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Special thanks to Ben Montano, David Erwin, Josh Feldman, Ed Lane, Beth Artale, and Michael Kelly

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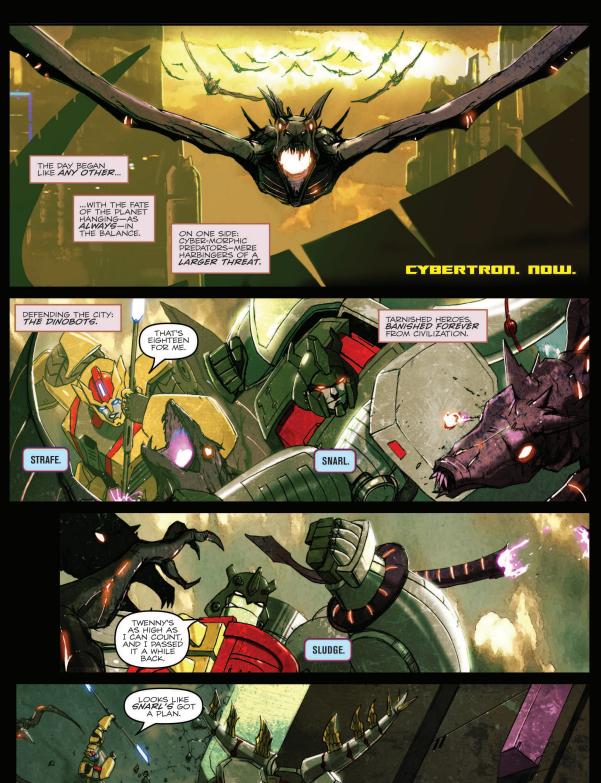








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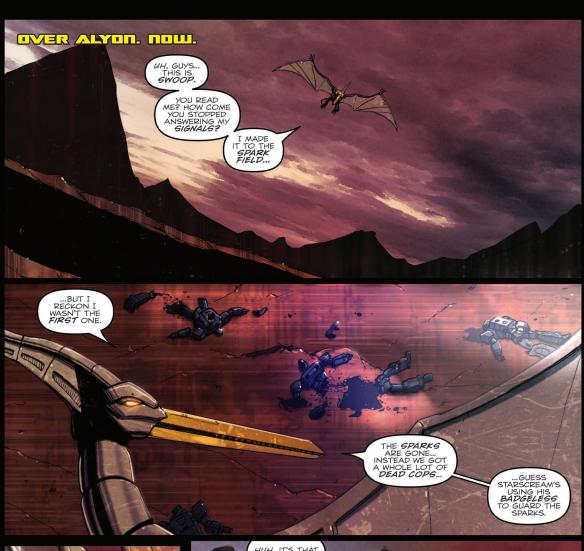
















