

## contents.



Cover by Simon Bisley Vol. XXV No.1

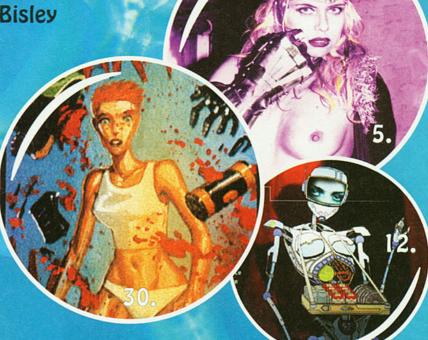


12. Dossier by S.C. Ringgenberg

16. The Trend by Meredith Bogard

18. Galactic Geographic by Karl Kofoed

20. The Longest Pleasure
Author: C.J. Henderson
Artist: Langden Foss
Coloring: Vision Comics



30. Sha-Soul Vengeance
by Pat Mills & Olivier Ledroit

58. Wildflower by Billy Martinez

63. Wake of the Tyra Li by Eddie Wilson

72. The Mailman
by Carlos Trillo &
Domingo Mandrafina

79. The Swamp Monster Strikes Again by Eduardo Risso

96. The Daily News by Daspastoras



<mark>a Humpe</mark>rdido! scan

humperdido@hotmail.com

-STAFF-

PUBLISHER & EDITOR-IN-CHIEF

VICE PRESIDENT EXECUTIVE DIRECTOR

MANAGING EDITOR

DESIGNERS

DESIGNERS

SUBSCRIPTION MANAGER

EDITORIAL POLYGLOT

ADVERTISING DIRECTOR

HEUDING

HELD DESIGNED

HELD DESIG

HEAVY METAL (ISBN 0885-7822): "HEAVY METAL" is a trademark of Metal Mammoth, Inc. ©2001. 100 Merrick Road, Suite 400, East Building, Rockville Centre, NY 11570. All rights reserved. Nothing may be reprinted in whole or in part without written permission from the publisher. Any similarity to real people and places in fiction and semi-fiction is purely coincidental. EDITORIAL INFORMATION: Publisher assumes no responsibility for unsolicited material. Return postage must accompany submissions; otherwise return of artwork is not guaranted. SUBSCRIPTION: Published bi-monthly by Metal Mammoth, Inc., 100 Merrick Road, Suite 400, East Building, Rockville Centre, NY 11570. 157.95 paid annual subscription, \$28.95 paid two year subscription, and \$38.95 paid three year subscription in territorial U.S. Add \$10.00 per year for Canada, Mexico, and other foreign countries. Periodicals paid a) Rockville Centre, N.Y. and additional mailing offices. CHANGE OF ADDRESS: Postmaster please send change of address to Circulation Director, Heavy Metal Magazine, 100 Merrick Road, Suite 400, East Building, Rockville Centre, N.Y. 11570. ADVERTIS-ING OFFICES: 100 Merrick Road, Suite 400, East Building, Rockville Centre, N.F. 11570. (516) 594-

2130 FAX: (516) 594-2133. PRINTED IN CANADA
The Daily News by Daspastoras ©Ediciones La Cupuls.

Barcelona, Spain



I don't know about you guys, but I think the Simon Bisley cover of this issue

FUCKING ROCKS!

During a recent visit to L.A., I showed
Simon a shoot of Julie as "Joan of Arc" by
the completely kick ass photographer
Justice Howard (her work just happens to
be featured in our gallery this month!!!) and
he was so inspired that he knocked out this
masterpiece! Cheers to Julie, Justice, and
Simon!

Very fitting opening for the rest of the issue, which I'm very proud of and features a lot of our first string players. But, I'm especially pumped to have Pat Mills and Olivier Ledroit's next "SHA" installment included.

I'd like to make special note of my pal, Billy Martinez' premiere in Heavy Metal with his story, "WILDFLOWER" and want to take the time to wish him and all the other struggling independent artists and publishers out there my best, and to keep up the good fight. I also want to say that I hope to expand a section of the magazine in the future to promote more of this up and coming kind of talent. I'll keep you posted.

Related to the last point, the editorial staff at Heavy Metal and I have been kicking around a number of ideas to expand the magazine without taking away the number of "story pages" in each issue. We want to bring in some more traditional magazine-like sections, like in the old days. Nothing has been carved in stone yet so stay tuned and give me any thoughts you might have.

This leads me to comment on the letters section of this issue which features a lot of the mail we've been getting related to the movie since its release for rental and DVD back in October—I can't thank all of the folks that wrote in enough for their efforts, they really do help. Please keep them coming, keep them as critical as you've been making them. I'll also ask you to continue to comment on any specific issue you feel strongly about, as well as any part of the web-site, www.heavymetal.com you thing we can improve.

Beyond that, I hope that all of you are making it through the winter months and all the holidays just fine. Personally, I love this time of year, and I love spending time with my family back in Maine and Massachusetts.

Until next time, thanks for taking a ride.

King East May

WEBSITE: WWW.HEAVYMETAL.COM E-MAIL: INFO@HEAVYMETAL.COM

### ■ LETTERS TO THE EDITOR ●

With the movie hitting the DVD and rental markets, comments are starting to roll in, and much like the selection of letters below—folks seem to be divided 50/50, but slightly more on the thumbs down side. Keep the notes coming—more next time.

Oh my god!!! This has got to be one of the best movies I've ever seen. I have been waiting for over a year to see the new Heavy Metal 2000 movie and I wasn't disappointed. All I can say is wow, the movie was awesome, the features were awesome, and the soundtrack is one of the best I've ever heard. Keep up the good work on one of the best magazines ever published.

Nate

I just watched Heavy Metal 2000 and I was thoroughly disappointed in it. I guess I expected the animation to be like the first one. If you're considering a third animated movie, it needs to have better animation. This movie looked like Saturday morning television. It was a let down.

Dave

I saw your movie on cable television. The story line rocked big time. I loved it, but I had a major problem with your 2D to 3D mesh work. The 3D was slam'in, especially the work done on the starship Cortez. Your 2D however, lacked the quality found in your first Heavy Metal film. The techniques used there should have been employed in 2000. As for Bisley's concept work, I wish the characters he originally rendered could have been placed on the larger cinema canvas. That alone would have turned your promising efforts on this long awaited sequel into box office gold. I look forward to your next project.

Mortality sucks. Immortality sucks. This movie sucks. I can't believe you let a movie like this bare the Heavy Metal name. I am just thankful that I rented it before I bought it. WHEW... Thanx for the delay in VHS for sales release... otherwise it would be sitting in the trash right now.

Did Heavy Metal 2000 come out in theatres? I don't ever remember promotions for it. I finally saw it in at my video store and immediately rented it. The story line, characters, art, plot, and music were fantastic! I must admit I wished there was more frontal nudity and sex scenes, but hey, Heavy Metal 2000 is still more coherent than its predecessor. If it was never released in theatres than the movie did not get its due, because it was a very good movie.

Don

Just saw FAKK2 on a satellite dish. What happened? Not a single hint of a theatrical release? Be that as it may. I was embarrassed!! I encouraged people to seek out this movie. What the %\$@# happened??? The look in their eyes!! They think I'm nuts because I hyped it, and the worst thing is that I've got nothing to say to defend the movie or my entertainment selections. Bummer man, no touchdown, strike out, air ball. What can I say!

