

Topps
TRADING CARDS

MARS ATTACKS™



MARS ATTACKS™

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TRADING CARDS

CREATED BY WOODY GELMAN AND LEO BROWN

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0 ▶ TITLE CARD

Art by Zina Saunders, credits and contents

1-55 ▶ THE CLASSIC 55

The original 1962 card set, art by Bob Powell and Norm Saunders

56-66 ▶ THE UNPUBLISHED 11

Cards developed for the unreleased 1989 reissue, art by Herb Trimpe and Earl Norem

67-76 ▶ MARS ATTACKS: THE COMICS

Past and present, art by Keith Giffen, Charles Adlard, Ken Steacy, Ted Boonthanakit, Earl Norem, Drew Friedman, Zina Saunders, John Fould

77-98 ▶ VISIONS: NEW AND ORIGINAL

Interpretative illustrations by Charles Adlard, Kevin Altier, Simon Bisley, John Bolton, Frank Brunner, Mark Chiarello, Joe Cardello, Geoff Darrow, Ricardo Delgado, Fastner & Larson, Keith Giffen, Sam Kieth, Miran Kim, Michael Ploog, John Rheaume, Zina Saunders, Mark Schultz, Joe Smith, Ken Steacy, William Stout, Tim Truman, John Van Fleet

39 ▶ NORM SAUNDERS: A SELF PORTRAIT

BACK ILLUSTRATION: KEN STEACY



1

THE INVASION BEGINS

1

THE INVASION BEGINS

The Martian leaders voted and decided that Mars would have to attack the Earth. Life on the 4th planet would not be able to continue much longer. Martian scientists had reported to their government that atomic pressures had been building up beneath the surface of Mars for many years. A mammoth atomic explosion was weeks away, perhaps only days. The explosion would destroy all life on Mars, turning the planet into a barren wasteland. To protect the survival of their civilization, the Martian officials plotted the conquest of Earth. The fearless Martian warriors were prepared for their journey through space, confident that their weapons would soon conquer earth.

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**SEE CARD 2
MARTIANS APPROACHING
COLLECT THE SET OF 55 CARDS**





2

MARTIANS APPROACHING

2

MARTIANS APPROACHING

The long journey through space was over and the Martian soldiers were eager to start the attack. Finally at rest after traveling 48,000,000 miles, the saucers awaited the instructions from their home base on Mars. Powerful weapons had been transported across space . . . weapons so destructive that Earth would be crippled beyond repair. Centuries ago the Martians had learned how to harness the sun's energy. This solar energy now operated the deadly weapons that Mars used in its battles. Long ago the solar power was used to build beautiful cities and ingenious inventions. All this was changed now . . . Earth was to be conquered.

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SEE CARD 3
ATTACKING AN ARMY CAMP
COLLECT THE SET OF 55 CARDS





3

ATTACKING AN ARMY BASE

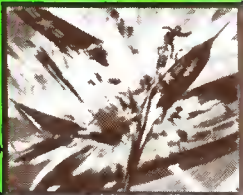
3

ATTACKING AN ARMY BASE

A quiet Sunday afternoon was turned into a tragedy as flying saucers launched their first attack against Earth. Circling an Army training base, the Martians observed the camp from high in the sky. Swooping down from behind the clouds, the invaders set fire to the military barracks. Soldiers ran outside trying to discover why their quarters had burst into flames. The young men were cut down by the strange rays which were unknown to our civilization. Officers and privates lay dying on the ground as the saucers continued their onslaught against the Army base. Word of the disaster shocked the world, and forced the president to declare "a state of national emergency."

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SEE CARD 4
SAUCERS BLAST OUR JETS
COLLECT THE SET OF 55 CARDS





4

SAUCERS BLAST OUR JETS

4

SAUCERS BLAST OUR JETS

Under orders from the White House, a squadron of jet planes was sent up to try and locate the enemy saucers which had attacked a U. S. military base. For the first hour there wasn't any sign of a spaceship. Just as the pilots headed back to their base, radar revealed four saucers soaring toward the jets at fantastic speeds. The U. S. planes fired at them, but the ammunition bounced harmlessly off the metallic exteriors of the saucers. Returning the fire, the alien ships sent two jets crashing to the Earth in flames. One of the pilots tried to get a look at the inside of a spaceship. Seeing this, the saucer smashed itself in the jet without any damage to itself.

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**SEE CARD 5
WASHINGTON IN FLAMES
COLLECT THE SET OF 55 CARDS**





5

WASHINGTON IN FLAMES

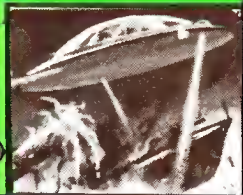
5

WASHINGTON IN FLAMES

The United States waited anxiously for word from Washington concerning the safety of the president. With the nation's capital under seige, it had been difficult to receive accurate reports on the damage that had been done there. Frightening rumors had reached some of the cities that the White House was in flames, after being battered by the Martian saucers. Such famous landmarks as the Lincoln Memorial and the Washington Monument had been completely destroyed. Fleeing citizens reported the entire city in flames. The Martians did not spare anyone from their vicious death rays and fear for the president's welfare continued to grow by the hour.

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**SEE CARD 6
BURNING NAVY SHIPS
COLLECT THE SET OF 55 CARDS**





6

BURNING NAVY SHIPS

6

BURNING NAVY SHIPS

A fleet of Naval destroyers was on a routine mission off the Philippine Islands when disaster struck. A group of saucers suddenly appeared, circling the ships at fantastic speeds. Flying dangerously low, the objects opened fire. Powerful rays rocked one of the ships and turned it into a flaming coffin. The sailors aboard the other ships raced to their weapons to try to repel the attack. But there wasn't any means of fighting the saucers, for they easily dodged the gunfire. Even when a saucer was hit, the ammunition had no effect on the Martian ships. Seeing the futility of it, the admiral issued orders for the fleet to retreat before all the boats were destroyed.

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**SEE CARD 7
DESTROYING THE BRIDGE
COLLECT THE SET OF 55 CARDS**





7

DESTROYING THE BRIDGE

7

DESTROYING THE BRIDGE

The Martian invaders struck out at the West Coast of the United States as flying saucers released their potent rays over The Golden Gate Bridge, while thousands were traveling home after a day at the office. At the height of the rush-hour the Martians attacked the mammoth structure, melting the huge beams that supported the bridge. Cars plunged into the icy waters bringing death to the helpless passengers within. Screaming hysterically, the people had no way of escaping their steel coffins. A Coast Guard vessel was cruising under the bridge when it was struck by the falling debris. Several crew members surviving the disaster told of the scenes of horror they had witnessed.

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SEE CARD 8
TERROR IN TIMES SQUARE
COLLECT THE SET OF 55 CARDS





8

TERROR IN TIMES SQUARE

8

TERROR IN TIMES SQUARE

Death and destruction came to the streets of New York as the flying saucers attacked the busiest city in the world. Despite warnings of the impending raids by newspapers and radios, citizens conducted their business as usual on the city streets. Martian spaceships appeared without any warning, blasting and burning the New York skyline with their penetrating power. People panicked at the sight of alien spaceships, fleeing for shelter in buildings and subways. The death ray struck time and again, igniting Broadway with flash fires. People were trampled as they tried to escape the invaders' weapons. What once was known as the Great White Way had become a showcase of horror.

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SEE CARD 9
THE HUMAN TORCH
COLLECT THE SET OF 55 CARDS





9

THE HUMAN TORCH

9

THE HUMAN TORCH

The Army rushed armed units into the city in an attempt to protect the citizens from the Martian invaders. Tanks and bazookas were a common sight in the streets, as people hid in their basements and shelters. Saucers constantly flew over the city, destroying buildings and lives with its deadly beams. Attacking the soldiers, the Martians fired their death-rays at them. The helpless military force was turned into flames as the aliens continued their reign of terror. No known weapons seemed to be able to combat the saucers. Terrorizing the cities of the United States, the Martians had the people of America trembling with fear.

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**SEE CARD 10
THE SKYSCRAPER TUMBLES
COLLECT THE SET OF 55 CARDS**





10

THE SKYSCRAPER TUMBLES

10

THE SKYSCRAPER TUMBLES

The Empire State Building crackled in flames as hundreds of workers were trapped inside the famous skyscraper. The attack took place at the end of a working day, just before men and women were to leave their offices to return to their families. Thousands of lives were lost as people fled for their cars, hoping to escape the flaming city. Autos piled onto the roads, with police completely helpless during the panic. Fires sprang up everywhere, as the saucers continued their assault on the city. The fire department was helpless because of the jammed roads. New York City was burning down and no one could do anything to help.

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SEE CARD 11

"DESTROY THE CITY"

COLLECT THE SET OF 55 CARDS





11

"DESTROY THE CITY"

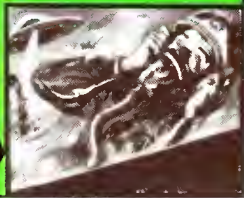
11

"DESTROY THE CITY"

The flying saucers descended, landing on the outskirts of the city. Carrying powerful atomic weapons, the invaders stalked through the streets. Citizens trying to hide were wiped out with one blast from the alien heat guns. The Martians set about destroying the city . . . burning the homes, the schools and the factories. All vehicles were demolished and communication was completely disrupted. Those that survived lived in a nightmare world, afraid to wander outdoors and yet facing starvation if they remained locked in their basements. Once all the property had been destroyed, the Martians continued patrolling the city, gunning down any stray survivors without mercy.

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SEE CARD 12
DEATH IN THE COCKPIT
COLLECT THE SET OF 55 CARDS





12

DEATH IN THE COCKPIT

12

DEATH IN THE COCKPIT

The U. S. Army sent up jet fighters in an attempt to intercept the flying saucers. The saucers darted back and forth, easily dodging the planes. One jet pilot, more persistent than any of the others, tried to follow the alien ships. Although he knew he couldn't catch up with the saucers, the pilot hoped to learn where they were stationed. The Martians soon became aware of the jet following them and sent a saucer back to blast him out of the sky. The alien ship soared head-on toward the jet and fired its potent ray. The cockpit was instantly transformed into a flaming coffin, giving the pilot no chance to parachute to safety.

