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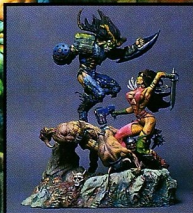
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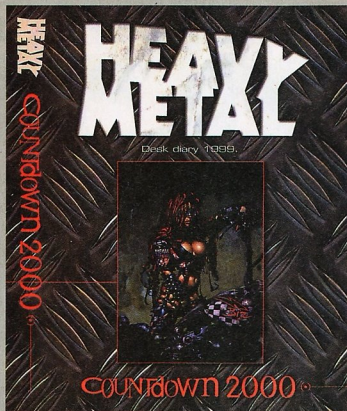
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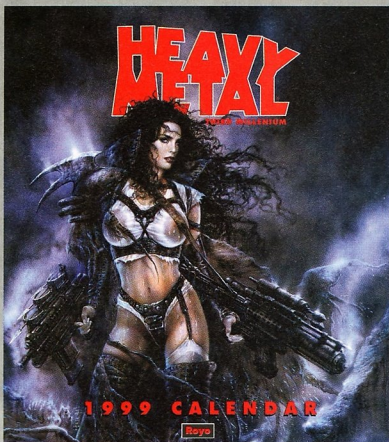
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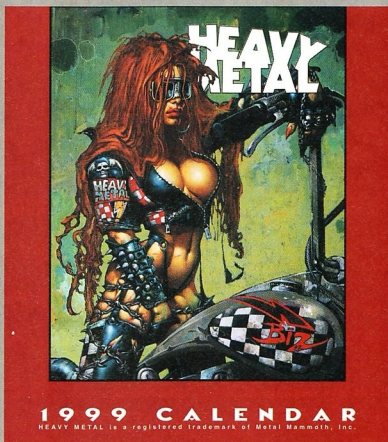
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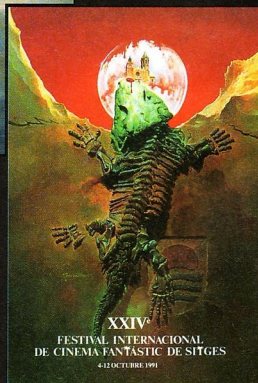
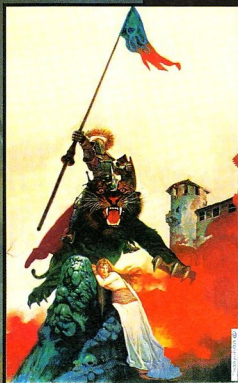
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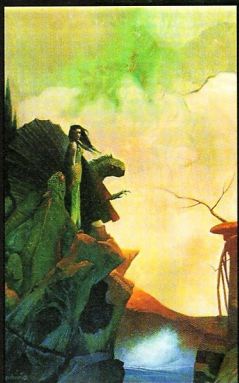
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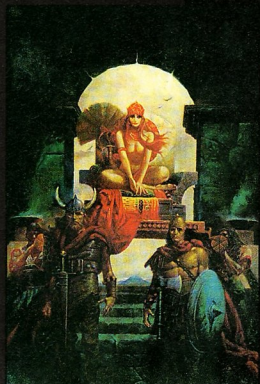
MANUEL PEREZ CLEMENTE, BETTER KNOWN AS SANJULIAN WAS BORN IN BARCELONA IN 1941. AFTER COMPLETING BASIC EDUCATION, HE ENTERED SCHOOL TO BECOME A MERCHANT MARINE BUT SOON DECIDED IT WASN'T WHAT HE WANTED TO DO WITH HIS LIFE. INSTEAD, HE BELIEVED HIS DESTINY WAS TO BE AN ARTIST.



WHILE SPENDING TIME IN THE ARMY, SANJULIAN BEGAN TO STUDY ART. IT WASN'T LONG BEFORE HE OBTAINED HIS FIRST COMMISSIONED PIECE THROUGH SELECCIONES ILUSTRADAS, A EUROPEAN AGENCY. BEFORE HE KNEW IT, SANJULIAN WAS HIRED TO DO COLOR ILLUSTRATIONS IN GERMANY, ENGLAND AND THE SCANDINAVIAN COUNTRIES.



XXIII^e
FESTIVAL INTERNACIONAL
DE CINEMA FANTASTIC DE SITÀGES



SANJULIAN HAS PAINTED COVERS FOR CREEPY, EERIE, VAMPIRELLA AND FAMOUS MONSTERS MAGAZINES. HE HAS ALSO PAINTED COVER ILLUSTRATIONS FOR MANY PUBLISHING HOUSES INCLUDING BANTAM, BERKLEY, AVON, POCKET AND HARLEQUIN TO NAME A FEW.

TODAY, SANJULIAN SPENDS MOST OF HIS TIME PAINTING HIS OWN IDEAS FOR ART GALLERIES AROUND THE WORLD. HE IS MARRIED AND HAS TWO SONS.





GG Archive 79/97 KK AA 101899

GALACTIC GEOGRAPHIC SPECIAL REPORT

The Passing of the Airwhales...

...marks the solstice at Point Benton, Colonial Pressure Dome on the densely atmosphered planet Benton 2, named for its discoverer, eccentric explorer Scyr Benton. Its soupy atmosphere and profusion of lifeforms, unrivaled among the known worlds, led explorers to call the planet "Benton's Chowder".

Benton 2's severe climate tests the adaptability of its creatures. Summers are balmy over most of the planet with temperatures near 30°C, but the planet's elliptical orbit and axial tilt produce very cold winters for the northern hemisphere. There carbon dioxide snows often dust its pole.

But at the equator life continues year round. Winter's onset sees the airwhales terminate their yearly migration and funnel into feeding grounds through a large pass in a cliff-like ridge that shelters the area from a cold and hostile sea.

Airwhales feed on clouds of floating algae. To locate their prey in the misty atmosphere they emit a droning sound audible for hundreds of kilometers, which excites the algae to a luminescent state, making it highly visible.

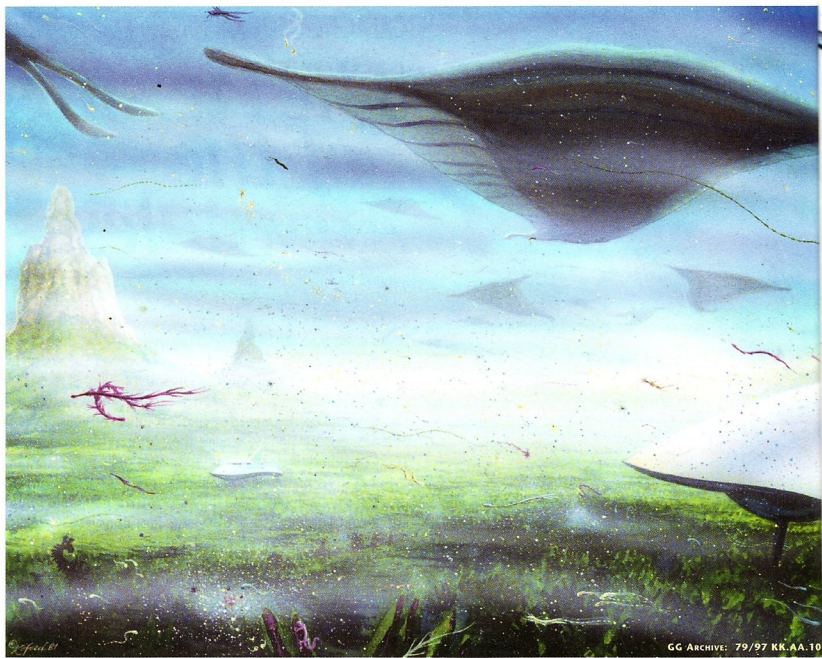
In this typical summer scene at Point Benton, the damp ground is abloom with firepods, source of the algae swarms and favored food of the shelled "roper" seen in the foreground. This one watches an airwhale pass overhead as he dines on a fresh firepod. The roper moves about by grasping and pulling with rope-like appendages.

In the foreground is what seems a quiet blue pond. Blue it is but a pond it is not, and scientists are baffled by it. Samples have never been taken of this flat blue thing whose velvety surface either shrinks away from probes or ingests them. Any small metal object tossed onto the "pond" will lie undisturbed for 8 to 10 seconds, then sink below the surface only to reappear sometime later along the pond's perimeter. Organic objects are ingested similarly but do not reappear. If probed insistently or cut by sector light the pond will suddenly seep into the ground.

In northern climates the roper closes its shell to winter's cold, looking like nothing more than a common stone. The firepod dies and its body turns to powder in the ice storms of winter, only to live again when warm spring rains wash its spores into the soil.

(continued next page)

by **KARL KOFOED**, Galactic Geographic Society



GG ARCHIVE: 79/97 KK.AA.10

Our research colony on Benton devotes most of its efforts to studying the ecosystem of the 2500 sq. km feeding grounds; a vast marshland which contains life forms of such variety and complexity that after six years on Benton our scientists have only begun to unravel some of its secrets.

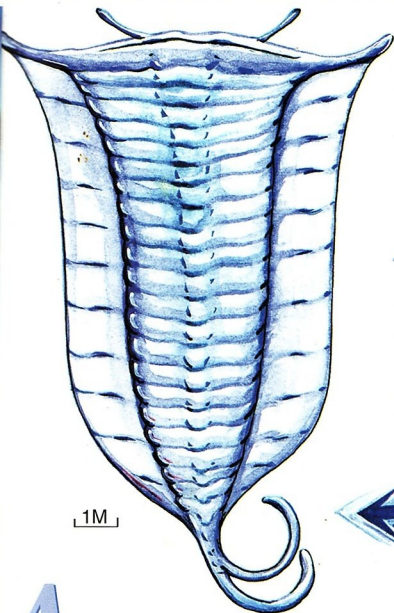
One mystery which may be solved is the question of why the airwhale population is diminishing at the rate of about five thousand per year. (Benton's year is 1 1/2 Earth years.) It alarmed our researchers to discover this in the midst of what seemed a stable ecology. Unless current trends change the airwhales could be extinct in less than 200 years. In 3082 Benton's early explorers estimated the airwhale population at about 2.2 million. As this article is published the number will have diminished to 1.6 million. (See GG Tape 31075-B25573 "Airborne Worms of Benton II" by A. D. wl. P'rees GGO 1153)

The reason for the diminishing herds, scientists believe, may be attributed to seawater slowly seeping into the marshlands. This condition, they fear, may eventually

poison the fertile marsh and erode the breakwall which protects it from the sea.

Already the marshland is dying and the algae swarms are decreasing in numbers and receding deeper into its interior. Thus the food supplies of the airwhales are threatened.

Are the airwhales to be Benton's dinosaurs? A visitor to the feeding grounds would hardly think so were they to witness the scene shown at the beginning this article. The picture displays the marshlands in full bloom. Painted from a field sketch by colonist-researcher Quentin K. Thompson, the image clearly illustrates the feeding grounds' astonishing profusion of life. Of the picture Thompson noted; "Never could I conceive of a more abundant nursery for life. Day and night during summer the air resonates with the song of the herds and all manner of life dances with excitement to that music. At night the glowing clouds of algae set the landscape aflame with color and one cannot help being caught by a sense of mystery as he watches the sparkling swirls being swept by the massive shadows of the airwhales as they feed."



Airwhales

begin life as a single cell cast into the watery marsh from an adult's body. There it grows like a small fish (figures 1-4) for three weeks feeding on nutrients suspended in the water. Within ten weeks appendages appear. At this point they become land dwellers and begin feeding on algae, breathing in water through pores in their sides.

After another four months airwhale pups have developed sufficient webbing between their 'legs' to take flight. To accomplish this they spring into the air with an action like their flight motion diagrammed below, and once aloft can remain there for life.



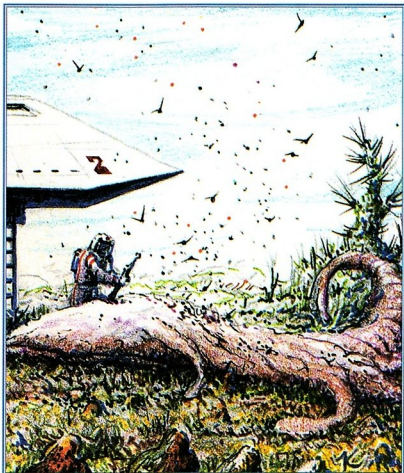
Airwhales fit their name. An adult can measure more than twenty meters. Each segment of their bodies contains chambers filled with a froth of hydrogen bubbles. With their weight counterbalanced by these chambers, they have little trouble staying aloft, even after a full day's meal.

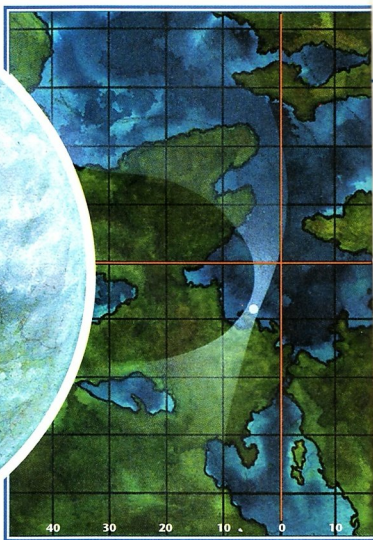
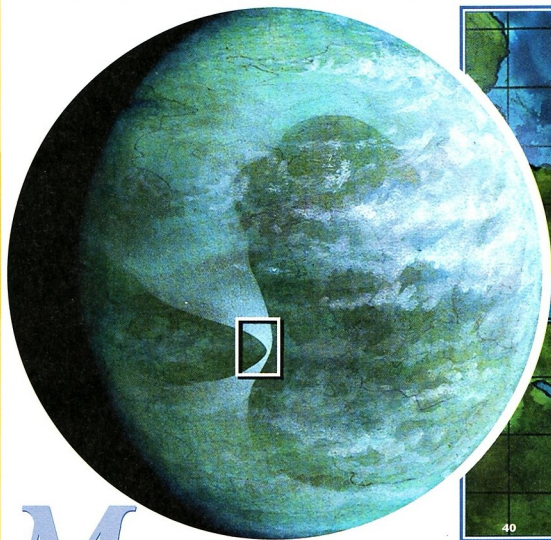
They feed by floating through swarms of algae with their mouths agape just like Earth's baleen whales. Air passes through their mouths and exits through openings between their first and second body segments. Algae is trapped in the sticky lining of the airwhale's gullet, then passed into the stomach. They store their food as a light oil which provides a matrix for the hydrogen bubbles in their flotation chambers.

In the field sketch at right a biologist examines the remains of an airwhale to determine its cause of death.

Airwhales consume nearly two tons of algae daily at the height of their feeding. This may seem like a large amount, but current estimates indicate that despite reduced algae supplies there should be more than enough to sustain the biological balance of the marshlands. Starvation of the airwhales, at least for now, should not be occurring. This leads some scientists to wonder if the airwhales are voluntarily reducing their numbers in anticipation of decreased food supplies.

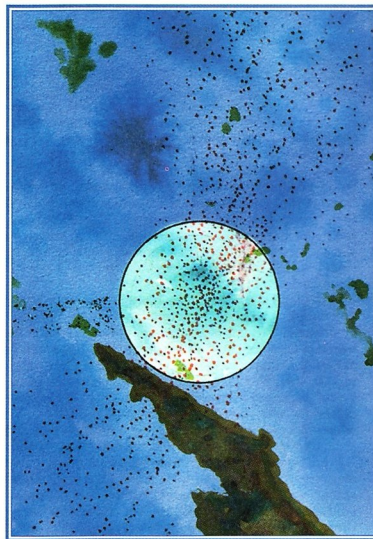
It has been suggested that evolution has given them a mechanism for governing their activities as individuals and as a group: a form of communal instinct that not only regulates their feeding and birthrate, but also guides them through their complex migratory cycle.





Migration patterns, feeding habits, and their strange song are characteristics which lead to the airwhales' name. On the cloudy globe of planet Benton, pictured above, the area where all migrating airwhales funnel into their feeding grounds from the northern hemisphere is marked by a white rectangle. At the top right is the same area enlarged. A white dot marks the spot through which all airwhales pass. It is not the break in the seawall as described before, but a zone 40 km wide located about 100 km northeast of the seawall. This may be where the airwhales orient themselves for the passage southward into their feeding grounds. A satellite view shows the same zone at right. The airwhales can be seen as tiny red dots on the infrared image.

Just ahead of this spot is the airwhales' first land-fall after crossing over 1000 km of ocean. The land-fall is part of an island chain that encloses a bay sheltering the entrance to the feeding area. Each year the herd streams into this area from the northern hemisphere for a period of 8-12 days. Once in the marshlands they graze for four months while young airwhales are born and mature. At the end of this time the entire herd begins fanning out east and west, remaining over land in the southern hemisphere. Seven months after entering the feeding grounds the herd has absorbed enough food to begin the slow migration to the northern hemisphere where summer heat and rains have allowed algae clouds to grow. By this time the airwhale herd has dissipated into small groups. They feed only occasionally, drifting lazily across mountains and valleys following instinctively a path that can cover 200,000 km by the time they return to their winter refuge.



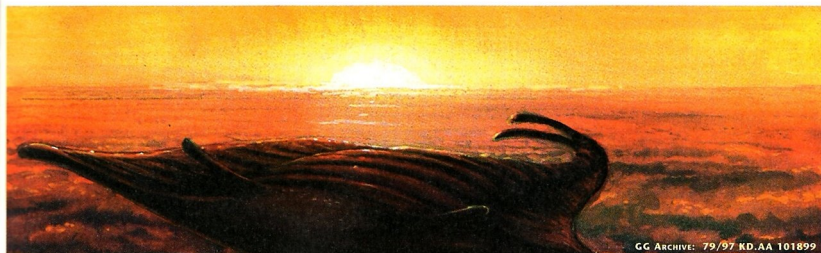
Benton is nearly the same size as Earth but twice as massive. This, coupled with its increased spin, produces gravity $1\frac{1}{2}$ times that of Earth, making Benton uncomfortable for new colonists accustomed to the weightlessness of space travel. They must spend at least a month in colonial pressure stands adjusting to Benton's gravity before donning protective suits and venturing outside where they encounter difficult terrain and an atmosphere $3\frac{1}{2}$ times denser than Earth's.

The planet has a geology resembling Earth's. Its solid core, molten mantle, moving outer crust and oceans invite comparisons to Earth. But Benton's geology is older than Earth's and has less volcanic activity and a slower continental drift.

Abundant water is Benton's primary assurance of

continued life. Its shallow oceans are teeming with lifeforms which scientists are eager to study, but for now that realm remains unexplored. The seawater is also similar to Earth's. It is salty but has higher quantities of dissolved methane and ammonia.

In spite of the differences between Earth and Benton II, it is the similarities that make the biggest impression on resident scientists. After crossing the 293 light year gulf that separates the two planets, one expects to find an alien world. So the explorer-colonists take the strangeness of life on Benton in stride. "We are here to learn," said Edward Strickland, commander of Benton's three colonies, "and what we are learning is worth the cost. In planetary exploration you expect the unfamiliar. It's the familiar that surprises you."



CG ARCHIVE: 79/97 RD.AA 101899

The phrase 'The passing of the airwhales' has two meanings for us at point Benton. Says Commander Strickland; "It means, of course, the time of year when the airwhales swarm into their feeding grounds. They make the strangest sound, and you can hear them coming long before they start entering the grounds. But that same phrase also reminds us that the airwhale's story may be only a brief chapter in the eternal struggle for life on Benton — a chapter that is about to end.

"Most of us on Benton have developed a special fondness for the airwhales. They are so much like the great whales of planet Earth that seeing them is somehow a reminder of home. Working in the field on Benton is strenuous to say the least, but most of us enjoy the work because we can be out there among the huge floating beasts and watch them feed and drift. As accustomed as we are to their presence, the fact remains that most of the colonists share a feeling of joy as we watch them."

Presently the scientists on Benton are considering steps to preserve the airwhale population should it become necessary. Such considerations at this point are only hypothetical and there is, of course, the long standing rule that human exploration of other worlds must not interfere with the ecology of those worlds being explored.

All that has ever been done to preserve endangered alien species is to relocate them in an artificial environment like those at the Myhr Zoological Gardens. Whatever the fate of the airwhales may be, for now the colonists on Benton are committed to the idea that the airwhales will continue to sing in the air-borne oceans of Benton.

The image above, of an adult and infant airwhale against a sunset, is a favorite among Benton's colonists. Each pressure stand has a copy of it on display. The picture somehow blends with the many other pictures of scenes from Earth. Perhaps it captures something about life that is universal: the mother and child, companionship, or simply, hope.





OF COURSE
YOU ARE MY
BABY...

AHAA!!
SAY IT
AGAIN!

UFF!
ENOUGH OF THIS...
LET'S CONTINUE!

I CAN FEEL
YOU... YOU'RE
INSIDE ME!

IT'S...
WONDERFUL!

NO!...
WHAT ARE YOU
DOING?

IF I HAD WANTED
HUMAN CONTACT....
I WOULD HAVE
STAYED HOME WITH
MY WIFE!

YOU HAVE RUINED
EVERYTHING... ARE
YOU HAPPY? I'M
LEAVING!

... I HAVE PAID FOR
ANOTHER 30
MINUTES...

GO
AHEAD...

I DON'T
UNDERSTAND
MEN!

THE MOST DIFFICULT THING TO FIND IN A RELATIONSHIP IS LOVE.

DRUUNA

HOT,

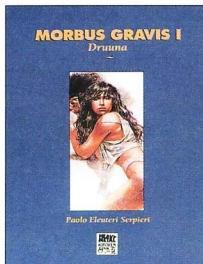
HARDBOUND

AND

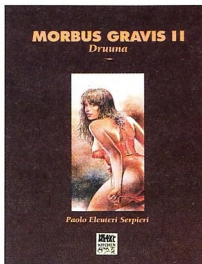
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DRUUNA
BOOKS FOR
\$120!!

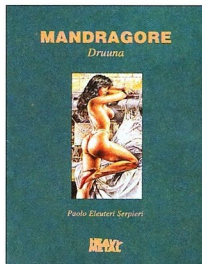
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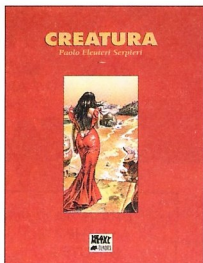
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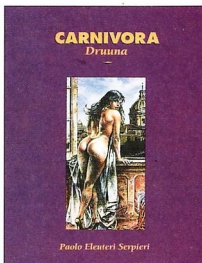
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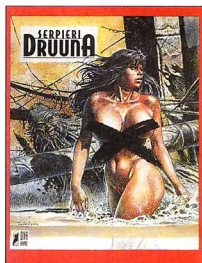
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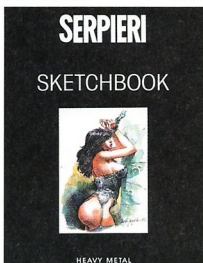
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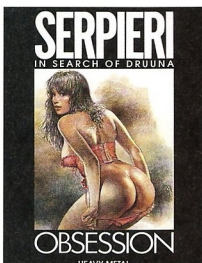
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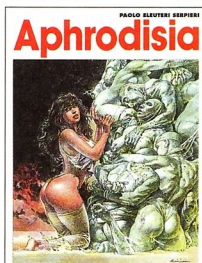
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A PRINCESS DREAMS







DAMNED WITCH...
HAVE ALL OUR
COMRADES LOST
HOPE?



HER YOKE IS EVER HARSHER!
THOSE SHE HAS SPARED ARE PRAYING
THAT YOU WILL FREE THE
PRINCESS.

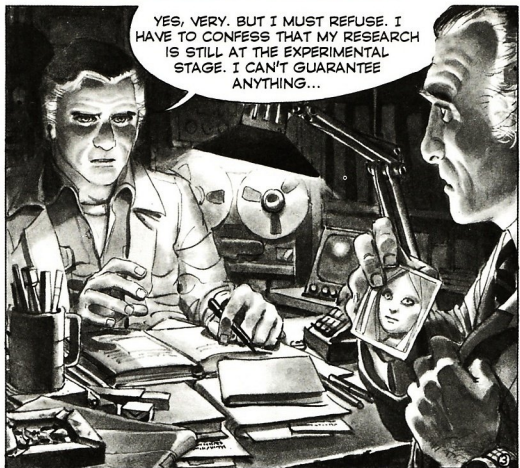


...HOW MANY TIMES
HAVE YOU CONFRONTED
HER WRATH?

