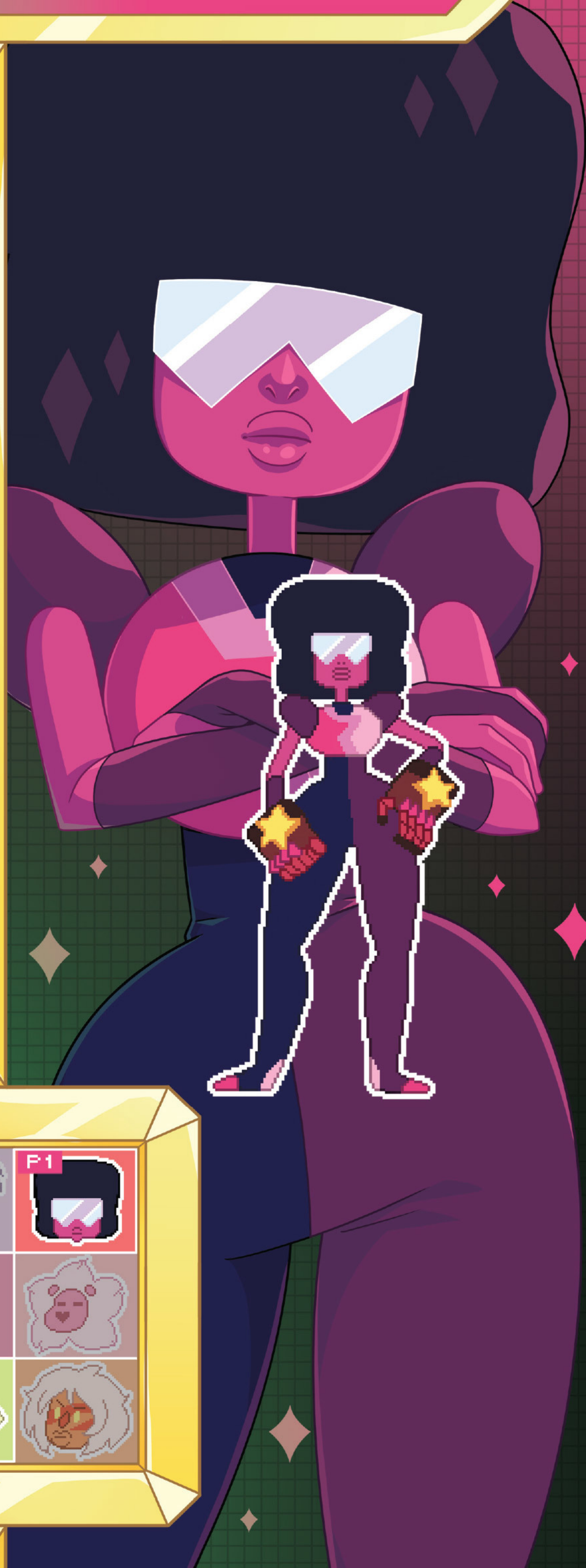




kaboom!™

#17

STEVEN STAR UNIVERSE





STEVEN UNIVERSE

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editor
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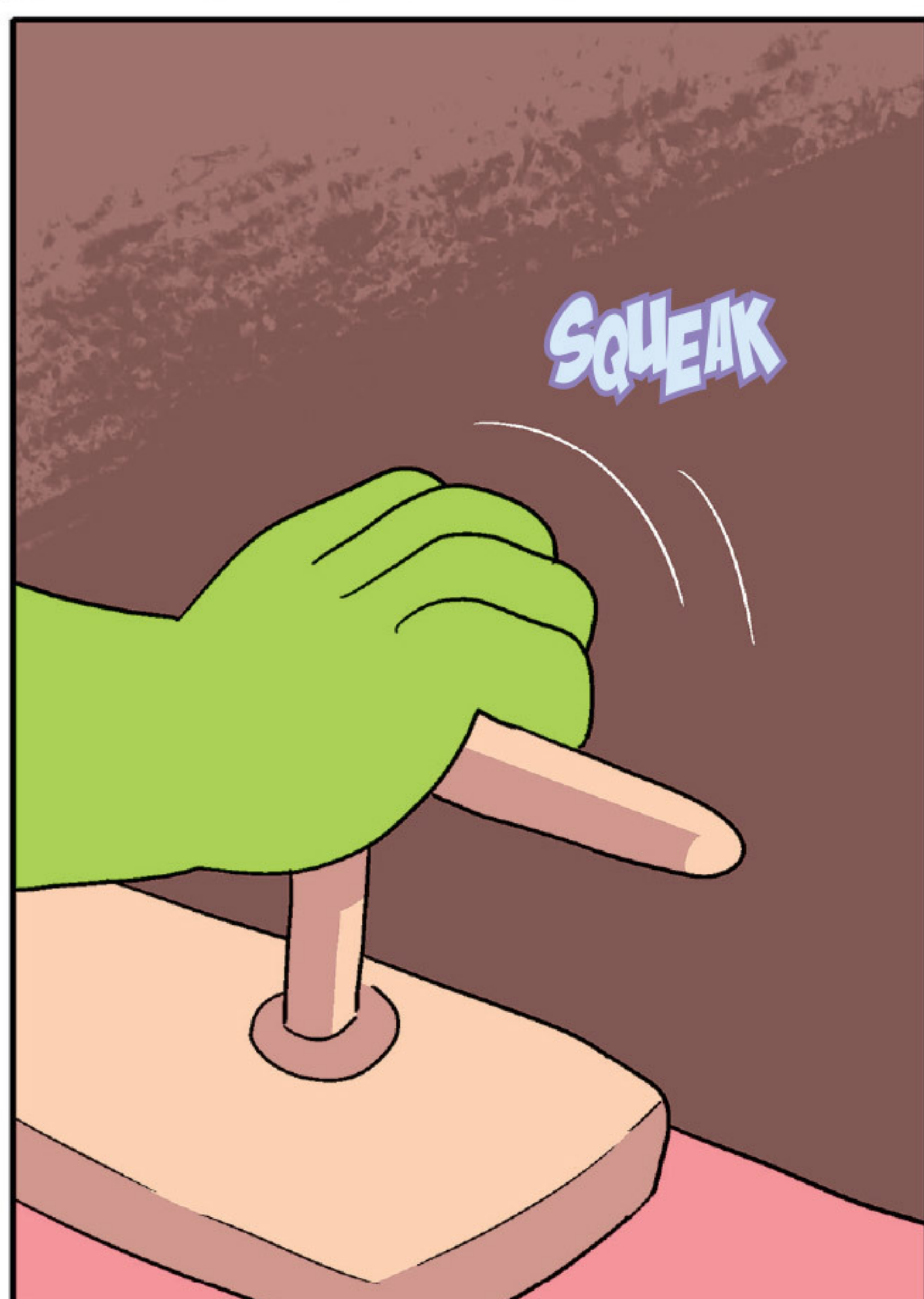
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MEG OMAC

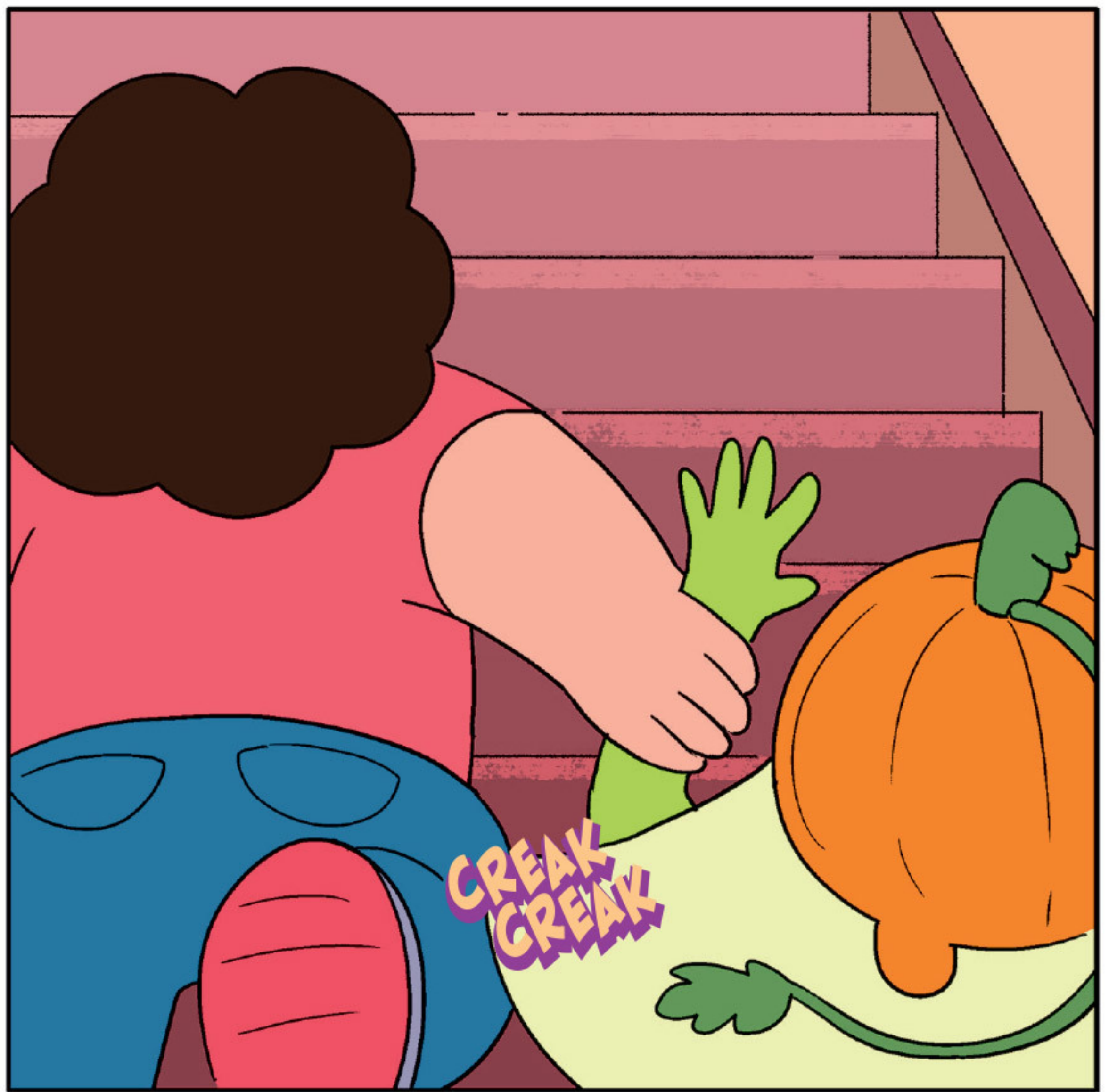
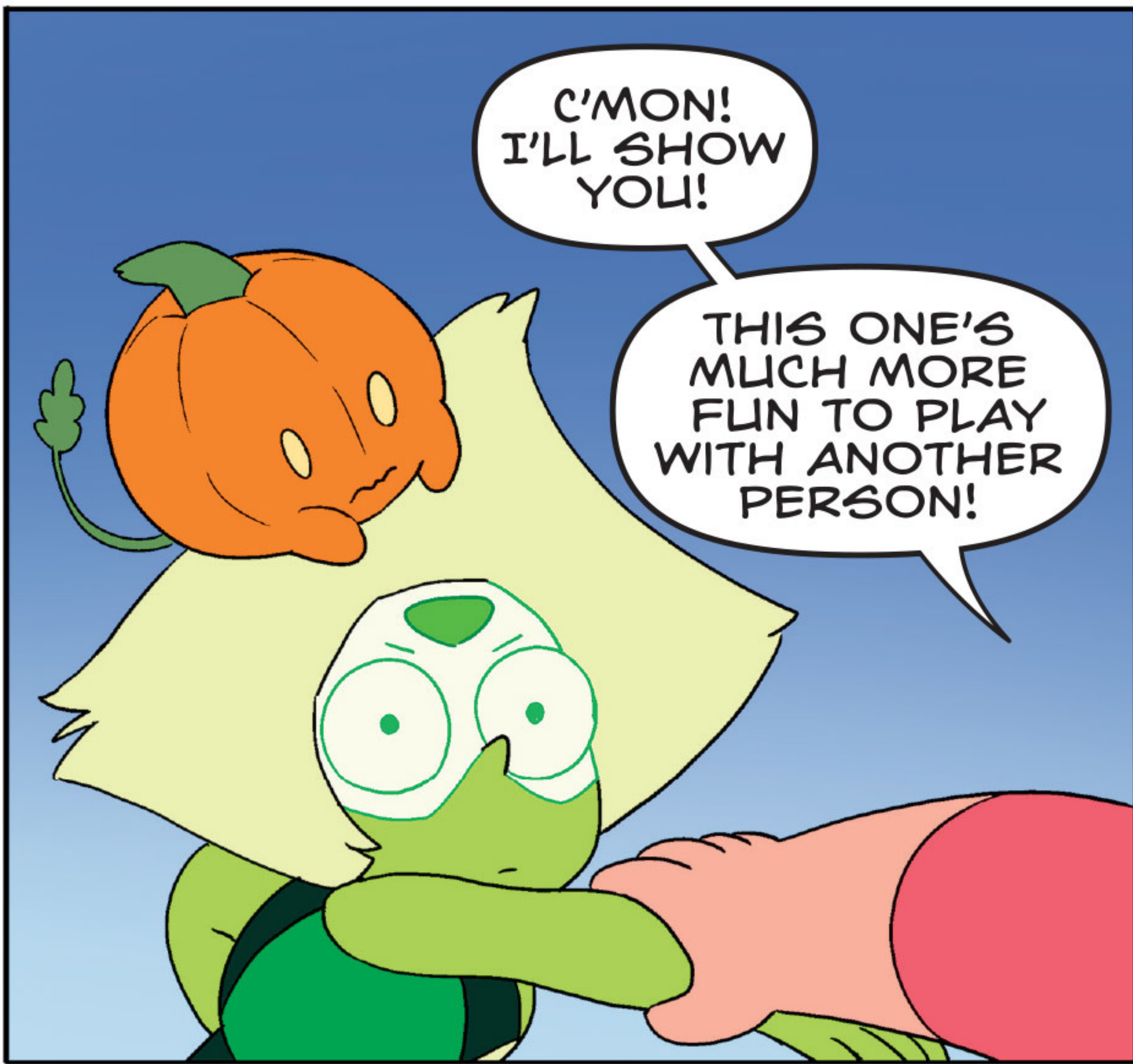
Special Thanks to **Marisa Marionakis, Janet No, Curtis Lelash, Conrad Montgomery, Jackie Buscarino, Alan Pasman** and the wonderful folks at **Cartoon Network**.



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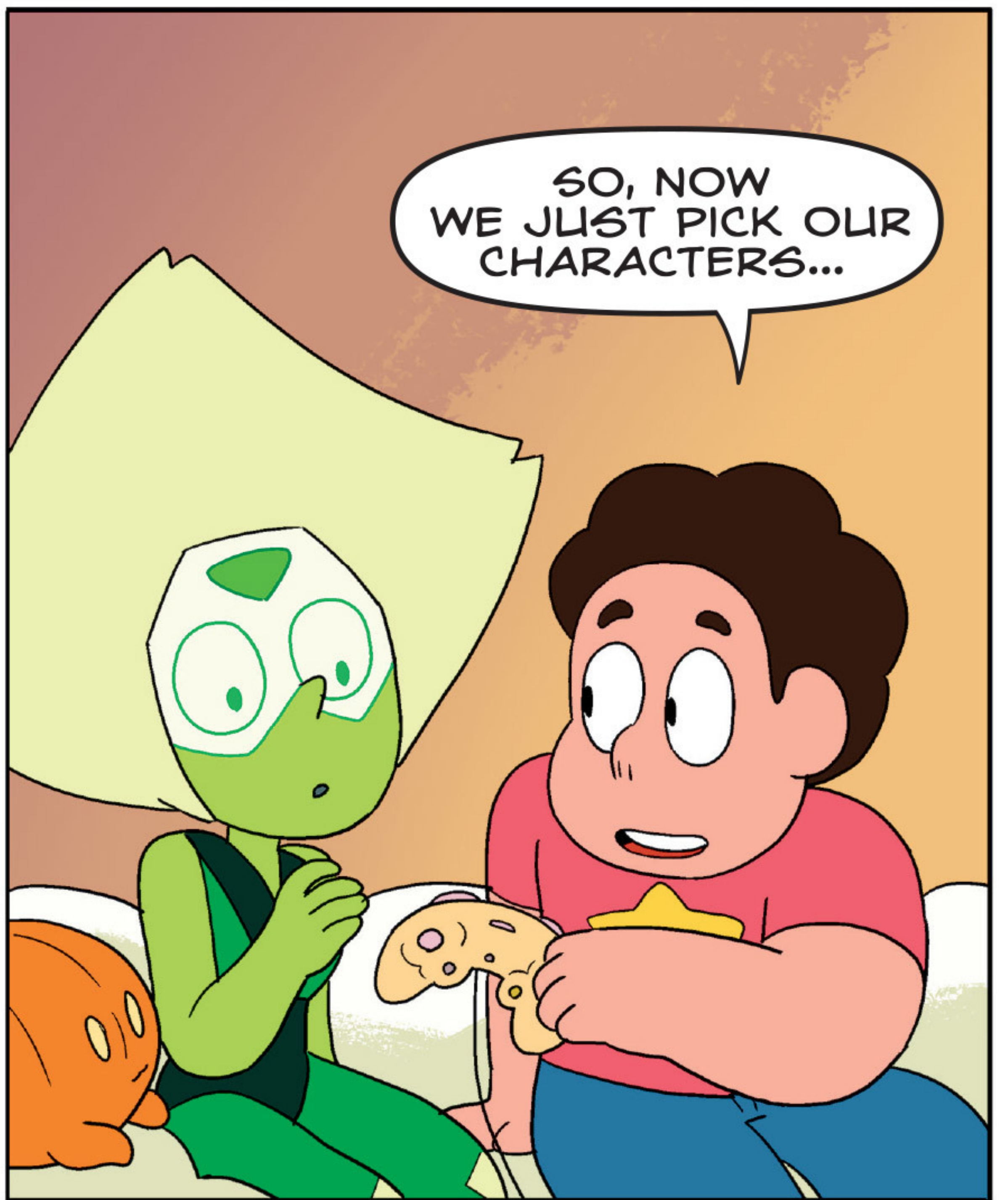




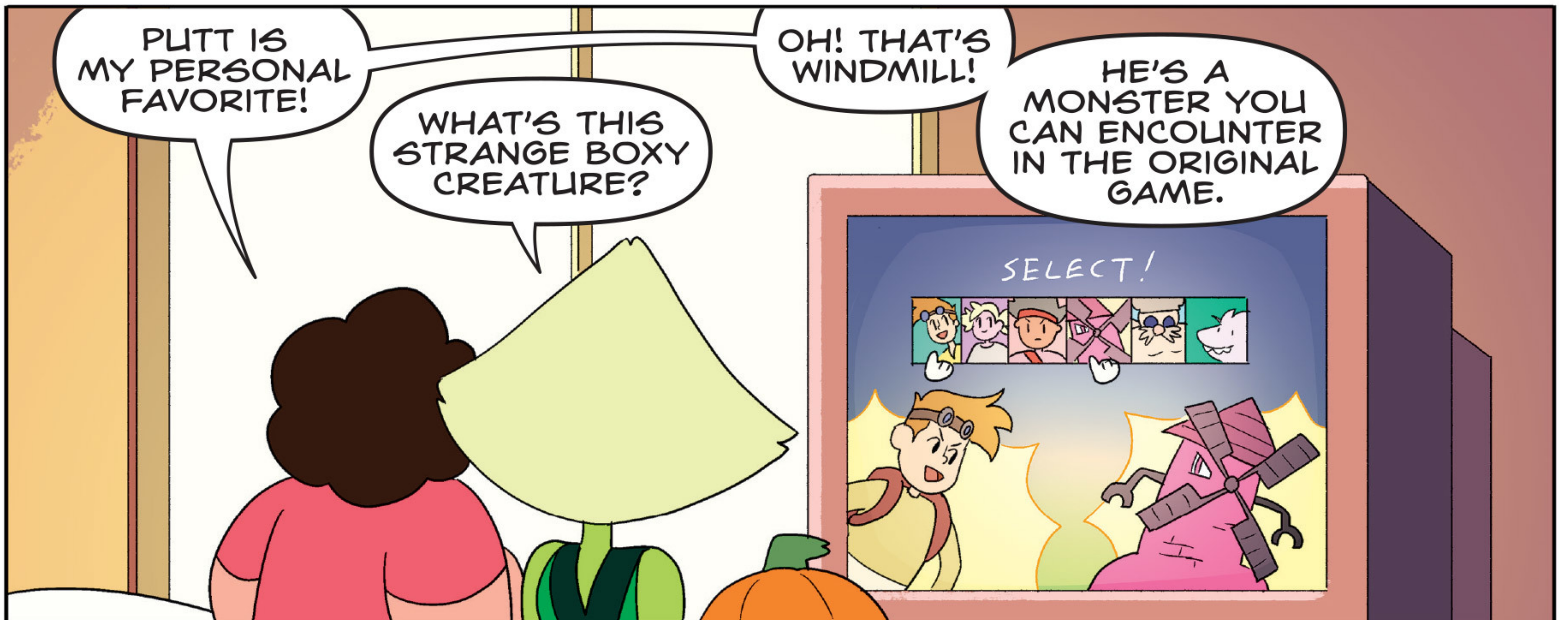


...AND THEN THE FUN BEGINS!

INTRIGUING...



SO, NOW WE JUST PICK OUR CHARACTERS...

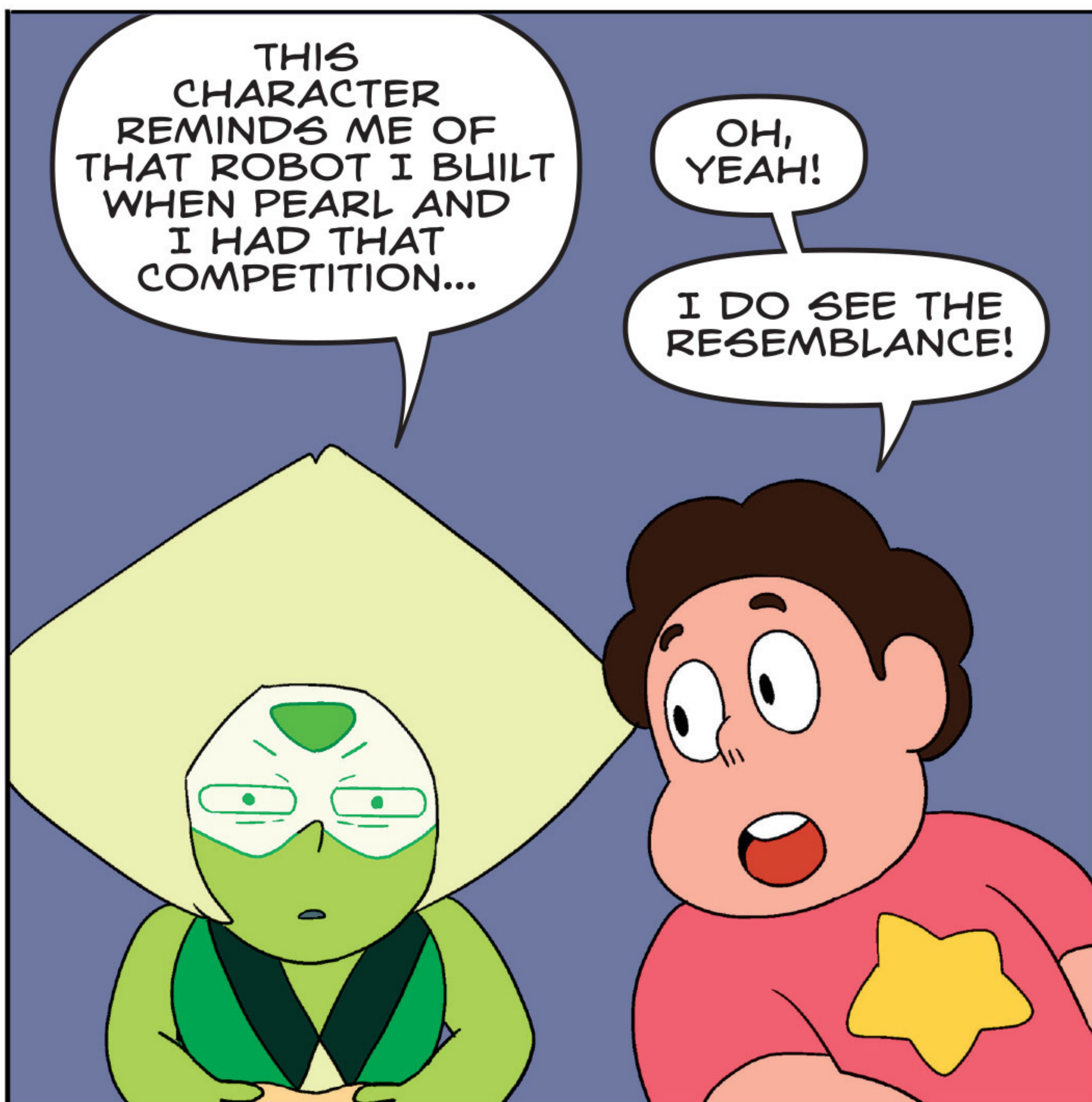


PUTT IS MY PERSONAL FAVORITE!

WHAT'S THIS STRANGE BOXY CREATURE?

OH! THAT'S WINDMILL!

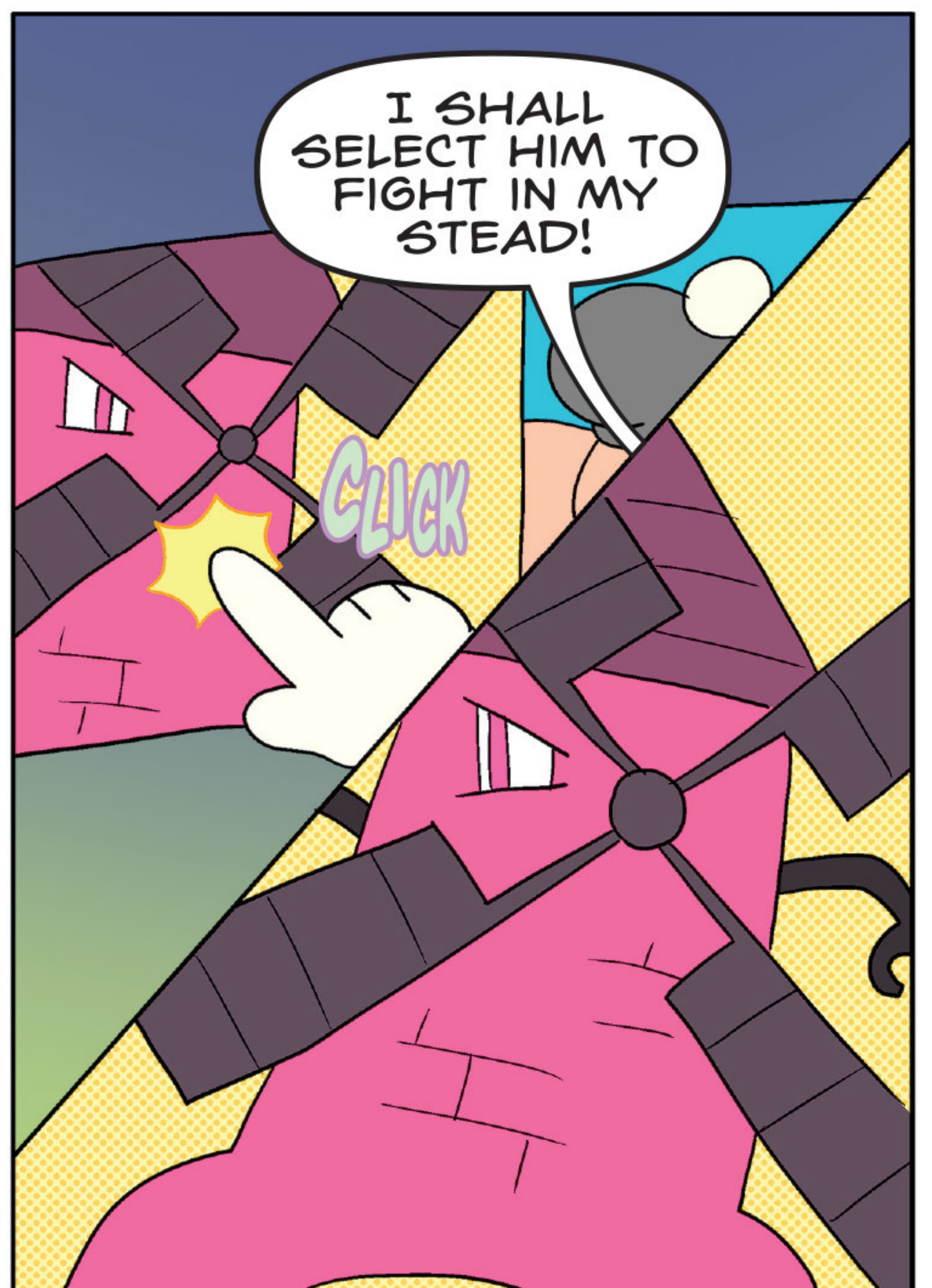
HE'S A MONSTER YOU CAN ENCOUNTER IN THE ORIGINAL GAME.



