



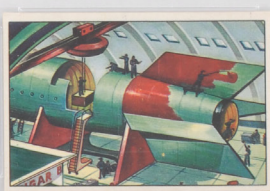
1981 JETS ROCKET SPACEMEN #6
RECEDING EARTH
NM-MT 8
90488195



1981 JETS ROCKET SPACEMEN #3
TO THE LAUNCHING RING
NM-MT 8
0857253



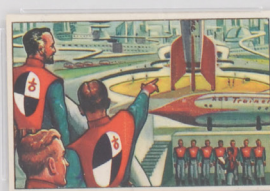
1981 JETS ROCKET SPACEMEN #5
BLASTOFF
NM-MT 8
13500244



1981 JETS ROCKET SPACEMEN #2
SEEING A ROCKET BUILT
NM-MT 8
02102490



1981 JETS ROCKET SPACEMEN #4
FINAL CHECK BEFORE
BLASTOFF
NM-MT 8
08570254



1981 JETS ROCKET SPACEMEN #1
SPACEMEN INSPECT ROCKET
NM-MT 8
02102489

6. Receding Earth
In a matter of minutes our moonship was hundreds of miles from Earth. Until we reached escape velocity, and were in free flight, our muscles were taut, and we found it hard to breathe. Several of us had blacked out. But now, as we coasted through space, these effects wore off. I looked back at Earth. It was a huge ball suspended in space. Huge for a time, then getting smaller and smaller. My thoughts turned from the home planet to the marvels that lay ahead. *Continued on Card 7*

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3. To the Launching Ring
We left Hangar "B," and went to see our moonship wheeled to the launching ring. The huge rocket moved along easily on multiple tracks. A lump came into my throat as I realized that in less than an hour I would be streaking through space in this sleek, shining monster. Spaceships are seldom lost—but you never can tell. Dr. Zara, by thought transference, became aware of my sudden fear. He placed a hand reassuringly upon my shoulder. I grinned, and was on the beam. *Continued on Card 4*

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5. Blastoff
Capt. Argo directed us to our positions in the moon rocket *EX52*. We strapped ourselves to acceleration couches to lessen the terrific 6-g pull during blastoff. Outside the ship, the traffic control officer radioed the zero-approach warning from a concrete signaling tower. Even veteran spacemen waited tensely. Zero minute came. Then zero second. The rocket roared straight upward on a withering swirling base of orange flame. We were moonward bound. *Continued on Card 5*

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2. Seeing a Rocket Built
While our *EX52* was being prepared for blasting off to the Moon, we dropped in at Hangar "B." Spatial engineers were building a rocket for the regular run between Mars and the moons of Jupiter. Our leaders, Capt. Argo and Dr. Zara, discussed the composition of the rare lunar metals used in the 250-ft. shell. A cosmic crane lifted the atomic motor into place. The engineers began insulating the ship against the motor's radiation and installing radar equipment. *Continued on Card 3*

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4. Final Check Before Blastoff
The *EX52* was tilted into firing position. An X-Ray mechanism probed every inch of the rocket shell. Inside the cabin, the instrument panel received microscopic scrutiny. Magnetic detectors were used to check the motor for the tiniest fault, and a radometer to measure the fuel. All was atom-snug. Jet blisters (earth cars) whizzed up with navigation papers. Capt. Argo was the last aboard. The retractile landing tower reeled from the spaceship's side. *Continued on Card 5*

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1. Spacemen Inspect Rocket Center
All of the crew of the *EX52*, except me, were old hands at space travel. This was to be my first blast-off to beyond the stratosphere. My mental electronics were keyed to a high pitch when we arrived at the rocket center in Manhattan. A guide showed us around. We saw passenger rockets and war rockets. We saw cadets training for the UN patrol which helps the Solar League protect the sky lanes from the pirates of the planetoids and the hostile hooligans of outer space. *Continued on Card 2*

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1951 JETS, ROCKETS, SPACE
FREE OF GRAVITY
#7
NM - MT 8
06570296



1951 JETS, ROCKETS, SPACE
SPACE STATION
#10
NM-MT 8
02102499



1951 JETS, ROCKETS, SPACE
LOOKING AT THE
#8
NM - MT 8
40591133



1951 JETS, ROCKETS, SPACE
DODGING METEOR
SHOWERS
#11
NM - MT 8
90488163



1951 JETS, ROCKETS, SPACE
REPAIRING ROCKET IN F
#9
NM-MT 8
02102498



1951 JETS, ROCKETS, SPACE
ATTACKED BY RAY
FIGHTERS
#12
NM - MT 8
16244273

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A DIVISION OF
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UNIVERSITY
SERIES C-247
PSA
Space
AUTHENTICATOR

12. Attacked by Ray Fighters
Outlaw ray fighters flashed out of the void. They spat green hypo-cosmic rays at our moon rocket, eX52. These hypo rays can go through a space-ship, or other object, without damaging it. They have no effect on Venusians or Martians. But they put Earthmen to sleep. The object was to capture the eX52 and sell us into slavery on some distant asteroid. Drowsiness crept over us. But we shook it off, and manned our blast guns. We repelled the vicious attack.
Continued on Card 13

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9. Repairing Rocket in Flight
Dr. Zara was giving us an informal lecture on the fourth dimension when our moonship shivered from a violent impact. It had rocketed into floating space junk. We went outside, and estimated the damage. There were bad dents, which might become fractures if not repaired. With pressurized tools, we poured liquefied lunar metal into the depressions. The liquid solidified instantly in the cold of the interplanetary void. The ship would remain spacetight.
Continued on Card 10

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11. Dodging Meteor Showers
Our moonship was coasting through space. Capt. Argo was watching the radar. Suddenly he grew tense. Wordlessly he turned on the rocket motor, and grasped the controls. The eX52 latched onto a wild zigzag course. Showers of meteors streaked by. They barely cleared the ship. If Capt. Argo had not viewed them on the radar, and acted on the split second, we would have been reduced to atoms. It was a close shave. And I don't mean with a Trans-Mercurian razor.
Continued on Card 12