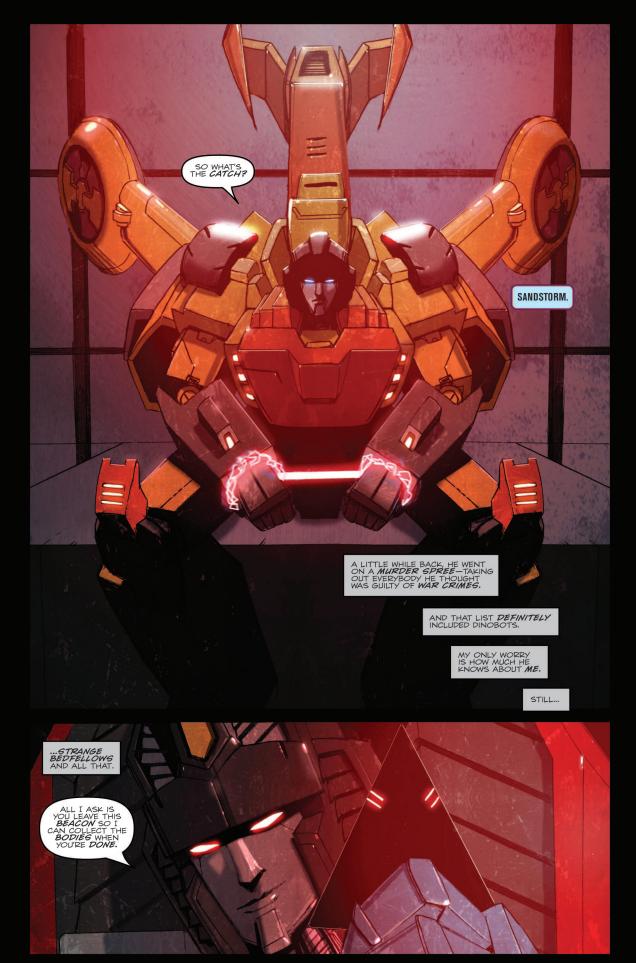




























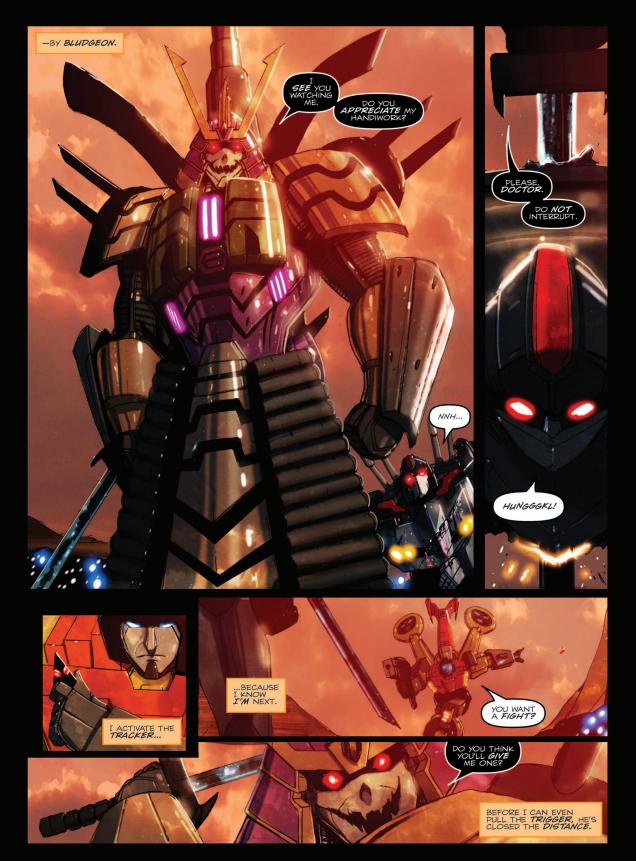


































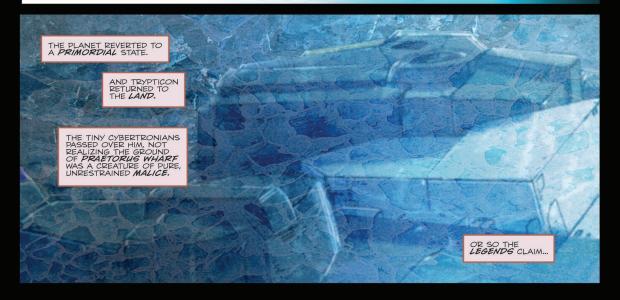






















































...I WOULD GIVE ANY NUMBER OF LIVES.

ESPECIALLY MY OWN.



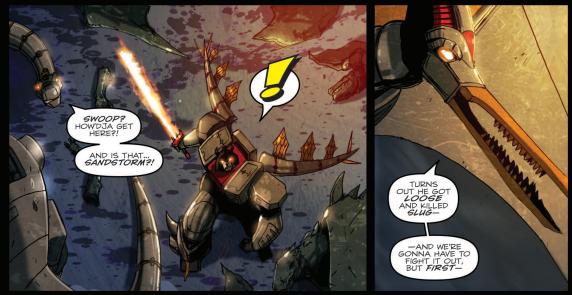
























































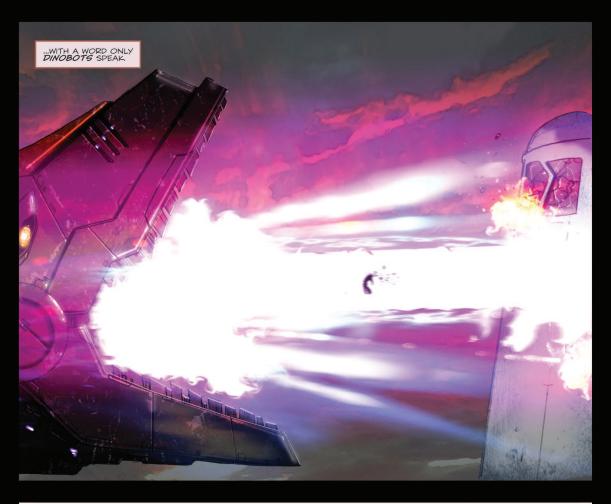






































...BUT AS I TOLD THEM ...

...I CARE NOT WHAT THEY THINK.



















# SALVATION

## WELCOME TO THE HASBRO UNIVERSE!

### HASBRO UNIVERSE TITLES

#### **JUNE 2017**

- •G.I. Joe #7
- Hasbro HeroesSourcebook #2
- •M.A.S.K.: Mobile Armored Strike Kommand #8
- Micronauts:Wrath of Karza #3
- Optimus Prime #8
- Revolutionaries #7
  - •ROM #12
  - •Transformers: Lost Light #7
  - •Transformers: Salvation
- Transformers:Till All Are One #11

#### **JULY 2017**

- •G.I. Joe #8
- •Hasbro Heroes Sourcebook #3
- •M.A.S.K.: Mobile Armored Strike Kommand #9
- Micronauts: Wrath of Karza #4
- Optimus Prime #9
- •Revolutionaries #8
  - •ROM #13
- •Rom vs Transformers: Shining Armor #1
  - •Transformers: Lost Light #8
  - •Transformers: Till All Are One #12

Welcome back, IDW Faithful! This month, we're talking to the minds behind the epic *Transformers: Salvation* – John Barber and artist Livio Ramondelli!