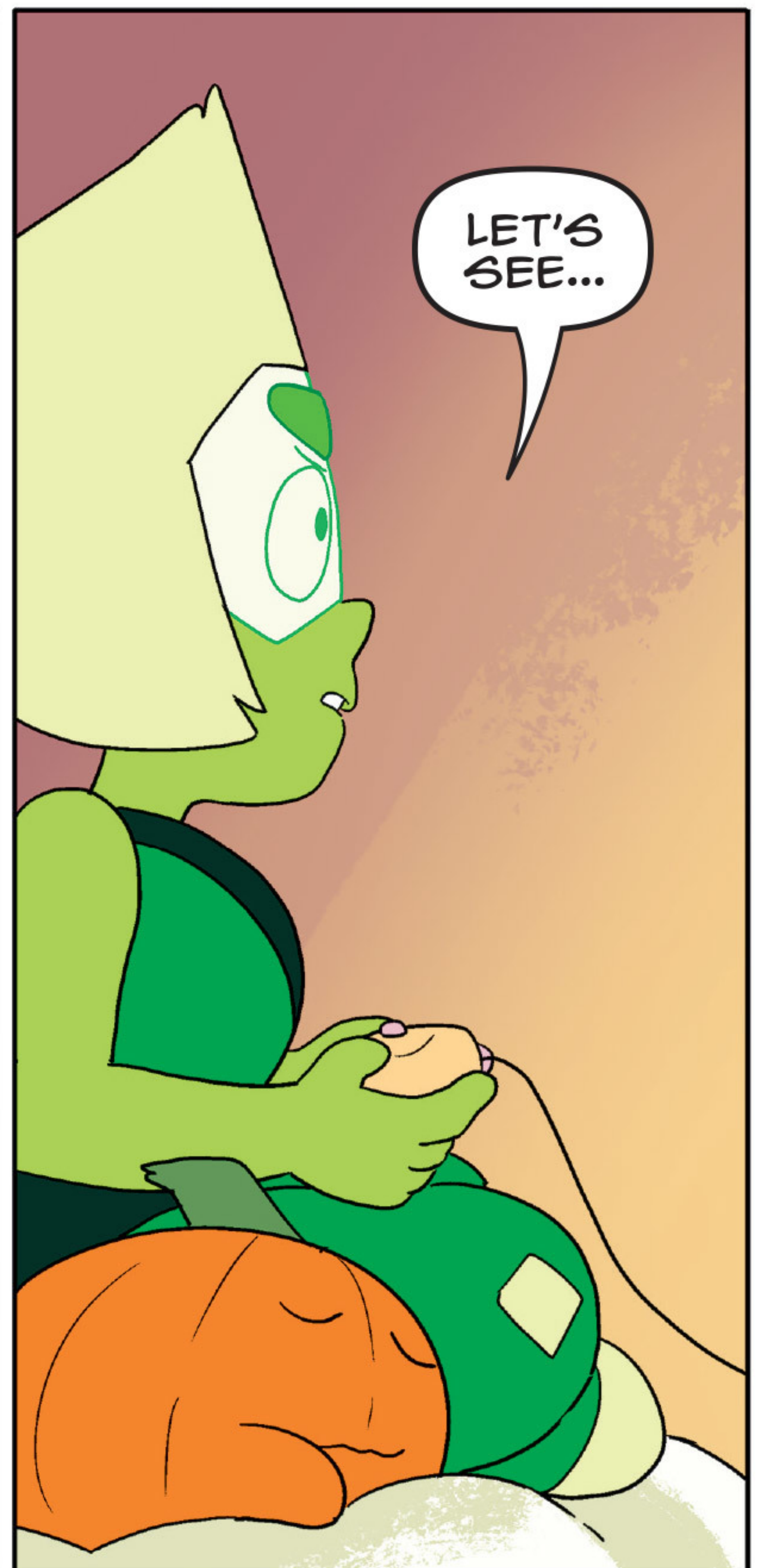
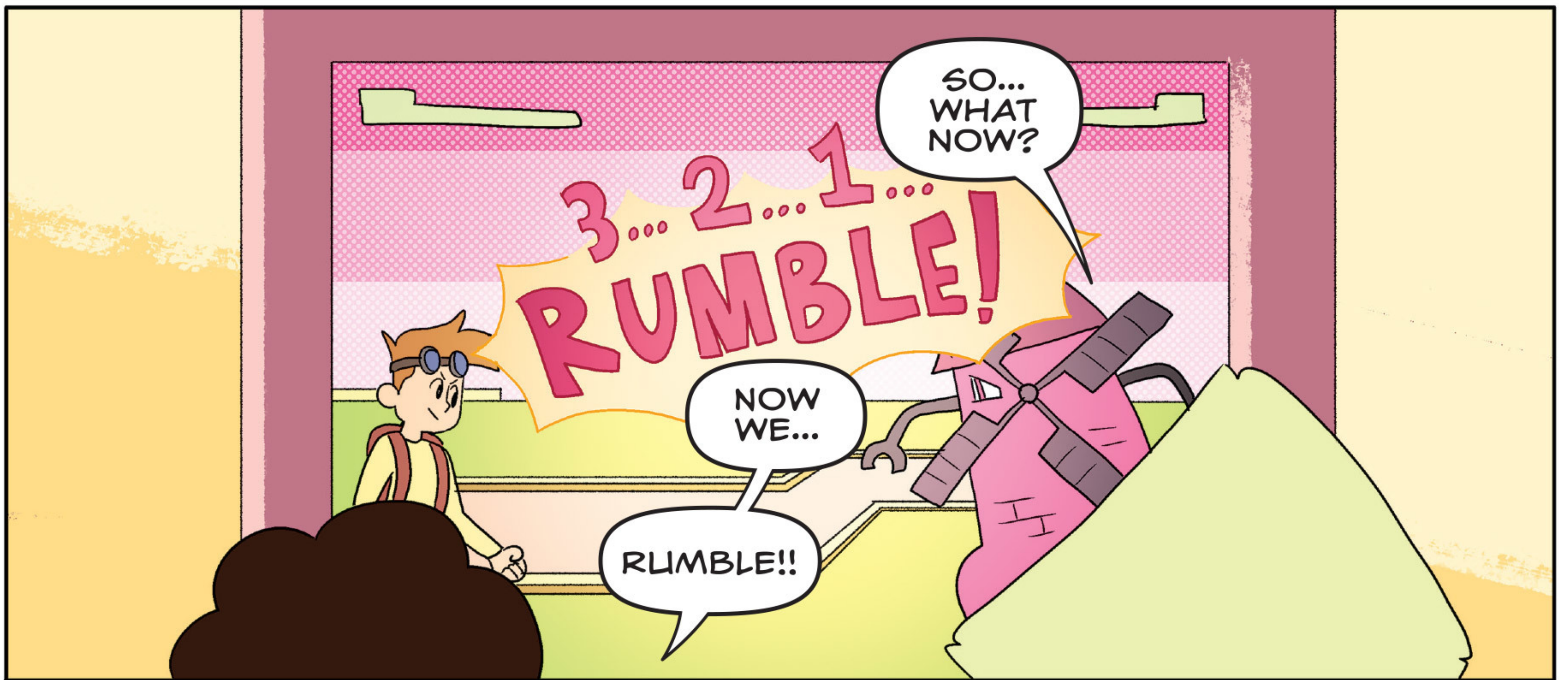
THIS CHARACTER REMINDS ME OF THAT ROBOT I BUILT WHEN PEARL AND I HAD THAT COMPETITION...

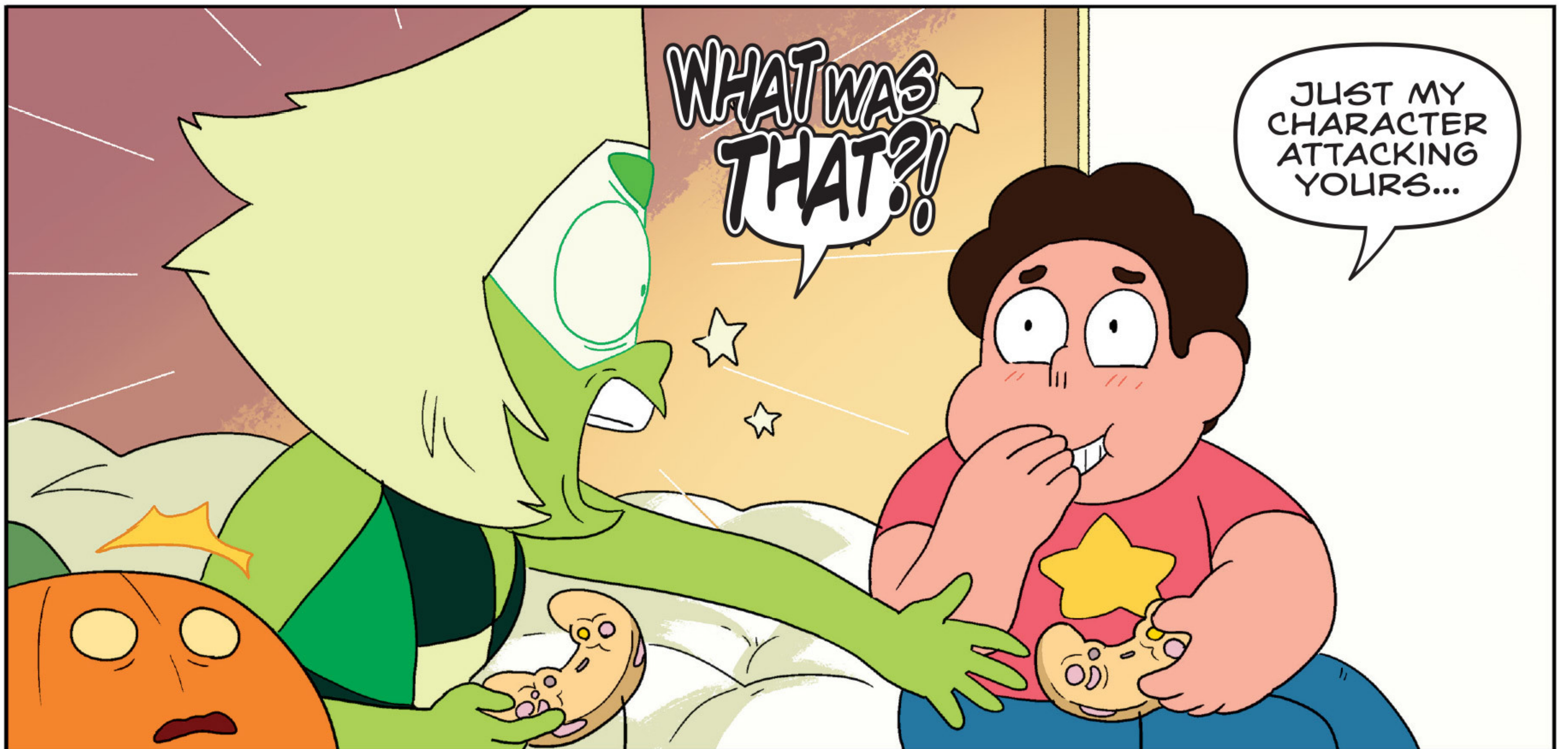
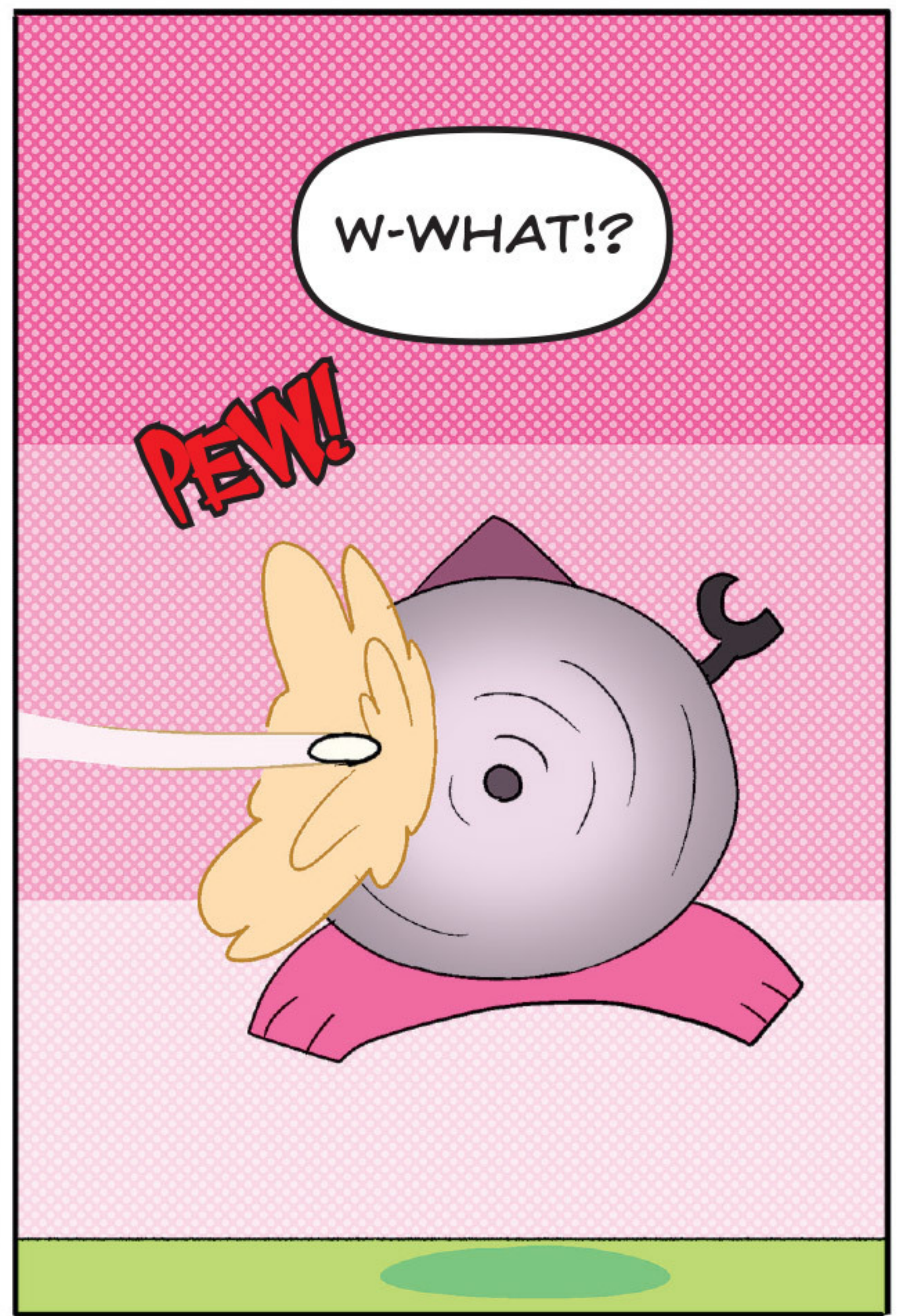
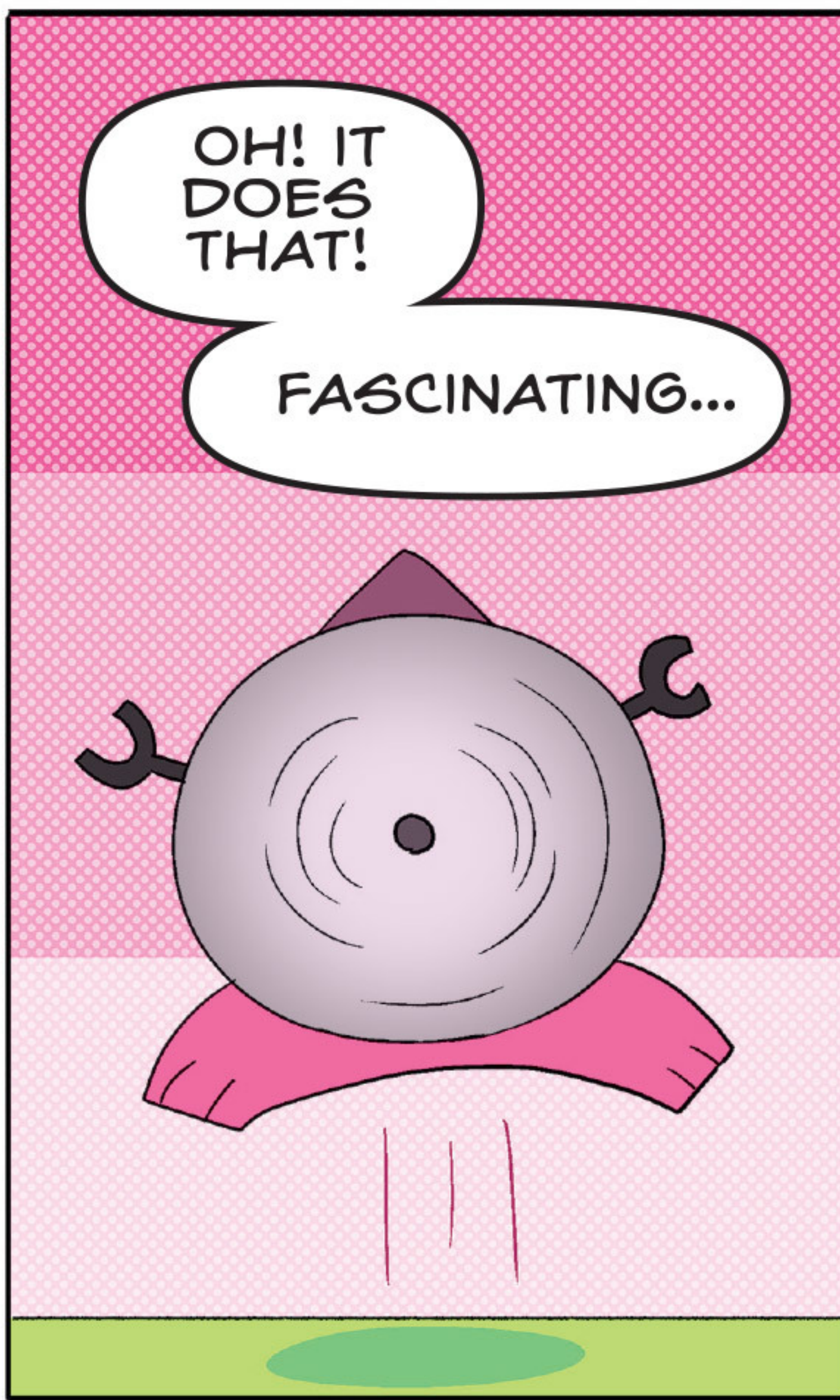
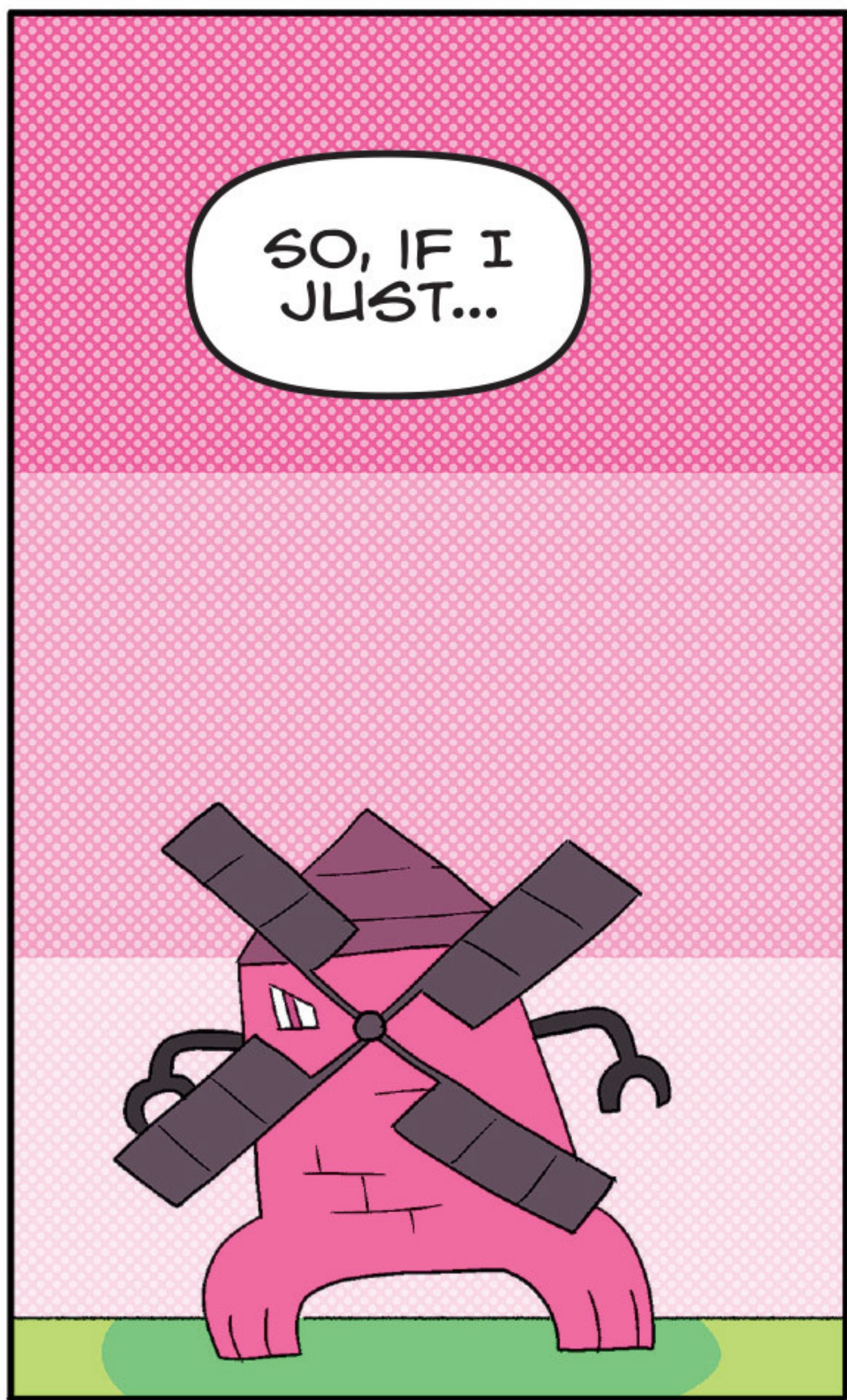
OH, YEAH!