THIS WILL
BE THE FIFTH
TIME...



I ONLY JUST HEARD ABOUT
YOUR WORK... THIS IS A PICTURE
OF HER. BEAUTIFUL, ISN'T SHE?



YES, VERY. BUT I MUST REFUSE. I
HAVE TO CONFESS THAT MY RESEARCH
IS STILL AT THE EXPERIMENTAL
STAGE. I CAN'T GUARANTEE
ANYTHING...

THESE ARE THE GATES TO
WHAT USED TO BE THE
PRINCESS'S PALACE.

YES, I KNOW,
OLD MAN. I
KNOW!

AND AS ALWAYS OHM IS
ON DUTY GUARDING THE
ENTRANCE. YOU'LL HAVE
TO ANSWER HIS
QUESTIONS!

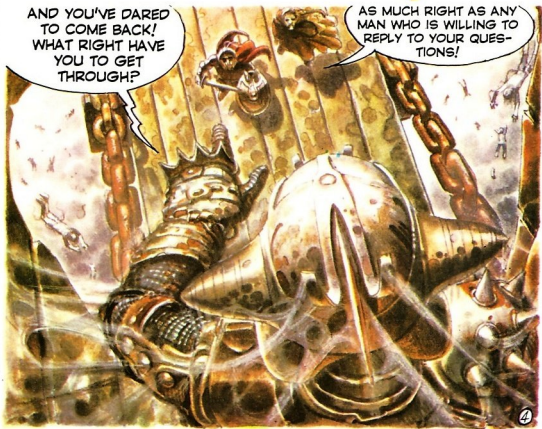


WATCH IT!
THIS IS THE CRITICAL
PHASE!

OH, GOD, I
HOPE WE GET
THROUGH!

AND YOU'VE DARED
TO COME BACK!
WHAT RIGHT HAVE
YOU TO GET
THROUGH?

AS MUCH RIGHT AS ANY
MAN WHO IS WILLING TO
REPLY TO YOUR QUES-
TIONS!



AND IF YOU FAIL, WILL
YOU BE WILLING TO
FIGHT?

TELL ME THE NAME OF
THE GAS DISTILLED
BY CRILL.

HASTE MAKES
WASTE.

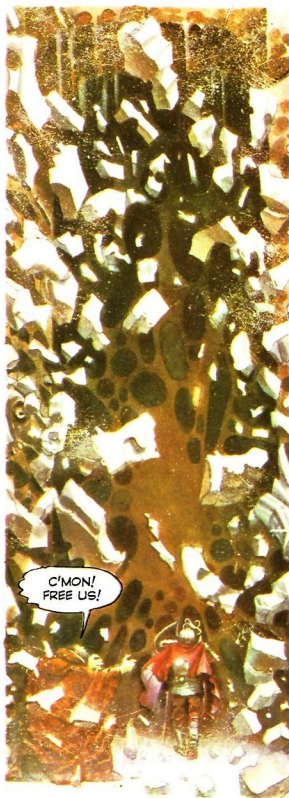
NAME THE FIVE COUN-
TRIES WHERE THE MAD
WEED BLOOMS.

YES.

A BIRD IN THE HAND
IS WORTH TWO IN
THE BUSH.

WHAT IS THE
SUBSTANCE THAT
COURSES THROUGH
MY VEINS?

A STITCH IN TIME
SAVES NINE.



C'MON!
FREE US!



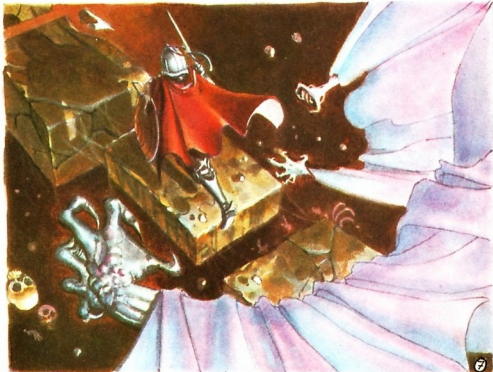
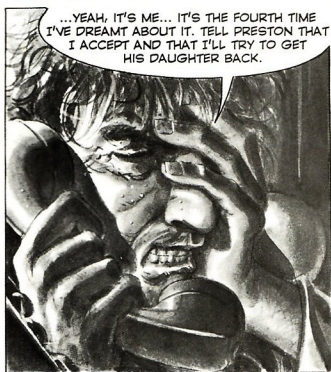
HE GOT THROUGH! HE DID IT!
YOU WERE RIGHT! BUT HOW
DID YOU GUESS?

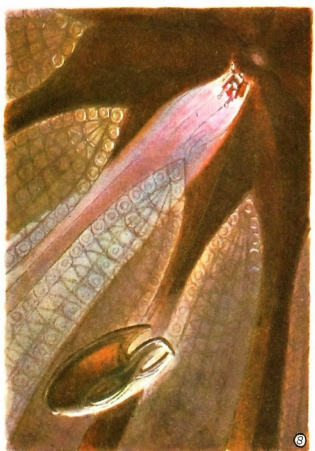


I GOT THE IDEA FROM ONE OF
SILVERBERG'S BOOKS. THE
TRICK IS NOT TO REPLY TO THE
QUESTIONS. IF YOU TRY TO,
YOU'RE DEAD!



I CAN'T BELIEVE IT...
LET'S CONTINUE!



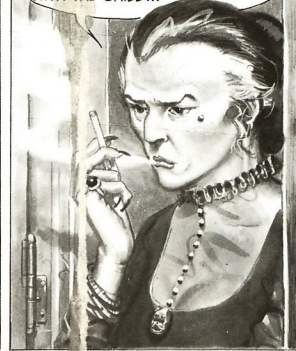
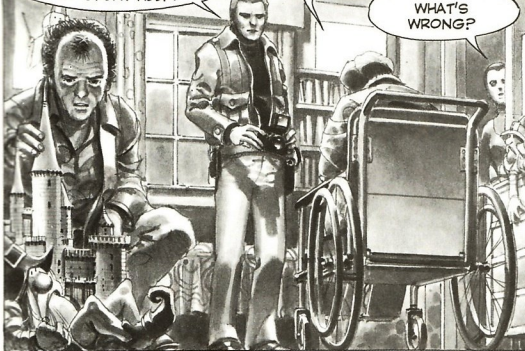


THANK YOU FOR LETTING US
LOOK AROUND YOUR HOUSE,
MRS. PRESTON. IT WILL BE
OF GREAT HELP.

YOU'RE MOST WELCOME. I'D DO
ANYTHING TO GET MY GRAND-
DAUGHTER BACK!

WHAT'S
WRONG?

I'M SORRY. I HOPE SHE ISN'T DIS-
TURBING YOU. SHE'S VERY OLD...
AND WHAT WITH ALL THE PROBLEMS
WITH THE CHILD...



IT'S VERY KIND OF YOU TO HAVE
ACCEPTED! THE GIRL NEVER FULLY
RECOVERED FROM HER ILLNESS.
SHE BECAME VERY INTROVERTED.
SHE STOPPED TALKING. AND
WHEN WE TRIED TO PUT HER IN
A BOARDING SCHOOL...

NEVER, YOU BITCH!
NEVER!

EXCUSE ME,
PLEASE GO ON!

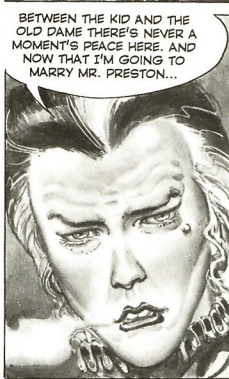


PAY NO ATTENTION TO HER.
SHE RAMBLES ...GETTING A BIT
SENILE. WHEN THE CHILD IS BETTER,
WE'LL PUT HER IN A HOME FOR THE
AGED. THEY'LL TAKE CARE
OF HER.

NEVER,
NEVER!



BETWEEN THE KID AND THE
OLD DAME THERE'S NEVER A
MOMENT'S PEACE HERE. AND
NOW THAT I'M GOING TO
MARRY MR. PRESTON...



POOR IDIOT! YOU THINK YOU'RE
STRONG ENOUGH TO SAVE
YOUR... PRINCESS?!





I DON'T KNOW HOW YOU GOT
PAST OHM, BUT YOU'RE NOT
GETTING ANY FARTHER.



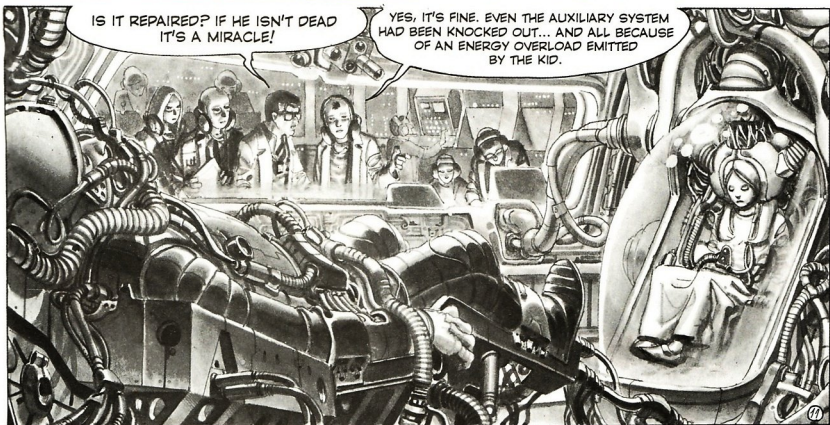
MY GUARDS WILL MAKE
YOU PAY FOR YOUR
INSOLENCE AND...

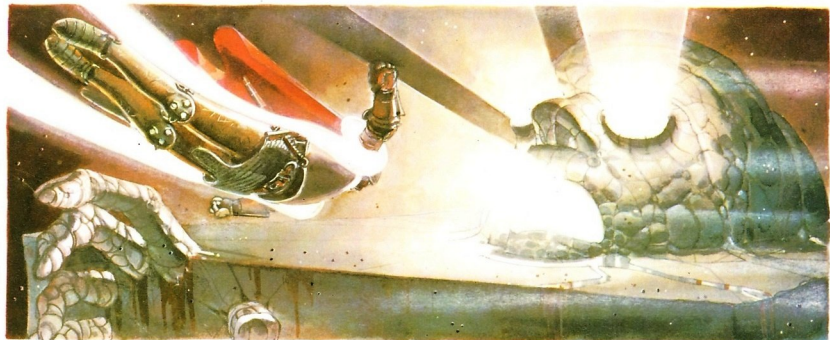


WHAT'S GOING...?!



STOP! THEY'RE
CRUSHING ME!

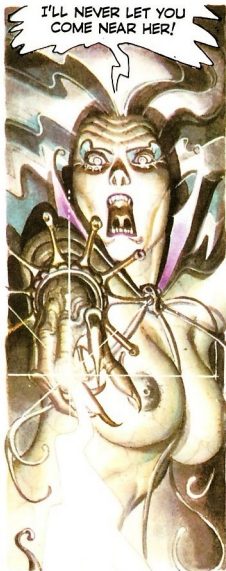




HOLD IT!
DON'T MOVE!



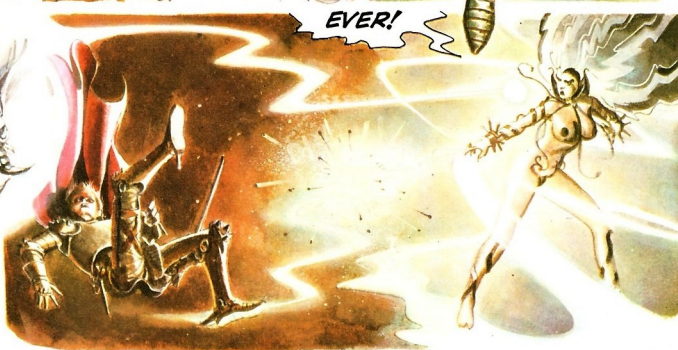
I'LL NEVER LET YOU
COME NEAR HER!

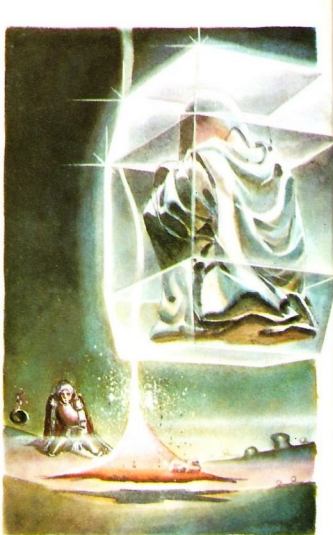


NEVER!



EVER!



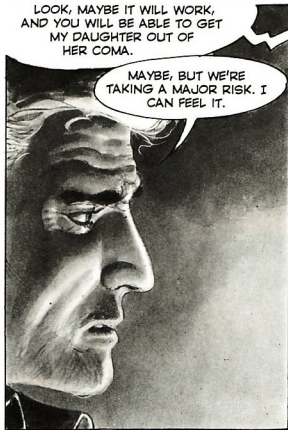


I CAN'T PROMISE YOU ANYTHING.
THE PROCEDURE CONSISTS OF
MATERIALLY ELIMINATING THE
TRAUMA IN THE PATIENT'S
PSYCHE.



LOOK, MAYBE IT WILL WORK,
AND YOU WILL BE ABLE TO GET
MY DAUGHTER OUT OF
HER COMA.

MAYBE, BUT WE'RE
TAKING A MAJOR RISK. I
CAN FEEL IT.



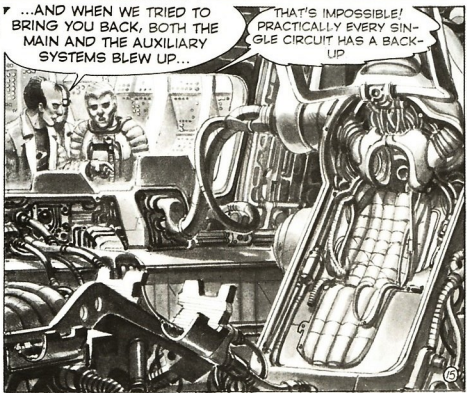


I AM ETERNALLY
GRATEFUL TO YOU FOR
HAVING SAVED HER.

COME OVER HERE.
I HAVE TO TALK
TO YOU.

...AND WHEN WE TRIED TO
BRING YOU BACK, BOTH THE
MAIN AND THE AUXILIARY
SYSTEMS BLEW UP...

THAT'S IMPOSSIBLE!
PRACTICALLY EVERY SINGLE
CIRCUIT HAS A BACK-
UP



THE KID EMITTED AN ENERGY SPIKE THAT MADE EVERYTHING BLOW.

MY GOD! SO THAT'S IT! THE KID POSSESSES AN AMAZING EXTRASENSORY FORCE... AND SHE MANIPULATED US AS SHE WISHED!

SHE'S CONTROLLED EVERYTHING FROM THE START! EVEN THE DREAMS THAT LED ME TO ACCEPT THE VARIOUS PHASES OF THE EXPERIMENT...

BEEP!

YES, HELLO!

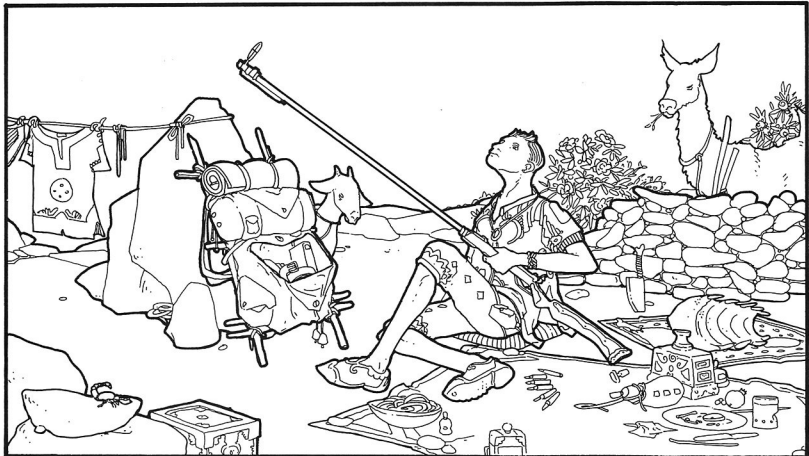
AN OUTSIDE CALL FOR MR. PRESTON.

I'LL TAKE IT. MR. PRESTON CAN'T COME TO THE PHONE NOW.

PLEASE HOLD THE LINE!

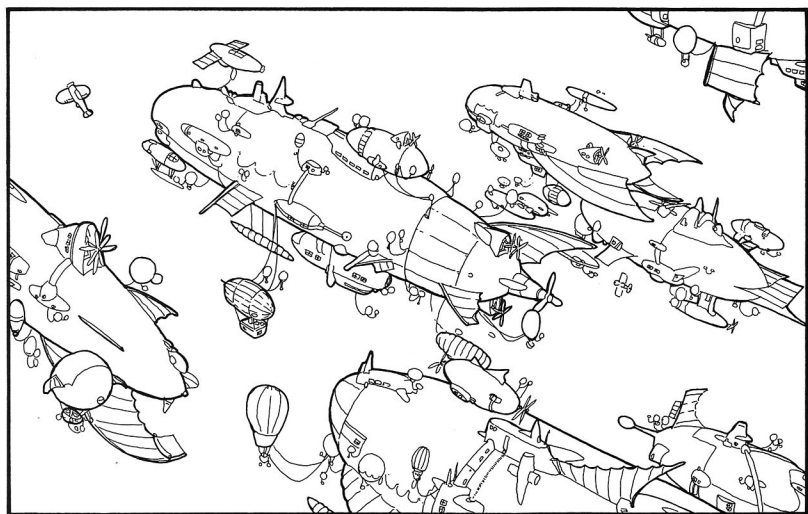
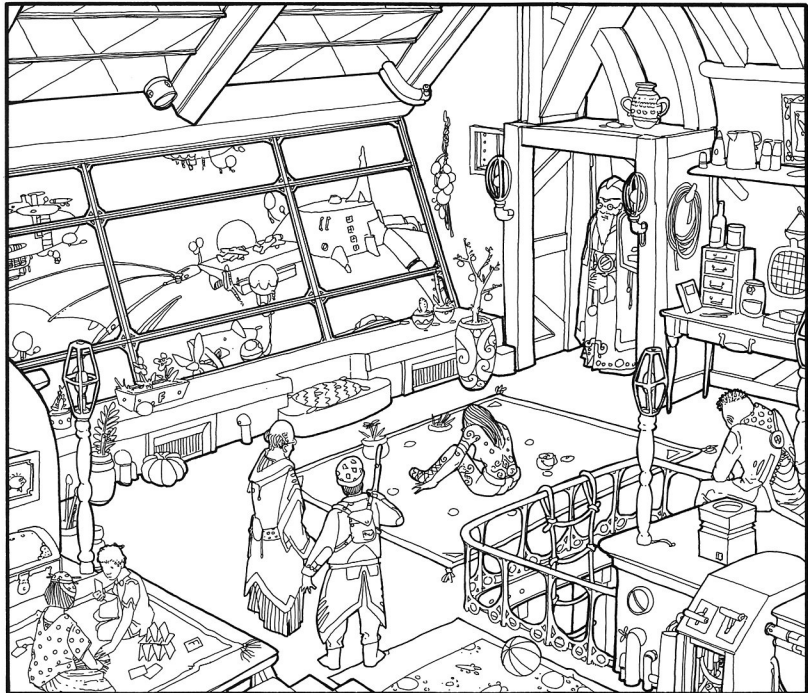
...NO... I'D RATHER SPEAK TO MR. PRESTON... YES, IT'S PERSONAL. THERE'S BEEN A SERIOUS INCIDENT... YES, THANK YOU.

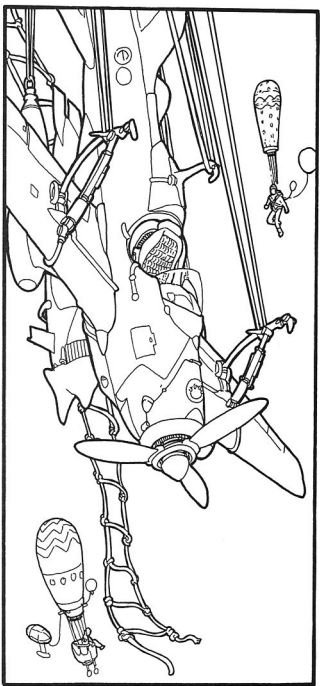
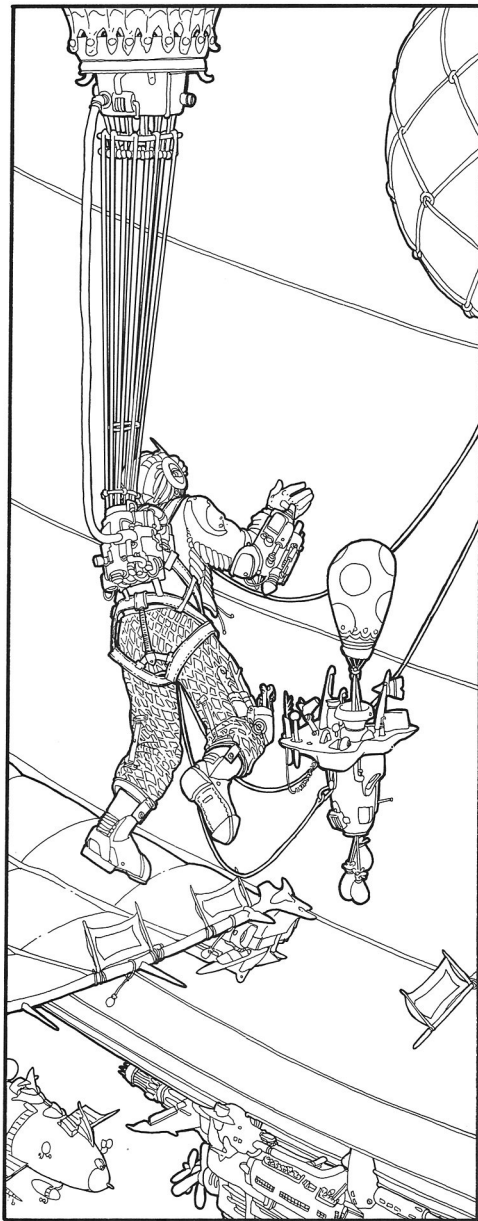
MR. PRESTON, YOU'RE WANTED ON THE PHONE.

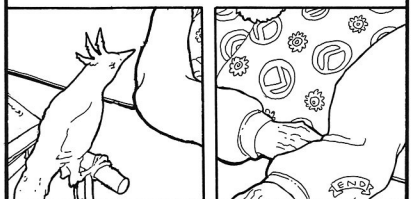
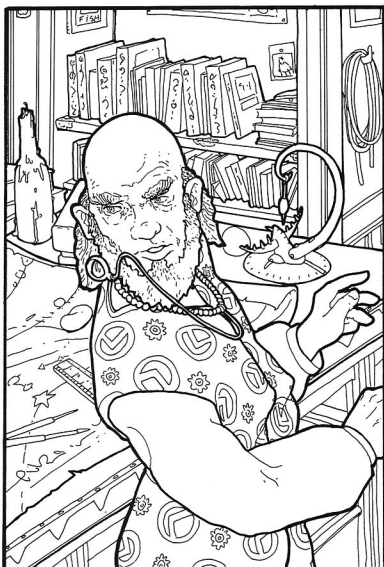


C O N T A C T









SHARKY

by Dave Elliott
and Alex Horley

THE WORLD IS SAFE ONCE MORE.
DISASTER AVERTED.

HORMONES ON THE OTHER HAND...

THOR!

THOR,
WAIT UP!!




I'M SORRY. I
WAS JUST TRYING
TO COMFORT
YOU.



