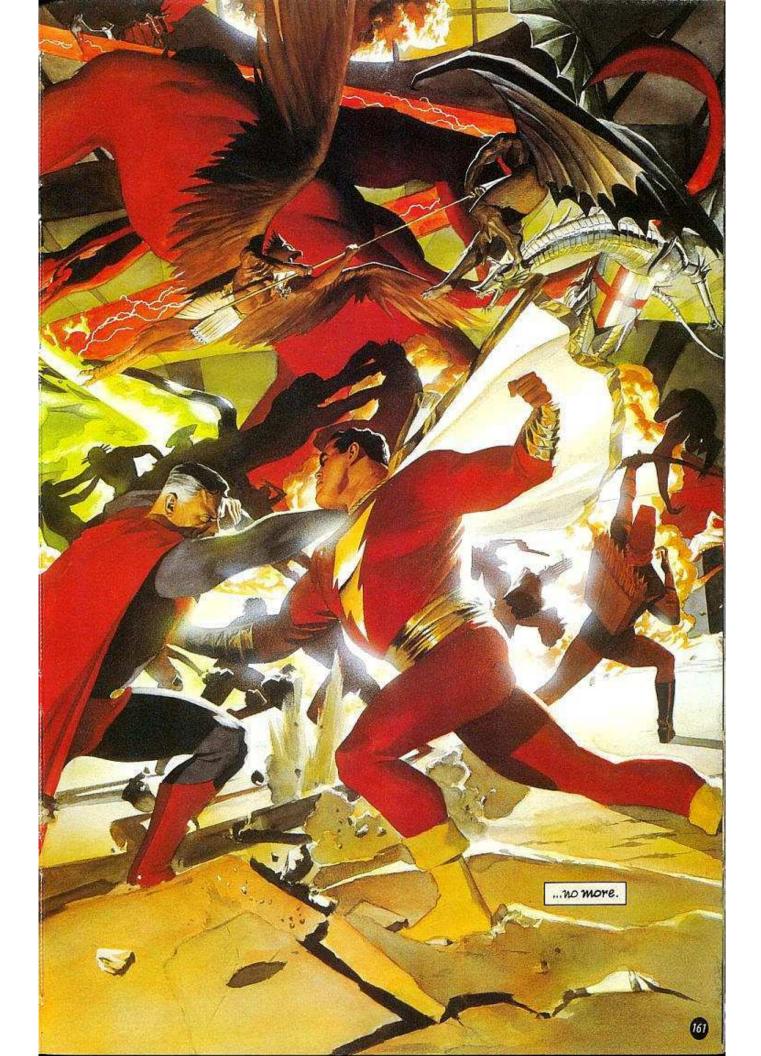


Never-Ending Battle





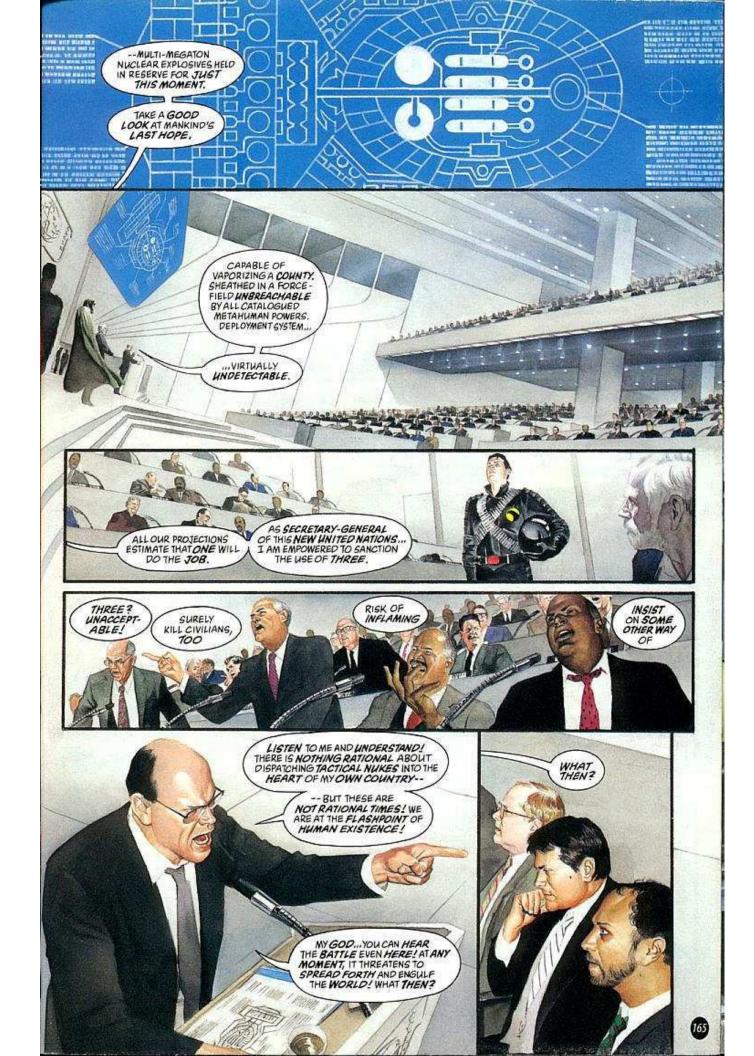






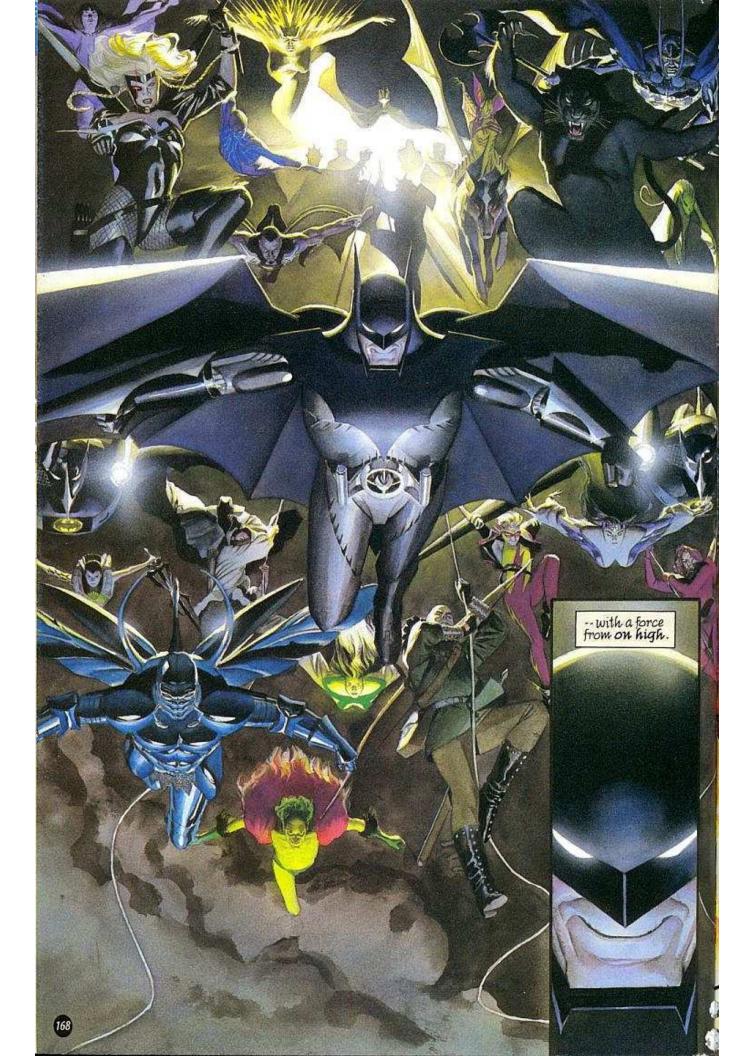










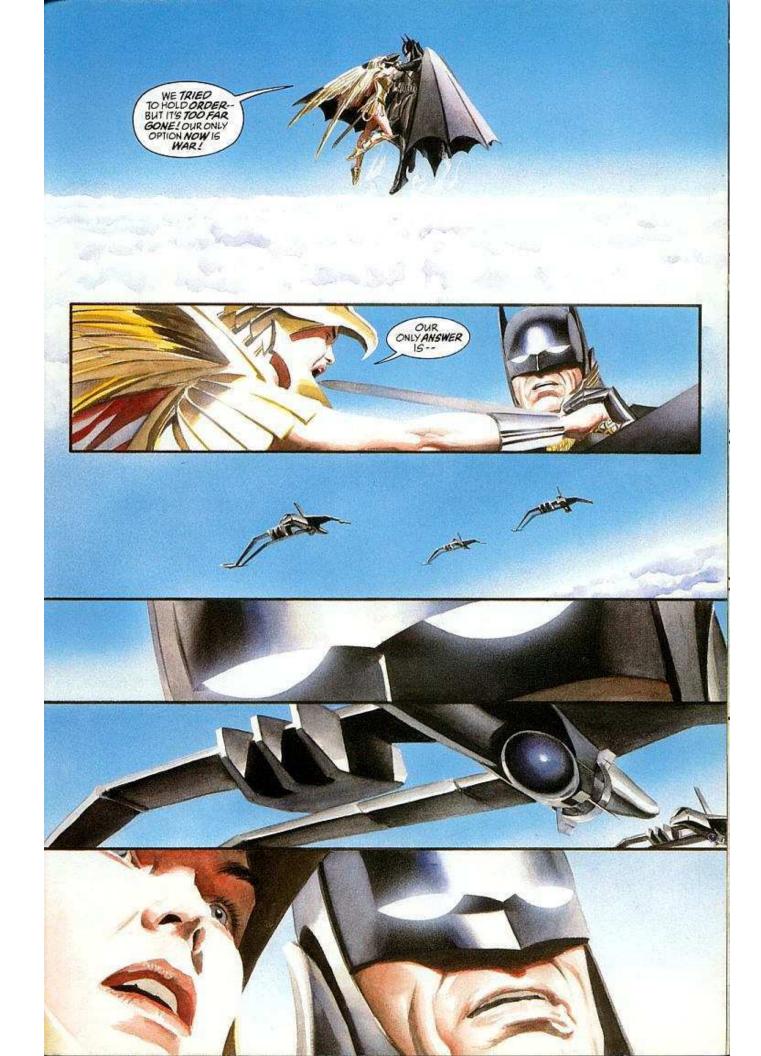






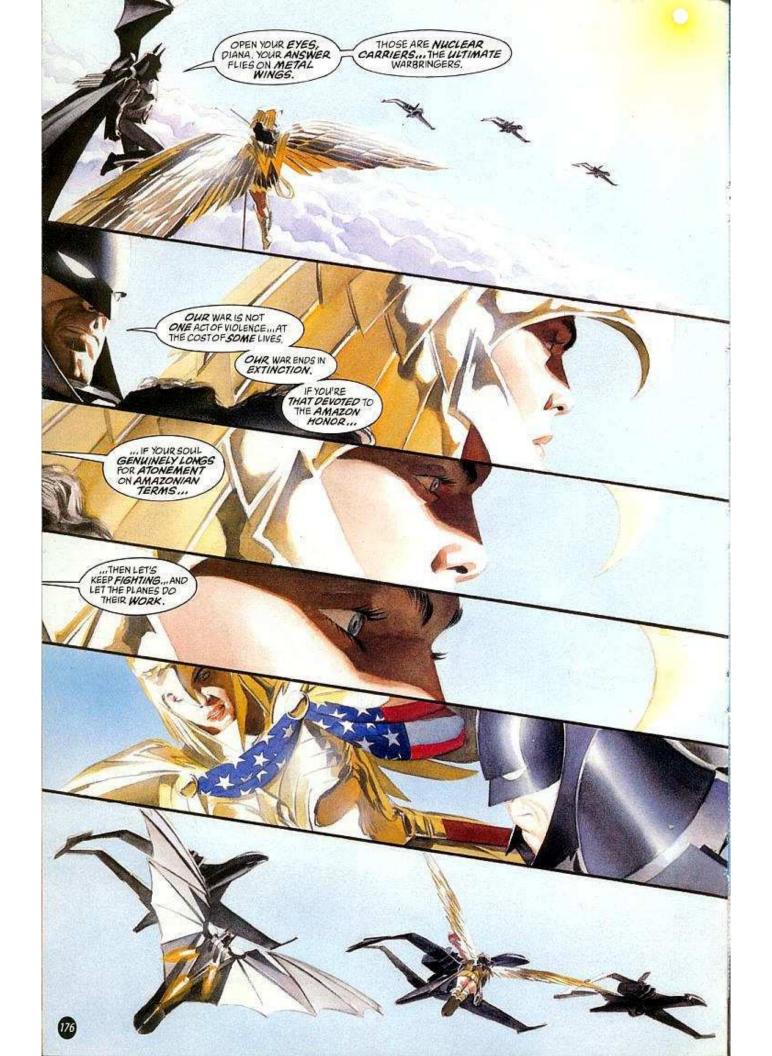


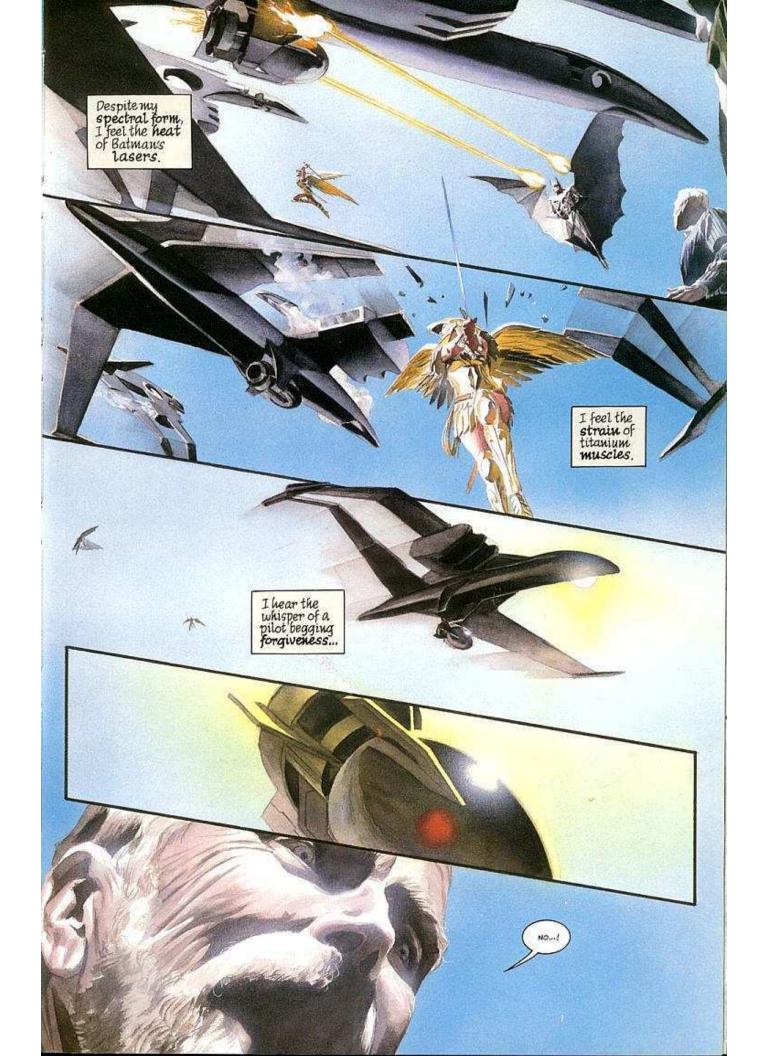


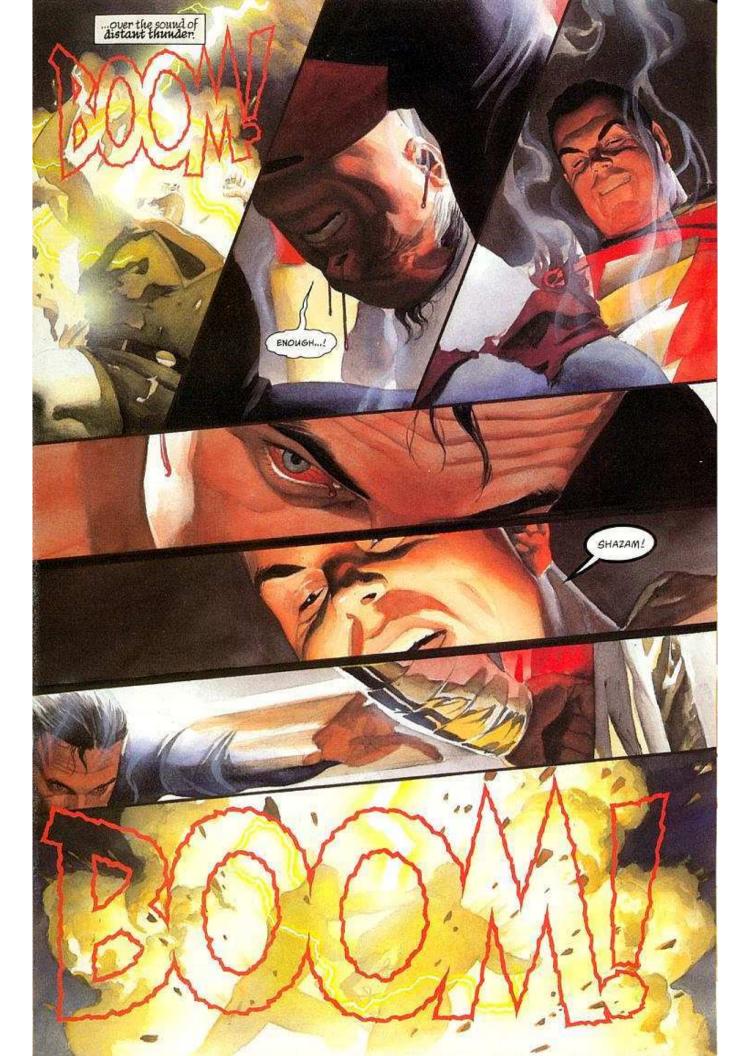




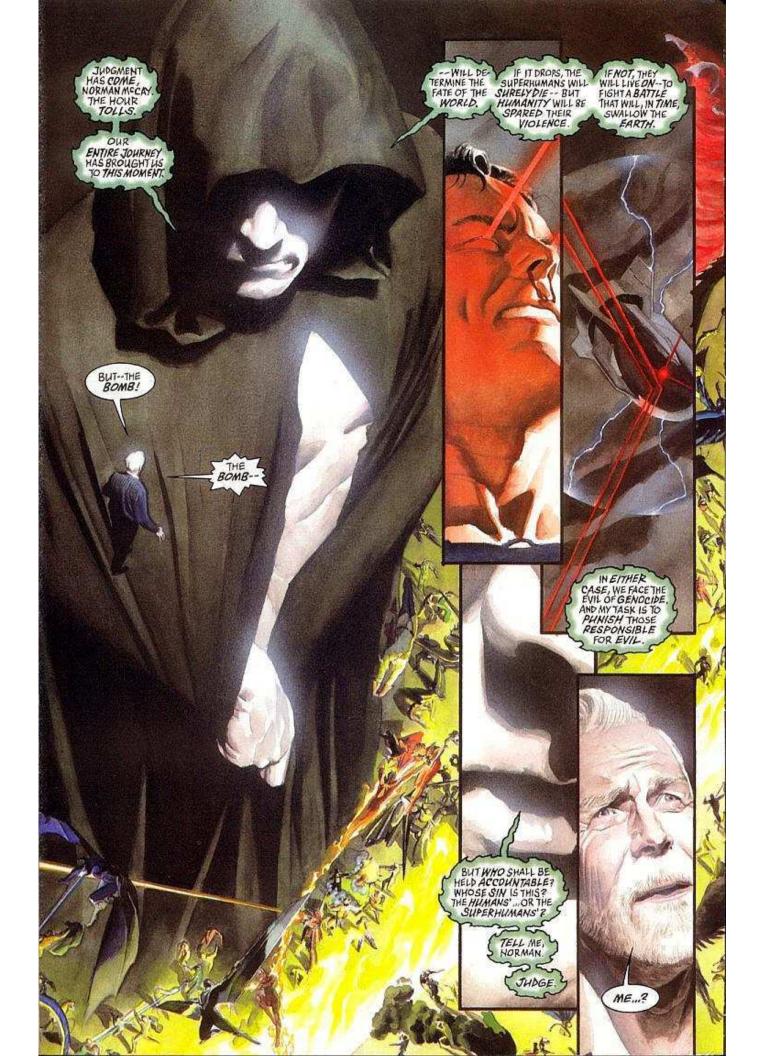


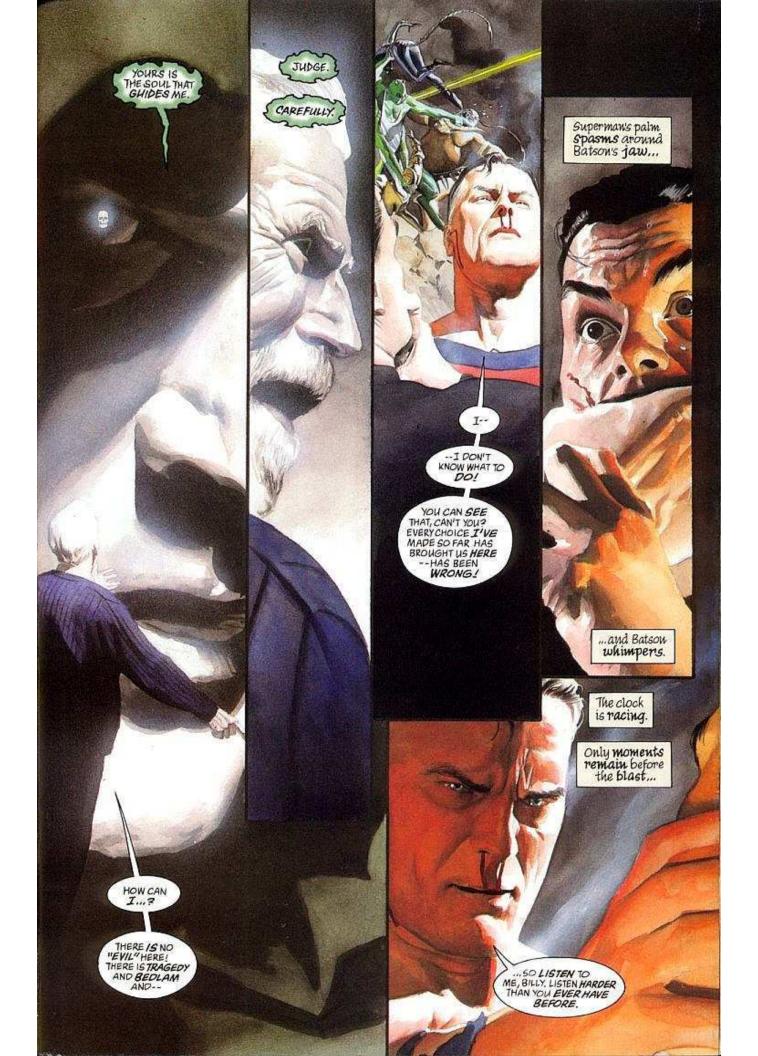




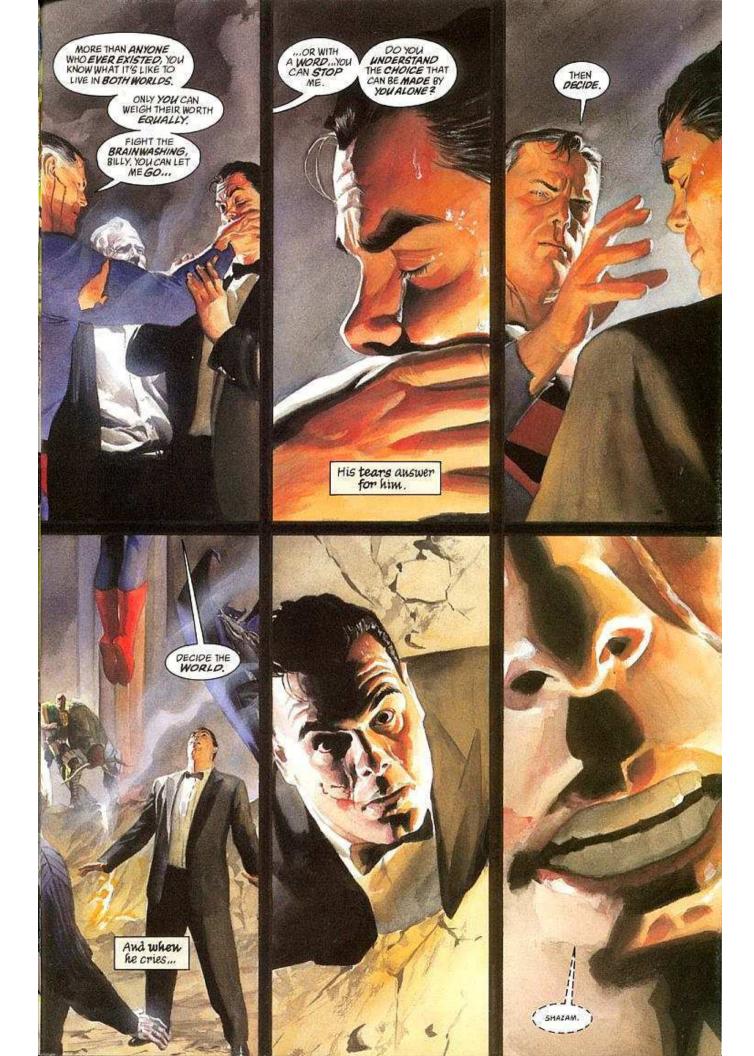


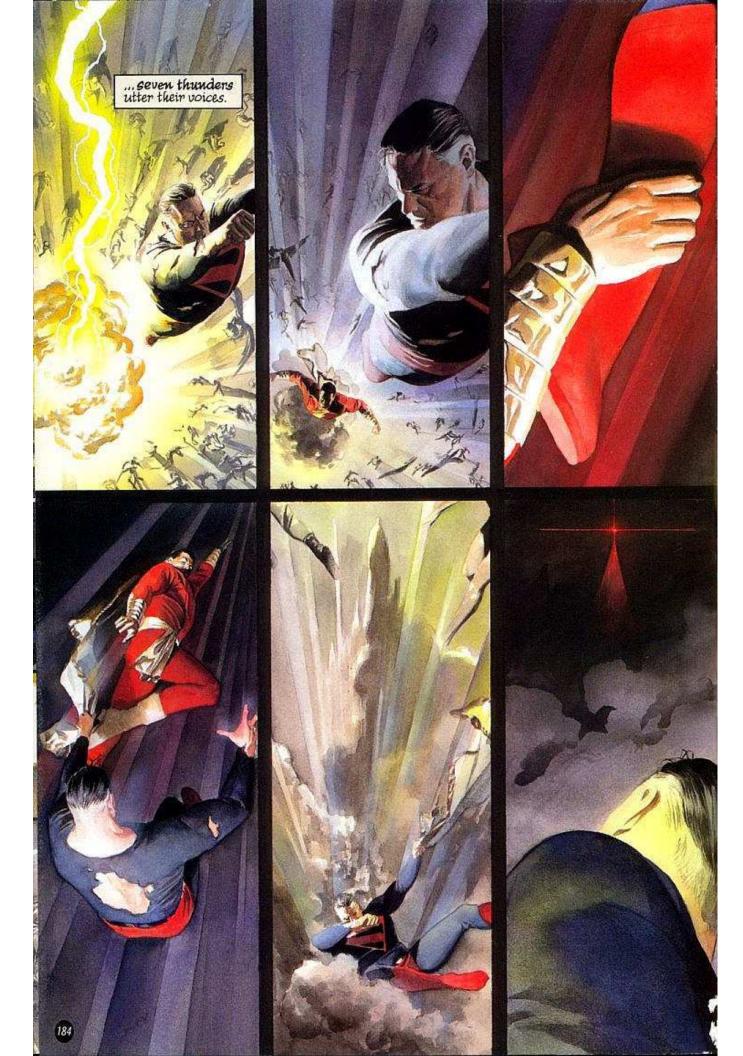


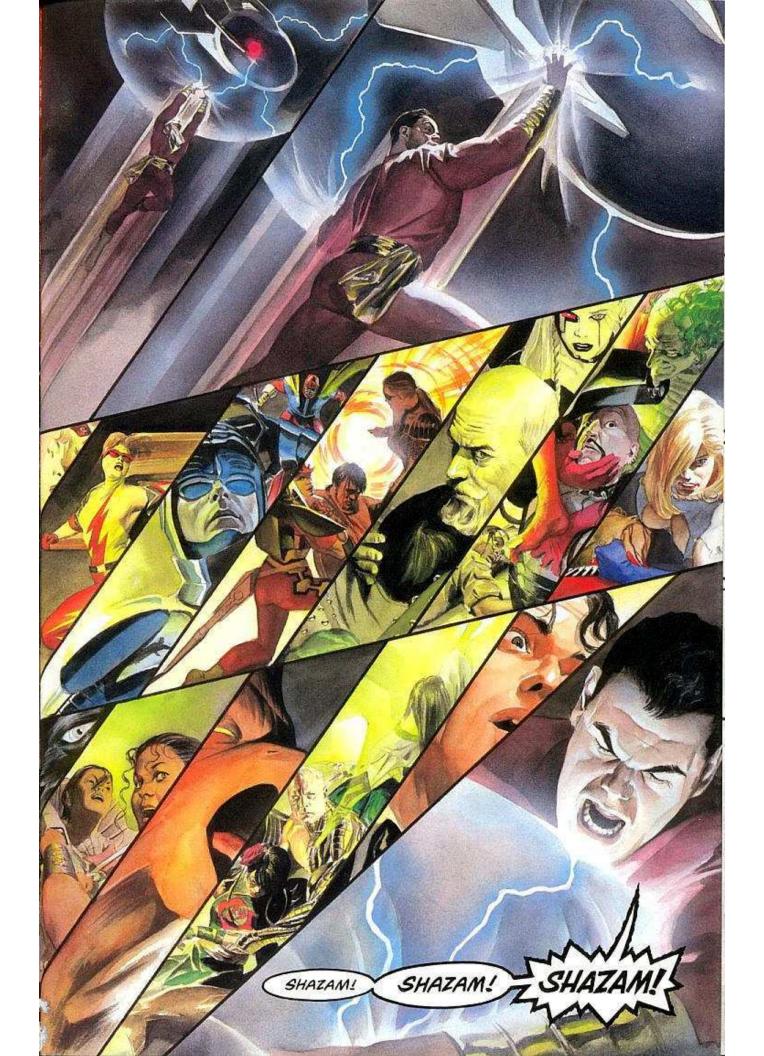


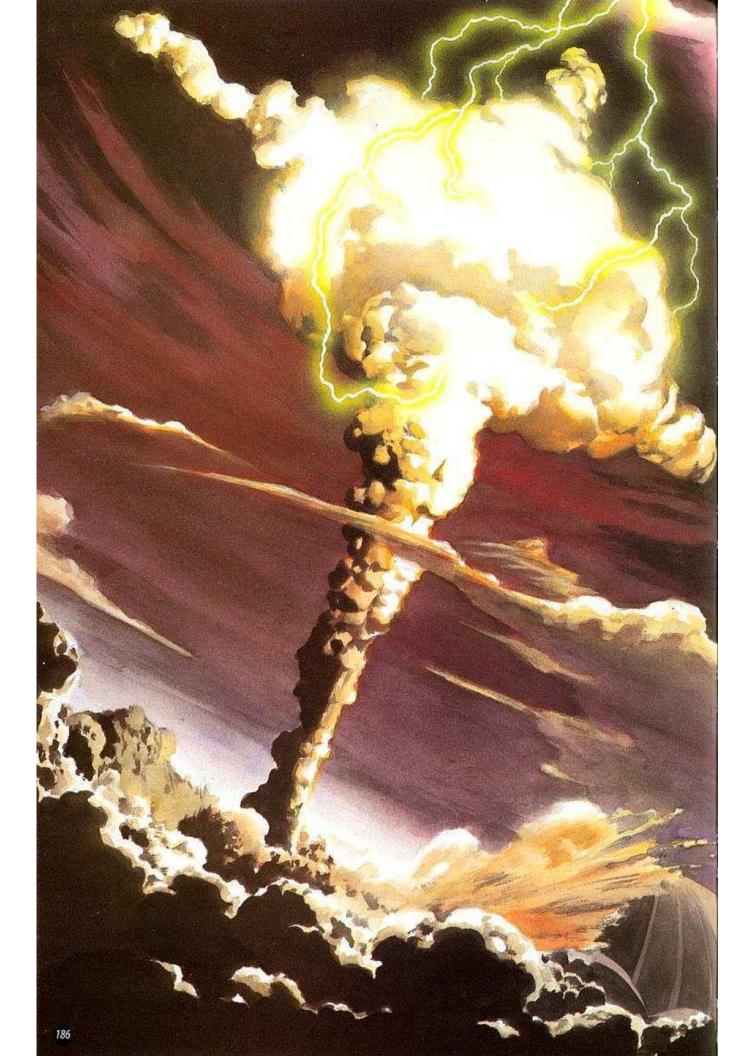




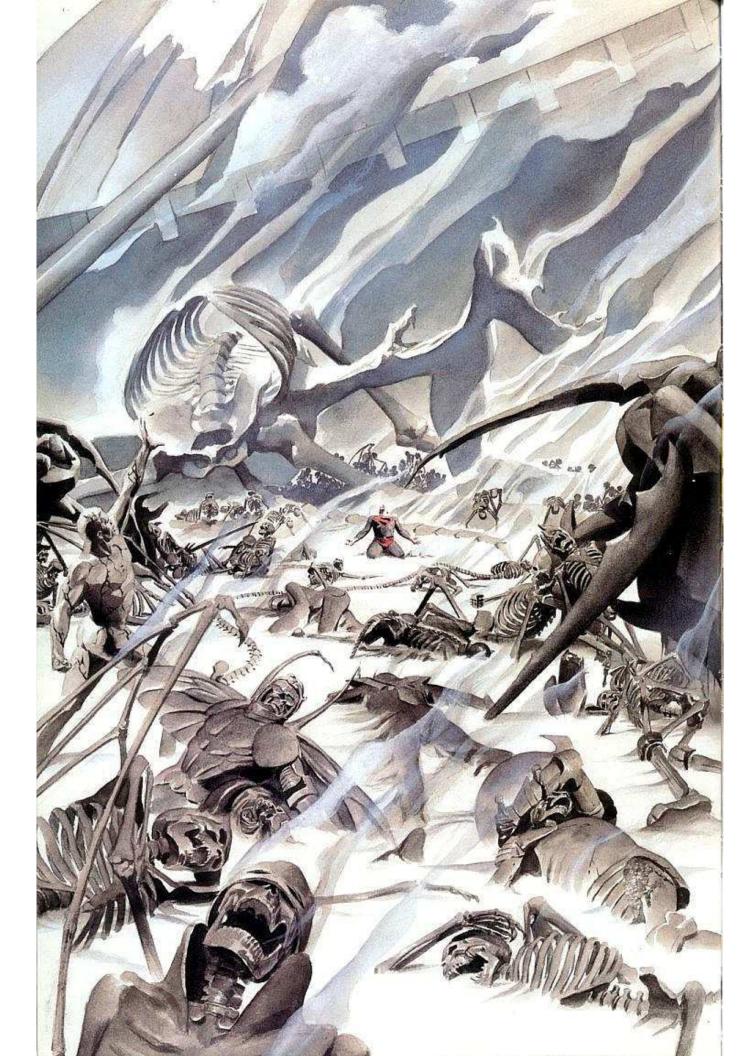


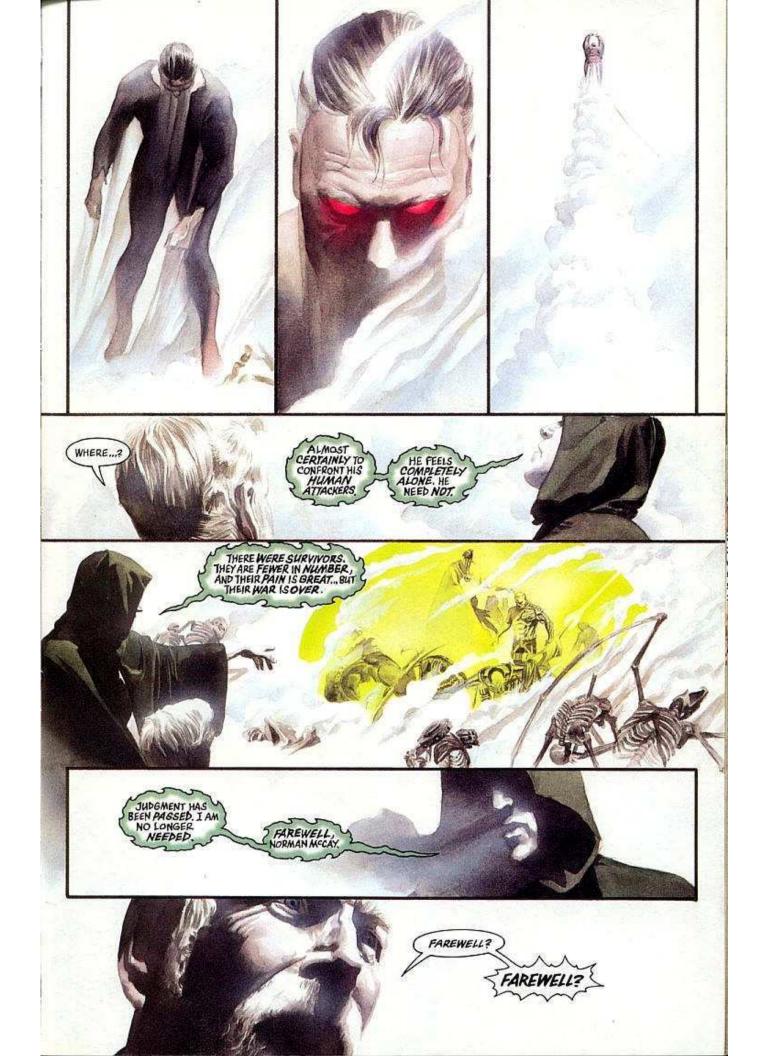