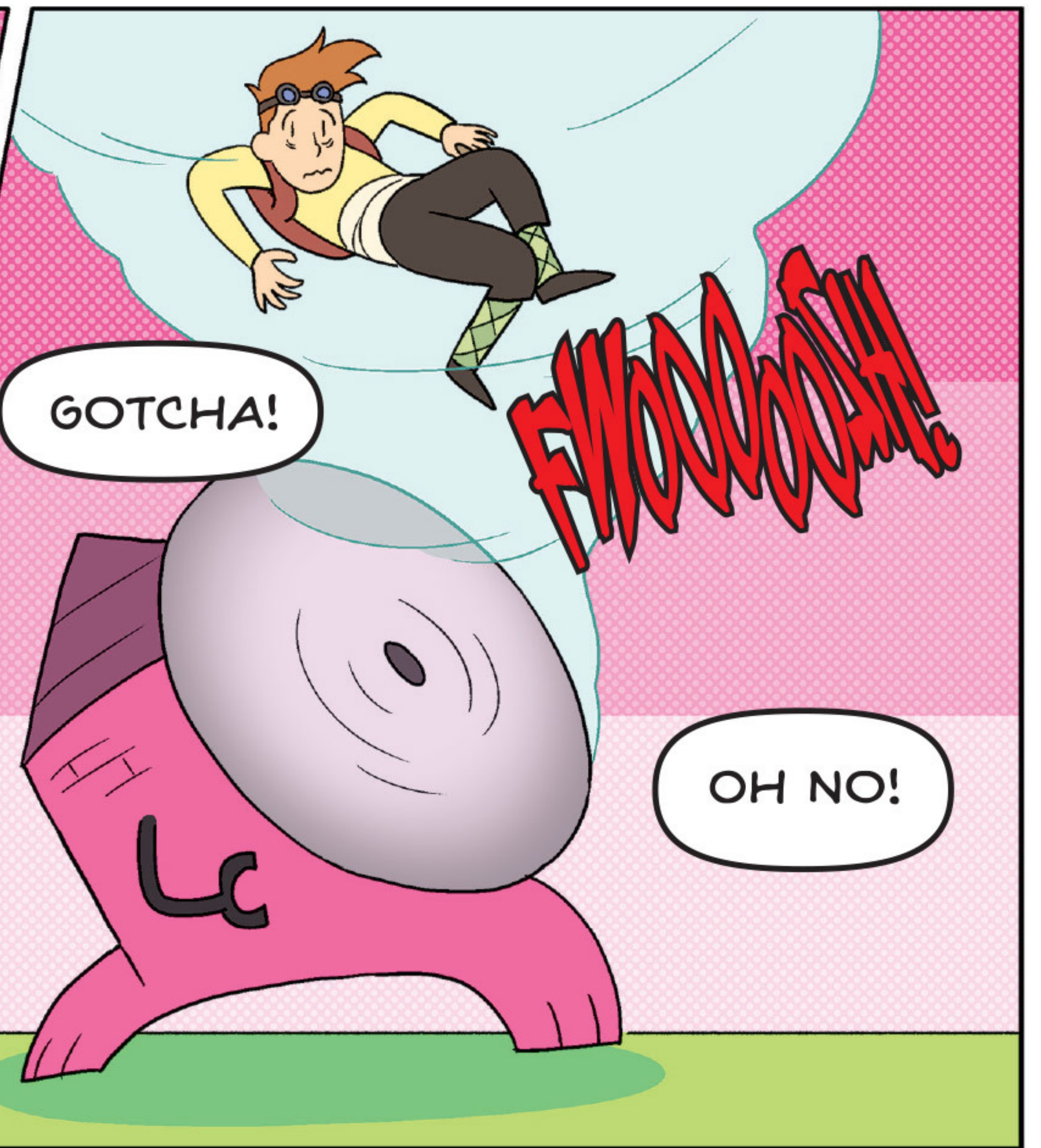
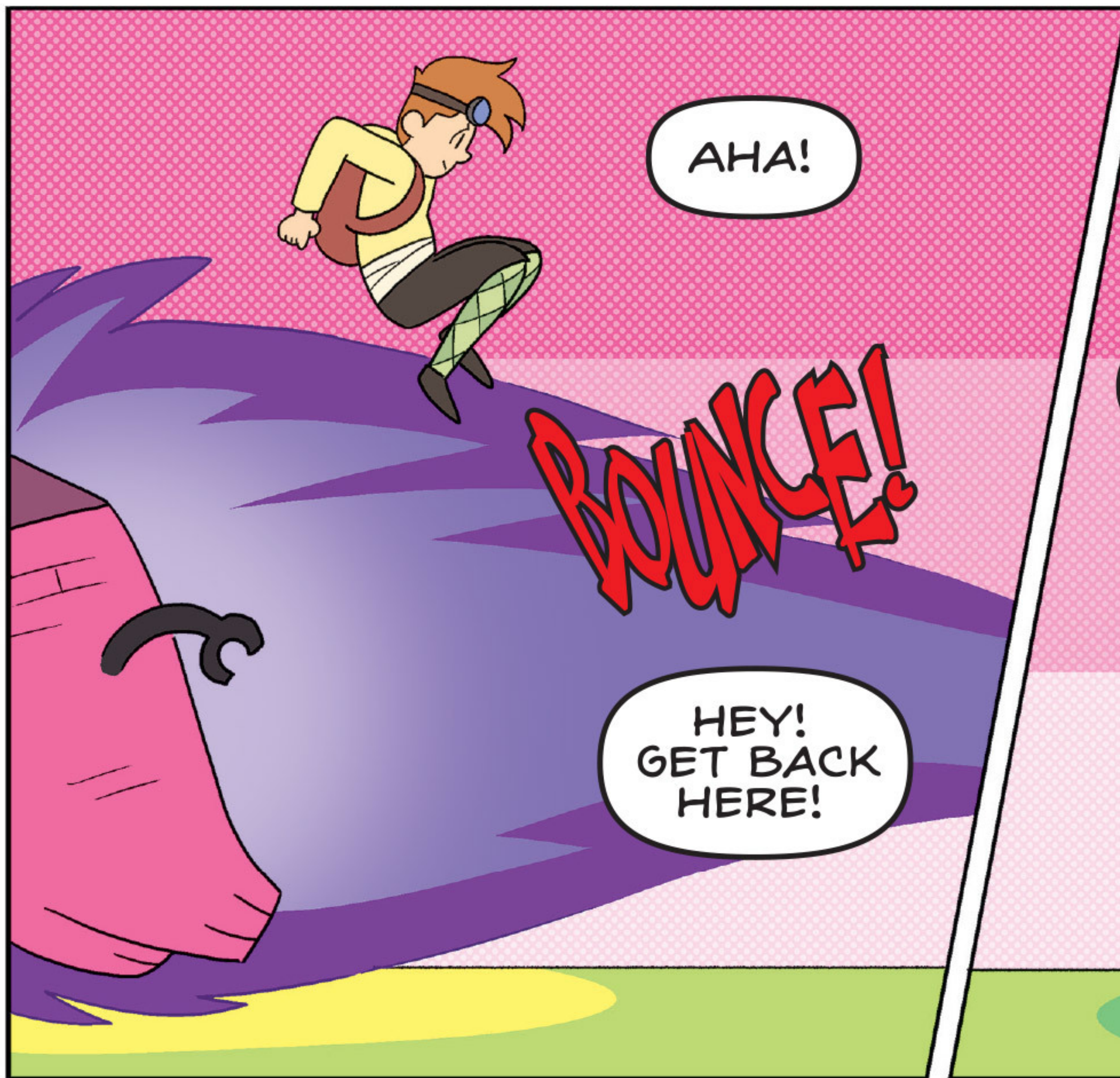
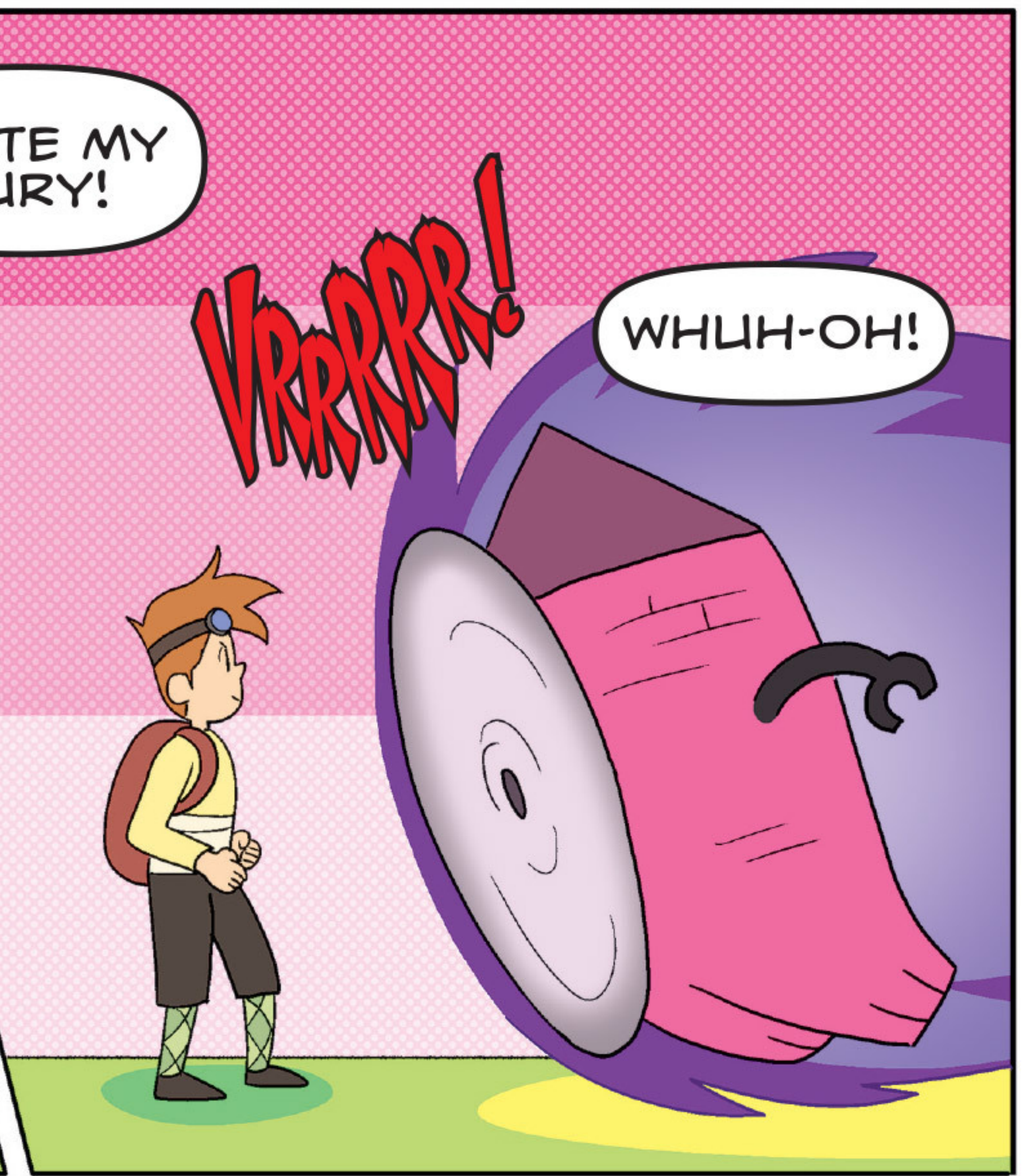
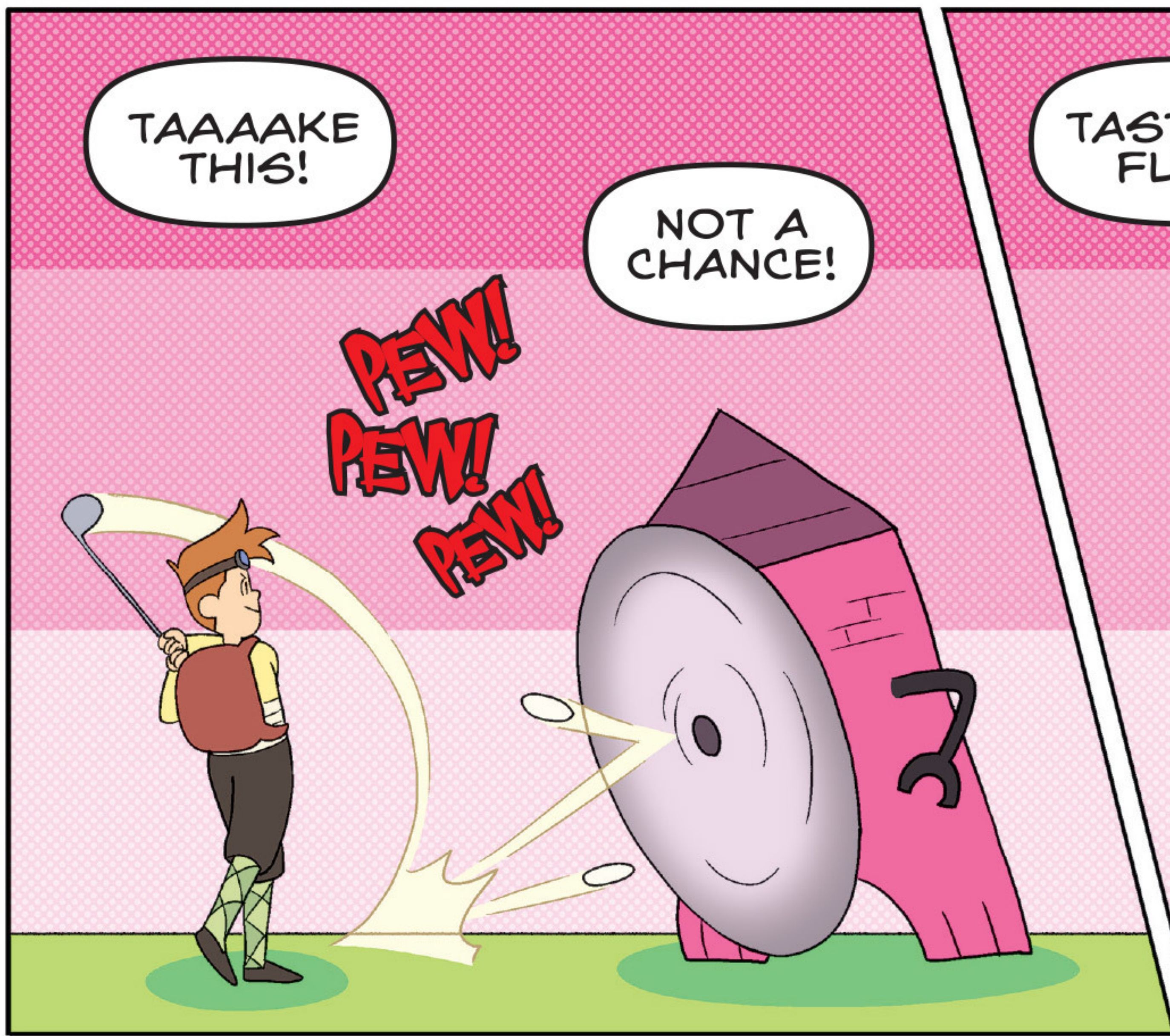
I DO SEE THE RESEMBLANCE!

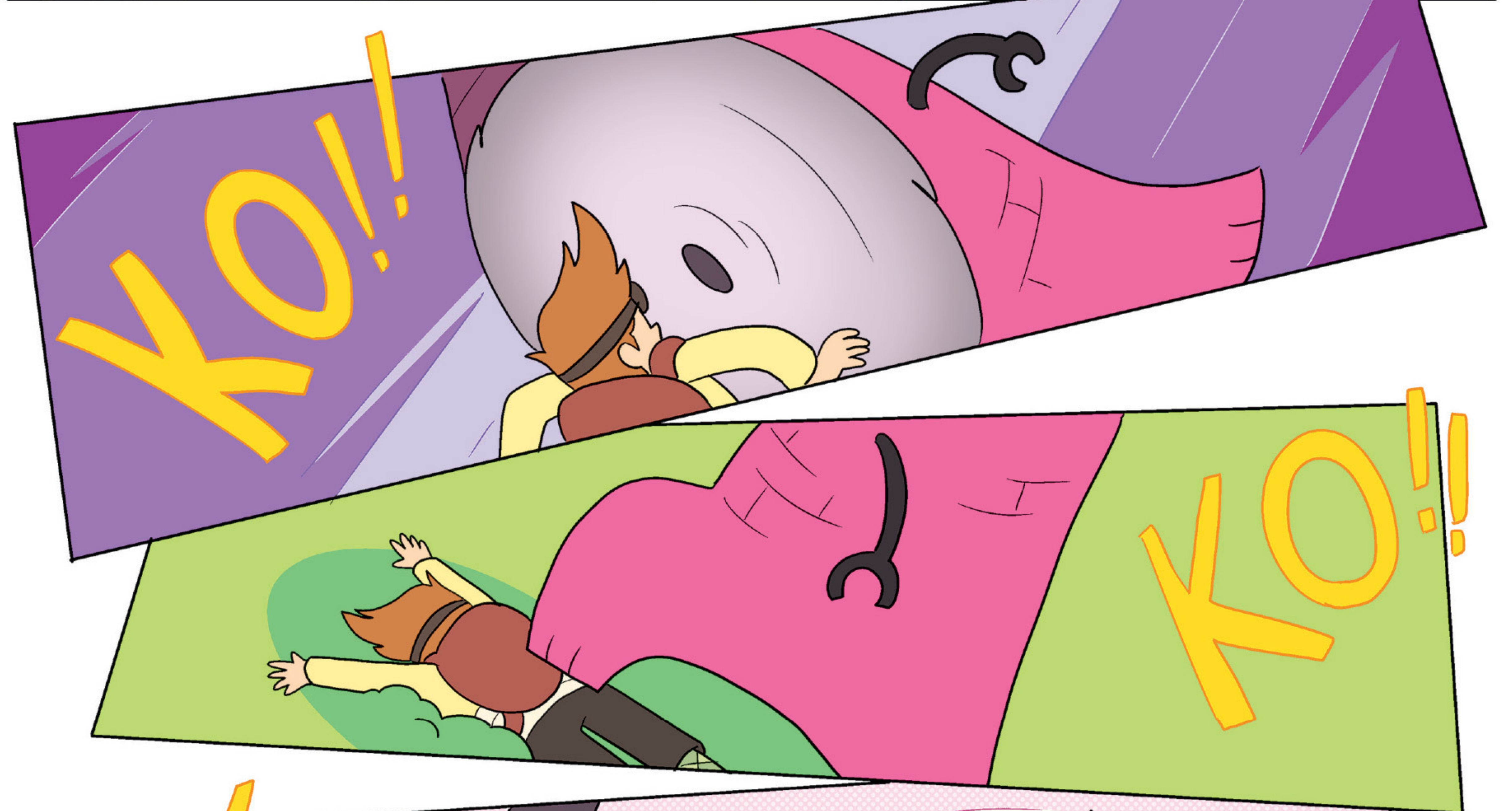
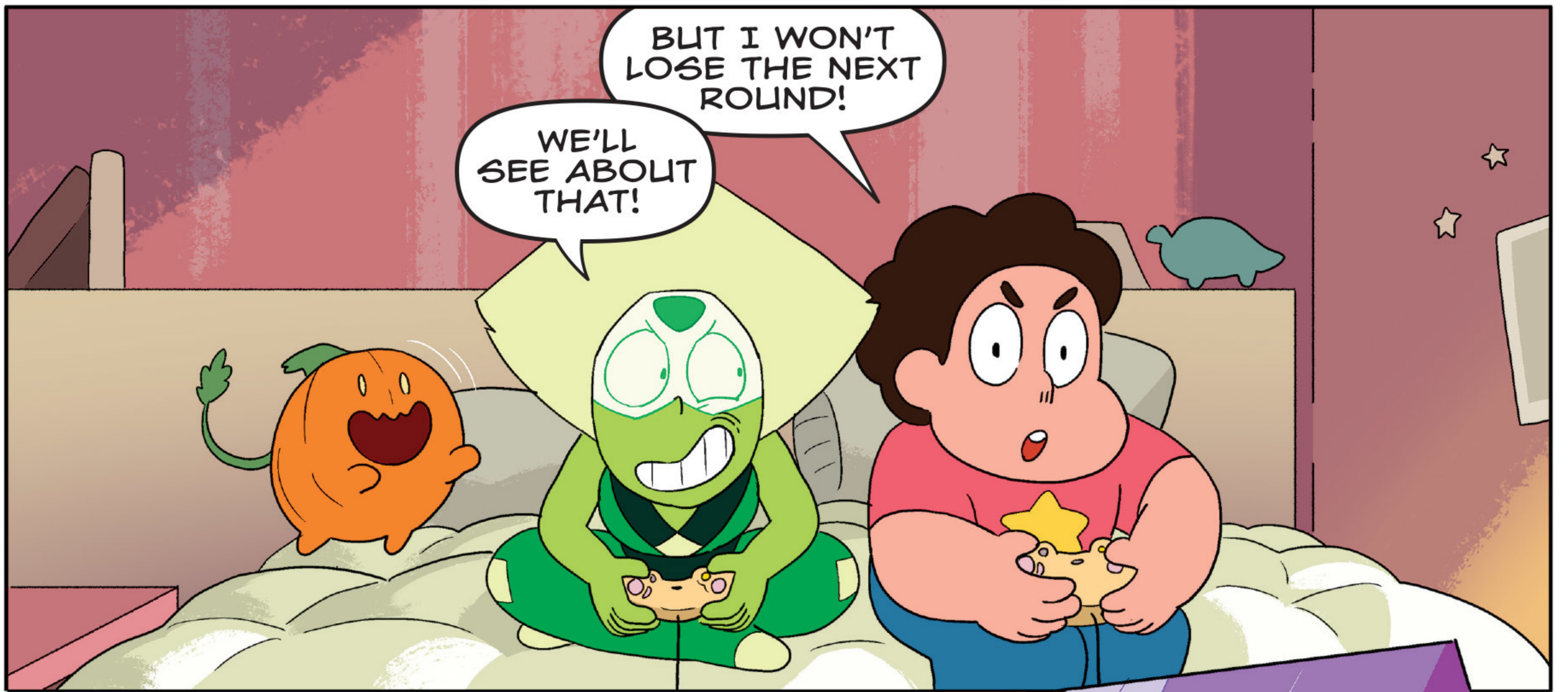


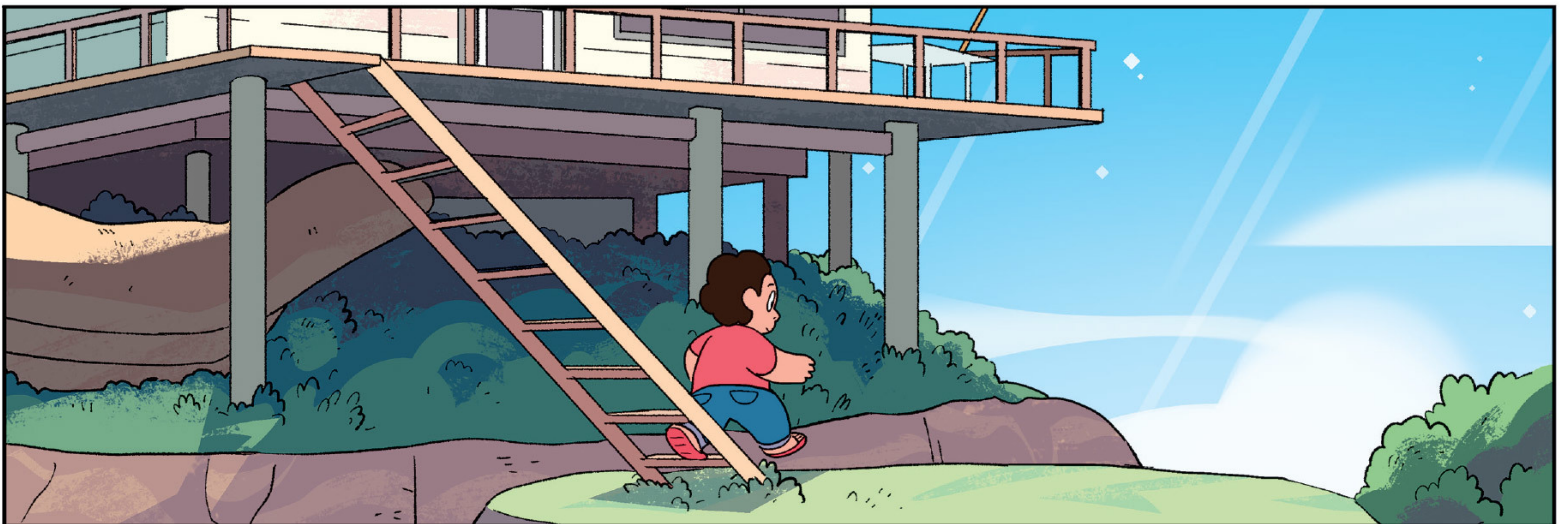
I SHALL SELECT HIM TO FIGHT IN MY STEAD!

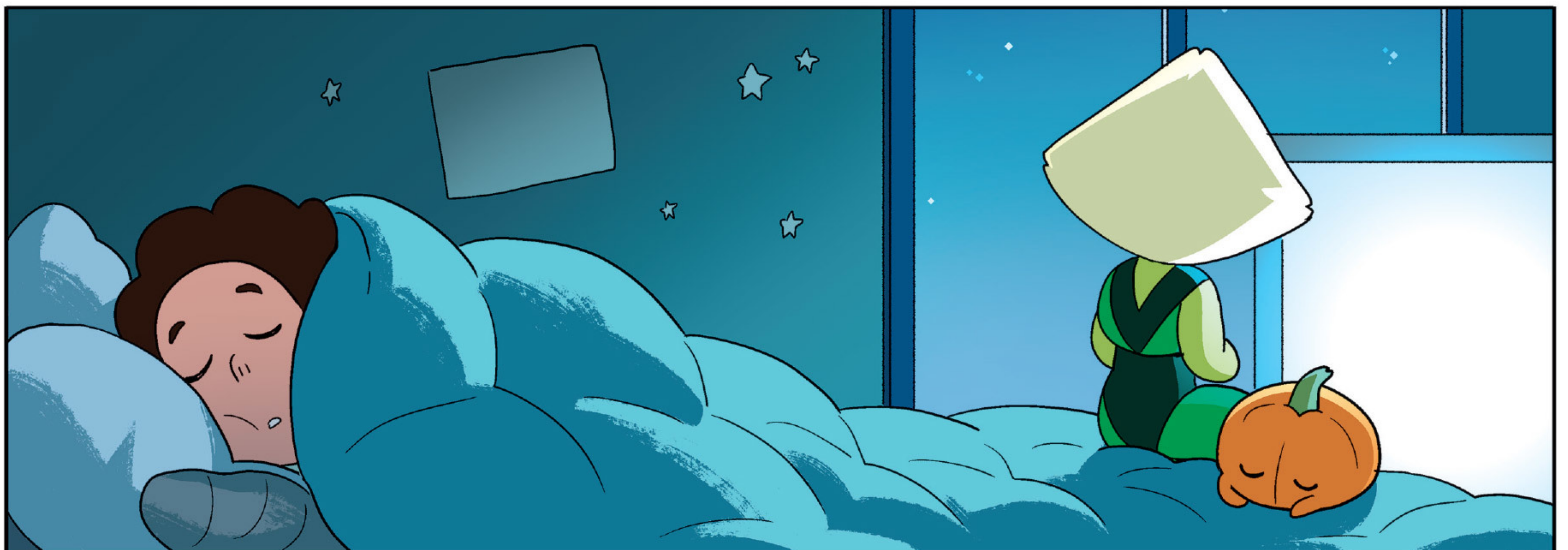
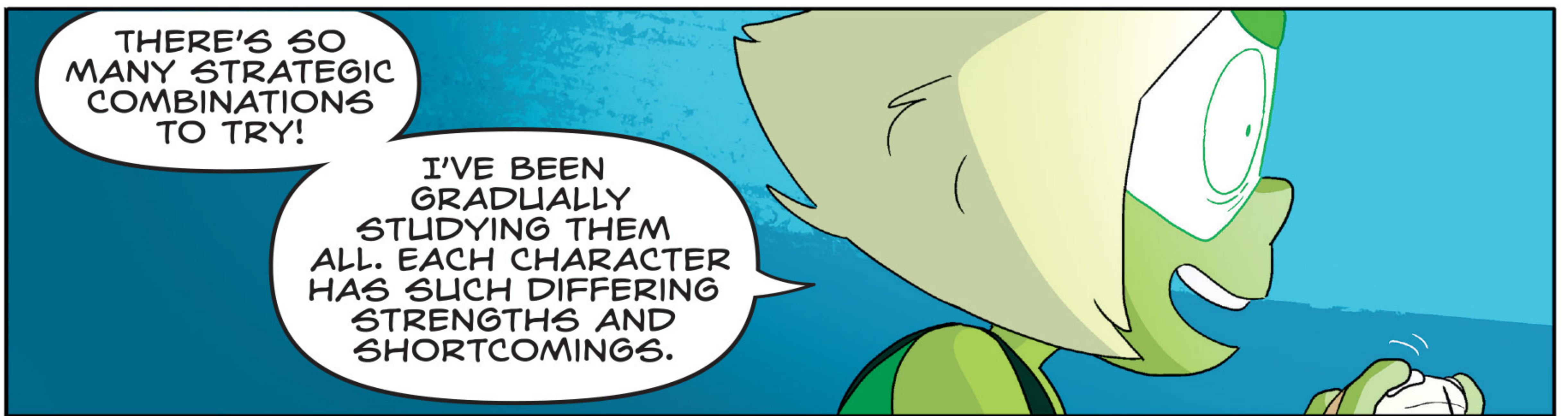
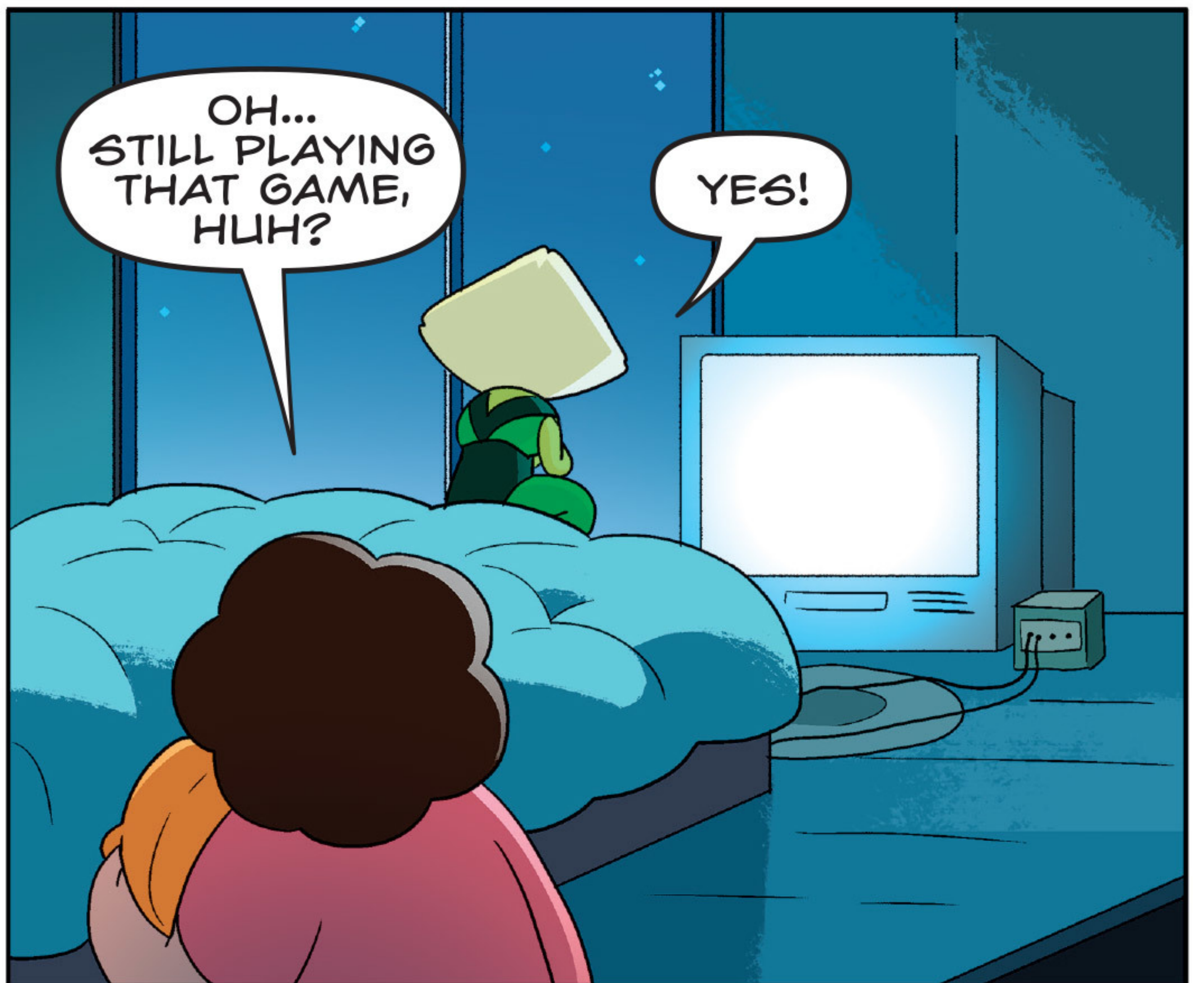