## **GALLERY**

# 沙沙沙区区

#### PART ONE...THE INCEPTION...BY JUSTICE HOWARD

Leinsiz lle ii won to colmendem enti oi noy qlri em ted



titive beanemnes lle il ationi in out in it & STONE It was at I fight eonetalant a'engl ended up there. Tony to renuce ent at nettieuce SMOND & SLONE' 1 niive min itsiv oi ineve butm ut este putition ent teem of teul nant man and see his wares. esw notisrodisloo ent an act of God, born in iged engl liesii io bus eee teum uoy" ,univae iim...you'll go apeanii "little eta eee uoy neriw vietulosdis siew ente right...especially about eA lineq "ildeeque" edi soon as I walked through the door, I completely Lealin ym ieol



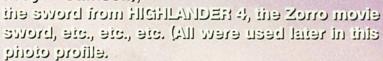
#### MUDELS

In Joan of Aresonnour: JULE STAIN
Blonde: ELKE JENSEN-26 time Playboy Playmate
Bronette: DEVIN DEWISHOEZ - Playboy Playmate
Model on Bocks: ARBAN
Asian Model: SIMMANASI
Page Four Model: KIRA NEED





I was looking ait "ebale" etii elvem etii meri "BLADE," enti Zono aword, as enti en llevu rei illue brews enii MAMOD enii EYKEYKIYN in -loho ent) seines eiii roi brove lien COMPIN eivem ve ebem erve Jody Samson),



Aiter the pile of drool had settled that I left on the iloor directly under Yony's weapons...I mensulted iloor directly under Yony's properties and I settled the Yorke the cover that the yorked with the cover the the worked with the cover the the cover the the yorked as to what the goldy of the settle of the cover the cover

to be. I told him that the magazine lesue was called THE FEMINIME MYSTIQUE.









So Tony walks over to a spot in his shop where this gorgeous chain mail piece was laying out and pieks up another huge piece of armour. With his unique brand of blacksmith brilliance, Tony drops this bomb on his visiting fotog: "We'll why don't you shoot her like JOAN OF ARC? You can't get more feminist than that! Here,

Ill land you this armour and you can just bring it back tomorrow."

Well, tomorrow came and went, the shoot went itawlessly (well, of course it did. I was shooting JULIE STRAIN!!) and I ended up with some absolutely stunning images of Julie in Joan of Arc chain mail & armoun The sword we used in the Julie's shoot was, of course, her FALKK 2 sword from her movie. Julie is my favorite model (and friend) and I cherish the time I spend documenting her voluptuous from.





After the Julie shoot was completed and all her images had been processed, Julie suggested I continue on with the series and have the end result appear as a profile in HEAVY METAL.



Since they had never, ever featured a photographer before (Heavy Metal has always only published illustrators), I was jazzed to death by the factoring of this proposal.

So, I contacted Tony at SWORD & STONE once again and asked him if he'd like to initiate a

collaboration for HEX/VY MERAL. Tony was up for it. I'm sure visions of naked femalian warder princesses lounging around his shop might have sold him on the idea. So with that, I planned the shoot.



l had decided that the ed bluove stoot sould be story boarded and then broken down into three parts.

1. The Joan of Arc shoots with Julle were the first images and they were already "in the can."
Those were taken against the black velvet backdrop right in the living room of Julie's own spacious residence.









2. Would be photographed at Tony's shop, thereby giving it the "real-deal black-smith shop" feel, where we could shoot sparks behind the camera and the girls would wear all the swords and armour

as props. For this shoot, I would use two Playboy Playmates, ELKE JEINSEN and DEVIN DEVASQUEZ. Elke is a blonde, Devin darkhaired. I wanted a sort of salt vs. pep-

per look.
Light vs. dark.

And no foam-domes!!!



Head piece from Marilyn Manson video



(Left) Elke with CONAN television series sword; (Right) Devin with Marines sword.

3. This shoot would have more of a 1,000,000 Years B.C., "cave girl" kind of feel to it. So I decided to shoot it on some big rocks in Chatsworth, CA. It's the actual spot where they shoot all of the western movies.

An outside shoot would give a different feel altogether to both indoor shoots I had already styled. I would use Arban

(pronounced R-BONN) for this one. The knife that Arban used in the shoot was provided by LITTLE JOHN, a badass blademaker. That knife, with the birdface on the end of the handle and two skull-spawns by the blade, is now part of my private art collection. All of the other weapons, swords and costuming in the shoot, however, are from SWORD & STONE.



Marilyn Manson head piece with Soul Hunter scythe.



Well, that's about it, kiddles. That's how it came into play. I wanted to do a cross between Frazetta meets "Untamed Warrior Women." Or, Xena times 10. Without the collaboration of TONY SWATTEN this profile never would be have come to fruition. Also thanks to JANE McMANIGILL for the introduction which fused TONY and I together. Thanks to my gorgeous girls for being exciting canvases. The voluptuous palettes aiding me in my quest for beautiful imagery. Props to my pal Julie Strain for possessing the perameters from which all other models must be measured. And kudos to Tony Swatten, one rad, bad blacksmith.





Razor shoes & Soul Hunter scythe. The scythe was featured in the last season of BABYLON 5. The "Soul Hunters" were featured characters in this enlands with Martin Sheen



Blade by Little John

Check website www.justicehoward.com for more HEAVY METAL imagery.

## DOSSIER DOSSIER IS WRITTEN BY S.C. RINCCENBERG REACHABLE AT RINGGENBERG@ATT.NET

#### Peering Into Distant Corners

Jaded web surfers, UFOlogists, gamers, comics, horror, and sci-fi fans looking for a website that's definitely skewed toward the bizarre need scour the web no more for content they can sink their fangs into. Distant Corners is now online. (www.distantcorners.com premiered June 26, 2000) It's the latest generation multimedia web environment replete with current UFO sightings, a rotating lineup of webseries, a virtual museum of film memorabilia. celebrity guest appearances, gaming, film previews, and chat rooms (advertised with free e-mail and straight jackets, though lobotomies are not included). President and CEO Hegeman describes it as, "an entertainment company that creates horror and sci-fi franchise properties and introduces them to our audience via our online network. DistantCorners.Com. DistantCorners.Com is an Internet destination we like to call the last beacon of sanity, a place where horror and scifi fans can call home." So beyond simply providing entertainment, it's a launching pad for mainstream and cult concepts with a built-in way to fieldtest them through the stream of web denizens surfing by to check it out. On first consideration, Distant Corners' most innovative idea may be its streamlined melding of production, promotion, and experimentation.

In trying to create content that, "highlights the uniqueness of the Internet," Hegeman explains, "We try to find the right balance between providing information, giving the fans a platform to communicate with each other, and also to be entertained with...interesting original content.

"We have strong offline components to help support our efforts as the bandwidth evolves, with licensing and traditional production efforts; publishing, merchandise, games, TV shows and movies are part of our equation. The Internet efforts are a true companion piece to these areas, so it doesn't need to live or die on its own."

Future plans for Distant Corners are equally bold. 2001 will bring a Distant Corners comic book line, and further steps to establish a presence on television and films. "We want Distant Corners to be a brand that is known

across most major entertainment platforms."

Once you learn who's behind this media juggernaut, it's no surprise that it's such an innovative fusion of content and promotion. Its creators possess some truly impressive entertainment industry credentials, especially Producer/Director Joe Roth. Roth, head of Revolution Studios, is the founder of the Distant Corners Entertainment Group. Roth has the most impressive pedigree of any of the twisted innovators responsible for the site. He was the

chairman of Walt Disney Studios from 1996 through 2000, ran Caravan Pictures two years, and was chairman 2 0 t h Century Fox from 1989 until 1992. The different series developed at Distant Corners will form the nucle-

Revolution Studios' pool of entertainment properties.

John Hegeman's web marketing company was responsible for the innovative Blair Witch website that made that fright film the phenomenon it was. Hegeman's company also created promotional websites for Stargate, The Buena Vista Social Club and many other films. Like several of his Dark Corners colleagues, Hegeman's roots are in the world of cult fare like Day of the Dead and Kentucky Fried Movie.

One of Distant Corners' most omnipresent creators, and one whose imagery plays a large part in the distinctive aura of menace the site exudes is Eli 5 Stone, late of *The Tick* comic. 5 Stone can best be called Distant Corners' chief designer, though he

lacks a formal title. "I need to invent a new buzzword that takes 'multitasking' a step further," says 5 Stone, suggesting, 'Megatasking?' Omnitasking?' Asked about the scope of his role in creating Distant Corners, he states, "Generally speaking, I am responsible for creating and maintaining the Distant Corners universe (and its merchandising, advertising, letterhead, and so on.)...My characters and environments play host to all of these elements and more, giving the site a common theme...Each section of the web site now has its own character that greets you in its respective interface. But that's not enough for John (Hegeman) and it's not enough for me, either. No, these characters must have welldefined personality traits and back-stories, motivations and jealousies. The Distant Corners universe should be full

> and rich and stand on its own."