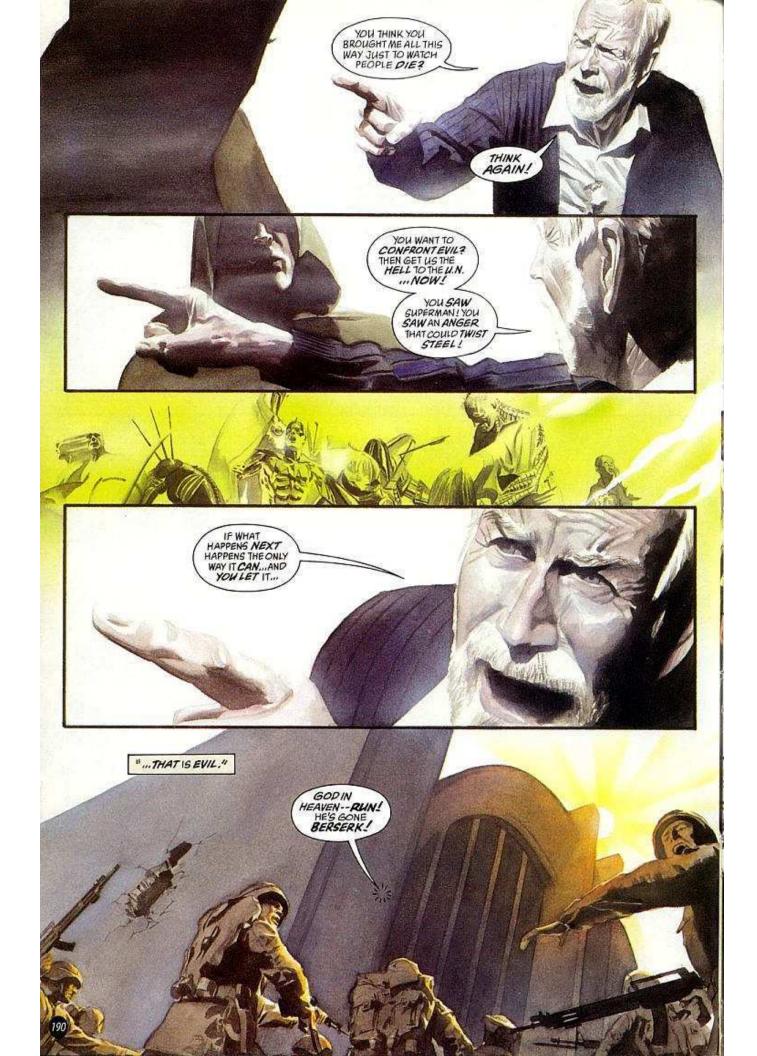


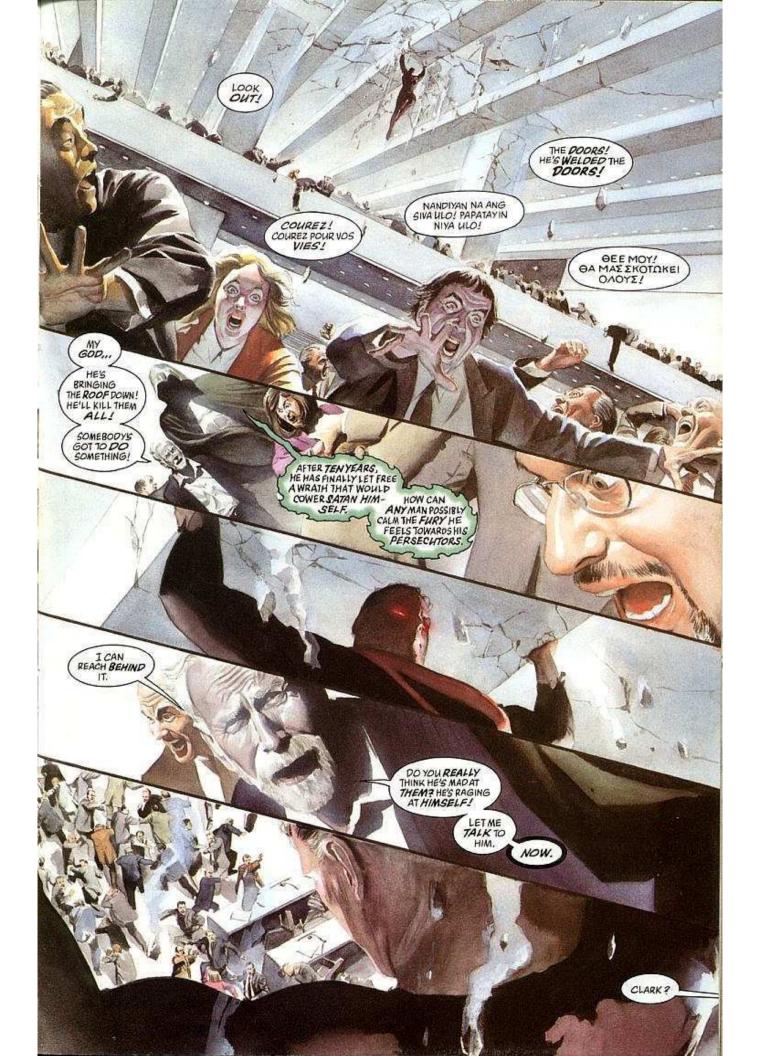


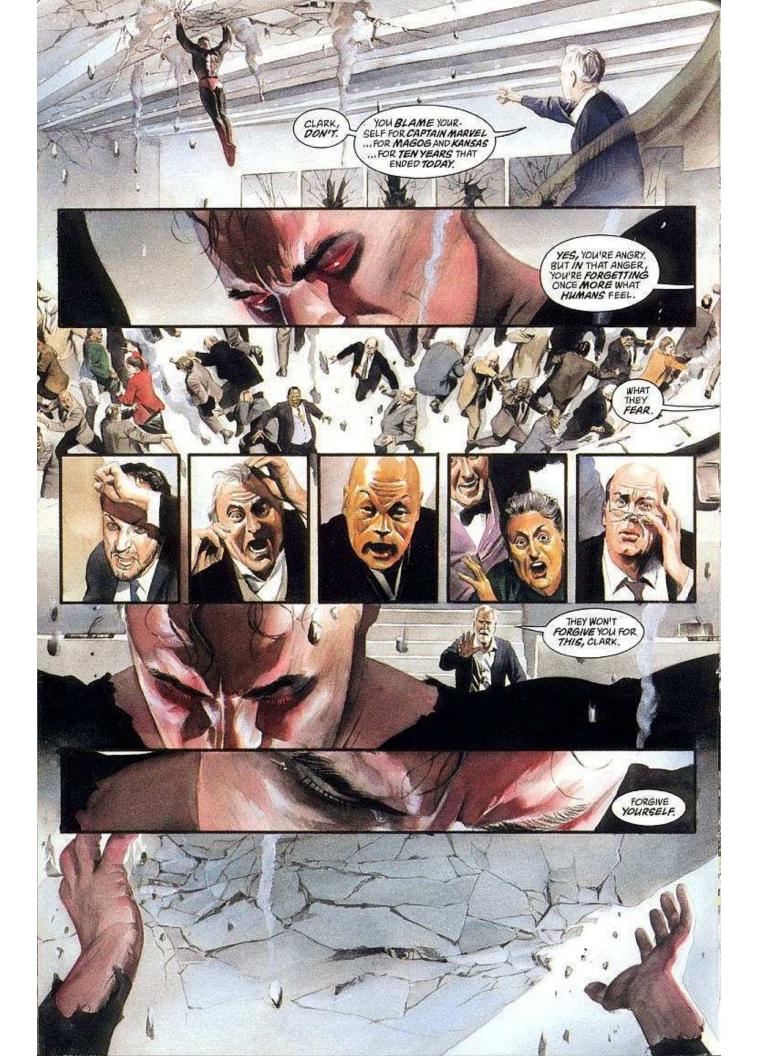




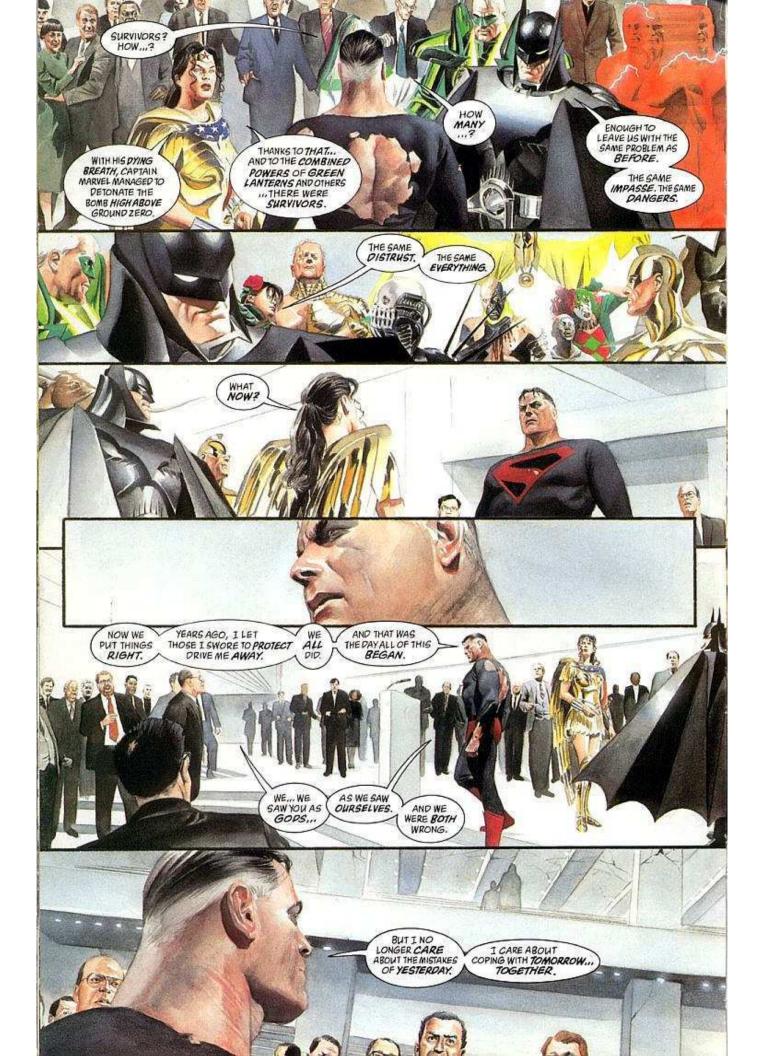


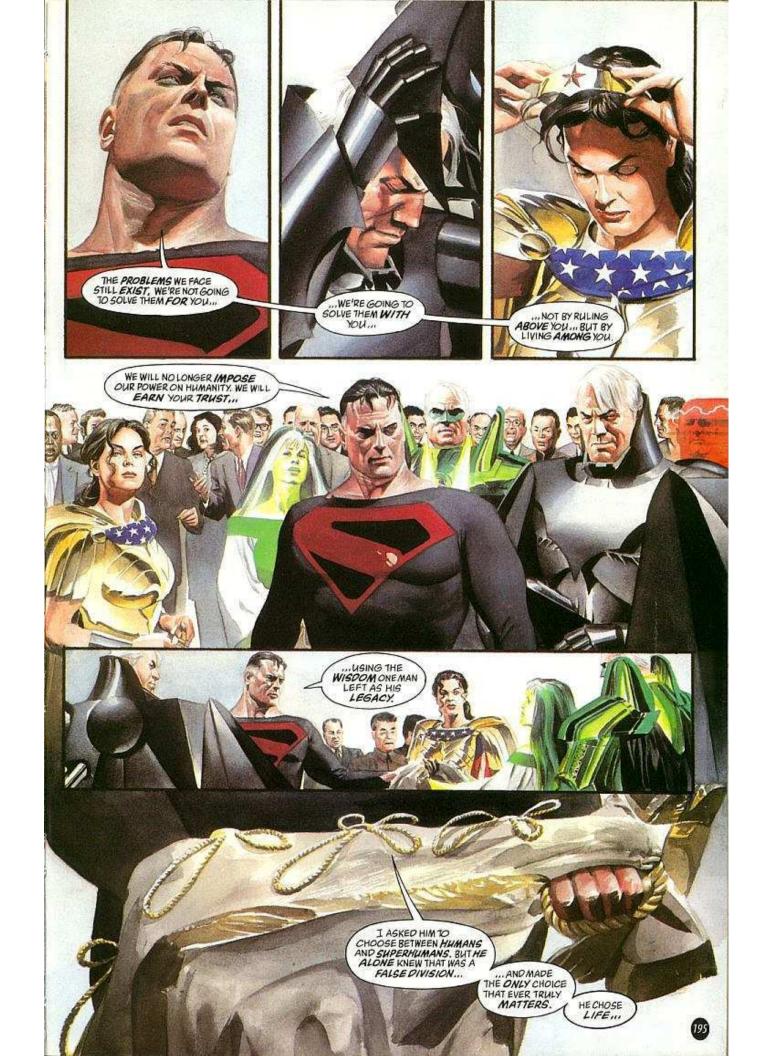


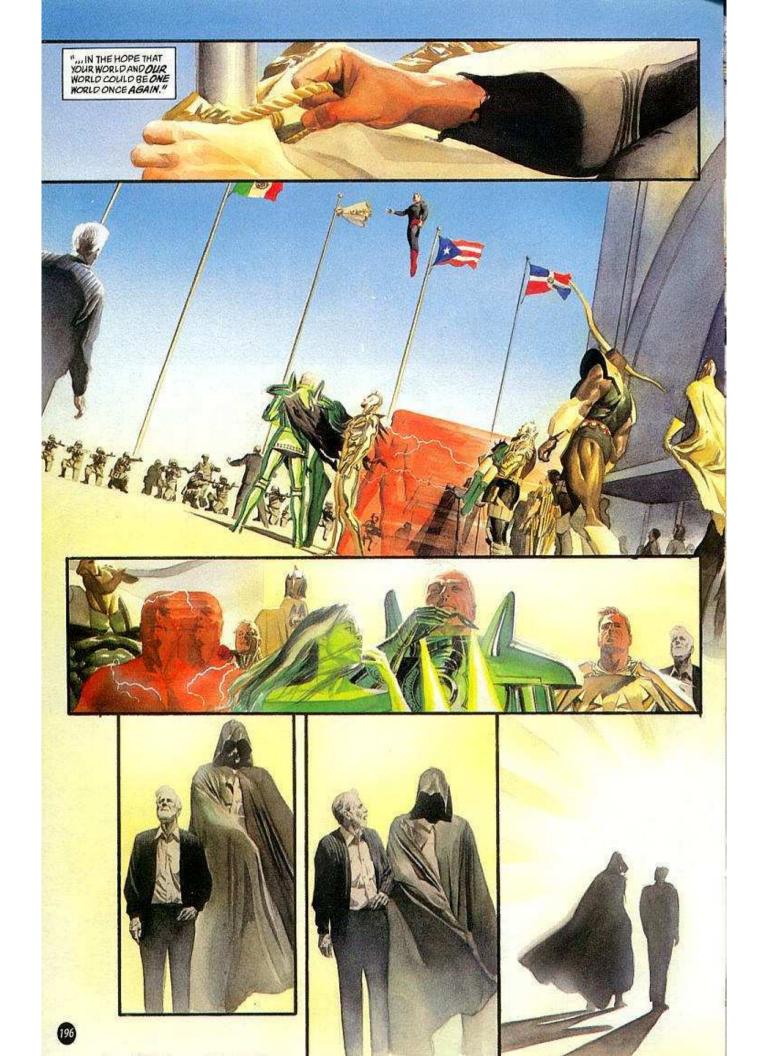


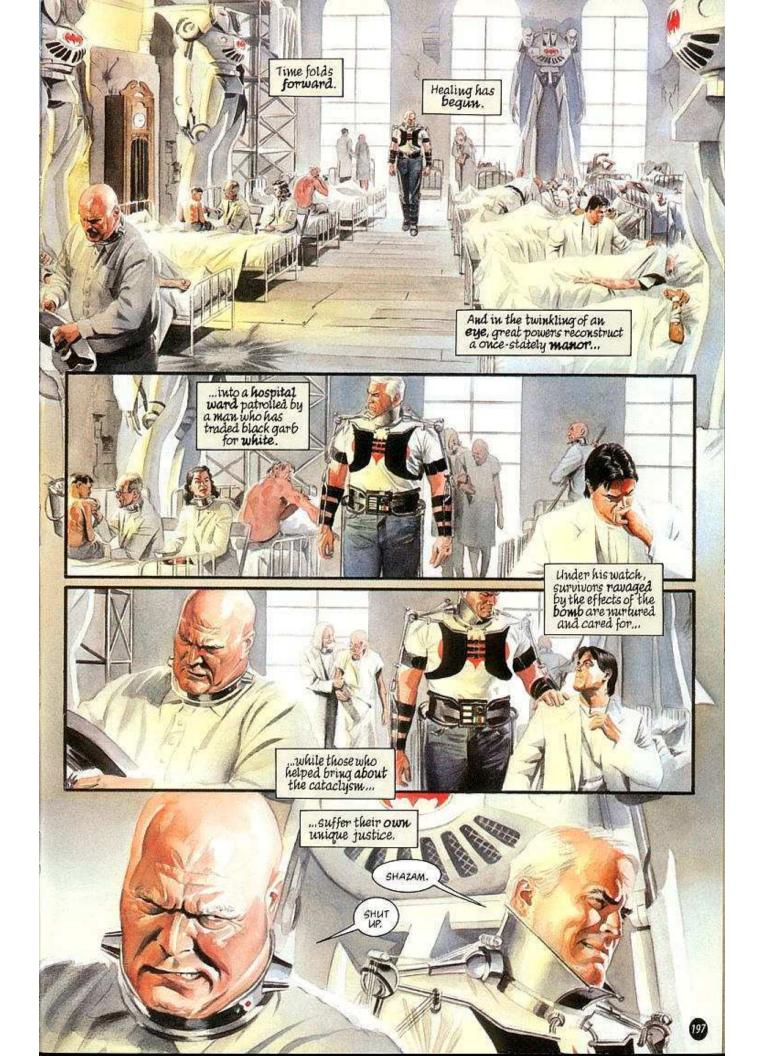


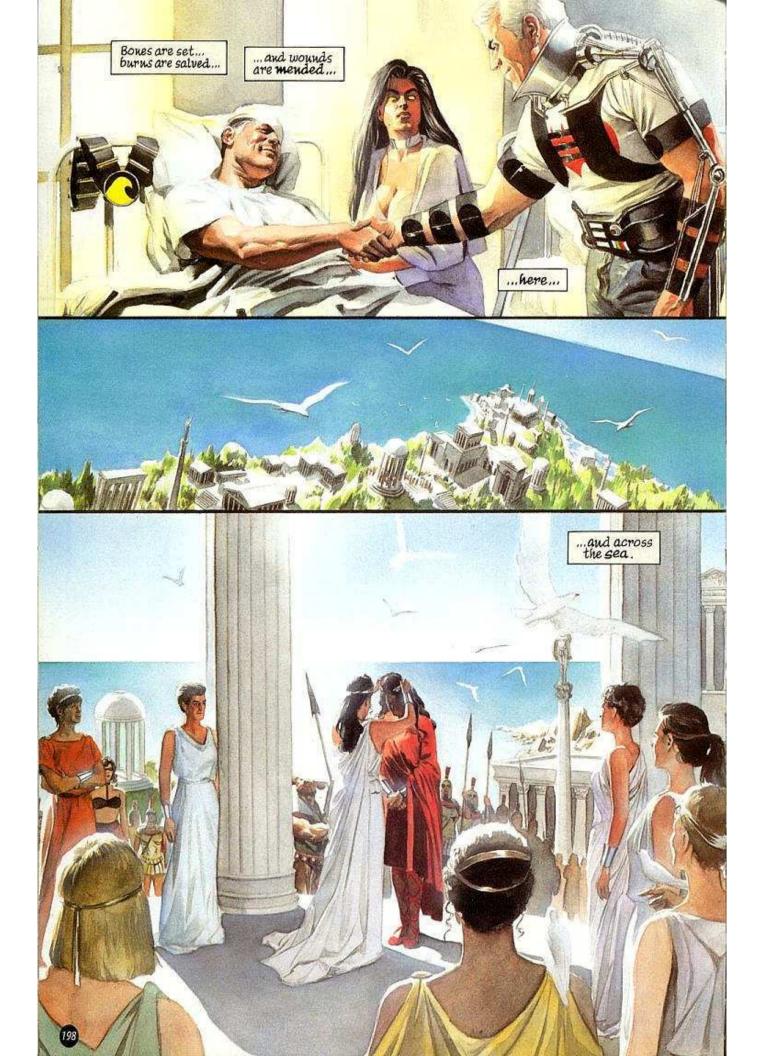






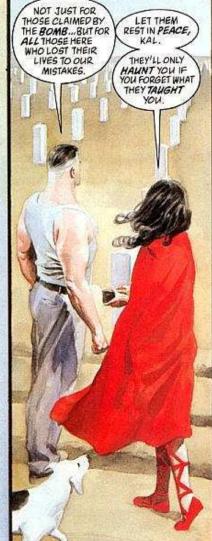






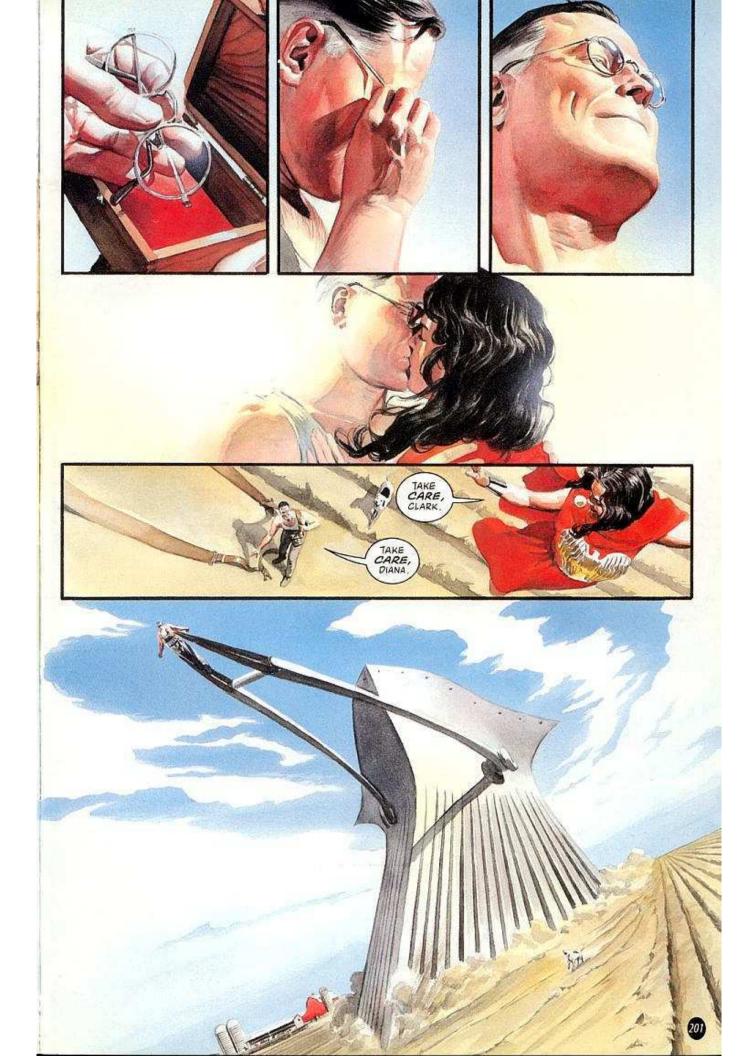
















ONE YEAR LATER.









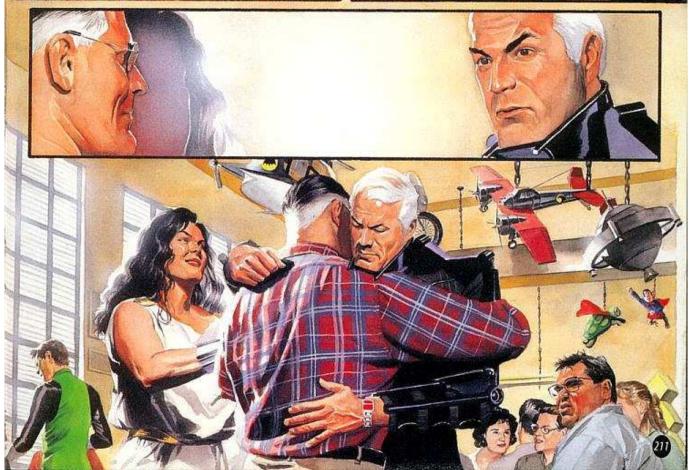














THE MINUS

WIZARD TAKES
AN EXCLUSIVE
PEEK INTO
ALEX ROSS'
KINGDOM COME
SKETCHBOOK
FOR A LOOK AT
THE FUTURE
OF THE
DC UNIVERSE

KINGDOM COME, FINALLY, IS COMING.

