

IDW

#2 • \$3.99

**BURNHAM
ARRANZ
SANZ**

Galaxy Quest

THE JOURNEY CONTINUES



WWW.IDW.COM
ARRANZ.COM
SANZ.COM

GalaxyQuest

THE JOURNEY CONTINUES

WRITER:
ERIK BURNHAM

ARTIST:
NACHO ARRANZ

COLORS:
ESTHER SANZ

LETTERS:
GILBERTO LAZCANO

EDITOR:
TOM WALTZ



Regular Cover
Art by Nacho Arranz
Colors by Esther Sanz



Subscription Cover
Art by Mal Gardiner
Colors by Esther Sanz

Special thanks to Risa Kessler, Eduardo Alpuente, and Alberto Garrido.

IDW[®]
www.IDWPUBLISHING.com
IDW founded by Ted Adams, Alex Garner, Kris Oprisko, and Robbie Robbins

Ted Adams, CEO & Publisher
Greg Goldstein, President & COO
Robbie Robbins, EVP/Sr. Graphic Artist
Chris Ryall, Chief Creative Officer/Editor-in-Chief
Matthew Ruzicka, CPA, Chief Financial Officer
Alan Payne, VP of Sales
Dirk Wood, VP of Marketing
Lorelei Bunjes, VP of Digital Services
Jeff Webber, VP of Digital Publishing & Business Development

Facebook: [facebook.com/idwpublishing](https://www.facebook.com/idwpublishing)

Twitter: [@idwpublishing](https://twitter.com/idwpublishing)

YouTube: [youtube.com/idwpublishing](https://www.youtube.com/idwpublishing)

Instagram: [instagram.com/idwpublishing](https://www.instagram.com/idwpublishing)

deviantART: [idwpublishing.deviantart.com](https://www.deviantart.com/idwpublishing)

Pinterest: [pinterest.com/idwpublishing/idw-staff-faves](https://www.pinterest.com/idwpublishing/idw-staff-faves)