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**SEE CARD 13
WATCHING FROM MARS
COLLECT THE SET OF 55 CARDS**





13

WATCHING FROM MARS

13

WATCHING FROM MARS

From their observation post in the capitol city of Mars, the Martian leaders excitedly watched the progress of the invasion against Earth. Their advanced civilization had developed TV cameras which were capable of sending pictures millions of miles through space. Through their long range tele-viewers they watched the Earth's cities being destroyed. Paris was crushed under the potent heat rays from the saucers . . . London was immobilized as the Martians stalked the streets, seeking new victims . . . Rome's historical structures were demolished by the invaders. The Martian leaders were pleased with what they saw and toasted the future success of the invasion.

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SEE CARD 14
CHARRED BY MARTIANS
COLLECT THE SET OF 55 CARDS





14

CHARRED BY MARTIANS

14

CHARRED BY MARTIANS

The young doctor was driving home after visiting a patient when he heard a humming noise overhead. Looking up, the medic was terrified at the sight of a flying saucer tailing him. Curiously the Martians seemed to be studying him and his car. As the doctor pressed his foot down harder on the gas pedal, the speedometer pushed past the 70-mile-per-hour mark. The saucer kept a steady pace overhead. Trying to outrace the Martians was useless but the doctor further accelerated his speed to over 100 m.p.h. Powerful atomic beams flashed out of the saucer and glowed on the car. The rear of the auto burst into flames, and the car overturned into a ditch.

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**SEE CARD 15
SAUCERS INVADE CHINA**

COLLECT THE SET OF 55 CARDS





15

SAUCERS INVADE CHINA

15

SAUCERS INVADE CHINA

No country on Earth was safe from the Martians' devastating attack. The saucers always struck swiftly and without warning, crippling the manpower of the world. The four corners of the Earth were drenched in blood as the aliens tried to crush all of the Earth's resistance to the invasion. In China, the people were terrorized by frightful weapons that not even their folklore foretold. Farmers who were nearly frightened to death by airplanes, found the flying saucers to be twice as awesome. Believing the attacking saucers were the will of angry gods, the Chinese peasants made little effort to escape the slaughter.

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**SEE CARD 16
PANIC IN PARLIAMENT
COLLECT THE SET OF 55 CARDS**





16

PANIC IN PARLIAMENT

16

PANIC IN PARLIAMENT

An emergency meeting of Parliament came to an abrupt end when Martian saucers attacked the famous hall. Ironically, the topic being discussed at the time was about military plans to beat back the space invaders. Burning a hole through the ceiling, England's top government officials watched the aliens drop into the assembly hall. Falling debris injured many of the statesmen before they could flee for safety. The Martians set fire to the building and the flames soon crackled out of control. Several of the officials were burnt alive as they scrambled unsuccessfully for the exit doors. The usually reserved meeting hall was filled with screams of frightened men as the Martians entered.

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**SEE CARD 17
BEAST AND THE BEAUTY
COLLECT THE SET OF 55 CARDS.**





17

BEAST AND THE BEAUTY

17

BEAST AND THE BEAUTY

Nothing seemed to be able to stop the menacing invaders as they conducted their vigil of terror throughout the world. No barrier was strong enough to withstand the Martians' powerful weapons, which were slicing through concrete as if it were a slab of butter. Defenseless victims were whisked away during the night, leaving families without any idea of their loved ones' fate. The aliens destroyed houses of worship, leaving the terrified population without any sanctuary to turn to. Fear and panic gripped the world, and civilization became paralyzed by the Martians' reign of horror.

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**SEE CARD 18
A SOLDIER FIGHTS BACK
COLLECT THE SET OF 55 CARDS**





18

A SOLDIER FIGHTS BACK

18

A SOLDIER FIGHTS BACK

Army and Marine units were stationed in the countryside to try to protect frightened citizens that had evacuated the city. Families lived in caves, depending on nature for their food. The Martians, discovering this, sent warriors out to hunt them down. Watching the small backroads, the invaders destroyed all the humans they saw. A U. S soldier was patrolling his sector when he saw several Martians wrecking automobiles. Unable to control his anger he darted out of his hiding place, determined to kill the hated enemy. Before the heroic soldier could strike, a ray from a Martian's gun ended his life.

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**SEE CARD 19
BURNING FLESH**

COLLECT THE SET OF 55 CARDS





19

BURNING FLESH

19

BURNING FLESH

The Martian invaders used atomic ray guns as they patrolled the streets of the city. Any unfortunate Earthman in the path of the aliens was easily destroyed. Human flesh and clothing was not able to withstand the heat of radiation from the ray guns. A group of young men banded together in a plot to cut the oxygen lines on the Martians' spacesuits. Creeping up slowly behind them, the youths were poised to strike. Suddenly the spacemen whirled around, as if an inner sense had warned them of their peril. Firing their guns, the invaders quickly wiped out their attackers. The Martians continued on their way, leaving only the charred bones of the brave youths behind them.

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**SEE CARD 20
CRUSHED TO DEATH**

COLLECT THE SET OF 55 CARDS





20

CRUSHED TO DEATH

20

CRUSHED TO DEATH

The terror caused by the flying saucers was endless. It seemed as if the Martians always had a new form of horror to inflict upon the people of Earth. Often the invaders would clear the streets of wrecks by ejecting a giant shovel from their spaceships. The giant shovels would sweep the streets clear by depositing the unwanted material in the river or in a vacant lot. Once the Martians amused themselves by trapping a number of men and women in the powerful steel shovels. The people were pushed through the city streets, receiving bruises and gashes despite their cries of pain. The unfortunates were finally crushed against the walls of brick buildings.

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**SEE CARD 21
PRIZE CAPTIVE**

COLLECT THE SET OF 55 CARDS





21

PRIZE CAPTIVE

21

PRIZE CAPTIVE

The hideous Martians walked through the cities, exploring the deserted buildings with curiosity. Often the aliens would rummage through vacant apartments, fascinated by the belongings of the Earthmen. The Martians seemed very intrigued by the dresses and suits left in the closets of the frightened inhabitants. In one closet, an Earth girl that had not fled the city cowered in fear behind one of her dresses as a Martian looked over her belongings. Spying the hidden woman, the creature snatched her in his arms. The girl kicked and screamed at the touch of the alien. The Martian was so startled by the woman's antics, that he released her. Taking the opportunity, the girl fled.

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**SEE CARD 22
BURNING CATTLE**

COLLECT THE SET OF 55 CARDS





22

BURNING CATTLE

22

BURNING CATTLE

By attacking the food supply of the world, the Martians hoped that they would be able to bring the Earth to its knees. The leaders of the invasion ordered the saucers to destroy all of the animals and farm land that existed. Sweeping over the nations of the world, the saucers destroyed acre after acre of wheat land. Animals were burnt to death by the searing heat rays that the Martians fired. Farmers stood by watching helplessly as cows, horses and chickens were destroyed. Trying to save as much of the livestock as possible, farmers hid the animals in shelters and barns. Some of the animals were kept in the family's own living quarters to keep them safe from the attacks.

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**SEE CARD 23
THE FROST RAY
COLLECT THE SET OF 55 CARDS**





23

THE FROST RAY

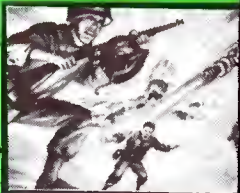
23

THE FROST RAY

Martian saucers constantly flew over the large cities scouting for signs of life. People rarely walked through the streets during the daytime, unless it was a matter of great importance. A group of emergency volunteers were on their way to a city hospital when a saucer spied them. Seemingly taunting the frightened people, the ship flew close to them as they walked swiftly through the back streets and side alleys. The hospital was just two blocks away and the group tried to run to it for shelter. It was then that the invaders revealed a new chilling horror. A ray released from the flying saucer froze the volunteers into icemen. The rays of the sun had no thawing effect at all.

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SEE CARD 24
THE SHRINKING RAY
COLLECT THE SET OF 55 CARDS





24

THE SHRINKING RAY

24

THE SHRINKING RAY

Two soldiers crouched behind some debris, watching the flying saucer land. Stepping out from behind a sliding panel of the saucer was a sinister alien. The Martian moved in the direction of his observers, although he wasn't aware of their presence. One of the soldiers became so incensed at the sight of the enemy, that he charged the Martian without thinking of its consequences. His companion tried to hold him back, but it was too late. Alerted to the danger, the Martian pulled out a gun. A ray hit the enraged Earthman and instantly the soldier started to shrink. His buddy watched horrified as the six-foot-tall man was reduced to inches, before vanishing from sight.

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SEE CARD 25
CAPTURING A MARTIAN
COLLECT THE SET OF 55 CARDS





25

CAPTURING A MARTIAN

25

CAPTURING A MARTIAN

The Martians never let any soldiers get close to them, blasting any approaching Earthmen with their death rays. However one of the aliens was so interested in watching a burning building that he never noticed a group of soldiers sneaking up behind him, until it was too late. Carrying a huge fishing net, a couple of the Earth fighters wrapped it over the surprised victim. The spaceman lashed out at the soldiers, trying to grab one through the net. A quick jab with a bayonet quieted the alien and he was carried off to Earth's military headquarters. There, trained specialists would attempt to break the language barrier and communicate with the captured Martian.

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**SEE CARD 26
THE TIDAL WAVES
COLLECT THE SET OF 55 CARDS**





26

THE TIDAL WAVE

26

THE TIDAL WAVE

The flying saucers' powers seemed unlimited. Able to destroy any building or human with a blast from its death rays, the Martian ships now turned their terror to the sea. Rays flashed over the oceans of world and calm waters suddenly became turbulent. Waves crashed against the shores, building in momentum and size under the strange Martian power. Finally reaching mammoth proportions, immense tidal waves crashed furiously into shore cities. Sea vessels were tossed through the city streets by the powerful waves. Huge buildings toppled under the pressure of the erupting waters, and the streets vanished under the twisting sea.

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**SEE CARD 27
THE GIANT FLIES
COLLECT THE SET OF 55 CARDS**





27

THE GIANT FLIES

27

THE GIANT FLIES

As if the Martian death rays hadn't caused enough destruction and tumult to the people of Earth, a new horror was suddenly released on them. Saucers flew over heavily populated cities, releasing huge insects to destroy property and lives. The Martians had gathered insect specimens from Earth, enlarging them with their scientific equipment to 500 times their regular size. The normally annoying pests were now transformed into deadly menaces, attacking any slow-footed human around. The new peril made Earth citizens more helpless than before, for at any time one of the winged terrors might swoop out of the sky to claim another victim.