## John, what can you tell us about this colossal story?

JB: The first thing I wrote down when we started this comic was "this isn't about saving Cybertron, this is about saving Cybertron's soul." There's a lot of action—if you like big metal dinosaurs fighting, you won't find more or bigger ones anywhere else. But Salvation is about characters who've lived a life of war trying to prove they can be something else—and that their world isn't doomed. Also, a skeletal mechanical samurai makes a giant steel tyrannosaur try to eat Devastator.

#### Livio, your art style gives the Dinobots' story such a unique feel—moody, cinematic, violent. Could you talk about your storytelling approach?

LR: I really love playing with atmospheric lighting, and so I'm always trying to place characters into new types of environments. One of the great things about Transformers is the amount of ever-expanding new locations it allows. We're still revealing new areas of Cybertron, after all the years we've been doing this and I dig that. I'm also a fan of worn, visceral sci-fi. And so I'm always trying to present both the characters and environments as weathered, gritty—they've all got a past.

This isn't the first time you guys have worked together—in fact, *Transformers: Salvation* marks a sort of ending to a trilogy of Dinobot stories that started with *Transformers: Punishment.* Have you enjoyed the collaboration?

LR: Absolutely. John is a great collaborator—he always wants to hear your ideas and so you feel like you're working on something you truly have a stake in, rather than just drawing someone else's story. This trilogy has also been great because it's allowed me to explore different visual genres with the same underlying story. Punishment was like a noir detective story. Redemption was a crazed carchase through a hellish landscape. And now Salvation has elements of a Godzilla movie, among other things.

JB: I feel like we're in a band. We both do other projects, but every once in a while we get together and put out something we couldn't do on our own, or with other people. We've been working together off and on for six years now, but I think we're always pushing each other. Salvation definitely isn't put together like anything else we've done.

## And finally, what we've all been waiting for—favorite Dinobot?

JB: I came in a big Dinobot fan, and I've really grown to like all of them even more, individually—and it was great to add Strafe to the ranks—but Slug is my favorite. He was the toy I had as a kid, so he was always my Dinobot. It's been cool forcing him to take charge... and like all the characters I love, he really gets put through the wringer.

LR: Grimlock aside (since he's absent from *Salvation*), I'd say my favorite is Snarl for sure. Although I've also really come to like Sludge and how John writes him like a big friendly puppy... when he isn't incinerating people.

Write in to IDW about all your favorite Hasbro titles! Send your e-mails to letters@idwpublishing.com!

## FROM THE PUBLISHER'S DESK

In June, Top Shelf brings us **Campbell Whyte's HOME TIME: UNDER THE RIVER**, the story of six kids who are about to start their summer vacation when they fall in a river that transports them to a village of fantastic creatures. Australian cartoonist Whyte's first graphic novel combines the imagination of *Dungeons & Dragons* with charming characters and a bit of a videogame sensibility.

I asked **Chris Staros**, Top's Shelf's Editor-in-Chief, and some of his friends to tell us more about the book:

"When people ask what kind of books we publish at Top Shelf, I often respond with 'comics with unique art styles, filled with subtext and heart'—so, once you read them, you can see the artist's unique hand, and feel their humanity as well.



In the case of our upcoming graphic novel, HOME TIME, young Australian cartoonist Campbell Whyte has taken this idea to a whole new level. Over the course of six chapters, he transforms himself into six different artists, in order to give a distinct mood and





visual flavor to each of his main characters as they take turns exploring a fantastical world. But every bit of this amazing book—writing, artwork, coloring, lettering—is the product of a single creative mind, tying it all together in Campbell's unique and unified vision. After reading, you'll get a real feel for Campbell, and the connections between his fantasy worlds and those of your own heartfelt childhood... and you'll be hungry for more. The adventure begins in June! — **Chris Staros** 



"Campbell Whyte's debut graphic novel is cute, funny, scary, exciting, and cleverly constructed. The drawings are always a pleasure, each new art style blending seamlessly into the whole. I'm looking forward to the thrilling conclusion!"— **Bryan Lee O'Malley** (Scott Pilgrim, Snotgirl)

"Beautifully realized, funny, smart, weird and surprisingly epic in scope, HOME TIME is also just plain brilliant."— **Shaun Tan** (The Lost Thing, Tales from Outer Suburbia)

Thanks, Guys! I'll be back next month to tell you about a crossover we're doing with our friends at Dark Horse—Teenage Mutant Ninja Turtles/Usagi Yojimbo by Stan Sakai. — **Ted**