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Instead of a predictable welcome back, let's just go for "welcome." One and all!

Because while this is, undeniably, a case of picking up where we left off 21 years ago (and wow—that, right there, makes me feel so old), we've also striven to make Transformers: Regeneration One brand new, something that's relevant for today's world and today's comics reader (ie. you) and, above all (yes!), a "jumping on point"!

First, though-the backtracking bit. The number on the cover kind of gives you a clue. This is continuation of the very first TRANSFORMERS comic series, as published by Marvel Comics from 1984-1991. 80 issues in all, which isn't bad when vou consider it was only meant to be a four-issue limited series! Nowadays, in a world of blockbuster live action movies, eclectic TV shows and diverse toy ranges, this founding/defining/scene setting era of TRANSFORMERS is known (to those in the know)—as Generation One. Hence, Regeneration One! Why are we continuing something that "finished" back before some of you reading this introduction were even born? Well, the original "conclusion" was a rushed affair, squeezed into a couple of issues once we knew the axe was going to fall. There were a whole lot of loose ends: characters left in limbo, storylines not tied up neatly, sub-plots still simmering. It always felt like unfinished business.

When TRANSFORMERS (Generation One) closed its doors, my fellow collaborators were penciler Andrew Wildman and inker Stephen Baskerville (and colorist Nel Yomtov and editor Rob Tokar). A lot's happened in the interim, I've worked on a whole slew of other TRANSFORMERS books for various publishers, and I've written for Marvel, DC, Dynamite, Titan, and more, on a range of titles including Alpha Flight, Terminator, Death's Head, StarCraft and Annihilation: Ronan. And I've moved into TV animation on shows like Beast Wars, X-Men: Evolution, and Matt Hatter Chronicles. Andrew, meanwhile, has drawn (among many others) G.I. Joe, X-Men, Spider-Man, Black Cat, and Venom and worked on games such as Wing Commander, Gunlok, and Dredd vs Death; and TV shows like Legend of the Dragon, Matt Hatter Chronicles, and Doctor Who. Stephen, well, Stephen's inked everything from Web of Spider-Man to 2000 AD, and worked as a concept artist on the Reservoir Dogs, SpongeBob Squarepants and Doctor Who games. You get the idea—we haven't been idle.

But now, here we are, full circle—me, Andrew and Stephen, rekindling the creative spark (along with new colorist John-Paul Bove and IDW editor John Barber) that, well, got us all started in this crazy business. But fear not— while this is a continuation, it's also a restart, from as level a playing field as we could muster. All you really need to know is that two factions of giant, transforming 'bots (heroic Autobots and evil Decepticons —but that was a line I always blurred and will continue to do so) have fought a bitter and divisive civil war for millions of years, ending in a kind of grudging stalemate. Cybertron, their home planet, has been restored to its once and former glory and there is peace. That peace has lasted for—ooh—about the length of time we've been away, and guess what? It's not going to last much longer!

Anything else you need to know? Not really. The story in this FCBD issue fills in a few more underpinning blanks as well as kick-starting the next arc. If you've read the previous 80 issues (not to mention the UK stories) you'll get the little extra/bonus nods and winks we've included, but these are in no way essential to your enjoyment. So sit back, bury your preconceptions, and prepare to enter the all-new, all-different world of *Transformers: Regeneration One*. Everything old... is new again!

Simon Furman January 2012

Special thanks to Hasbro's Aaron Archer, Rik Alvarez, Jerry Jivoin, Michael Verret, Ed Lane, Joe Furfaro, Jos Huxley, and Michael Kelly for their invaluable assistance.





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EDITOR-IN-CHIEF