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**SEE CARD 28
HELPLESS VICTIM
COLLECT THE SET OF 55 CARDS**





28

HELPLESS VICTIM

28

HELPLESS VICTIM

Without any warning except for the thunderous flapping of their huge wings, the giant insects would sail down out of the sky. Always hunting new prey, the creatures terrified the people even more than the Martians had. Huge colonies of giant insects sprang up on the outskirts of the city and the bugs would conduct nightly raids looking for food and human victims. Often the creatures would carry back humans to their camp, where the poor souls would be helpless. The powerful insects were strong enough to carry 200 pound men through the air. Nobody was safe, when the bugs were flying in search of food.

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SEE CARD 29
DEATH IN THE SHELTER
COLLECT THE SET OF 55 CARDS





29

DEATH IN THE SHELTER

29

DEATH IN THE SHELTER

The emergency shelters that were set up by the government were supplied with enough food to last 100 people at least a month. Well disguised, the shelters were rarely discovered by the Martians as they flew over them in their saucers. However, when the bugs were released, the danger of discovery was greatly increased. The flying creatures would sense the presence of food and with their appetite increased as greatly as their size, the insects would crash into the shelters. The defenseless people were left at the mercy of the hungry bugs, when the beasts managed to enter a shelter.

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**SEE CARD 30
TRAPPED!!**

COLLECT THE SET OF 55 CARDS





30

TRAPPED!!

30

TRAPPED!!

The huge spiders were perhaps the ugliest and most frightening of all the giant insects. The spiders would often spin a web from one side of the street to the other. Automobiles would become hopelessly entangled in the mesh and their owners would have to abandon them. In the country, a spider would often spin a web from one tree to another, manufacturing a net inescapable to any victim trapped within it. On a dark night people didn't see the web and they'd stumble into it blindly. If no one arrived to cut the person out of the web, the victim might die of starvation. If the spider were to return, the helpless victim would be at the mercy of the spider's whims.

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SEE CARD 31
THE MONSTER REACHES IN
COLLECT THE SET OF 55 CARDS





31

THE MONSTER REACHES IN

31

THE MONSTER REACHES IN

Although the entire city had fled to the countryside to hide, a soldier remained to help a lady scientist gather valuable information about the Martians. The couple were so intent on their work that they failed to notice a long tentacle reach into the room, until it had grabbed the woman. Crying out hysterically, the woman was pulled toward the window by the giant creature. The soldier charged the bug with his bayonet and jabbed through the thick skin, again and again. Badly hurt, the insect released the woman and she slumped unconsciously to the floor. Even after their hair-raising escapade, the brave duo remained to finish their work.

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**SEE CARD 32
ROBOT TERROR**

COLLECT THE SET OF 55 CARDS





32

ROBOT TERROR

32

ROBOT TERROR

The sound of metal vibrating through the city streets became an announcement of impending disaster during the Martian invasion. Giant robots stalked the streets, destroying everything in its path. Moving slowly, with a Martian working the controls, the steel monster reached down and plucked terrified people off the sidewalks. Its huge pincers held any captive in a death-like grip until the Martian decided to apply the final squeeze. Powerful melting beams seared the buildings and left only rubble in their place. The robot, capable of crashing through brick walls, was made of an alloy unknown on Earth. Military weapons had no effect on the metal monsters.

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**SEE CARD 33
REMOVING THE VICTIMS
COLLECT THE SET OF 55 CARDS**





33

REMOVING THE VICTIMS

33

REMOVING THE VICTIMS

The Martians landed and inspected the damage that they had done. Streets were beyond recognition and mighty cities had been all but leveled. Bodies lay on the streets, unfortunate victims of the Martian destruction. By some means the aliens had found a way to communicate with the giant insects that they had created. The bugs followed any instructions given to them from the spacemen. The Martians ordered the creatures to remove the bodies from the streets. Flying insects flew off with several bodies in their claws at a time. The aliens wanted all the streets clear before the people of Mars were brought to Earth to establish a new Martian domain.

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SEE CARD 34
TERROR IN THE RAILROAD
COLLECT THE SET OF 55 CARDS





34

TERROR IN THE RAILROAD

34

TERROR IN THE RAILROAD

The engineer was ready to pull out of the train station when he looked out at the dark tunnel ahead. At first he couldn't believe his eyes, but after blinking and rubbing them, he was sure. A giant insect was extending a huge claw towards the train. The bug touched the first car, tightening a grip around it. Amused by the little people running around inside, the bug lifted the car and shook it. Screaming men and women risked death on the third rail as they leaped out onto the tracks for safety. The entire station was thrown into a panic as they watched the fascinated insect crush several cars the way a child might crush a toy he had grown tired of.

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**SEE CARD 35
THE FLAME THROWERS
COLLECT THE SET OF 55 CARDS**





35

THE FLAME THROWERS

35

THE FLAME THROWERS

Soldiers were given powerful flame throwers with which they were to fight off the giant insects. A patrol of soldiers were marching along the countryside when they came upon a colony of the bugs. The creatures noticed the intruders immediately and moved menacingly toward them. The commanding officer gave the order to use the flame throwers and the men quickly responded. Searing streams of fire burst forth and lashed out at the on-coming insects. The creatures shrieked in pain as the flames struck on target. The hot fire consumed the bugs, but their deafening inhuman screams continued to ring through the valley. At last the soldiers could cope with the monsters.

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**SEE CARD 36
DESTROYING A DOG**

COLLECT THE SET OF 55 CARDS





36

DESTROYING A DOG

36

DESTROYING A DOG

The Martians not only attacked the big cities, but also struck at the less populated sections of the country. Frightened citizens had to flee into the woods for safety or be burned with their homes. The invaders would leave their saucers and search small caves, looking for signs of the hiding families. In one cave, a Martian found a group of six people huddled together in fear. Before the invader could use his death weapon, a dog leaped up at the alien. The startled spaceman ran out of the cave, followed by the animal and its young owner. The invader then turned his deadly ray on the barking dog, destroying it as the young boy cried out in horror.

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**SEE CARD 37
CREEPING MENACE
COLLECT THE SET OF 55 CARDS**





37

CREEPING MENACE

37

CREEPING MENACE

People had fled the cities in a mass exodus to escape the terror of the merciless Martians. They didn't know at the time that they would not be any safer in the country or in wooded areas. The giant insects sought the hills and farm areas for food. Crossing grassy areas, the creatures often unwittingly crushed fleeing humans under their huge legs. There wasn't an obstacle that could stop the monsters. Homes were smashed to bits if they lay in the path of the on-rushing beasts. The inhabitants' only warning of peril was the crash of heavy foot-steps as the creatures approached. Their only hope for survival was to hide before the insects detected them.

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SEE CARD 38
VICTIMS OF THE BUG
COLLECT THE SET OF 55 CARDS





38

VICTIMS OF THE BUG

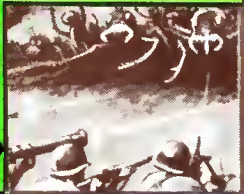
38

VICTIMS OF THE BUG

Riding along a bumpy country road in their jeep, three soldiers looked up in time to see a huge flying insect heading in their direction. "Let's jump for that ditch," cried the driver as he jammed on the brakes. The men leaped out of the vehicle as the bug crashed headlong into it. Seeing that the soldiers had escaped, the monster lashed out after them into the ditch. One of the men fell under the mighty blow. The other two soldiers fought side by side, trying to overpower their assaulter. The powerful creature continued his attack, not flying from the area till it had won the battle.

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SEE CARD 39
ARMY OF GIANT INSECTS
COLLECT THE SET OF 55 CARDS





39

ARMY OF GIANT INSECTS

39

ARMY OF GIANT INSECTS

Under the direction of their Martian commanders, a troop of giant insects united on a hilltop overlooking a U. S. Army camp. The weird cries of the bugs attracted the attention of the soldiers in the camp and the men quickly prepared themselves for a battle. An immense line of creatures advanced toward the military establishment. Closer and closer the insects came, until the commanding officer gave the order to open fire. Rifle and machine-gun fire crackled through the air and bullets blazed a trail of death to the insects. The towering monsters fell in their tracks as the hard-fighting soldiers won the battle.

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SEE CARD 40
HIGH VOLTAGE EXECUTION
COLLECT THE SET OF 55 CARDS





40

HIGH VOLTAGE EXECUTION

40

HIGH VOLTAGE EXECUTION

With military units unable to combat every giant bug around, citizens were left defenseless and at the mercy of the destructive brutes. One giant bug marched across the Texas plains, destroying a fortune in livestock and ranch homes. Planes attacked the bug, but failed to stop it as the monster plodded forward. Just on the outskirts of one of Texas' largest cities, was a hydro-electric dam which supplied most of the state's electric power. High voltage electric wires surrounded the dam. The giant bug headed straight into the death-charged wires. Sparks were shot off in every direction as the bug became entangled in the lines. The electricity destroyed the monster.

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**SEE CARD 41
HORROR IN PARIS**

COLLECT THE SET OF 55 CARDS





41

HORROR IN PARIS

41

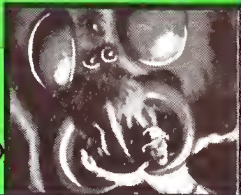
HORROR IN PARIS

The streets of Paris were in an uproar. People screamed hysterically, running in every direction, trying to escape the monsters of destruction. Parisians watched in wide-eyed horror as gigantic insects, released from the flying saucers, twisted through the famous avenues. A huge caterpillar, more than a thousand feet long, weaved itself around the base of the famed Eiffel Tower. Slowly it writhed its way up the steel structure, intent on reaching the top of the 987 ft. site. The metal beams, which had withstood vicious hurricanes in the past, had never before been put to such a test of strength. The tower swayed to & fro, until the strain snapped it in two.

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**SEE CARD 42
HAIRY FIEND**

COLLECT THE SET OF 55 CARDS





42

HAIRY FIEND

42

HAIRY FIEND

The President of the United States called a special emergency meeting with his top military generals and strategists. The group gathered in a wooded hut outside a demolished Washington, D.C. Mid-way through the discussion of the plans of the counter invasion, an Army lookout dashed into the hut. "We'll have to clear the area at once. Scouts report a giant spider approaching in our direction." The President and his advisers immediately boarded helicopters and watched the soldiers fight the spider from the air. Lives were lost as the brave men tried to destroy the insect. Without the proper weapons to combat the bug, the surviving soldiers were forced to flee.