SURE, SHARKY. I BET YOU MAKE
A MOVE TO GRAB THE ASS OF EVERY GIRL
WHOSE DAD JUST TRIED TO DESTROY
THE EARTH JUST TO KILL HER.



I DIDN'T
MEAN...
UGH!



OH, NO!
I THOUGHT WE'D
SQUASHED ALL
THE BUGS!

HEY, SHRIMP,
SHARKY'S MORE
THAN YOU CAN
HANDLE!

NOOO,
THOR, ALVIS
WANTED THOR!





...BUT YOU'RE
GONNA WISH I DIDN'T
FIND YOU!

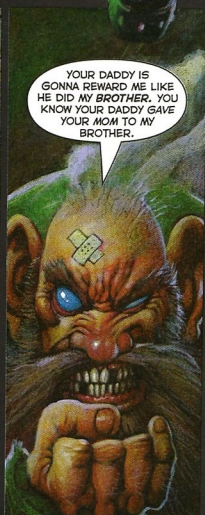
IT'S THE
BITCH!!



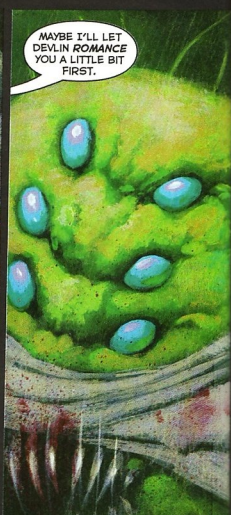
SHARKY?



YOU GONNA DIE,
DWARF. BUT IF YOU'VE
HURT HIM, YOU'RE
GONNA DIE THAT MUCH
SLOWER.



YOUR DADDY IS
GONNA REWARD ME LIKE
HE DID MY BROTHER. YOU
KNOW YOUR DADDY GAVE
YOUR MOM TO MY
BROTHER.



MAYBE I'LL LET
DEVILIN ROMANCE
YOU A LITTLE BIT
FIRST.



GO ON,
DEVLIN! GIVE THE
GIRL A KISS!

**HAY HAY HAY
HAY HAY!**



SPLOOOSH!



...DUH...



**SHH-
SPLAM!**



DEVILIN? DEVLIN!
STOP MESSIN' ABOUT.
COME BACK AND KILL
THE BITCH!



SO, WHAT
DID DADDY
PROMISE YOU?



DID YOU REALLY
THINK HE'D LET YOU
COME AND LIVE IN
ASGARD?



DO YOU THINK
YOUR BROTHER, EITRI,
REALLY GOT TO BECOME
AN ASGARDIAN? EVEN
AFTER FORGING
MJOLLNIR?

NO, I
WILL JOIN MY
BROTHER.



ONLY IN
DEATH!

ONLY DEATH,
WHORE...





THE ISLE OF DWARVES

SHHHHIT!

I CAN'T SEE
A THING IN THIS
DAMNED FOG!

WHERE
IS THE 'WHITE
CROSS'?

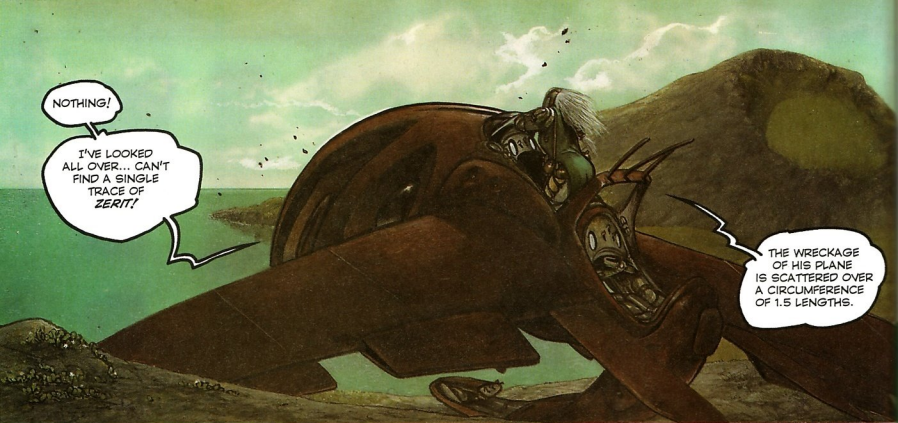
AH!
THERE IT IS!

BUT...
WHAT'S
THAT?!

THE
SECOND
MOON!!!

BUT...
THEN...

...WHAT,
ALREADY?!



NOTHING!

I'VE LOOKED
ALL OVER... CAN'T
FIND A SINGLE
TRACE OF
ZERIT!

THE WRECKAGE
OF HIS PLANE
IS SCATTERED OVER
A CIRCUMFERENCE
OF 1.5 LENGTHS.



HE MUST
HAVE SET
THE PLANE
TO AUTO-
DESTRUCT...



...BEFORE
HE EJECTED
HIMSELF IN
THE ESCAPE
MODULE!

BUT
WHY?



WHAT KIND
OF MESS HAVE
YOU GOTTEN
YOURSELF INTO
THIS TIME?



WHAT...?

...A
MESSAGE
FROM
THE CHIEF
OBSERVER!

ZERIT
HAS JUST
TRANSMITTED
HIS
COORDINATES!



HE IS
STRANDED
ABOUT
200
LEAGUES
TO THE...

...SOUTH-
WEST!

AND
HE HAS
SEEN THE
SECOND
MOON!

GOTTA
MOVE
FAST!



IT'S GOING TO
TAKE ME AT LEAST
TWO HOZ TO GET
THERE!...

WHAT?! YES!
THE SECOND MOON!
I UNDERSTAND!
ROGER AND OUT!!



...SO
NOW IT'S UP
TO YOU TO SET
UP A FLIGHT
PLAN, LITTLE
ONE!

TWEEET!



THEY
LANDED IN THE
DUNES...



...THE
SPORAGI
TOLD ME SO.



SO
YOU STILL TALK TO
THE FISH. DO YOU,
GRANNY
TENIA?



WELL, MY
LITTLE IVO, MY LEGS
MAY HAVE TURNED TO
STONE, BUT MY MIND
STILL FLIES THROUGH
THE SKIES.



THEY MAY BE
JUST A COUPLE OF LOST
TOWER-DWELLERS...

THEY
DON'T KNOW
THAT WE
ARE HERE.



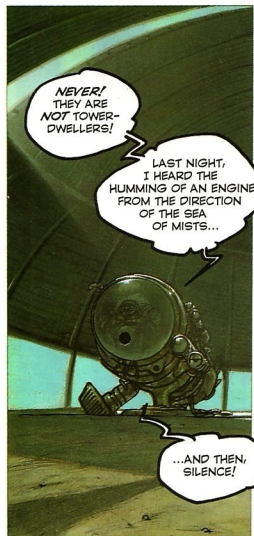
NO! THE FOOLS
FROM THE TOWER ARE
NOT THE KIND TO HIDE.
THEY ARE IN FACT
QUITE IMPULSIVE.



THESE
TWO ARE TOO
SNEAKY...

...LIKE
SNAKE-WORMS
BURROWING
UNDERGROUND,

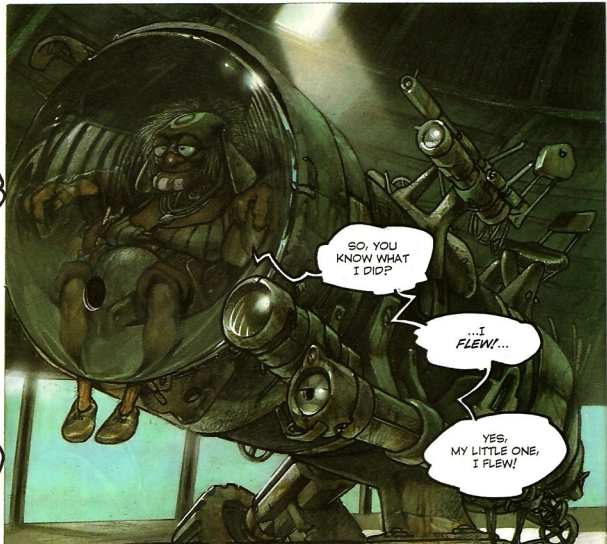
WAITING TO
ATTACK A PAIR OF
UNSUSPECTING LEGS,
AND LAY THEIR
HORRIBLE EGGS!



NEVER!
THEY ARE
NOT TOWER-
DWELLERS!

LAST NIGHT,
I HEARD THE
HUMMING OF AN ENGINE
FROM THE DIRECTION
OF THE SEA
OF MISTS...

...AND THEN,
SILENCE!



SO, YOU
KNOW WHAT
I DID?

...I
FLEW!...

YES,
MY LITTLE ONE,
I FLEW!



HERE
WE GO
AGAIN!



SO,
WHAT DID YOU SEE,
GRANNY?



TWO
LONGLEGS...

...IN A
WEIRD
MACHINE.



SEND SOMEONE
TO LOOK FOR
THEM.



THEY'RE GOING
TO BE USEFUL.

GROTTODAMN
FOG!

WHEN YOU THINK
THAT AT THIS MOMENT, I
COULD BE HHUMPING MY
L'IL RRAYLAHH!

...THERE
THEY ARE!

...BUT INSTEAD
OF THAT...

OLD TENIA
WAS RIGHT!

SO, WHERE'S
THE PLAN, WE DISINFECT
THEM AND WHILE THEY'RE
OUT COLD, WE TIE
THEM UP!

YOU READY?

CHHHHARRRGE!

SHHHT!

DON'T FORGET
YOUR GHASS-
MASKS.

WHAT A WASTE!
ALL THOSE LIVES THAT
WERE LOST LOOKING FOR
THE WAY TO THE
TOWER...

ALL IN VAIN!
THEY SHOULD HAVE
WAITED FOR THE
COMING OF THE
SECOND MOON.

THEY ALL LEFT
TOO SOON.



IF
ONLY I HAD
A MAP!



MAYBE THE
READER-ROBOT HAS
ONE IN HIS
MEMORY.

I HOPE,
AT LEAST, THAT
THEY RECEIVED
MY MESSAGE AT
THE VILLAGE.

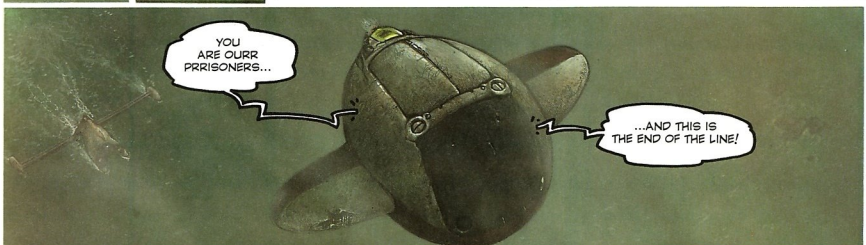


HUH?
WHAT'S UP?



BUT...







...I DON'T
KNOW IF YOU'VE
NOTICED, BUT WE'RE
KINDA TIED UP
HERE?

SHUT
IT!



HHRRAT-
THH!

OH,
OH!

I HOPE
MY ELECTRIC
FINGERNAIL
STILL WORKS IN
THIS THICK
FOG.



STACK



RRRRRRRR



I GOT
HIM!



BANG!

ALMOST
THERE...!



P

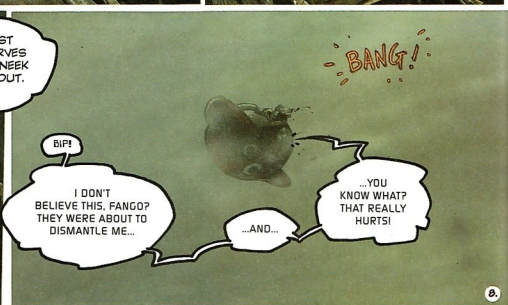
CLACK



EVERYBODY,
OUT!



THESE MUST
BE THE DWARVES
THAT UNCLE NEEK
TOLD ME ABOUT.



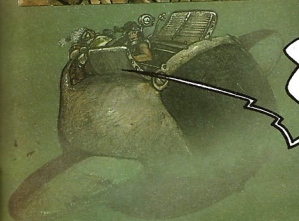
BIP!

I DON'T
BELIEVE THIS, FANGO?
THEY WERE ABOUT TO
DISMANTLE ME...

...AND...

...YOU
KNOW WHAT?
THAT REALLY
HURTS!

BANG!



NOW I
UNDERSTAND
HOW THEY MADE
IT FLY... THEY'VE
READJUSTED
THE WINGS!

BEEP!
DONT YOU THINK THAT
IT'S A BIT RISKY TO BE FLYING
AT THIS SPEED IN AN AMBIBIAN
VEHICLE IN THE MIDDLE OF
FOG THAT'S THICKER THAN
SPORAGI SOUP?

SHUT
UP!



THE
TOWER!

I'M
OUT OF
CONTROL!

THEY'VE
BOOSTED
THE POWER WAY
TOO FAR. I CAN'T
HOLD THIS THING
ON COURSE!

SO,
WHAT?

SO,
WE'RE LOSING
ALTITUDE!

I'LL TRY
TO LAND IT
ON THE ROOF.

BZT!

MY ARMOR
IS BUILT TO RESIST
THE SHOCK OF A FALL
FROM A MAXIMUM
OF THIRTEEN
LENGTHS*.

BIP...

SO, FANGO! YOU CAN
JUST DROP ME FROM
HERE... AND I'LL CATCH
UP WITH YOU WHEN
YOU LAND!

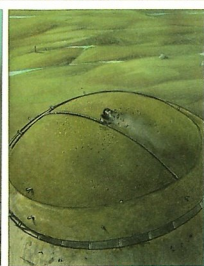
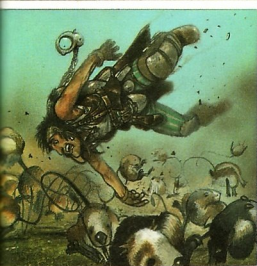
WATCH IT,
OR I'LL SWITCH
YOU OFF!

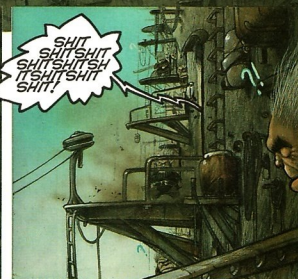
BZT.

WHATEVER
YOU SAY... I WAS
JUST TRYING TO
HELP...

...BY LESSENING
THE LOAD ON BOARD,
FOR YOUR
IMPACT!

* 1 LENGTH = APPROX. 3 YARDS







IT'S SMASHED...



MAN
RATH!

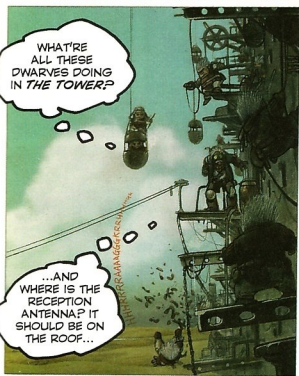


YOU
AHRE
DEAD!



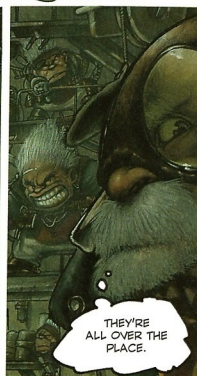
STAYD

YEAH,
SURE...



WHAT'RE
ALL THESE
DWARVES DOING
IN THE TOWER?

...AND
WHERE IS THE
RECEPTION
ANTENNA? IT
SHOULD BE ON
THE ROOF...



THEY'RE
ALL OVER THE
PLACE.



SO, I GOTTA LEAVE...



...THE
CABLE
GOES ALL
THE WAY
DOWN!



GIT!



THEY
JUST KEEP
ON COMING.



I DON'T
REALLY
HAVE A
CHOICE!



IT SEEMED LIKE
A GOOD IDEA AT
THE TIME,
BUT...!



NOW,
WHAT'S
THAT?



A DRAGONFLY!



AH!
SO THAT'S
WHAT THE
CABLE IS
USED FOR.



GREAT...



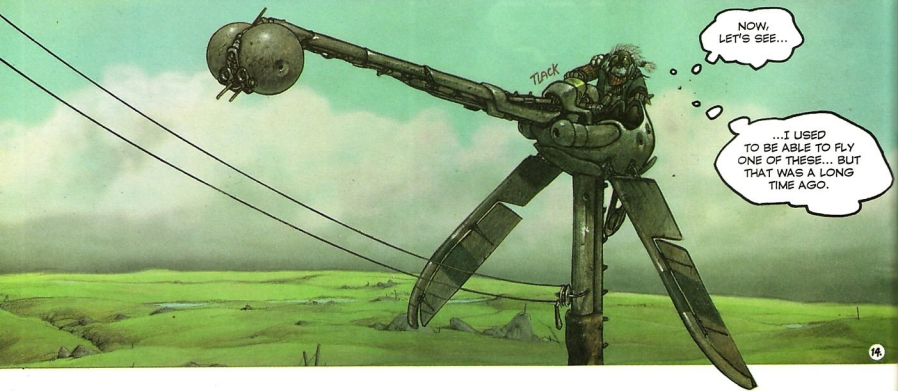
O
U
C
H!



...EVEN IF
THE ARRIVAL
IS A BIT
PAINFUL.

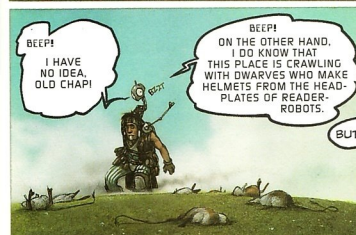


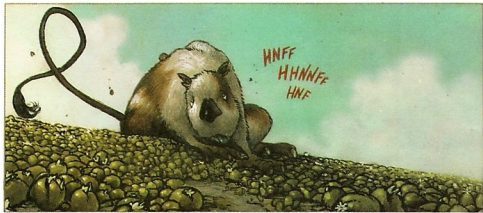
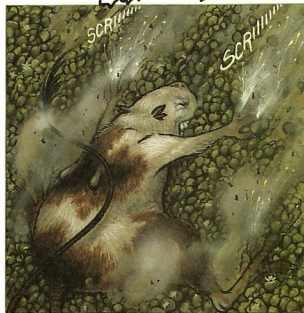
IF
THIS
CONTINUES,
I'M NOT
GOING TO
MAKE IT TO
SUNDOWN.

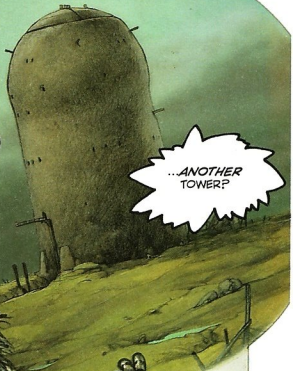
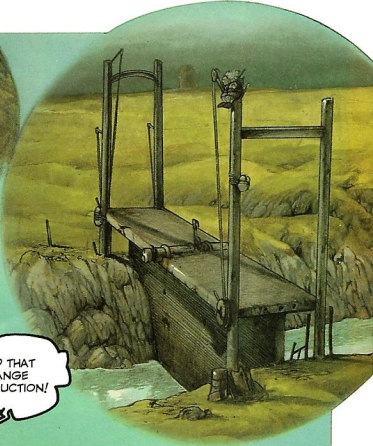


NOW,
LET'S SEE...

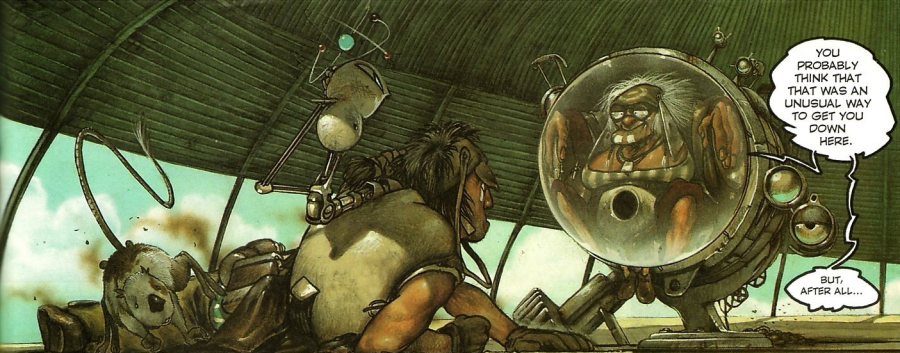
...I USED
TO BE ABLE TO FLY
ONE OF THESE... BUT
THAT WAS A LONG
TIME AGO.











YOU
PROBABLY
THINK THAT
THAT WAS AN
UNUSUAL WAY
TO GET YOU
DOWN
HERE.

BUT,
AFTER ALL...



...BUT WHAT
ELSE CAN A
POOR OLD
WOMAN DO?



SO, YOU ARE THE
INFAMOUS INTRUDERS.



THE SPORAGI
WERE RIGHT.

BEEP...
WHO IS
THE OLD
CRONE?

I
DON'T
KNOW!



COME!
DON'T BE
SCARED.

ME...

BIP.

BUT,
WHAT DOES
SHE WANT?



I'VE NO
IDEA!



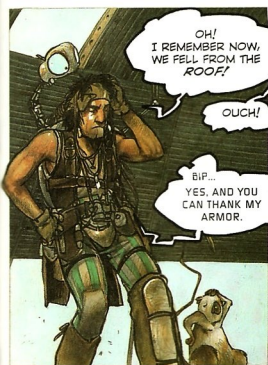
COME...

BEEP...
TIME TO
GO.



...COME!







STUPPH



SQUUNCH!



AAAAH!
SHOO!
GET OUT!
SCRAM!
GET HIM AWAY
FROM ME!



OOO!
I'M ALLERGIC TO RATS...
ATCHOOOOOMMM!



GET
HER!

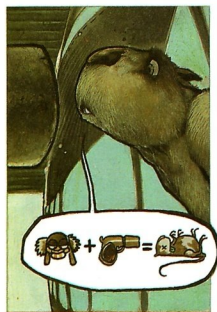
HE'S
GOT A LOT
OF BALLS,
THE LITTLE
BRAT!



PLEASEE!
HE'S YOUR
RAT!



HE'S NOT
MY RAT.



 +  = 



OH NO....
ATCHOOOOOMMM!



HE IS
YOUR
RAT!



FROM NOW ON,
HE BELONGS TO
YOU!

HE HAS
BEEN IMPRINTED!
ATCHOOOOOMMM!



SO NOW,
HE IS YOURS
FOR THE
REST OF
YOUR
LIFE!



WHICH
MEANS, FOR
THE NEXT FEW
SECONDS.

FLOW



POP!



YES, IT'S
TRUE...

...THE RUSTIEST
BARREL...



CAN'T STOP THE
POWDER FROM
GOING 'BOOM'.

BUT HOW AM
I GOING TO FIND
HIS BODY, NOW THAT
HE'S FALLEN INTO
THE TUNNELS?

WHAT DO
YOU SAY, OLD
FRIEND?

TWEET

WE'VE BEEN
CIRCLING AROUND
IN THIS DENSE FOG
FOR MORE THAN
AN HOZ.

WE'RE
AT THE RIGHT
COORDINATES...

...BUT STILL NO
TRACE OF ZERIT.

TWEET

THERE!

I CAN SEE LAND.

WE SHOULD
GO DOWN AND
TAKE A LOOK.

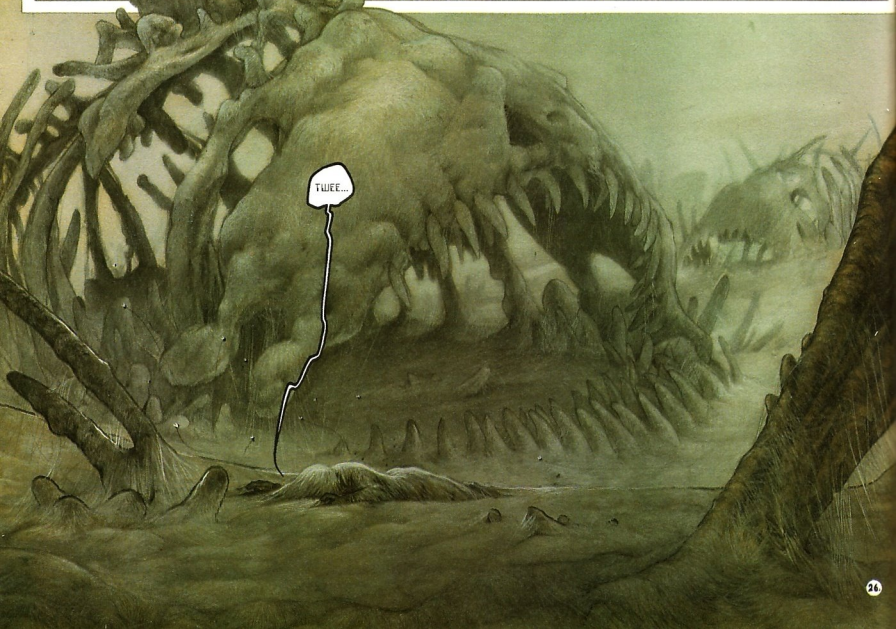
TWEET

IT
LOOKS LIKE
A...

