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@IDWpublishing

MY LITTLE POLY VALENTIES SOM YESCUL ROMO S JUILET FERSILIAY YOU. AN LITTLE OWN and LYMSTON of little fractive trainers in ledge you are trainers of fishers he is 2020 Hashon 10M Fabricing, a disson of Mea and beign Works, LIC Editoral of Tesa. WHAT Vergous Bulg Carlo To, Olsennan Olsk, O 4970 Th. The Will open progress in the U.S. Platent and Trademath Office. Any similarities to persons living as dead are propriet controlled. With the exception of arthorise who was the propriets, one of the content of 18th publication may be reported without the permission of Mea and the content of 18th publication may be reported without the permission of Mea and the content of 18th publication may be reported without the permission of Mea and the content of 18th publication and on a content of the permission of Mea and the content of 18th publication on the content of the permission of Mea and the Mea and the Permission of Mea and the

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WHAT ABOUT FLURRY HEART'S

BIRTHDAY?!





WE'LL HAVE A QUIET CELEBRATION

AT HOME-













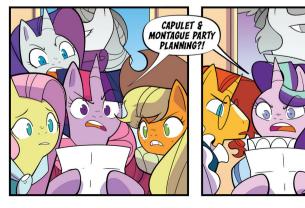
















































art by Jenna Ayoub



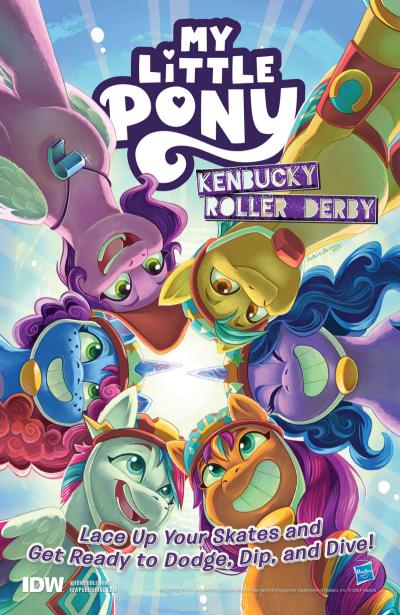
art by Sara Richard



art by JustaSuta



art by Brianna Garcia





Twenty-five years. It's a mighty long time.

Some of you reading this might not have even been alive 25 years ago. For me, it's literally half a lifetime.

Comic books are a relatively young art form. The industry itself had barely passed the first-century mark when IDW was founded, so for the company to carve out such a significant chunk of comics' second century is fairly impressive. It all started with a love for comics, and quickly paid off with the success of 30 Days of Night, the now iconic horror series from Steve Niles and Ben Templesmith. From there, many projects flowed. There were more creator-driven miniseries, like Locke & Key by Joe Hill and Gabriel Rodríguez, as well as licensed comics, stuff we still publish to this day—Star Trek, Teenage Mutant Ninja Turtles, Godzilla.

The letters in the company name stand for Idea Design Works, and those words are as much of a mission as a description of our products. For what are comics but ideas designed into works of art? As an employee here, I can have an idea, I can design its intent, and I can work to make it happen. IDW.

For IDW as a publisher, it's been a little bit of "anything goes" for the past two and a half decades. The company has a history of adventure and experimentation. We also have a history of engaging with great talent to achieve those things-talent in all aspects of the business, at the drawing board and in the office. Look at the credits pages in each comic, and you'll see a lot of talented people banding together to bring you the best comics. Writers, artists, editors, production people, marketers, salespeople, accountants, shipping and receiving—it takes a lot of people to bring you the comic you hold in your hands.

We do it because we love it. It's not always easy, and it's not guaranteed to be fun, but at the end of the day, we have something we are proud of, which we hope will entertain you. So, really, we aren't celebrating the time it took us to get here, but rather how all of that time has given us a foundation to keep doing this for the next 25 years and beyond.

Thanks for being a part of it with us.

Jamie S. Rich editor-in-chief

ON SALE FEBRUARY 7th