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**SEE CARD 43
BLASTING THE BUG
COLLECT THE SET OF 55 CARDS**





43

BLASTING THE BUG

43

BLASTING THE BUG

Helicopters cruised over wooded areas, always on the lookout for giant bugs. When one was spotted, word was flashed back to the military forts giving the exact location of the insect. The fort immediately dispatched enough artillery and men to fight the menace. One monster was spotted a mile south of Fort Bragg in North Carolina. U.S. tanks surrounded the giant bug, blocking any possible escape path. A steady barrage of ammunition ripped into the insect, pushing it backwards into one of the tanks. Soldiers hurled hand-grenades at the weakened creature and they exploded the bug's heavy shell. The attack continued until the men were sure they'd destroyed the insect.

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SEE CARD 44
BATTLE IN THE AIR
COLLECT THE SET OF 55 CARDS





44

BATTLE IN THE AIR

44

BATTLE IN THE AIR

Giant winged insects flew through the skies of Earth, often grabbing terrified people off the streets and flying away with them. Huge and powerful, the monsters could crash into fleeing automobiles and overturn them without any damage to themselves. The only means of combatting the flying menaces was with helicopters. Crack shots were sent up with guns and ammunition with orders to bring down the winged terrors. Battles in the sky were common over city streets as the insects dodged the bullets to survive, and at the same time tried to ram into the helicopters. The brave men in the 'copters were in constant peril, but gallantly continued their fight.

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SEE CARD 45
FIGHTING GIANT INSECTS
COLLECT THE SET OF 55 CARDS





45

FIGHTING GIANT INSECTS

45

FIGHTING GIANT INSECTS

A jet bomber on a mission across the country saw a giant bug moving close to a populated village. The pilot flew as close to the ground as he could and released several bombs. Off target, the bombs didn't kill the bug but badly wounded it. The insect bellowed loudly in pain, terrifying the inhabitants in the near-by village. Soldiers quickly arrived on the scene and battled the crazed insect. Maddened by its wounds, the monster lashed out viciously at any moving objects near it. Bazooka shells were fired at close range, inflicting further damage to the insect. With one last furious cry, the monster turned over on its back and died.

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SEE CARD 46
BLAST OFF FOR MARS
COLLECT THE SET OF 55 CARDS





46

BLAST OFF FOR MARS

46

BLAST OFF FOR MARS

Military units from all over the world reported to their nearest rocket bases, which had been quickly set up by the newly formed "Space Committee." Governments from every country on Earth worked hand in hand to fight the menace from Mars. Tanks, guns, rocket-planes and soldiers were loaded into space-ships, ready to continue the vicious war with the Martians on Mars. Men from the ages of 16 to 45 were given quick physical examinations and enlisted into the Earth Army. Volunteers flooded into the recruiting centers, as brave citizens showed they were eager to fight the worst peril that had ever threatened civilization.

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SEE CARD 47
EARTH BOMBS MARS
COLLECT THE SET OF 55 CARDS





47

EARTH BOMBS MARS

47

EARTH BOMBS MARS

The Earth spaceships were close to Mars. Hypnotized by the beauty of the planet, the soldiers were snapped back to reality by the sharpness of the commanding general's voice over the communication system. "In five minutes we will begin dropping atom bombs on Mars. We hope that these bombs will cripple any Martian resistance that we might otherwise expect." The general signed off and the soldiers rapidly reported to their assigned positions. Soon the communication system clicked on and the general spoke again. "The Martians have set up a force field. The bombs are exploding in mid-air, before they reach the ground. Our men will have to land and fight."

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SEE CARD 48
EARTHMEN LAND ON MARS
COLLECT THE SET OF 55 CARDS





48

EARTHMEN LAND ON MARS

48

EARTHMEN LAND ON MARS

The rocketships that brought the counterattack circled Mars, looking for a safe place to land. All the tanks and heavy artillery that would be needed to fight the Martians were aboard the spaceships. Several scouts were sent down ahead of the ships by using parachutes or rocket-packs on their backs. Hoping to land secretly, the soldiers were startled to see several Martians wandering in the desert. Opening fire, the Earthmen blasted the Martians before they could spread an alert back to their domed cities. The Earth fighters wanted a chance to mobilize fully before the space war continued on Mars' soil. For this battle, the Earthmen wanted to make sure they were well-prepared.

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SEE CARD 49
THE EARTHMEN CHARGE
COLLECT THE SET OF 55 CARDS





49

THE EARTHMEN CHARGE

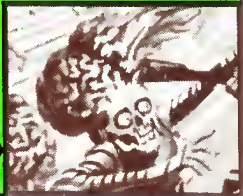
49

THE EARTHMEN CHARGE

The Earth soldiers stormed out of their space-ships, eager to repay the Martians for the damage done to their home planet. High in spirits, the men spoke hopefully of a swift victory over the enemy. Crossing a large sand dune, the troop of soldiers suddenly stopped and stared in wonder. Sprawled across the desert sands was a magnificent domed city. The sight was breath-taking. It was evident that the Martian builders were years ahead of Earth's architects. The earthmen paused briefly, inspecting the spectacular city from the distance. The leader of the troop gave his orders and the soldiers continued toward the dome, with revenge in their hearts.

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**SEE CARD 50
SMASHING THE ENEMY
COLLECT THE SET OF 55 CARDS**





50

SMASHING THE ENEMY

50

SMASHING THE ENEMY

The Earthmen fought the Martians in hand to hand combat on the outskirts of the domed city. Puny in size, the Martians weren't any match in a test of physical strength with the powerful soldiers. The Earth fighters often lifted one of the aliens over their heads and hurled them through the air. Continually pouring forward and attacking the soldiers with knives and blunt instruments, the Martians hoped to destroy their oxygen tanks. The superior fighting force won out, as the Martians were pushed further and further back into the domed city. The Earthmen knew that somewhere within the city was the Martians' power source. Their aim was to destroy the power center.

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**SEE CARD 51
CRUSHING THE MARTIANS
COLLECT THE SET OF 55 CARDS**





51

CRUSHING THE MARTIANS

51

CRUSHING THE MARTIANS

Across the sands of Mars rolled the powerful tanks from Earth. The tanks crashed their way into the dome city and rolled through the streets. Several Martians changed the steel vehicles with death guns aimed in their hands. Before the Martians could fire, a blast from the tank dropped them in their tracks. The tanks rolled forward, crushing anything in their path, and always heading toward the huge power source in the middle of the dome-city. The Martian scientists saw the tanks coming, but there was little they could do to protect themselves. A parade of Earthmen streamed into the power center after the tanks, smashing the equipment.

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**SEE CARD 52
GIANT ROBOT
COLLECT THE SET OF 55 CARDS**





52

GIANT ROBOT

52

GIANT ROBOT

The soldiers marched through the city, looking around at the magnificent Martian buildings with respect. The closer they inspected the structures, the more wonderous the alien technology appeared. Suddenly heavy metal footsteps echoed through the streets. Looking upward, the Earthmen saw a 50 ft. metal man rapidly stalking toward them. Without hesitating, the soldiers quickly prepared to battle the machine. Powered by remote control, the Martian monster reached down and plucked one of the fighters in its steel claws. A barrage of grenades struck the robot, sending it spinning backwards. An Army bazooka hit its mark, and the robot crumbled disabled to the ground.

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**SEE CARD 53
MARTIAN CITY IN RUINS
COLLECT THE SET OF 55 CARDS**





53

MARTIAN CITY IN RUINS

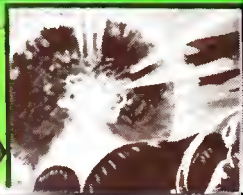
53

MARTIAN CITY IN RUINS

All across the planet of Mars, the domed cities lay in ruins. Martian victims were sprawled across the desert sands, many badly wounded and others beyond repair. The advanced civilization had been beaten into the dust under the force of Earth's violent counterattack. The Martian buildings and mono-rails, which had taken years to build, were all gone. Sinister vibrations and rumbles were continually registered from the interior of the planet. The dangerous atomic pressures were rapidly building up to the climactic point and it was now only hours before the explosion which would destroy Mars. The Earth Army piled into their spaceships and left the doomed planet.

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**SEE CARD 54
MARS EXPLODES
COLLECT THE SET OF 55 CARDS**





54

MARS EXPLODES

54

MARS EXPLODES

The once-magnificent cities of Mars lay in burnt destruction. Earth's counterattack had completely shattered all civilization on the hostile planet. The triumphant Earthmen returned to their rocketships and took off for home. With the Martians already badly battered, the worst was yet to come. Atomic pressures in the interior of Mars, having reached a dangerous level, suddenly erupted with terrific force. The shock waves from the immense explosion rocked the space ships as they traveled back toward Earth. Before the pilot's very eyes, they watched Mars blow up into millions of tiny asteroids. **THE END.**