NO!
IT'S IMPOSSIBLE!

A YOK
CEMETERY!







WAKEY,
WAKEY!



YOO-HOO!

HUHP



WELCOME,
HANDSOME
STRANGER!

?



A
A
H!

GROOF



A SIMPLE
PRECAUTIONARY
MEASURE...



THESE
SPHERES WILL PREVENT
YOU FROM USING
YOUR **ELECTRIC**
FINGERNAIL.

?!?



OH YEAHP



IN THAT
CASE...



HOW 'BOUT
THIS!



OOOO!
STOP IT, THAT
TICKLES!
HERE...



...SEE,
I LOVE YOU,
TOO!



BUT YOU
BETTER BEHAVE
YOURSELF
NOW...



I'VE GOTTA
FIND A WAY OF
GETTING OUTTA
HERE...



...



WHO
ARE YOU?



MY NAME IS
IVOLINA
YUGHER...


...BUT AFTER
WHAT JUST
HAPPENED
BETWEEN
US...

...YOU
CAN CALL
ME IVO.




THIS IS THE
TERRITORY OF
THE PEOPLE...


AND YOU
ARE IN MY
DOMAIN.



SINCE YOU
CAN'T USE YOUR HANDS,
IT WON'T BE EASY FOR YOU
TO ESCAPE THROUGH THESE
AIR SHAFTS, SO DON'T
EVEN THINK ABOUT IT.



ESCAPE?
BUT THAT'S ALL
I SEEM TO BE
DOING SINCE THIS
MORNING. YOUR
CRAZY DWARVES...



MY DWARVES,
AS YOU CALL THEM,
JUST HAD ORDERS TO
BRING YOU HERE,
AND YOU **KILLED**
THEM.

YOU **DEMOLISHED**
OUR SEWER-RAT FARM,
VIOLATED OUR HOMES,
AND MADE **ORPHANS**
OF OUR CHILDREN.
YOU **HIJACKED**
AND **DESTROYED**
ONE OF OUR ZOTH*
DRAGONFLIES, AND
CANAL 5 IS **OUT OF**
COMMISSION...




...AND YOU
HIT ME,
YOU CAD!



YOU'RE
LUCKY TO STILL
BE ALIVE.

OUR PALE
MOON MUST HAVE
A FONDNESS FOR
YOU, BUT I DON'T
KNOW...

...IF IT FEELS
THE SAME WAY
ABOUT YOUR
PAL.



GRANNY TENIA
DIDN'T HOLD BACK. YOUR
BUDDY'S BODY IS LOST
IN THE TUNNELS OF THE
MOTHER TOWER...



POOR KID...

IT'S
ALL MY
FAULT!

BIP

FA...
FANGO?

WE NEED
SOME LIGHT.

OHI
DRATI

BEEP...
IT WAS NICE OF
THE LITTLE GRANNY
TO SEND US ALL THE
WAY DOWN
HERE.

BEEP...

ASK YOUR STUPID ASS
HOW FAR IT TUMBLED...

BEEP...

OOPSI I KEEP
FORGETTING THAT
YOU'RE ALWAYS
PASSING OUT ON
ME...

BEEP...
IT'S VERY
REASSURING...





MANY,
MANY EIZ AGO,
MY ANCESTOR
FEZY YUGHER...



FEZY?

THE FEZY
YUGHER?



HIMSELF,
CHIEF SCIENTIST
OF ALL THE
COLONISTS...



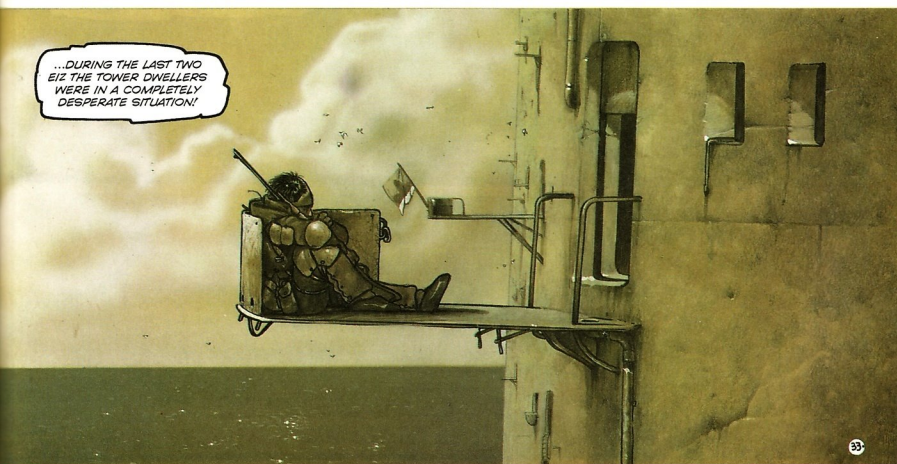
...TURNED AGAINST
HIS PEERS. HE *ALLIED*
HIMSELF WITH THE
PEOPLE AND JOINED
THE DWARF
REVOLUTION...



THE WAR THAT
FOLLOWED WAS
BLOODY AND
MERCILESS...

...THE
TOWER DWELLERS
RETRACTED FURTHER
AND FURTHER UP INTO
THE TOWER, OVER-
POWERED BY
THE PEOPLE...

...THE *SIEGE*
LASTED EIGHT EIZ, WITH
NO RESPIRE BUT...



...DURING THE LAST TWO
EIZ THE TOWER DWELLERS
WERE IN A COMPLETELY
DESPERATE SITUATION!

BUT THE REVOLUTION
HAD ITS OWN SHARE
OF CATASTROPHES...

...AN EPIDEMIC OF
THE 'WHITE DEATH'
THAT FOLLOWED...

...DEVASTATED
THE DWARF
POPULATION...

...STRANGELY,
THE HUMANS WERE
IMMUNE TO IT.

FEZY YUGHER
DECIDED TO LEAVE
THE TOWER.

WITH THE HELP OF THE
SURVIVING DWARVES, HE MANAGED
TO SEIZE ONE OF THE TURRETS
AND TAKE POSSESSION OF A
LARGE NUMBER OF BOATS.

THEY DISMANTLED THE TURRET,
LOADED IT INTO THE BOATS
AND TOOK IT WITH THEM.

IT WAS AN IMMENSE
UNDERTAKING SINCE
THE TURRET WAS MORE
THAN THIRTY LENGTHS
HIGH.

AND SO,
THE PEOPLE
DEPARTED.

THERE WERE
ABOUT 300 OF
THEM, AND...

...AFTER NAVIGATING
FOR MANY CYCLES, THEY
GOT LOST IN THE FOG.



THE VERY SAME FOG
THAT YOU AND YOUR FRIEND
WERE FOUND FUMBLING
AROUND IN...

PRETTY IMPOSSIBLE
TO NAVIGATE, DON'T
YOU THINK? THE ONLY
PERSON WHO COULD
FIND HIS WAY ABOUT IN
THE SEA OF MIST WAS
FEZY YUGHER.



THEY FINALLY
FOUND THIS
ISLE...


...AND RID IT OF THE
STRAY GROUPS OF
LONGLEGS WHO HAD
FOUND THEIR WAY HERE...




...SOME DWARVES
LOOKED
TOWARDS THE
SKIES...

...OTHERS DUG
DEEP INTO
THE ROCK.


AND THUS WAS BUILT
THE MOTHER TOWER.



THE MOTHER: A GIANT
MOUNTAIN SHOOTING
HIGH INTO THE SKY AND
BURROWING DEEP INTO
THE GROUND.

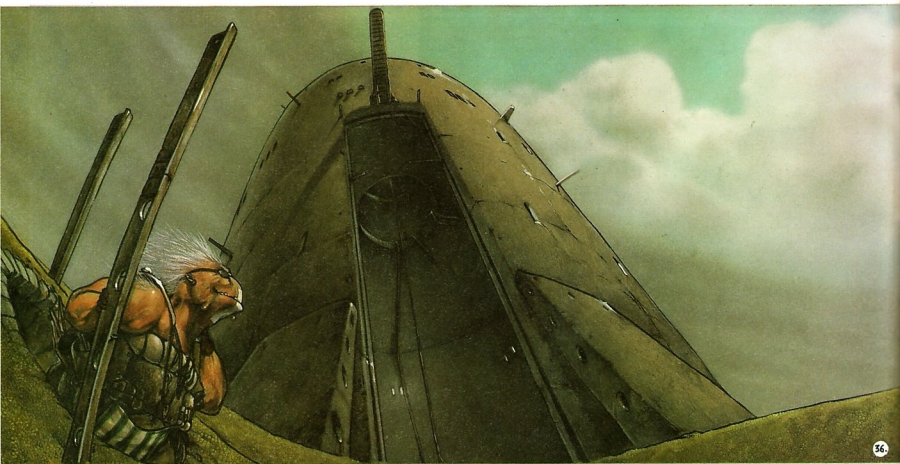


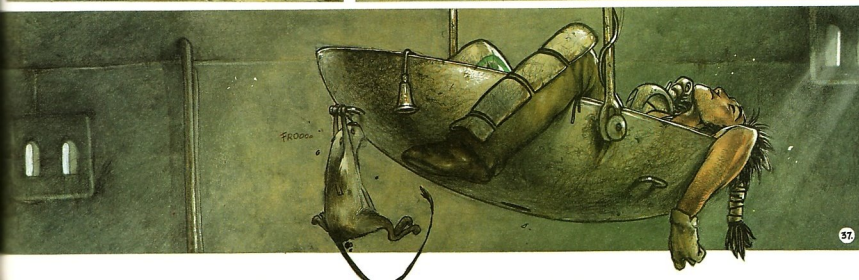
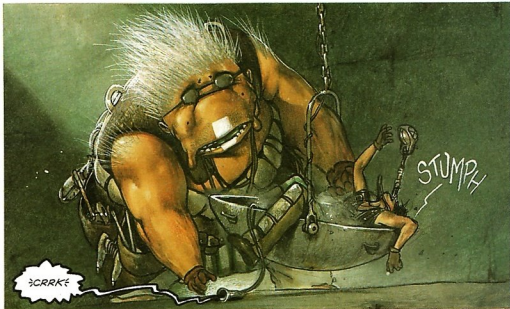
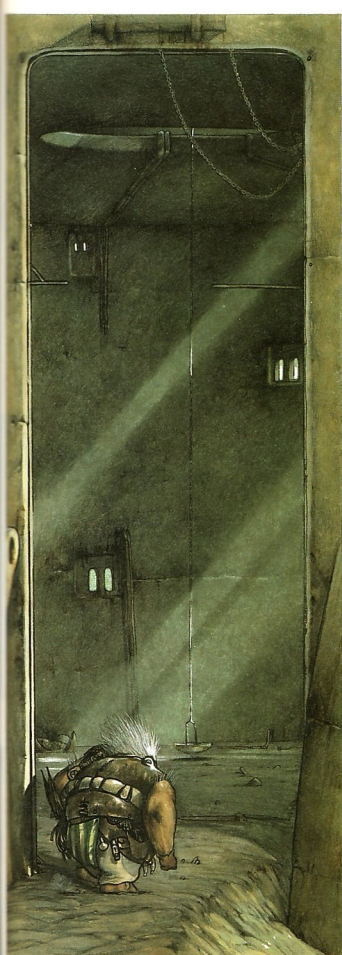
FEW OF US KNOW
EVERY NOOK AND
CRANNY...

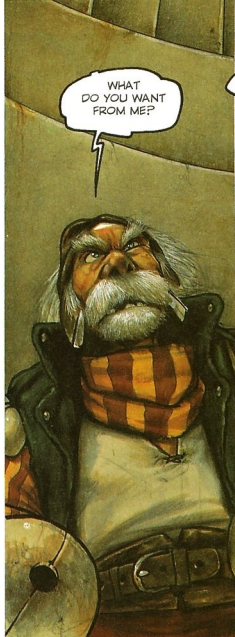


...OF THE THOUSANDS
OF TUNNELS...

...THAT WERE FURIOUSLY
DUG OUT.







WHAT
DO YOU WANT
FROM ME?



EVERYTHING!
WINGS, WEAPONS,
EQUIPMENT
AND IRON.

I WANT TO
KNOW *WHERE*
YOUR
COMMUNITY IS
HIDING OUT...

...WHICH, FROM
THE LOOKS OF
YOU, SEEMS PRETTY
WELL EQUIPPED.



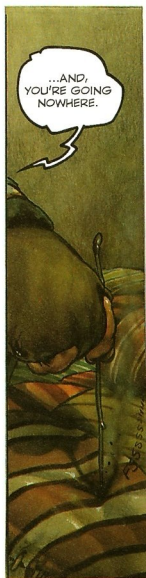
AND I WANT
THE TOWER!

I REALLY DON'T CARE
WHY YOU'RE LOOKING FOR
IT, AND IN YOUR PRESENT
SITUATION...

...I WOULDN'T
WANT TO ARGUE
WITH ME.



YOU
CAME FROM
NOWHERE...



...AND,
YOU'RE GOING
NOWHERE.



...

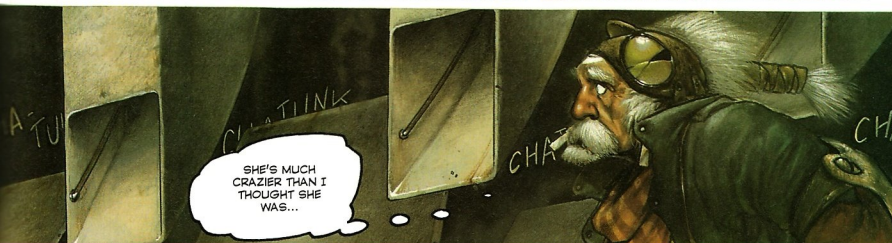


...



I'LL SHOW
YOU WHAT
NOWHERE
LOOKS LIKE!

CLIK!







...IT'S STRANGE THAT
YOU'RE NOT LIKE THE
OTHER SURVIVORS...

...THOSE THAT
WERE OUR 'GUESTS'
BEFORE YOU.

EVERYONE
IS LOOKING FOR
THE TOWER.

BUT
NO ONE HAS
YET UNDERSTOOD
THAT...

...BY RIGHT,
THE TOWER BELONGS
TO THE PEOPLE...

...AND THAT
WE WILL TAKE
IT BACK!





...TO
ITS RIGHTFUL
OWNERS!



POOR
OLD
MAN!

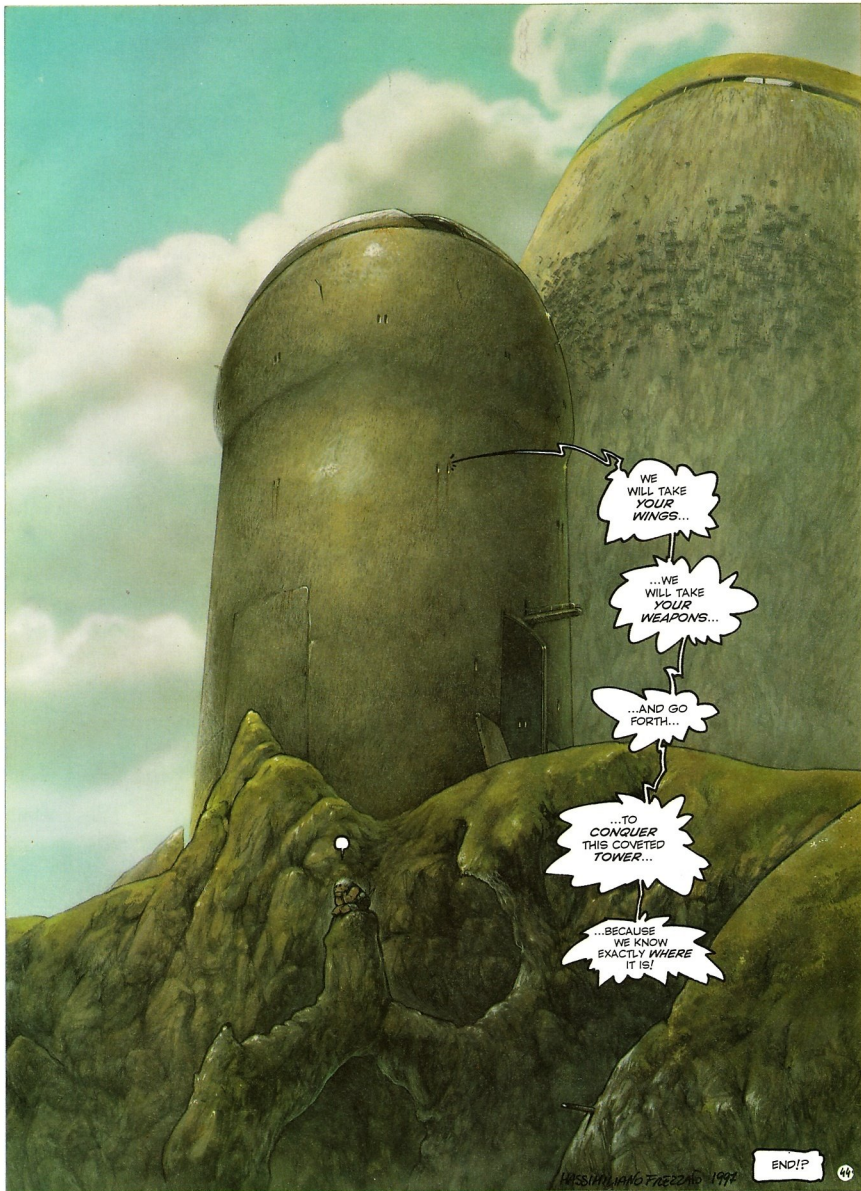
THIS IS
THE END!

YOU MUST HAVE
UNDERSTOOD...

...THAT
YOUR QUEST
IS OVER!



TOMORROW,
YOU WILL TAKE US
TO YOUR VILLAGE.



WE
WILL TAKE
YOUR
WINGS...

...WE
WILL TAKE
YOUR
WEAPONS...

...AND GO
FORTH...

...TO
CONQUER
THIS COVETED
TOWER...

...BECAUSE
WE KNOW
EXACTLY WHERE
IT IS!

KOLONY

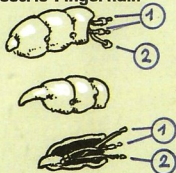


THE ESSENTIAL SURVIVAL GUIDE

To make your sojourn on the Lost Planet tolerable
(pleasurable being completely out of the question).

ZERIT

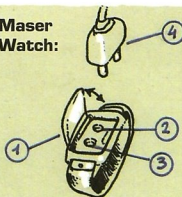
Electric Fingernail:



- ① Cables to move finger.
- ② Cable to eject Fingernail.

N.B. The battery works on solar energy. When The Tobo is lost in the fog the energy is depleted, making it difficult to eject The Fingernail (p.8, Book 2).

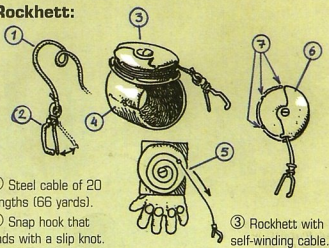
Maser Watch:



Twenty-one colors for the Hoz.
The sixty colors for the Moz are in a spectrum perceptible only by Kolonists.

- ① Reader Robot. ② Sleeping bag. ③ Eye patch.
- ④ Pilot's helmet made of Yok leather. ⑤ Box of Clim.
- ⑥ Rifle. ⑦ Aiming device. ⑧ Water flask with purifier (spores absorb the salt from sea water).
- ⑨ Yok fat (fuel for the lantern). ⑩ Rockhett.
- ⑪ Maser symbol. ⑫ Maser watch. ⑬ Plates of armor. ⑭ Electric Fingernail. ⑮ Bait for Rust-bugs.

Rockhett:

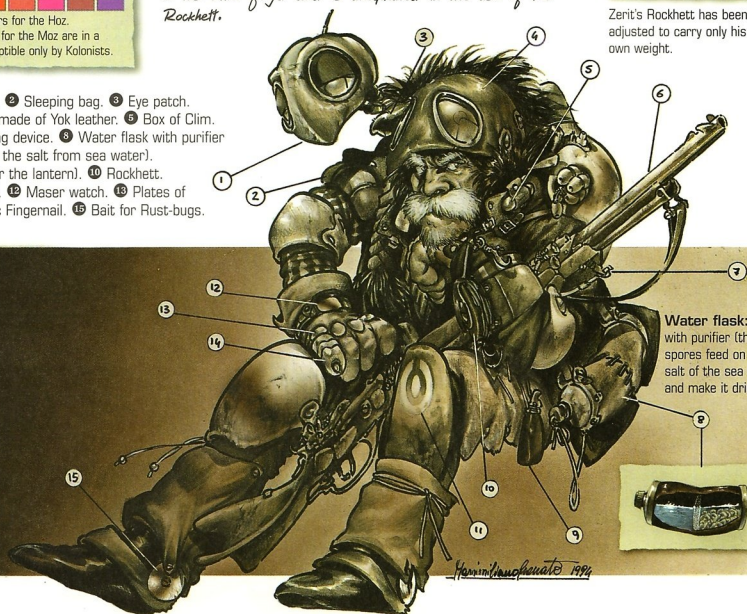


- ① Steel cable of 20 lengths (66 yards).
- ② Snap hook that ends with a slip knot.
- ③ Rockhett with self-winding cable.
- ④ Bracelet. ⑤ Steel-blade spring for the self-winding cable (its tension adjusts automatically according to the user's weight).
- ⑥ Torque regulator for cable wind-back. ⑦ Lugs for cable winder (p.12, Book 2).

① Glass shield that flips open, accessing the plug to synchronize the watch with The Tower's terminal. ② Diode to display hours (Hoz). ③ Diode showing minutes (Moz). ④ Plug from The Tower's terminal for instantaneous synchronization (Zerit cannot override this effect, which explains why he's late).

- Erha's presumed father.
- Sixty Eiz old.
- Successor to Tusar. He is the new Chief Keeper of the Maser village. His principal role is to receive Maser transmissions. Like all the other Keepers, he uses the drug Clim. He has a mechanical implant in his little finger and is unequalled in his use of the Rockhett.

Zerit's Rockhett has been adjusted to carry only his own weight.



Water flask: with purifier (the spores feed on the salt of the sea water and make it drinkable).

Harmin/Amphipraxis 1994

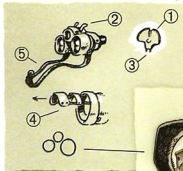
FANGO



- 1 Maser Watch.
- 2 Trinoculars (p.14, Book1).
- 3 Eye patch.
- 4 Breastplate.
- 5 Photos of his family.
- 6 Set of Keys (mechanical).
- 7 Water flask with purifier.
- 8 Ammonia container.
- 9 Memory banks for Reader Robot (C.I.R.O.).
- 10 Projectiles.
- 11 Yok fat.
- 12 Tool kit.
- 13 Handgun.

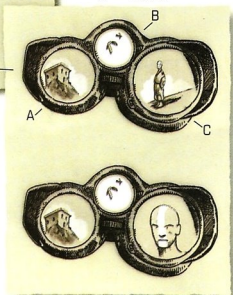
- His name means Mud (according to an old Kolonial legend, all life is created from earth).
- A highly skilled Mechanic, thanks to the presence of his Reader Robot.
- Can read and write.
- Thirty Eiz old.
- Blind in one eye as a result of genetic experiments conducted in ancient Times.
- His parents were scientists who lived in a research outpost detached from The Tower.