> > When

asked where he gets some of the twisted concepts he creates. he replies, "I'm a big fan of abnormal psychology, but I prefer to watch it action rather than read about

The Masters of Horror and Sci Fichannel

takes fans into the hearts of those two genres. The disembodied head of screenwriter and producer John Fasano (Alien3, Universal Soldier 3, the Return) hosts the Dark Thoughts channel. It's is a kind of virtual talk show set in an office crammed with links to Fasano's new and old concepts, even to discarded ideas fished from a virtual trash can. Like CEO Hegeman. Fasano's filmic roots are in schlocky shockers like Blood Sisters, The Edge of Hell, and Zombie Nightmare. Dark Thoughts explores the horror genre with digital tours, original screenplays, music, film memorabilia (for sale!), animation, and a movie poster gallery from the films Fasano has written. Fasano has also lent his talents to conceiving six original ideas for the site.

His current offering, created in collaboration with Tim Hunter, is Bad Vlad, a violent retelling of the Dracula legend animated by the Moser Brothers, with a script by veteran comic book scribe Joe (X-Force, The Search for Cyclops, etc.) Harris

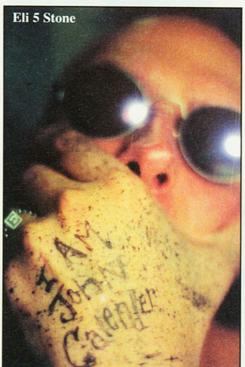
Bob Balaban's Closer Encounters takes visitors to the science fiction end of the spectrum, and is one of Distant Corners' brightest spots (no pun intended). It's an interactive science fiction environment styled like the interior of a flying saucer features an animated Balaban as the host. A highly respected character actor (Midnight Cowboy, Catch-22), who also boasts impeccable science fiction credentials, Balaban is a perfect choice for a host. In addition to his acting credits, Balaban has latterly moved into the directing arena, directing the cannibal comedy Parents, the teen zombie comedy, My Boyfriend's Back, and is also active as a writer and producer.

Balaban's own reasons for signing on as a sci-fi host are surprisingly obvious, "Science fiction is an ongoing part of my life because of acting in Close Encounters of the Third Kind, 2010, etc., and recent and future directing work for a new sci-fi series, Dead Last...that will be coming out on the WB (network) in the spring... I am truly fascinated by the whole subject."

His channel encompasses field trips to conventions, makeup studios, and the like, as well as cameo appearances by stars like fellow *Close Encounters* alum Richard Dreyfuss.

Balaban admits to a long-standing interest in UFOs that predates acting in Close Encounters. One of that film's technical advisors was UFO expert J. Allen Hynek. "While filming Close Encounters I spent a lot of time with Dr. Hynek, a scientist who worked on Project Blue Book, a UFO search sponsored by the Federal government. Hynek told me they found many examples of UFOs, but the official government report stated, 'nothing found.' I hope to do a segment with his son in the near future." One of the site's most interesting features is a UFO encyclopedia that encompasses the most commonly seen spacecraft, and alien body types. For those curious about UFOs, it presents a wealth of information in a very compact package.

Dark Corners also offers visitors the opportunity to download a 3-D tour of Blair Witch World that includes jaunts through Rustin Parr's house and the forbidding Black Hills Forest. In addition to the tour, there's also the Blair Witch Testament, an animated series that ends in a plug for Distant Corners'



Blair Witch comic book.

Wacked News features a daily dose of extre me weirdness. and it's real! There

ghost stories, UFO sightings, rains of fish, and all things paranormal.

Original Sins is DC's home of its original series, of which there are currently about eight. Wicked, with Frank Miller-esque art by Ray Martinez is a dark fantasy that should appeal to Heavy Metal fans.

Wish You Were Here allows web surfers to travel back in time to Jonestown, Lizzie Borden's trial, and other creepy historical happenings. The current installment is a retelling of the

Jonestown massacre starting with the assassination of Congressman Leo Ryan and his party. It culminates with the deaths by poisoned fruit drink and bullets of the majority of Jonestown's 900 +pan t S . Thankfully. Distant Corners' sion isn't as

grim as it could be. Oddly enough, being animated adds an element of psychological distance to the events without seeming to trivialize them.

Nightmares is just that, an animated sequence of nightmarish events that can be run with or without voice over narration. With its dreamy, disconnected narrative, it successfully evokes the feeling of a really bad dream. It should be noted that some of Distant Corners is too violent, or gross for really young viewers, though some programming features ratings. John Fasano's Bad Vlad, for instance, is rated 'R.'

Santarella PI was one of the site's first new features. Premiering in July of 2000, it was an interactive webseries (starring former NYPD gumshoe Arthur Nascarella) told via streaming video, background text, weblinks, photos, and a game called InTerroRgation that related the adventures of a retired detective turned private dick who bat-

the cybervillain Moledo and his "Legion Thieves." Santarella was just one more

GRANDE

trio of young adventurers on a dangerous, dizzying documentary odyssey, visiting the world's wildest and most remote locations in search of bizarre customs and peoples. The current 'Destination' features a trip to uncover the mysteries of South America.

distant corners AL WISS

> Destination Unknown has real potential because it partakes of one of the real beauties of the Internet. You can sit in your room (in your underwear, even!), and have the entire world piped in (or the weird

Lowe), and Shadow of the Vampire (starring John Malkovich), a film about the filming of F.W. Murnau's vampire classic Nosferatu. Other previews on display included the Val Kilmer sci-fi opus Red Planet, and the Winona Ryder spooker Lost Souls. The only drawback is the small size of the image, approximately 1/4 of the screen. Still, for anyone interested in genre films, it's nice to have a representative sampling of current and upcoming releases in one place. Aside from InterroRgation, the site's other games include Brain Strain, Freak Out, Avenger, and Fite Nite. The gaming area also includes a section of

described as a clearinghouse of info

about horror, sci-fi, books, comics, TV,

movies, music, gaming, DVDs,

celebrity gossip and so forth. Its com-

prehensive listing of science fiction,

horror, and genre conventions is a use-

ful feature for fans looking to find

events in their region. Recent visits to

the Distant Corners site enabled me to

view streaming video trailers of sever-

al of this year's films of the fantastic,

including the low-budget superhero

parody The Specials (starring Rob

game previews and reviews. All in all, the corners explored at the Distant Corners website are dark indeed, and that could be a problem. While well produced, interesting, and clever, the sinister content is only occasionally leavened by flashes of macabre or whimsical humor, leading to a certain sameness of tone. Though, in speaking of his ambitions for his own channel, Bob Balaban notes, "I

> feel the design for Closer Encounters is morphing, it's becoming funnier, quirkier, more personality specific. I would like my channel to be a little sillier, a little easier to access and for my character to have more zip! It's happening. It's all part of the growth process." That said, Distant Corners is off to a nasty, stylish start, though only time will tell if its high-tech blend of ghoulish fannishness and horror/sci-fi connoisseurship will establish the Distant Corners brand as an important one in the multimedia entertainment continuum of the new millennium.

Note: I'm always looking for new and unusual concepts, artists, writers, films, and cutting edge technologies to explore'. If you're working on a project with a Heavy Metal edge, e-mail me at the address on this column or write in care of Heavy Metal.

parafanalia

1 2 3 4 5

STAN

example, notes Hegeman, of "Distant Corners' commitment to blend new and traditional technology for the purpose of creating a unique experience for the online audience.

Destination Unknown features a

parts, anyway).