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SPACEMEN**
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8. Looking at the Universe
We put on our spacesuits, and went onto the outside of the moonship for a clearer view. Cold, black space surrounded us. The blackness was dotted with countless stars. Going at 5,000 miles an hour, we felt no sense of motion. We could not fall off the ship, since we were thousands of miles from our home planet, and no longer affected by its pull of gravity. Our magnetic shoes kept us from floating off, and being lost, for all time, in the silent immensity of space.
Continued on Card 9

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10. Space Station
As we approached a space station, on our way to the Moon, we turned on our motor and changed our direction of flight. We zoomed up over the station's perimeter, maneuvered for position, and braked down gently on a landing table (or blasting ring). Our ship was tilted onto a jacket where rockets are refueled and repaired. We went into the rectel (interplanetary guest house). There we relaxed, had lunch, and met some of Capt. Argo's space pals. Then we were off again.
Continued on Card 11

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Space
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7. Free of Gravity
The lack of gravity, as we rocketed toward the Moon, caused strange things to happen. Actually, there was no "up" or "down." We could walk only by wearing magnetic shoes. When we tried to do without them, we floated helplessly about the pressurized compartment. Our parrot had a particularly rough time. We had no magnetic shoes that would fit him. He could keep his balance only by clinging frantically to someone's shoulder. But it was his own fault. He was a stowaway.
Continued on Card 8

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SPACEMEN**
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13. Approaching the Moon
 The 6XS2 was approaching the Moon. Sunlight enveloped half of the lunar sphere. The rest lay in the glow of earthlight. I could hardly restrain my excitement. But Capt. Argo, watching the instrument panel, was perfectly calm. The rocket motor was now turned on to accomplish two things. The ship had to be swung around for a tail-first landing. We also had to brake the speed of its fall, by gravity, toward the face of the Moon. We wanted no crash-landing. Continued on Card 14

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16. Lunar Observatory
 While on the Moon we visited the observatory and radar station recently built by the UN. Magnetic tools and pressurized tractors had been used in the construction. Some people had said that such a project was silly. But the observatory had already paid off by giving man a clearer knowledge of worlds beyond the Solar System. It was not to these far distant worlds, however, but to Mercury and Mars—which we were soon to visit—that we gave our keenest attention. Continued on Card 17

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14. Circling Moon for Landing
 Now we were circling the Moon in preparation for landing. We saw the large, smooth plains that astronauts once thought were oceans. We saw smaller plains, ringed with mountain walls. We saw the famous lunar craters—more than we could count—some of them with central cones. We saw the long, bright streaks called rays, streaming out from some of the craters. We saw the deep chasms called rills. And we saw moon mountains higher than any of Earth. Continued on Card 15

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17. Leaping Leopons
 Darkness caught us as we were collecting rock specimens at the end of a lunar day. We decided to work a little longer, and switched on our infrared helmet lights. Sensing danger, I pivoted around and saw fierce eyes gleaming in the distance. The other men faced about just as two leopons sprang from a ringwall. Our ray pistols stopped them barely in time. Lunar leopons can leap six times as far as earthian leopards. This is because of the Moon's weaker gravity. Continued on Card 18

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15. On the Moon
 Our spaceship landed on the floor of a lunar valley. We began collecting specimens of moon metals for the Manhattan Rocket Center. Of course, we wore our space suits with oxygen tank attachments. In this way, we were protected from extreme lunar temperatures, and were able to breathe, even though there is little air on the Moon. From noon to midnight there is a temperature difference of 400° F. Days and nights are long. A lunar afternoon equals seven Earth days. Continued on Card 16

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18. Mantis Men
 We were making ready to take off from the Moon. A small army of mantis men, with weird magenta eyes, swarmed over the rim of a crater, and tried to surround us. Their jaws clacked hungrily, as though they would devour us—space suits and all. Our ray pistols held them at bay as we retreated to the spaceship. We got aboard the 6XS2, and drew in the retractable ladder. The mantis men milled about the exhaust nozzle. We activated the motor and blasted off. Continued on Card 19

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1951 JETS, ROCKETS, SPACE
#24
FIGHTING OFF FIRE
BEETLES
NM - MT 8
08570202

1951 JETS, ROCKETS, SPACE
#21
HYPNOTIZED BY STEAM F
M-HMT 8
02102473

1951 JETS, ROCKETS, SPACE
#23
ROCKET REPAIR AND
FORMULA Q
NM - MT 8
08570205

1951 JETS, ROCKETS, SPACE
#20
CRASH - LANDING IN
MERCURIAN BOG
NM - MT 8
12289893

1951 JETS, ROCKETS, SPACE
#22
OVERCOMING STEAM FROGS
NM - MT 8
02102474

1951 JETS, ROCKETS, SPACE
#19
BOUND FOR MERCURY
NM - MT 8
08570204



19. **Bound for Mercury**
As the 6X52 took off from the Moon, six or eight of the mantis men who had attacked us perished in the rocket exhaust. Up—up—we went, then set our course for Mercury. The planet for which we were now bound has one side that always faces the Sun. There the day never ends. One side is constantly turned from the Sun. There it is always night. The day side is very hot, while the night side is colder than Earth's polar regions. A moderate twilight zone lies between.
Continued on Card 23

22. **Overcoming Steam Frogs**
Three of our spacemen were under a hypnotic spell. Giant Mercurian steam frogs were leading them to their doom. I was just inside the rocket's hatchway. To knock out a steam frog with a ray gun, you have to score a hit on a gland directly under its nose. I stepped out of the ship and circled around for a good aiming position. Avoiding the frogs' mesmeric glances, I fired at each of the beasts. They keeled over. My friends snapped out of their hypnosis.
Continued on Card 23