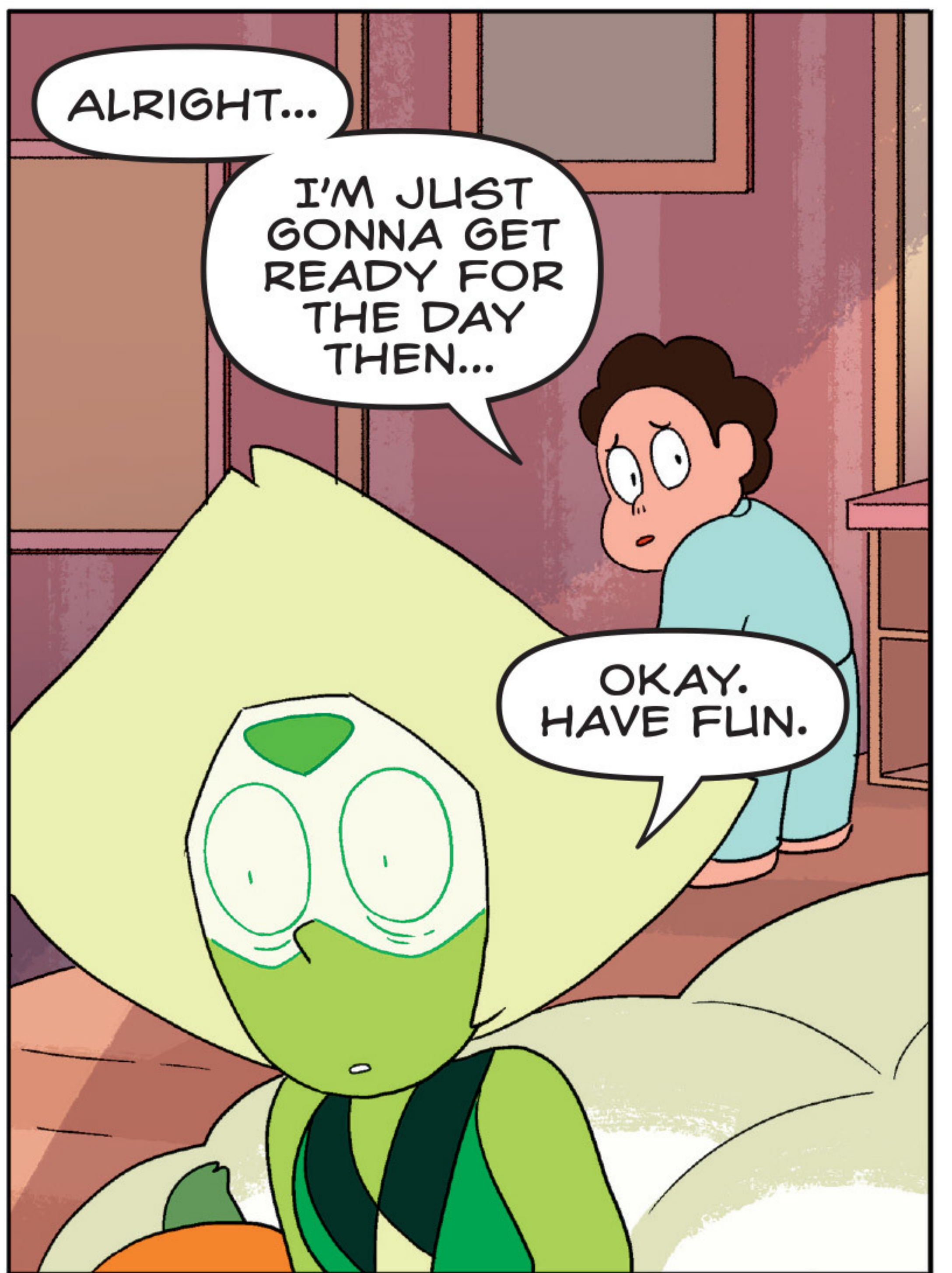


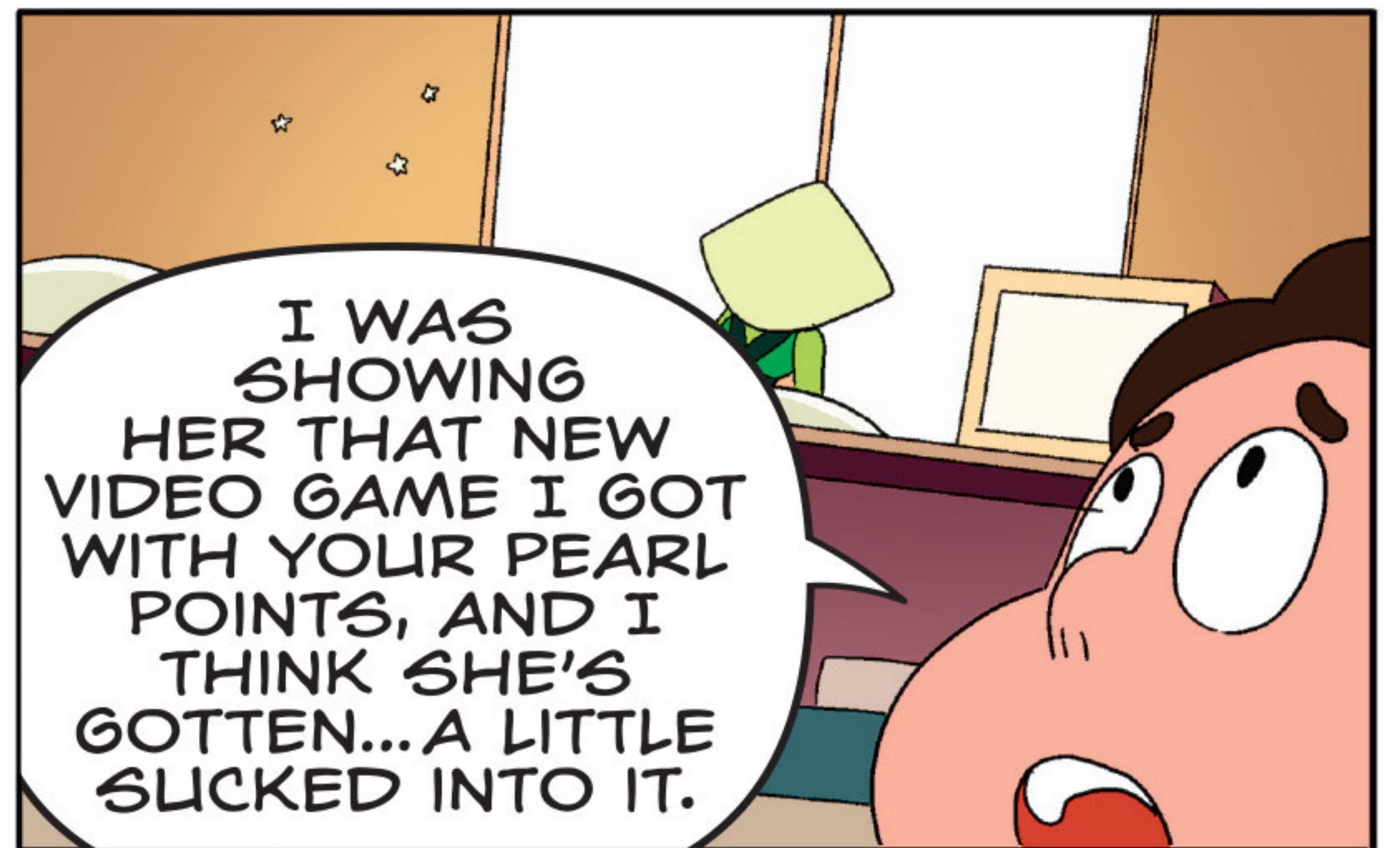
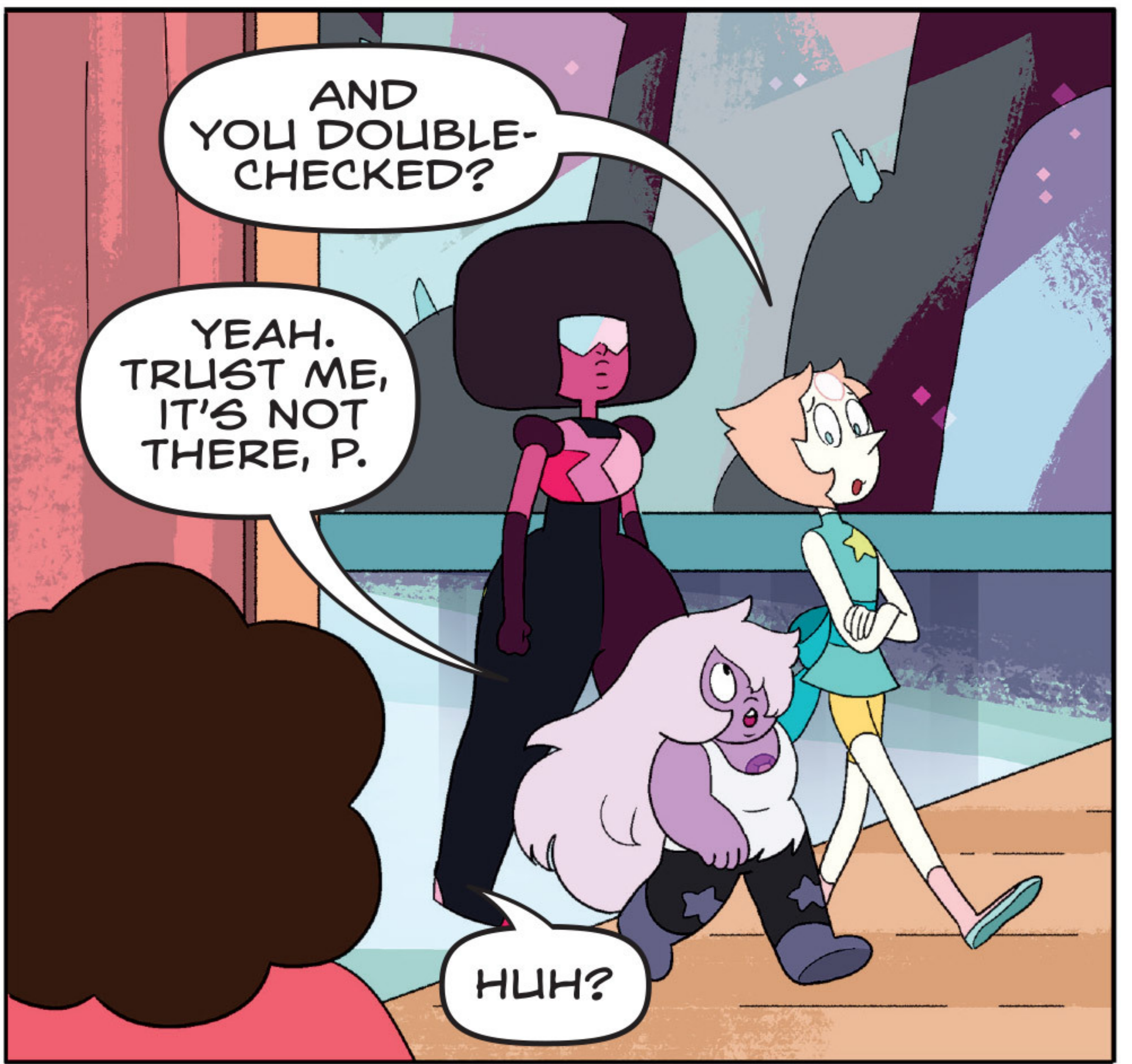


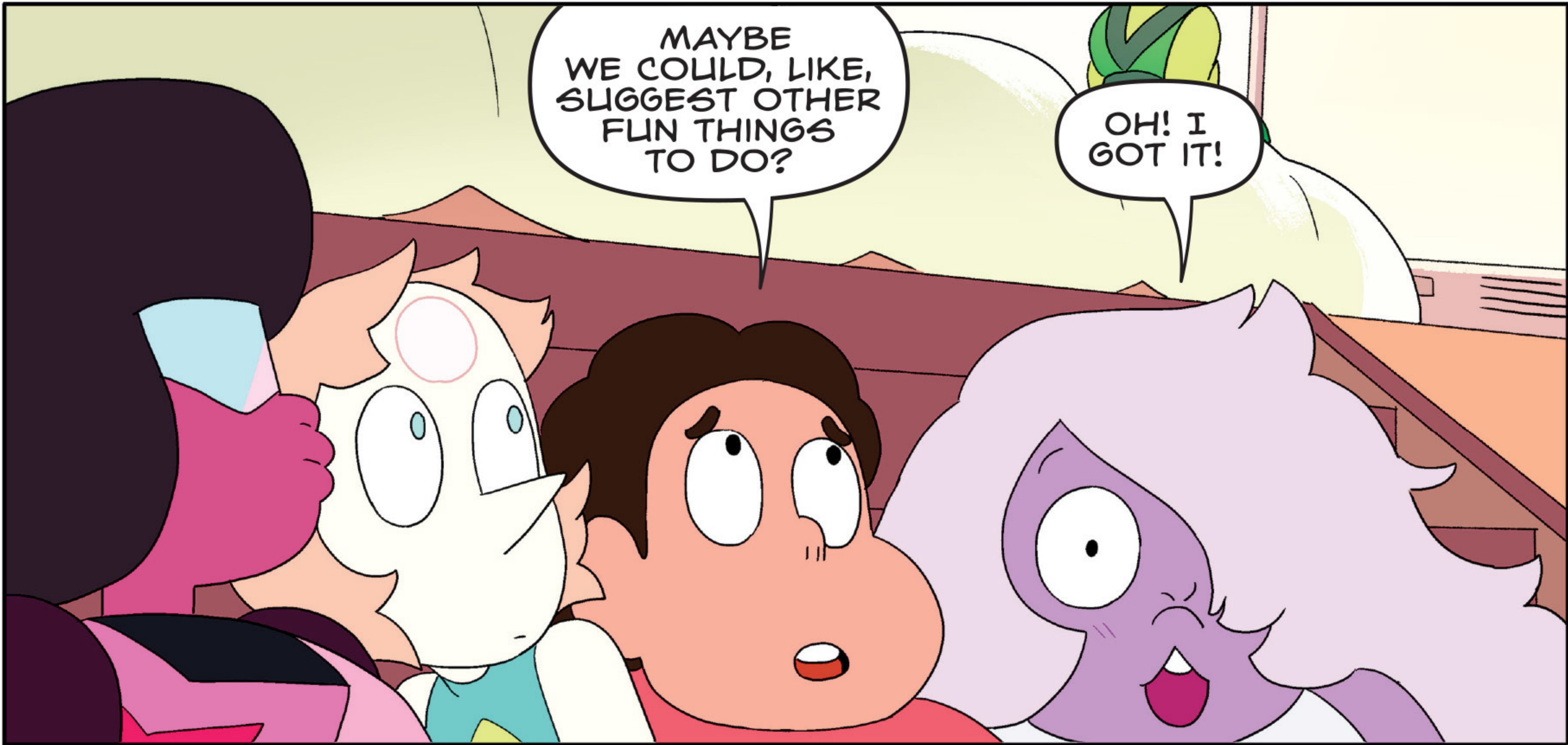






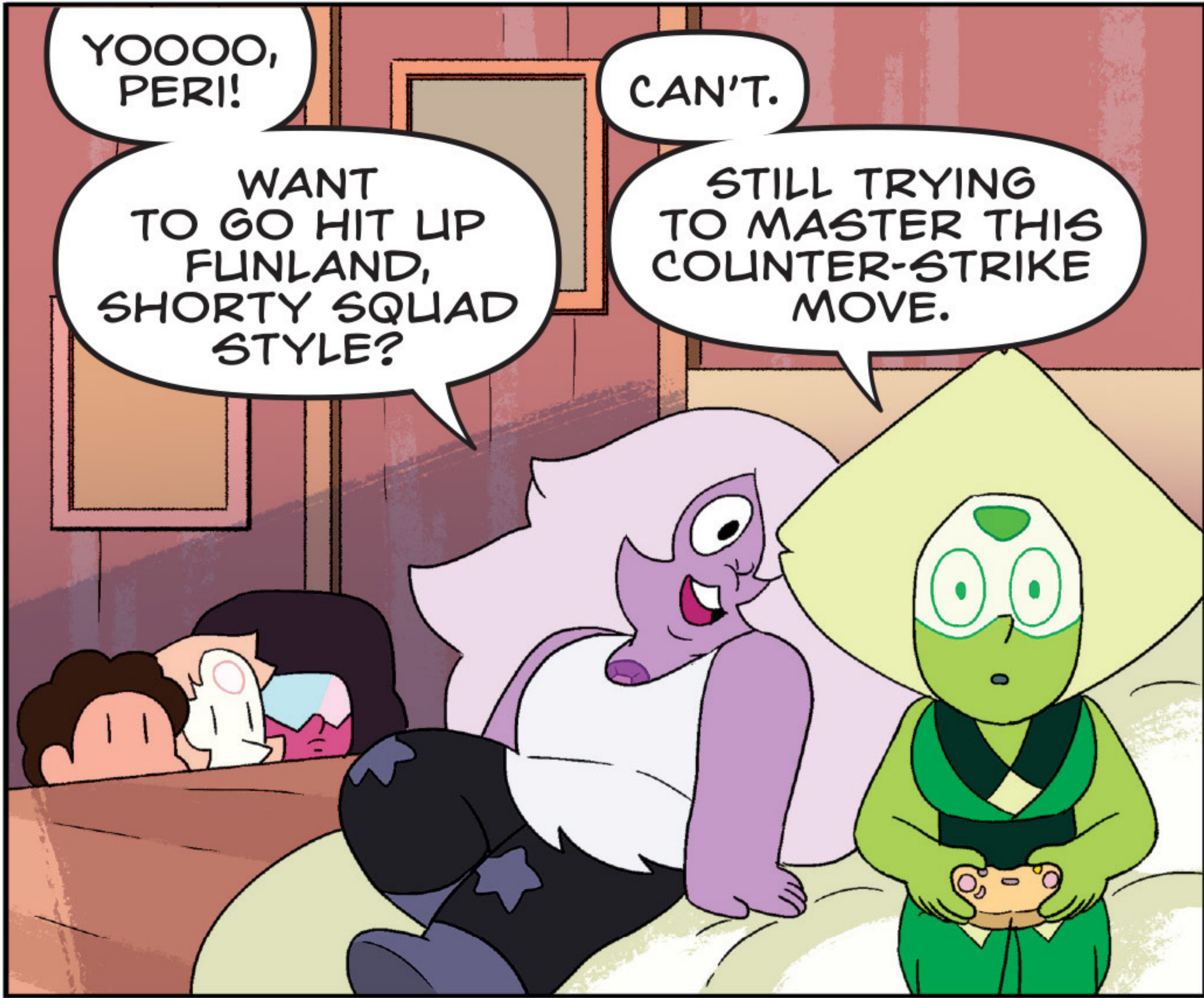






MAYBE WE COULD, LIKE, SUGGEST OTHER FUN THINGS TO DO?

OH! I GOT IT!



YOOOO, PERI!

CAN'T.

WANT TO GO HIT UP FUNLAND, SHORTY SQUAD STYLE?

STILL TRYING TO MASTER THIS COUNTER-STRIKE MOVE.



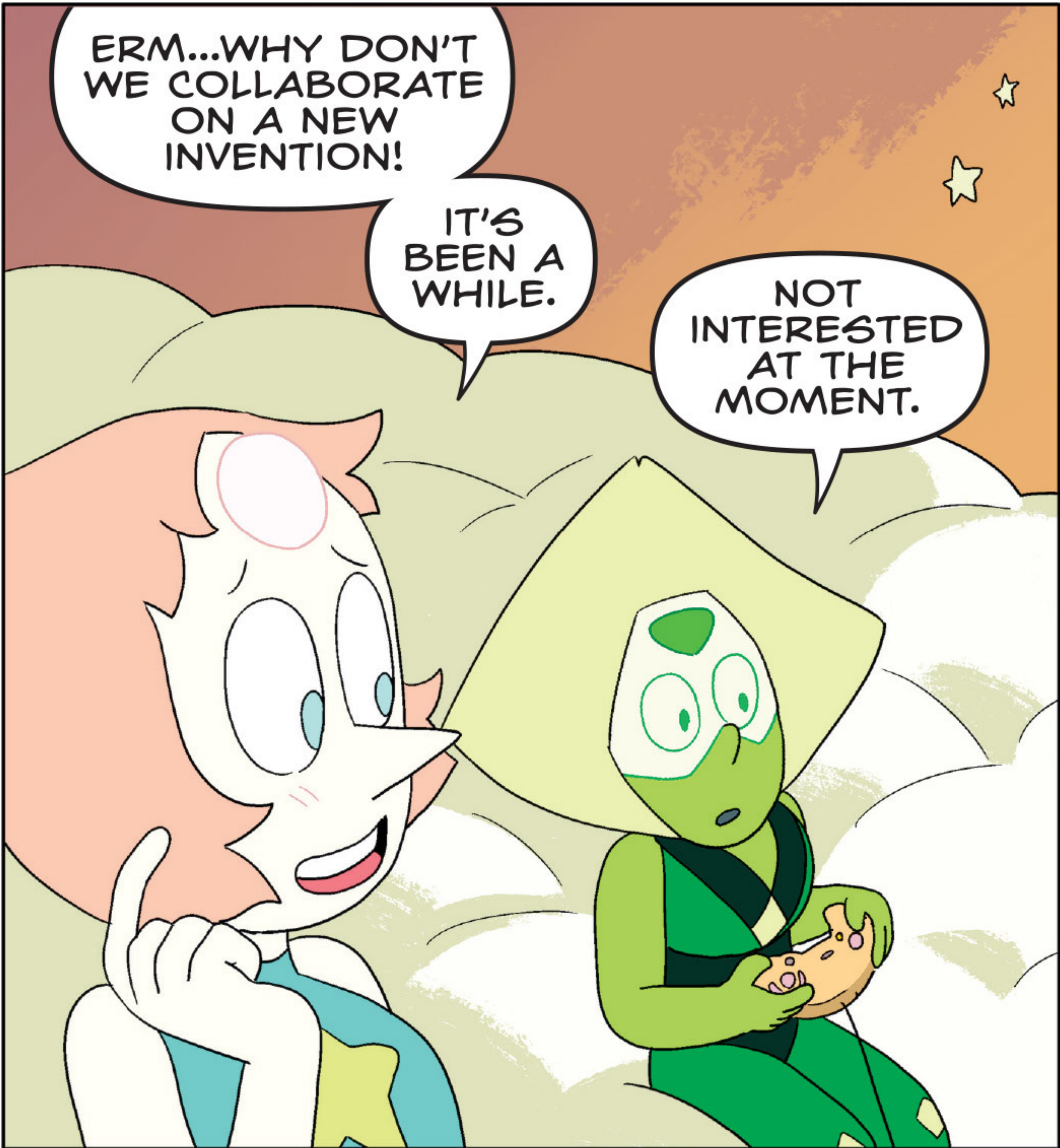
WELL, I GAVE IT MY BEST TRY.

I THINK I HAVE AN IDEA...



PERIDOT!