The long-awaited new project by acclaimed Marvels painter Alex Ross will burst onto the stands in May. Written by Mark Waid, the four-part, 48-page monthly Elseworlds series presents the DC Universe 20 years in the future, when several heroes have aged and others have passed the mantle along, some to their descendants. A cataclysmic event forces every hero to choose sides and go to war.

"I think we've done a fair job of visually representing just about everybody who has had any pominal importance in DC's history," says Ross. His depictions of heroes return some to their roots, while others grow from current versions. "I didn't demand that every character be dramatically different, but I did demand that it be fun for the reader. The one constant was that I tried to respect what the original creators had in mind, by letting the roots show through."

The best part, he adds, is that "all the designs are based on what I wanted to do, with no outside input. This is all pure and undiluted, as far as my vision of how it should look.

That's very comforting and satisfying."

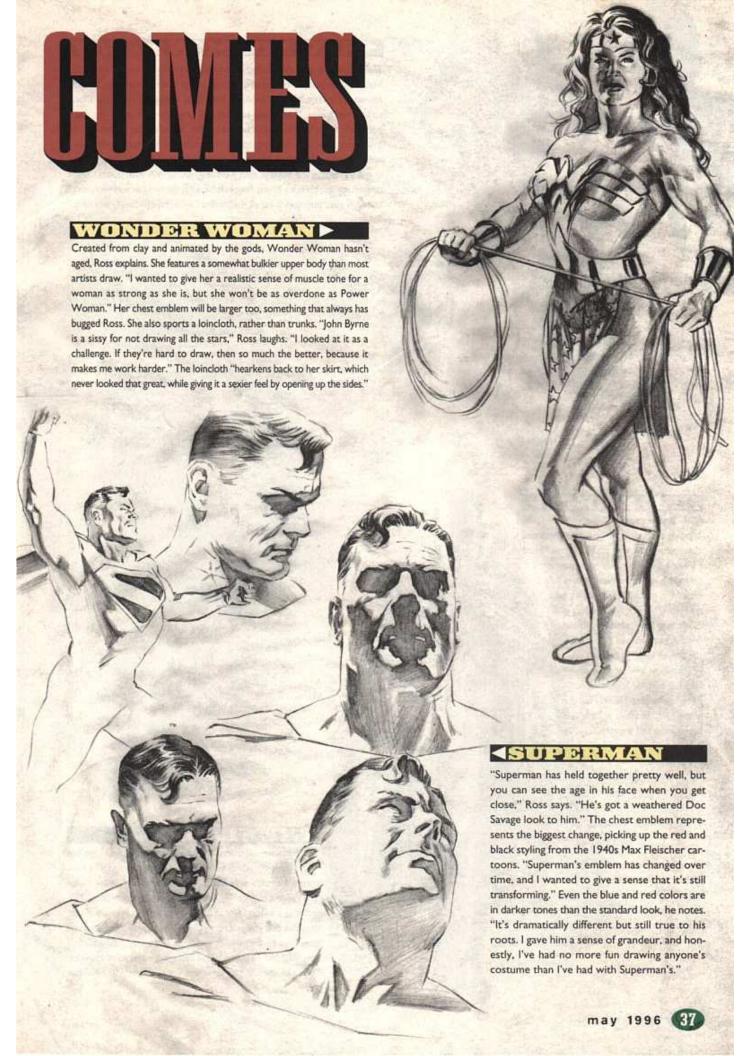
On the following pages are initial sketches for some of the book's key characters. The new names shown are Ross's own codenames and won't appear in the book, he notes.

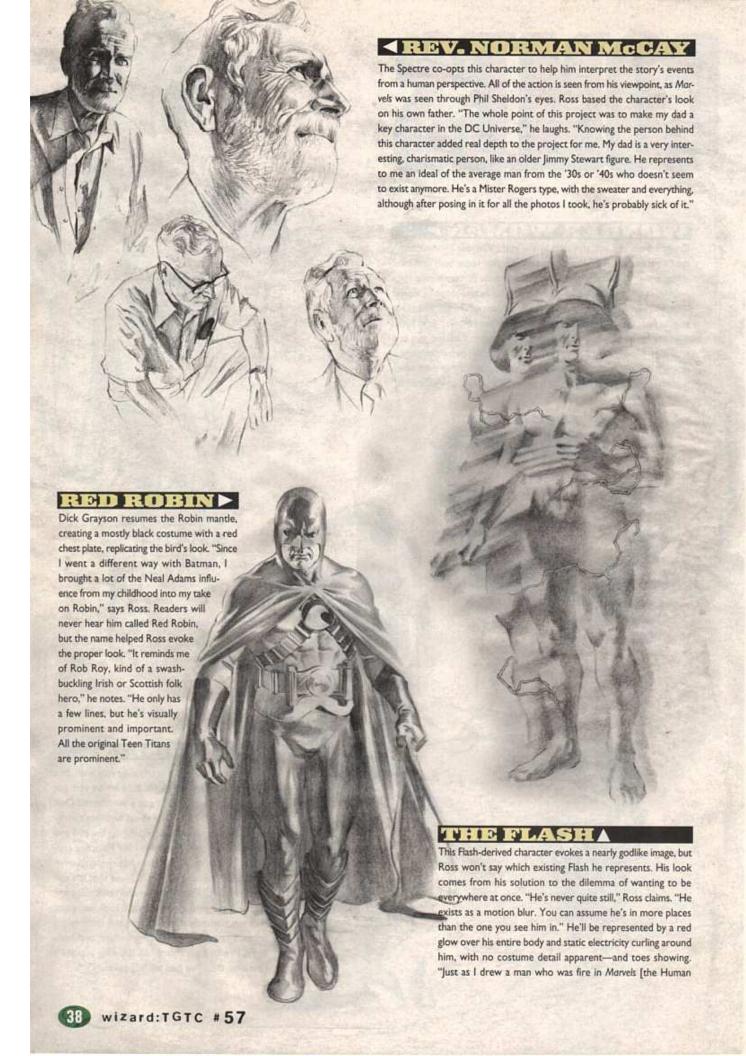
"I got shot down on most of them."

