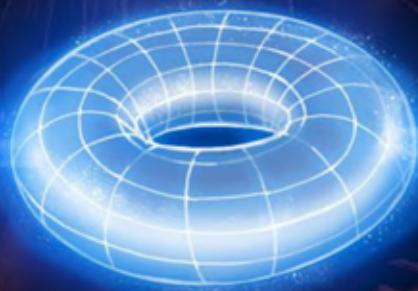


the
ACCELERATORS

TIME GAMES

VOLUME 1



PORTO • SMITH • YATES



INTRODUCTION



"Hello everybody, and welcome to the Introduction to The Accelerators! My name is Ming Chen, and across from me is ..."

"Umm, Ming, you DO realize this isn't a podcast, don't you?"

"Ladies and gentlemen, give it up for Mike Zapcic!!!"

"Thanks, Ming, and trust me, NOBODY appreciates your enthusiasm more than I do, but this Intro's a big thing for us. I consider it a HUGE honor for the guys at Blue Juice Comics to ask us to do it, so let's not screw it up, shall we?"

"Mike, that's the problem ... none of you guys look at the world like I do. EVERYTHING is a podcasting opportunity! And what IS podcasting, you ask? It's a couple of guys and/or gals sitting around TALKING. And let's be frank, the guys at Blue Juice came up with the idea to do a comic book BECAUSE of podcasting. More specifically, because they podcasted with US!!! They were regular guests of ours on our podcast 'I SELL COMICS' more than a few times, and through that, we literally watched a comic book and new publisher take off in real time right in front of our eyes." (Go to smadcast.com, Episodes 40-51, to hear the chronicles of the process of making The Accelerators.)

"Holy Crap, Ming ... that may just be THE MOST COGENT THING you've ever said!"

"Thanks, Mike! What does 'cogent' mean?"

"That's not important right now, Ming. What is important is giving the readers (all three of you, because nobody EVER reads an introduction) a little background on what this story means and has meant to us. For me, it was a way to see how a comic book is truly made, from the initial idea, to a script, ably drafted by Ronnie Porto (a comic fan from way back), to being penciled AND inked by Gavin Smith, an artist who will remain an undiscovered gem for a very limited time, and (as I'm sure you will all agree) to the amazing colors of Tim Yates, who gives this story a down-to-earth, human touch. Add to that, the phenomenal covers by our friend, the ever-brilliant Walt Flanagan, and you've got a blueprint for a truly fantastic comic series."

Now, time-travel stories are almost as familiar to comic book readers as capes and long johns. Having read comics for 40+ years, I've come across a metric ton of time-travel stories. Although each of them has their charms, *The Accelerators* kicks it up a notch in its simple narrative hook that the time-travel device can only move forward. Even when Ronnie originally pitched us that concept, we were blown away with how original that idea was, and mad that we didn't think of it ourselves."

"That's right, Mike. For me, I just plain-out LOVE time travel! Anyone who has ever listened to me talk knows of my love for 'The Terminator' and 'Back To The Future.' So it was only natural for me to gravitate toward a story that includes characters who bounce across the decades."

"That's another great point, Ming. What also makes *The Accelerators* stand out are the well-crafted characters, and this first arc is not only a great introduction to our main three heroes (through a fantastic cat-and-mouse chase), but also opens up the world around them and the secondary characters that shape this brave new world."

"And, how cool is the Time Games?"

"Yeah, we've all had the age-old banter about who would win in a fight between historical figures, like a Nazi fighting a Samurai, and the Time Games gets to explore that as a reality. And who DOESN'T want to see THAT?!"

"That's great and all, Mike, but could you just say the line so everyone can crack open this book and get absorbed in a story that you and I ALREADY know and love, please???"

"All right, then ... on behalf of Ming Chen, Blue Juice Comics and myself, Mike Zapcic, I have no doubt you'll love what follows!

And here ya go!"



Mike Zapcic and Ming Chen host a popular podcast called "I Sell Comics" on Kevin Smith's SMODCAST Network. They can also be seen on AMC's "Comic Book Men," and are both considered pop-culture experts.



TIME AFTER TIME

1



A futuristic arena with a large crowd of spectators in the stands. In the foreground, a horned alien creature lies on the ground, surrounded by a pool of red liquid and several yellow objects. The arena is filled with various technological elements like satellite dishes and monitors. The scene is brightly lit, suggesting a sunny day.

WELCOME BACK,
TRAVELERS!

DO
YOU KNOW
WHAT TIME
IT IS?

GAMES!

GAMES!

GAMES!

THESE
AREN'T TIME
MACHINES.

THEY'RE
NOT?

THESE ARE
ACCELERATORS.
WHAT THEY DO ISN'T TIME
TRAVEL, IT'S JUST...TRAVEL.
PERFECT, EFFICIENT
TRAVEL.

YOU
DECIDE WHERE
YOU WANT TO GO AND
HOW LONG THE TRIP SHOULD
TAKE, AND SUDDENLY
THAT'S WHERE
YOU ARE.

YOU CAN
SEND YOURSELF
TO THE MOON IN A
SPLIT SECOND OR
ACROSS THE ROOM IN
A YEAR, WHATEVER
YOU WANT.

BUT BEING
ABLE TO SPEED
THINGS UP, JUMP AHEAD
TO THE FUTURE, THAT
DOESN'T MAKE US TIME
TRAVELERS. WE'RE
STILL JUST MOVING
FORWARD.

I'VE ONLY
EVER MET ONE TIME
TRAVELER IN MY LIFE, AND I
DON'T KNOW HOW HE DOES
IT...BUT WE'LL GET TO
THAT LATER.

BUT THE,
UM, THE ACCELERATOR
YOU'RE HOLDING, I DON'T
THINK IT WORKS THE WAY
YOU'RE SAYING. WE COULDN'T
CONTROL WHERE IT
TOOK US.

YES, WELL,
LIKE I SAID, SOMETIMES
PEOPLE FIDDLE WITH THEM. THIS
ONE SEEMS TO HAVE A SERIES OF
DESTINATIONS PREPROGRAMMED,
LIKE IT'S LEADING YOU
SOMEWHERE.

PLUS A FEW
OTHER BUILT-IN
SURPRISES.



"YOU'RE THE ONE."



NEXT: PAST AND FUTURE COLLIDE!



NEXT: BLAST FROM THE PAST!