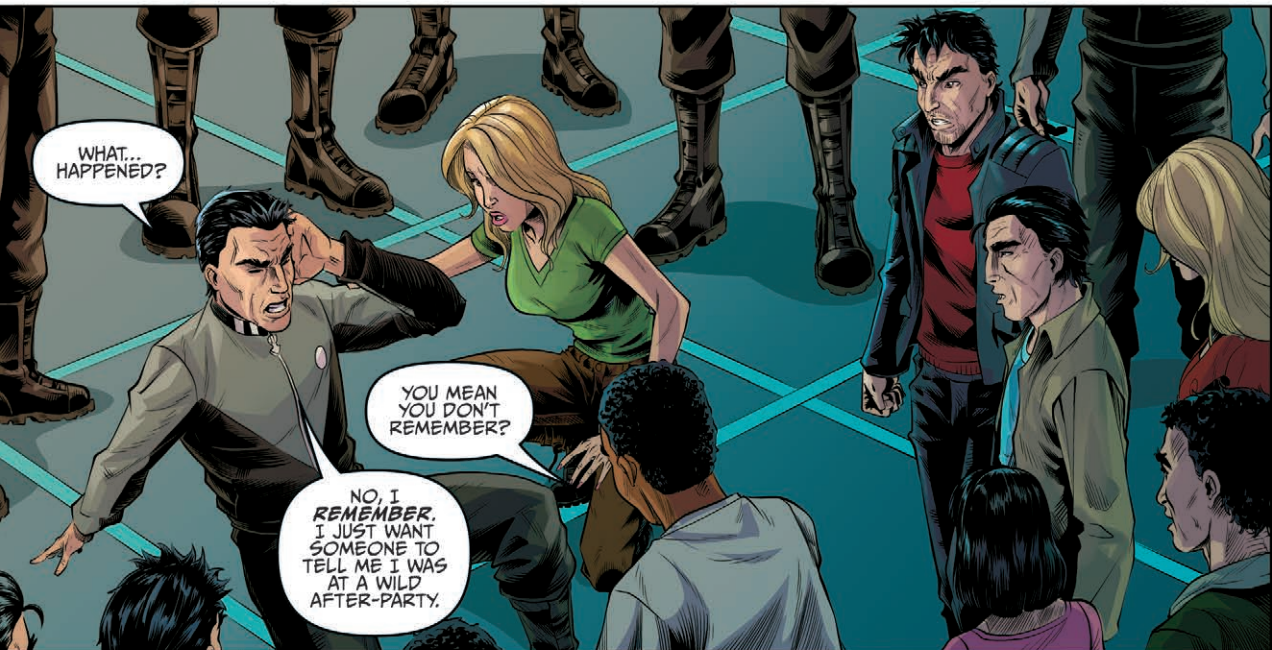


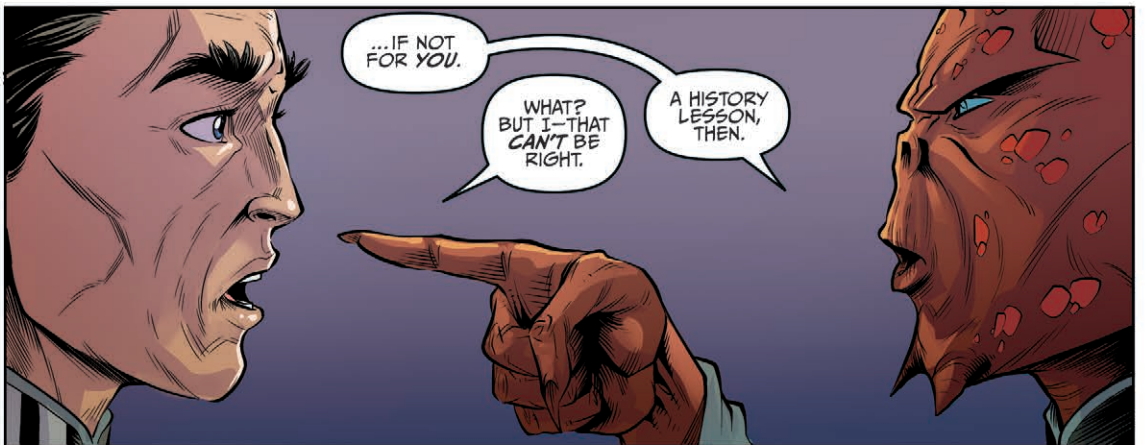
GALAXY QUEST: THE JOURNEY CONTINUES #2. FEBRUARY 2015. FIRST PRINTING. © 2015 DW Studios LLC. IDW Publishing, a division of Idea and Design Works, LLC. Editorial offices: 5080 Santa Fe Street, San Diego, CA 92109. Any similarities to persons living or dead are purely coincidental. With the exception of artwork used for review purposes, none of the contents of this publication may be reprinted without the permission of Idea and Design Works, LLC. Printed in Korea.

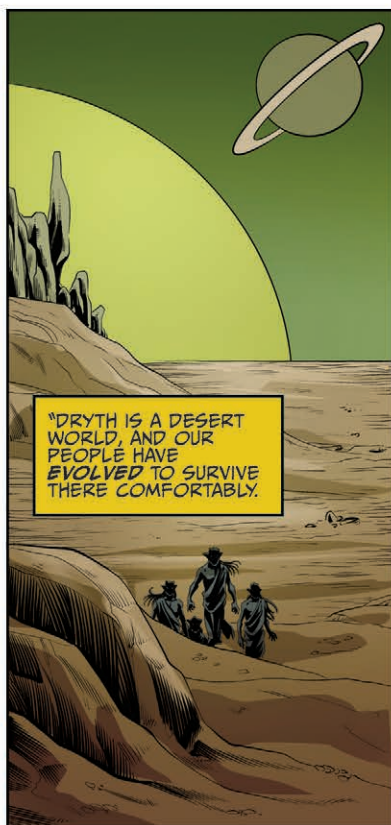
IDW Publishing does not read or accept unsolicited submissions of ideas, stories, or artwork.



... JASON?
ARE YOU
OKAY?







"DRYTH IS A DESERT WORLD, AND OUR PEOPLE HAVE EVOLVED TO SURVIVE THERE COMFORTABLY."