20. **Crash-Landing in Mercurian Bog**
We were navigating the 6X52 over Mercury. It was our intention to land in the twilight belt. Suddenly our nuclear reactor went haywire, the steering controls froze, and the spaceship zoomed in a crazy arc. It crash-landed about twenty miles inside the hot zone. The steaming mud of the bog, into which the prow of the ship plunged, broke the force of the crash. Though we were shaken up, we were not hurt. But we little know what awaited us outside the ship.
Continued on Card 21

23. **Rocket Repair and Formula Q**
Mercurian marshmen freed our spaceship from the boiling bog and repaired it on their own rocket ring. They replaced the defective nuclear reactor. The marshmen told us of Formula Q, newly worked out by the Solar League. Strangers in any habitable part of the Solar League, insouled with the right variable of the formula, would become instantly acclimated to the new living conditions. From now on, we could do without our space suits in most places that we might visit.
Continued on Card 24

21. **Hypnotized by Steam Frogs**
After we had crash-landed in the hot Mercurian bog, Capt. Argo opened the only free escape hatch. He and Dr. Zars started leading the way out of the rocket. As soon as they and one other man had stepped onto the oozing mud, a giant steam frog appeared and fixed a hypnotic eye upon them. A second frog joined the first. The frogs sidled away, beckoning with long-clawed fingers. The hypnotized earthmen obediently followed. What could be done to rescue them?
Continued on Card 20

24. **Fighting Off Fire Beetles**
The marshmen invited us to go with them to explore the baked flats fifty miles inside the Mercurian hot zone. Since the Bats were not habitable by either native Mercurians or visitors, Formula Q would not help us there. The Mercurians equipped themselves and us with asbestos capsules for deflecting the heat. The place was infested with enormous fire beetles. Some of them attacked us. Our ray-guns disintegrated the flames radiating from the infuriated insects.
Continued on Card 24





PSA
#32
1951 JETS ROCKETS SPACEMEN
MATADOR NM-MT 8
02102542



PSA
#33
1951 JETS ROCKETS SPACEMEN
BATTLING SPACE CELL NM-MT 8
02102548



PSA
#35
1951 JETS ROCKETS SPACEMEN
FUTURISTIC FIGHTER NM-MT 8
90488198



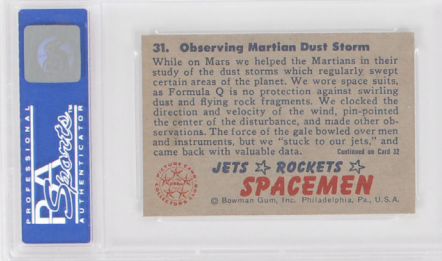
PSA
#32
1951 JETS ROCKETS SPACEMEN
NM-MT 8
16445571



PSA
#34
1951 JETS ROCKETS SPACE
CUTLASS NM-MT 8
02102549



PSA
#31
1951 JETS ROCKETS SPACE
OBSERVING MARTIAN DUST NM-MT 8
02102544



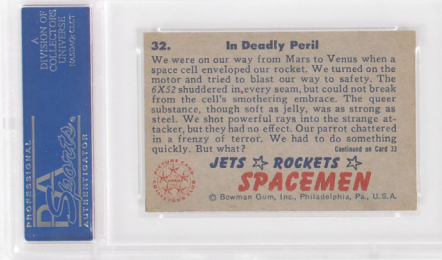
31. Observing Martian Dust Storm
While on Mars we helped the Martians in their study of the dust storms which regularly swept certain areas of the planet. We wore space suits as Formula Q is no protection against swirling dust and flying rock fragments. We clocked the direction and velocity of the wind, pinpointed the center of the disturbance, and made other observations. The force of the gale bowled over men and instruments, but we "stuck to our jets," and came back with valuable data.
Continued on Card 32

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34. "Cutless"
The U.S. Navy has a sharp fighter plane in the twin-jet *Cutlass, F7D-1*. It can hustle through the sky well above the speed of sound. Just how fast is a defense secret. Slanting, knife-like wings are set back toward the extreme rear. Fins are located at the trailing edge of the wings. Slats at the leading edge provide lift in taking off and landing. The *Cutlass* is so futuristic in appearance that you might think you were seeing it through a time screen.

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32. In Deadly Peril
We were on our way from Mars to Venus when a space cell enveloped our rocket. We turned on the motor and tried to blast our way to safety. The *FX22* shuddered in every seam, but could not break from the cell's smothering embrace. The queer substance, though soft as jelly, was as strong as steel. We shot powerful rays into the strange attacker, but they had no effect. Our parrot chattered in a frenzy of terror. We had to do something quickly. But what?

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35. Futuristic Fighter
New types of fighting jets are being developed all the time. An experimental type which may give an idea of the fighting jets of the future is the *XF-92A* of the United States Air Force. Wings and tail are triangular. This arrangement adds strength. The wings sweep back at an angle of 60°. There is no horizontal stabilizer on the fin. Both elevator and aileron control are furnished by elevons in the wings. The picture shows how an *XF-92A* type of plane would look in battle.

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33. Battling Space Cell
Our rocket was caught in the twisting folds of a space cell. The blast of the atomic motor could not free the ship. Our guns spat vainly at the jelly-like blob, which seemed about to crush the ship like an eggshell. On a sudden lurch we fired ammonia freeze and a withering heat ray at the same time. That did it. The cell's structure could not stand the simultaneous influx of extreme heat and cold. It relaxed its grip and slithered away into space.

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36. "Matador"
The *Matador* is a new U.S. plane which flies without a pilot. It serves the purpose of a guided missile. It can be launched from a movable platform. Once in the air it flies under its own jet power at speeds faster than sound. It's a one-way plane; it doesn't come back. It can carry an atomic war head, and it can be directed accurately at an enemy target which is hundreds of miles from the launching point. The *Matador* will be produced in large numbers.