ASYLUM is the Distant Corners' chatroom, where like-minded fan types can congregate and ruminate over all things dark and grisly

MEDIA GRANDE can best be



# THEATRE OF TRAGEDY

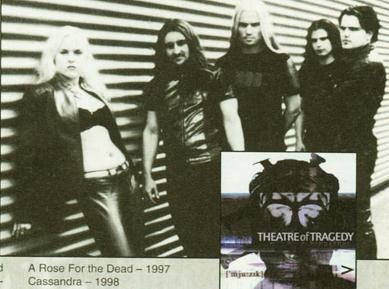
Writers block S-U-C-K-S!!! So I've been out of commission for awhile, thinking of some new ingenious way to criticize some new group's attempt at pop rock. Didn't work. Back to my hardcore drawing board.

I popped in Theatre of Tragedy and to my delight, listened carefully to an anti-tragic sound. Blending gothic rock, synthesized metal, and a kickass harmony of vocals...I got over my stint of writing-phobia.

Opening with Machine, on their 2000 release, Musique, sent shivers down my throat. The element of that old sonic resonance, develops Theatre of Tragedy into their own method of 2000 pioneers of sound and exposure to mystical euphony. Co-vocalist, Liv Kristine Espenaes, harmonizes with modernly tranquil Raymond Rohonniy exceptionally well. I see Blondie for the millenium in Ms. Espenaes...

Don't be alarmed that they have worked damn hard for this success they are finding in this new "Gen Y" era. They have a slew of tunes under their belt:

Der tranz Der Schatten - 1996



Velvet Darkness They Fear - 1999

Image - 2000

This year, Theatre of Tragedy is determined to conquer the world, by signing to Nuclear Blast America, and West Records in Germany, leaving behind their mentor label, Massacre Records.

A great move I might add...with depressing yet romantically pleading lyrics leading their way on Musique, this Norwegian band is bound to impress the likes of all ages, 6 and above. Well, maybe 16 and above. But no matter.

Theatre of Tragedy has secured a polished and confident sound easily identified in Radio, Image, and Musique while keeping up their raw and gritty attitude on Crash/Concrete. And no, not all their songs are one-worded titles. For instance, track 11 is

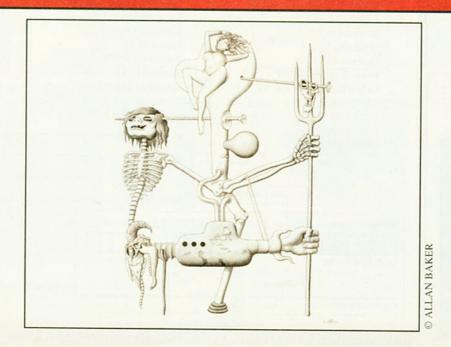
called kocm\_ecka\_pa.
Sorry, I can't identify more than
that. But hey – looks interesting, doesn't it?

It even sounds interesting. Beginning with an enveloping melody of synthesized sound waves and subtle rhythm, it's practically a soothing experience. A rather spaced-age fantasy to unintentionally mindfuck us all. What a great way to travel.

Theatre of Tragedy's Musique was actually more than I bargained for. I of course ran through the who's who, and what's what of a modern-day band, and found ultra stardom lurking in undiscovered territory. With the rhythm of Hein Frode Hansen, power licks featured by Frank Claussen, and Lorentz Aspen's psychedelic keyboard playing, I hope to empower that post-goth thrown away decade and relive it through Tragedy.

There are worse things in the world than a tragedy...there is still my unconsciously run writer's block.

Stay tuned...



The Galactic Geographic Society's Worlds of Wonder Series

# The Strangest Outpost

# To Federation colonists on remote CeiTai Folix12 the inexplicable is routine.

Perhaps the most intriguing of human outposts is a world on the fringes of the Federation space. Discovered over seventy years ago by Tsailerol sub light cruisers, the world they named CeiTai Folix is aptly described by the name's translation, 'Place of Riddles.'

"When you go to a planet you expect to make an impact on the life forms you find there. But after a year on this planet I'm still not sure the inhabitants are aware of us," says Bojdaan Zub, shuttle pilot for the CeiTai Folix colony. Like all the colonists in this remote outpost, avoidance and non-involvement with the "locals" are the order of the day.

Usually the Colonial Imperative is the hardest rule to follow, but for the 37 humans and Tsailerol living in this single outpost on CeiTai's equator, the problem seems to be the opposite.

Pictured on the opposite page are two of the many peculiarities that abound on this mystifying world. What appears to be a castle or intricately carved monolith is really a sort of factory or machine whose purpose is unknown. What appeared to be a Gothic styled doorway turned out to be just an inset of solid stone.

Another mystery of this world are the roads. There are thousands of them and they cover great distances. One roadway was traced for over 2000 km before ending in a swamp. Like all the roads, it seemed to lead nowhere.

Then there are the creatures that travel the roadways. They come from underground near marshes and swamps and appear to be amphibious, since they seem undaunted by liquid or dry environments. Yet to be observed are any feeding or mating habits. They make no sound.

None of these black formless creatures has ever been seen on the roadways without a strange decorated shell, like the one shown at right. Note that something resembling a head protrudes from the upper front and grasping arms wave continually as it moves. And it moves slowly, stopping every hundred meters or so, then moving on, leaving green trails of slime where it stopped. Rain causes the excrement to dissolve and spread out, becoming another layer of road surface.

It is assumed the creatures built the roads in this way. But their purpose remains a mystery.

"We [used the roads] ourselves and encountered [one or two of the] beings. They [do not] mind our [being] here, [but] don't move [out of the] way, either." Says JsG15<sup>RegTsal</sup>, a Tsai colonist and off-spring of the planet's discoverer, STsG5<sup>RegTsal</sup>.

Another oddity pictured here are the flocks of bat-like animals which appear threatening but are not predatory. Occasionally they can be seen sweeping over the marshlands. Since no specimens have been studied, these too remain a mystery.

The CeiTai Folix colony seen in the distance (and in the inset, opposite page) is self sufficient and keeps in close contact with an orbiting station in space. The beam of light is a laser floodlight which serves two purposes; to sterilize gasses ingested from the environment for use by the colony, and to insulate a tachyon commu-

nications beam so that it won't react with the atmosphere. The beam is used only when necessary and switched off if flocks of "bats" are in the area.

Colonial life is usually hazardous duty. But on CeiTai Folix, fear and caution are replaced by puzzlement and mystery. "We'll eventually unlock the secrets of the towers and the roads," said a human colonists. "Planets are like single organisms. To truly understand them, you have to learn how all their parts work together. It takes time. Lots of time."

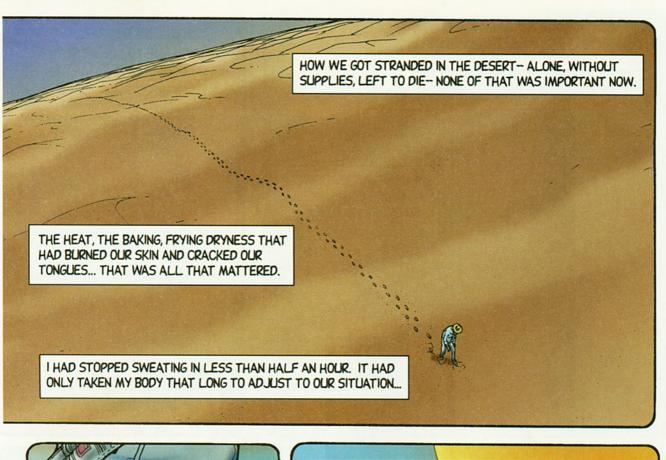
#### GALACTIC GEOGRAPHIC

©2000 KARL KOFOED

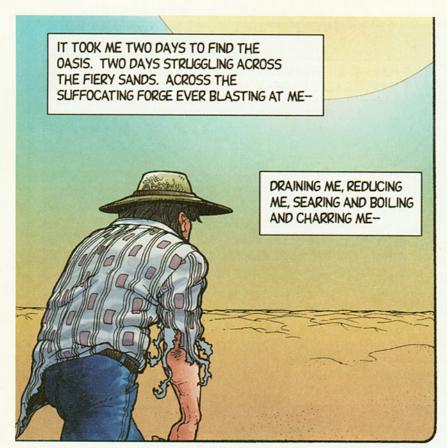
WWW.MEMBERS.HOME.NET/GGEOGRAPHIC

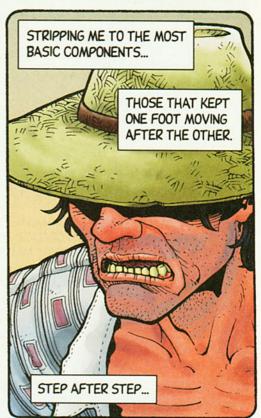


THE POST IS DIGGING INTO MY BACK. IT HURTS, BUT I DON'T CARE. IT DON'T MATTER. NOTHIN' MATTERS. EXCEPT WAITING FOR TOM. "NOW, HATRED IS BY FAR THE LONGEST PLEASURE. MEN LOVE IN HASTE, BUT THEY DETEST AT LEISURE." - LORD BYRON