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SEE CARD 55

COMPLETE CHECKLIST

COLLECT THE SET OF 55 CARDS



CHECKLIST

- | | |
|--|---|
| 1 <input type="checkbox"/> The Invasion Begins | 29 <input type="checkbox"/> Death In The Shelter |
| 2 <input type="checkbox"/> Martians Approaching | 30 <input type="checkbox"/> Trapped!! |
| 3 <input type="checkbox"/> Attacking Army Base | 31 <input type="checkbox"/> Monster Reaches In |
| 4 <input type="checkbox"/> Saucers Blast Jets | 32 <input type="checkbox"/> Robot Terror |
| 5 <input type="checkbox"/> Washington In Flames | 33 <input type="checkbox"/> Removing The Victims |
| 6 <input type="checkbox"/> Burning Navy Ships | 34 <input type="checkbox"/> Terror In Railroad |
| 7 <input type="checkbox"/> Destroying Bridge | 35 <input type="checkbox"/> The Flame Throwers |
| 8 <input type="checkbox"/> Times Square Terror | 36 <input type="checkbox"/> Destroying A Dog |
| 9 <input type="checkbox"/> The Human Torch | 37 <input type="checkbox"/> Creeping Menace |
| 10 <input type="checkbox"/> Skyscraper Tumbles | 38 <input type="checkbox"/> Victims Of The Bug |
| 11 <input type="checkbox"/> "Destroy The City" | 39 <input type="checkbox"/> Army Of Insects |
| 12 <input type="checkbox"/> Death In The Cockpit | 40 <input type="checkbox"/> High Voltage |
| 13 <input type="checkbox"/> Watching From Mars | 41 <input type="checkbox"/> Horror In Paris |
| 14 <input type="checkbox"/> Charred By Martians | 42 <input type="checkbox"/> Hairy Fiend |
| 15 <input type="checkbox"/> Saucers Invade China | 43 <input type="checkbox"/> Blasting The Bug |
| 16 <input type="checkbox"/> Panic In Parliament | 44 <input type="checkbox"/> Battle In The Air |
| 17 <input type="checkbox"/> Beast And The Beauty | 45 <input type="checkbox"/> Fighting Insects |
| 18 <input type="checkbox"/> Soldier Fights Back | 46 <input type="checkbox"/> Blast Off For Mars |
| 19 <input type="checkbox"/> Burning Flesh | 47 <input type="checkbox"/> Earth Bombs Mars |
| 20 <input type="checkbox"/> Crushed To Death | 48 <input type="checkbox"/> Earthmen Land On Mars |
| 21 <input type="checkbox"/> Prize Captive | 49 <input type="checkbox"/> The Earthmen Charge |
| 22 <input type="checkbox"/> Burning Cattle | 50 <input type="checkbox"/> Smashing The Enemy |
| 23 <input type="checkbox"/> The Frost Ray | 51 <input type="checkbox"/> Crushing The Martians |
| 24 <input type="checkbox"/> The Shrinking Ray | 52 <input type="checkbox"/> Giant Robot |
| 25 <input type="checkbox"/> Capturing a Martian | 53 <input type="checkbox"/> Martian City In Ruins |
| 26 <input type="checkbox"/> The Tidal Wave | 54 <input type="checkbox"/> Mars Explodes |
| 27 <input type="checkbox"/> The Giant Flies | 55 <input type="checkbox"/> Checklist |
| 28 <input type="checkbox"/> Helpless Victim | |

MARS ATTACKS

A SHORT SYNOPSIS OF THE STORY

Planning to conquer the Earth, Mars sends flying saucers through space carrying deadly weapons. Burning the cities, the Martians destroy much of Earth's population. The enemy then enlarges insects to over 500 times their normal size and releases them on the helpless planet. People go into hiding, knowing that death is the consequence if they are discovered by the creatures. Despite its losses, Earth launches a counter-attack that shatters the Martians on their home planet, Mars.



56

THE GARDEN OF PEACE

56

THE GARDEN OF PEACE

For centuries the Earth has been observed by the Paeecs, a peaceful tribe of Martians. Known as a compassionate and intellectual race, the Paeecs envisioned a sharing of culture and technology with their closest neighbors. Extremely talented, Paeecs used advanced cloning techniques to turn barren Martian wasteland into lush outposts of flora and fauna splendor. Loyal to a fault, the Paeecs were monogamous and dedicated to family values. It was through these values that the Paeecs hoped to solve the problems threatening the very existence of the planet Mars. A failed attempt to peacefully make contact with the planet Earth resulted in the dominance of the war-like Gnard tribe. The Gnards were the driving force behind the attack on the planet Earth.

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SEE CARD 57
LATE NIGHT DISCOVERY
THE UNPUBLISHED 11 CARDS





57

LATE NIGHT DISCOVERY

57

LATE NIGHT DISCOVERY

The mighty Martian assault force systematically scouted large sections of unpopulated countryside. The barren, open areas served as strategic points to amass large assault forces as well as serving as refueling ports away from prying eyes. The element of surprise was essential to the Martians' plans for world dominance. The advance scouts moved as quietly as the hushed saucers that made no noise as they landed in the grassy valley. This night there would be no witnesses to the beginning assault as strict orders were carried out - kill every Earthling that you encounter so that the secret arrival of the Martians will be ensured!

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**SEE CARD 58
THE LAST PICTURE SHOW
THE UNPUBLISHED 11 CARDS**





58

THE LAST PICTURE SHOW

58

THE LAST PICTURE SHOW

Destruction came swiftly for the love-struck teens as flying saucers reduced a drive-in theater to rubble. Teenagers tuned-in to drive-in speakers were unaware of emergency announcements broadcast by local radio stations warning of imminent invasion forces from Mars. Martian spaceships silently appeared in the star-studded sky, sending bolts of their giant death rays towards the fleeing crowd. Panicked teenagers, in a last ditch effort to escape the Martian massacre unnoticed, drove their cars with lights off, running over many of their friends in the process. Overwhelming numbers of the Martian flying saucers, aided by bright exterior spotlights on the hulls of the saucers, ensured that no one escaped the drive-in parking lot.

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**SEE CARD 59
BLASTED INTO OBLIVION
THE UNPUBLISHED 11 CARDS**





59

BLASTED INTO OBLIVION

BLASTED INTO OBLIVION

Quoting from a captured Martian Invasion Handbook, "A dead Earthling is a good Earthling," Martians had little use for prisoners. Because of the language barrier between the two races, new information from prisoners was impossible to obtain. Instead, Martians gleefully tied prisoners, usually brave army soldiers, to the exhaust ports of their land assault vehicles. Many a brave man died for his planet as the switch was thrown activating the thrust of solar-powered engines. Martian leaders, gleefully aware of the panic factor in such executions, used hidden cameras equipped with sophisticated broadcasting devices to telecast their atrocities to the Earth's major networks. The President of the United States ordered the television signals jammed, but millions of viewers in Europe and Asia were exposed to the horrors of the Martian invaders.

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SEE CARD 60
UNSPEAKABLE EXPERIMENTS
THE UNPUBLISHED 11 CARDS





60

UNSPEAKABLE EXPERIMENTS

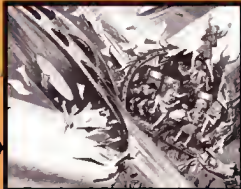
60

UNSPEAKABLE EXPERIMENTS

Having studied the inhabitants of the Earth from afar for centuries, the Martians now had the opportunity to learn more about the Earthmen first hand. Captured victims were beamed aboard a flying saucer where a Martian laboratory had been set up to study the physiological make-up of the Earthlings. While some of the equipment was advanced Martian technology, there were also some unfortunate shortcomings in the laboratories. A most serious and painful one was the fact that no form of anesthesia existed on Mars. Therefore the painful experiments rivaled the most horrific tortures of mankind's history. One kidnapped victim of vivisection lived barely long enough to see his beating heart torn from his open chest cavity. With his dying breath he heard his wife screaming in horror as she watched helplessly . . . knowing she would be the next victim of the sadistic scientists.

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**SEE CARD 61
FLIGHT OF THE DOOMED
THE UNPUBLISHED 11 CARDS**





61

FLIGHT OF THE DOOMED

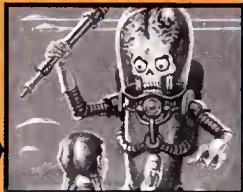
61

FLIGHT OF THE DOOMED

By a direct order of the President of the United States, all non-essential commercial flights were canceled. Due to direct hits by Martian forces on strategic air force bases, aviation fuel had become in very short supply. All remaining fuel was to be conserved for use by the U.S. Army jet fighters in combatting the Martian invaders in direct air to air assaults. The last commercial airliner to fly, Flight 509 to Hawaii and full of reveling holiday vacationers, met with disaster just minutes from its scheduled landing. A Martian flying saucer, just launched from its secret base inside of an extinct Hawaiian volcano, sliced through the plane fuselage like a hot knife through butter. All 207 passengers, including 48 women and 42 children, were killed.

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**SEE CARD 62
LAST LICKS
THE UNPUBLISHED 11 CARDS**





62

LAST LICKS

62

LAST LICKS

Hungry and alone, a young girl wanders the desolate streets in search of her missing parents. The little girl wonders if her mommy and daddy will spank her for taking the cloth doll from the broken window of the toy store. Coming across the sweet shoppe, the girl is puzzled to find the store open with no one around. Hunger wins out as she helps herself to two scoops of delicious strawberry ice cream. She knows that it is wrong to steal and leaves her last buffalo nickel on the counter. As the tired, befuddled girl leaves the shoppe she encounters a Martian, which frightens her greatly. Not knowing that she should run in fear, she offers her ice cream cone as a sort of peace offering asking, "Will you be my friend?"

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**SEE CARD 63
COMMON CAUSE
THE UNPUBLISHED 11 CARDS**





63

COMMON CAUSE

63

COMMON CAUSE

Before the Martian invasion, warring gangs roamed the streets of New York City. Bloodshed was a common sight as factions clashed for no other reason than the colors of their skin were different! Being the wrong color on the wrong side of the street brought out tensions which boiled over. When the Martians attacked, the gangs realized that there no longer was a right or wrong side of the street. A truce, brought about by the gang leaders, united all gangs regardless of race or color against a common threat – the destruction of the human race by a Martian invasion force. Knives, chains, axes, and rocks, once handy weapons used by humans against humans, were now used against a common foe. For the first time gangs banded together to repel this invasion of their turf. How long the truce would last was anyone's guess. They just knew that it would last long enough to fight back against the Martians.

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**SEE CARD 64
SLAUGHTER IN THE SUBURBS
THE UNPUBLISHED 11 CARDS**





64

SLAUGHTER IN THE SUBURBS

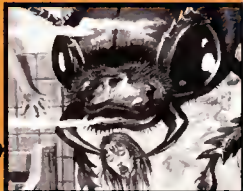
6A

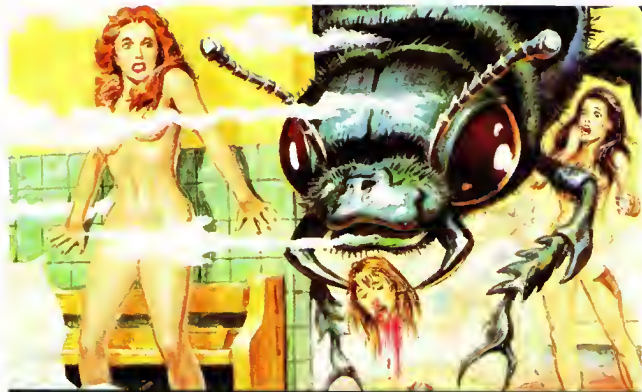
SLAUGHTER IN THE SUBURBS

Following the swift and utter destruction of Earth's major cities, Martian leaders ordered their death squads to spread fear and death into the suburbs. Like every other Saturday, a boy and his sister, along with their faithful dog, made the trip to their local five and dime store. A pocket full of change was traded for bubble gum, trading cards, and comic books, all the things that made being ten years old fun. This Saturday, however, was different as Martian hit squads used atomic powered ray guns and solar powered flame throwers to destroy everything in their path. More horrific than any science fiction story ever imagined in a comic book, the Martians had arrived in the suburbs!