TRINOCULARS: tri-optical selective vision.



Focal lengths:

- A = 7 Ø.
- B = 5 Ø.
- C = 10 Ø.



- 1 Memory disk (capacity 2 Hoz).
- 2 Vision stabilizers.
- 3 Auxiliary socket for image projection (p. 18, Book 1).
- 4 Zoom (anti-reflective with selective vision).
- 5 Shoulder strap.

N.B. The Three lenses are independent of one another and may be individually adjusted.

ERHA

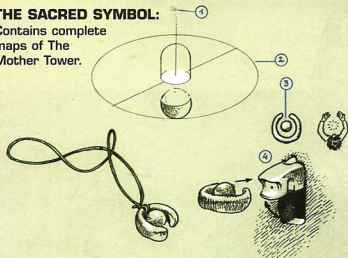
- Presumed daughter of Zerit.
- Twenty-seven Eiz old.
- The best pilot in The Maser village.
- A biologist whose ambition is To catalog all The algae and lichens on Kolony.
- As a consequence of The genetic experiments, Two fingers of her left hand are gangrened; she suffers from bulimia and from gastric hyper-acidity.
- She has discovered how to distill alcohol (holy water) from fermented lichens.
- Danheel is her daughter. The father's identity remains a mystery.



Erha is a killer with a slingshot.

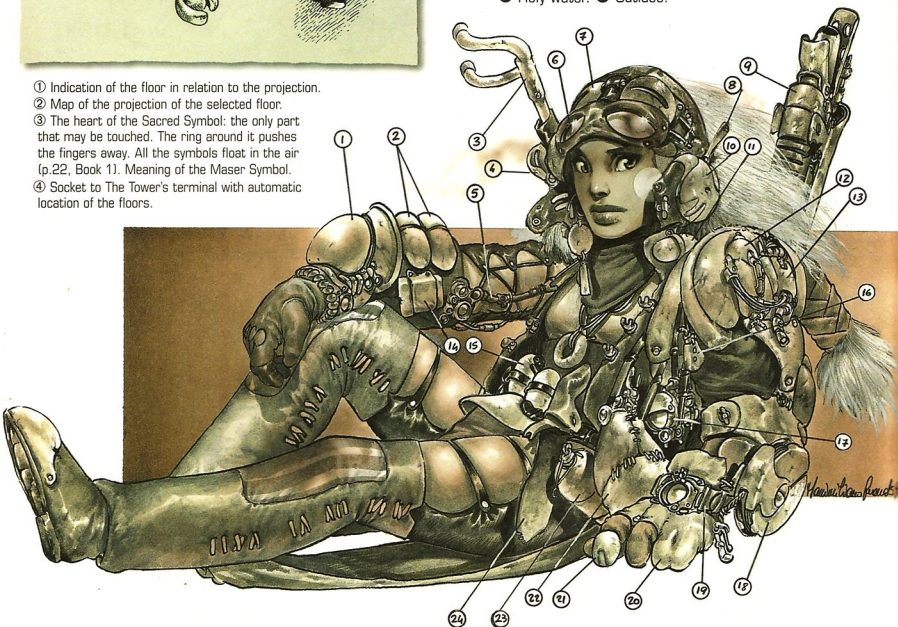
THE SACRED SYMBOL:

Contains complete maps of The Mother Tower.



- ① Indication of the floor in relation to the projection.
- ② Map of the projection of the selected floor.
- ③ The heart of the Sacred Symbol: the only part that may be touched. The ring around it pushes the fingers away. All the symbols float in the air (p.22, Book 1). Meaning of the Maser Symbol.
- ④ Socket to The Tower's terminal with automatic location of the floors.

- ① On-board Computer Robot (see Reader Robot). She calls it Robotino.
- ② Sleeping bag.
- ③ Her favorite weapon, the slingshot (projectiles: gas grenades).
- ④ Eye patch.
- ⑤ Navigation cable.
- ⑥ Sun shades.
- ⑦ Snow goggles.
- ⑧ Lever to remove helmet.
- ⑨ Bazooka.
- ⑩ Earmuffs.
- ⑪ Box of Clim.
- ⑫ Ammonia container
- ⑬ Ammonia dispenser.
- ⑭ Lighter.
- ⑮ Yok fat.
- ⑯ Gun cleaner.
- ⑰ Monocular.
- ⑱ Rockhett.
- ⑲ Maser watch.
- ⑳ Special glove to retard gangrene proliferation.
- ㉑ Electric Fingernail.
- ㉒ Water flask with purifier.
- ㉓ Holy water.
- ㉔ Cutlass.

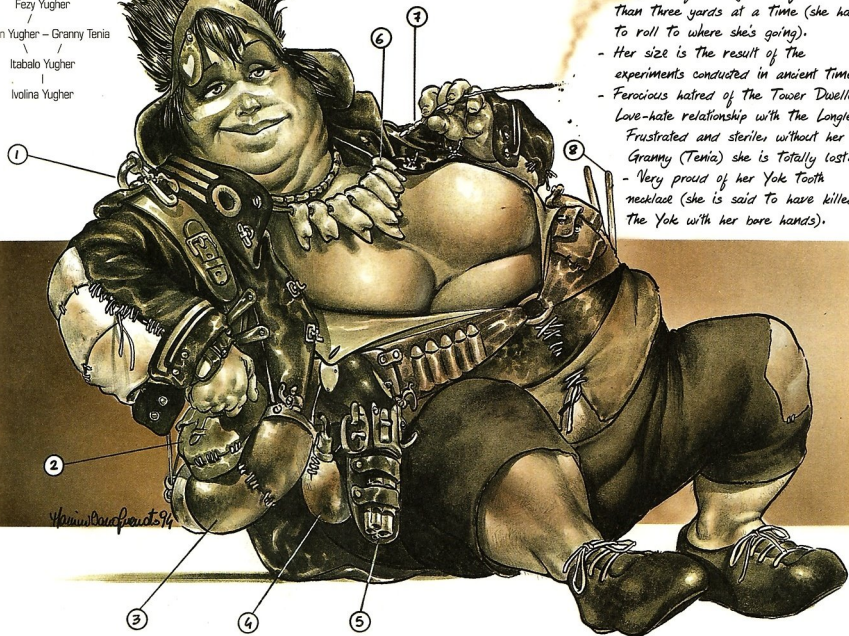


IVOLINA YUGHER

The Yugher Dynasty:

Fezy Yugher
 Ivo Yugher - Granny Tenia
 Itabalo Yugher
 Ivolina Yugher

- Very intelligent, but childish.
- Thirty-six Eiz old.
- Leader of The Dworves. She is a descendant of Fezy Yugher and always wears his jacket.
- Inapable of moving herself more than three yards at a time (she has to roll to where she's going).
- Her size is the result of the experiments conducted in ancient times.
- Ferocious hatred of The Tower Dwellers. Love-hate relationship with The Longlegs. Frustrated and sterile, without her Grammy (Tenia) she is totally lost.
- Very proud of her Yok Tooth necklace (she is said to have killed The Yok with her bare hands).



Shoulder Telephone:



Ivo uses it to keep in contact with the Dworves (p.40, Book 2). It has an incandescent antenna, which is also used to light her Finger Lichen cigarettes. The batteries are powered by Heat-cubes.

- 1 Steel ring to lift her. 2 Bag for Finger Lichens (her cigarettes).
 3 Water and purifier. 4 Yok fat. 5 Handgun. 6 Necklace.
 7 Cigarette (Finger Lichen). 8 Back scratcher.

Constriction spheres/handcuffs:

Conceived for and used only on the Dworves. They prevent the bearer from using his hands. They can be attached together or used individually (p.27, Book 2).



This is how Ivo was carried from the Mother Tower to her Turret (where The Dworves were holding Zerit prisoner).



THE DWARVES

Funnel to pour in
The Gunpowder.



- They were genetically created for hard labor.
- Strong considering their size, highly resistant and require little sleep.
- Legend has it that they were used to construct The Tower.
- Consume large quantities of Chim (which increases their capacity to work).
- Low intelligence, very aggressive, kill one another over Trivialities.
- Their community is divided into five social categories:

1. Ivo's Bodyguards.
2. Engineers and Mechanics.
3. Scouts and Pilots for the Dragonflies.
4. Fishermen and Lichen Gatherers.
5. Women and Children.

- They have blue Tongues (from heavy use of Chim).
- They live in caverns carved into the facade of the Mother Tower.
- Legal Tender: Iron, found in the corridors of the Mother Tower.
- Originally, The eye surgery was meant to improve vision in the dark mines (only the pupil was left exposed). With time, the operation became a mandatory sacred ritual. A lifetime of pain probably explains their bad Temper.



Eye surgery (sacred ritual):

- ① The operation is performed at the age of 2 Eiz.
- ② Sand is poured under the eyelids which are then sewn together, leaving only the pupil exposed.
- ③ At the end of 2 Syntribens the stitches are removed. Scarring: 1 Eiz.

DUMB DUMB

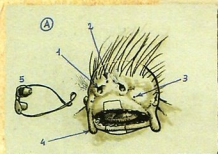


Figure A:

- ① Large nostril.
- ② Small nostril.
- ③ Eyes.
- ④ Glands that secrete a foam when it is excited.
- ⑤ Anti-dust plugs for the large nostrils.

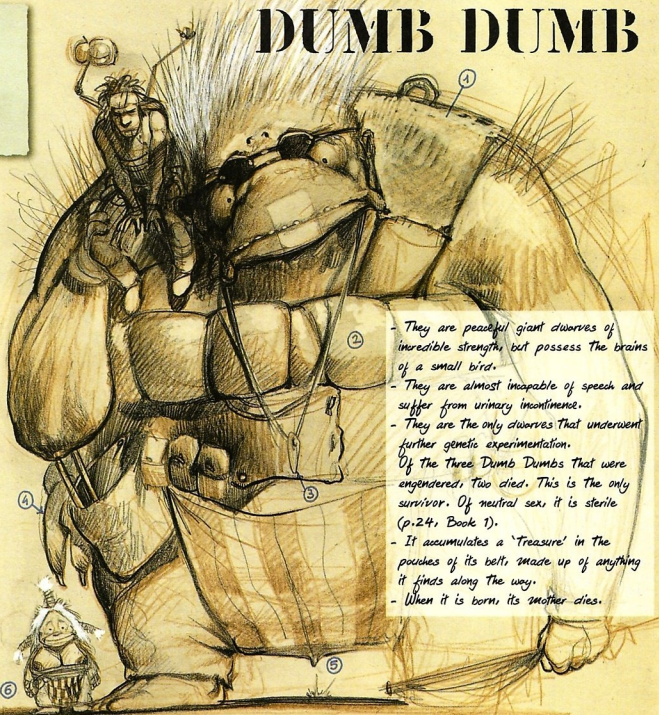
Figure B:

- ① Climbing hooks made of Yak bone.

Figure C:

The Dumb Dumb communicates with the aid of a whistle and two flags.

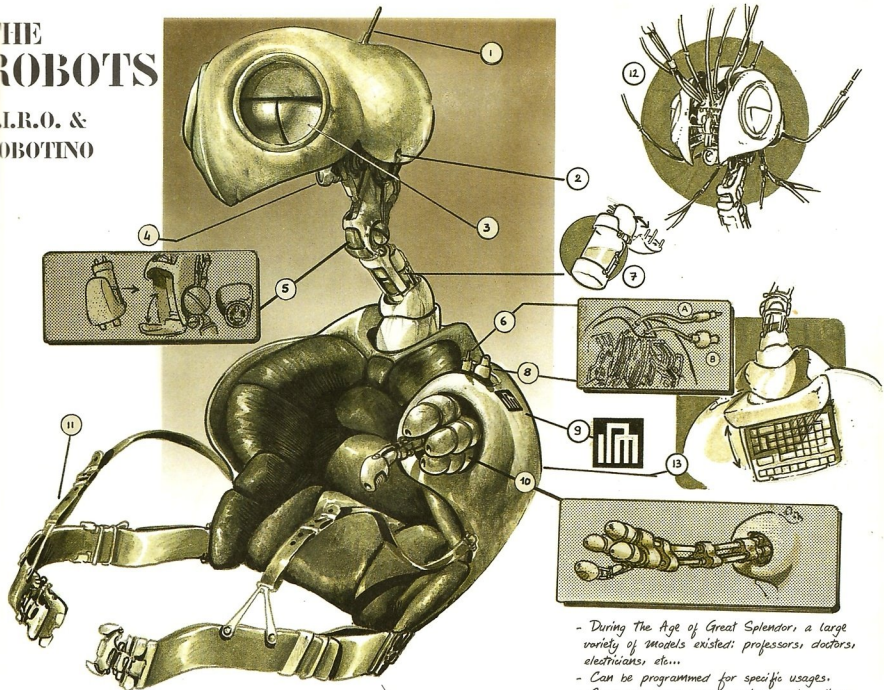
- ① Back covered with a piece of leather (protection from the heavy loads it carries).
- ② The 'Treasure'.
- ③ Yak-bone whistle.
- ④ Climbing hooks.
- ⑤ Wee-wee.
- ⑥ Dumb Dumb's mother (dead, hence stuffed).



- They are peaceful giant dwarves of incredible strength, but possess the brains of a small bird.
- They are almost incapable of speech and suffer from urinary incontinence.
- They are the only dwarves that underwent further genetic experimentation. Of the three Dumb Dumbs that were engendered, two died. This is the only survivor. Of neutral sex, it is sterile (p.24, Book 1).
- It accumulates a 'Treasure' in the pouches of its belt, made up of anything it finds along the way.
- When it is born, its mother dies.

THE ROBOTS

C.I.R.O. & ROBOTINO

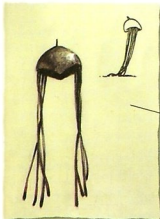


C.I.R.O.: Computer Intelligence Reader Operative

A 'Professor' model with a special interface that gives it a personality. It has been programmed to switch itself off in the event of a physical shock. Capable of learning and evolving. It moves about on one wheel and comes equipped with a mechanical arm. Fango's companion.

- During The Age of Great Splendor, a large variety of models existed: professors, doctors, electricians, etc...
- Can be programmed for specific usages.
- Some can move around autonomously, others have to be carried.

- 1 Morse-code transmission/reception antenna.
- 2 Holes for audio-in.
- 3 Eye.
- 4 Video-3D Projector compatible with Fango's Trinoculars.
- 5 Program Cartridges.
- 6 Plug for connection with the sound system in The Tower.
- 7 Atomic Battery. Also used as a lighting device (p.30, Book 2).
- 8 Microphone.
- 9 Manufacturer's Logo.
- 10 Extendible mechanical arm.
- 11 Harness.
- 12 Opening in cranial cavity to access memory (p.7, Book 2).
- 13 Rear assembly with Control Panel (p.6, Book 2).



- The most dangerous is The Ophius model, but these who have seen one are no longer afraid to talk about it...



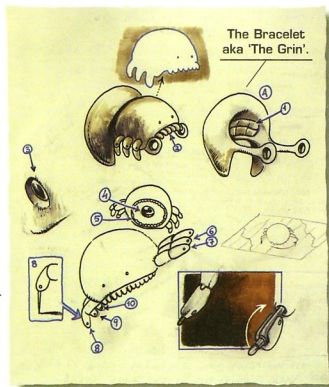
Robotino:

- 1 Command Keyboard.
- 2 & 5 Wheel allowing the Robot to move across a map.
- 3 Microcamera for aerial reconnaissance.
- 4 Map-reading lens.
- 6 Pencil Finger: Also used to connect itself to the main computer (p.2, Book 2).
- 7 Cutting Finger.
- 8 Compass Finger: 9 Goniometric Finger.
- 10 Finger for measuring distances.

Robotino aka The Saint Bernard Robot:

- When reading traditional maps, it can establish precise distances, navigation routes, exact positions, coordinates, etc...
- Almost indispensable in piloting an 'Owl' (see planes) to the maximum of its capacities.
- It does not have speech capabilities.

There are many other models of Reader Robots, such as The Mysterious T.M.N.T. (p.6, Book 2).



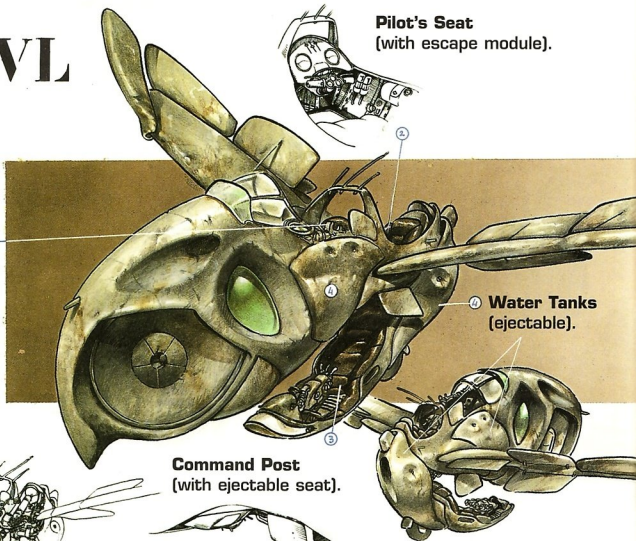
PLANES: THE OWL



Navigator's Seat
(ejectable).

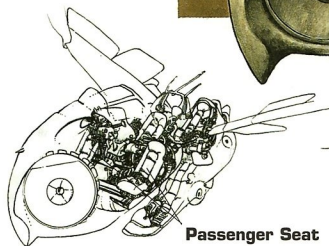


Pilot's Seat
(with escape module).



Command Post
(with ejectable seat).

Water Tanks
(ejectable).



Passenger Seat



Escape Module
from Pilot's Seat
(p.15, Book 1).

The three most important Technological developments on Kolony are:

I. The Hypae System (Hydro Propellant Alternate Carburetant).

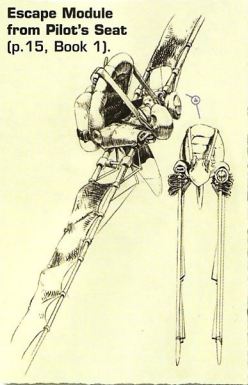
In ancient times, Mr. Breiten discovered a way to Transform water (H_2O) into a combustible fuel by the fission of Two molecules of Hydrogen and one of Oxygen using The Heat-cubes (p.36, Book 1). The Hydrogen acts as fuel, while The Oxygen is eliminated with the impurities in the water, such as sea salt and other organic residues. The slag that is left in the Tanks of the planes is then cleaned out with Ammonia.

II. The Micro-Wing System:

The planes are controlled by an on-board computer (atmospheric-friction sensometer) and have a system of Micro Wings to compensate for air friction. The Micro Wings are constantly in motion insuring The plane's fluid trajectory.

III. Hyper Steel:

It has exactly the same characteristics as Steel, but is Twenty Times lighter. All the planes on Kolony are made of This metal.



* Micro Wings.

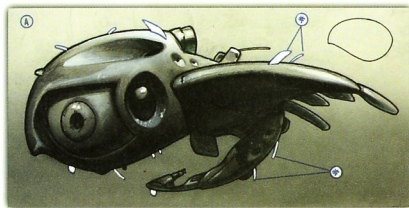


Figure A - Cargo Plane (Zerit).

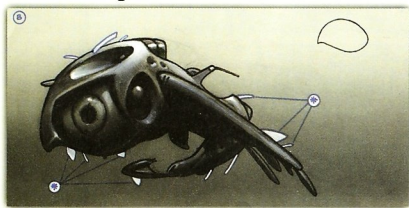
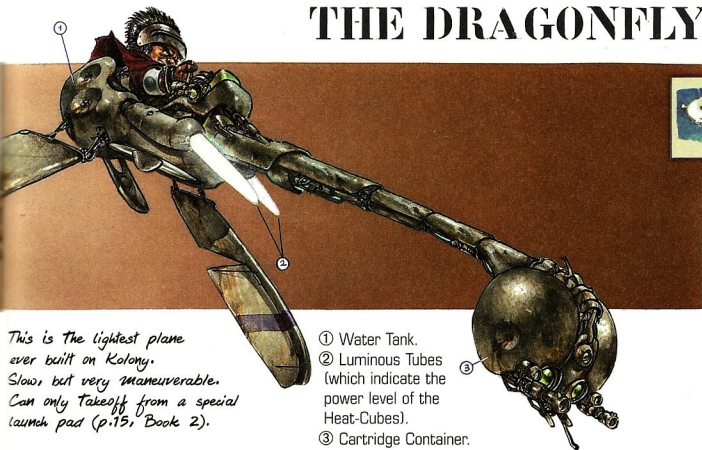


Figure B - Fighter Plane (Erha).

THE DRAGONFLY

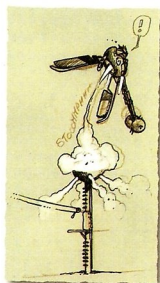


This is the lightest plane ever built on Kolony. Slow, but very maneuverable. Can only takeoff from a special launch pad (p.15, Book 2).

- ① Water Tank.
- ② Luminous Tubes (which indicate the power level of the Heat-Cubes).
- ③ Cartridge Container.

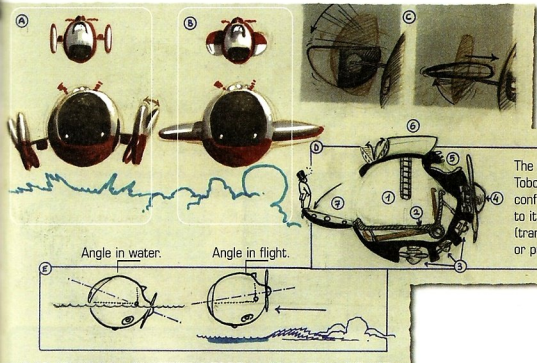


Gasses are channeled through ① for propellant at takeoff.



THE TOBO

- The Tobo is a water-wagon.
- Very fast, even when fully loaded. Used in the Age of Great Splendor To transport equipment between The Tower and research outposts on The isles.



The interior of the Tobo can be configured according to its usage (transport of cargo or prisoners, etc...).



Aqua-sled: A variation of the Tobo. (p.5, Book 2)



- In the above situation, The versatility of the Tobo is of no help whatsoever (p.39, Book 1).

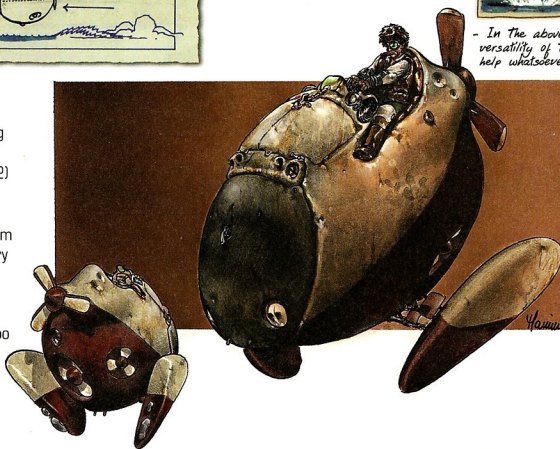
Fig. A: Cruise Mode.

Fig. B: Flight Mode. Only the Dwarves are capable of making the necessary adjustments to make the Tobo fly. (p.9, Book 2)

Fig. C: Rotation of the fins in position for Flight Mode.

Fig. D: ① Cargo Hold. ② Platform (variable inclination) ③ Auxiliary Propellers. ④ Main Propeller. ⑤ Pilot's Seat. ⑥ Access for loading Cargo. ⑦ Trapdoor.

Fig. E: Cruising angles of the Tobo depending on whether it is traveling through air or water.

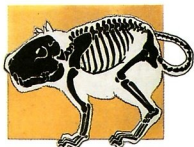
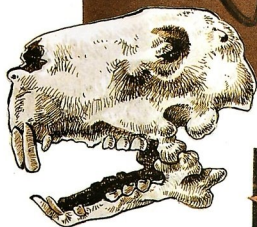


Yamir/Rouge/94

SEWER RAT

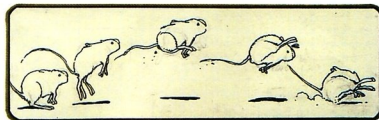
Muridae Auratus

- The Sewer Rat is the result of genetic experiments.
- Much sought after for its delicate meat, its fine fur, but mainly because it produces Clim, the most popular drug on Kolony (p.23, Book 1).
- It has two pairs of ultra-sensitive ears.