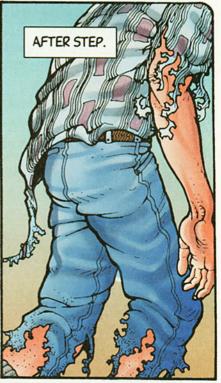




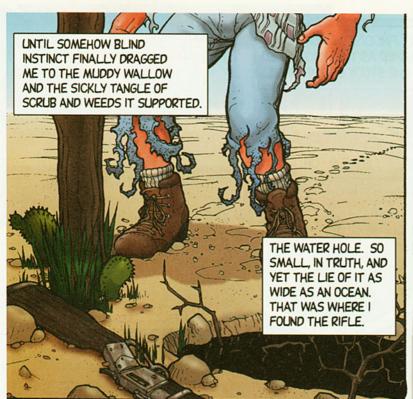










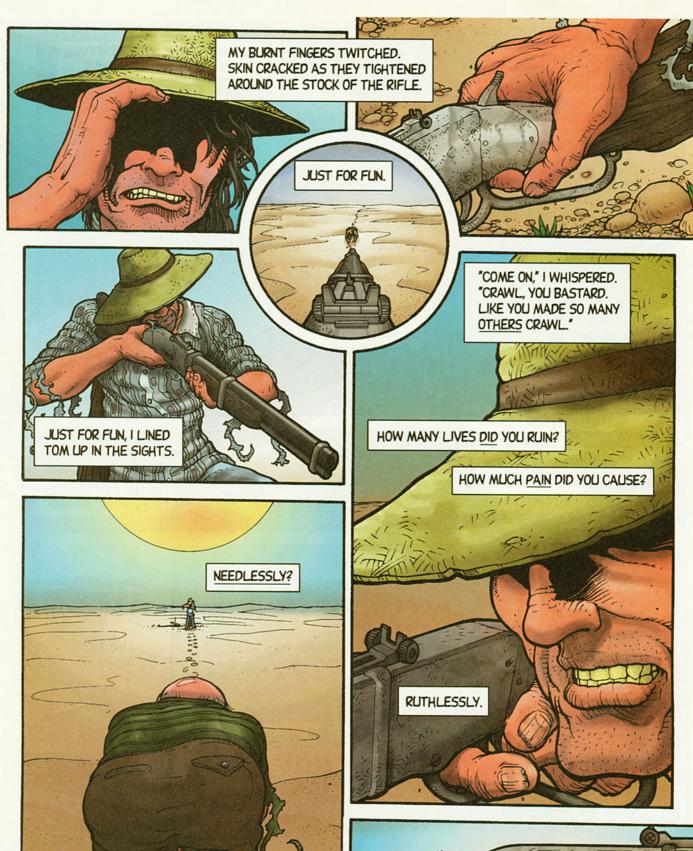






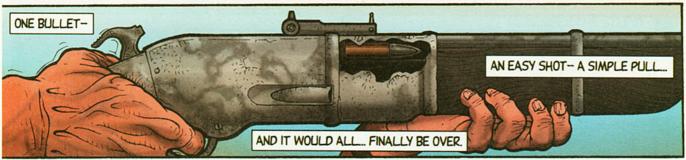


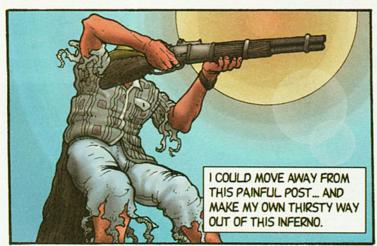






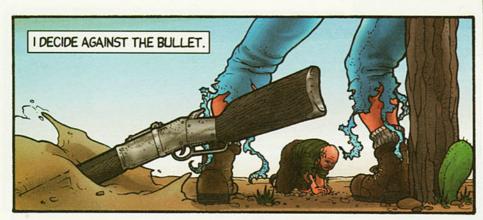




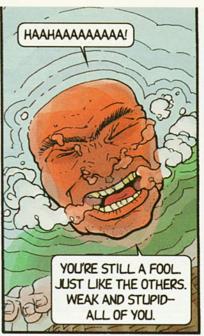








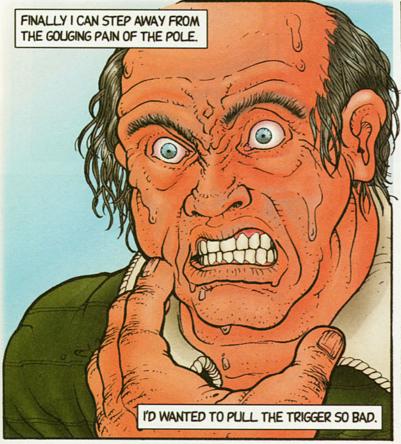




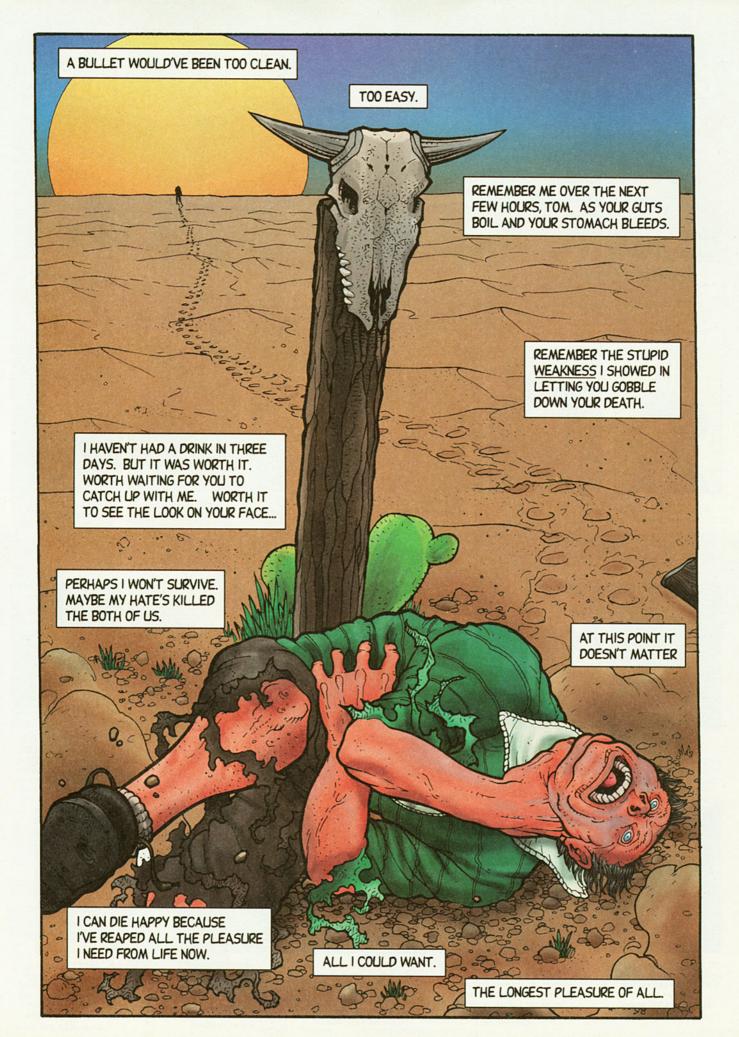






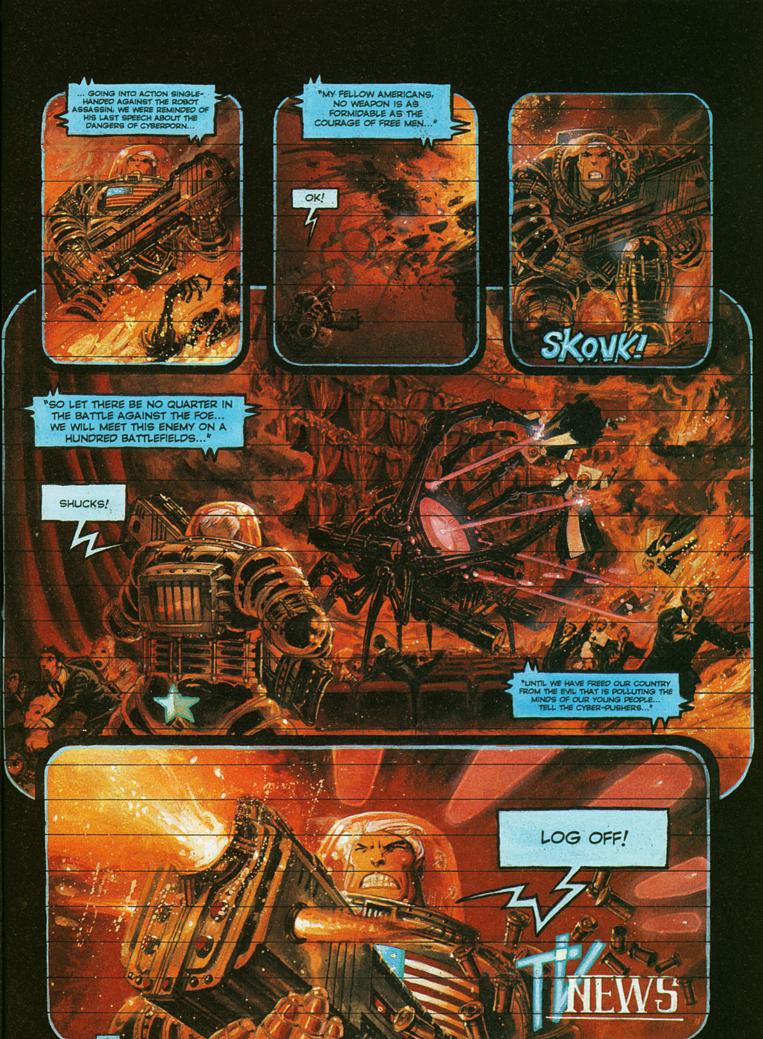




