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LITTLE

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CASEY GILLY

NATALIE HAINES

ALICIA MARTINEZ (PAGES 11-20)

HEATHER BRECKEL

NEIL UYETAKE

RILEY FARMER



Art by Natalie Haines



Art by Trish Forstner





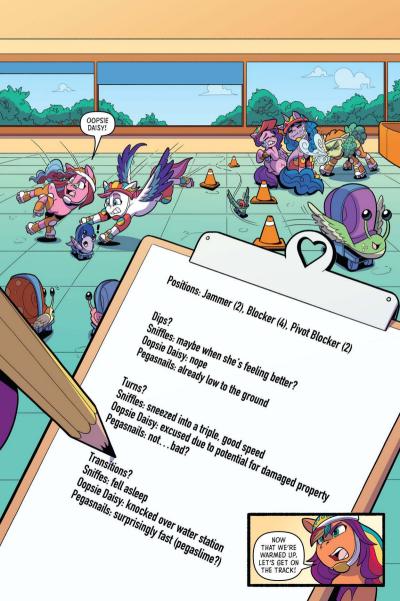
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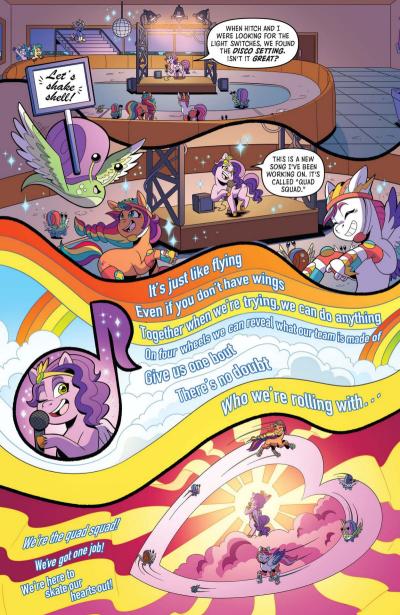






















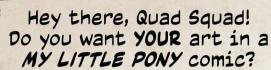
NEXT MONTH



ART BY NATALIE HAINES

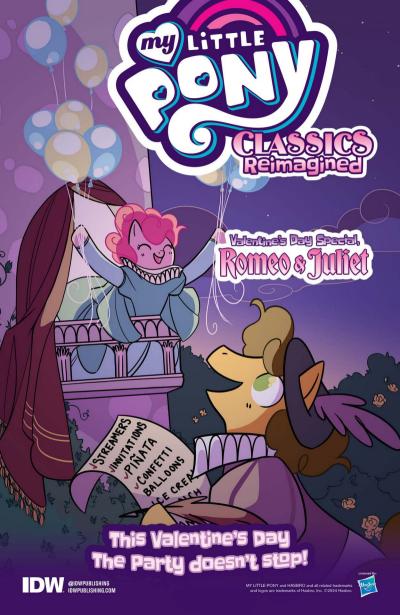


ART BY TRISH FORSTNER





Email your letters and fan art to MylittiePony@10WPublishing.com and be sure to add "Okay to Print" in your subject line for a chance to be featured in a brand-new letters column dedicated to you! If you make the cut, we'll include your piece in an upcoming mini-sea-ries. Until then, game on!





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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 fiself 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 Icocke & Key by Joe Hill and Gabriel Rodriguez, as well as licensed comics, stuff we still publish to this day—Star Trek, Teenage Mutant Ninja Turtles, Godzillo.

The latters 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. DWA

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 telented 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