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37. "Panther"
The U. S. Navy's jet Panther is a sleek, sturdy fighter. The Panther was selected to prove that jets could be used in night operations from carriers. The experiment took place off the California coast. Eight Panthers made double take-offs and returns. They came in for landing at 120 mph, on a 350-ft. flight deck. The ability of the U. S. Navy to carry on jet operations, by night as well as by day, adds to the defemise striking power of the United Nations.

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40. Spacemen Examine Wreckage
Coasting toward Venus, we sighted floating wreckage just outside the atmosphere of that planet. We fired our motors, veered toward the space junk, and braked to a stop. Capt. Argo pressed Button 34, magnetizing the shell of our rocket, and pulling the wreckage to the ship's side. Using flying belts, we examined the debris. It bore the checkered design of Plutonian war rockets. Dr. Zara signaled us back. He had picked up a battle on the tele-screen.

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38. "Scorpion"
The Air Force's fighting jet F-49 sports an up-swept tail which raises stabilizers and rudder high above exhausts and wing wake. This makes the F-49 look like a large, black scorpion. And so "Scorpion" has become the official nickname of this all-weather combat plane. A radar observer generally accompanies the pilot. He operates the electronic equipment that sees through storms, fog and the dark. The Scorpion's length and wing span are about 50 feet.

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41. Battle of Rockets
Through our radar we knew that Venusian space-ships, representing the Solar League, were battling Plutonian war rockets. Our 6X52 was not a fighting ship. Its light armament was only for repelling pirates. Yet it was our duty to do what we could for the Solar League. We streaked to the battle zone. As we came into the range of fire, we saw two Plutonian ships blown to bits. The surviving enemy rockets withdrew with their motors roaring at full blast.

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39. Fighting Giant
Thirteen tons add up to a lot of weight for a fighter plane. But that's the weight of the streamlined, needle-nosed F-90. Its range is an estimated 2,000 miles with the aid of extra wing-fuel tanks. It is 55 feet in length. Wings sweep back at a 35° angle, and have a 40-ft. span. F-90's are in their element at altitudes of 40,000 feet more in lonely flight above the clouds—where Earth seems so far away and the cold stars so near.

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42. Landing in a Venusian Jungle
We navigated the 6X52 through the cloud layer that envelops Venus, and came in on a 4-d. repulsion glide among towering bombs, trees. Enormous flowers brushed the sides of our spaceship. We cushioned to a landing among giant ferns. Stepping from the ship we breathed the oxygen-laden air of Venus. (Spectroscopes, back in 1951, did not detect oxygen on Venus. It was too low in the Venusian atmosphere for Earth instruments to record.)

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1951 JETS, ROCKETS, SPACE #48
 RESCUED FROM ICE SUB-
 CAVEM
 NM-MT 8
 02102525

1951 JETS, ROCKETS, SPACEMEN #45
 JAGUAN ATTACK
 NM-MT 8
 19244733

1951 JETS, ROCKETS, SPACEMEN #47
 SEEING KING
 VULCOR THROUGH
 HANGARS
 NM-MT 8
 19244726

1951 JETS, ROCKETS, SPACEMEN #44
 CAUGHT BY TENTACLE
 VINES
 NM-MT 8
 19244722

1951 JETS, ROCKETS, SPACE #46
 THROUGH VOLCANIC...
 CAVES
 NM-MT 8
 02102563

1951 JETS, ROCKETS, SPACEMEN #43
 RIDING A DINOSAUR
 NM-MT 8
 12289013

43. Riding a Dinosaur
 We split into two groups for a brief exploration of the Venusian jungle. The group I was with came back first. We were about to go looking for the others when there was a great commotion among the ferns. Dr. Zara, two crew members, and our parrot rode out of the jungle on a dinosaur. They dismounted, and we took off in a hurry. The dinosaur would not have harmed us. (It was the plant-eating kind.) But it might have bumped into and wrecked our spaceship. *Continued on Card 44*

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46. Through Volcanic Caves
 King Vulcor's scouts led us through the Venusian jungle to immense volcanic caves. They were the entrance to the underground portion of Vulcor's realm. Terrific pressure drafts kept us on an even keel as we were eased down through the caves. We were brought into the sovereign's presence. He made us guests of the kingdom, and sent some of his attendants to fly our rocket to the royal hangars. There it would be well cared for until we were ready to take off from Venus. *Continued on Card 47*

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44. Caught by Tentacle Vines
 Our SX52 eased to the ground about 100 miles from where we had first landed in the Venusian jungle. As Capt. Argo, Dr. Zara and I reconnoitered, we were encircled by tentacle vines. They were many times more powerful than the meat-eating plants of the African jungles of Earth. The harder we tried to get away, the tighter we were bound. Two men came out of the jungle. They pointed at the vines and spoke magic words. The tentacles relaxed. We were free. *Continued on Card 45*

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47. Seeing King Vulcor's Realm
 Venusians are taller than Earthians, and King Vulcor was tall even for a Venusian. We felt almost like midgets as he showed us through a part of his realm. An underground city stretched away into the distance. A dome of phosphorescent rock covered and lighted it. Rockets, operated by compressed air, zipped back and forth under the shining dome. Running rockets by compressed air was a triumph of Venusian science. But it could be done only in an atmosphere. *Continued on Card 48*

JETS TO ROCKETS SPACEMEN
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45. Octopant Thwarts Jaguan Attack
 The men who had rescued us from the tentacle vines proved to be scouts of King Vulcor in whose realm our rocket had landed. They questioned us, and started to lead us to their ruler. A blood-chilling roar split the atmosphere. A jaguan jumped out of the dense ferns. As it lunged for us, it stepped into an octopant. The plant folded itself about the spotted terror. It subdued the writhing, twisting beast. One expects anything in a Venusian jungle. *Continued on Card 46*