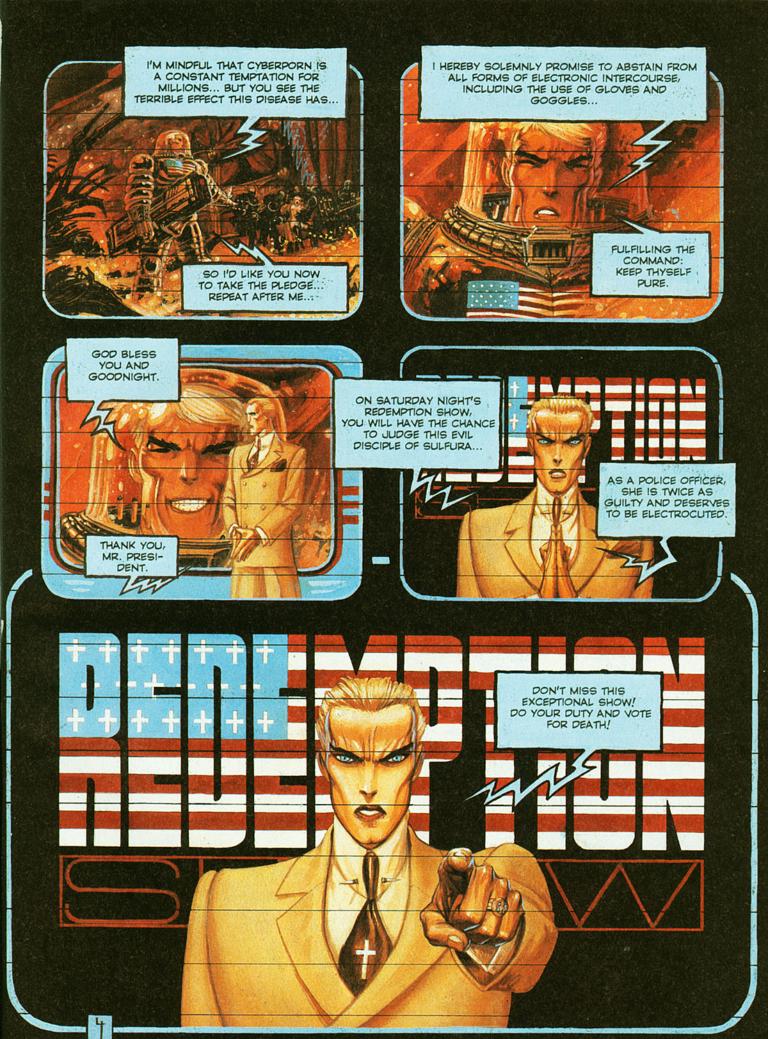


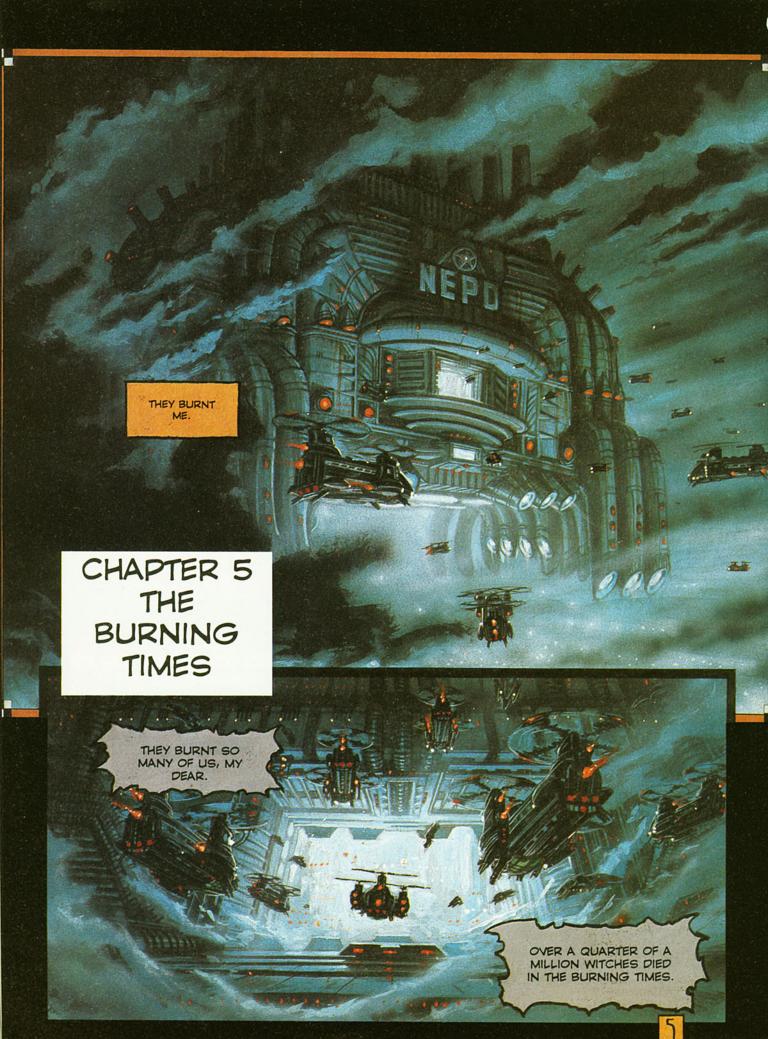
SHA: SOUL VENGEANCE













THE DUKE WHO LED THE WITCH HUNT... THE MONK WHO RAPED YOU... ... WAS REINCARNATED AS ARMS DEALER,
THOMAS ADAMS... HE COMMITTED SUICIDE RATHER
THAN FACE YOUR ANGER... CAME BACK AS THE FOOD TYCOON, BIG MAX AND DIED IN AGONY ... YOUR BEST FRIEND, DOMINIQUE WAS A MEMBER OF YOUR COVEN ... SHE RETURNED AS MADAM MESSONNE... AND FACES A SLOW, TERRIBLE DEATH FOR BETRAYING YOU ...