Imprinting: (p.18, Book 2).

- When it reaches its sexual maturity (3 Eiz old), the male Rat falls in love with the first being it encounters. It could be anything: a fish, a bird, a human (Fango). Sometimes, even a female of its own species!



The leap of the Sewer Rat shows why its anus is always irritated.

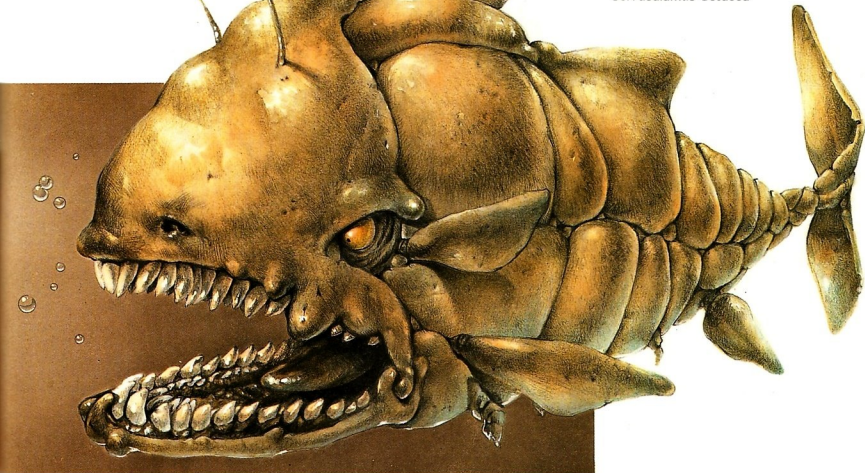
- Clim is produced by glands (dorsal udders), and ejected in small spherical lumps.
- Serves as nourishment for the young of the whole brood.
- Adult Rats consume it as a nutritional supplement.
- It produces a strong adrenalin rush on all the other species, who regard it as a powerful energizing drug.

Its scientific appellation slowly gave way to the more popular name Sewer Rat.

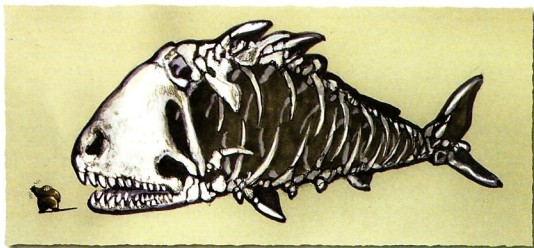


YOK

Serrasalamus Cetacea



- A gigantic amphibian creature.
- Cemeteries full of skeletons have been found (p.25, Book 2).
- Out of The water, it moves about with the help of its small ventricular fins.
- An Omnivorous creature.
- The Yok is The most mysterious animal on Kolony.
- At birth, The baby Yok has four eyes That slowly merge into one pair as it gets older.
- Its exterior 'plates' are used as armor by The Kolonists.



- Few have lived to boast of having been toe to toe with a Yok; Fango is one of them (p.31, Book 1).



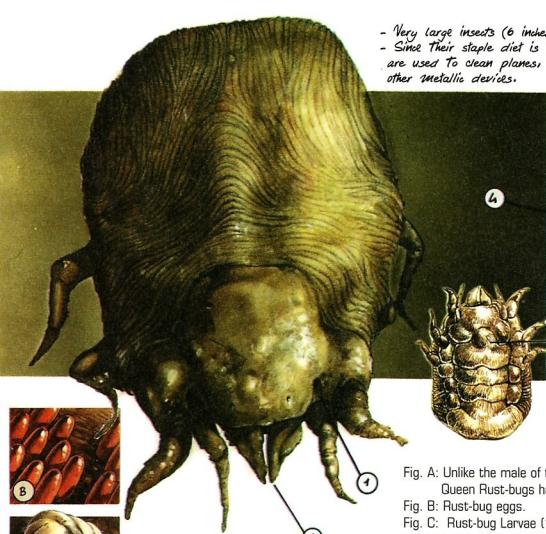
No one has ever seen a baby Yok. The illustration below, is an artist's impression.



Yok Teeth are considered very precious and are often displayed as Trophies or worn as jewelry (Cf. : Ivo p.27, T.2).

Recently, Yoks have been committing mass suicide for no apparent reason.





- Very large insects (6 inches).
- Since their staple diet is Rust, they are used to clean planes, weapons, and other metallic devices.

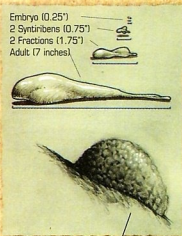
RUST-BUG

Acarina Ferrugo



- Fig. A: Unlike the male of the species, Queen Rust-bugs have wings.
 Fig. B: Rust-bug eggs.
 Fig. C: Rust-bug Larvae (1.5 inches).
 Fig. D: Leash (p.2, Book 1).
 Fig. E: Cage for transporting Rust-bugs (p.1, Book 1)
 Fig. F: Rust-bug Master (p.24, Book 1).

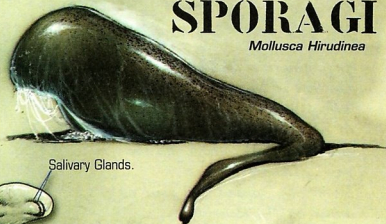
- ① Acid-secreting gland, used to dissolve rust. ② Trunk to suck up the liquid rust. ③ Hearing apparatus, used for calling females. ④ Outer wing. ⑤ Clasp.



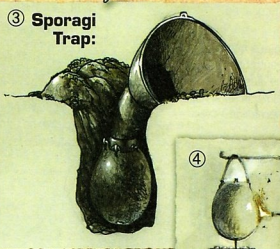
- A Sea Slug that feeds on spores, seaweed and lichens, which it absorbs after nightfall.
- It resembles a sack of gelatin with a skin that secretes a viscous slime, which protects it from the sun and makes spores and other food adhere to it.
- The favorite food of the Yoks.

SPORAGI

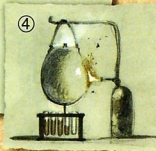
Mollusca Hirudinea



- The Sporagi reproduce themselves through parthenogenesis.
- They attach themselves to a rock and develop larvae under their skin, which takes on the consistency of stone. This form is known as bulbous rock and is very difficult to distinguish from a large pebble.



- ① Gas Mask: The Dwarves use live Sporagi to filter toxic gasses out of the air.
 Inconvenience: The Sporagi continue secreting slime inside the mask. ② Their viscosity makes them almost impossible to cut open.
 ③ Sporagi Trap. ④ Cauldron used for cooking the Sporagi. The broth is considered very nutritious.



SNAKE-WORM

Viperidae Acanthocephala

- Its flesh is the favorite food of the Survivors.
- Every part of its body is used (Tools, weapons, jewelry...).

Fig. A: Tracks left by Snake-worms.



Fig. B: Jewelry made from the rings of Snake-worms.



- ① Head. ② Carapace.
③ Anus.



Cross section of a Snake-worm.



- Folded in Two under its carapace, The Snake-worm is in fact twice as long as it appears to be.
- Hunting Snake-worms can be very dangerous as they may unexpectedly break surface and strike a leg to deposit their larvae (see Fig.D).

Hunting Snake-worms:

Fig. A: ① Finding the Spoor. ② Hooking. ③ Running. ④ The capture.

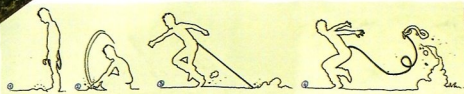


Fig. C: Hook for hunting Snake-worms.



SPIDER-FLY

Araneae Muscaria

- The larva of the Spider-fly leaves a slimy trail behind it which attracts its prey to the brood (Fig. B).



Fig. A: Eggs.
Fig. B: Larva.
Fig. C: Adult.

The Queen:

Her wings flap incessantly to cool the royal chamber.

Her web protects the eggs.

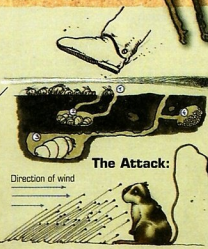


The gas used by the Dwarves as a disinfectant is extracted from the web of the Spider-fly; it has a narcotic effect.

- ① Area for the Swarm.
- ② Larvae (come out only to feed).
- ③ The Royal Chamber.
- ④ Incubation area for the eggs.

- When a foot touches the ground, the vibrations of the web indicate the weight and the position of the future victim.
- The web has narcotic properties, which make the victim lose consciousness and then slowly dissolve.

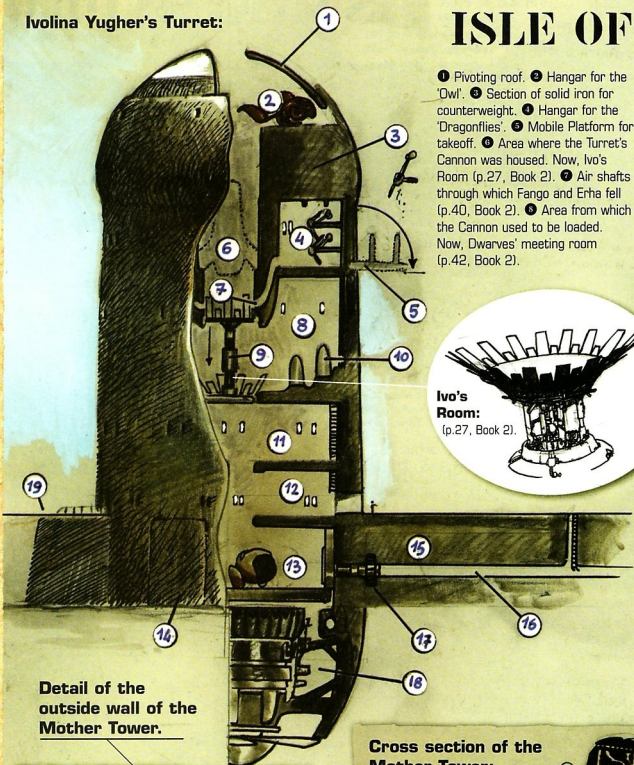
- If you see this hovering in front of your face, you may be sure that there are millions of its kind close behind and that thy end is nigh.



- A thick mesh of webs covers the ground protecting the Spider-flies from the cold.

- The number of Spider-flies that attack is directly proportional to the victim's weight.

ISLE OF DWARVES



- 1 Pivoting roof. 2 Hangar for the 'Dwl'. 3 Section of solid iron for counterweight. 4 Hangar for the 'Dragonflies'. 5 Mobile Platform for takeoff. 6 Area where the Turret's Cannon was housed. Now, Ivo's Room (p.27, Book 2). 7 Air shafts through which Fango and Erha fell (p.40, Book 2). 8 Area from which the Cannon used to be loaded. Now, Dwarves' meeting room (p.42, Book 2).

- 9 Recoil pad for the Cannon. Now, the mobile floor of Ivo's Room (p.39, Book 2). 10 Projectiles for the Cannon. Now, filled with hundreds of enraged Dwarves. 11 & 12 Former living quarters of the Tower Dwellers. Now, empty. 13 Hangar for the Tobos. This is where the Dumb Dumb enters when he brings Fango to Ivo (p.37, Book 2). 14 Exit for the Tobos. Now, the entrance to the Turret. 15 Lateral Wall. 16 Corridor for inspection and maintenance of the wall. 17 Mechanism that makes the Turret rotate. 18 Engine for the Turret. 19 The Rampart promenade.

Ivo's Room:
(p.27, Book 2).



Fig. A:

- 1 Roof of the Tower where Zerit and Fango land with the Tobo (p.11, Book 2). 2 Granny Tania's Terrace, where Fango falls through the floor (p.23, Book 2). 3 This is where Fango ends his fall (p.30, Book 2). 4 Dwarf Cave (p.12, Book 2). 5 Canals (p.17, Book 2). 6 Ivo's Turret (p.17, Book 2).

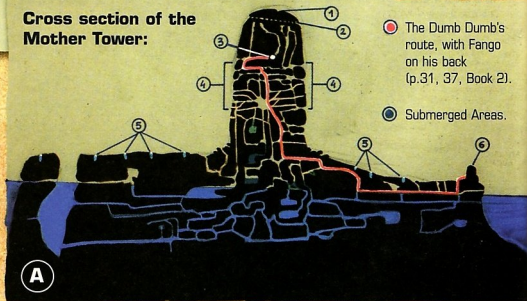
Fig. B:

The Isle is surrounded by a ring of fog made up of volcanic vapor, making it impossible to navigate (p.42, Book 1).

Detail of the outside wall of the Mother Tower.



Cross section of the Mother Tower:



- 1 The Dumb Dumb's route, with Fango on his back (p.31, 37, Book 2).

- 2 Submerged Areas.

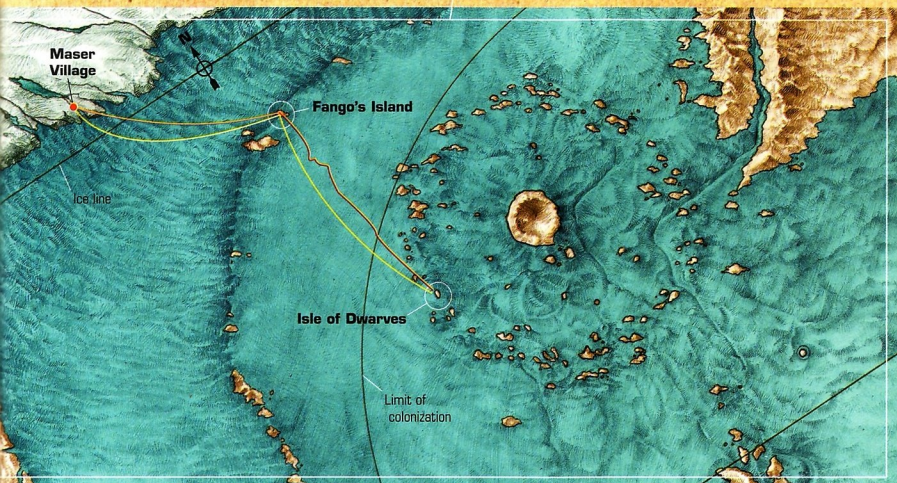


- The Dam:
There are about forty dams on the Isle of Dwarves which are used to regulate the water level of the canals (p. 17, Book 2).

GEOGRAPHY



The habitable zone on Kolony:



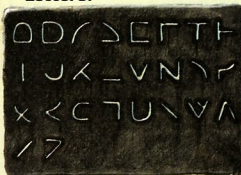
— : Zerit's Route.

— : Erha's Route.

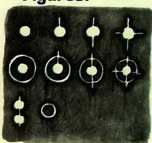
— : Zerit & Fango's Route.

DETAILS

Letters:



Figures:



$$\begin{matrix} \text{E} & \text{H} \\ \text{R} & \text{A} \end{matrix} = \text{ERHA}$$

The Alphabet:

- The symbols correspond to the 26 letters of our alphabet.
- In writing, the letters are paired off in twos. (Example p.14, Book 1. Look out for others...).



The Lichens: ① Cabbage Lichen: edible. ② Cotton Lichen: used as stuffing. ③ Finger Lichen: used as cigarettes by Ivo and to distill Erha's 'holy water'. ④ Idiot's Lichen: only an idiot can't differentiate this from a Cabbage Lichen. ⑤ Musk Lichen: edible. ⑥ Red-death Lichen: inedible, highly poisonous.

The Experiments:

- Legend has it that in ancient times biogenetic experiments were conducted. The questions *Where? Why? How? and By whom?* remain unanswered to this day. But the whole population of Kolony seems to have been affected in some way (p.20, T.2).

The Survivors:

- They are scattered all over Kolony wherever climate permits living conditions.
- No one knows how many actually exist or where they are. Fango is one of them but he doesn't know it (p.32, Book 2).
- Each individual or group of Survivors is unaware of the existence of the others.

The Tattoos:

On reaching the age of reason each individual is tattooed with a symbol indicating his character and his potential. For example, the tattoo on Fango's chin indicates a slight feeble-mindedness. The Dumb Dumb's tattoo is much more imposing. In the case of a complete idiot, the tattoo goes all the way up his forehead.



Erha is an authority on the study and classification of lichens.

Throughout her extensive research she has been able to establish that there is no proof whatsoever of the existence of a Masked Cucumber on the explored surface of Kolony.



Eye patches were originally conceived for the Dwarves to protect their eyes during the construction of The Tower, the sunlight being particularly blinding on the exposed exterior (Fig.A). It has since become a tradition to wear them and those who don't are looked down upon.

The Eye Patch:



FANTAGRAPHICS BOOKS

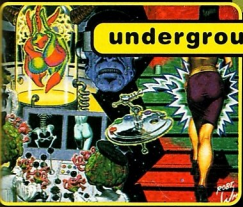
1998 CATALOG OF

GREAT COMICS

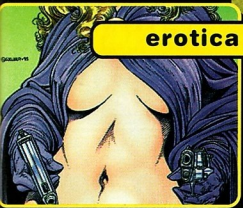
alternative



underground



erotica



miscellaneous



Love and Rockets

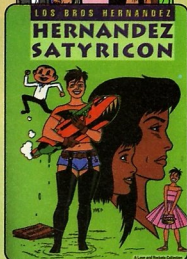
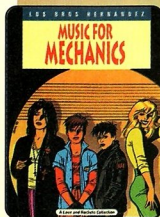
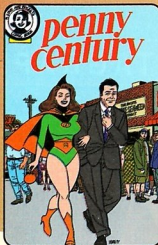
Penny Century

Luba

Music for Mechanics (L&R Vol. 1)

Hernandez Satyricon (L&R Vol. 15)

Jaime and Gilbert Hernandez's sexy and provocative tales of L.A. punkettes and Central American villagers made *Love and Rockets* the finest alternative comic of the '80s. L&R is gone now, but its spirit lives on in the Bros.' new, ongoing solo comics: Jaime's *Penny Century* #1 focuses on Ray's move to the big city and the loneliness of being without Penny (and includes appearances by Maggie & Hokey), while Gilbert's *Luba* #1 is filled with political and sexual intrigue as Luba comes to America to end a threat from her homeland. Both comics are a great jumping-off point for new readers who want to find out what all the fuss is about — or try "*Music for Mechanics*," a 160-page compilation of the very earliest L&R stories from 1981-1983. Also, "*Hernandez Satyricon*": the final compilation from L&R collecting the best short stories from the best comic book series of all-time.



PENNY CENTURY #1 [PENN1, \$2.95]

LUBA #1 [LUBA1, \$2.95]

LOVE & ROCKETS BOOK 1: MUSIC FOR MECHANICS [LRB1S, \$14.95]

LOVE & ROCKETS BOOK 15: HERNANDEZ SATYRICON [LRB15S, \$16.95]

Dan Clowes

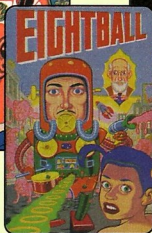
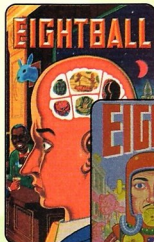
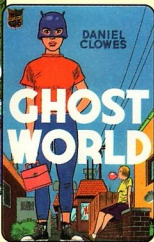
Orgy Bound

Ghost World

Like a Velvet Glove Cast in Iron

Eightball comics

Is Dan Clowes the Crumb of the '90s? These three superb book collections (all culled from the pages of Clowes's award-winning solo comic *Eightball*) may convince you. *Ghost World* focuses on the story of two teenage girls growing up, and more importantly, apart. The most acclaimed graphic novel of the 1990s, *Ghost World* has drawn raves from *Newsweek*, *Entertainment Weekly*, *Booklist*, *Details*, and *The L.A. Times* to name a few, and will soon be a major motion picture to be directed by Terry Zwigoff (*Crumb*). *Orgy Bound* is a raunchy and mean-spirited potpourri of short satirical pieces from a variety of sources, with over 30 pages of FULL-COLOR! *Like a Velvet Glove* is Clowes' first novel, a *tour de force* of surrealism and satire, blending a David Lynch-like visceral power with Russ Meyer humor and sharp social commentary. And every issue of *Eightball* contains a mixture of continuing stories, satirical rants, gags, and weird stuff.



ORGY BOUND [ORGY, \$14.95]

GHOST WORLD [GHOSTS, \$9.95]

LIKE A VELVET GLOVE CAST IN IRON [VELVET, \$16.95]

EIGHTBALL COMICS [EIG11-15, \$2.95 EACH; EIG16-19, \$3.95 EACH]

Jim Woodring

Frank books and comics

Regular *Heavy Metal* readers have already grooved on samples of Jim Woodring's arresting and enigmatic comics and stories. *Frank* Vol. 1 reprints the award-winning full-color story "Frank in The River" — and that's just one item in its 100-page catalogue of visual treats. *Frank* Vol. 2 collects all of the Frank stories from *JIM* as well as the infamous *Frank's Real Pa*. The Frank comics are all-new adventures featuring the little anthropomorphic hero that Scott McCloud says are his "favorite" contemporary comics.

FRANK VOLUME 1 [FRANS, \$14.95]

FRANK VOLUME 2 [FRNC2, \$16.95]

FRANK COMIC #1 [FRNK1, \$2.95]

FRANK COMIC #2 [FRNK2, \$3.50]

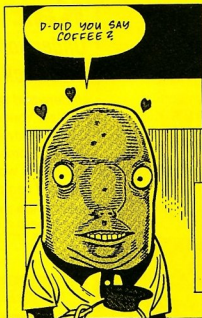
The very best new

ALTERNATIVE

comics

"Fantagraphics puts out the best comics in the world"

— WIRED™ Magazine



Peter Bagge

Buddy Go Home!
Hey, Buddy!
Buddy the Dreamer
Fun with Buddy & Lisa
Hate comics

Generation X finds the biographer it so richly deserves in Peter Bagge's *Hate* comics. The compilations *Buddy Go Home!* (the newest collection and only one in FULL-COLOR), *Hey, Buddy!*, *Buddy the Dreamer*, and *Fun With Buddy and Lisa* (all of which reprint issues #1-20 of the comic) are stuffed with stories of pathetic drunks, lousy rock 'n' roll, psychotic love affairs, and minimum wage hell.

(Think Archie comics on acid.) Also available: the most recent full-color issues of *Hate*, which find Buddy stuck in New Jersey with his neurotic-to-psychotic girlfriend Lisa. Recent issues include collaborations with Gilbert Hernandez (#26), R. Crumb (#27), and Adrian Tomine (#28).

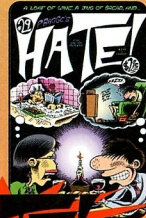
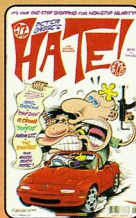
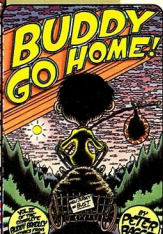
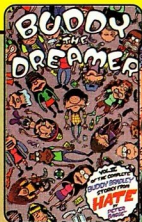
BUDDY GO HOME! [BUDDHO, \$16.95]

HEY, BUDDY [HEYBUD, \$12.95], SIGNED HARDCOVER [HEYBDZ, \$35.00]

BUDDY THE DREAMER [BUDD, \$12.95], SIGNED HARDCOVER [BUDDZ, \$35.00]

FUN WITH BUDDY AND LISA [FUNW, \$12.95], SIGNED HARDCOVER [FUNWZ, \$35.00]

HATE COMICS [HAT16-29, \$2.95 EACH]



HATE!

Roberta Gregory

A Bitch Is Born

As Naughty As She Wants to Be

Bitchy's College Daze

Naughty Bits comics

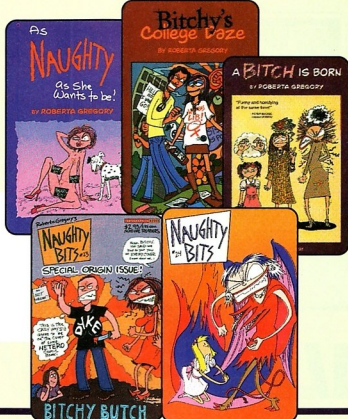
Who says feminists don't have a sense of humor? Roberta Gregory's Bitchy Bitch is the perennially pissed-off anti-heroine of the decade. *A Bitch Is Born* spans her life from her grade-school years, through her hippie period, and into the 9-to-5 office jungle. As *Naughty As She Wants to Be* contains the raunchiest and most X-rated stories, and the most recent compilation, *Bitchy's College Daze*, follows her through the freewheelin' and free-lovin' student days. This is cartoon feminism with teeth!