JETS TO ROCKETS SPACEMEN
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48. Rescued from Ice Sub-Cavem
 While exploring in the depths of a Venusian sub-cavem, we were trapped by shifting ice. King Vulcor's men, on an upper shelf of the cavem, saw what happened, and sent one of their number for a compressed-air deflector gun. They melted the ice with a heat ray down to the solid rock. Then, with great force, they deflected compressed air from the hard rock surface. The action set up a powerful atmospheric current that bore us safely up from the cavem floor. *Continued on Card 49*

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1981 JETS, ROCKETS, SPACE PLANET EX
 #57
 NM-MT 8
 40505243



1981 JETS, ROCKETS, SPACE IN THE REALM OF PRINCE
 #58
 NM-MT 8
 02102536



1981 JETS, ROCKETS, SPACE ICE CAPITAL
 #59
 NM-MT 8
 02102538



1981 JETS, ROCKETS, SPACE UNDERWATER HUNTING
 #56
 NM-MT 8
 15389457



1981 JETS, ROCKETS, SPACE POLAR CATS INVADE RUN
 #58
 NM-MT 8
 02102537



1981 JETS, ROCKETS, SPACE EQUIPPED WITH GILL GE
 #55
 NM-MT 8
 02102533

PROFESSIONAL
PSA
 AUTHENTICATION

55. **Equipped with Gill Gears**
 The men who lived in the waters of Planet Ex inquired about our oxygen tanks. When they found that we could breathe only in air, they took us up to a coral laboratory on the surface. The idea of men creatures who could breathe in the air, but not in water, amused them greatly. They fitted us with gill gears for underwater respiration. We tried them out through an opening in the coral floor. They worked excellently. Now we could explore Planet Ex with greater ease. Continued on Card 56

JETS ☆ ROCKETS ☆ SPACEMEN
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PROFESSIONAL
PSA
 AUTHENTICATION

58. **Polarcats Invaade Runways**
 Tobogganing was a favorite sport in the realm of Prince Frost. Great runways were cut in mountains of ice. The sleds of the prince and his subjects would shoot dizzyly down the steep courses. We were guests of the prince on a number of toboggan parties. On one occasion, fierce polarcats blocked the runways. We took careful aim with ice guns, and peppered the snarling beasts with rapid charges of ammonia freeze. We had no more trouble with polarcats. Continued on Card 59

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 AUTHENTICATION

56. **Underwater Hunting**
 Equipped with gill gears, and riding trained porpoises, we hunted rayfish in the depths of the ocean. We had beginner's luck, and bagged even more game than did our hosts, the X-men. By now we had learned a good deal about Planet Ex. It had a central core of rock, metal and soil, covered entirely by water and ice. King Aquon's water realm was divided into cold, temperate and tropical zones. The ice-covered portion of the planet was ruled by Prince Frost. Continued on Card 57

JETS ☆ ROCKETS ☆ SPACEMEN
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59. **Ice Capital**
 The men of the ice regions of Planet Ex had developed a highly scientific civilization. But they had one handicap. Living in the constant cold had frozen their vocal cords. They could not speak. Much of their conversation was by telepathy. They had also built up a clever sign language. Prince Frost taught it to Dr. Zara. Shortly after our arrival, the G&Z, thoroughly overhauled and ready for use, came up from the sub-glacial shops on a pneumatic ice lift. Continued on Card 60

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PSA
 AUTHENTICATION

57. **In the Realm of Prince Frost**
 Prince Frost was advised by telephopone of our presence on Planet Ex. He sent us an invitation to visit his realm. Our rocket needed some repairs before it could again take to the sky. King Aquon's men drove it through the ocean to the prince's sub-glacial rocket shops. The water king took us in his own rocket to the edge of the ice sovereign's country. Prince Frost met us there. He transported us in jet-propelled sledges to the capital of his domain. Continued on Card 58

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60. **Thoughts of Planet Ex**
 Drinking water or milk on a spaceship is an odd experience. Liquid cannot be poured into a glass or cup. When emptied from its original container, it forms a sphere, which, because the lack of air gravity, hangs in mid-air in the pressurized cabin. As we drank a suspended globule of water through straws, on our way from Planet Ex to Saturn, we thought back to our adventures on the planet that was all water and ice. Some day we would revisit King Aquon and Prince Frost. Continued on Card 59

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1951 JETS, ROCKETS, SPACE #72
HOME TO MANHATTAN NM-MT 8
02103179

1951 JETS, ROCKETS, SPACE #69
SAVING AN ASTEROID WORLD NM-MT 8
02103176

1951 JETS, ROCKETS, SPACE #71
DEFENDING SPACE STATION NM-MT 8
02103178

1951 JETS, ROCKETS, SPACE #68
RELEASED BY ASTEROID NM-MT 8
02103175

1951 JETS, ROCKETS, SPACE #70
ESCAPE FROM SPACE PIRATES NM-MT 8
02103177

1951 JETS, ROCKETS, SPACE #67
CAPTURED BY SPACE PIRATES NM-MT 8
15493197

67. Captured by Space Pirates
While we were navigating in the Planetoid Belt, a pirate rocket took us by surprise. It brought our spaceship to a stop by bombarding it with deceleration rays. It then fired a salvo of zombie beams which penetrated our rocket's shell and froze our will power, so that we could not defend ourselves. The pirates forced open a hatchway, boarded the 6X52, and took us to their rocket. They inoculated us with Still Injections which made us incapable of movement. Continued on Card 68

JETS TO ROCKETS TO SPACE
SPACEMEN
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70. Escape from Space Pirates
The asteroid men were grateful to us for saving their world from destruction. They gave us back the spaceship, 6X52, which the pirates had captured. We were in the rocket, getting ready to blast off, when the pirate ship returned to the asteroid. The pirates signaled furiously for us to surrender, then opened up with ray pistols. We slid back a hatchway and returned the fire. Several buccaners fell. Their companions ran for cover. We took off without further trouble. Continued on Card 71