BY CRAIG SHUTT

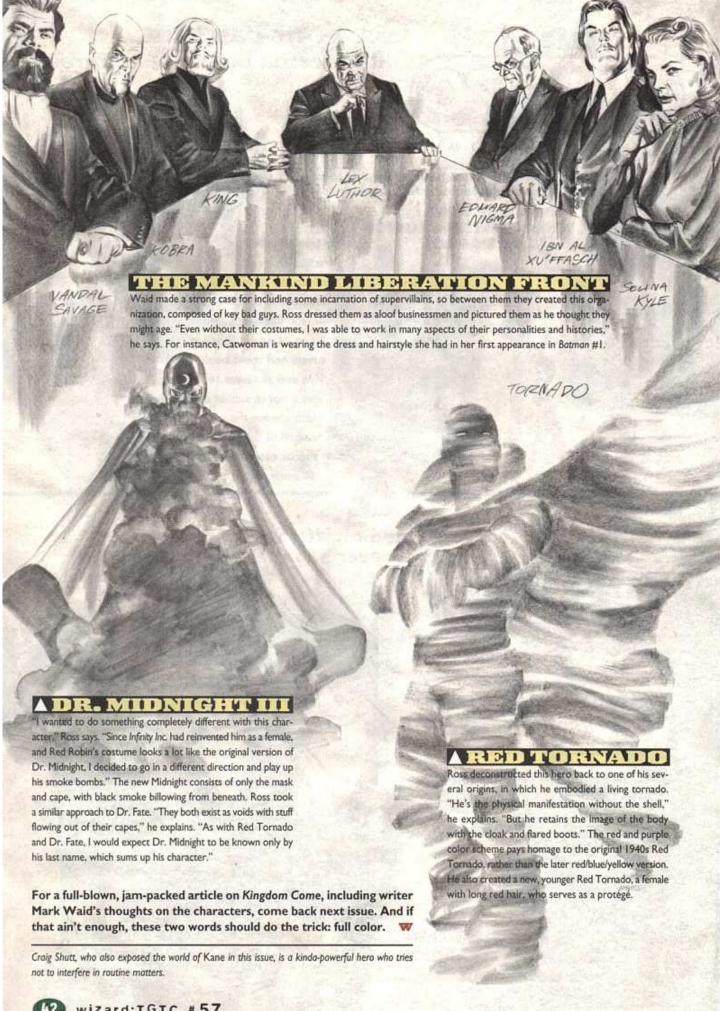
SUPPRIMAN

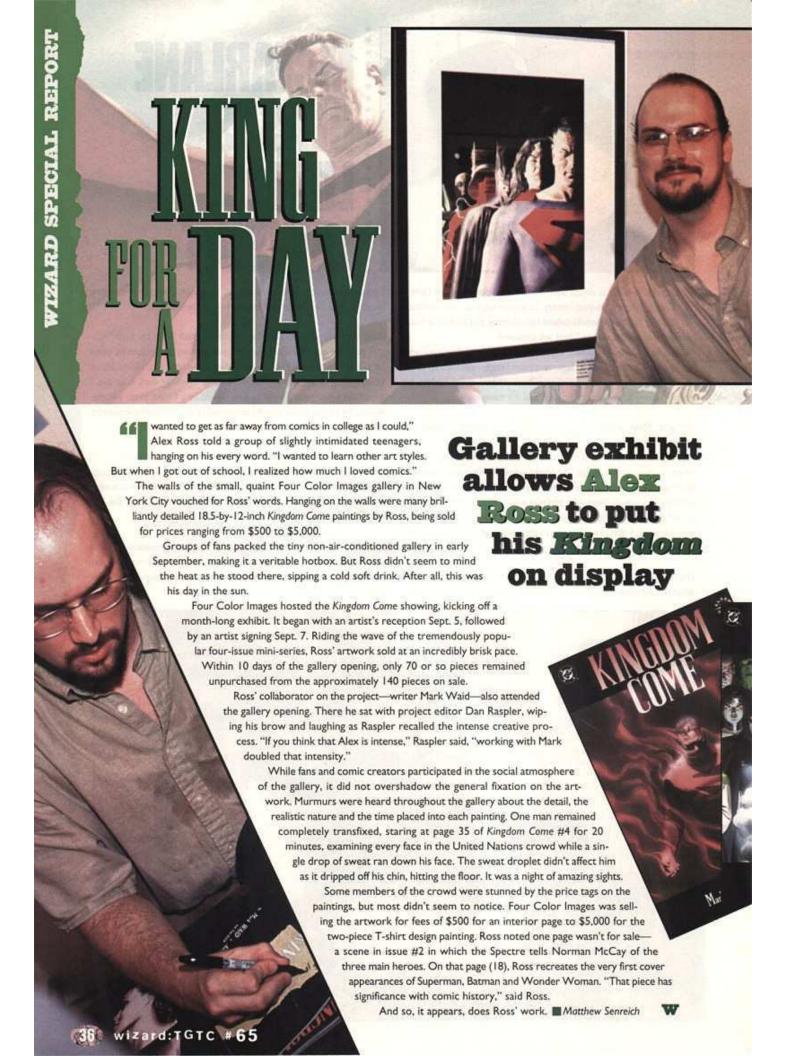
Wizard:TGTC #57

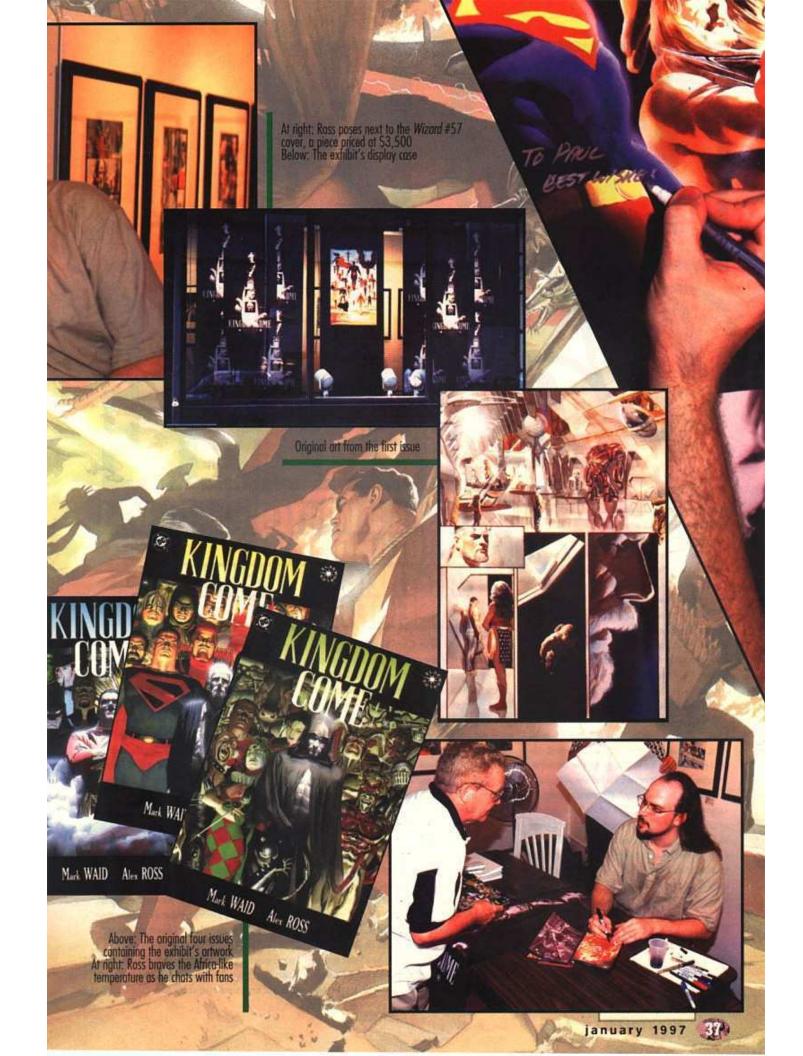












KINGDOM COME

Wizard casts the Kingdom Come movie! With a tense story and realistic art style, it makes perfect sense to do a movie based on Kingdom Come. Since Alex Ross painted these heroes to look like regular folks, it'd be a cinch to cast. So we did. First of all, we'd have a big budget and we'd get those ILM special effects gurus to create the Flash's speed effects and the monstrous Hawkman. As for the rest of the casting...well, whaddaya think? SUPERMAN Robert Urich ("Lazarus Man") is beefy enough to play the aging Man of Steel. Slick his hair back and you've got Clark Kent.

All photos: Everet Collection, unless otherwise noted.

42 wizard:TGTC #62

By a bunch of Wizard staffers

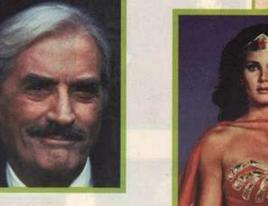
WONDER WOMAN

Lynda Carter, who played the heroine in the 1970s TV show, is still hot as hell and can easily pick up the golden lasso of our favorite Amazon. Heck, she's got a lotta practice.





Gregory Peck ("Other People's Money") looks like he was actually the base model for the much-older Bruce Wayne.





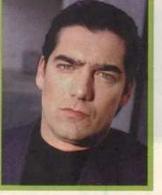






CAPTAIN MARVEL

Ken Wahl ("Wiseguy") has the slicked hair, the narrow eyes and the chiseled face of the World's Mightiest Mortal. Plus, he looks diabolical enough to do Cap proud.



AQUAMAN

Besides looking just like Arthur, Richard Harris ("The Field") has the regal look to him that befits the king of the seven seas.



GREEN LANTERN

Robert Conrad ("Wild Wild West") still looks like he can fight evil with the best of 'em. Give him a power ring and the guy's unstoppable.



POWER GIRL

Playboy model Anna Nicole Smith has the, um, build for this brickhouse of a heroine. Of course, she'll apparently have to lose some weight for the role...



OLIVER QUEEN

Sean Connery ("The Rock")
can pull off being the gruff
bowman—the type of
character he seems right for.
All he has to do is hide that
accent of his.





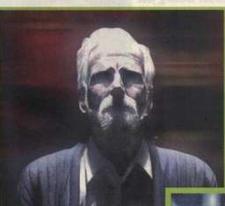
THE SPECTRE

A pro at being a cryptic character, Leonard Nimoy ("Star Trek") can work similar magic as the guy who enacts the wrath of God.



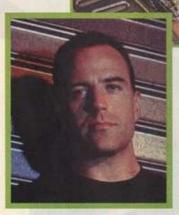
MAGOG

As the hero-goneoverboard, Richard Burgi ("The Sentinel") has that edge in his eyes that makes him look like he could ace the Joker in a heartbeat.



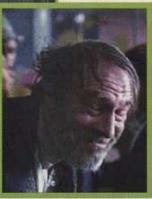
REVEREND NORMAN MCCAY

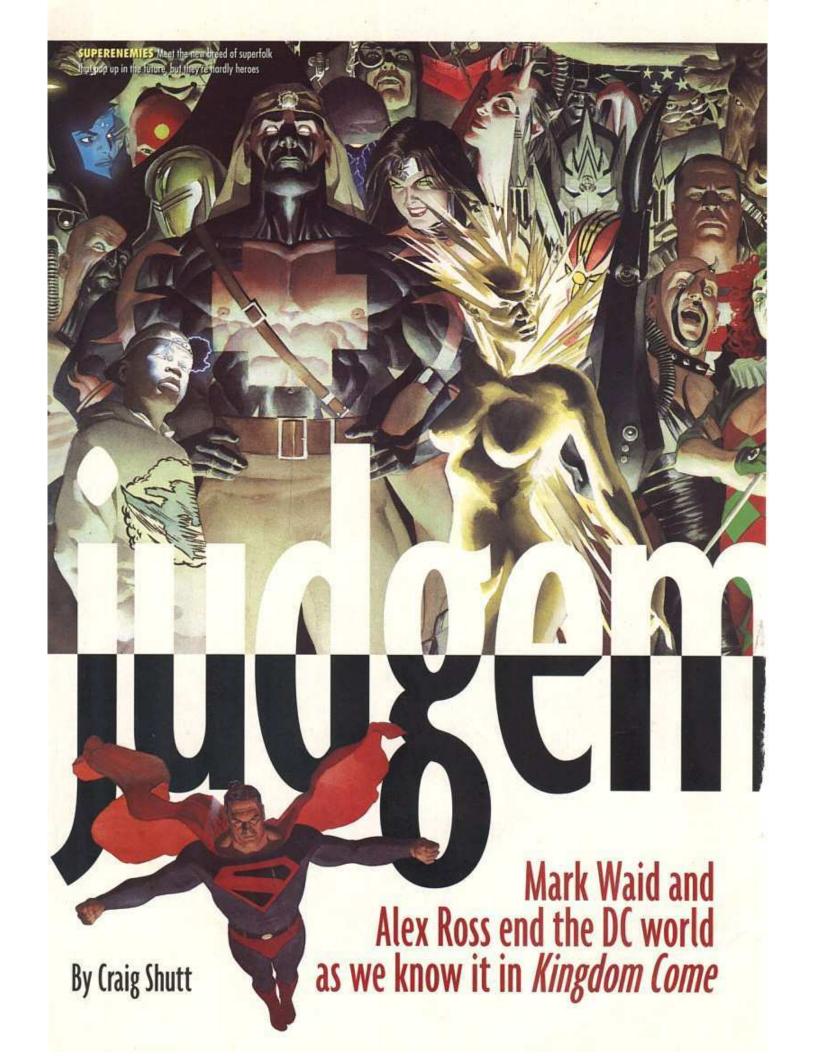
Christopher Plummer ("Star Trek VI") can give that "Holee bejeezus, I'm talking to the Spectre" look like few others. Plus, he's a good actor and can pull off being the narrator of this story.

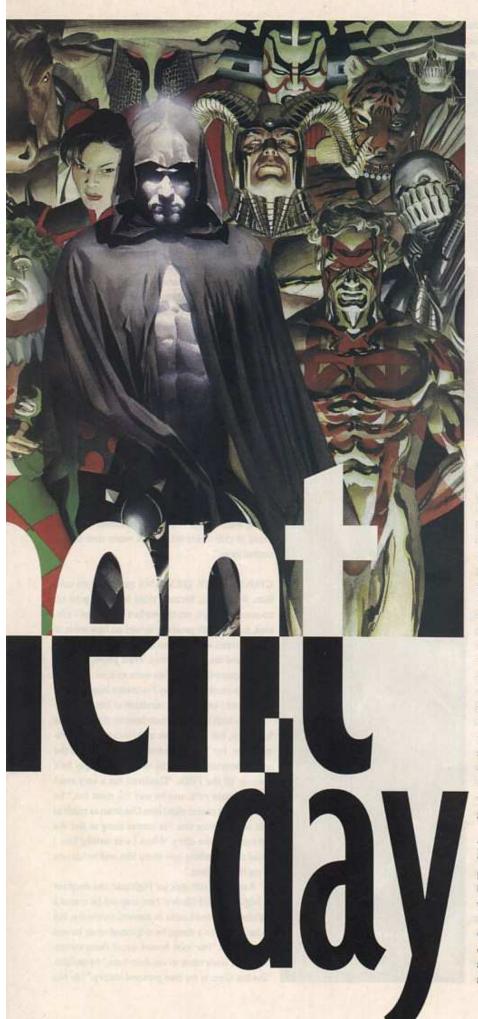


LEXLUTHOR

Geez, this rendition of
Lex screams hardass. And
if there's one thing
Lawrence Tierney
("Reservoir Dogs") has
proven, he can be one.
And hey, he's bald, which
is always a plus.







ALEX ROSS LOVES TO PAINT SUPER-

HEROES. And there's no doubt that his latest project Kingdom Come is about superheroes. "Kingdom Come requires a future filled with superheroes," Ross explains. "By the time this story takes place, they've become a significant proportion of the population."

Written by Mark Waid, the four-issue Kingdom Come mini-series depicts his and Ross' vision of the DC Universe some 20 years in the future. And that future begins in May,

To achieve the look of their future world, Ross redesigned "just about everybody who has had any nominal importance in DC's history," he says. He aged some of them, passed on redesigned costumes to new candidates, and sprinkled in a hefty share of sons and daughters. He also created a totally new generation of young, upcoming heroes.

That superheroic overabundance, however, doesn't mean readers will need a scorecard to keep track of everyone, stresses Waid. "We don't want to disappoint anyone, but when you've got 900 superheroes walking around, you can't give them all speaking parts, or it becomes a cacophony," he says. "We swore we'd make this book as reader-friendly as possible, so people who have no familiarity with most of these characters would love it too. If you know the characters, it's a bonus to try to figure out their back story and where they've been. But if you don't know them, you won't be lost."

Ross agrees. "We're focusing on a small main cast and a few supporting characters. The readers will have to come up with their own guesses for why I thought most of these guys got to where they are. I'm hoping this is palatable to kids and adults both. It may be too intellectual for small kids, but they'll be able to follow it and get out of it whatever they want, and parents won't have to hide it from them."

THE KEY EVENT preceding the story in these four 48-page books came when Superman retired. "Some years earlier, Superman threw up his hands and said, "I'm done," "Waid explains, "When he does that, the others ask themselves what hope there is for them to accomplish anything. Superman starts a giant chain reaction that leads to some of the older heroes retiring, others deciding to look out for themselves and a few continuing to fight the good fight."

Into that vacuum came a new group of younger, harsher heroes. "They're the type who have no regard for the people they're protecting," Waid explains. "They throw buses at each other and don't think about the consequences."

Kingdom Come opens with the Spectre, God's angel of judgment, receiving a vision of a coming apocalypse. That ultimately will result in a war among and between the heroes. "The actual war is the climax to the book," Waid

says. "The main story deals with how events build to that." To help the Spectre understand these developments, he co-opts a minister, Norman McCay, to interpret them in human terms. The story is seen through McCay's eyes,

as he tries to make sense of the vast throng of superheroes preparing for what is to come.

"This is mostly Superman's story," Waid says.
"His fatal flaw is that he doesn't realize how important he is [to the world and to the other heroes]. It's a necessary flaw, because if he knew, he'd have a swelled head. What makes him Superman is his innocence, his belief that he's just a farm boy from Kansas."

Though Waid and Ross are keeping it a secret as to why Superman returns from retirement, he nonetheless reappears by gathering an army of older superheroes. "He's not really good at it," Waid states. "He's not really a world leader and doesn't think in that scope. He's not stupid, but he becomes frustrated because there's nothing to punch. Superman is a smart man, he's not a clever man."

But Batman is. And he didn't retire. "Batman starts to marshal his own forces, for his own purposes," Waid relates. "That ultimately will put him at odds with Superman."

Ross sees a basic distinction between the two DC icons. "Batman, to me, is about five years older than Superman," he says. "He has a father/son role with Robin and should give off a sense of being older and wiser. He's the smartest superhero, the essence of thinking. Superman is powerful, but the 'super' applies to every aspect of his life. He's always trying to do the right thing, not just physically. He's the best, the kindest, the most giving, and he's trying to be the smartest. But it's not the kind of smart that Batman is. I wanted to play off that distinction between being noble and smart and being clever." Ross laughs. "But not even Batman is clever enough to see the end of this story coming."

The other key figure in the book is DC's third icon, Wonder Woman. "Wonder Woman was the toughest nut for me to crack," admits Waid. "Not only wasn't I as big a fan of hers as I was of Superman and Batman as a kid, but I just couldn't understand her. She preaches love and peace, but she goes around punching people. As [Kingdom Come editor] Dan Raspler says, she isn't from Paradise Island, she's from Paradox Island."

Ultimately, though, he finally understood the Amazon's outlook and motivations. "Once I got to the scene where I did get the handle on her—and I won't say where that is—it all came together. Wonder Woman is one of the most complex characters in the book, with her own distinct story to tell."

WAID BEGAN telling these stories in April 1994, when Raspler faxed him seven single-spaced pages from Ross' original story proposal. Coming off of Marvels, Ross' acclaimed four-part series with writer Kurt Busiek that examined the Marvel Universe's early days, Ross mapped out some thoughts on where the DC Universe ultimately might wind up.

These notes—about 40 pages in all—represented only a framework onto which a deeper story was

constructed. "There was a beginning point and an end point, but it wasn't a story," Waid says. "Alex had a general idea and a lot of cool scenes he wanted to paint. We've kept pretty closely to what he set down, but we've added a lot to the middle."

Ross agrees. "I had point A and point Z, but points B through Y were up for grabs," he says. "That was fine, because I didn't want Mark to just script my ideas. That would have been a hollow experience. From our first meeting, I could see I was in good hands. Mark brought a depth to the story by adding subplots and fleshing out how things progressed. I created a lot of great moments, but he made it all work."

Ross then laughs. "But he'll tell you he got a walloping amount of input from me, more than I could have hoped for. I'm sure it's more than he's ever gotten on a project and a lot more than he wanted."

Waid doesn't deny it. Early on, he traveled to Ross' Chicago studio, where they spent a weekend hashing out details. It took more to make this work than just swapping the heroes back and forth between Superman and Batman's teams, he notes. "Alex knew Superman retired and then returned, but he didn't know why," Waid says. "We had to answer that first, because I found it almost impossible to believe Superman would ever retire. We bounced it back and forth over and over and over, and we still are to this day."

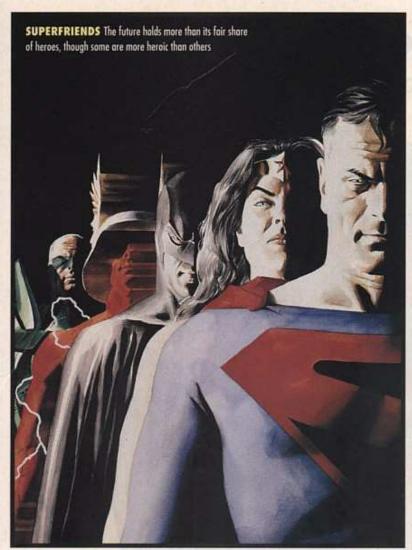
Indeed, in mid-February, Waid still had the final six pages of the series to script, and Ross estimated he was about three months from finishing his paintings. Neither is rushing it. "I have it all in my head, but the ending's not on paper yet," admits Waid. "Giving a good sense of closure to a 180-page story is something I want to really take my time with so I do it right." Ross was using that lag time to perfect his hero-laden covers and paint portions of the sagaending war, he says. "Painting fight scenes with hundreds of characters takes a lot more time than a normal page."

CHARACTER DESIGNS generated no conflicts, Ross notes, because Wald left that up to his co-creator. "Mark mostly worked with what I created, but we both generally agreed on how most of the characters worked," In a few cases, such as Green Arrow and the Black Canary, Wald played up their roles because their sketches were so cool. "Captain Comet is another one who I've always loved," Wald adds. "And I loved Alex's rendition of him."

