

Bonus Content: Alt text for Amazing Detective: Featuring Blackout

(to see the images described here, please click ON <https://spinweaveandcut.com/mitcomic/>)

Blackout P1:

A comics cover in a 1960s vintage aesthetic (specifically modeled after 1962's Amazing Fantasy #15, the first appearance of Spider-Man), for "Amazing Detective: Featuring Blackout," issue number 15 for 12 cents. A seal at the top right marks that it has been "Approved by the Comics Code Authority." The top quarter is title text on a gray background. The bottom three-quarters is a sketch in black and white of hero Blackout, who looks suspiciously like Batman but just different enough in mask and cape shape to avoid copyright infringement. He flies through the night's sky, the cityscape sideways behind him, with villain Bad Idea grasped under his arm. Bad Idea has dropped his bowler hat and walking stick, both with his iconic lightbulb icons adorning them, and he reaches out as they fall to the city ground below him. He says "Idea: Drat!" and his thought bubble is a lightbulb, as is always the case when Bad Idea speaks. A textbox reads: Also in this issue: The man of night versus the diabolical bad ideas gang with special guest-villain and her bag of tricks! In the distance, Blackout's signal, his outstretched cape's outline, shines in the sky.

Blackout P2:

Top row panel 1: A closeup of villain Bad Idea shows only his nose and lips from a profile as he declares, "IDEA: NOW"

Top row panel 2: The entire panel is tilted at an angle with large letters filling the frame to spell "BOOM!"

Top row panel 3a: flames, positioned as if they pour out of the past panel's text.

Second row panel 1: Seen from behind, Felixa the catwoman, Bad Idea, and his henchman look inside a flaming storefront with a broken window. "Purrfect," Felixa quips. "Idea: realized," follows Bad Idea. His henchman reminds them, "Quickly!"

Second row panel 3b: just below panel 3a, the bad guy's shoes in silhouette trample across the letters "weeoooweeoo."

Second row panel 4: Blackout on a rooftop, looks up into the night's sky to see his Blackout symbol, like a wingspan of a bird, minus the shape of the bird's head.

Third row, panel 1: The panel is divided into two parts by a lightning bolt. Side one: A scruffy white man with thick framed glasses, looking not too dissimilar from Batman's Commissioner

Gordon, on the phone asks, "You heard?" Side 2: a close up of masked Blackout, says "On my way."

Third row panel 2: Blackout, cape fully extended behind him, flying in the sky, as if leaping through the air.

Blackout P3:

Row 1: Closeup shots show only the eyes of each character, the henchman says "no," next Felixa, "yes," then Bad Idea, looking up to say "no," ending with Blackout's "Yes."

Row 2: Filling $\frac{3}{4}$ of the page, an illustration with Blackout, in bodysuit and large black cape, as he soars down from the sky over three members from the Bad Ideas Gang: Bad Idea, his henchman, and Felixa the catwoman. As he descends, Blackout says, "Lights out!" With a hardened face, the henchman exclaims, "Not him!" Blackout has whipped a spiky throwing blade, the shape of the Blackout symbol, to slice open the sack slung over the henchman's shoulder and cash trails behind; Felixa in a full cat bodysuit holds a carpetbag and says, "mmm...I need my bag of tricks..." Bad Idea, leader of the crew and dressed in suit, tie, and bowler hat, says, "IDEA: RUN!" All three have light bulbs patterned on their clothing. A moonlit cityscape in the background, with a police car approaching in the distance, "eeooooo.".

Blackout P4:

A single image of Blackout from the neck up. His black mask covers the upper $\frac{2}{3}$ of his face. With a slightly pointed nose and a flat piece that looks part Masquerade and part great horned owl, only his chin and pursed lips reveal his flesh.