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SPACEMEN
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68. Released by Asteroid Men
We were prisoners on a pirate rocket. Zombie beams and Still Injections had made us completely helpless. Part of the outlaw crew took over the controls of our 6X52. Both ships were landed on an asteroid. The pirates turned us over to the tiny inhabitants who were their allies. When the buccaners were gone, the asteroid men reactivated us with radial scanners. They hoped we could help them deflect a molten sun fragment coursing toward their little world. Continued on Card 69

JETS TO ROCKETS TO SPACE
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71. Defending Space Station
Our rocket was homeward bound. After a stint of 200,000 miles, we stopped at a space station. Solar League outposts warned by space telegraphy that cosmic torpedoes were approaching, at the speed of light, from an outer star system. The commandant led us into the station's defense turret. He pulled levers and pushed buttons. A detonating ray screen was thrown up in the path of the torpedoes. They hit the barrier and exploded in a 3-hour series of flashes and roars. Continued on Card 72

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69. Saving an Asteroid World
A huge sun fragment, filling the sky with a strange light, was getting nearer and nearer the asteroid. Only our scientific knowledge could save the tiny planetoid from destruction. We led the asteroid men in setting up repulsion guns on a cobalt base. Next we calculated the sun fragment's course in relation to the planetoid's orbit. We drew our sights on the target and fired the hastily mounted guns. The menacing object was blasted into a trillion atoms. Continued on Card 70

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72. Home to Manhattan
After leaving the space station, we rocketed steadily toward Earth. Our planet was a small circular object in the dim distance. Gradually it grew into a huge sphere. We could easily make out the continents and oceans. I shall never forget the thrill of my first homcoming from an interplanetary voyage. We circled the Earth, then hovered over the tall buildings of Manhattan. With our motors braking the fall, we eased to a happy landing at the rocket center.

JETS TO ROCKETS TO SPACE
SPACEMEN
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PSA
1951 JETS, ROCKETS, SPACEMEN - #78
ALL IS READY
NM - MT +
8 5
02103183



PSA
1951 JETS, ROCKETS, SPACE
BIGGER AND BETTER ROCKET - #75
INVENTION OF THE ZARATRON
NM/MT 8
02103183



PSA
1951 JETS, ROCKETS, SPACEMEN - #77
SPACEMEN HOLD CONVENTION
NM - MT +
8 5
04580183



PSA
1951 JETS, ROCKETS, SPACEMEN - #74
INVENTION OF THE ZARATRON
NM/MT 8
15493180



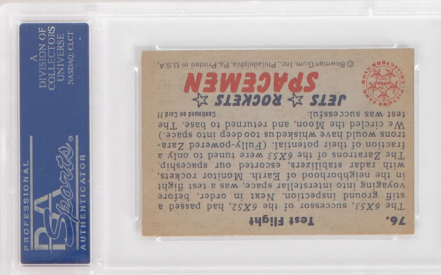
PSA
1951 JETS, ROCKETS, SPACEMEN - #76
TEST FLIGHT
NM - MT +
8 5
12285292



PSA
1951 JETS, ROCKETS, SPACE
SET FOR NEW ADVENTURE - #73
NM/MT 8
02103180



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UNIVERSITY COLLECTORS
AUTHENTICATOR





1951 JETS, ROCKETS, SPACE #90
 CAPT. ARGO RESCUES CO. MM-MT 8
 02103221



1951 JETS, ROCKETS, SPACE #87
 ASSEMBLING ICE ROBOTS MM-MT 8
 02103217



1951 JETS, ROCKETS, SPACE #89
 DUEL OVER FERSON MM-MT 8
 16244737



1951 JETS, ROCKETS, SPACE #88
 MENACED BY VEGETABLE MEN NM-MT 8
 08570219



1951 JETS, ROCKETS, SPACE #85
 STRANGE BATTLE NM-MT 8
 02103218



1951 JETS, ROCKETS, SPACE #86
 CENTER TO STRANGE NM-MT 8
 15080802

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 AUTHENTICATOR
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 STORAGE UNIT

85. At Krota's Radial Center
 King Trunion restored us to our normal size. We toured the radial center of his realm. There we saw crystal-controlled transmitters with tubes as tall as the Empire State Building. To this focal point are tuned thought waves flashed from the brains of the Krotonians. By radionic reaction, King Trunion's people have built up a civilization of telepathic materialism. This power can be put into direct use, however, only in the attainment of peaceful objectives. Continued on Card 86

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 AUTHENTICATOR
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 STORAGE UNIT

88. Strange Battle
 An army of ice robots was on the march. The 6X53 and the rockets of the brain people zoomed and swooped in a sky reddened by the flames of a city burned and plundered by vegetable men. Thoughts were flashed from the rockets to frequency pilots in the chests of the robots. The mammoth warriors clomped out and did battle with the vegetable men. Hundreds of the invaders perished in the robots' icy grip. The rest fled to their lairs in Tropicana. Continued on Card 89

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 STORAGE UNIT

86. Menaced by Vegetable Men
 Giant vegetable men from Tropicana were plundering an outlying city of the brain people. King Trunion's telepathic mind had picked up the alarming news. Tropicana lay to the south of the brain sovereign's territory. Vegetables with beady beetle-like eyes prowled the humid regions seeking animals to devour. Now the rampaging vegetables had broken out of their jungle swamps. Since they were hostile, the brain men could not control them telepathically. Continued on Card 87

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 STORAGE UNIT

89. Duel Over Ferson Pit
 Count Melchor ruled the hemisphere opposite the one where the brain people lived. King Trunion thought-waved a message to the count, asking him to join the brain men in an alliance with the Solar League. Melchor came by rocket to Trunion's palace to look into the matter. Earthmen, he decided, were not his equal. He challenged Capt. Argo to a sword duel on a tight rope over a Ferson pit. The ravenous Fersons snarlingly waited for the loser to fall into the pit. Continued on Card 90