They both agree that their favorite character was Superman, but each has his own preferred supporting player. For Waid, Deadman wins the nod, as the writer reverted him to the wise-cracking guy he'd been up till the 1980s. "Deadman has a very small but important role, and he was the most fun," he says. "I didn't realize that I love Deadman as much as I do until I wrote this. He comes along at just the right point in the story. When I was writing him, I found out something new about him, and he has one of my favorite lines."

Ross has a soft spot for Nightstar, the daughter of Nightwing and Starfire. Not only did he create a heroine who could exist in current continuity, but he based her on a design he originated when he was 11 years old. "Her look flowed out of those memories, and it made sense to use them here," he explains. "She has roots in my own personal history." He was





reluctant to give her to the DC Universe, he admits, "but I came to terms with the fact that most of the stuff I created when I was a kid was really derivative. I realized that I could use this without leaving a personal piece of me behind."

Although most of the heroes' roles fell into place easily, a few caused disagreements. The primary snag centered on J'onn J'onzz, the Martian Manhunter. "I thought he screwed up the balance of power, but Mark really wanted to use him," explains Ross. "I had to fight tooth and nail to somehow remove him from the action. He had no antecedent in the Justice Society of America, nor was he in [the animated TV show] "Super Friends," which the entire world knows. So to me, he really isn't in the upper echelon of heroes,"

Counters Waid, "Alex is too young to understand that J'onn is a seminal hero in the DC Universe," he argues. "Alex grew up in the 1980s, for God's sake. We fought like cats and dogs over J'onn's role." Ultimately, they agree, they found the perfect spot for the Manhunter. "It's a small role, but it's a key one," Waid says. Adds Ross, "His cameo offers a very interesting take, presenting a perspective that I really like."

Another clash erupted over how to treat the supervillains. "Mark insisted that we couldn't skip over these classic villains and say they're all dead," he says. "He came up with a great way to fit them in." Adds Waid, "My favorite part of the whole book was dealing with the supervillains. Luthor is one of my favorites because of his sense of humor."

The villains' roles, explains Ross, evolve from the notion that "the new heroes have become more aggressive vigilantes who kill, while the good heroes have become less good. It's harder to tell who's who." That results in the villains organizing for their own purposes. They create the Mankind Liberation Front, with agendas that go beyond supervillainy. "Their view is

that everybody has his own perspective, and nobody is totally wrong."

THE ROLES OF GOOD AND EVIL and the notion of who truly serves humanity stand at the center of the book, the creators say. The god-like nature of several of the older heroes, including Spectre, the older Flash, the older Hawkman, Fate, Dr. Mid-Nite III and the Red Tornado, emphasizes that. "The older heroes have divorced themselves from humanity in many ways," explains Waid. "They have to examine their roles and their place in society."

Ross has said that while Morvels in some ways reflected the wonder that readers felt as a superhero universe grew before their eyes, Kingdom Come offers a scenario for how a superhero universe winds up. He doesn't deny that he wanted to use the book to explore some of his thoughts on where the comics industry stands today.

"The current state of comics seems to me to be gangs fighting gangs," he says. "DC, Marvel and image all have people fighting without much reason to be doing it. DC versus Marvel is a perfect example of that. In Kingdom Come, we're pointing out in a way what would happen if this continued in a world of real, living superheroes."

Adds Waid, "We started this with one joke: 'What if the Image Universe invaded the DC Universe?' But that was simply a starting point, and a short-hand way of saying it. It applies to almost any superhero created after about 1972. I think the older DC heroes were more concerned with ordinary people. The new breed makes things into a big World Wrestling Federation match between superheroes, and they don't seem to care who's in the middle."

As for his next superhero book, Ross has some ideas.
"I still have lots of projects I'd like to do with DC, and certainly there are some I could imagine doing with Mar-

vel after things settle down," he says. "There's no end to the ideas I have for stuff, both independent or part of the superhero genre. They may be single-character focuses, though, because I'm not sure I have another multi-character extravaganza in me."

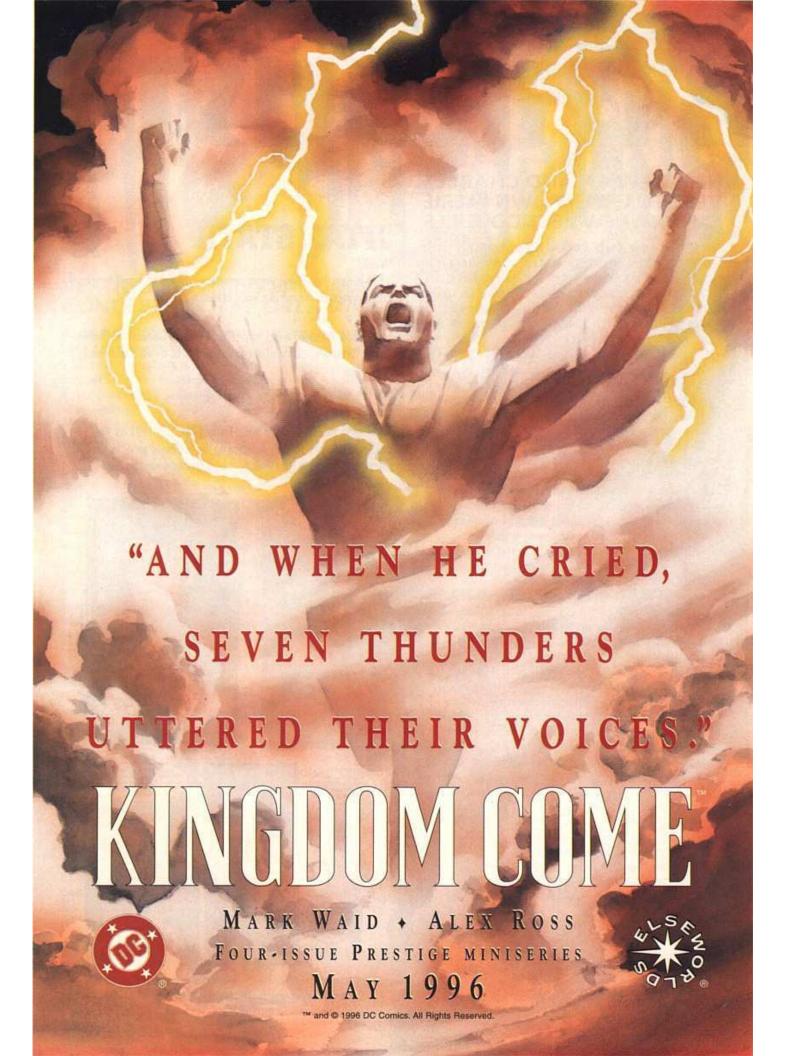
Waid can understand that. "If it had been up to me, this story would have been Superman, Batman and Wonder Woman, and nobody else," he laughs. "They were the most complex and the most fun to write." That's not the version we'll be seeing, of course. Because Alex Ross loves to paint superheroes.

Craig Shutt, who reported on the Amalgam Universe in issue #56, would really like to see another Alex Ross-painted superhero project.

KINGDOM CAME

Once Kingdom Come ands in August, Alex Ross will begin work on two 48-page books for Vertige about Uncle Sam. "They'll be my interpretation of Uncle Sam the iron," he explains, not the former Quality Comics character now being revamped in The Spectre. Written by Steve Darnoll, the project will take Ross about nine months to complete, and he figures it will appear late in 1997. "So much has been said with Marvels, and so much more will be said with Kingdom Come, that I need to get away from the superhero genre for a little bit."

But that wan't last. He's set his eye on contributing a major project, a graphic novel or something even bigger, to Superman's 60th anniversary in 1998. "I've been thinking about it a lot already," he says. "I'm extremely interested in the character, mostly because of the time I've been able to spend with him on Kingdom Come. If there's anyone I want to come back to, it's him." III CS



THE DREAMER.

THE THUNDER.

THE BAT.

THE EAGLE.

THE ANGEL.









WHOSE
WILL
BE
DONE?

KINGDOM COME.

MARK WAID + ALEX ROSS

FOUR-ISSUE PRESTIGE MINISERIES

BEGINNING MAY 1996

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WHOSE
WILL
BE
DONE?

KINGDOM COME

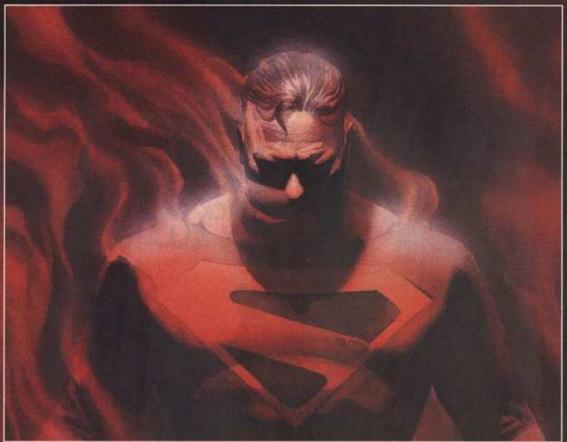
MAY 1996

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THY WILL BE DONE



EVERYTHING YOU WANTED TO KNOW ABOUT KINGDOM COME BUT WERE AFRAID TO ASK

BY CRAIG KOSTELECKY

IT'S THOSE LITTLE THINGS THAT MAKE IT FUN.

Sure, Kingdom Come has a neat premise—old guard superheroes versus the newer, more violent heroes. Yeah, it has a fantastic writer in Mark Waid and a fabulous painter in Alex Ross. But a great deal of the appeal of Kingdom Come is the amount of detail put into it, both visually and conceptually. It's a hoot when you see Fat Albert and the Cosby Kids in the background of a panel. It's cool when you find out what the eagle and bat on the first page of #1 really symbolize.

So we went to the source—Waid and Ross—to dig up as much info as we could on the less obvious stuff in the four-issue experience. And here's hoping your next reading of Kingdom Come can be even more enjoyable than the first!







WHO ARE THESE GUYS?

First things first. Since it was never explained in the series, let's go over who all these people are. (Our thanks go out to Skybox for helping us out on this one. Plug: Go out and buy the chock-full-o'-stuff Kingdom Come Extra trading card set. You'll be glad you did.)

GO TO PAGE 88 FOR THE ANSWERS.

WHO ARE THESE GUYS? LET'S GET IT ON.

flour-armed defender of India, based on the Hindu god! 3. Judomaster II I female inheritor of the mantie 14. Buddha (Sumo-sized scourge of China) 5. Von Bach (fugoslavian would-be dictator) 6. Nuculoid (pliable nuclear-powered hera) 7. Mr. Terrific II (over-equipped update of the old version, with little understanding of his predecessor's motto of "fair play" | 8. Tusk [elephant-shaped man-a-war] 9. Nightstar [daughter of the late Starfire and the former Nightwing] 10. Demon Damsel [would-be Legion of Super-Heroes member] 11. Pinwheel [blade-laden, leather-clad master of pain 12, Cathedral (holy terror of the underworld) 13. Stars (hip-hop, modern Star-Spangled Kid with casmic rod and belt, note the flog on his shirt is upside-down in issue #1, page 13] 14. Manotaur (classical Greek myth armed for the future! 15. Black Mongul (Mongolian shadow of death) 16. Kabuki Kommando (the Fourth World's Japanese champion 17. Huntress III (warrier queen of the African jungle) 18. N-I-L-8 (a sentient armory with an appetite for destruction) 19. Trix (after "Matrix," a morphing biomechanism) 20. Captain Atom (human nuclear reactor and symbol of the atomic age] 21. Magog (Superman's successor as Hetropolis' #1 superhuman) 22. The Spec-



tre (the wandering spirit of God's vengeance) 23. Tokyo Rose (Japanese martial arts assassin) 24. Stripes (modern Stripes) armed to the teeth) 25. Joker's Daughter (one of many to follow the Joker's chaotic style) 26. 666 (tottooed self-matilated man-machine of destruction | 27. Phoebus (Tirestom's successor as Earth's fire elemental) 28. Lightning (doughter of black Lightning) 29. Thunder (a new Johnny Thunder with the mischievous spirit of Thunderbolt) 30. Swastika (American milliforman and anarchist) 31. Germ-Man (master of biological warfare who spews poison gas) 32. Stealth II (cloaked one-woman war machine) 33. Gatwoman II (armoved meta-human, successor to Selina Kyle)

1. Original Red Tornado (amored with more than a pot for a helmet) 2. Hawkman (combining the spirit of the old with the other-worldly flesh of the new) 3. Lady Marvel (formerly Mary Marvel, caretaker of the power of Shazam) 4. King Marvel (farmenty Captain Marvel Jr. caretaker of the power of Shazom) 5. Aleea Strange (half-human, half-alien daughter of Adom Strange and Alonno Strange) 6. Human Bomb (still the same combustible hero of old) 7. Midnight (a spirit manitesting itself as a living smoke cloud! 8. Whitz (son of Lody and King MorveL and natural inheritor of the power of Shazam! 9. Capitain Comet (former LEGLDN, member and the first superhern of the Silver Age! 10. Builletman (modern steel-capited human bullet) 11. Brainiac's Daughter (the living computer's human progeny, and ancestor of Brainiac 5) 12. Bulletgirl (modern steel-coated human bullet) 13. Robotman III (Nictor Stone, formerly Cyborg, now an arganism made of liquid metal) 14. Starman VII (formerly Starboy, from the 30th Century) 15. Golden Guardian (second body cloned from the original Golden Age shield-bearer, the Guardian 16. Powerman (robot minion of Superman) 17. Hourman II (current inheritor of the monde with none of the time limits the original Hourman houl 18. Sandiman III (formerly Sandy the Golden Boy, who now doesn't age! 19. Red Tornado III (fire-hoired, wind-manipulating successor to the mantle! 20. Living Doll (daugh-



ter of Doll Man and Doll Girl 21. Tornado (reformed spirit of the Tornado Champion) 22. Avia (Big Barda and Mister Miracle's daughter 23. Atlas (legendary demigod figure) 24. Atom-Smasher (formerly Nuklon, godson of the original Atom) 25. Bonna Troy [formerly Wonder Girl, Traia and Darkstor, now an Amazonian champion] 26. The Ray (son of the original, and Lord of Light) 27. Wonder Woman (former Amazonian princess and now Superman's secondin-command) 28. Red Robin (formerly Nightwing, Dick Grayson, the original Robin, is following in his mentar's footsteps again/ 29. Norman McCay (a preacher and the Spectre's human anchar) 30. Red Arrow (formerly Speedy. and later Arsenal, now following more closely the methods of his mentor, Green Arrow) 31. Superman (reluctant leader of the Justice League, now showing his alien nature more and more) 32. Aquaman II formerly Aqualad, now inheritor of his mentar's mantle 33. Power Woman (formerly Power Girl, and still a major superhuman wrecking machine) 34. The Flash III (emanating from the Speed Field, Wally West fights crime 24 hours every day at super-speed) 35. Green Lantern 1 (merging his lantern into his armor, Non Scott is the most powerful champion of that name)

1. A Bat-Knight (one of Batman's rabot sentinels) 2. Steel (has switched his devotion from Superman to Batman and is accented with his bat-shaped battle ax) 3. Menagerie (formerly Changeling, and now only able to create the shapes of imaginary beasts/ 4. Deadiman (still dead and, ofter a long time of rejection, loving it) 5. Huntress III (warrier queen of the African jungle) 6. Cossack (champion of Aussia, from the Botmen of many nations) 7. ACE (otherworldly but-hound, and Botmoman's steed 8. Batwoman (Botman admirer from the Fourth World) 9. John Jones (former Martian Manhunter, now has psychological problems) 10. Mysteryman (one of Batman's fellow crimefighters) 11. Zatara II (son of the late Zatanna, and grandson of the original Zatural 12. Samural (champion of Japan, from the Bottmen of many notions/13. Bragon (champion of China, from the Bottmen of many notions/14. A Bat-Knight (another of Bottman's robot sentinels/15. Croeper (aging, wretched screwball superheray 16. Nucculoid (pliable nuclear-powered heray 17. Wildcat III (a man-ponther with the original's spirity 18. Lightning (Black Lightning's daughter) 19. Condor (current inheritor of the Black Condor montel) 28. Night-

star (half-human, half-alien daughter of Starfire and Nightwing) 21. Obsidian (son of Alan Scott, the original Green Lantern, and Harlequin) 22. Mr. Scarlet (blue-collar bruiser, with bright red skin) 23. Ralph Dibny (formerly the Elongated Man, now just stretched out 24. Spy Smasher (independent operative in the post-Cold War world) 25. Phantom Lady II (a literal phontom of the original) 26. Tula (sectoring malcontent and doughter of Aguaman II) 27. Blue Beetle (his high-tech suit of armor incorporates the original scarab's power) 28. Red Hood (doughter of Red Arrow and the mercenary Cheshire 29. Barkstar (son of Donna Tray and is the inheritor of her Darkstar role) 30. Flash IV (Mally West's daughter) 31. Fate (the Helmet of Nabu, a talisman that no longer needs a human host) 32. Jadle (daughter of Green Lantern I and Harlequin, and a living battery of the Lantern's power) 33. Batman (a moster strategist, and still the world's greatest detective 34. Captain Marvel funder the control of Lex Luthor, the World's Mightiest Mortal quickly becomes the world's mightiest villain) 35. Oliver Queen (formerly Green Arrow, now married to Dinah Lance, Black Canary II] 36. Black Canary III (daughter of Oliver and Dinah Queen | 37. Dinah Queen (formerly Black Canary II)



NOTE TO READER. We're counting the title page as page one. and every issue's first page with art will be page three.]

Page 3 (at right) TION OF SAINT

The quates on the first few pages of this (and every) issue are taken from Revelations, the part of the Bible that talks about the end of the world. Not exactly the best of starts for our heroes.

The first vision experienced by Wesley Dodds, a.k.a. the Golden Age Sandman, is that of an eagle in an aerial fight with a bat, Initially, many thought this represented a battle-real or ideologicalbetween Batman and Superman. Later, it is revealed that this represents a battle-both real and ideological-between Batman and Wonder Woman. "[It was] a misinterpretation we did not foresee, but one that delighted me," says writer Mark Word in the trading card set. "It made Wonder Woman's later role more of a surprise."



Page 8 (below)

In the last couple panels of this page is the cover of The Daily Planet.