NOTHING... SHE'S DESERTED ME! YOUR WORDS CANNOT BE HEARD IN THE SHADOWLAND, MY DEAR... I'M FINISHED! FEELINGS ARE THE KEY TO MY WORLD... REMEMBER WHEN YOU WERE LARA AND CALLED ON THE GODDESS...? FEELING YOUR RAGE ... AND TORMENT... SO I MAY USE THAT POWER ... FOR I AM YOUR SPIRIT ... YOUR GUARDIAN.

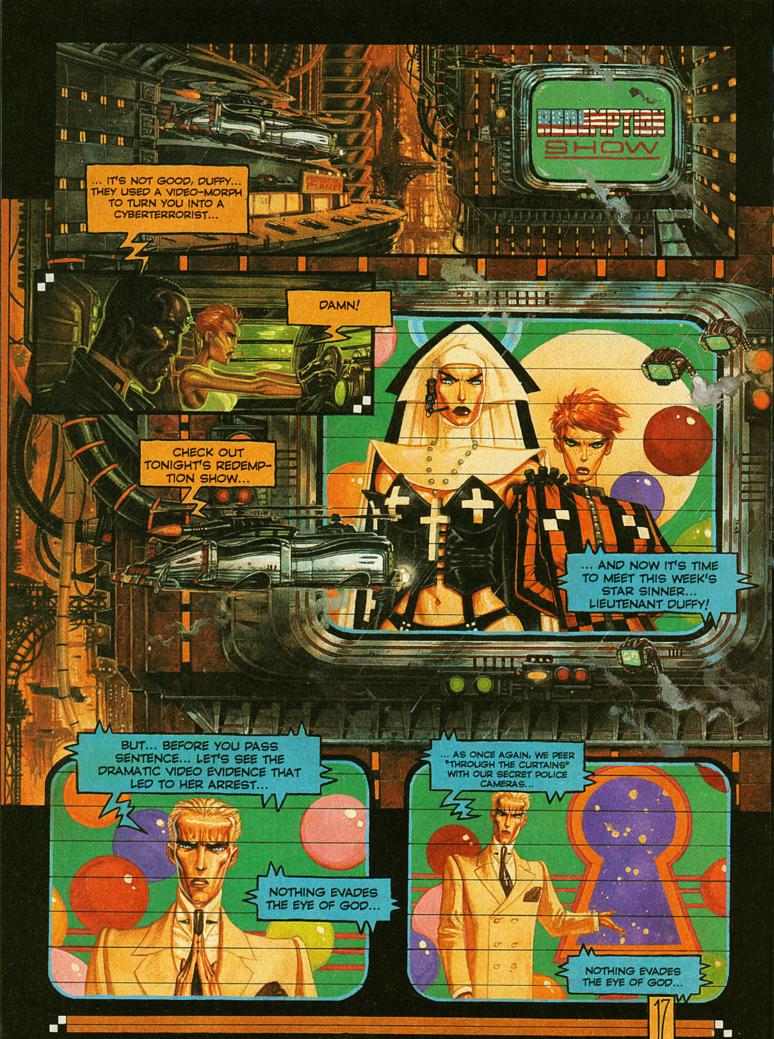




























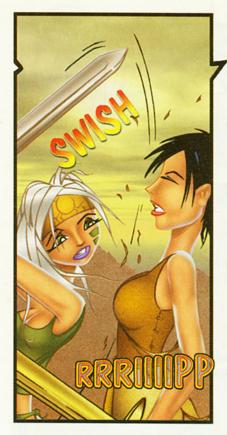




Story & art Billy Martinez

LETTERING, COLORS, & PRODUCTION MINDWINDER STUDIOS MICKEY CLAUSEN & KRYSTAL CLAUSEN











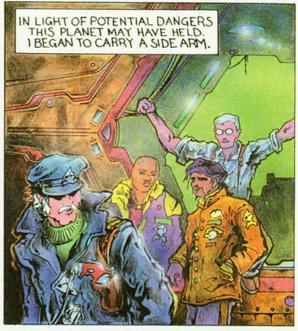


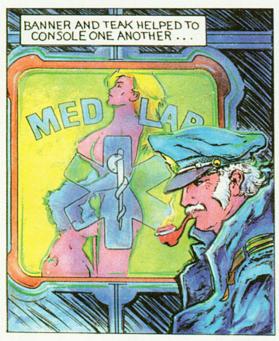
-fini-























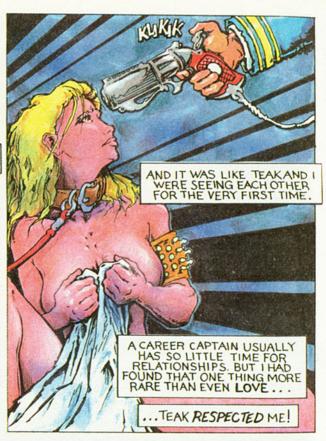


- SO FRAGILE.

AFTER EVERYTHING SHE'D BEEN THROUGH ...

I WAS SURE - SHE NEEDED MY STRENGTH







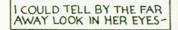
THEN, AS IF MY HAPPINESS WAS AN AFFRONT TO THE FATES --

THE REAPER STRUCK AT US AGAIN.

SOME MYSTERIOUS JUNGLE FEVER. I COULD NOT REVERSE ITS AFFECT ON MY PARTNER, MY LOVER ...

BUT, NEITHER COULD DEATH STEAL HER AWAY FROM ME. I WOULD NOT ALLOW IT... I COULD NOT ALLOW IT.

STILL, AFTER THAT, THINGS WERE NEVER QUITE THE SAME.



-SOMETHING WAS WRONG.







I SHOULD HAVE EXPECTED IT, REALLY.
I'VE NEVER BEEN THE KIND OF GUY
THAT'S REAL LUCKY WITH THE WOMEN.











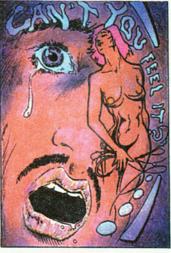














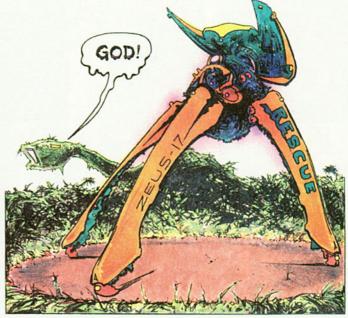
















## THE MAILMAN











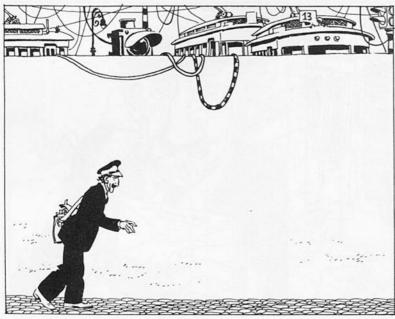




















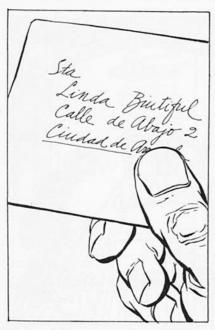










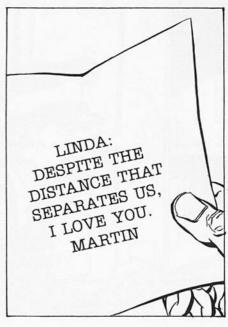




























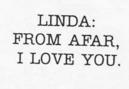












MARTIN









LINDA: FROM AFAR, I NO LONGER LOVE YOU.



