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**SEE CARD 65
NAKED AND THE DEAD
THE UNPUBLISHED 11 CARDS**





65

NAKED AND THE DEAD

65

NAKED AND THE DEAD

Mutated insects, enlarged hundreds of times by Martian scientists, swarmed over the Earth in search of breeding grounds. Damp, dark corners made ideal nesting areas in which these slimy, vile insects laid thousands of fertile eggs. A bevy of coeds accidentally stumbled upon one such nesting ground in the women's locker room showers. The giant insect, in an effort to protect her hatching brood, used her massive mandibles and sharp teeth to eliminate her victims. Coeds that would have shrieked at the sight of the insect even at its normal size ran in blind terror, falling victim to the enlarged insect's decapitating pinchers.

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**SEE CARD 66
VICTORY ON MARS
THE UNPUBLISHED 11 CARDS**





66

EARTH TRIUMPHANT

66

EARTH TRIUMPHANT

Army forces began mopping up after successfully routing the Martian high command. Braving being caught in the cataclysmic death-throes of a dying planet, the triumphant Earth forces raised the American flag in the barren Martian soil. For the first time in the history of mankind, the flag is proudly flown on another planet. As geologic forces began to rupture the very core of the red planet, the few remaining army soldiers, running dangerously low on oxygen, returned to the awaiting spaceships. As the red dust swirled from the thrust of the spaceships engines, Army soldiers ecstatic over their triumph over the Martians saluted "Old Glory" as it disappeared from sight.

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**SEE CARD 0
TITLE CARD
THE UNPUBLISHED 11 CARDS**







In 1988, Mario A. Bruni embarked on an ambitious "Pocket Comics" series based on *Mars Attacks*. Bruni and Bruce Spaulding Fuller wrote the scripts (with input from Toppers Len Brown and Gary Gerani), while Greg Capullo and John Herbert handled both penciling and inking. It was the first time *Mars Attacks* was attempted in the comics medium.

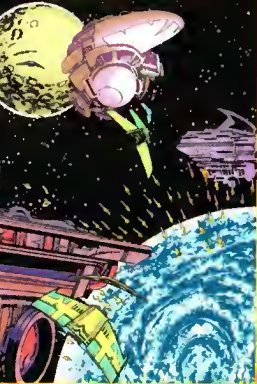
MARS ATTACKS

The Comics

FRONT: Keith Gillen's cover for issue #1 of the new Topps *Mars Attacks* comic. "There's been a huge fan base for years," admits Gillen. "This project's been like a dream come true."



One of Charles Adlard's full-page illustrations for issue #1 of the new Topps *Mars Attacks* comic book. The goal of the Giffen/Adlard series is to update the fanciful '60's concept with contemporary technology, designs and a more sophisticated storyline.



FRONT:

Keith Giffen's cover for issue #2 of the new Topps *Mars Attacks* comic. Old fans will recognize this illustration as a canny homage to Harvey Kurtzman, famed for both EC's classic horror/sci comics and *Mad* magazine.

MARS ATTACKS
The Comics

MARS ATTACKS™





No, it's not a picnic gone awry... it's the final image from Keith Giffen's lead story in *Mars Attacks* #1, rendered by Charles Adlard. As in the original '60's cards, Giffen's Martians enlarge Earthly insects to terrorize and devour the human race.



FRONT:

Ken Steacy's cover for issue #3 of the new Topps *Mars Attacks* comic. Steacy also rendered "New Vision" card #95, based on the '60's Martians, which serves as both the box and poster art of this trading card set.

MARS ATTACKS
The Comics

MARS ATTACKS

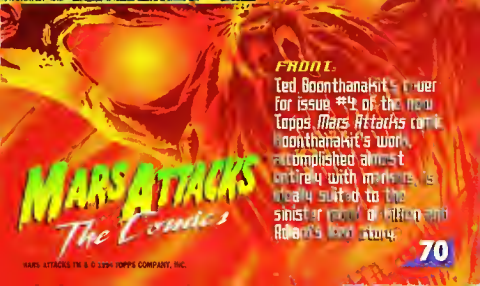
TM





Another apocalyptic, full-page rendering by Charles Adlard, presented in issue #1 of the new Topps *Mars Attacks* comic. Although the '60's-styled flying saucers were redesigned as sleek, manta ray-like craft, they are just as relentless—and deadly.

FRONT



Ted Boonthanakit's cover for issue #4 of the new Topps *Mars Attacks* comic. Boonthanakit's work, accomplished almost entirely with markers, is ideally suited to the sinister mood of Adlard and Adlard's *Mars Attacks*.

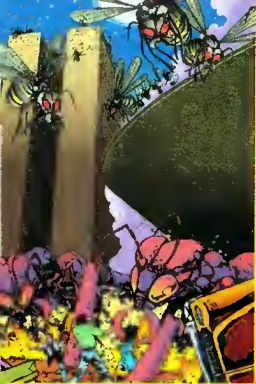
MARS ATTACKS
The Comics

TM

MARS ATTACK!



TM



“Flying down to Rio” takes on a monstrous new meaning as scores of gigantic, winged insects invade Brazil; yes, it’s another Charles Adlard nightmare vision, as presented in issue #2 of the new *Mars Attacks* comic. The winged wonders are joined by a pair of hungry ants.

FRONT:

Ted Boonthanaki’s cover for issue #5 of the new Topps *Mars Attacks* comic. Previously Boonthanaki rendered a rather sexy Princess Leia for Topps’ *Star Wars Galaxy Training card set*.

MARS ATTACKS
The Comics

MARS ATTACKS™





An injured human confronts his other-worldly antagonists in a Charles Adlard full-page panel, presented in issue #2 of the new *Mars Attacks* comic. Adlard worked closely with scripter Keith Giffen, who also provided rough layouts for every page of the book.

FRONT

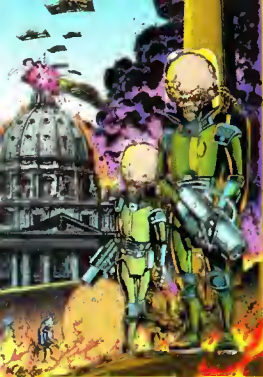
Earl Norem's flip cover for issue #1 of the new Topps *Mars Attacks* comic. These flip covers serve the 8-page back-up features. The first two which are rendered in '60's style by Keith Giffen, inked by Dave Simons, and written by original *Mars Attacks* creator Len Wein.

MARS ATTACKS

The Comics

MARS ATTACKS™





Blasphe-my! Continuing their global assault, the Martians blast Vatican City, demonstrating little regard for world-class architecture. Another splash-like panel by Charles Adlard, seen in issue #2 of the new *Mars Attacks* comic.

FRONT:

Earl Norem's flip cover for issue #2 of the new Topps *Mars Attacks* comic – a dramatic remake of the classic "Destroying a Dog" bubblegum card. In addition to painting the "Unpublished" U cards presented in this series, Norem also did renderings for Topps *Dinosaurs Attack!* property (both cards and graphic novel).

MARS ATTACKS
The Comics

MARS ATTACKS™





A gruesome close-up of a Martian, '54-style, as designed by Keith Giffen and rendered by Charles Adlard. Although big-brained aliens were popular in the pulps and '50's movies and comics, the "Death Head" skull face was a Topps innovation. Director James Cameron presented a similar visage in metallized form in his popular *TERMINATOR* films.

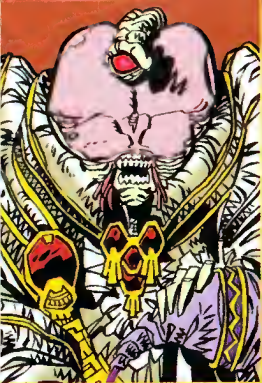
FROM

Brew Friedman's outrageous flip cover for issue #3 of the new *Mars Attacks* comic. It serves "Lights! Camera! Action!" the amusing "B-movie producer mistakes aliens for actors" back-up feature written by Len Brown, penciled by Tom Sutton, and inked by Dave Simons.

MARS ATTACKS
The Comics

MARS ATTACKS™





Inspired by an early, rejected Wally Wood Martian design (see card backs #77-#98), writer Len Brown envisioned two tribes of Mars; older, peace-loving "third eye" rulers, and their skull-faced, blood-thirsty Martian brethren. Art by Keith Giffen, as presented in the back-up feature of issue #1 of the new *Mars Attacks* comic.

FRONT

Zina Saunders' flip cover for issue #4 of the new Topps *Mars Attacks* comic. Zina is the daughter of Norm Saunders, the famous illustrator who helmed the original *Mars* set back in '68. Zina also illustrated our title card (#0) and the outlandish "New Vision" presented on card #98.

MARS ATTACKS
The Comics

MARSA TROTS



11 N



The gruesome aftermath of destroying a dog . . . a nasty Martian savors the canine's demise. Art by Keith Giffen for the back-up feature of *Mars Attacks* #2. Scripted by Len Brown, the six-page story is presented from the ill-fated pooch's point-of-view.

FRONT:

John Pound's flip cover for issue #5 of the new Topps *Mars Attacks* comic. Pound is a regular Topps contributor, having worked on *Garbage Pail Kids*, *Wacky Packages* and *Kluge's Attack!*

MARS ATTACKS

The Comics





MARTIANS - (INSECT-LIKE?)

A duo of insectoid Martian designs, proposed by EC veteran and comic book legend Wally Wood. Insect-like alien invaders were a staple in pulp magazines of the '40's and science fiction films of the '50's.