The picture on the cover shows the UN building which was designed after the Hall of Justice from the Hanna-Barbera cartoon, 'The Super Friends,'



Page 9 (at left) panel 1

In the first panel, McCoy walks by damaged yellow car whose owner looks suspiciously like Non, one of the three Kryptonian Phantom Zone villains from the movie "Superman 2."

panel 2

McCay walks by a graffiti splottered wall with the words "Who Watches the Watchmen?" of course, in reference to Notchmen, the acclaimed 1985-87 mini-series from DC.

panel 3

The statue of Lady Justice has crashed into the antique shop "Knight's Past" owned by Jack Knight, star of DC's current Starman series. Also: a poster of alternative Icelandic performer, Gjörk, is on a wall that McCay passes. The image is from the cover of her album "Debut."

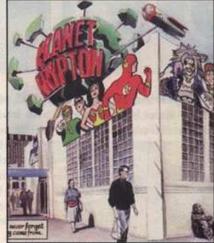
panel AUNDERS WILL

As McCay continues his walk, he passes a window with several items on display, including three books: These books are Alternate Egos by John Law, Behind the Mask by Jessie Chambers and Under the Hood by Hollis Mason. Under the Hood was an autobiogrophy of the original Nite Owl, taken from the Watchmen mini-series. The other two are curiously inaccurate [well as inaccurate as you can get in an "Elseworlds" mini-series like Kingdom Come. Behind the Mask was actually written by Janathan Law (a.k.a. the All-Star Squadran's Tarantula) as seen in the Golden Age mini-series, while Alternate Egos is actually Altered Egos, taken from All-Star Squadran.



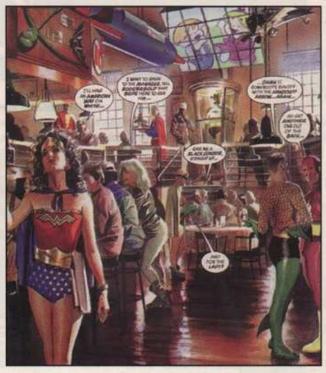
Page 10 (at right)

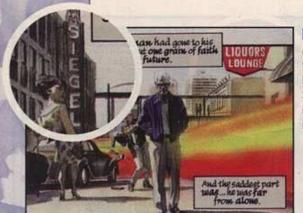
McCay decides to patronize his local Planet Krypton restaurant. Of course, this is in reference to Supermon's home planet. It also pakes fun of the restourant chain of Planet Hallywood-and just like Planet Hollywood glamorizes the movie-making industry, Planet Krypton cheapens the image of superheroes. Above the entrance to Planet Krypton is Hanna-Borbera-esque cartoon images of Batman, Green Lantern, Plastic Man, Wonder Woman, Flash, Lobo and Marvin of "Super Friends" fame.



Page 11 (far right)

Inside Planet Krypton are superhero memorabilia and employees dressed like superheroes. Among the memorabilia is Green Arrow's bow and boxing glove arrows, Botman's batarang, replicas of the Golden Age Batplane and the ship that brought the infant Kal-El to earth. On the big screen is BC kiddle characters, Sugar and Spike. On display is the Botman costume from the 1960s "Botman" TV series, just as it is on display at Planet Hallywood in Chicago. At the front counter is an aging Beatriz DaCosta, a.k.a. Fire, asking to see fellow ex-JLAer and manager of Planet Krypton, Boaster Gold.





Page 12, panel 2 (left)

A sign on the side of a building has the name Siegel, in reference to the late Superman co-creator Jerry Siegel. [The series was also dedicated to Siegel along with his Superman co-conspirator Joe Shuster.]



Page 16 (above) Monotour is hoisting a cor with the license plate number 28IF. This is the license plate number to the cor behind the Beatles on the cover to their "Abbey Road" album.





Pages 20-21 (at left)

The naked and aloof Spectre is "...out of touch with the man he once was." Waid says. He says the Spectre needs McCay to witness the upcoming apocalypse and The Spectre is there to pass judgment, not to stop the destruction. "The Spectre is very much God's terrible swift sword." One can see this aspect in his eyes. If you look closely, you will see a tiny skull. (You'll see that skull often in Spec's eyes if you look close enough.)

The stained glass window the Spectre walks through depicts the Agony in the Garden, where Jesus said. "Not my will, but your will be done." This ties into the series tagline: "Whose will be done?" Ironically, Ross says this was coincidental, since his model was a window in his dad's church which just happened to be visually interesting.





"SEVEN HUNDERS WILL TER THEIR VOIC DIT Page 29, panel 1 (below) Magag and his Justice Bottalian take on a weakened and frightened Parasite. Besides Magag and the amalgamated Metal Men in the guise of Allay, the Battalian includes (counterclockwise from left). Nightshade. Peacemaker, Peter Cannon (Thunderbolt). Judamaster II and Captain Atom, all former Charlton Comics heroes. Ross admits that this is a kind of "tribute to Charlton."

Page 29, panel 2 (above) Magag is shown up close. We designed him to represent everything we dislike about modern anti-heroes—all those kill-first.

talk-later types." Ross says in the cord set.
"But he wound up looking so cool and possessing such depth that we ended up liking him anyway." Note that Magog's appearance is similar to Marvel's Cablewhite hair, metallic arm and apaque, scarred eye.

According to Wold, the name "Magog" comes from the Bible's Book of Revelotions, where Magog and Gog are emissories of Satan on Earth. Asks Ross, skyly, "But is there a character named Gog...?"





Page 33 (far left)

Keystone City is a utopia due in part to the Flash. The Flash is Wally West, but flass has melded key elements of all three Flashes into this one. The winged helmet is taken from the Golden Age Flash, while the red "aura" is taken from the Silver Age Flash. This Flash also incorporates the energy pulsating around his body like the current Flash. Waid says this Flash has become even more connected to the Speed Force [the energy field from which Flosh derives his super-speed) and he is constantly moving to rid his city of crime at all times. It's no wonder that floss coined him as Mercury, the Roman god of speed, in his original sketch of the Flash.

Page 34 [left]

The new Howkman is a nod to the Golden Age Howkman. Essentially, he is the spirit of the Golden Age Hawkman in the body of the new Hawkman, which is merged with the mystical hawk nature. Like the original Hawkman (a.k.a. archaeologist Carter Hall). there are several Egyptian motifs about him. (In fact, Ross called him "Hawkgod" in his original character sketch.) However, this Hawkman has forsoken his crimefighting to take an environmental causes. Ross wanted to do a different take on some of these Golden Age characters and felt the best way to be "more dramatically different is by actually going back the furthest you can go with that character." He wanted to be "inspired by what the initial inspiration was."

If you noticed. Hawkman had no lines in Kingdom Lame. Waid says this was "because he had no mouth."

Page 35 (left)

Alex Ross originally wanted to call the Green Lantern of Kingdom Come The Green Knight, for obvious visual reasons. This GL is neither Kyle Rayner nor Hal Jordan. Ross chose Alan Scott to wear the power ring because he's a real Golden Age buff. "Originally, this was going to be Hal Jordan." Ross says, but because of Hal's "screwy continuity, [we] avoided it for the best." However, he tried to give readers "a sense of Hal-Jordan's character in that Green Lantern, so that he was almost an all-encompossing Green Lantern."

Green Lantern's orbiting emerald satellite is called New Oo in reference to the home planet of the Guardians. the source of all Green Lantern power rings. Also, the source part of New Do is modeled after the ship used on many abum covers by Electric Light Orchestra. This particular view came off the ELO abum "Out of the Blue." Another interesting aspect of this GL is the fact that his power battery is part of his armor.



Page 37-39 (above and right)

Hey, hey, hey!—those teens ain't no ordinary criminals! That's Fat Albert and the Cosby Kids going on a crime spree in the fair city of Gotham. (Yknow, those kids should know better.)

Fat Albert and his passe are cornered by the Bat-Knights. In the first panel of page 39, a young and frightened Bill Cosby gets busted. These rabot sentinels of Gotham are controlled by Bruce Wayne. The Bat-Knights resemble the Golden Age Batmobile if they had Transformer capabilities.







Page 42, panel 2 (above) Within the cable car are tons of DC Comics staffers.

panel 3 (left) Ross says Joker's Daughter is modeled after Vertigo artist Jill Thompson (right).





Page 45 (above)

The text in the captions and word balloons are throw-backs to the opening credits of the 1950s "Adventures of Supermon" TV show.



Page 46 (at left)

Superman returns. "This is one of my favorite moments in the series," Waid says in the card set. "And it was also the moment I realized it was truly a Superman story."

Superman's costume has been altered in homage to the Max Fleisher cartoons of the 1940s. Not only has the yellow in the "5" symbal has changed to black (as has his belt), but the "5" itself is more angular and rigid. Also, there no longer a yellow "5" on his cape, as will be seen later. Even the blue and red in his costume have been dulled and darkened. All of this was done intentionally by Ross to

emphasize Superman's more gritty, darker attitude and look to match the storyline.

This full-page panel represents Superman's detachment from his humanity, since he is, in essence, "looking down" upon those he just saved.

Page 47, panel 1 (at right)

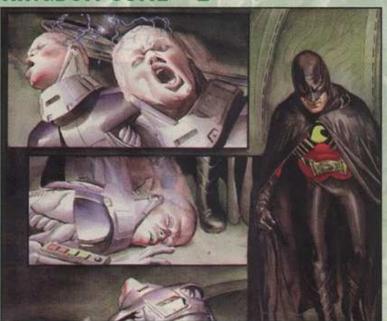
As Norman McCay looks up at the second coming of Supermon, he is surrounded by DC staffers and Biörk, who makes another appearance in the crowd.



panel 2 (far right)

Another vision comes to McCay. While the crowd cheers Supermon's return, McCay sees it as a sure sign that the apocalypse will be coming. Waid says he was impressed with the amount of things people caught in the series, but was also surprised that a number of fans didn't understand that the coming of Superman was not a good thing-but a harbinger of the oncoming apocalypse.





Page 9 (at left) Rendering the mental-powered Brain Trust unconscious is Red Robin (a.k.a. Dick Grayson). Red Robin's costume is an amalgamation of Batman's costume from the recent films and his original Robin costume. Grayson had retired after the death of Starfire, but returned at the behest of Superman. (You later learn that Supes had hoped to use Red Robin's support as a bargaining chip to get Botmon to join his Justice League.)

Page 11 (below) The Justice League, having defeated the Pseudopatriots. heads to the United Nations to make an announcement. Once again, the UN building has taken the form of the Hall of Justice from the "Super Friends" cartoon.





Page 13, panel 1 (above)

Horning his way through the media circus is Phil Sheldon, the protagonist from Kurt Busiek and Ross' popular Marvels miniseries from 1993.

Page 15, panel 3 (at right)

Note that the hands on Wayne Manor's grandfather clock are minutes before "the eleventh hour," alluding to the anticipated final confrontation in issue #4





Page 16, panel 1 (left) This is the reader's first glimpse of Bruce Wayne, wearing a sort of exoskeleton which came as the result of a rigorous Mestyle fighting crime. "As Alex and I envisioned it, even though this guy had one of the most perfect bodies on Earth, he put it through so much abuse over the years that it just brake down and shottered."

Fans might take note that Wayne's chest plate is simifor to that of Darth Voder's from "Stor Wars."

"Batmon's job, we decided." Waid says in the card set. 'would be to keep the supervillains away from Superman-and vice versa. They are his problem and his alone."

Panel 3 (below) In the lower right screen on Batman's console is the face of Bat-Mite, the imp that bedeviled the Dark Knight during his sillier 1950s comics.



Page 19, panel 2 (at right)

Botman's allies are former JLAers Ted Kord (Blue Beetle), Dinah Queen (Black Canary) and Oliver Queen (Green Arrow). All of whom are non-powered and share Batman's concern about the proliferation of metahumans. Naid describes Kord's importance as being that he is "a tinkerer" and "a complete nerd" but lends technical support to Batman and assisted Batman with the design of the robatic Bot-Knight. Of Queen. Wold states, "He's the bitter, cranky reactionary that he always was, but he's the voice of conscience." And

finally, Dinah Queen is there "to put up with Diver Queen," he laughs. Panel 4

Batman also has a team of metahumans he uses for his crimelighting activities, as seen on the TV screens. Most of these characters are the offspring of many of the old guard heroes. Waid makes an interesting observation: The original Teen Titans hang with Superman, while the kids of the Titans are with Botman. It's a 'generational' thing."

Adds Ross, "It was more natural for the kids to be rebellious. To teenagers, it's much cooler to hang with Batman than Superman. Batman's philosophy of acting freely was much more attractive to the younger generation."





Page 20, panel 2 [above]

Ross pays tribute to several comic covers of the Golden Age. Botman is seen swinging from roaftops with a criminal lacked under one arm as depicted in Detective Comics #27. Superman is shown hoisting a car as seen on the cover of Action Comics #1. A horse-riding Wonder Woman is Ross' version of Wonder Woman #1.



Page 21, panel 2

The Justice League is shown fighting those who would become members. This included the previously mentioned Phoebus, Starman VII, Brainiac's Daughter (at one point known as XTC -listed on a poster in KC#1, page 12-in tribute to the band of the same name, who recorded songs called "That's Really Super, Supergirl" and "Brainiac's Daughter"] and Red Tornado III. Starman VII is actually farmer Legion of Super-Heroes member Starboy transplanted to the past. Brainiac's Baughter is not only the daughter of Brainiac, but also the offspring of Supergirl. (Interestingly, in old DC continuity, Brainiac 5 and Supergirl had a thing for each other). The human Red Tornado III is said to be the successor to Red Tornado II, who now simply goes by the name Tornado.



Page 25 (at left)

The Spectre and McCay observe as Lex Luthor calls to order a meeting of the Mankind Liberation Front. Besides Luthor, it includes the immortal Vandal Savage, the King of Spades of the Royal Flush Gang, Lord Naga (a.k.a. Kobra), Ibn al Xu'ffasch (heir to Ra's Ni Ghul's empire), Selina Kyle (the former Catwoman) and Edward Nigma (the Riddler).

Ross says Ibn al Xu'ffasch is Batman's son from his union with Talia, the daughter of Ro's al Ghul. "Ibn al Xu'ffasch" actually means "son of the bat" in Arabic. (Longtime readers will recall the birth happening in the Batman: Son of the Demon graphic novel. The child has yet to resurface in current continuity.)

THE NIGHTCLUB SCENE IS FULL OF CAMEDS FROM THE DC UNIVERSE AND BEYOND.

Page 28 (at left), panel 1 An older and overweight Lobo has a drink with "teammate" Vril Dax II from LEGLON. (he is drinking DC beer). Also, seen are Ultra the Multi-Alien, the motorcycle guy from the Village People, two members of the Blackhawks, Soloman Grundy as a bouncer, Shadow Lass in a costume originally worm by the X-Men's Storm. Flying above the crowd is Ross' creation, Demon Damsel.

Panels 2-3 At the for left (inset) is Brother Power who is getting his finger broken by *Matchmeris* Rorschach. The loke here, according to Ross, is that "Brother Power doesn't have any bones to break."

Rock star Steve Miller, in the same cheap Halloween mask that he wears on the cover of his album "The Joker," falls for the Human Bomb's "pull my finger joke" (the Human Bomb is drinking () beer, in reference to Quality Comics, his original comic company). Behind them, again is Ultra the Multi-Alien and Zan of "Super Friends" as a waiter.

The Spectre and McCay continue to witness the events of that lead them to the apocalypse. On the right of the panel is another of Ross' creation Pinwheel, on old and balding Creeper and a fully skeletal Deadman.

Page 29 (below), panel 1 Many are shocked at Superman's party-crashing. Characters of note include (left to right), the female Blackhawk, a shape-shifting Durlan (like Chameleon of the Legion of Super-Heroes), John Steed and Emma Peel from the TV shaw "The Avengers," and Mr. Scarlet, a Golden Age Fawcett comics hero who Ross describes as a "working class hero" and a "pre-Savage Bragon."



Page 29 (at right), panel 2 The bartenders are the Weather Wizord and Captain Cold. Ross points out that behind him is a picture of the two old villains with Captain Boomerang. All three were among the Silver Age Flash's Rogues Gallery. To the right of that photo is an autographed photo of the Flash. Ross has mentioned the three villains are the proprietors of the bar. And while the Weather Wizord and Captain Cold run the bar. Captain Boomerang is more of an old favored patron.

Page 30, panel 1 (below)

At the table is the Grim Ghost, a Galden Age hero, and an old and drunken Morvin from "Super Friends" mouthing off to the Man of Steel (Marvin's had a few too many HB beers, in reference to Hanna-Barbera). Behind them are the members of the Village People looking like they've been bionically enhanced since their last tour. On the right is Virman Vundabar all the way from Apokalips, Atam-Smasher, DeSoad and Germ-Mon.



Page 31 (below), panel 2 From left. Cesar the Somnombulist from the German film. The Cobinet of Dr. Coligon; a Betty Page-like Phantom Lady II, Pirwheel, the silhouette is Ross' creation Nowhere Man. Panel 3 In the background: Swamp Thing (sitting with trenchcoat), Sherlock Holmes, the Shadow, the Question, Rorschach, Obsidion.





Page 34 Superman and Wonder Woman stand over the unconscious bodies of several German nationalist metahumans. The most powerful of which is Van Boch. (Ross' favorite of the characters he created for the series) who brings to mind the matifs of a heavy industrial German band by the name of Laibach. On You Bach's right arm is "liebe," the German word for love, and on his left arm is "hass,"



Page 35 Reminiscent of King Arthur of the British legends, Ross gives Aquaman (also a "King Arthur," if you think about it) a regal look from centuries post, complete with throne and armor. Also, Waid says he came up with this rayal Aquaman over three years ago, and paired him with Dolphin not knowing that writer Peter David was planning the same thing when he started with the current.



Page 37, panel 4 "There has clearly been a previous intimacy between Wonder Woman and Superman," World says in the card set. But Superman's self-imposed exile took him away from even his closest friends."



Page 40, panel 1 At a newsstand are titles of many pulp magazines that were around in the '30s and '40s. With the exception of Newstime (which is a DC Universe magazine), of all the magazine titles, only one is still being published. Juggs.

KINGDOM COME #3



Page 5 (at left) Ross design of Superman's Gulag is based on the Hall of Doom belonging to none other than the Legion of Doom in the "Challenge of the Super Friends" Saturday morning cartoon.

Page 6-7 (below) The metaprisoners find themselves in very comfortable surroundingshowever, a gilded cage is a cage nonetheless. Some of the prisoners we see include floss' creations KC versions of Black Manta, Demon Damsel, Stealth II and many unknown metas. In the lower right-hand side, behind the robot guard stands Raggedy Andy leaning against one of the columns.