A BITCH IS BORN [BITCH, \$9.95]

AS NAUGHTY AS SHE WANTS TO BE [NAUGH, \$9.95]

BITCHY'S COLLEGE DAZE [BDAZE, \$9.95]

NAUGHTY BITS COMICS [NBIT14-24, \$2.95 EACH]



Acme Novelty Library

RAW alumnus Chris Ware dazzles and astounds with his meticulous, hyper-elaborate comics. The format and contents change wildly from issue to issue: You can chuckle at the physically and psychologically devastating misadventures of "Quimby the Mouse" (#2 and #4, printed in a tabloid-size format), sympathize with the miserable life of "Jimmy Corrigan" (the diminutive but full-color #1, 5, 6, 8 and 9), or split your sides laughing at the superduper-sized, full-color "Acme Big Book of Jokes" (#7). Multiple Harvey and Eisner Award Winner (including "Best Coloring," "Best Production Design," and "Best Continuing Series") from 1995-97.

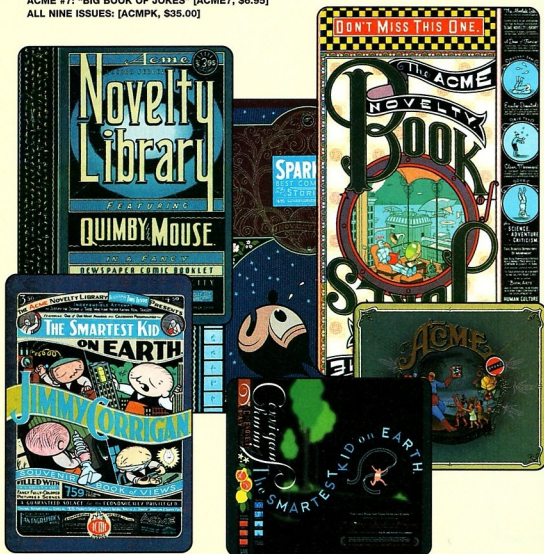
ACME #1, 5-6, 8-9: "JIMMY CORRIGAN" [ACME1, 5-6, 8-9 \$3.95 EACH]

ACME #2, 4: "QUIMBY THE MOUSE" [ACME2, 4, \$4.95 EACH]

ACME #3: "POTATO MAN" [ACME3, \$3.95]

ACME #7: "BIG BOOK OF JOKES" [ACME7, \$6.95]

ALL NINE ISSUES: [ACMPK, \$35.00]



Kaz

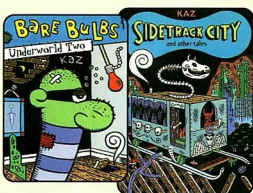
Underworld 1 & 2
Sidetrack City

Underworld reprints a year and half's worth of New York cartoonist Kaz's hilariously punk weekly strip: It's a *Peanuts* for the manic-depressive. *Sidetrack City* collects Kaz's best work from *Heavy Metal*, *National Lampoon*, *Details*, and elsewhere.

UNDERWORLD [UNDWO, \$9.95]

UNDERWORLD 2: BARE BULBS [UNDW2, \$9.95]

SIDETRACK CITY [SIDECK, \$12.95]



Tessier/Lafleur
Theatre of Cruelty

Four years in the making, these four short stories filter autobiographical fragments through the dream world, each plumb-ing the depths of the human psyche. A roller-coaster ride through Hell and Heaven, and featuring some of the most gorgeous art you'll ever see.

THEATRE OF CRUELTY [THEAC, \$9.95]



Ana

In collaboration with his son **Gabriel**, **F. Solano Lopez** tells the story of a young woman living under a fascist regime. A disturbing story from the co-creator of *Young Witches*.

[ANA, \$12.95]

Black Hole

Chales Burns' continuing series moves to Fantagraphics with issue #5. This series revels in all of Burns' favorite themes (disease, horror, the dark undercurrents of adolescence) in an ambitious, masterful novel-length narrative. It also features Burns' most amazingly detailed and slickest artwork ever, and superb production values.

[BLAH5, \$3.95]

The Chuckling Whatsit

Richard Sala lives up to the grand tradition of Edward Gorey and Charles Addams in this suspenseful gothic mystery involving astrology, murder, ghouls and outsider art. A great, creepy thriller featuring plenty of goodness left out from the serialized version in *Zero Zero*.

[CHUCK, \$16.95]

Scary

You saw her in *Weirdo*. Now **Ted Joufflas** brings Winkie back in this all-original, hellacious misadventure of debauchery, greed, lust, psychosis, vengeance, love, rage, mystery, comedy, and sorrow. The bastard offspring of "Fractured Fairy Tales."

[SCARY, \$12.95]

Harum Scarum

French superstar **Lewis Trondheim** presents this fast and witty funny-animal adventure very much in the tradition of *Tintin* and *Usagi Yojimbo*, with a touch of Marx Brothers. In FULL-COLOR!

[MCCON1, \$10.95]

Minimum Wage

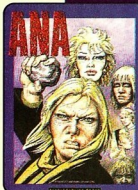
Our hero Rob's just trying to eke out a living drawing filthy cartoons for sleazy porno magazines, while enduring the Big Apple night life with his girlfriend as best he can. **Bob Finger**'s very funny slice-of-life series — with lots of sex — debuts with an all-original 72-page graphic novel and continues with a series of regular comic books (and a brand-new collection of the first five issues!).

MINIMUM WAGE VOLUME 1: [MWAG, \$9.95]

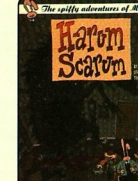
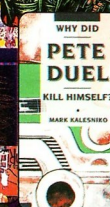
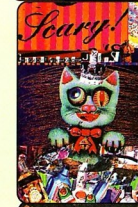
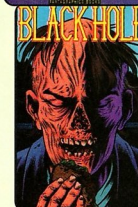
MINIMUM WAGE VOLUME 2: [MWAG2, \$12.95]

MINIMUM WAGE COMICS #1-7

[MW2.1-7, \$2.95 EACH]



THE MOON LOOKED DOWN AND LAUGHED



The Moon Looked Down and Laughed

Earning praise from Garth Ennis, this is a complex and moving document of life in Northern Ireland. What happens when you commit a heinous act and only good things come of it? Find out in this powerful original graphic novel by **Mal Coney** and **Paul Holden**.

[PALB1-2, \$16.95 EACH]

Palestine Book 1 & 2

A groundbreaking example of the kind of ambitious subject matter that comics can tackle, the 144-page *Palestine* is journalism, political commentary, and a seriocomic travelogue all at once, as created by **Joe Sacco**.

[PALB1-2, \$16.95 EACH]

Pixy

In this 72-page all-original graphic novel, **Max Andersson** has created a world of "safe sex suits, buildings that eat people, drunken fetuses with bazookas, money that shits on you [and] recyclable bodies," says Charles Burns. "My kind of fun."

[PIXY, \$11.95]

Why Did Pete Duel Kill Himself?

Mark Kalesniko delivers his most powerful story to date, which hinges on the thoughts of a depressed child who must cope with the suicide of one of his heroes.

[WHYP, \$9.95]

Naked Glory

From the pen of underground legend **Frank Stack** comes this mouth-watering assortment of nude portraits. A perfect mix of "sensuality and unnerving intelligence," says Jim Woodring.

[NAKG, \$12.95]

Coventry

Elementals and *Ironwood* creator **Bill Willingham** returns to comics in a big way with this ongoing, comedy-supernatural series. Set in the 51st state of Coventry, it follows the exploits of supernatural troubleshooters, demons from other dimensions, private eyes, and other weird and wonderful denizens. This series has drawn heaps of praise from the likes of *Wizard*, *Comics Buyer's Guide*, and many other publications, so what are you waiting for?

[COVE1-3, \$3.95 EACH]

Vaughn Bodé

Bodé Erotica Vol. 1 - 4

Bodé Diary Sketchbook Vol. 1-3

Junkwaffel Vol. 1 & 2

Cheech Wizard Vol. 1 & 2

Deadbone

Of all the bad boys of the '60s & '70s, Vaughn Bodé was the baddest, with his stories of nubile, pliant young "broads" and lecherous lizard degenerates. *Bodé Erotica* reprints, in full color, Bodé's classic sex strips from *Cavalier* magazine — good dirty fun! *Junkwaffel* finds Bodé in a more political and satirical mode, and includes lots of hard-to-find SF work, often in full color. *Cheech Wizard* reprints the adventures of the big-hatted "gooroo" from the pages of *National Lampoon* and elsewhere, and *Deadbone* showcase's Bodé's fantasy world with a series of delicately penciled strips. And for Bodé hardcore fans, there's three volumes of *Diary Sketchbook* collections, with hundreds of never-before-printed Bodé sketches and strips.

BODÉ EROTICA VOL. 1-4 [BODE1-4, \$12.95 EACH]
BODÉ DIARY SKETCHBOOKS VOL. 1 THROUGH 3
[DIARY1-3, \$9.95 EACH]
JUNKWAFFEL VOL. 1 AND 2 [JUNKO1-JUNKO2, \$12.95 EACH]
DEADBONE [DEADB, \$9.95]
CHEECH WIZARD VOL. 1 [CHEE1, \$9.95 EACH]



Robert Crumb

The Book of Mr. Natural

The Life and Death of Fritz the Cat

Self-Loathing Comics #1 and #2

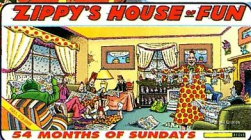
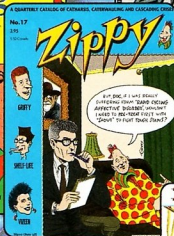
Complete Crumb Comics Vol. 1

Complete Crumb Comics Vol. 12

Fantagraphics is proud to publish the works of the legendary cartoonist R. Crumb, one of America's most original, trenchant, and uncompromising satirists. *The Book of Mr. Natural* collects both Crumb's classic '60s and '70s tales of the sage and his more recent, more outrageous '90s stories (as seen in the movie *Crumb*.) *The Life and Death of Fritz the Cat* reprints the essential stories of Crumb's most famous character from the '60s. Crumb's latest series, *Self-Loathing Comics*, is a day-in-the-life-of, done with wife & soulmate Aline Kominsky-Crumb. And collectors will enjoy the deluxe, 128-page *Complete Crumb Comics Vol. 1*, which features Crumb's never-before-seen childhood stories, and Vol. 12, which covers his work from *American Splendor*, including many rare pieces you've never seen.



THE BOOK OF MR. NATURAL [MRNAT, \$12.95]
FRITZ THE CAT [FRITZ, \$9.95]
SELF-LOATHING COMICS #1 AND #2 [SELF1-2, \$2.95 EACH]
COMPLETE CRUMB 1 SOFTCOVER [CR01S, \$19.95]
COMPLETE CRUMB 12 SOFTCOVER [CR12S, \$18.95]
HARDCOVER [CR12H, \$39.95]
SIGNED HARDCOVER [CR12S, \$75.00]



Bill Griffith

Are We Having Fun Yet? Zippy's House of Fun Zippy Quarterly

Bill Griffith's original Pinhead is available in an array of formats for every taste and budget, including the 128-page all-original pocketbook-size *Are We Having Fun Yet?*, the *Zippy Quarterly* magazine (reprinting recent and classic strips, including the rarely-seen and spectacular full-color Sundays), and the deluxe, full-color, oversized *House of Fun* collection of *Zippy Sundays*!

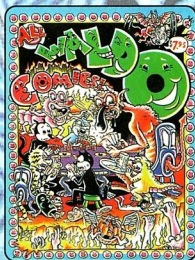
ARE WE HAVING FUN YET [AREWE, \$12.95]
ZIPPY QUARTERLY [ZIPQ3-17, \$3.50 EACH]
HOUSE OF FUN [ZIPHF, \$39.95]



Malicious Resplendence

This book gives Williams' work the treatment it deserves: a FULL-COLOR, 12"x12" hardcover, 300-page coffee-table collection of one of America's most controversial painters. A career-spanning collection of the infamous lowbrow imagist, springing from the custom car culture of Southern California and the roots of the Underground Comix movement. Also available in a signed & numbered limited edition, with a gold stamped slipcase.

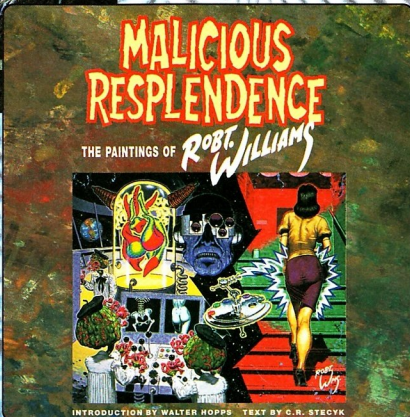
MALICIOUS RESPLENDENCE [MALIC, \$79.95]
LIMITED EDITION [MALIZ, \$125.95]



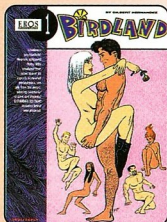
All-Waldo Comics

Kim Deitch reveals (almost) all about his funky feline creation, the degenerate, sex-obsessed, drug-addicted Krazy Kat of Underground comics. The 64-page graphic album includes the story of Waldo's death, and much more!

ALL-WALDO COMICS
[WALDO, \$7.95]



INTRODUCTION BY WALTER HOPPS TEXT BY C.R. STECKY



The Expanded Birdland

Love & Rockets co-creator Gilbert Hernandez's voyeuristic foray into the lives of strippers, bodybuilders, psychiatrists, and horny little aliens — now complete in one 104-page volume! Very explicit and very funny!

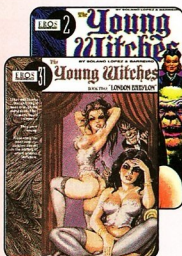
BIRDLAND COLLECTION [BIRDC, \$12.95]

Young Witches Vol. 1 & 2

Two intense gothic tales of a very "special" school in Victorian England, where bodacious babes are initiated into the art of the sex goddess Ishtar and a world of murder and perversion. Art by international sex comics sensation F. Solano Lopez.

YOUNG WITCHES [YUWVC, \$14.95]

YOUNG WITCHES VOL. 2 [YWLBC, \$19.95]



Anton's Collected Drek

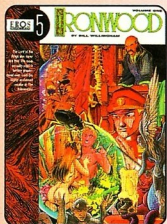
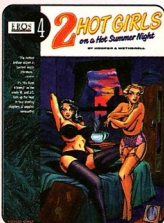
This hard-to-believe collection assembles the best (and all the rest) of Anton Drek's depravities, including both issues of the legendary Wendy Whitebread, Undercover Slut. A big 144 pages!

ANTON'S COLLECTED DREK [DREKC, \$16.95]

2 Hot Girls on a Hot Summer Night

A delightful, time-hopping series with a British flavor, starring two monumentally endowed (we're talking Russ Meyer types here) Limey lovelies who want nothing more than to ravish one another.

2 HOT GIRLS ON A HOT SUMMER NIGHT [2HOTC, \$10.95]



Ironwood, Vol. 1-2

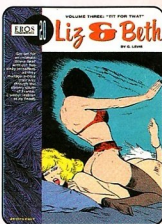
Follow the swashbuckling adventures of Dragavon, gambler, rogue, and womanizer, as he fights, fornicates, and flees his way through thickets of menace, danger, and quivering flesh. Superb fantasy illustration by Bill Willingham. Vol.2 is the conclusion to the "Ironwood" graphic novel.

IRONWOOD, VOL. 1-2 [IRONB1-2, \$16.95]

Karate Girl

Enough with the Rising Suns — it's time for a Rising Daughter! Karate Girl is out to save the world armed with nothing more than her fists, her tits and her wits! Written and drawn by Motoki.

KARATE GIRL [KARGC, \$12.95]



Liz & Beth, Vol. 1-3

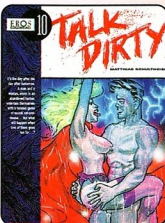
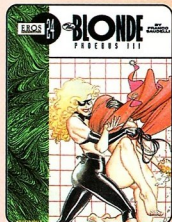
Liz and Beth are from gay Par-ee, and that should tell you all you need to know about this authentically French erotic series. Wall-to-wall sex, lovingly delineated by G. Levis.

LIZ & BETH VOL. 1-3 [LIZBC, LIZC2-3 \$12.95 EACH]

The Blonde Vol. 1-3:

A beautiful professional thief with a taste for ropes has escaped from prison again... First-rate art and witty stories by foot fetishist F. Saudelli distinguish this Italian import with a little extra!

THE BLONDE VOL. 1-3 [BLONC, \$11.95, BLOC2-BLOC3, \$12.95]



Talk Dirty

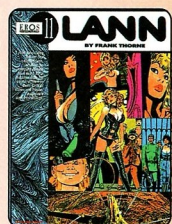
Unbearably intense sci-fi psycho-thriller, rendered in stunning gray tones by German cartoonist Matthias Schultheiss. When does a game stop being a game - and what are the consequences? Includes color pages.

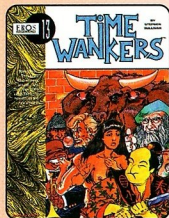
TALK DIRTY [TALCK, \$16.95]

The Lann Collection

Straight from the pages of *Heavy Metal*, the complete adventures of Frank Thorne's spacefaring slut, including several stories not seen in HM. Funny, funky, and outrageous to the core!

THE LANN COLLECTION [LANNC, \$14.95]





Timewankers

It's sex through the centuries, from Ancient Greece to the Jazz Age — and each story is delineated in a completely different style by writer/artist Stephen Sullivan. Wacky and just loaded with sex scenes!

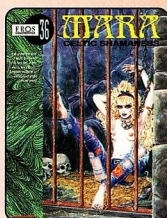
TIMEWANKERS [TIMEC, \$16.95]

Mara of the Celts

Lush, sensual cartooning by Dennis Cramer highlights these sweet and sensual tales of a Celtic goddess, collected from long out-of-print comics. Includes artistic contributions from P. Craig

Russell, Frank Thorne, John Workman, and Val Mayerik.

MARA OF THE CELTS [MARAC, \$15.95]



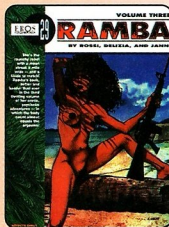
The hottest EROTICA from around the world

EROS™
GRAPHIC NOVELS

XXX-Women

Sexier than Superman! Weirder than the Watchmen! More depraved than the Dark Knight! Novel-length super-hero saga starring three buxom superhumans with an axe to grind, with superbly realistic illustration by Spanish superstar Fonteriz!

XXX-WOMEN [XXXWC, \$16.95]



Ramba Book 1-3

Italian smutmasters Delizia, Rossi, and Valdambri team up on this extremely violent and quite explicit series about a chopper-riding, blade-wielding killer-for-hire-cum-slut. Much of the artwork has a polished Brian Bolland look to it. Five complete stories!

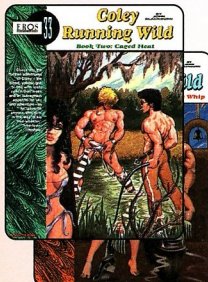
RAMBA BOOK 1-3 [RAMC1-3 \$14.95]

Coley Runging Wild Vols. 1 & 2

He's a voodoo sex god with the body of an Adonis, and he's the star of Eros's first two bi-appealing graphic novels. Reprinted from the impossible-to-find *Return to Voodoo Island*, *Idol of Flesh* and *Deathsnake* comics, with some new material by writer/artist John Blackburn.

COLEY VOL. 1 [COLEY, \$14.95]

COLEY VOL. 2 [COLEC2, \$14.95]



Domino Lady

Slick, fast-paced, funny, and sexy, this double-sided book collects two full-length adventures of the crimefightin' Domino Lady (the original *Domino Lady* series, plus *Domino Lady's Jungle Adventure*). Ron Wilber draws some buxom women, and there's plenty of nudity in these stories..

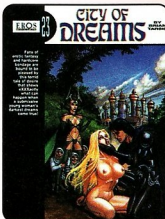
DOMINO LADY [DOMIC, \$14.95]

The Iron Devil

Frank (Lann, Ghita) Thorne's latest, greatest, and most intense series ever chronicles the interwoven stories of Fey Brith and Tristi Joie, two brothel beauties from different eras, united in countenance and carnal appetite.

Very strong material!

THE IRON DEVIL [IRDEC, \$14.95]



City of Dreams

A tale of forbidden fantasy and erotic perversity on an epic scale, with an extra pin-up/sketchbook section crafted exclusively for EROS by Brian Tarsis for this lusty volume.

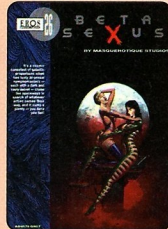
CITY OF DREAMS [CITYC, \$14.95]

I Want to be your Dog

With a distinctive, noirish/gothic visual style, Ho Che Anderson tells the interlocking story of several S/M relationships set in Toronto's African American community. This edition includes over 30-pages of hardcore sex and psychological brutalization!

I WANT TO BE YOUR DOG [WANTC, \$16.95]





Beta Sexus

Sarah and Vanessa are two women on a galactic ship filled with men and even though they're older than recorded history, their lusts cannot be contained! Exquisite artwork, and plenty of interstellar sex!

BETA SEXUS [BETAC, \$13.95]

Hot Nights in Rangoon

It's an all-you-can-eat exotic, erotic buffet in this spicy story of international intrigue set amidst Asian brothels filled with shadowy sirens and horny gangsters!

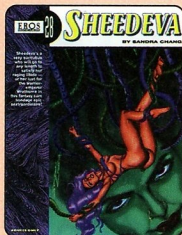
HOT NIGHTS [RANGC, \$11.95]



Countdown Sex Bombs

The carnal collection you've been waiting for! All six issues of Hiroyuki Utatane's acclaimed Manga series collected in one stylish volume! Cross-dressing, sex slaves, incest, and more are all here!

COUNTDOWN: SEX BOMBS [SEXBC, \$19.95]



SheeDeva

Between two worlds, a man and a woman fight against the odds, with their only hope for survival. Clever story and delectably realistic S/M art by Sandra Chang!

SHEEDEVA [SHEEC, \$16.95]



Lambda Books 1-4

Featuring such south-of-the-border classics as "Buttfuque U," "Helga Twist," "Gaby and the Goat," "Lust Stories," "Venus with a Hot Crotch," "Orgasm Island," "Beach Babe," and more, all illustrated by Borroso & Bené.

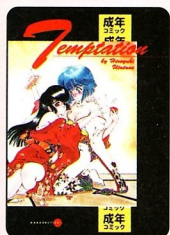
LAMBDA BOOKS 1 [LAMB, \$14.95]

LAMBDA BOOKS 2-4 [LAMC2-4, \$12.95 EACH]

Temptation

Collecting all three issues of the record-selling debut "MangErotica" series, plus a 16-page color pin-up section. This Japanese import is actually more explicit than the original version, thanks to retouching by the original artist!

TEMPTATION COLLECTION [TEMPC, \$14.95]



Finger Filth

Bob Fingerman goes down-and-dirty with this collection of erotic comics — many out of print — including Atomic Truckstop Waitress, Shugga, Scuz About Town, and Skinheads in Love!

FINGER FILTH [FINGC, \$16.95]



Tijuana Bibles Book 1-2

The legendary "eight-pagers" of the '30s have been scrupulously assembled in this fine volume of vintage smut. Dirty stuff the way your granddad loved it!

TIJUANA BIBLES BOOK 1-2 [TJUC1-2, \$14.95 EACH]



Buffy Collection

Written and illustrated by Dementia, it details the torments endured by the super-stacked Buffy in a variety of very confining and humiliating situations. Outrageous!