FRONT

Martian saucers hover over Washington, D.C., in this nightmare image from Charles Adlard. Note that both contemporary and classic saucers are part of this fleet, just as our military utilizes old-fashioned battleships alongside modern, high-tech machines of war. "Mars Attacks is the title I'm most proud of," offers Adlard, who renders Keith Giffen's lead feature in the comic.

MARS ATTACKS



Topps

TRAINING CARDS



Evolution of a Martian: Wally Wood's designs were developed and refined under the direction of Topps staffers Woody Gelman and Len Brown. The "skull face" alien on the left became the prototype, although the whiskered gent on the right wound up on the set's original wrapper (not to mention card #96 of this series.)

MARS ATTACKS TM & © 1996 TOPPS COMPANY, INC.

**NEW
VISIONS****FRONT:**

Earth strikes back! American soldiers invade the turf of their alien antagonists in this explosive illustration by Kevin Altieri. "Mars Attacks warped me as a kid," admits Altieri, who is one of the top directors of **BATMAN: THE ANIMATED SERIES**. "I consider it an honor and a privilege to be doing the same for a whole new generation of Mars fanatics."

MARS ATTACKS™**78**



BIZ 04

TOPPS
TRADING CARDS

HUMAN
GUINEA
PIGS!



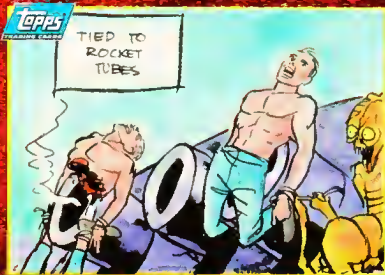
NEW
VISIONS

FRONT:

An intense close-up of a murderous Martian and his helpless victim, illustrated by Simon Bisley. "Unlike most of the contributors to this series, I wasn't exposed to *Mars Attacks* when I was a kid," explains Bisley. "It's pretty sick stuff, and I can see why it spawned a cult."

An original Wally Wood card concept, deemed too intense back in '62. Two and a half decades later, this concept came to fully-painted life (courtesy of Herb Trimpe and Earl Norem) as part of Topps' unreleased '89 reissue. It is featured on Card #59 of this series.





Another Wally Wood card concept considered too gruesome in 1962, but perfectly fine for our unreleased 1989 reissue. Check out card #60 in this series for the Herb Trimpe/Earl Norem finish.

FRONT

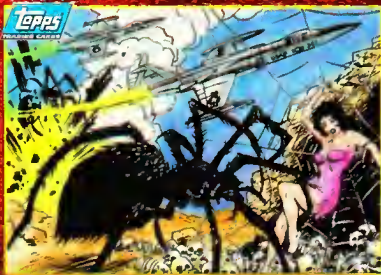
Reversing the cliché, a beautiful woman blasts a Martian interloper in this rendering by John Bolton. "The first place I saw *Mars Attacks* cards was in a trash bin filled with shredded papers, mags and comics," explains Bolton. "I found the whole set - except for a few - and the borders were cut off. But the glowing color and gory detail really made an impression on this impressionable youth."

MARS ATTACKS™



BRUNNER
'94

Topps
TRADING CARDS



A beautiful Wally Wood composition that was never utilized; a variation appeared in the original series (Card #30, "Trapped!"). Giant insects were plentiful in grade-B sci-fi movies of the 1950's. One of the few to combine big bugs and alien invaders was 1954's **KILLERS FROM SPACE** starring Peter Gray.

MARS ATTACKS TM & © 2004 TOPPS COMPANY, INC.

NEW
VISIONS

FRONT

Mars, obviously, needs women, if only to drink their blood. "*Mars Attacks* was one of my favorite childhood collections," recalls illustrator Frank Brunner. "I combined these fond memories with the earlier pulp magazine horror style - a crisp image, vibrant color and mood. Hope it's scary enough!"

MARS ATTACKS



MC

TOPPS
TRADING CARDS

NEW
YORK



The Big Apple is royally baked by alien heat rays in this Wally Wood design that eventually evolved into Card #8 of the original set, "Terror in Times Square." Another classic image developed from this design was Card #10, "The Skyscraper Tumbles."

MARS ATTACKS TM & © 1994 TOPPS COMPANY, INC.

NEW
VISIONS

FRONT

A Martian leader contemplates the tormented soul of a captured human in this evocative, disturbing piece by Mark Chiarello. "A few years back, I couldn't decide if I should spend the \$250 asking price for a complete set of original *Mars Attacks* cards," recalls Chiarello. "Sometimes I contemplate suicide over that missed opportunity."

MARS ATTACKS™

82



Topps
TRADING CARDS



An assault from the stars flattens Russia and its citizens in this design concept by Wally Wood. Moscow was spared fully-painted destruction in the actual series, although England, China and Paris were colorfully disposed of.

NEW
VISIONS

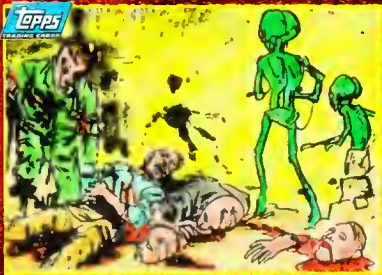
FRONT

A bloated beetle vs. Army brass, rendered by mainstream illustrator Joe Ciardiello. "Although I collected these cards as a youngster, it was really the experience of a childhood friend that inspired me," admits the artist. "Jimmy McDonnell was so traumatized by the cards that he couldn't sleep at night. Finally, his father had to throw them out. As an adult illustrator, I decided it was time to re-explore this unique phenomenon."

MARS ATTACKS™



TOPPS
TRADING CARDS



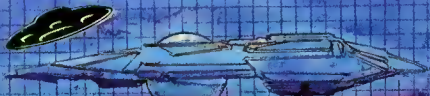
Martian soldiers blast Earthlings to smithereens in yet another rough card concept by Wally Wood. Wood, along with fellow EC giant Al Williamson, raised comic book science fiction to new heights in the '40's and early '50's.

NEW
VISIONS

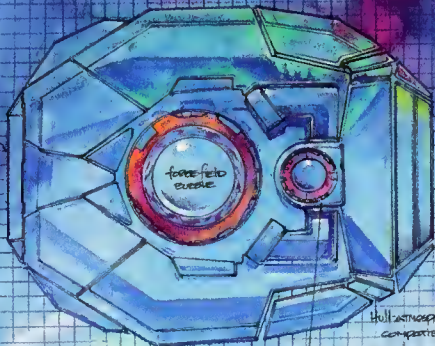
FRONT

Yikes! A bizarre Martian "war pod" floats through Manhattan streets, zapping pedestrians along the way. "I originally wanted to do a Martian shooting someone in their bathroom," reveals artist Gene Darrow, "but Zina Saunders sort of beat me to it." (Check out Card #73 for Zina's take on that concept.)

MARS ATTACKS™
84



SIDE



front

TOP

Hull - atmosphere
compressor

super
conductor

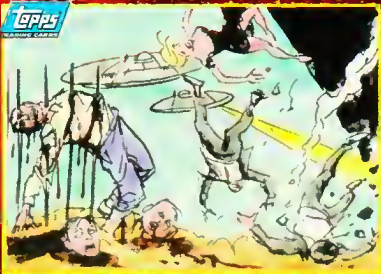


MARTIAN
SIZE COMP

SALDER IS POWERFUL SUPERCONDUCTOR
WHICH ACTS AS A POWER SOURCE
FOR THE FORCE FIELD & MOVES THE SHIP -
RING MASSIVE CURRENTS THROUGH
EXTREMELY LOW TEMPERATURE INNER HULL.

R. DELGADO '94

TOPPS
TRADING CARDS



Another gory fever dream by Wally Wood, not developed into a finished painting for the original set. Impalement was a popular concept in Topps picture cards of the period; *Civil War News* had its fair share, and most card historians consider that classic series to be the forerunner of *Mars Attacks*.

NEW
VISIONS

FRONT

Ricardo Delgado, designer of the high-tech weaponry and vehicles featured in director James Cameron's new Arnold Schwarzenegger film **TRUE LIES**, took time out from that project to design a Martian flying saucer for Topps. "I've always been a big fan of Ray Harryhausen's films," admits Delgado. "Some of his notions for the **EARTH VS. THE FLYING SAUCERS** saucer worked their way into my thinking for this piece."

MARS ATTACKS™



PASTORAL & LANSKY



In this early Wally Wood composition, the invading Martian soldier dwarfs his human victim. As the storyline developed, the Martians were portrayed as smaller and physically weaker than Earth people.

NEW
VISIONS

FRONT

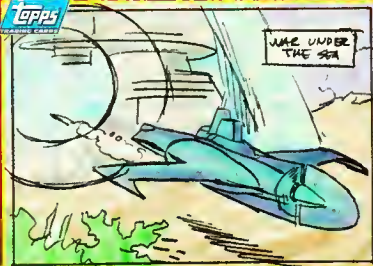
A wet T-shirt contest is transformed into an orgy of terror, courtesy of illustrators *Fastner & Larson*. "We were originally going to have our Martians invade a Karaoke bar," they explain, "but there are limits to the amount of horror and depravity Americans can stomach."

MARS ATTACKS™



Topps

TRADING CARDS

WAR UNDER
THE SEA

This early Wally Wood rough brings the Martian invasion into Earth's oceans, a concept not developed in the finished series. "Pretend it's a pulp cover," series developers Woody Gelman and Len Brown would tell Wood (and later Bob Powell) as rough ideas were evolved into finished illustrations.

MARS ATTACKS TM & © 1994 TOPPS COMPANY, INC.

**NEW
VISIONS****FRONT:**

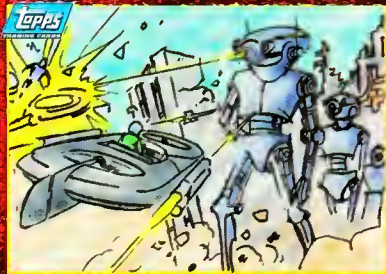
Horror reaches new heights as an infant's pram - with the infant in it - is set ablaze by a marauding Martian. "This is rough stuff, unquestionably," concedes artist Keith Giffen, who also scripted the lead stories for the *Mars Attacks* comic books. "But it's also wild fantasy; so over the top, so exaggerated, so utterly impossible that a kid's psyche is protected from any real harm. It's the ultimate therapeutic release."