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87. Assembling Ice Robots
 Piercing vegetable men from the jungle swamps of Tropicana were plundering a Krotonian city. At Dr. Zara's suggestion, enormous quantities of ice were thought-carried from the polar regions to a workshop dreamed up for the Earthian scientist. There Dr. Zara, aided by King Trunion's brain men, massed a mighty army of ice robots for a frigid attack upon the invading vegetables. The robots were carefully wired with frequency pilots for thought control. Continued on Card 88

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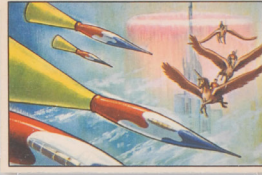
PROFESSIONAL
 PSA
 AUTHENTICATOR
 DIVISION OF
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 STORAGE UNIT

90. Capt. Argo Rescues Count Melchor
 As Count Melchor duelled on a tight rope with Capt. Argo, he slipped and fell into the pit below. Raging Fersons, with drooling fangs and curving claws, closed in for the kill. Capt. Argo leaped to the side of the stunned Melchor. Plying his sword with deadly accuracy, he slew the vicious beasts. Count Melchor thanked Capt. Argo for saving his life. Later he told King Trunion that he would be glad to join the brain people in an alliance with the Solar League. Continued on Card 91

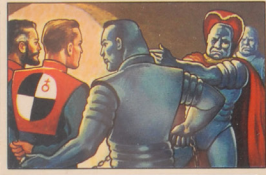
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1951 JETS, ROCKETS, SPACE #96
 MAKING DENE-RAY ADAPTER NM-MT 8
 02103228



1951 JETS, ROCKETS, SPACE #93
 ATTACKED BY FUNNEL ROCKET NM-MT 8
 02103224



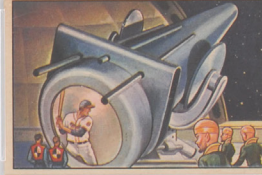
1951 JETS, ROCKETS, SPACE #95
 SENTENCED BY KRATOR NM-MT 8
 16244743



1951 JETS, ROCKETS, SPACE #92
 PALACE IN THE SKY NM-MT 8
 02103223



1951 JETS, ROCKETS, SPACE #94
 PRISONERS OF IRON MEN NM-MT 8
 16497178



1951 JETS, ROCKETS, SPACE #91
 VIDEOSCOPE NM-MT 8
 16244748

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91. Videoscope
 One day King Trunton took us to the brain people's observatory, where we saw a videoscope with which Krotonian astronomers often probe the Milky Way. The instrument had powers of magnification that cannot be expressed in Earthian terms. The King focused it on rays of earthlight that had traveled through space for eight years. The next moment we were looking at a baseball game that the Indians and White Sox had played eight years before.
Continued on Card 92

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94. Prisoners of Iron Men
 Suction compressors had drawn us into a funnel rocket of Krator the Cruel. Our ray pistols had no effect on the iron men. I was chained to a ring in the front of the control room. Capt. Argo and Dr. Zara were similarly fastened at the rear. We still had our ray guns. The iron men had not bothered to take the weapons that had proved so useless against them. Dr. Zara tried shooting at some of the controls. But that, too, was of no avail.
Continued on Card 93

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92. Palace in the Sky
 Each day on Kroto brought a new and startling experience. One morning Capt. Argo, Dr. Zara and I mounted flying unicorns for a visit to King Trunton's palace in the sky. The king did not accompany us, as he was busy with affairs of state. Up through the clear, cool air we rode. The unicorns neighed and pranced. Nearer and nearer we came to Trunton's palace. Its chromium towers shimmered in the blue sunlight falling softly from Sirius.
Continued on Card 95

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95. Sentenced by Krator the Cruel
 Taken captive by iron men, we were brought in funnel rockets to the kingdom of Krator the Cruel. Krator in person sentenced us to the foundry pits. He charged us with plotting to bring about the enslavement of Kroto by the Solar League. He knew better, and he knew that we knew it. But that did not matter to him. He had heard of Dr. Zara's great scientific knowledge. He wanted our aid in inventing new and more terrible weapons of war.
Continued on Card 96

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93. Attacked by Funnel Rockets
 Krator the Cruel ruled a kingdom of iron men in the mountains of Kroto. Several of Krator's funnel rockets intercepted us as we approached the sky palace of King Trunton. The iron crewmen threw a repello rim about the palace to keep us from reaching it. We raised our unicorns around in an effort to escape. But the rockets surrounded us. They threw out invisible suction compressors which drew us through an exhaust funnel into one of the rockets.
Continued on Card 94

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96. Making Dene-Ray Adapter
 Freed by iron men, we went down through dark archways to the foundry pits of Krator, the Cruel, where sweating slaves toiled in the lurid light of blast furnaces. A job was fitted up in one of the pits. We had the choice of producing, within one month, new weapons of war for Krator or becoming slaves in the stoking crew. Dr. Zara pretended to comply. But actually he began working out a denora adapter which would make our ray guns effective against our foe.
Continued on Card 97

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PSA
#102
FINAL DAY ON KROTO
NM - MT 8
16244750



PSA
#99
THOR MOGON'S ULTIMATUM-MT 8
NM-MT 8
02103193



PSA
#101
IN WILD WEST FASHION
NM - MT 8
09570219



PSA
#98
ENDING KRATOR'S REIGN
NM-MT 8
16244724



PSA
#100
HELP ARRIVES
NM - MT 8
12266325



PSA
#97
MAGNETIZING IRON MEN
NM-MT 8
02103290



97. **Magnetizing Iron Men**
Deno-ray adapters were ready. We dashed through a tunnel from the foundry pits to the space port of Krator the Cruel, and made for the tyrant's personal rocket. Guards closed in all directions. We fired our deno-rayed pistols, magnetizing the iron men. They plunked into one another, or hurtled helplessly against the steel shells of spaceships. We rocketed away to King Trunton's palace. Now we knew how to deal with Kratos the Cruel and his henchmen. *Continued on Card 98*