BUFFY [BUFFC, \$14.95]

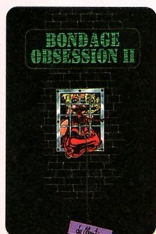
Bondage Obsession 1 & 2

96 pages of the most demented pin-ups ever from the twist-selling Buffy series, Dementia.

Each is alimited, hardcover album with slick embossed covers and jackets.

BONDAGE OBSESSION 1-2 [BOBS1, \$34.95]

EACH]

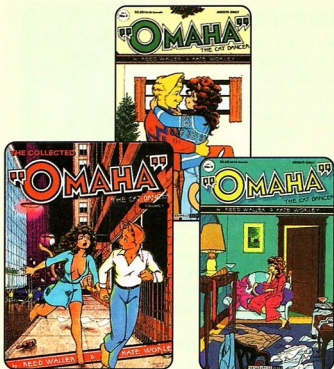


Reed Waller

Collected Omaha, Vol. 1

Omaha The Cat Dancer comics

The Erotic Art of Reed Waller



Now from Fantagraphics Books, the erotic funny-animal soap-opera novel *Omaha* is back and better than ever! In this new series, Omaha and Chuck are reunited as a loving (very loving!) couple trying to wend their ways through the criminal intrigues of Mipple City. *The Collected Omaha Vol. 1* gathers the earliest stories, including the rare *Bizarre Sex* shorts. You never forget the first time! Finally, the recently re-released *Erotic Art of Reed Waller* contains 120 pages of sexy, explicit drawings and sketches, plus eight pages of full-color "Griz R Us" strips from the pages of *Barely Legal*!

COLLECTED OMAHA, VOL. 1 [OMAC1, \$15.95]
OMAHA VOL. II #1-4 [OM2.1-OM2.4, \$2.50 EACH]
EROTIC ART OF REED WALLER [EROT1, \$19.95]

The hottest

EROTICA

from around the world



Alexis

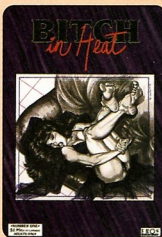
Newcomer Adam Kelly delivers the latest action/adventure sex series, a cross between *Ramba* and *Star Trek*, featuring a deadly, libidinous heroine! Two volumes are available for a total of ten hot issues!

ALEXIS VOL. 1 #1-5 [ALSX1-5, \$2.95 EACH]
ALEXIS VOL. 2 #1-5 [AL2.1-2.5, \$2.95 EACH]

Bitch in Heat

With exceptional detail, beauty Giovanna Casotto draws herself in a slew of lesbian and S/M scenes. Our most popular debut of 1997!

BITCH IN HEAT #1-4
[HEAT1-4, \$2.95 EACH]



Beatrix Dominatrix

This new comic showcases the exploits of Beatrix and her soap-opera love affair with trouble playmate and former teen hooker Raylene. Creative cruelty at its finest!

BEATRIX DOMINATRIX #1-3 [BEAT1-3, \$2.95 EACH]



The Blonde: "12 Pearls"

Francisco Saudelli's *Blonde* is back on Earth for a series of spectacular heists, filled with gorgeous women in distress, all in various stages of undress.

BLONDE: "12 PEARLS" #1-4 [BLPE1-4, \$2.95 EACH]



Anna Malle's Dirty Deeds

Real-life porn star Anna Malle tops even her own film exploits in this authorized, semi-biographical, semi-fantasy comic starring Malle herself!

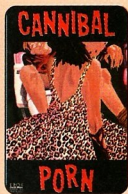
ANNA MALLE'S DIRTY DEEDS #1 [ANNA1, \$2.95]

Bondage Girls at War

In an apocalyptic future, the Men have been negated, and the wisecracking women are real busy fighting the attacking robots — that is, when they aren't putting each other on! By Ron Wilbur

BODACIOUS GIRLS AT WAR #1-6
[BONG1-6, \$2.95 EACH]





Cannibal Porn

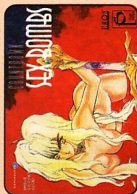
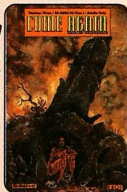
Heroin, punks, and oral sex of a distinctly different order fuel this minimum-wage story of lust, poetry, and bodily harm in the gothic tradition. Story and art by Rich (Clover Honey) Tommaso!

CANNIBAL PORN #1-3 [CPOR1-3, \$2.95 EACH]

Come Again

Through reincarnation, Avril and Brian search for the fuck of all time with new bodies and pleasures in a mind-bending, gender-bent orgy!

COME AGAIN #1-3 [COME1-3, \$2.95 EACH]



Countdown: Sex Bombs

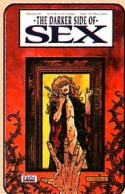
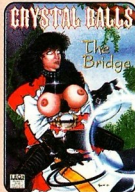
From the kissing-cousin tale of "Lonely Night Bird" to the searing ride down "Virgin Road," these tales by Temptation creator Hiroyuki Utagane will jolt you! Now a full-length animated film!

COUNTDOWN: SEX BOMBS #1-6 [SEXB1-6, \$2.95 EACH]

Crystal Balls

Gorgeous Alice Snow's masturbatory S&M fantasies become reality thanks to a magical orb that transports her to a far-off fantasy realm where she comes across all sorts of sexy situations — including the well-equipped dungeons of Mistress Naza!

CRYSTA BALLS #1-3 [CRYB1-3, \$2.95 EACH]



The Darker Side of Sex

Cut loose with Jamie and Frank, a couple inspired to reinvigorate their sex lives as they explore the delicious gray area between pleasure and pain in search of the screw of a lifetime!

DARKER SIDE OF SEX #1-4 [DARK1-4, \$2.95 EACH]

Dagger of Blood

On a movie shoot in the Amazon jungle, Coley confronts a carnal cult and a Nazi mad scientist — doing whatever it takes to free his friends!

DAGGER OF BLOOD #1-3 [DAGG1-3, \$2.95 EACH]



Diary of a Dominatrix

You've been bad... very bad. And you deserve everything that's coming to you. But you need the kind of help only this comic can offer you: true stories, inside tips, helpful suggestions.

DIARY OF A DOMINATRIX #1-3 [DDOM1-3, \$2.95 EACH]



Eros Hawk

The protagonist of this comic zips from *Star Trek* parodies to three-ways with a gang of waitresses and one-on-ones over the phone — talk about stamina! Super-slick drawings and clever scripts make this an especially appealing comic!

EROS HAWK #1-4 [EHAW1-4, \$2.95 EACH]



Erotic Art of Stanton 3-Pack

Classic sex strips from the crown prince of bondage and girle art. Includes *Kinky Hook*, *Sweeter Gwen*, and *Confidential TV*, all of which feature more bondage action that you can shake a whip at!

ERIC STANTON 3-PACK [ERIC, \$8.95]



Exotic Fantasy

This trilogy of titillation by famed DNAgents and X-Men artist Will Meugniot features some of the finest good girl art around. If you like thigh-high boots and scantily clad supervixens, these 48-page charmers are for you!

EXOTIC FANTASY #1-3 [EXOT1-3, \$4.95 EACH]

Hell's Mistress

It's another bringin' day in Hell until the mistress Angel decides to liven things up a bit, and if you know anything about Hell, that ain't no easy task! By Ron Wilbur!

HELL'S ANGEL #1-3 [HELL1-3, \$2.95 EACH]



Here Come the Lovejoys

They're the Cleaver family of the '90s, with the focus on beaver! While dad works long and hard in the office, Mom has a handful in the kitchen — talk about family values!

HERE COME THE LOVEJOYS #1-4 [HERE1-4, \$2.95 EACH]



Hot Nights in Rangoon

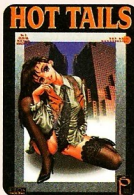
It's an all-you-can-eat exotic, erotic buffet in this spicy story of international intrigue set amidst Asian brothels filled with shadowy sirens and horny gangsters...

HOT NIGHTS IN RANGOON #1-3
[RANG1-3, \$2.95 EACH]

Hot Tails

Toshiko Yui's stunning series curls packed with a sizzling sextravaganza of hot and lusty tales featuring illicit sex, bondage she-males, and more of the beautifully rendered manga action you love!

HOT TAILS #1-10 [HOTT1-10, \$3.50 EACH]



Mara: Celtic Shamaness

In this brand new, continuing series, Dennis Cramer refines his vision of the sensual Celtic world, in which swords and magic mix with the mystery of sex and hidden desires!

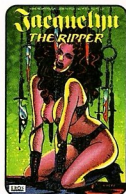
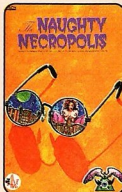
MARA: CELTIC SHAMANESS #1-6
[MARS1-6 \$2.95 EACH]



Naughty Necropolis

Ultra-kinky, Tom Robbins-y extravaganza by the perversely twisted Bros. Fillbach. Depravity runs amok in the nookie grubbin' city when demented Dr. Skroo joins forces with Vanilla Pussie and her litter of Pussywagon babes!

NAUGHTY NECROPOLIS #1-4
[NNEC1-4, \$2.95 EACH]



Jacquelyn the Ripper

In this richly decadent, gothic tale of bloodlust and vengeance, Jacquelyn — part-time concert pianist, full-time dominatrix, and all-out lusty beauty — slakes her massive libido in four all-out issues of sex and mayhem.

JACQUELYN THE RIPPER #1-4
[JACQ1-4, \$2.95 EACH]

The Ocelot

From the creator of Domino Lady and Bondage Girls at War, a super-hero title with a difference. Ron Wilber's beautiful and seductive artwork makes this adventure thriller an adult classic.

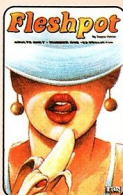
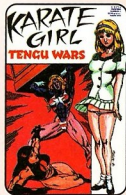
THE OCELOT #1-3 [OCEL1-3, \$2.75 EACH]



Karate Girl: Tengu Wars

In this sequel to the Karate Girl graphic novel, the nymphomaniac martial artist battles the evil Tengu Master! Written and drawn by Japanese cartoonist Motokil!

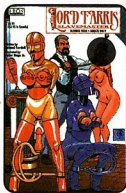
KARATE GIRL: TENGU WARS #1-3
[KGTW1-3 \$2.95 EACH]



Tayar Ozkan four-pack

Includes all four of Ozkan's Manara-esque erotic masterpieces: *Pet*, *Bushwhacked!*, *Cave Bang*, and his newest, *Fleshpot*. Each is a stand-alone fantasy with in-fucking-credible art.

TAYAR OZKAN FOUR-PACK [OZKA, \$9.95]



Lord Farris, Slavemaster

Part Captain Nemo, part Marquis de Sade, Farris is Lord and Master of a secret island retreat where he trains his slaves for sale to a variety of demanding masters and mistresses.

LORD FARRIS, SLAVEMASTER #1-5
[LORD1-5, \$2.95 EACH]

Playbear

A witty send-up of men's magazines starring two Venusian pleasure girls and two cybernetic teddy bears (one of whom is a horny fuzball indeed). Delightful art from German cartoonist Felix!

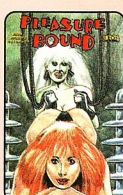
PLAYBEAR #1-3 [PLAB1-3, \$2.95 EACH]



Princess of Darkness

Maki is a luscious young woman with a secret ally — Elhazzared, an ancient and powerful spirit who's always around to save her from the scrapes she gets into. An outrageous sex-and-violence classic imported from Japan!

PRINCESS OF DARKNESS #1-6
[PRIN1-6, \$2.95 EACH]



Pleasure Bound

Follow talk show hostess Vicki Faith as she goes deep undercover in a hidden island staffed by the dominas of your dreams. A sin-sational new bondage comic from Pretorius!

PLEASURE BOUND #1-5 [PLBO1-5, \$2.95 EACH]



Saucy Little Tart

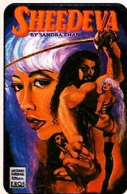
A tantalizing blend of sex and whimsy from the creator of *Diary of a Dominatrix*, Molly Kiely — it's more b&d action with a saucy, humorous bent. And we do mean "bent"!

SAUCY LITTLE TART #1-3 [SAUC1-3, \$2.95 EACH]

Sheedevea

Between two worlds, a man and a woman fight against the odds, with love their only hope for survival. Clever story and delectably realistic art by Sandra Chang!

SHEEDEVEA #1-5 [SHEE1-5, \$2.95 EACH]



Spanish Fly

Men and women cum together and drift apart in a series of one-night stands and sordid affairs, as written and drawn by Spanish smutmaster Tobalina!

SPANISH FLY #1-4 [SPFL1-4, \$2.95 EACH]

Sexcapades

A super-stacked young babe with a craving for married men, even though she knows it's wrong. Sheet-scorching, Japanese bad-girl action from Hotaru!

SEXCAPADES #1-9 [SEXC1-9, \$2.95 EACH]



Sexhibition

Mangerotica whiz Gari Suehiro struts his stuff in this personal anthology of virtual reality sex, torrid slave training, and more make this a must-see Japanese gem!

SEXHIBITION 1-8 [SEXH1-8, \$2.95 EACH]

Sizzlin' Sisters

Jacky and Sandy are two babes from the classic pen of Art Wetherell, and wouldn't you know it, they can't keep their hands and tongues off each other! And just wait 'til Aunt Sandy comes home!

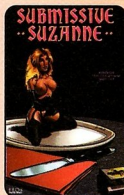
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Submissive Suzanne

Our most popular bondage series ever, by two German perverts! Watch Countess Ayola degrade and punish the innocent Suzanne!

SUBMISSIVE SUZANNE #1-5 [SSUZ1-5, \$2.95 EACH]



Spunky Knight

Kozo Yohei's series pulls out all the stops in a sweet and sticky fantasy and sex epic, as an ambitious young bounty hunter fights and fucks her way to the top of her realm!

SPUNKY KNIGHT 1-5 [SPUN 1-5, \$2.95 EACH]

Wing-Ding Orgy

Left blue-balled by his prurish girlfriend, Keisuke is suddenly pursued by an oversexed succubus who knows exactly what he wants. New Manga from the creator of *Hot Tails*!

WINGDING ORGY #1-3 [WING1-3, \$2.95 EACH]

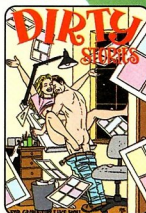


ALL-NEW GRAPHIC NOVELS!

Dirty Stories

Dirty Stories brings together over two-dozen of today's hottest alternative cartoonists — including PAUL POPE, JAIME HERNANDEZ, PETER BAGGE, BILL WRAY, JESSICA ABEL, ROBERTA GREGORY and many more — each producing ALL-NEW material that blows the boundaries off the erotic comics form with wit, verve, and va-va-voom! 112 pages!

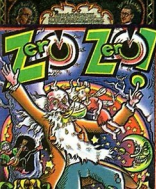
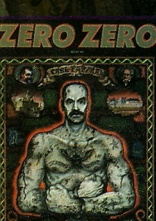
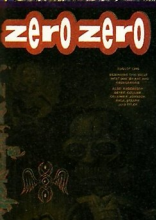
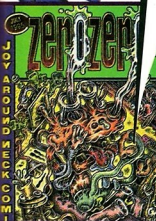
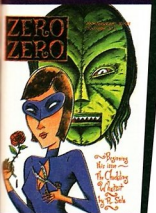
DIRTY STORIES [DIRTS, \$12.95]



Thorn Garden

Reminiscent of Howard Chaykin's infamous *Black Kiss* series, Thorn Garden takes a trip into depravity and degradation via a night in a steamy S/M club. A brilliant piece of erotic fiction by Elahi and Wilfred.

THORN GARDEN [THOR, \$14.95]



Zero Zero

This fantastic all-new anthology comic threatens to become the "WEIRDO" of the '90s! Each issue is at least 48 pages long and includes all sorts of wild comix by crazy cartoonists! Don't be left behind — try one today!

ZEROZERO01: The 60-page premiere issue starts off with a delirious GARY PANTER cover, TED STEARN premieres "Fuzz and Pluck," PAT MORIARITY and CHARLES BUKOWSKI team up, FRANK STACK brings back Jesus for a new adventure, plus MAX ANDERSSON, DAVID COLLIER, GLENN HEAD, DAVID HOLZMAN, HENRIETTE VALIUM, J.R. WILLIAMS, and a jam by KIM DEITCH and MICHAEL DOUGAN! (ZER01, \$3.95)

ZEROZERO02: RICHARD SALA debuts the Eisner-nominated multi-part thriller "The Chuckling Whatsit!" MACK WHITE premieres the perverse saga of "Homunculus"! The first "Car-Boy" story by MAX ANDERSSON! SPAIN sponsors the return of Trash-man! Plus DAVID MAZZUCHELLI in Japan, GLENN HEAD, MATS?, DAVID COLLIER, WAYNO, and more "Jesus" by FRANK STACK! (ZER02, \$3.95)

ZEROZERO03: SKIP (*Snappy Sammy Smooth*) WILLIAMSON and RICK (Doofus) ALTERGOTT make their ZZ debuts, FRANK STACK's "Jesus" bows out, and MAX ANDERSSON's pantomime strip "Lollita" stalks the pages! Also in this issue, MARK NEWGARDEN, plus more COLLIER, chapter two of "Whatsit," another "Fuzz and Pluck," and a DAVID SANDLIN "Sign of the Apocalypse"! (ZER03, \$3.95)

ZEROZERO04: "Meat Box" by KAZ and TIMOTHY GEORGARAKIS debuts, plus COLLIER, a TED STEARN dream story, the "Whatsit" part 3, JEFF JOHNSON, CAROL TYLER, a "Car-Boy" frontpiece by MAX ANDERSSON, a MARK BEYER back cover, and the exquisitely creepy two-color "I Was Killing When Killing Wasn't Cool" by AL COLUMBIA! (ZER04, \$3.95)

ZEROZERO05: GORE COLEMAN cover! CHRIS WARE frontpiece! JUSTIN GREEN back cover! The insides include several of KIM DEITCH's literary "Quicke Classics," MAX ANDERSSON's "Curse of the Cuddly Critters Factory," "Meat Box," and more "Whatsit," COLLIER, and "Homunculus." (ZER05, \$3.95)

ZEROZERO06: KIM DEITCH premiere s"The Strange Secret of Molly O'Dare" (nominated for several Eisner awards) Plus "Fuzz and Pluck," "Whatsit," DAVID COLLIER, SKIP WILLIAMSON, a wild dream from PENNY MORAN VAN HORN, TH. METZGER & BOB FINGERMAN, GLENN HEAD, and a back cover by RICK ALTERGOTT. (ZER06, \$3.95)

ZEROZERO07: Special Christ-mas story by MAX ANDERSSON, mammoth 18-page epic "BestWorld" by BILL GRIF-FITH, "Molly" by DEITCH, plus GILBERT HERNANDEZ, ARCHER PREWITT's "Funny Bunny," more "Whatsit," and an "Apocalypse" back cover by DAVE COLLIER. (ZER07, \$3.95)

ZEROZERO08: Big ol' first anniversary issue, kicked off with a CHARLES BURNS cover and finished off with a PAT MORIARITY back cover. In-between: a staggeringly twist-

ed two-color "Sof'Boy" story by ARCHER PREWITT, more "Whatsit," the rousing conclusion to "Molly O'Dare," AL COLUMBIA, DAVID COLLIER, another "Homunculus," another Ted Stearn dream-story, MIKE DIANA's "Legend of the Florida Man-Fish," a full-color "Car-Boy" by MAX ANDERSSON, and a dose of VALIUM on the centerspread! (ZER08, \$5.95)

ZEROZERO09: SKIP WILLIAMSON takes a trip down drug-gy lane with Snappy Sammy Smooth! MAX ANDERSSON, STEPHANE BLANQUET, and SUSAN CATHERINE "n" OSCAR ZARATE! Plus "Whatsit," COLLIER, and a VALIUM back cover. (ZER09, \$3.95)

ZEROZERO10: DREW FRIEDMAN cover! Eight pages of HENRIETTE VALIUM! New "Monroe" story by SAM HENDERSON! Plus, a SKIP WILLIAMSON back cover, a "Car-Boy" story by MAX ANDERSSON, MACK WHITE, JEFF JOHNSON, DAVID HOLZMAN, MIKE DIANA, and the latest chapter of "Whatsit." (ZER10, \$3.95)

ZEROZERO11: Dave Cooper's epic "Crumple" begins with a mammoth 17-page chapter! Plus STEARN, SALA, MAZZUCHELLI, ANDERSSON, COLLIER, KAZ, and a back cover by ROY TOMPKINS! (ZER11, \$3.95)

ZEROZERO12: Fabulous 15-page MAX ANDERSSON story starring Death! Plus P. REVES, SALA, COOPER, COLLIER, MICHAEL DOUGAN, JOAKIM PIIRINEN, and a back cover by DAN CLOWES! (ZER12, \$3.95)

ZEROZERO13: Extra-long "Fuzz & Pluck," plus HENDERSON, ANDERSSON, DOUG ALLEN and more! (ZER13, \$3.95)

ZEROZERO14: Cover and story by BLANQUET, plus TERRY LABAN, DIANA, CATHERINE/ZARATE, and a DEITCH back cover! (ZER14, \$3.95)

ZEROZERO15: JOE SACCO's first post-Palestine story, a extra-long piece titled "Christmas with Karadzic" (featuring prominently in the NEW YORK TIMES)! Also REVES, VALIUM, and more! (ZER15, \$3.95)

ZEROZERO16: Big issue! Cover by KAZ, stories by ANDERSSON, BLANQUET, COLUMBIA, SALA, VALIUM, WARE, WILLIAMSON and ZOGRAFI! (ZER16, \$5.95)

ZEROZERO17: Cover by MICHAEL DOUGAN, back cover by ETHAN PEROFF; stories by ANDERSSON, BLANQUET, COOPER, SALA and STEARN! (ZER17, \$3.95)

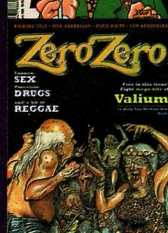
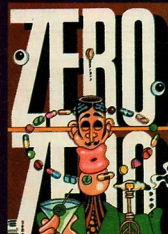
ZEROZERO18: Cover by SAM HENDERSON, back by WALT HOLCOMBE, Jeffrey Dahmer expose by DERF, plus more from M.L. TEAGUE, PREWITT, COOPER, SALA and MACK WHITE! (ZER18, \$3.95)

ZEROZERO19: FRANCESCA GHERMANDI and MASSIMO SEMERANDO debut "Pop 666," ANDERSSON's "Car-Boy" returns, plus KAZ/GEORGARAKIS and more! (ZER19, \$3.95)

ZEROZERO20: Breathtaking two-color piece by AL COLUMBIA, with GLENN HEAD cover story; also the end of COOPER's "Crumple," plus MACK WHITE! (ZER20, \$3.95)

ZEROZERO21: KIM DEITCH's newest graphic novel "The Search for Smilin' Ed" debuts with a 48-page chapter taking up the entire issue! Not to be missed! (ZER21, \$3.95)

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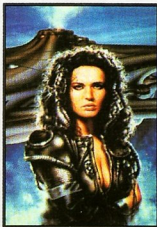
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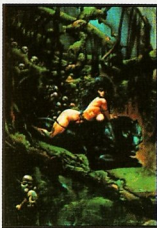
5A- SIMON BISLEY



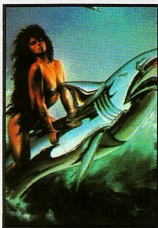
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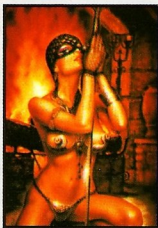
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7A- SIMON BISLEY



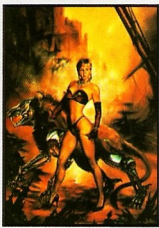
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9- PELAEZ



10A- ELEUTERI SERPIERI



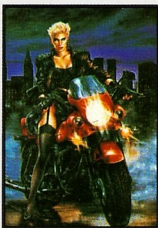
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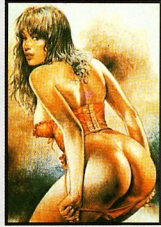
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