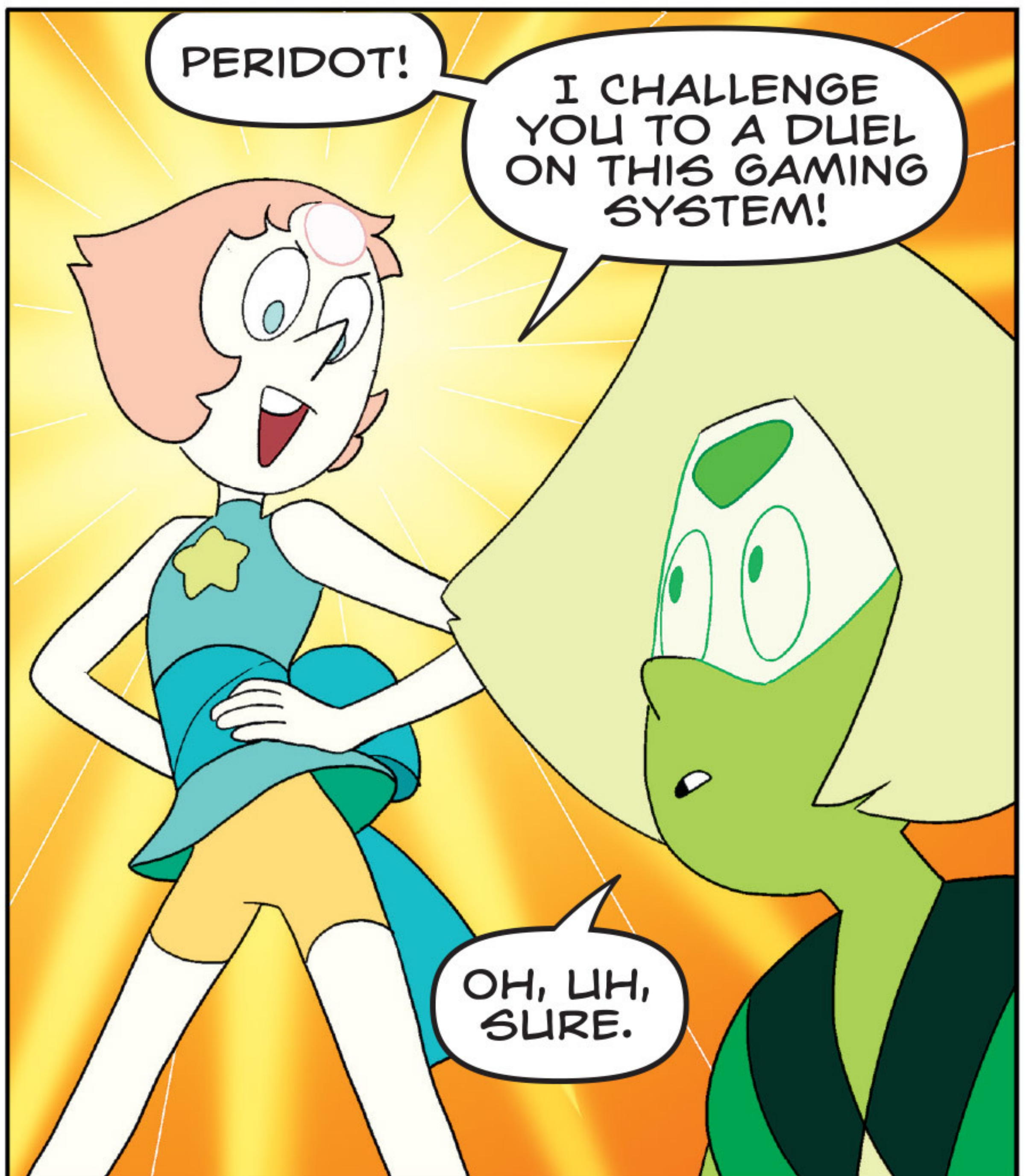
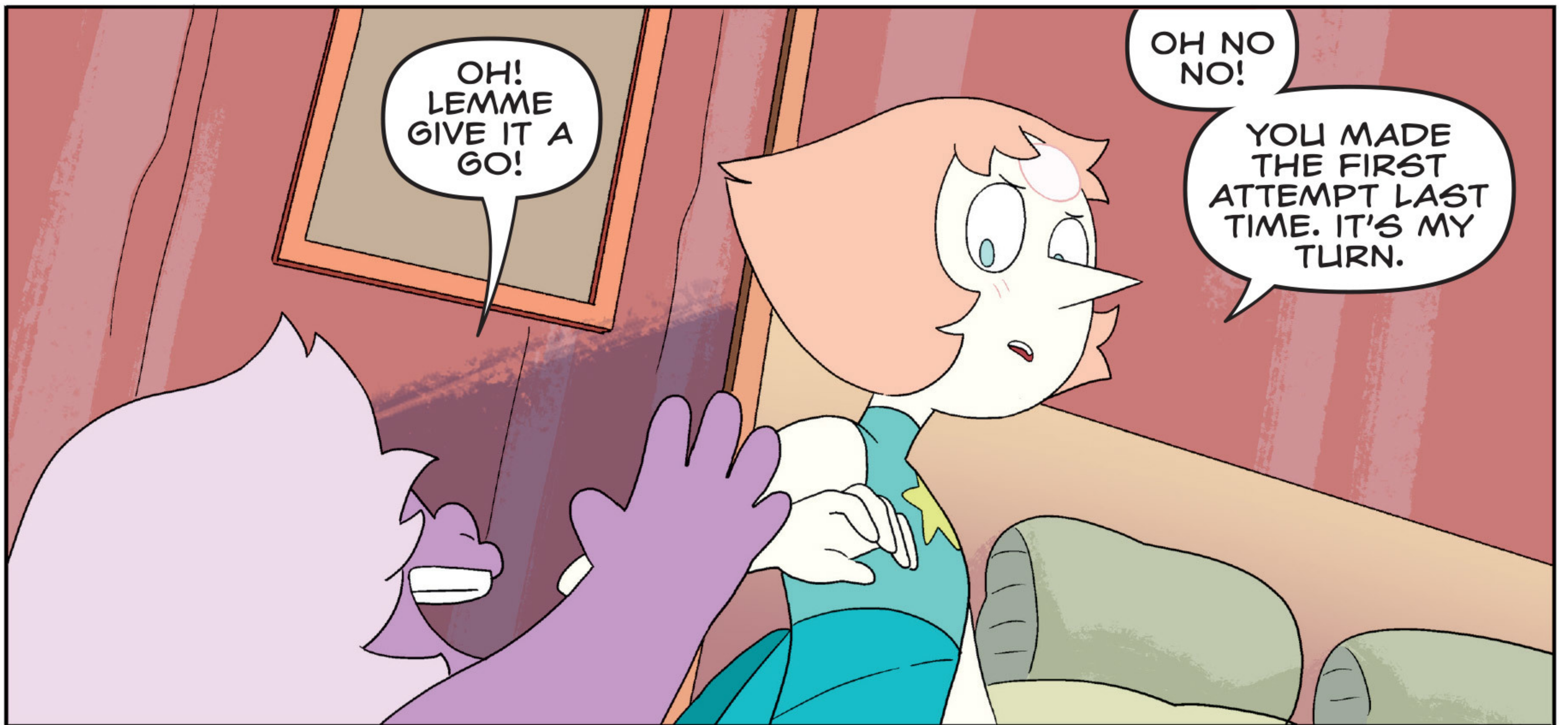
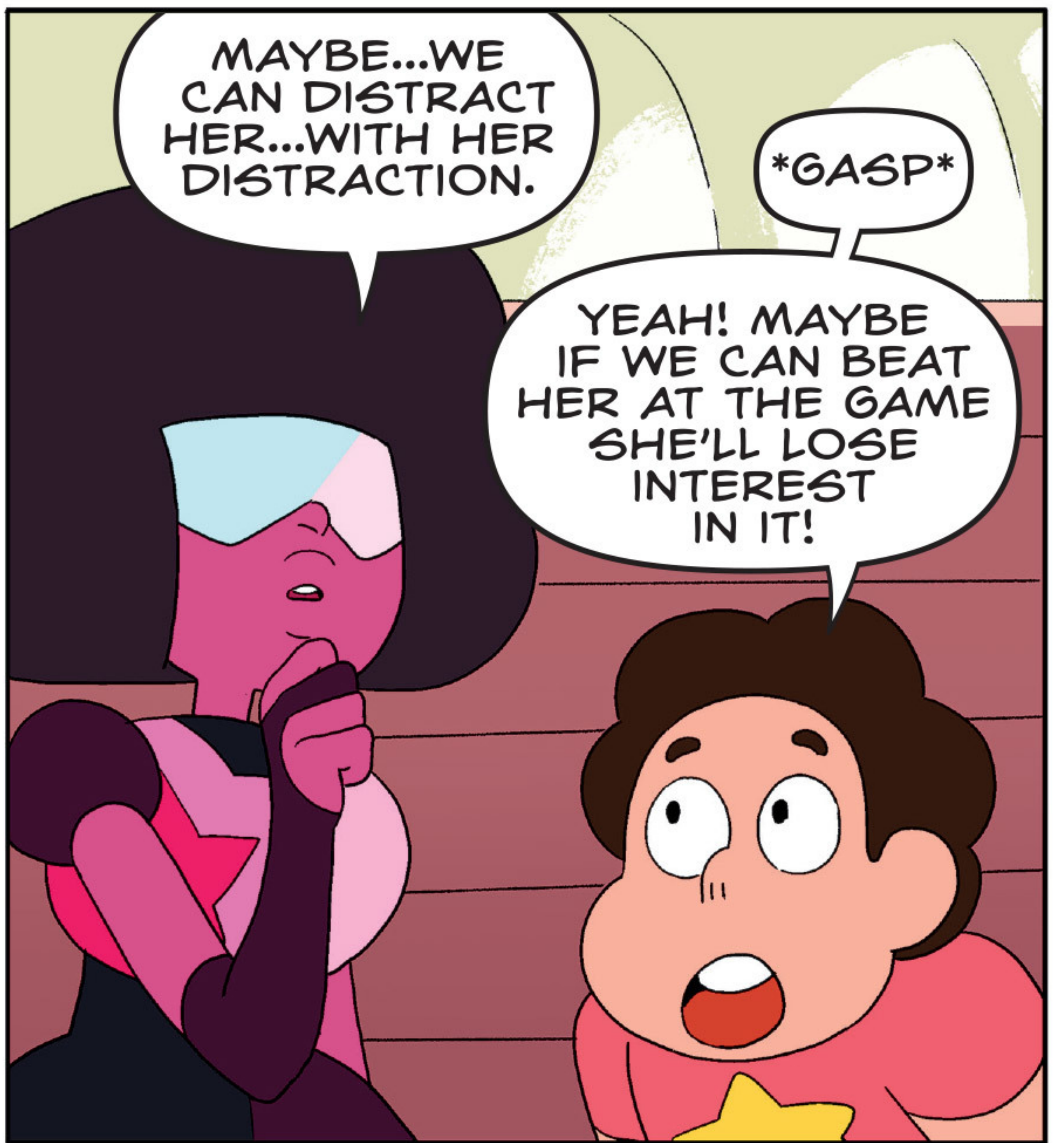
PEARL.

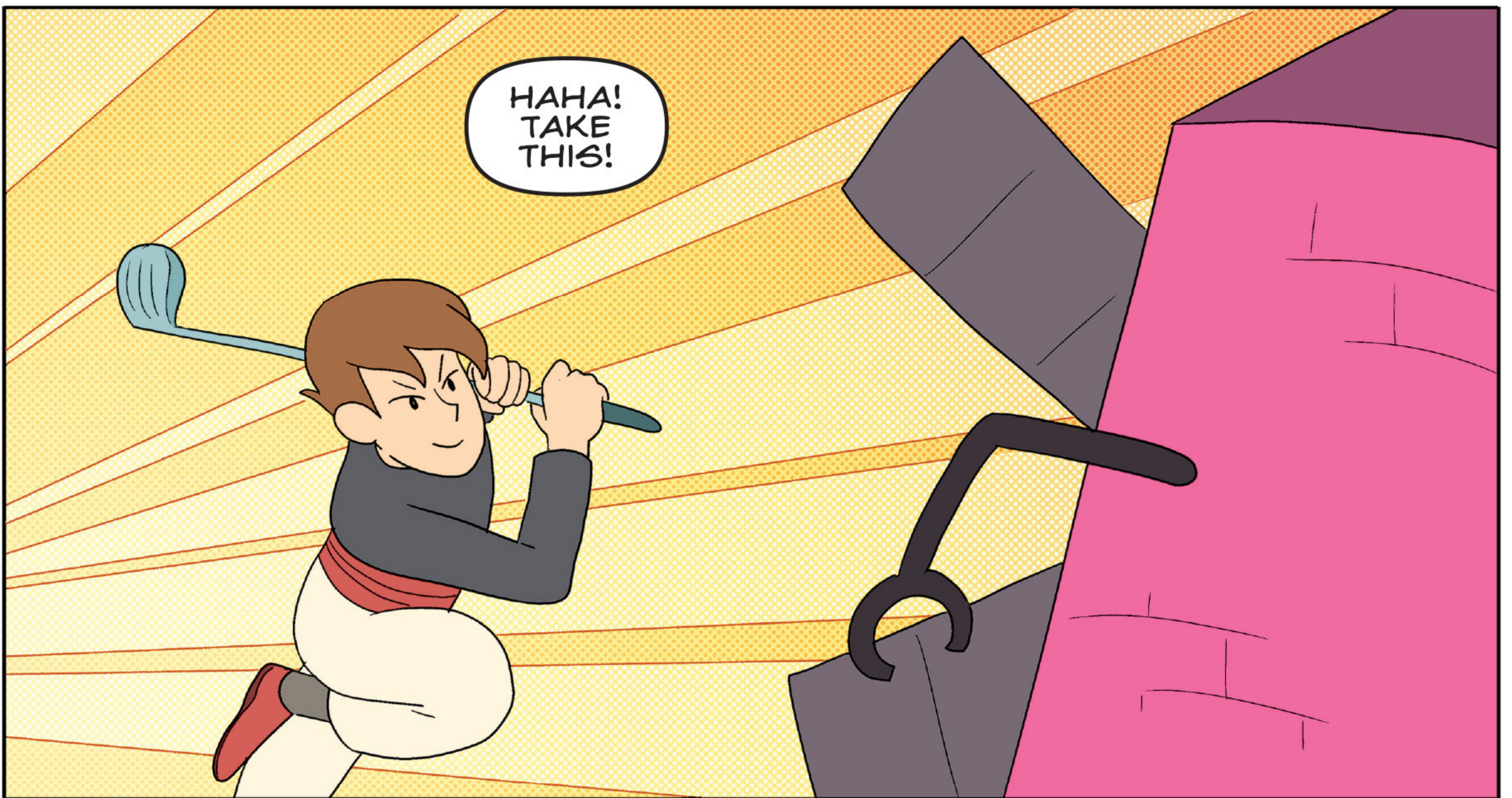
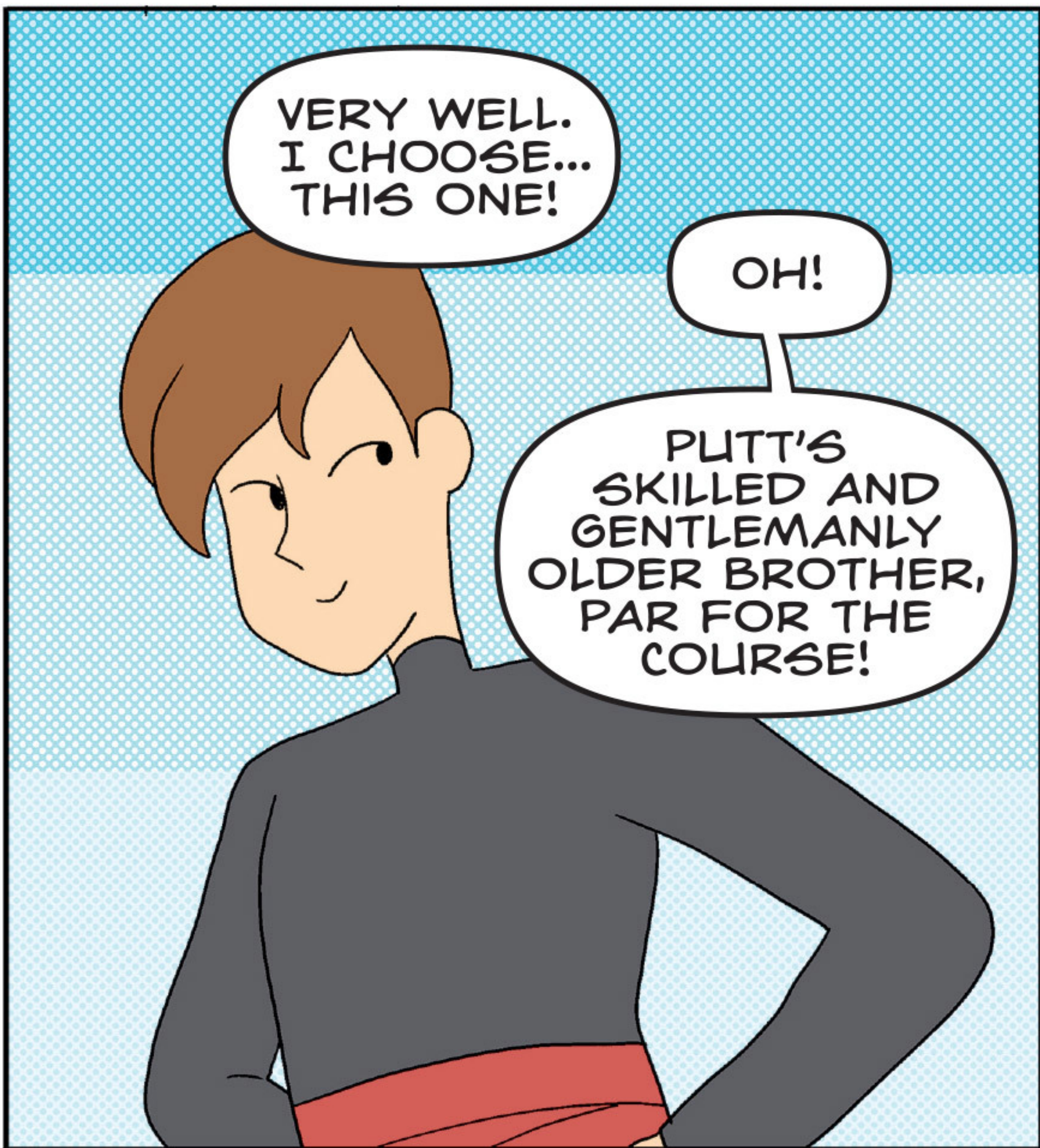
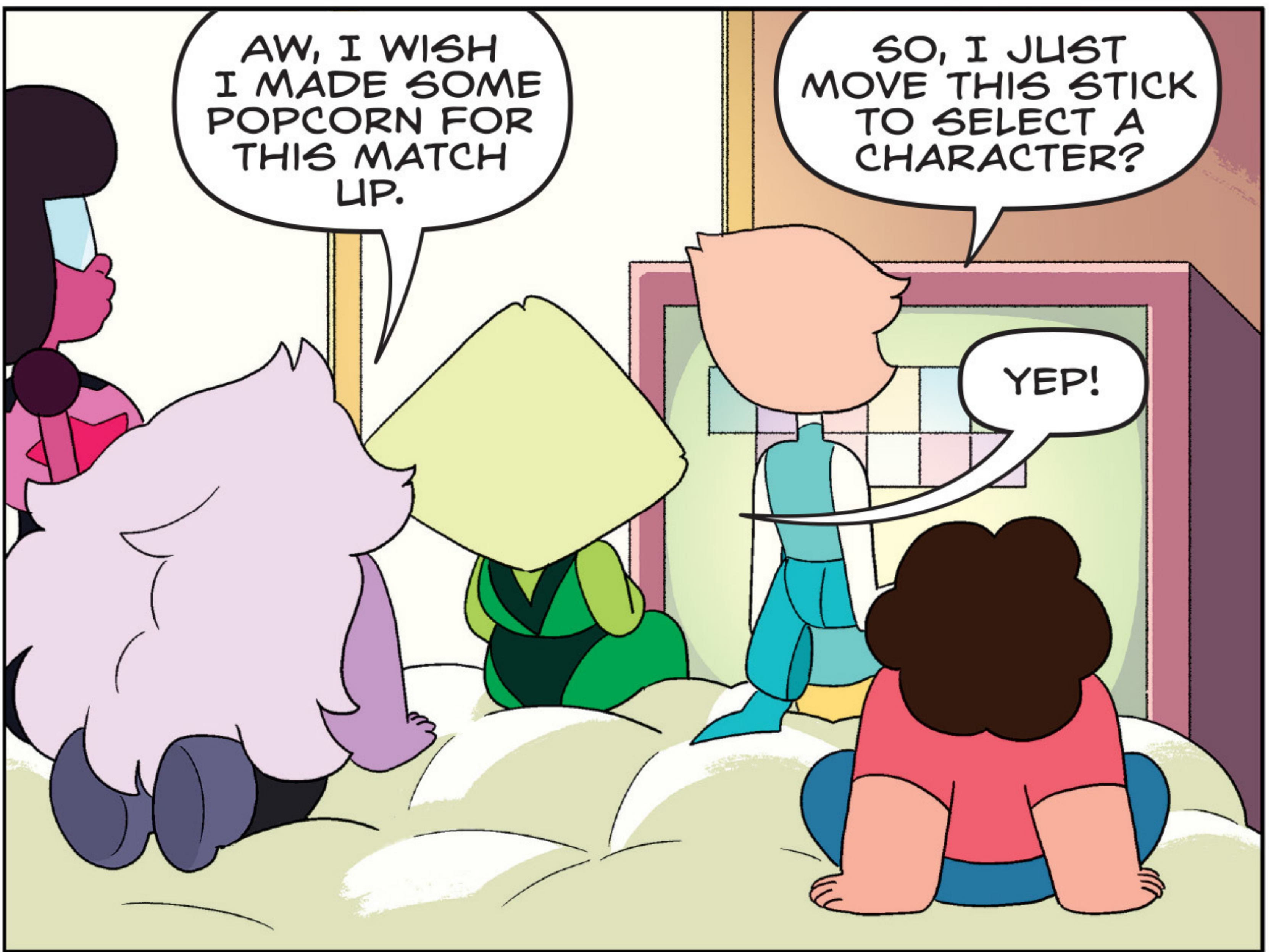


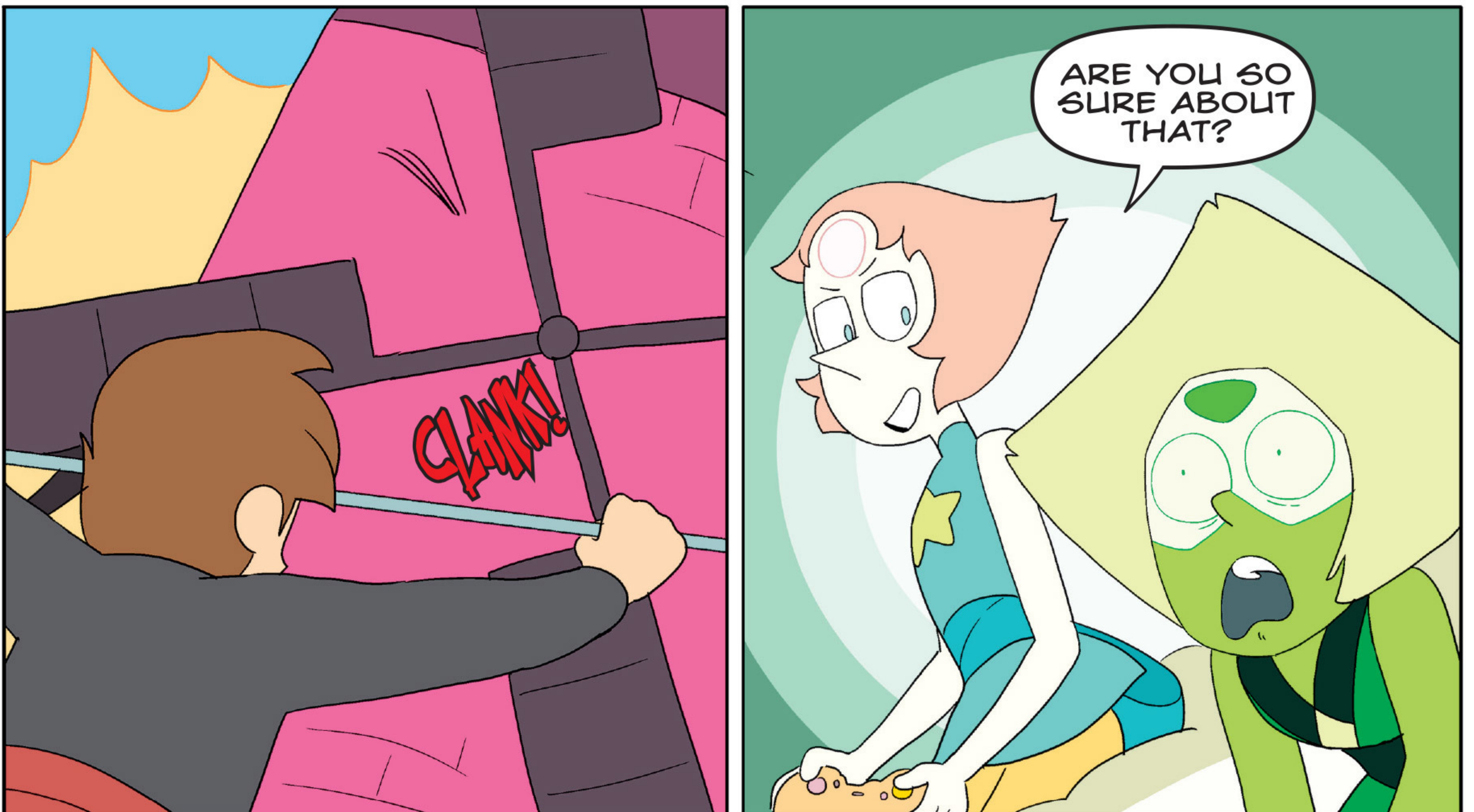
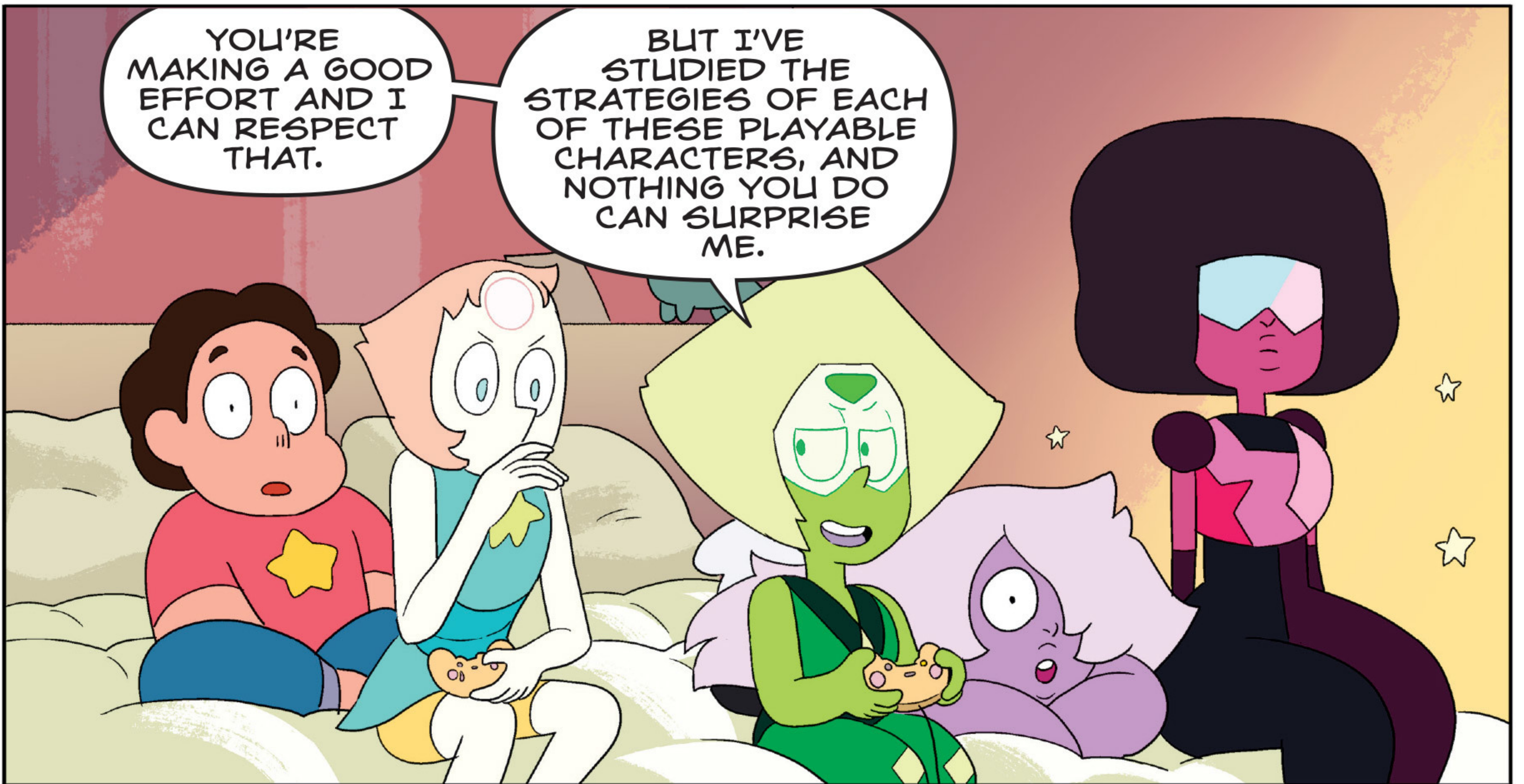
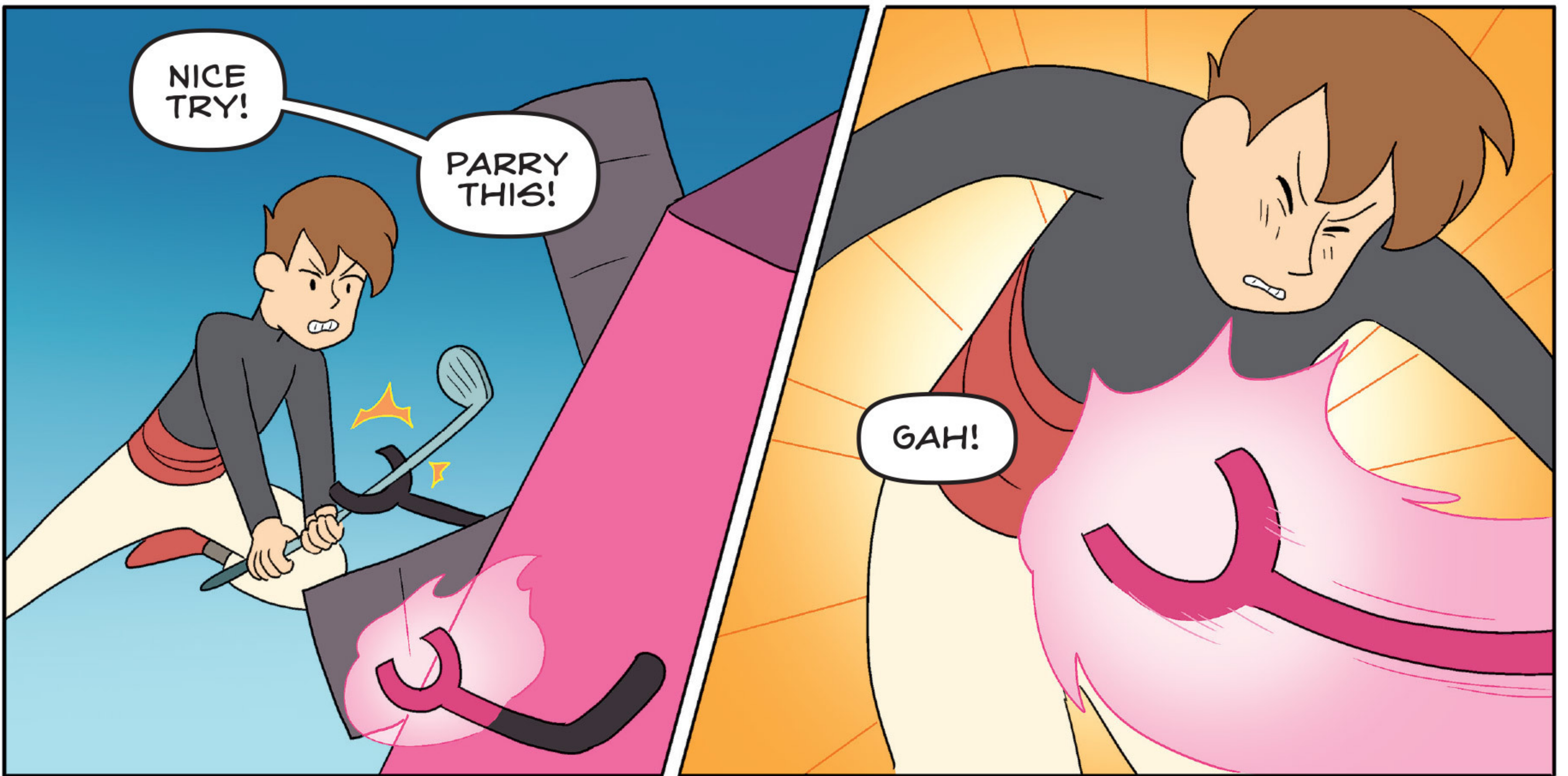
ERM...WHY DON'T WE COLLABORATE ON A NEW INVENTION!

