



# Hatter M Spectacular

Read an entire issue for free, catch a sneak peek at new Ben Templesmith art and learn about the upcoming collectible card game.

by **Hilary Goldstein**

**August 31, 2006** - Fans have patiently awaited the third issue of *Hatter M*, which has seen a significant delay. Good news, the wait is almost over! *Hatter M #3* is expected to ship in September. That means the penultimate issue should hit store shelves just before the Sept. 26 release of the novel *The Looking Glass Wars*, on which the comic book is based.

To celebrate the return of *Hatter M*, we've assembled a treasure trove of goodies. We have the complete *Hatter M #2.5* for your reading pleasure, as well as a look at some of the upcoming characters in issues #3 and 4. Plus, we check out the very promising Looking Glass Wars **Card Game**.

**Hatter M #2.5**                      **Character Profiles**                      **Card Game**

## Hatter M #2.5

To tide fans over during the wait for issue #3, series writers Frank Beddor and Liz Cavalier assembled *Hatter M #2.5* to give away for free at summer conventions. Those who haven't had a chance to go to the San Diego Comic-Con, Wizard World Chicago or other recent shows have missed out. Don't fret. We have you covered. Here is the special 2.5 edition in its entirety.

[Click](#) any image to begin reading issue #2.5



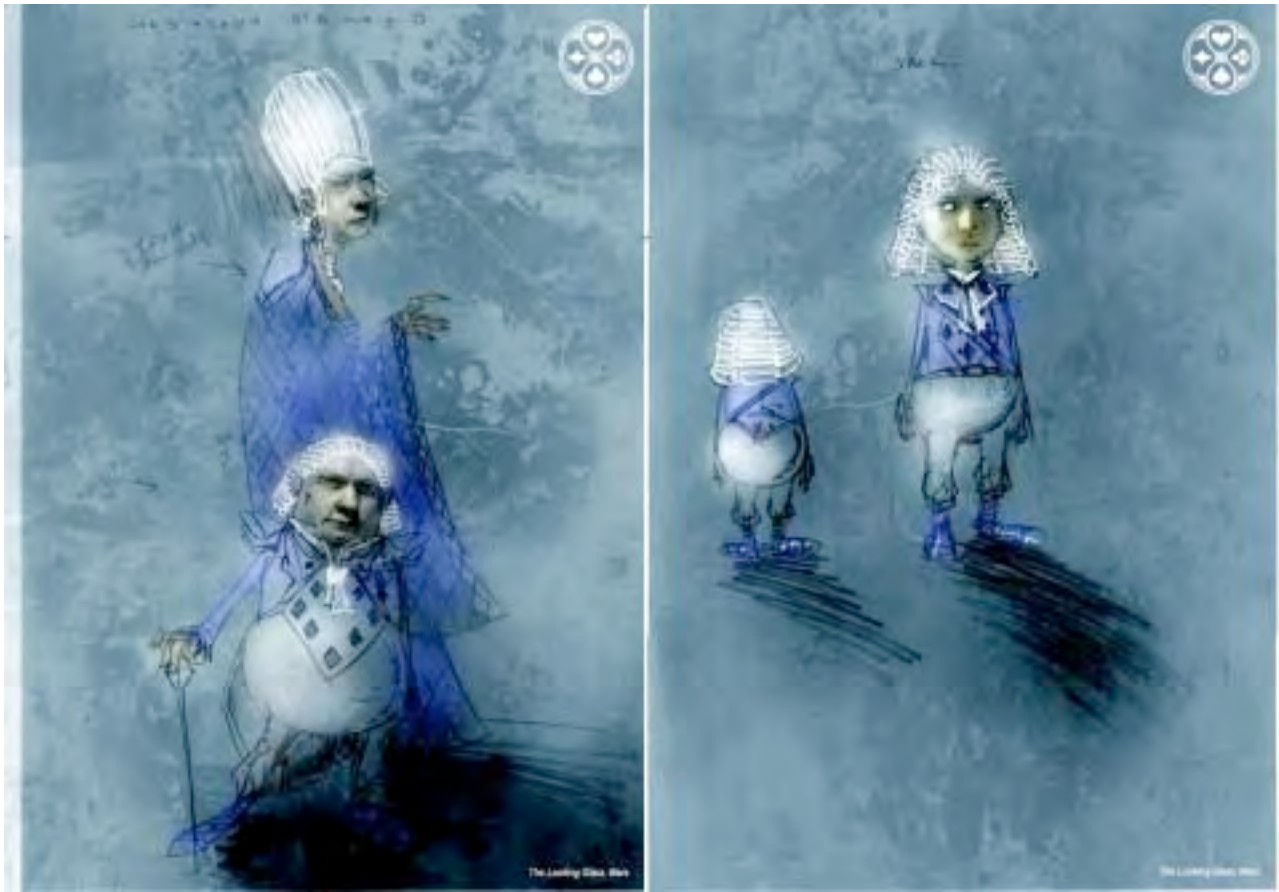




Hatter M #2.5 Character Profiles Card Game

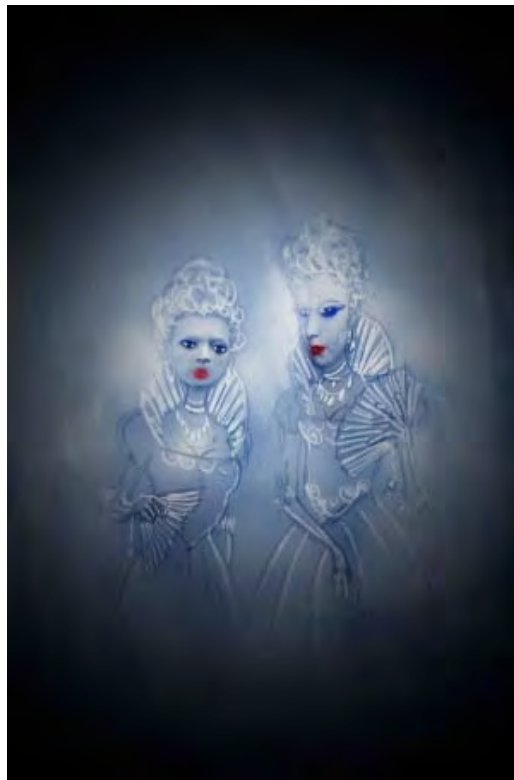
### Character Profiles

Preview pages aren't yet available for issue #3 of Hatter M, but we have the next best thing. Writer Liz Cavalier has provided us some descriptions to go with character art from Ben Templesmith. Expect to see these characters when you snag Hatter M #3 in September.



## Lord, Lady and Jack of Diamonds

Scheming wonderland nobles with one eye on the throne and the other on their spoiled son jack of diamonds.



## Dark Watchers

Ghosts of Wonderland queens haunting the reflective realm that connects earth to their world.



## Redd

Her imperial viciousness, Alyss's malevolent aunt creating havoc in wonderland as she seeks to clear the deck of hearts.



## The Cat

Redd's Trojan horse – or should we say cat. A mutating feline-humanoid assassin created by Redd to counter royal bodyguard Hatter Madigan.

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## Card Game