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100. **Help Arrives**
Videoscope radiophone was used to contact Solar League outposts with news of the trouble that Thor Mogon was making for the earthmen and King Trunton. Three spaceships with full crews were sent to our aid. As I watched them come in at the rocket port, I was impressed, as never before, with the beauty of the Krotonian skyscape. The planet Kroto revolves around the large blue sun Sirius and a small white sun. The planet receives light from both suns. *Continued on Card 101*

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98. **Ending Krator's Reign**
It was a great day at the rocket port of King Trunton. Krator the Cruel and two of his advisers had been harnessed in a magnetic traverse unit and brought to Trunton's realm. With the full crew of the 652 and some of the brain men, we had stormed into the tyrant's palace. Using our deno-rayed pistols, we had immobilized the iron men without injuring them. Krator's subjects had revolted against his tyranny, and gained their long-wished freedom. *Continued on Card 99*

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101. **In Wild West Fashion**
Should we meet the threat from Thor Mogon by blasting his country with cosmic torpedoes? Capt. Arco suggested a better way. We slipped cowboy-and-Indian style into the Sublands, and made a surprise Wild West attack on the power plants of the indigo men. We tied up the guards and put the plants out of commission. Thor Mogon was impressed by the daring of the raid and by the fact that we had avoided bloodshed. He agreed to the Solar Alliance. *Continued on Card 102*

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99. **Thor Mogon's Ultimatum**
Thor Mogon, who ruled the indigo men of the Sublands, refused to join the alliance with the Solar League proposed by King Trunton. But that was not all. Thor Mogon and his chief of state appeared at the court of the brain people and handed King Trunton an ultimatum. The Sublanders even forbade the brain people from entering into a Solar Alliance. While King Trunton was reading the ultimatum, the indigo men turned on their heels and walked out. *Continued on Card 100*

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102. **Final Day on Kroto**
At last it was time to leave Kroto. We were not coming back alone. The Krotonians wanted to deal directly with the Solar League Council in regard to the proposed alliance. They also desired first-hand information on the worlds of the Solar System. Count Melchor, Taveex, the brain man; Gurth, the indigo man; and Malpo, the iron man, were to accompany us on our return flight. At zero hour they and Dr. Zara set their watches by the brain people's space dial. *Continued on Card 103*

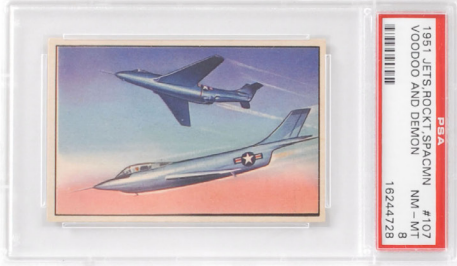
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1951 JETS, ROCKETS, SPACEMEN
THUNDERJET #108
NM - MT +
8 5
15089328



1951 JETS, ROCKETS, SPACEMEN
MALPO THE MIGHTY #109
GM NM
15089328



1951 JETS, ROCKETS, SPACEMEN
VOODOO AND DEMON #107
NM - MT
16244728



1951 JETS, ROCKETS, SPACEMEN
CLOSE CALL #106
NM - MT +
8 5
15089317



1951 JETS, ROCKETS, SPACEMEN
AVRO 707 #108
NM - MT +
8 5
15089322



1951 JETS, ROCKETS, SPACEMEN
VISIT TO PLUTO #103
NM - MT 8
12265329

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103. Visit to Pluto
Faster than light we Zaratroned back to the Solar System. We did not set our course directly for Earth, for we wished to pay a good-will visit to the planet Pluto which recently had made peace with the Solar League after a long war. Prince Flagan, seated in his ice palace, received us by the flickering light of torches. He said he was glad that the war was over. We, too, were glad that from now on all the Solar planets could follow the ways of peace. *Continued on Card 118.*

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106. Avro 707
Among the United Nations planes now being used in speed research is Great Britain's Avro 707. This delta-wing jet is powered by engines with a thrust of 2,500 lbs. The wing section is thick enough to house the main undercarriage legs. The plane is adapted to swift aerobatics, while it can be landed at slow speeds. The takeoff run is very short. The Avro 707 is said to be the forerunner of a delta-wing bomber under construction to strengthen Britain's defense forces.

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104. Close Call
On leaving Pluto, we made a slight error in calculating our course. A slight error, *mathematically*, but it drew us into the gravitational pull of Jupiter, and nearly crash-landed us on that planet. We glimpsed a volcanic eruption covering 100 square miles. We skirted icy cliffs that towered above an ocean of liquefied ammonia. By turning on all four of our atomic engines, and by setting Zaritrons at the highest index of magno-beam power, we swerved out of danger. *Continued on Card 118.*

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107. Voodoo and Demon
Two late model American jets are the Voodoo and the Demon. The F-88A Voodoo (top) is an Air Force job. It is slated to perform the duties of an escort-support fighter. The Navy's XF-108 Demon (bottom) recently had a test run in the mid-west. Little information can be had about the Demon. But contracts have been let for producing the plane in quantity. The Navy must have a lot of confidence in the sleek, swift, arrow-like defender of the sky lanes.

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105. Malpo the Mighty
Breaking away from Jupiter's gravity used an enormous amount of fuel. But we still had enough for landing at the Manhattan Rocket Center. A thunder storm was raging as we got out of the 6232. Lightning struck and short-circuited Malpo. The iron man went berserk. He crashed through the rocket center on a wild rampage. (What will happen with this strange visitor from another planet on the loose in New York? Card 112 continues the story of Malpo the Mighty.)

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108. Thunderjet
What can the Air Force's Thunderjet do? Most everything! It serves as a fighter or a bomber. It can fly and fight at altitudes of over 40,000 feet. Its radius of action is 850 miles, and it can travel at or near the speed of sound. It can carry bombs and rockets in all sorts of combinations. This hard hitting war bird (shown on maneuvers) is an important link in the chain of UN defense. The Thunderjet is the successor of the Thunderbolt of the second world war.

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