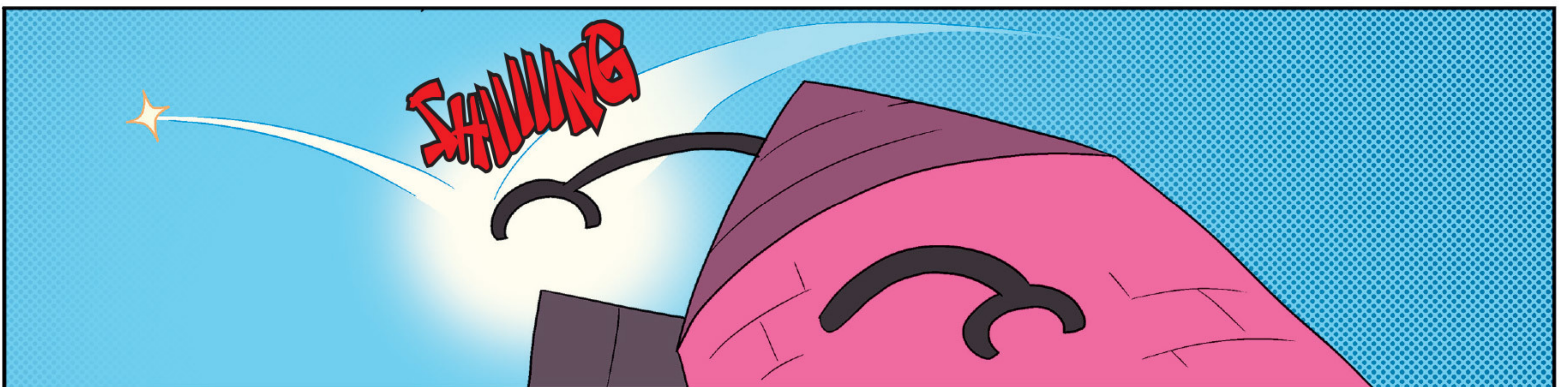
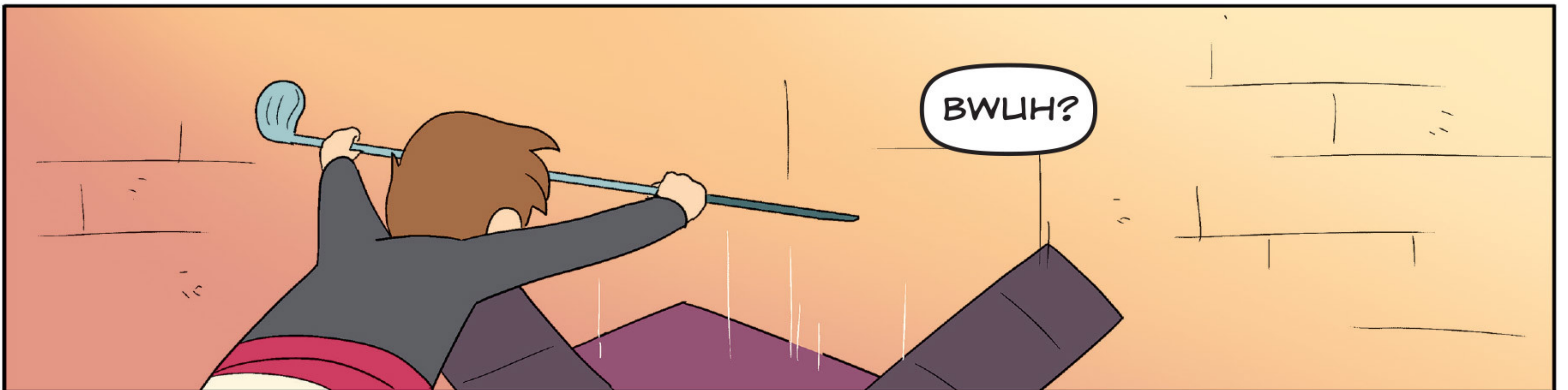
IT'S BEEN A WHILE.

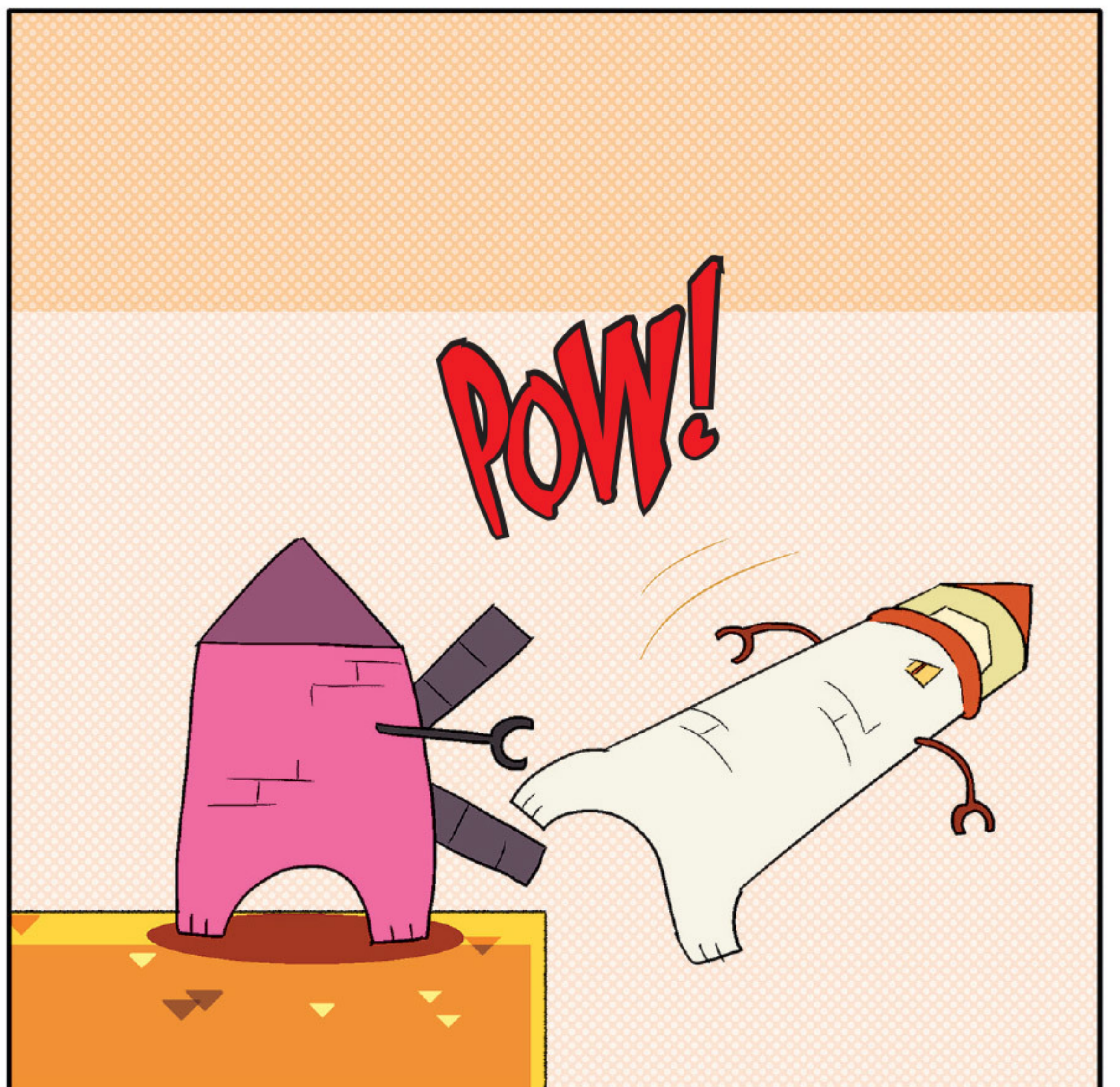
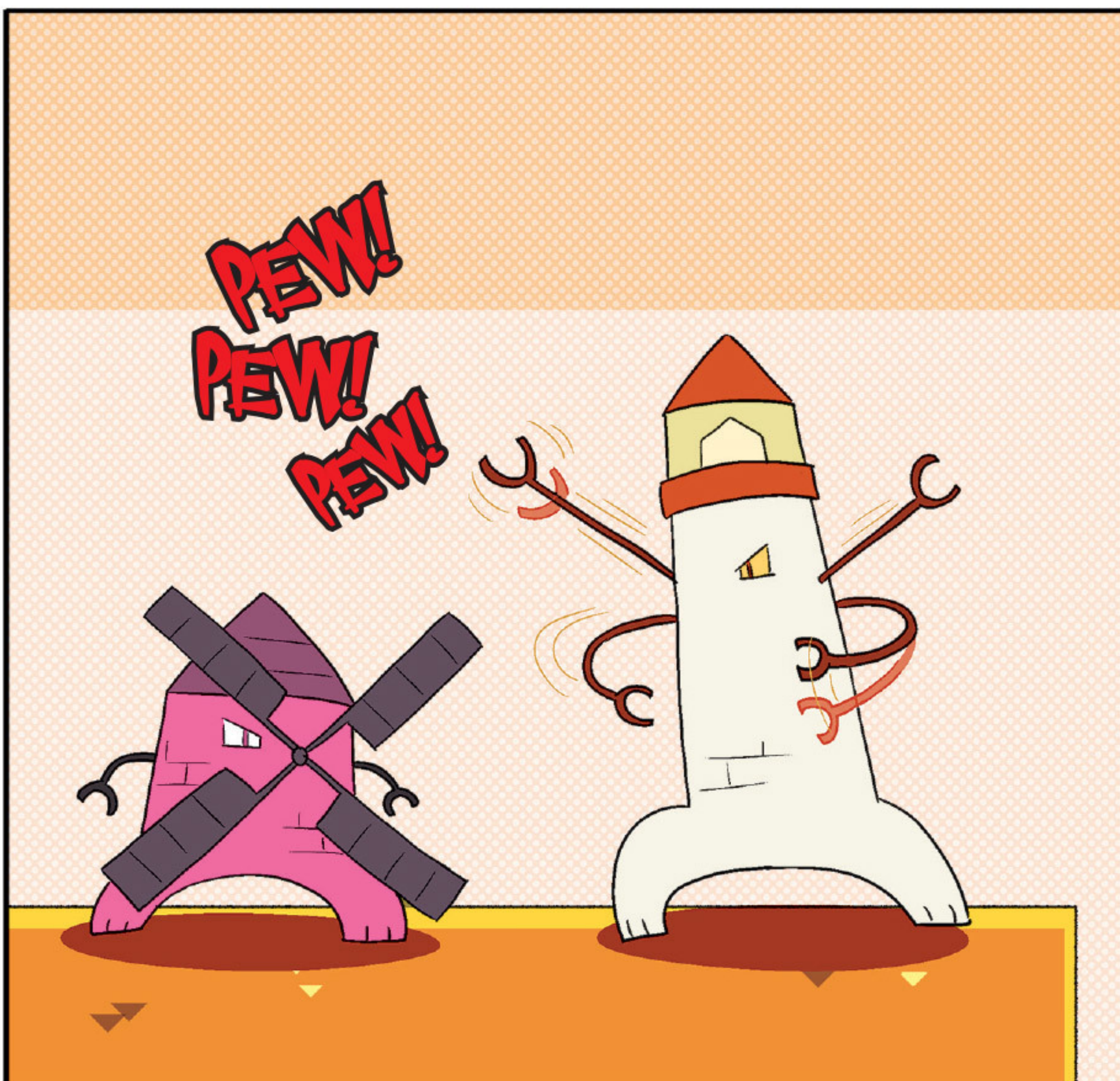
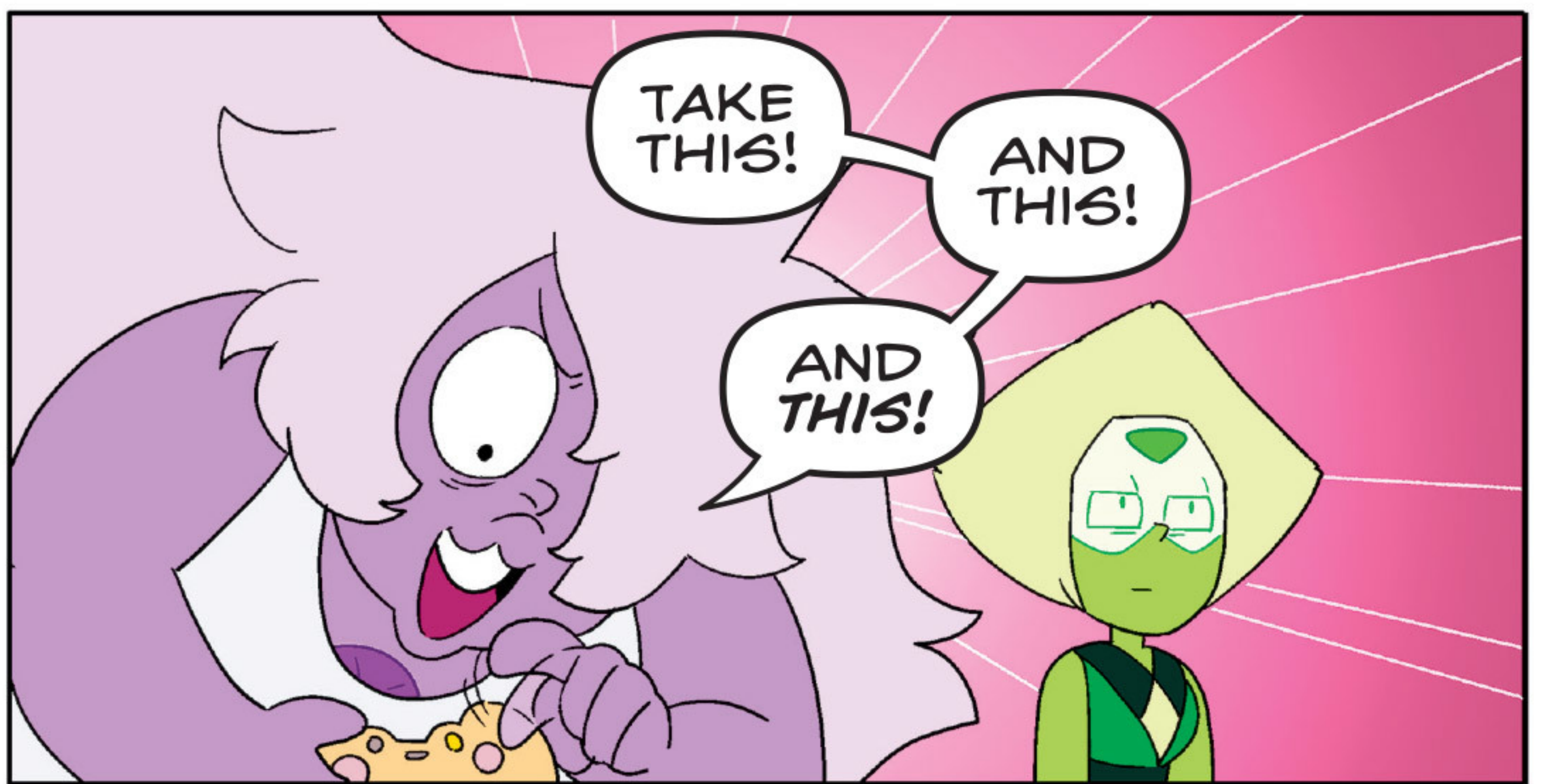
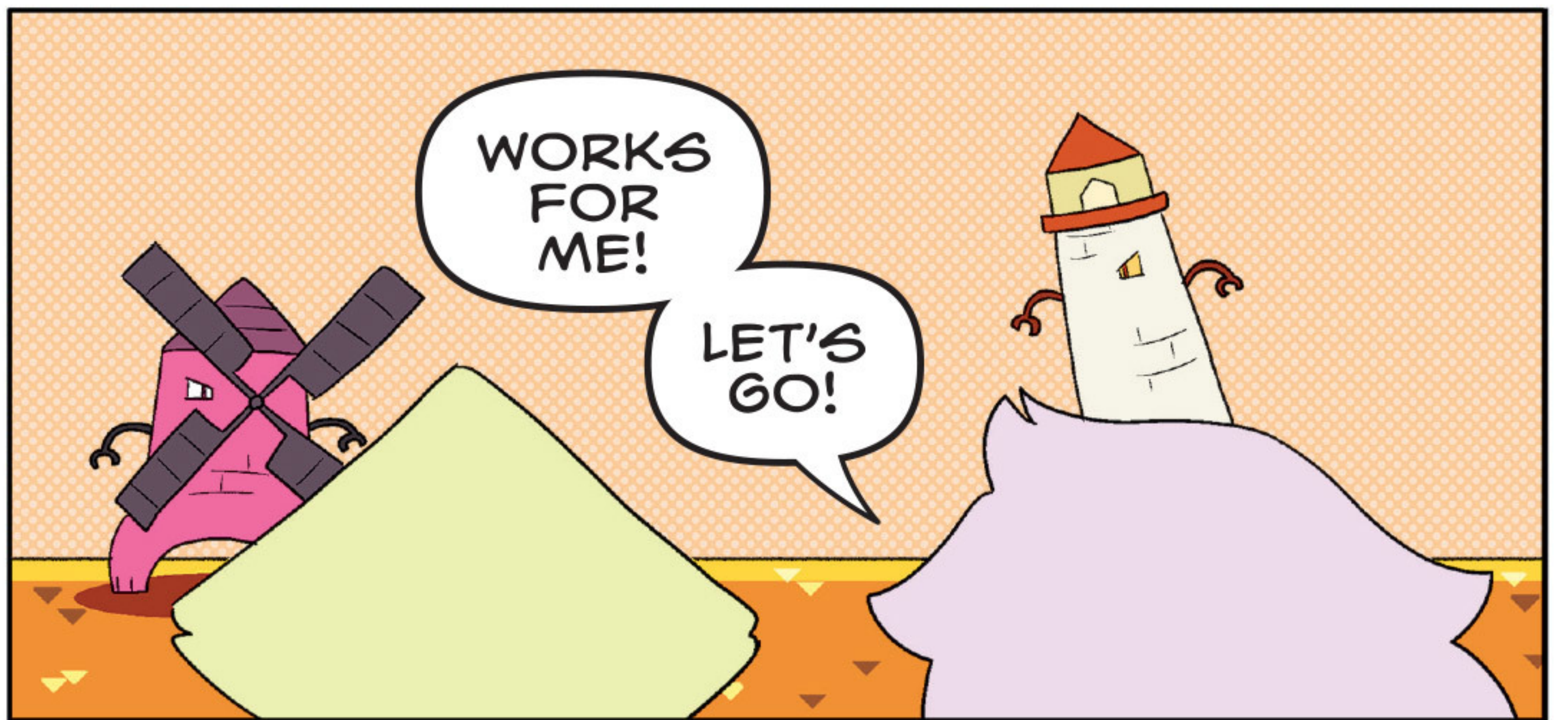
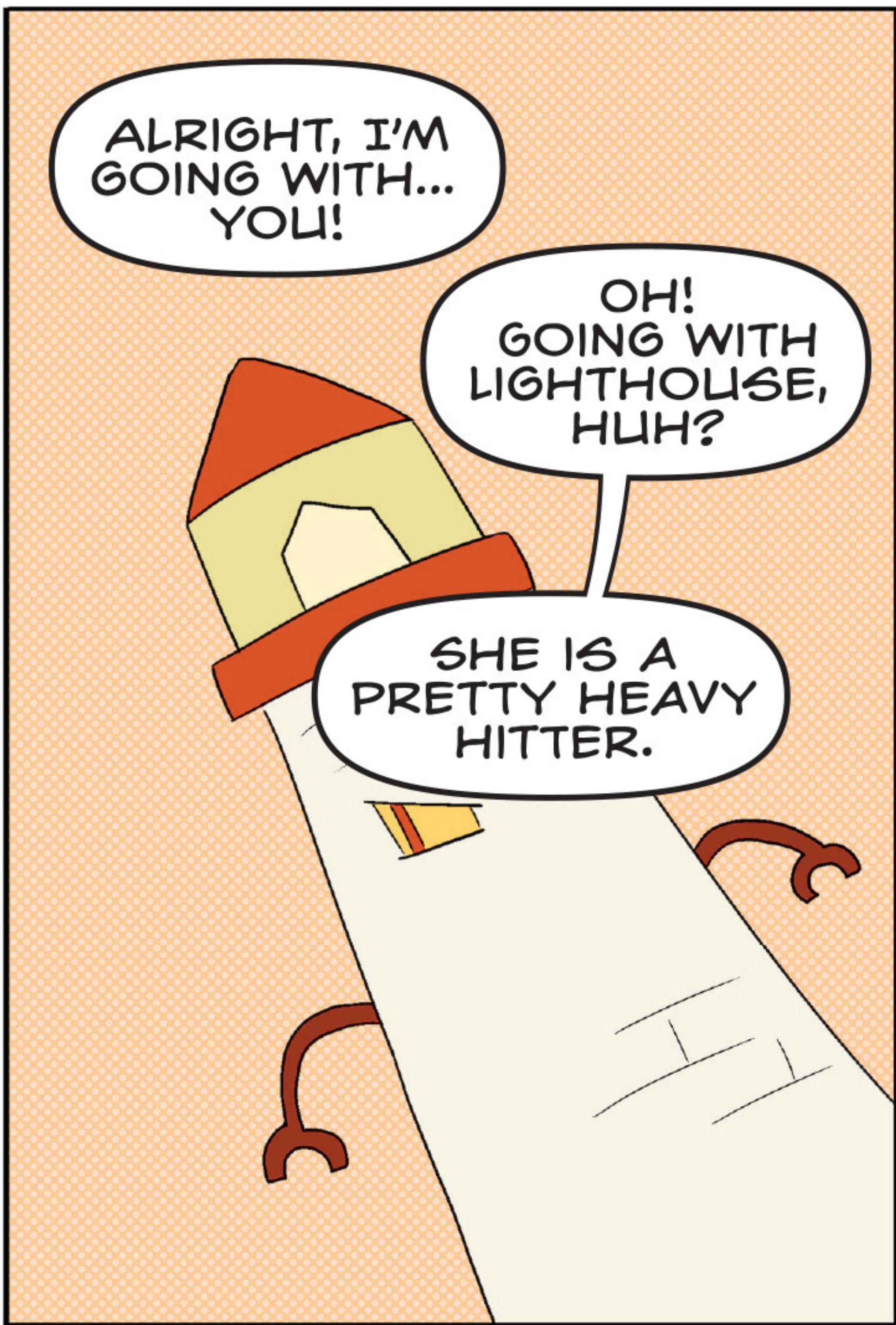
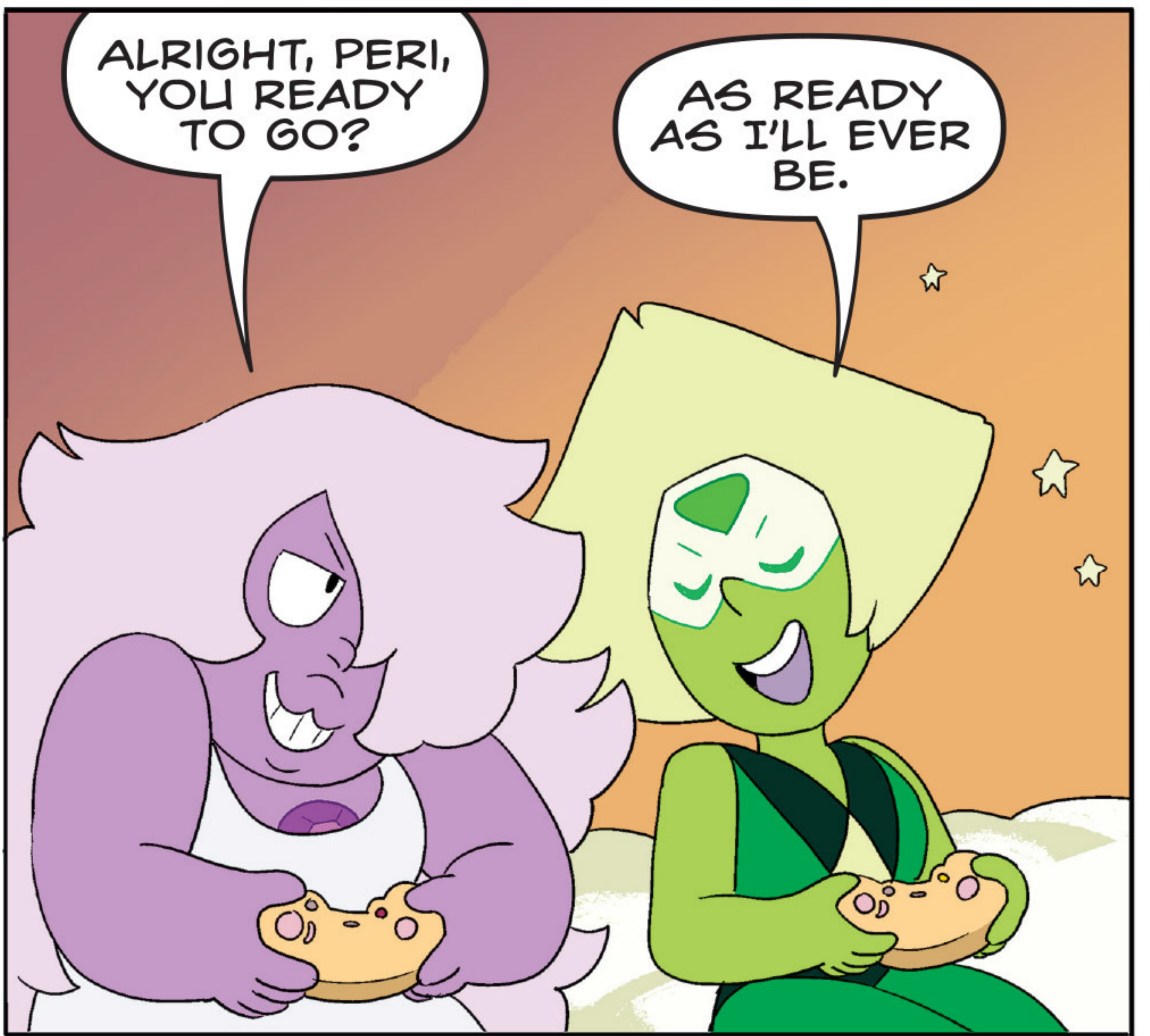
NOT INTERESTED AT THE MOMENT.