Among the prisoners in this frame is The Fool and Goblin Lord (modeled after Columbia and Riff-Raff a la Kosferatu from "The Rocky Horror Picture Show"). Big Barda (though she's a guard, not a prisoner), Blue (of Red, White and Blue). Spade, Somnambulist and Bloodlust.





Page 10, panel 5 (at left)

After Von Boch is sent flying by Captain Comet. he is helped out by Kabuki Kommando on his left, and on his right is tie-dyed hero Terry LaBan, LaBan is the writer/artist of Codwhich is printed on his T-shirt.

Von Boch says to Comet in German. No threat, astronaut." Kobuki Kommando says in Japanese, "He's heavier than he looks."





Page 11. panels 5-7 (below)

Red, an agent of Luthor, shows his bass what is happening at the Gulag via the eye of his captured cohort White.









Pages 12-14 (above and right) McCay and the Spectre listen in on a cosmic conversation on the fate of Earth. The cosmic bigwigs include Phantom Stronger, Shazam, Gonthet the last Guardian, High-father of the New Gods and Zeus. McCay then enters a conversation with Deadman's skeletal appearance signifies, according to Ross, Boston Brand's "acceptance of his fate,"





the kibosh on Superman.

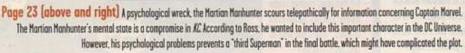
Page 22, panel 1 h's interesting to note that all the children of the original Teen Titans have switched gender. Robin, Kid Flash, Aqualad and Speedy all had daughters, while Wonder Girl had a son.

Panel 3 If you look closely, there is intimate relationship between Ibn al Xuffasch and Nightstar as seen in this panel by the intense gaze they share. [On page 24, panels 4 and 5, they re hold-

ing hands.) It's ironic that though Batman and Robin no longer see eye to eye, their children are most interested in each other.









Page 25, panel 3 (below)

The former members of the Teen Titans group together once again to discuss the wisdom of throwing a bunch of psychotic metahumans in the same prison. Of course, their former leader Robin leads this conversation.

Note that they are practically fearful of Superman, a further indication of his obvious personality changes. Quite a role reversal for

Also, the navigational star chart in the center of the floor is similar to the one used on the TV show "Lost in Space."





Page 27 (above) As McCay explains his presence to Superman, Hawkman, Power Woman, Flash, Wonder Woman and Atom-Smasher. other heroes look on. On the level above them are Jack Kirby's Atlas. Green Lantern, Bulletman and Bulletgirl and the Marvel Family of King Marvel, Lady Marvel and their son Whiz.

King Morvel is a cross between Captain Marvel Jr. and Elvis Presley. There is a theory that Elvis as a child had read Captain Marvel Jr. comics. which could certainly be true since his creation was at the time the King was just an adolescent. Ross believes that Elvis later designed his '60s and '70s jumpsuit with the short cape and big collar after his childhood hero.

Also, on the upper level is the Tornado, formerly the JLA's Red Tornado, his pratégé Red Tornado III and the Golden Age comical "Ma Hunkell Red Tornada. However, this time she seems more robotic than comical.



Page 38 (at left) In panels 1-3 (and on the following page, panel 3), standing behind Red Robin are Mike Nesmith, Mickey Dolenz, Davey Jones and Peter Tork—collectively known as the '60s rack group The Mankees. They are shown in their Mankeemen costumes similar to those once worn on their TV show. Snapper Carr, former hip mascot to the JLA. appears in panel 2. [they continue to appear in the battle at the Gulag in issue #4. Tragically, none of the Monkeeman survive the battle.

Page 39, panel 4 (below) There are robotic versions of the Beatles in their "Sat. Pepper's Lonely Hearts Club Band" uniforms standing above Superman and Wonder Woman as they kiss. On the right is a female Martian Manhunter, (Jann Janzz had a daughter at one time and floss says that while his daughter is no longer around, this female Martian Manhunter is a clone of her.





Page 41 (above) Note that despite Batman's reluctance to help, he is catching up with the Gulag's blueprints, as seen on his manitor. Pretty sneaky, that Batguy is, eh?

Page 46, panel 1 (at right) Besides the DC heroes and the Mankeemen, one can also spot teeny-tiny renditions of Spider-Man, Thor, Captain America, X-D Manawar and Dr. Strange in the crawd of heroes rushing to meet the anslaught of the anti-heroes.



KINGDOM COME #4



Page 9, panel 6 (above) In panel 6, Waid, AC editor Dan Raspler (at right) and his assistant Peter Tomasi (in between are depicted as members of the United Nations.

Page 10 (below and right) On the door of Secretary Wyrmwood's door is a symbol very similar to the old Justice League of America logo.

Incidentally, Ross designed Wyrmwood after F.B.L. Director Skinner from "The X-Files." His name however also is from the Bible's Revelations. "Wyrmwood is the name of the star that fell to Earth," says Waid, "and clearly, in our story, the star is the bomb."







Page 11, panel 1 (above) On the right side is a cyborg version of the cowboy Vigilante and below him, lying on the ground is the female Martian Manhunter.

Page 16, panel 1 (at left) sations with Superman.

Botman and Wander Waman begin their battle, both physical and ideological, as foreshadowed in the opening pages of issue #1 (below). Batman confronts her with the fact that she is seeking redemption through violence since losing her status with her sister Amazons. As Waid states, "Batman's job is to expose the truth about people," just as Batman did in his previous conver-

Page 19, panel 3 (at right)

This Green Lantern still has the weakness to wood as proven by the fact that the Green Arrow can still get his arrows through GL's armor.

Page 21 (below)

The nuclear bombs resemble the matrix chamber that brought Superman to Earth.





Page 25, panel 3 (at left)

Behind Superman is Menagerie in the form of a green Martian from Edgar Rice Burroughs' novels starring John Carter of Mars.



Just before the bomb goes off, the New God harbinger of death, the Black Racer, appears behind the Blue Beetle.

Alex Ross assures us that Avia, Scott Free and Big Barda "Room Tubed" it out of the destruction.



Page 30 (below) By calling on lightning. Captain Marvel detanates the nuclear bamb high above the bartlefield, but not high enough. The mushroom cloud is in the shape of a cross symbolizing God's wroth.





Page 32 (at left) Superman, in the midst of the destruction, is surrounded by the remains of the dead. Among the known dead are the Blue Beetle, Creeper, Stealth II, Wildcat III, King Krimson, Golden Guardian, Robotman III, Aleea Strange. 666, Catwoman II, Phaebus, Atom-Smasher, Sandmon III. Alloy, Nuculoid, Green Arraw (to the left of Robotman III, in the same position he was in right before the bomb hit). Red Arrow and both Black Canaries (III and III)

Page 33, panel 5 (at right) We also see Hawkman dead, but alive we see Fate, Magaa, Roy, Green Lantern, Jade, Trix and the Flash. [Thunder is also seen on the next page. Batman, Wonder Woman, Tokyo Rose, Manataur and Jaker's Daughter are also seen a few pages later.)



Page 35 (at left) An anary Superman is about to tear down the UN. in a series of mistakes that could have made this even a bigger tragedy. "Superman wrote his own part." Waid says. I didn't know (why he did what he did) until the very end of issue four when he was about to tear everything down. Superman made all the wrong decisions in the story, I must have screwed up as a writer. No matter what I did Superman makes the wrong choices.

Then I realized Superman mode the wrong choices because he abandoned his humanity. Once I realized that, things were crystal clear."

Pages 37-39 (at right) Supermon's anger is abated thanks to Norman McCay. Redemption has been achieved by Superman forgiving himself of things he had no control over. Redemption is clearly the driving force of this whole series," says Mark Waid.



Page 43, panel 1 (at far right)

Now held on Paradise Island, Manataur, Tokyo Rose, Magog, Joker's daughter, Swastika, Thunder and Trix are the last few inmates to survive the destruction of the Gulag. Of all the new breed of heroes, these few can gain redemption-rather than dying like Yon Bach and his ilk.

Panel 4 (at right)

Once again, the old JLA logo is seen incorporated into the UN symbol. We also see Alan Scott representing New Da as a human and not a superhuman.



Page 44 (above) Superman buries the dead in the Kansas wasteland. To keep him company is Krypta.

It's ironic that, like Magog in issue #2, Superman is trying to "fix" Kansas, further drawing parallels between the two heroes. He is now back where he started—Kansas, on a real form as opposed to his Fortress of Solitude-bringing his story full circle by linking him with his human roots once again.

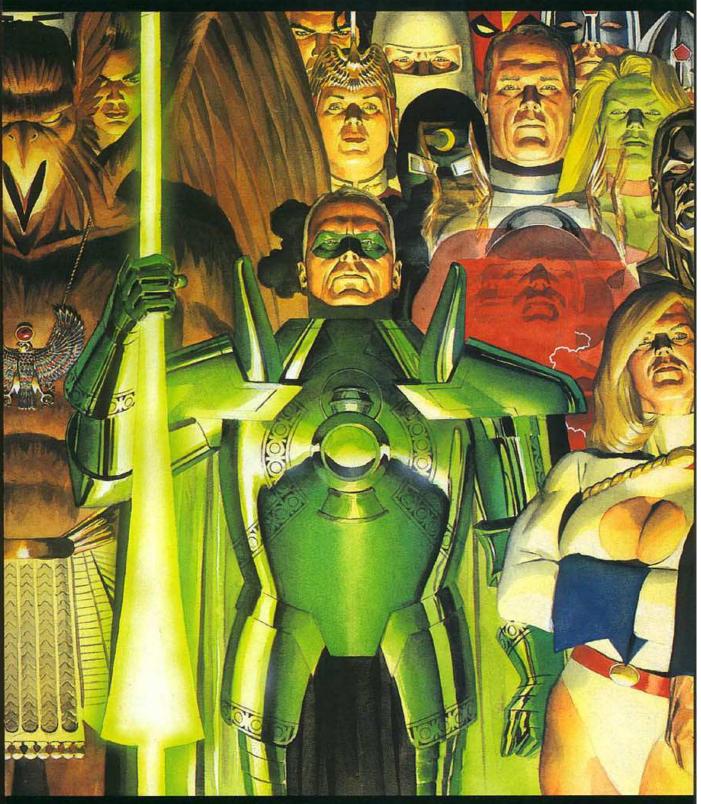
Page 47, panel 4 (above) McCay's faith is renewed at the story's conclusion. And he's not the only one. In the front pew at McCay's church sits Jim Corrigan, a.k.a. the Spectre. In a tribute to the creators of Superman, in the second pew are Jerry Siegel and Joe Shuster.

WITH KINGDOM COME'S PROVEN SUCCESS, can there be a sequel for behind? Sort of the creators say. We swore we wouldn't do a sequel." World says. "But we have stumbled on an idea that would be terrific." The idea? A Kingdom Come "prequel" titled Kingdom on angoing series to premiere next summer involving both Maid and floss. Maid says he's set to write it while Ross will consult and is slated to contribute covers.

Set in DC continuity, says Wald, "It will follow Supermon, Baterian and current DC players, but the focus will be on the birth and rise of Magag. and the other heroes who have appeared in Kingdom Come We saw how they ended up, now we'll see how they begin."

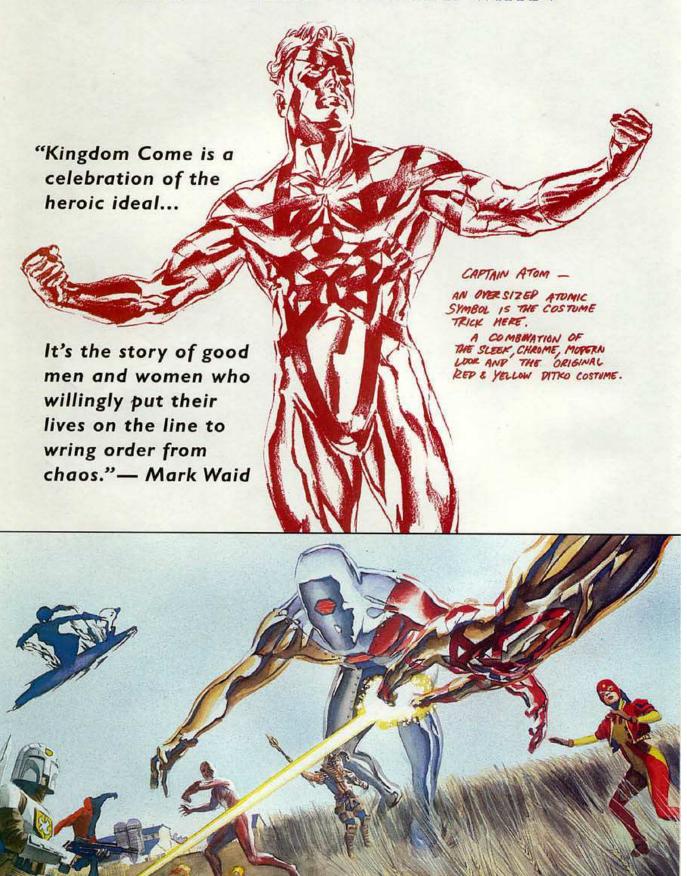
Craig Kastelecky's head is still spinning from researching this article. So is the Wizard staff's

KINGDOM COME.



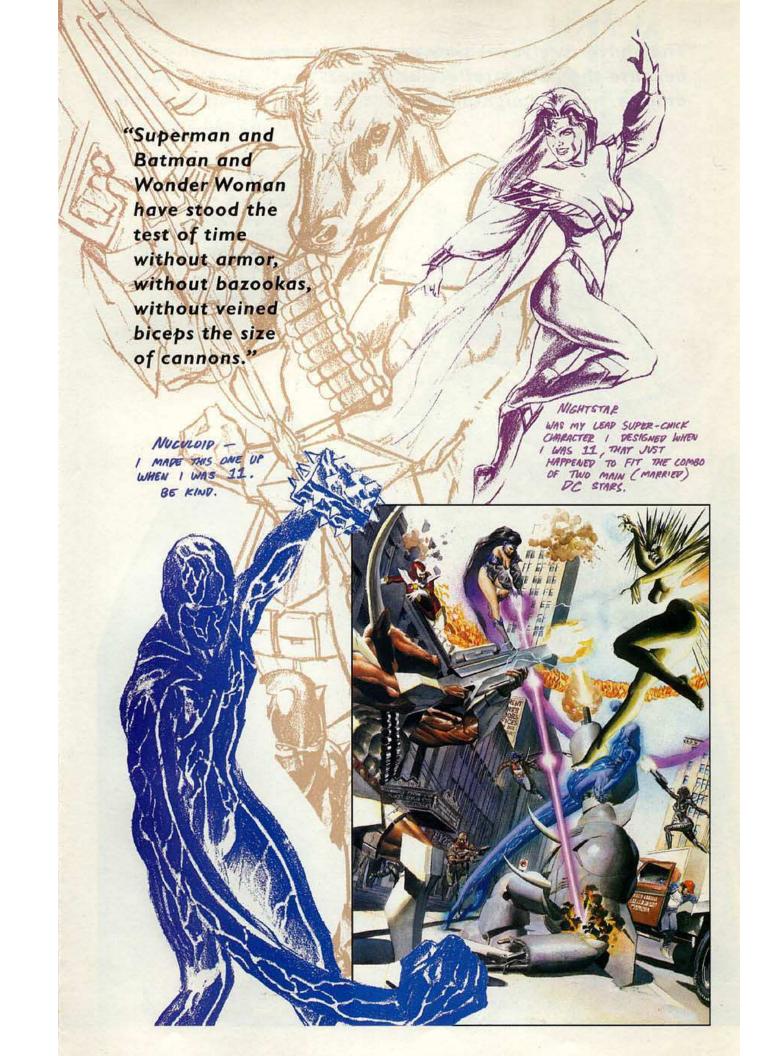
PREVIEW

ORIGINAL SKETCHES AND HANDWRITTEN NOTES BY ALEX ROSS. ADDITIONAL COMMENTARY BY MARK WAID.



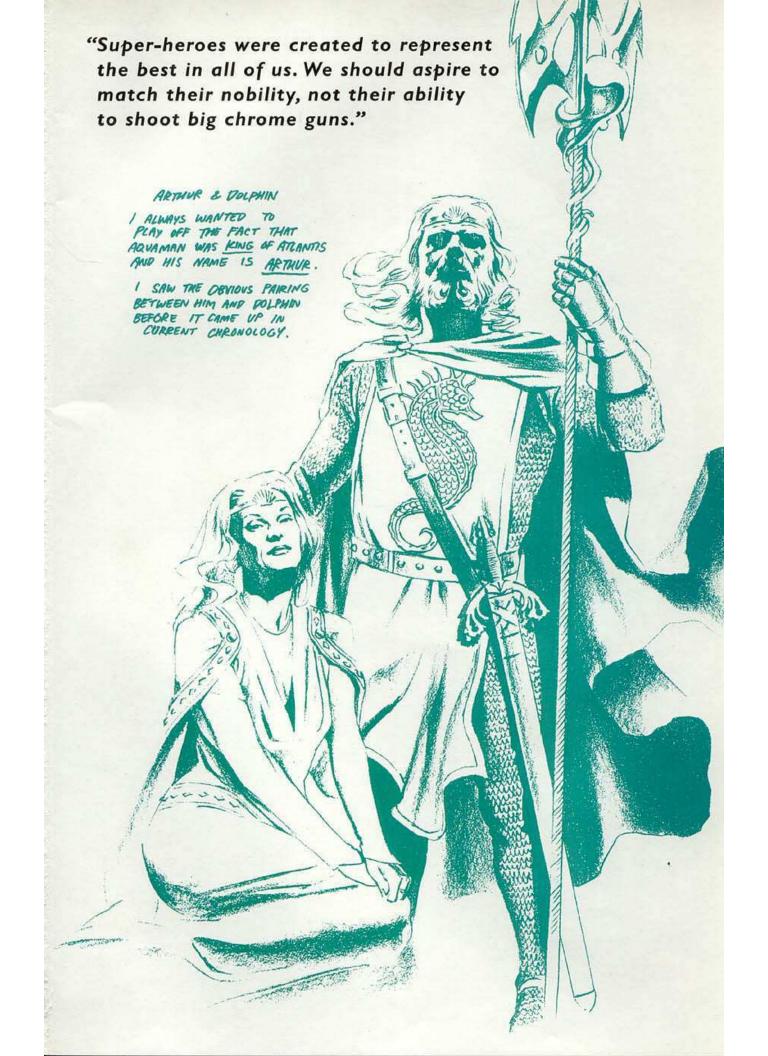






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