Comic books are rarely used as mathematical resources. However, artistically, comic books have an advantage over other visual media in terms of conveying higher dimensional spaces. We will focus on an issue of Steven Bissette and Alan Moore’s *1963 Comics* which features a battle between the character Hypernaut and an invader from “The Fourth Dimension” to explore how the artistic space created by the panels of a comic book lend themselves to portraying higher dimensions. Further, we will see that this particular issue could serve as a companion to Edwin Abbot’s *Flatland* in a course discussing higher spatial dimensions. (Received August 21, 2013)