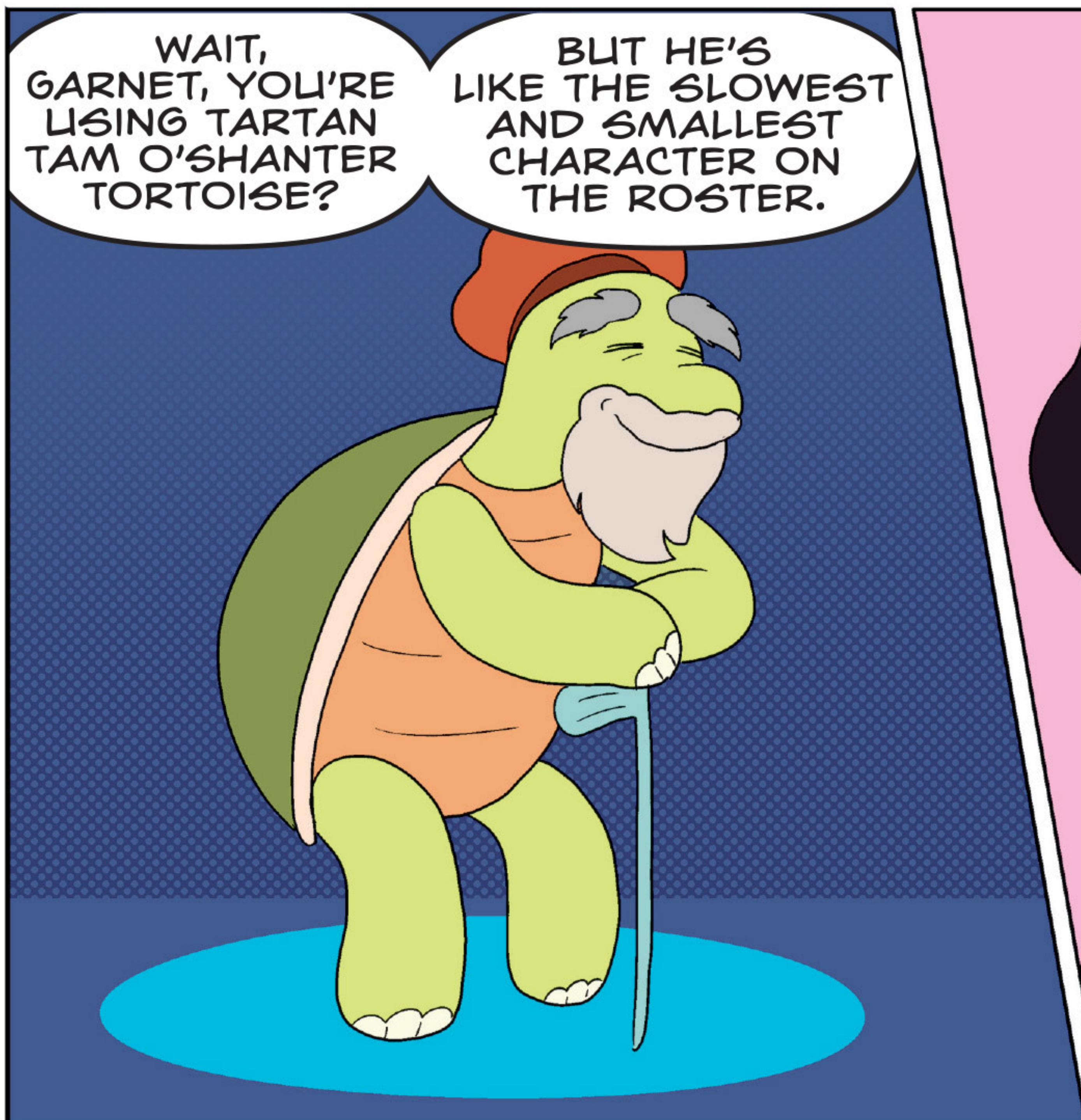
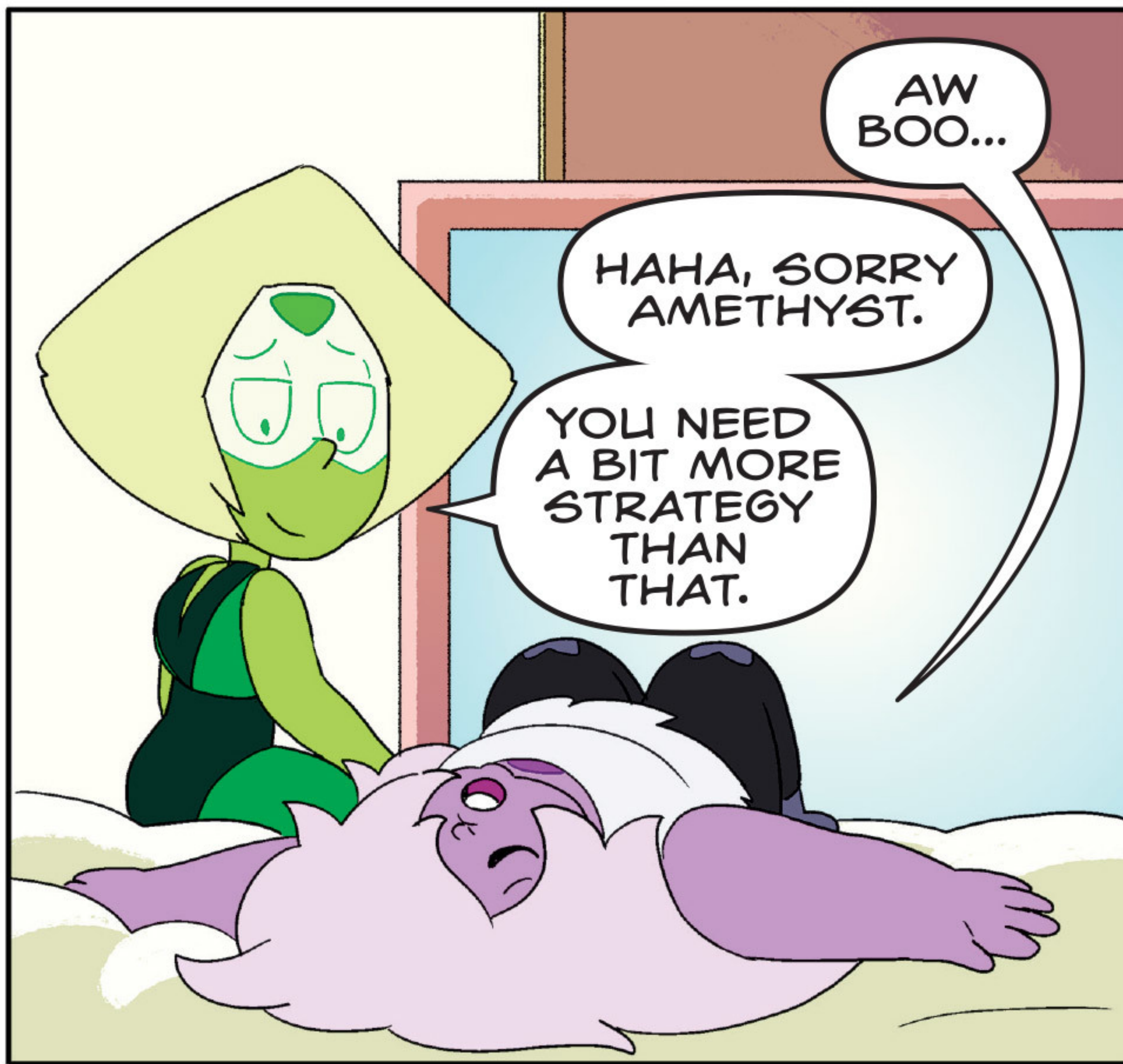


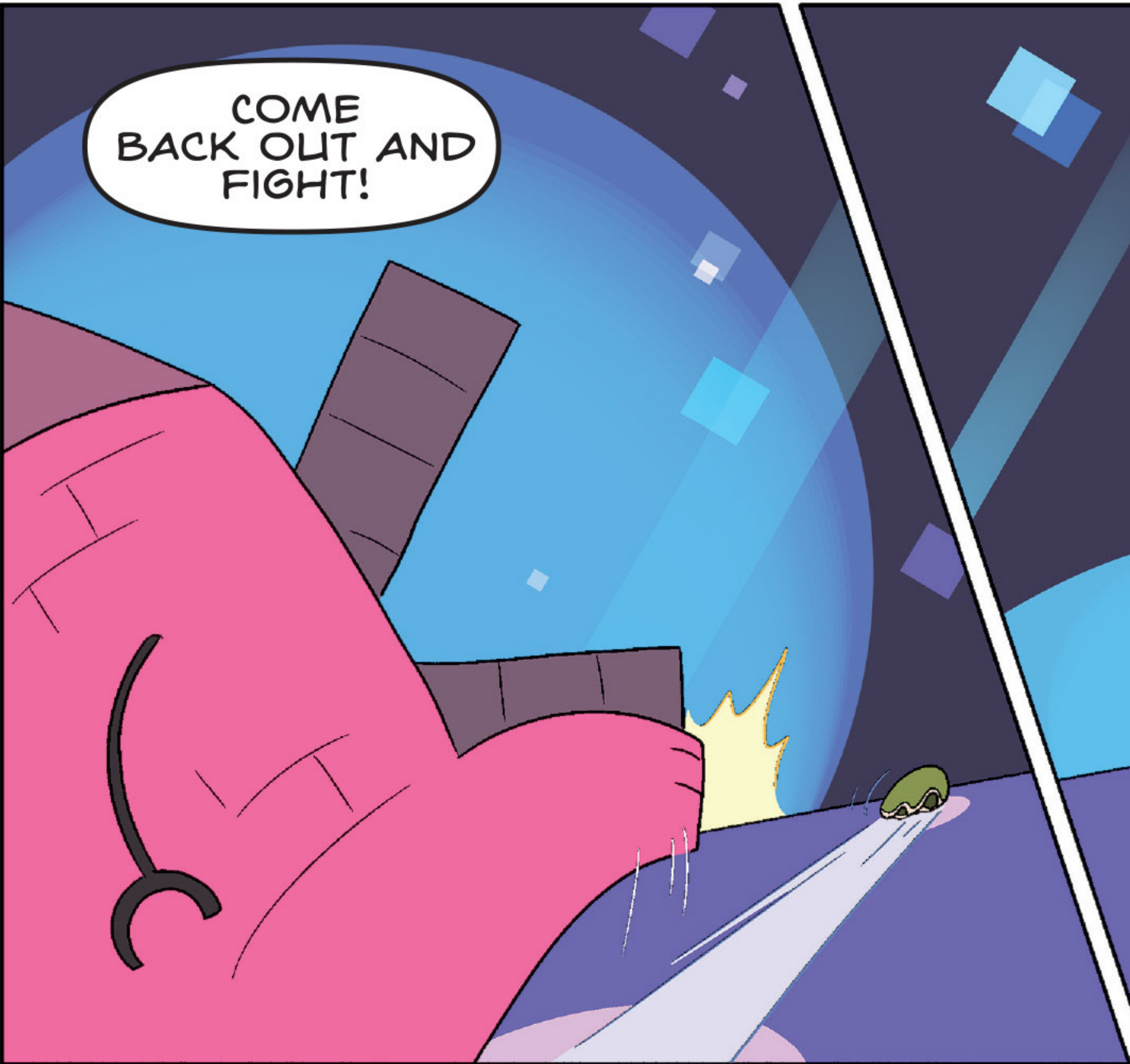
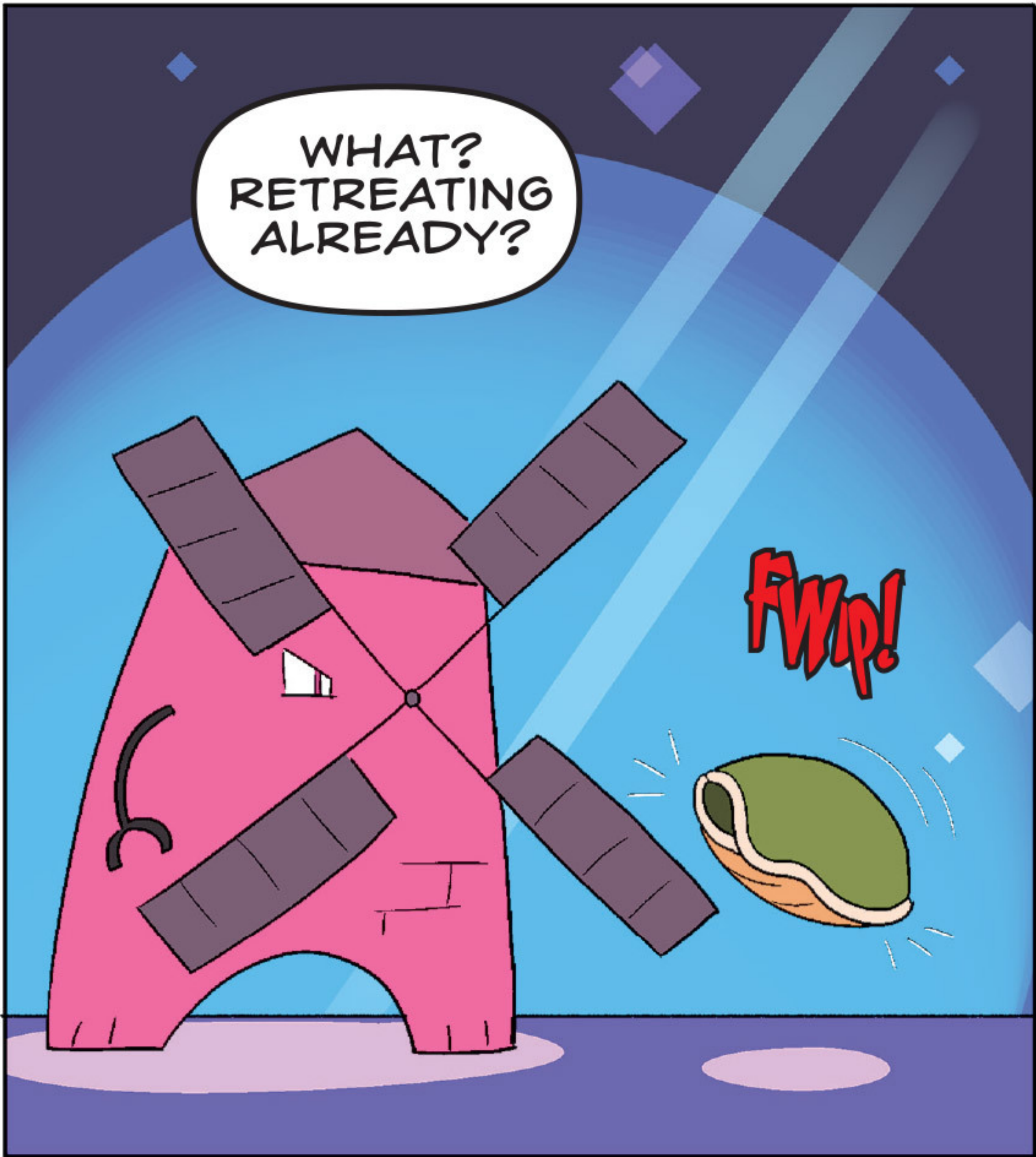
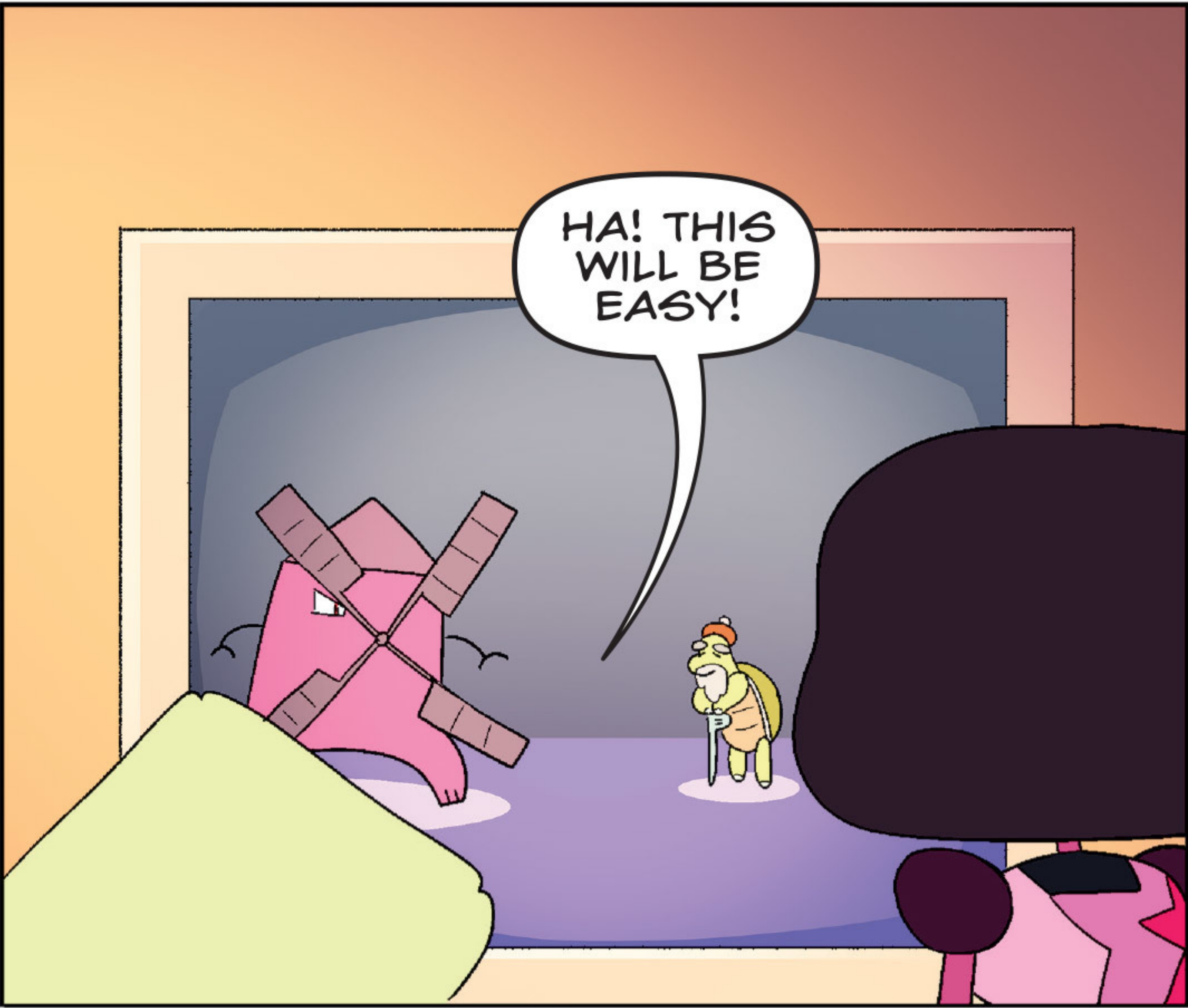


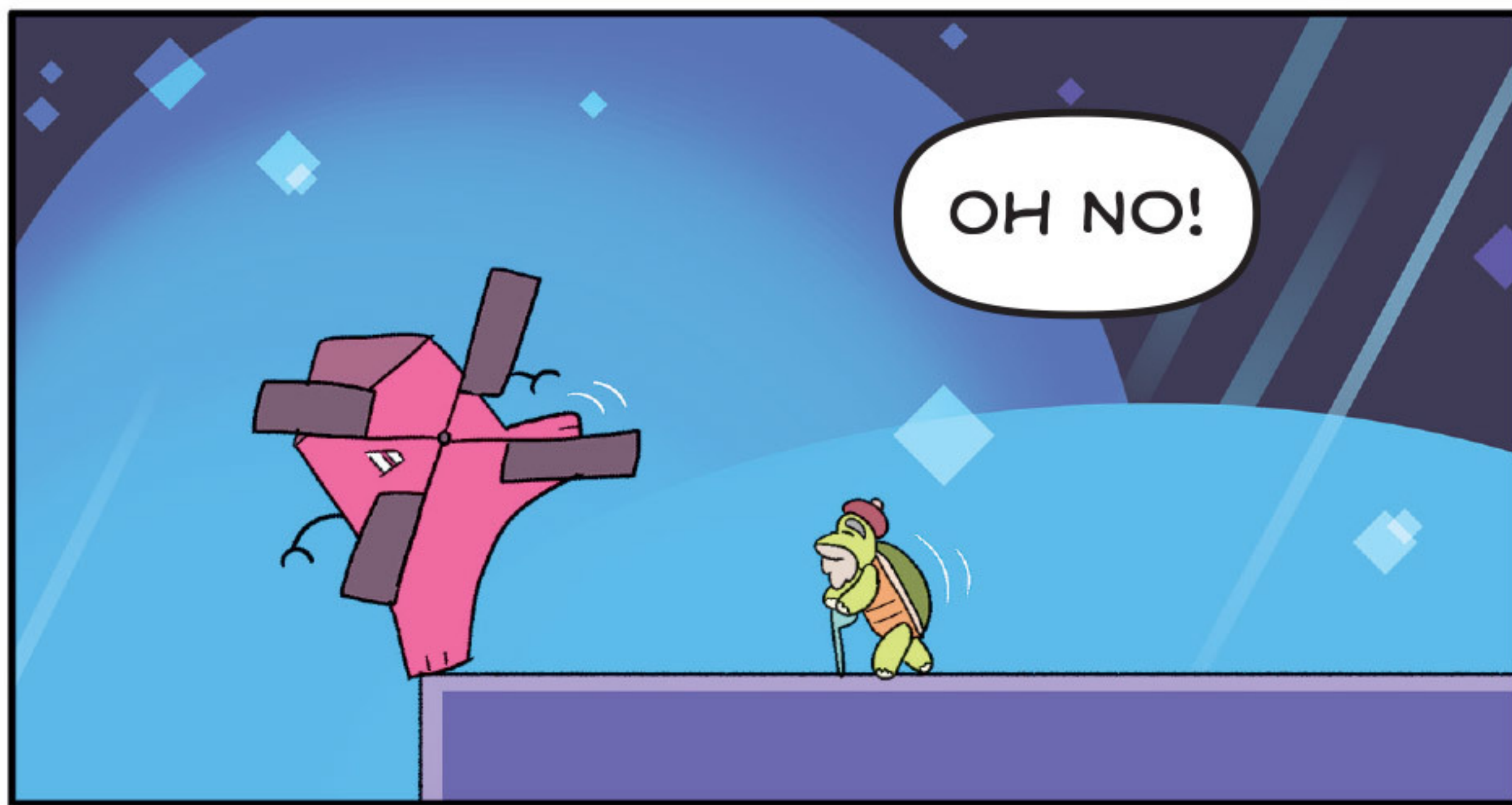












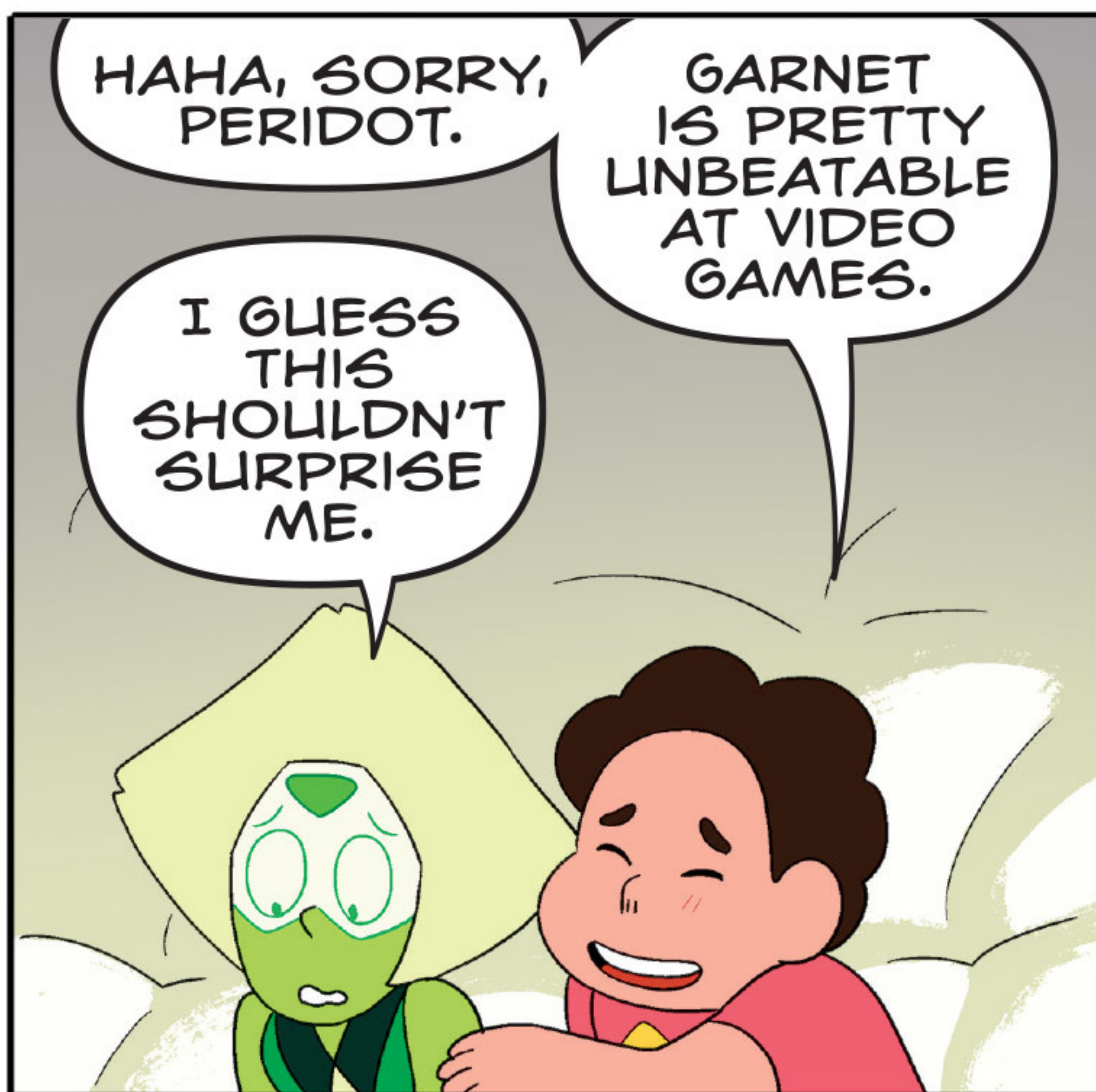
OH NO!



NOOOO!



I CAN'T BELIEVE I'VE BEEN DEFEATED...