"THE CAMOUFLAGE ABILITIES OUR ANCESTORS USED FOR HUNTING LATER SERVED OUR PEOPLE AS ENTERTAINERS—"



"—AND AS SOME OF THE GALAXY'S MOST SOUGHT AFTER SPIES, SABOTEURS, AND ASSASSINS."

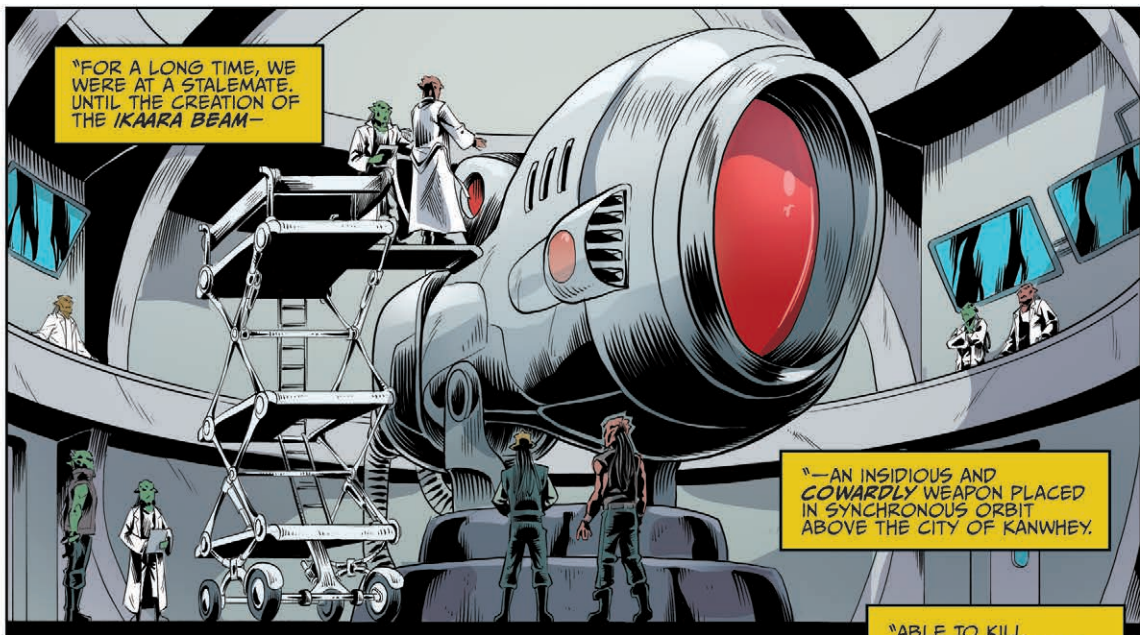
"DEMAND FOR THE SKILLS OF ITS PEOPLE INCREASED DRYTH'S PROMINENCE, BRINGING WEALTH AND TRADE, AND ALTERING OUR WAY OF LIFE."



"DIFFERENCES AROSE AMONGST OUR PEOPLE, WHICH EVENTUALLY BECAME IRRECONCILABLE."



"AND THEN, THEY BECAME VIOLENT, ERUPTING INTO AN ALL-CONSUMING CIVIL WAR."



"FOR A LONG TIME, WE WERE AT A STALEMATE. UNTIL THE CREATION OF THE IKAARA BEAM—

"—AN INSIDIOUS AND COWARDLY WEAPON PLACED IN SYNCHRONOUS ORBIT ABOVE THE CITY OF KANWHEY.

"ABLE TO KILL INSTANTLY, AND WITH PINPOINT ACCURACY..."



...ANY WHOM THE TECHNOCRACY SAW FIT.

SO THEY CAN ONLY BLAST YOU IN THAT ONE CITY? SOUNDS LIKE AN EASY FIX. JUST DON'T GO THERE.

THE CITY OF KANWHEY WAS BUILT ON HOLY GROUND, HUMAN. WE MUST BE ABLE TO GO THERE AGAIN.



AND WE WERE CLOSE—SO CLOSE—TO DESTROYING THE CONTROL NODE FOR THE IKAARA SATELLITE. IN POINT OF FACT, WE DID DESTROY IT.

UNTIL TIME REVERSED.



THIRTEEN SECONDS, TO BE EXACT.