MARS ATTACKS™

87



Topps
TRADING CARDS



Giant Martian robots stalk through the city streets, blasting Earthly attack craft in this rough prelim by Wally Wood. Although this image was not developed into a finished painting, a couple of classic cards - "Robot Terror" (#32) and "Giant Robot" (#52) - offer enthusiastic variations on its theme.

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NEW
VISIONS

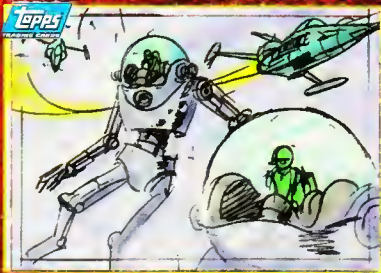
FRONT:

Portrait of a Martian... the ultimate face of horror. "There was no way I was going to miss the opportunity to do a *Mars Attacks* card," admits illustrator Sam Heath. "The original series made a tremendous impression on me." Also impressed, although negatively, were several newspapers of the period. Reporters were writing features about the graphically gory cards with such headlines as "From Baseball to Bloodfest"!

MARS ATTACKS



Topps
TRADING CARDS



More giant robots on the march, as illustrated by Wally Wood in this card rough. This time, it seems, the towering 'droids are being piloted by Earth soldiers. Wood and eventually Bob Powell wound up designing dozens of scenes that were never used in the finished set.

NEW
VISIONS

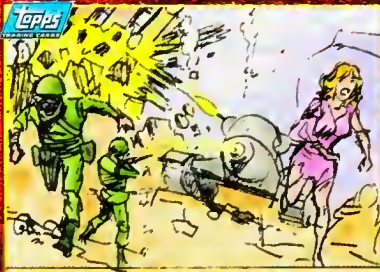
FRONT:

Comments Editor-in-Chief Gary Gerani: "I was so impressed with Miran Kim's art for *Star Wars Galaxy 2* that I had to put her in *Mars Attacks*. I knew the 'concentration camp' motif would be unbearably offensive if not handled correctly. At one point, we had a baby's severed head in the Martian's hand, which was going too far. The broken doll was more sophisticated and perhaps even more disturbing."

MARS ATTACKS™



Topps
TRADING CARDS



Futuristic Martian tanks rumble through the streets in this early card design by Wally Wood. It was never developed into a finished painting, although a classic card ("Crushed to Death," #20) may have been influenced by it.

NEW
VISIONS

FRONT

The few, the proud, the soon-to-be-devoured artist Michael Ploog takes on *Mars Attacks*. "The danger here is to become too campy, to lose sight of what this material is all about," Ploog explains. "Instead of doing just another scene from *Mars Attacks*, I attempted an overview; America's fighting forces protecting scantily-clad females from ruthless Martian invaders and their insatiable insect slaves. This, to me, is the essence of '60's machismo - and classic *Mars Attacks*."

MARS ATTACKS™



Topps
TRADING CARDS



"We thought (many of Wally Wood's roughs) were a little quiet, so we called in Bob Powell to try out his pencils," recollects *Mars Attacks* co-creator Len Brown. Here, we see Powell's layout for Card #1, "The Invasion Begins." Note that the Martians reflect an earlier, discarded "third eye" design, later utilized by Brown in his back-up stories for Topps' comic.

MARS ATTACKS TM & © 1994 TOPPS COMPANY, INC.

NEW
VISIONS

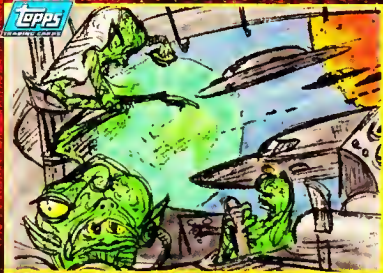
FRONT:

John Rheaume illustrates a quieter moment in the Martian's lifestyle. "I had rendered a similar card with a religious motif for Topps, but it wasn't used," Rheaume recalls. "According to the storyline, there are two tribes on Mars: one peace-loving, the other war-like. Here, both races join together as they worship their common deity."

MARS ATTACKS

91





Bob Powell's "third eye" Martians observe the Earth from within their flying saucer. As all fans of *Mars Attacks* can see, this rough layout became the basis of "Martians Approaching," Card #2 from the original series.

FRONT:

A profile in courage unlike anything President Kennedy experienced in his thousand days. "I originally started out with giant bugs marching down St. Marks Place in Manhattan," explains Zina Saunders. "Then Gary Gerani suggested John Kennedy grappling with a Martian - a great idea, since the original invasion was set in 1962." That original invasion, incidentally, was painted by legendary artist Norm Saunders... Zina's dad.

MARS ATTACKS™



Topps
TRADING CARDS



Bob Powell's original rough for "Attacking an Army Base," Card #3 from the 1962 series. Powell, a great comics professional in the '40's and '50's, drew *The Shadow* regularly and was a significant contributor to Harvey Comics' horror line.

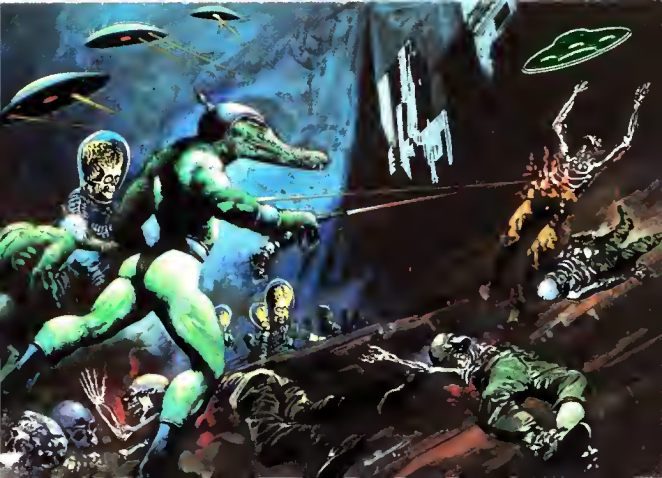
NEW
VISIONS

FRONT

When worlds collide . . . Hannah Dundee blasts an aggressive Martian invader in this dynamic Mark Schultz illustration. "Mars Attacks was a playground sensation," remembers Schultz. "In an era noted for its drably conformist pop culture, Mars shocked and thrilled my comic code-sedated mind with intense, vivid images and had taste humor." *Xenozoic* characters: © Mark Schultz.

MARS ATTACKS™

93





Card #19, "Burning Flesh," proved to be one of the most popular *Mars Attacks* images, due largely to the astonished expression of the soldier as he looks down and sees his body disintegrating into a charred skeleton. With the exception of the "third eye" Martians, Bob Powell's original rough is a perfect model for the finished card.

MARS ATTACKS TM & © 1994 TOPPS COMPANY, INC.

NEW
VISIONS

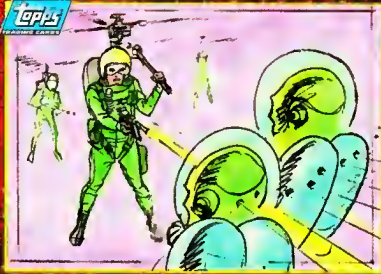
FRONT:

Veteran Hollywood painter Joe Smith, who designed campaigns for classic sci-fi movies like *DAY OF THE TRIFFIDS*, *THIS ISLAND EARTH* and *THE BIRDS*, pushed the *Mars Attacks* envelope even further with this *fronte vista*. "In the cards, the Martians transform insects into giant slaves. So why couldn't they transform reptiles into obedient, (humanoid) servants to help them fight their enemies?"

MARS ATTACKS™



Topps
TRADING CARDS



A "atomic bullets" find their mark as flying Earth soldiers strike back at their other-worldly opponents. Another fanciful concept designed by Wally Wood, but never employed in the final series.

NEW
VISIONS

FRONT

Artist Wally Wood, no stranger to *Mars Attacks* (he rendered the cover to issue #1 of the new Topps comic - see card #10), goes wild with this movie poster-like depiction of apocalyptic destruction. "I tried to throw everything into this one," comments an enthusiastic Steacy. "If you look closely, you can spot the roasted remains of a dog. I think *Mars Attacks* fans will be pleased."

MARS ATTACKS







The original 1962 box. This was the only time an exclamation point was added to the title. Although produced by Topps, *Mars Attacks* was released under the Bubbles Inc. label to deflect criticism against the all-American trading card company.



FRONT

The Martian Chainsaw Massacre, envisioned by Tim Truman. "Okay, so I went a little nuts with this one," the artist observes. "*Mars Attacks* can have that kind of effect on you. After my very straightforward Tusken Raider piece for *Star Wars Galaxy*, this was probably the last thing Topps expected." In truth, it was. But after almost a hundred images of death rays and cosmic carnage, a down-to-Earth chainsaw is a refreshing and agreeably satiric change of pace.

MARS ATTACKS™





Mars Attacks was originally titled *Attack from Space*. Topps had printed up some preliminary boxes with that name, and the product was to be issued as both a 1¢ and 5¢ item. This early packaging was quickly scrapped when the new, shorter title was created.



FRONT:

A satisfied Martian glances at us from behind his collection of jarred human heads. "This was a strange concept," admits illustrator John Van Fleet, "but I wanted to do something a little different." Skulls and severed heads were plentiful in the Wally Wood prelims, and the fact that the Martian head itself is a twisted variation of a human skull adds to the unnerving atmosphere of death.

MARS ATTACKS



MARS ATTACKS™

S. Anderson
1991



Topps
TRADING CARDS

NORM SAUNDERS: A SELF-PORTRAIT

The creative process behind *Mars Attacks* involved a number of artists at various steps, but all of the final paintings were executed by Norm Saunders. Born in 1907, by the late 1930's he had established himself as the country's preeminent pulp magazine cover artist. Saunders began painting for Topps in 1961, rendering about one-fourth of the *Civil War News* cards. ■ His first full set of cards was *Mars Attacks* (1962), featuring the fiendish humanoids wreaking havoc without mercy on helpless planet Earth. Saunders' artwork magnificently captured the mayhem and the terror which was the essence of the story. ■ The illustrator went on to do the painting for many of Topps' subsequent artwork sets, including *Batman*, *Battle*, *Flag Midgees*, as well as most of the original *Wacky Packages*. While Norm Saunders passed away in 1990 at the age of 83, his touch will be forever remembered by card collectors.



Norm Saunders & his family, circa 1959.