HAHA, SORRY, PERIDOT.

GARNET IS PRETTY UNBEATABLE AT VIDEO GAMES.

I GUESS THIS SHOULDN'T SURPRISE ME.



GAH, HOW LONG HAVE I BEEN HERE?

YOU'VE BEEN PLAYING FOR LIKE A DAY STRAIGHT.



HUH...

WELL, I GUESS DEFEATING FICTIONAL OPPONENTS AND WINNING WAS KIND OF COMFORTING.

IT'S BEEN NICE DISTRACTION SINCE, WELL...

OH...

SINCE LAPIS LEFT.

I'M SORRY, I DIDN'T REALIZE...

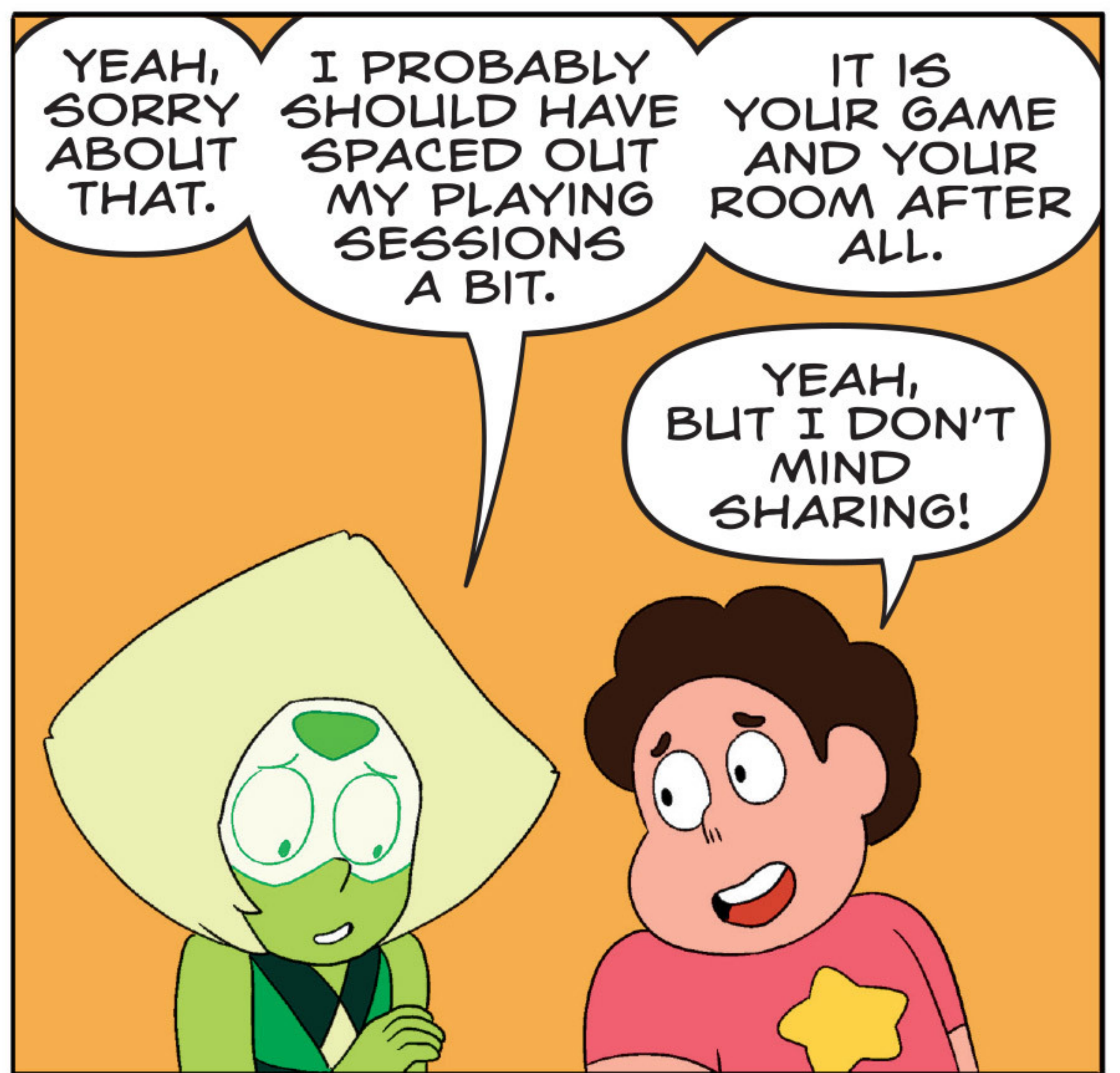


AW, YEAH I KNOW HOW THAT IS.

I'VE GOTTEN REALLY DEEP INTO LIKE A TV SHOW WHEN, LH, I WAS TRYING TO FORGET MY FEELINGS.

I PLAYED A GAME OVER THE COURSE OF AN ENTIRE DAY.

IT WASN'T EVEN FOR A SAD REASON...IT WAS JUST HARD TO PULL AWAY FROM.



JUNE RELEASES AND NEWS

INTERDIMENSIONAL
GET-RICH-QUICK SCHEMES!
BY NIGHT

OOOOOOOOOH!
**REGULAR SHOW:
25 YEARS LATER**

**LIKE THIS?
TRY THAT!**

ALSO THIS MONTH
GIANT DAYS: EXTRA CREDIT VOL. 1
ICYMI: CODA #2
GET TO KNOW BOOM! STUDIOS

TO READ THESE STORIES AND
DISCOVER MORE NEWS AND UPDATES FOLLOW US



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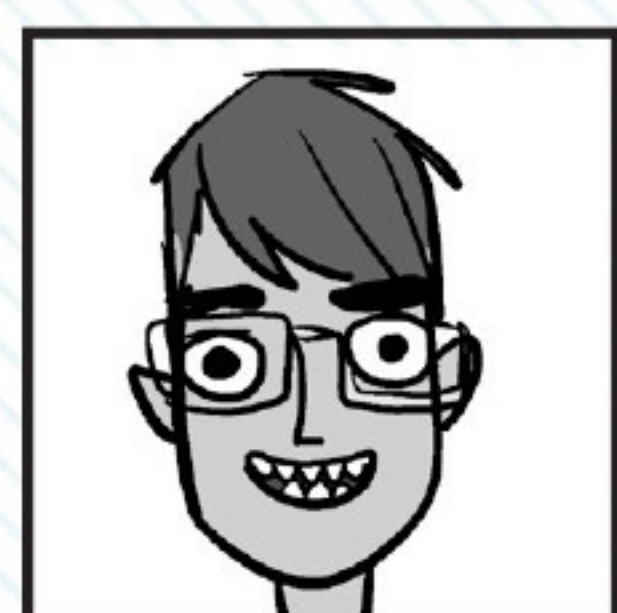
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INTERDIMENSIONAL GET-RICH-QUICK SCHEMES! BY NIGHT

Aspiring documentarian (and actual chemistry major) Jane has recently reunited with her former best friend Heather, amateur urban explorer. When a trip into an abandoned industrial building leads them to another world, their plan begins to unfold—create a documentary about the world and become filthy, filthy rich. The other side of the portal is filled with monsters, magic and a chance for a whole new life. All they have to do is step through...



Cover by
Christine Larsen



John Allison
Writer



Christine Larsen
Artist

Tell us a little about the characters we'll meet.

Allison: The series revolves around reunited high school BFFs Jane and Heather, who drifted apart while away at college and now find themselves putting things back together under pretty weird circumstances. Jane's a buttoned-down striver, and Heather is a little wild, and they both bring out the best and sometimes the worst in each other. Plus there's Jane's co-worker Barney, who seems benign but carries a lot of baggage, and Heather's dad Chip, a good guy who probably isn't dealing as well with divorce as he thinks he is. They're all at a point where they're going to have to Deal With It.

Larsen: They're very human people. I think there is a nice balance of virtues and flaws in each character, even the antagonists.

What inspired you to take on the supernatural genre?

BY NIGHT #1

AVAILABLE AT YOUR LOCAL COMIC SHOP **JUNE 13!**

Allison: I've been working with supernatural settings since the *Scary Go Round* webcomics I started in 2002. I've been fascinated by the point where the mundane meets magical realism, and how you'd square the two. On TV shows about the supernatural, there's always a sense that the workaday center cannot hold as supernatural forces spin out of control — think the darker later seasons of...almost everything in the genre. But I want the center to hold. That tension is what makes me keep coming back to it.

What are your influences when it comes to creating and designing the main characters and the monsters they meet?

Allison: I only did the early designs for the main four, and my sole design criteria for characters is that they look like people you'd want to know more about if you saw them out and about. I've always got my eye out on the train or the street for charisma. Everything else I have left to Christine, who has an amazing eye for fantasy.

Larsen: When it comes to the human people, John had a good plenty of notes on them for me to work from. I've had fun designing their wardrobe and their town, which was left a little more open to interpretation. The monsters come from everywhere. I've been drawn to monsters, and monsters' stories, since I was a wee tyke. While I have done a little outside research in terms of folklore and folk art, I mostly focus on making my monsters people.

Is there something you're looking forward to the most in this series?

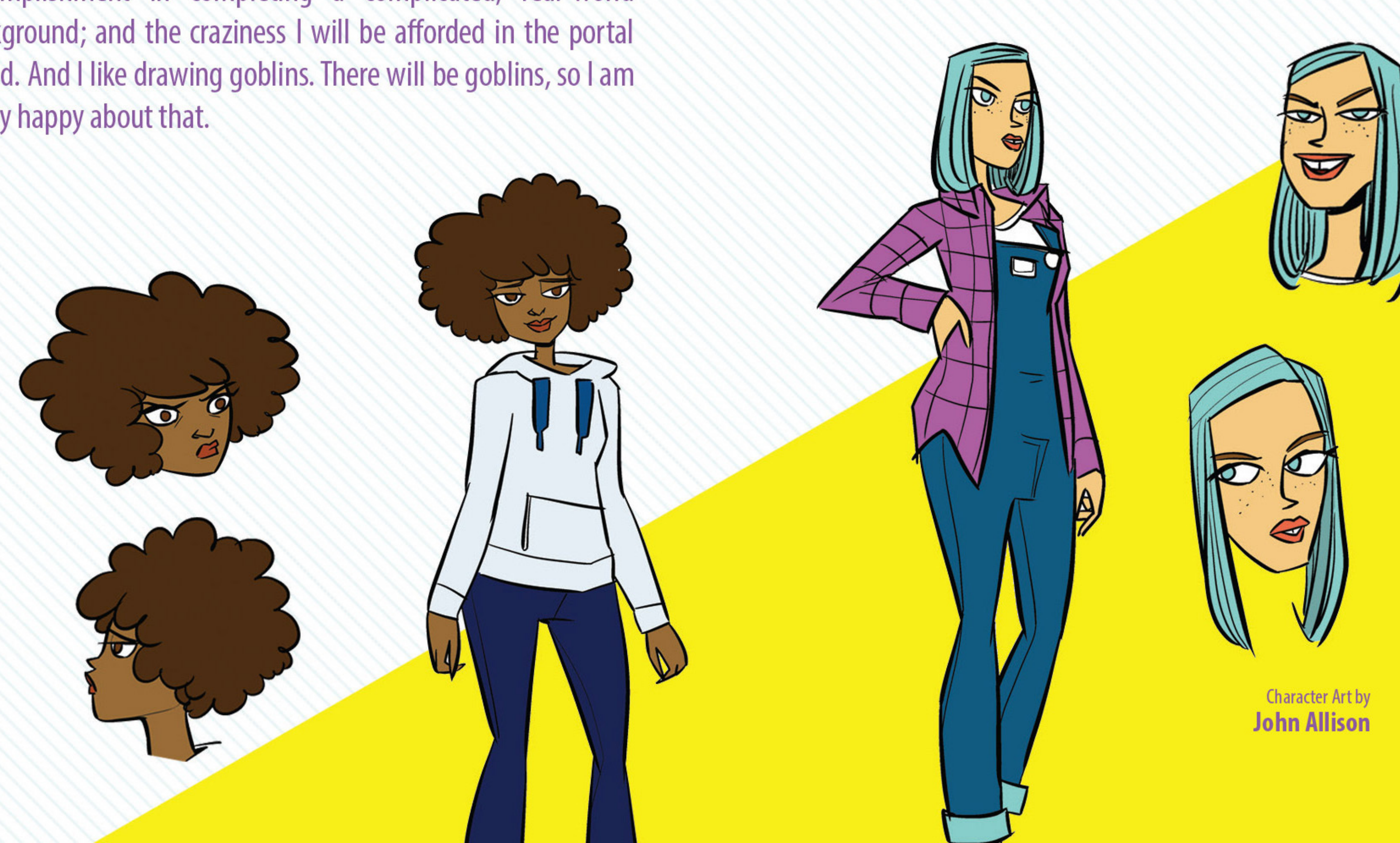
Allison: The best part of my work with BOOM! Box has been collaboration, having been a solo creator for most of my career. I can't wait to explore these new worlds, both mid-western and fantastic, with Christine. The best part of writing a series is finding out who even the smallest character is. As Napoleon said, even the lowliest foot-soldier carries the Marshal's baton in his knapsack.

Larsen: That's a tough question. I'm up in the air between the grounded environment design for "the real world", because perspective is challenging and there is a certain feeling of accomplishment in completing a complicated, real-world background; and the craziness I will be afforded in the portal world. And I like drawing goblins. There will be goblins, so I am really happy about that.

If you stumbled upon a portal, where would you want it to lead you?

Allison: Like Samuel Beckett in *Quantum Leap*, my greatest wish is to travel within my own lifetime, to see if things were really as I remember them, and how different they'll be. I'm quite frightened of the far future and our robot overlords. Before my birth I believe there were a lot of highly flammable man-made fabrics used, and everybody smoked. Best to keep it within reasonable parameters.

Larsen: I have a two and a half year old son, two undergrad classes to teach and my freelance work. If I had a portal, I'd want it to lead me to a soft, soft bed. ■



Character Art by
John Allison

ICYMI: A SAVIOR FROM THE PAST

CODA #2

The antisocial former bard named Hum seeks a way to save the soul of his wife with nothing but a foul-tempered mutant unicorn and his wits to protect him. When Hum is bound, blindfolded, and sent into exile on the back of the Nag, someone from his past may be his only hope.

CODA #2
IS IN COMIC SHOPS **JUNE 13!**



CLASS IS IN SESSION!

GIANT DAYS: EXTRA CREDIT VOL. 1

Head back to school with Esther, Susan, and Daisy in this collection of shorts and bonus material from the Eisner Award-nominated series *Giant Days*. Experience the “universally beloved” terror Desmond Fishman, the magic of London at Christmas, and that one unfortunately unforgettable experience of the girls’ first music festival. Features a special “what-if” story in which Susan, Esther, and Daisy never became friends!

GIANT DAYS: EXTRA CREDIT VOL. 1
IS IN COMIC SHOPS **JUNE 20!**

GET TO KNOW **BOOM! STUDIOS**

MICHAEL MOCCIO

ASSISTANT EDITOR



Currently Watching: *One Day at a Time* and *Love, Simon*.

Currently Reading: *Check, Please!*, *The Witch Boy*, *History is All You Left Me*.

Favorite Item on Desk: Stevonnie fan art from artist Janie Lee!

Secret Talent: I can recite the Sorting Hat's 4th Year song by heart and on command!

Movie I Can Quote By Heart: *Shrek 2*.

Hobbies: Waiting for the next *Kingdom Hearts* game, playing *Dragon Age* and *Overwatch*.

Hometown: Hillsborough, NJ.

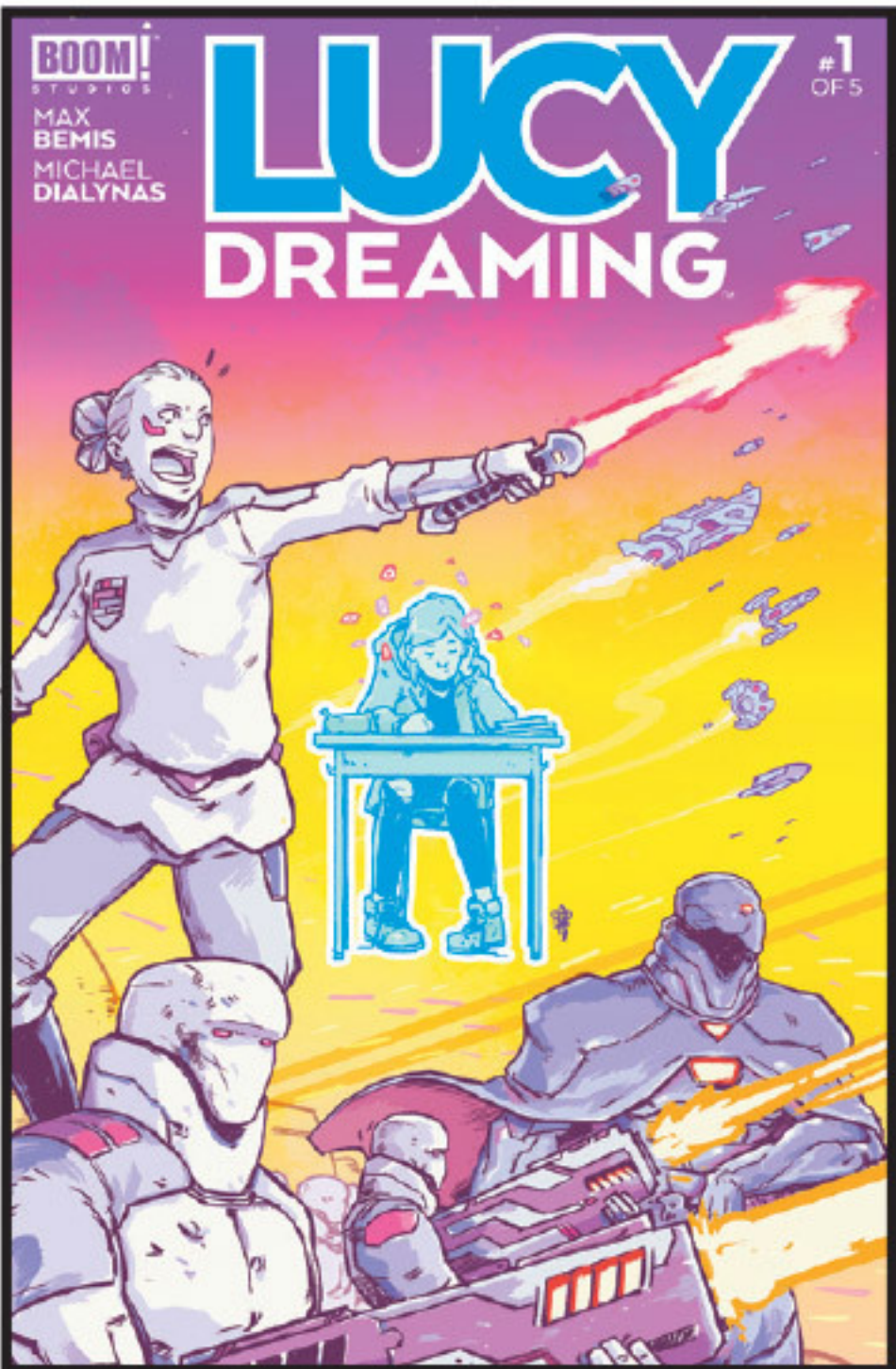
LIKE THIS? TRY THAT!

Not sure what comic to dive into next? We've got some recommendations just for you, pal!

THE WOODS



LUCY DREAMING



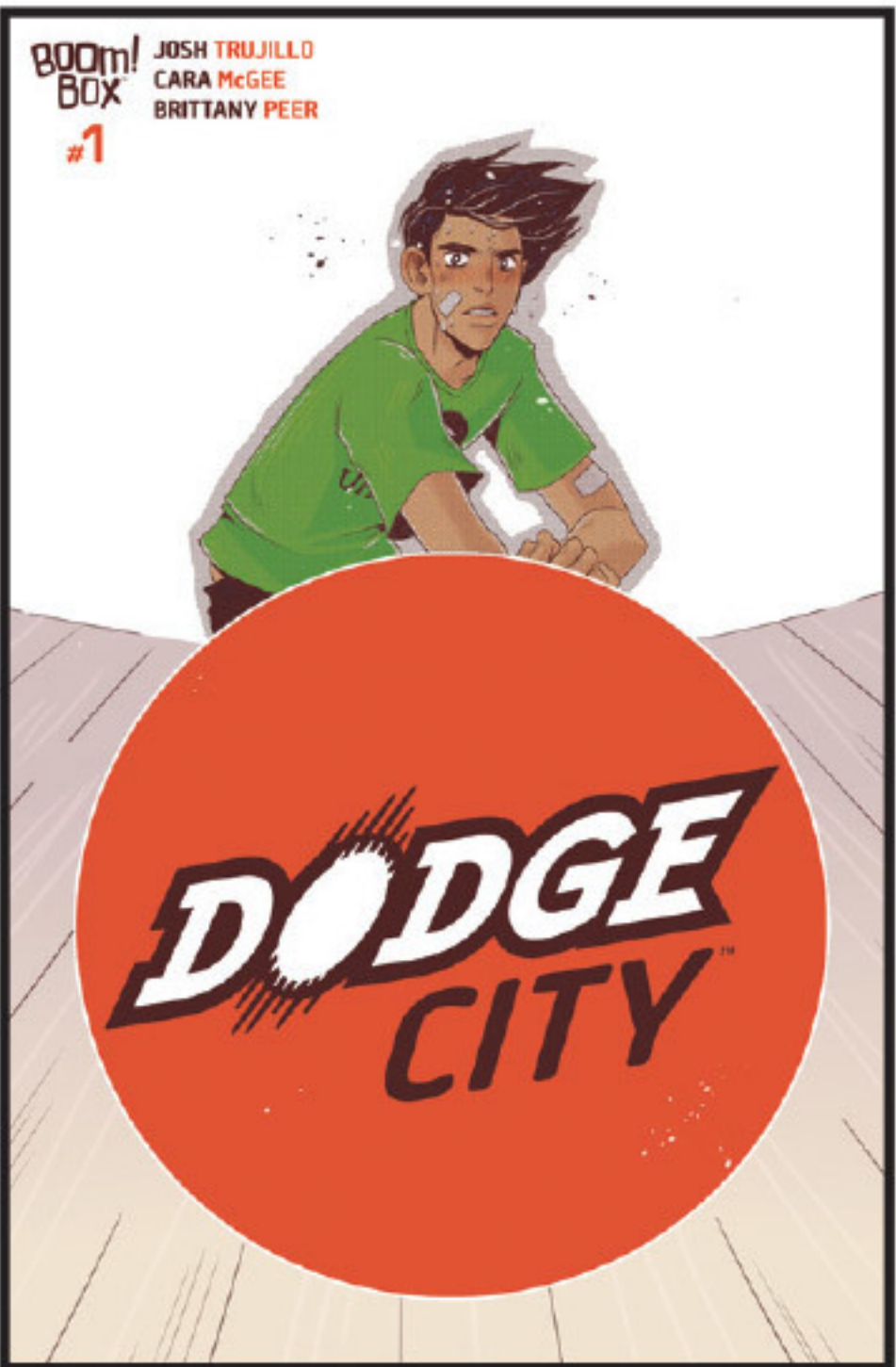
Artist Michael Diallynas brings the magic of space to life in these teenager-driven, sci-fi adventures.

SLAM!

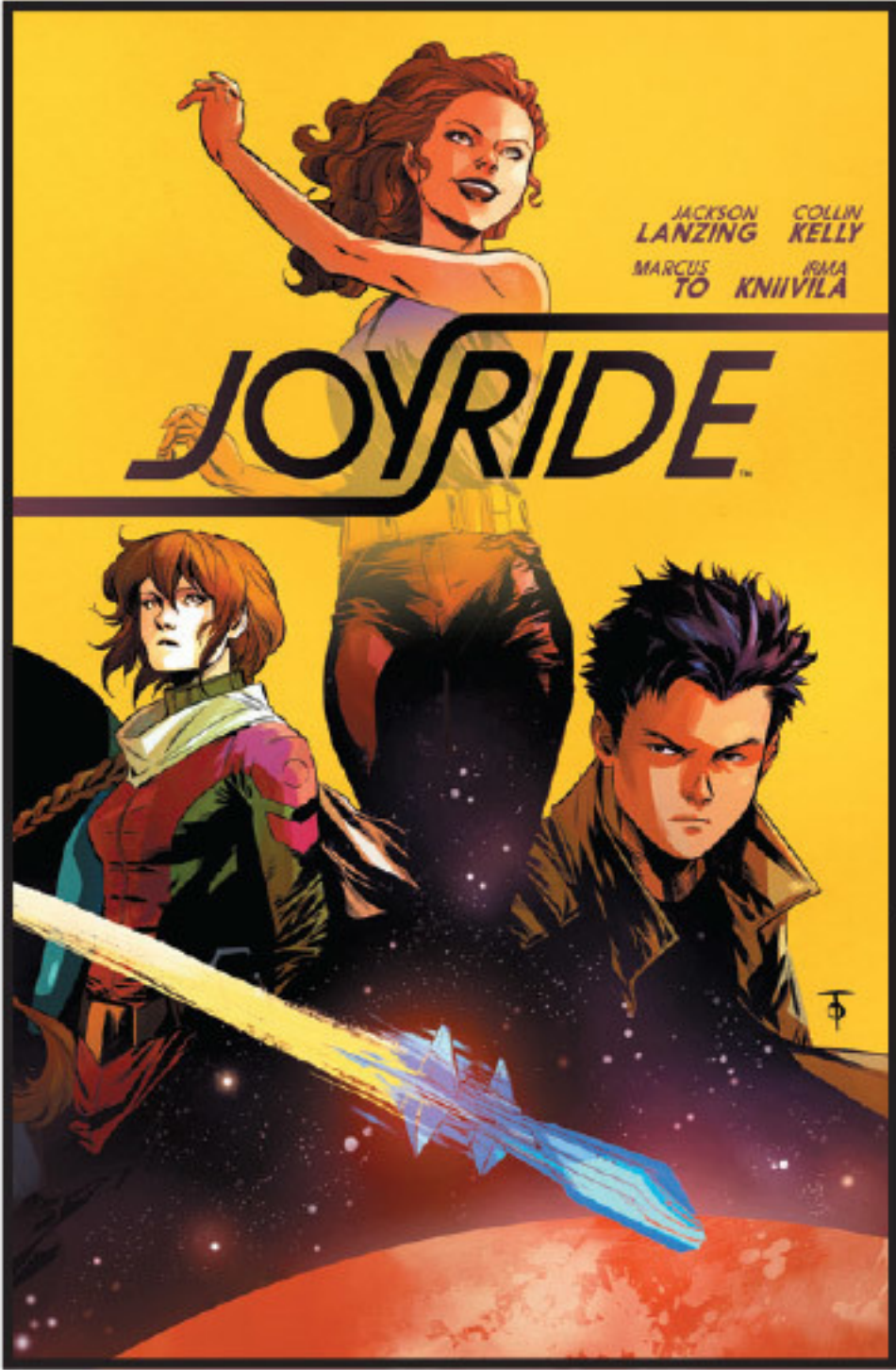


Fast-paced, action-packed stories about the connection and friendship only found on a sports team!

DODGE CITY



JOYRIDE



MECH CADET YU



Will you steal a spaceship and escape Earth, or befriend a giant robot and defend the planet from an alien menace?

MISFIT CITY



Whether you're nostalgic for the 80s or the 90s, your local mystery-solving girl gangs are on the case!

HEAVY VINYL



OOOOOOOOOH! REGULAR SHOW: 25 YEARS LATER

After the epic battle between Pops and Anti-Pops, Mordecai, Rigby, and the rest of the park continued to live their lives. Now, 25 years later, Mordecai and Rigby have a lot to learn about how things never stay the same...

**REGULAR SHOW:
25 YEARS LATER #1**
IS IN COMIC SHOPS JUNE 20!