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*The Looking Glass Wars* is more than just a novel. Already a comic book, the **Wonderland** trilogy is soon to become an online card game. The game is still in its Beta stage, with three tutorials planned for release over the coming weeks. Each new tutorial adds an extra level of complexity to the game so that when the final version is ready to play (for free, no less), fans can be well prepared.

You can ignore all the wonderful words written below and skip right to the first tutorial at [lookingglasswar.com](http://lookingglasswar.com). Of course, if you do that, you'll miss the sneak peek at some of the upcoming cards (and details on expansions).

Designed by Greg Cook, the Looking Glass Wars Online Card Game is based on the ancient game of Go. Like Go, the LGW game is relatively simple, but offers deep strategic play.

Your goal is to surround and capture your opponents' cards before they do the same to you. Turns are quite and easy as you just need to choose a spot on the ever-expanding grid to place the top card in your deck.

Each card has an attack and a defensive value. When the sum of the attack value of your surrounding cards exceeds that of your opponent, their card is flipped over. A card flipped over counts as a point, so long as you place a card on top of it to "capture" the card. But be careful, because your victorious card can be captured and flipped by your opponent. Two cards in a single space counts for two points and so on.



In the first tutorial, you can use only low-level "3" cards. However, the full game features far more variation, with the ability to link the glow from cards for more points and with specialty cards. Don't worry, when the game is ready to launch, you'll read about it at IGN first. And we'll have a full explanation of the rules as well as some strategic tips to help you out.

The bulk of cards at launch later this fall feature art from Ben Templesmith. However future expansions feature Wonderland designs from other talented artists. It doesn't end with online. *Looking Glass* creator Frank Beddor is planning the physical release of the LGW Card Game in the near future. Since the cards are all based on a normal 52-card playing deck, it's likely that the sets you buy in a store can also be used as a normal deck of cards.



We'd love to tell you more about the Looking Glass Wars Card Game, but we can't spoil all the mystery. Keep an eye on IGN Comics for the official announcement of the game's online debut along with further details on the cards, gameplay mechanics and strategy.