## THE SWAMP MONSTER STRIKES AGAIN



I HAD CHOSEN TO LIVE IN THAT WORLD, WHICH WAS SO DIFFERENT FROM THE OTHER ONE. THEY SAID I WAS CRAZY WHEN I CHOSE THE DENSE JUNGLE AS MY GARDEN AND WILD ANIMALS AS MY NEIGHBORS.

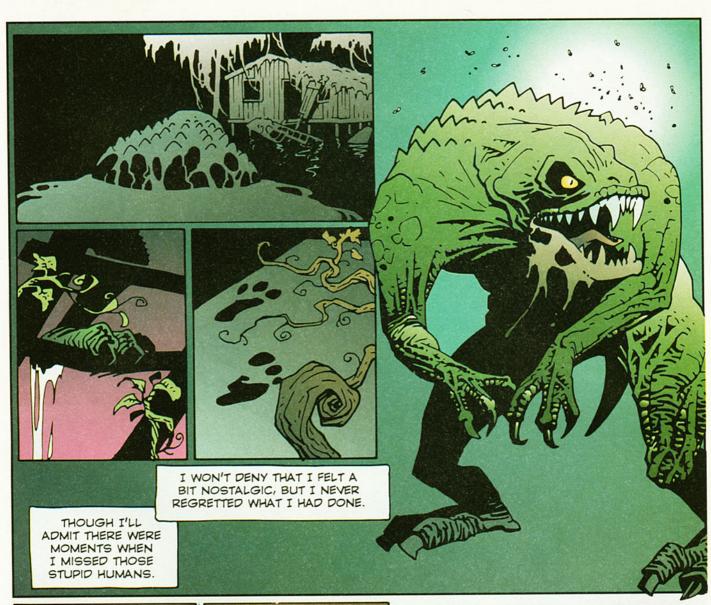
THEY SAID THAT THE ABSENCE OF HUMAN BEINGS IN MY ENVIRONMENT WOULD AFFECT MY SANITY.

I LAUGHED THEN
AND I LAUGH NOW
WHEN I THINK ABOUT
IT. HUMAN BEINGS!
HA! I DON'T GIVE
A FUCK ABOUT
HUMANITY.













SO ALL THEY EVER DID WAS

MAKE ME PREFER MY ANIMAL TO

MY HUMAN SELF.

WILDERNESS CAME

TO HARM MY LOVED

ONES.













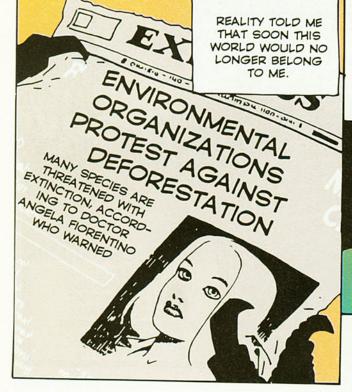


THE THOUGHT THAT SHE WOULD BE DISGUSTED BY MY APPEARANCE PARALYZED ME WITH FEAR.





UNTIL REALITY HIT ME IN THE FACE ONCE MORE.



REALITY TOLD ME THAT THE WOMAN WHO HAD MADE ME FEEL LIKE A MAN AGAIN WAS SOMEONE LIKE ME... ...A SCIENTIST WHO WOULD BE ABLE TO GIVE BACK TO THE WORLD A SMALL PORTION OF THE UNDERSTANDING IT SO GREATLY LACKED.



MY HEART POUNDING WITH EMOTION, I DECIDED TO HIDE IN MY HOME.



FINALLY, I WOULD
BE ABLE TO TELL
MY STORY TO SOMEONE WHO WOULD
UNDERSTAND THE
DRAMA OF MY PERSONAL CONDITION.







I'LL NEVER FORGET THE ANGUISH THAT CAME OVER ME WHEN I REALIZED THAT I HAD FORGOTTEN I COULD NO LONGER COMMUNICATE WITH OTHER HUMANS. I'LL NEVER FORGET THE PITIFUL SQUEAK THAT CAME FROM MY THROAT WHEN I TRIED TO UTTER A WORD.



I TRIED! I SWEAR I TRIED!
I THOUGHT THAT SOMEHOW
I'D BE ABLE TO COMMUNICATE THROUGH SIGN
LANGUAGE. BIT BY BIT,
I TOLD HER MY LIFE STORY,
EXPLAINING THAT I TOO WAS
HUMAN. SHE SEEMED SO
INTERESTED IN ME...



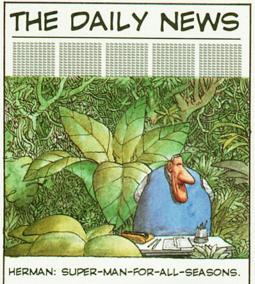
...AND AS SHE LOOKED AT ME GENTLY AND STROKED ME, I THOUGHT I'D SUCCEEDED IN MAKING MYSELF UNDER-STOOD. AND WHEN HER BODY TOUCHED MINE, I FELT THAT MY EFFORTS HAD NOT BEEN IN VAIN.

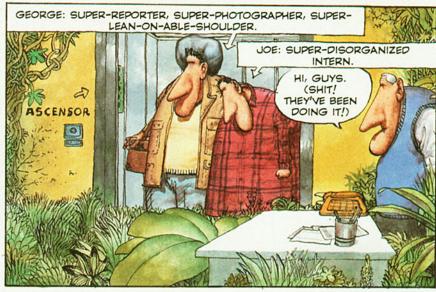




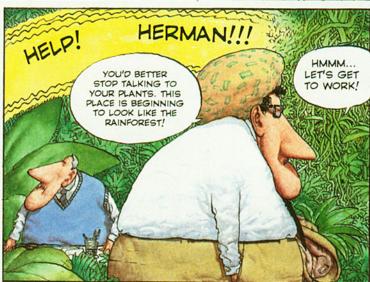


## THE HUMDRUM ROUTINE ON THE LOCAL NEWS SECTION OF A TABLOID. SEVEN O'CLOCK IN THE MORNING.















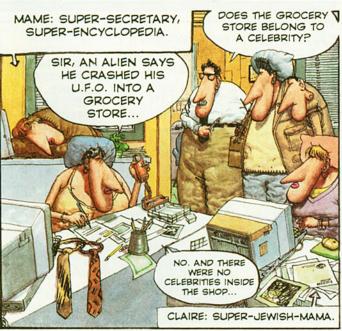
















ANN'S ASSIGNMENT: A DAY IN THE LIFE OF A SPORTSWRITER.



BUT PLEASE... FIND YOUR OTHER SHOE FIRST! ALLY, YOU HELP HER.



MAME, MAME! COME BACK, MAME!



GEORGE, I WANT A SHITLOAD OF PHOTOS OF THE DIRTY OLD MAN THAT STANDS BY THE TRAFFIC LIGHTS ON THE CORNER AND HANDS OUT CANDY BARS TO CHILDREN.











LAURA, THE KID CAN'T POSSIBLY BE MINE. YOU NEVER SAW ME JERKING OFF.



BUT LEO, MARGIE'S TEST IS FOOLPROOF. AT THE END OF A HARD DAY'S LABOR THE ROUTINE OF HOME LIFE REPLACES THE ROUTINE OF WORK -- ROUTINE BEING THE

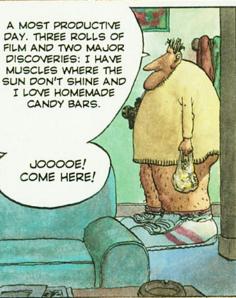




















HA HA. NO MORE

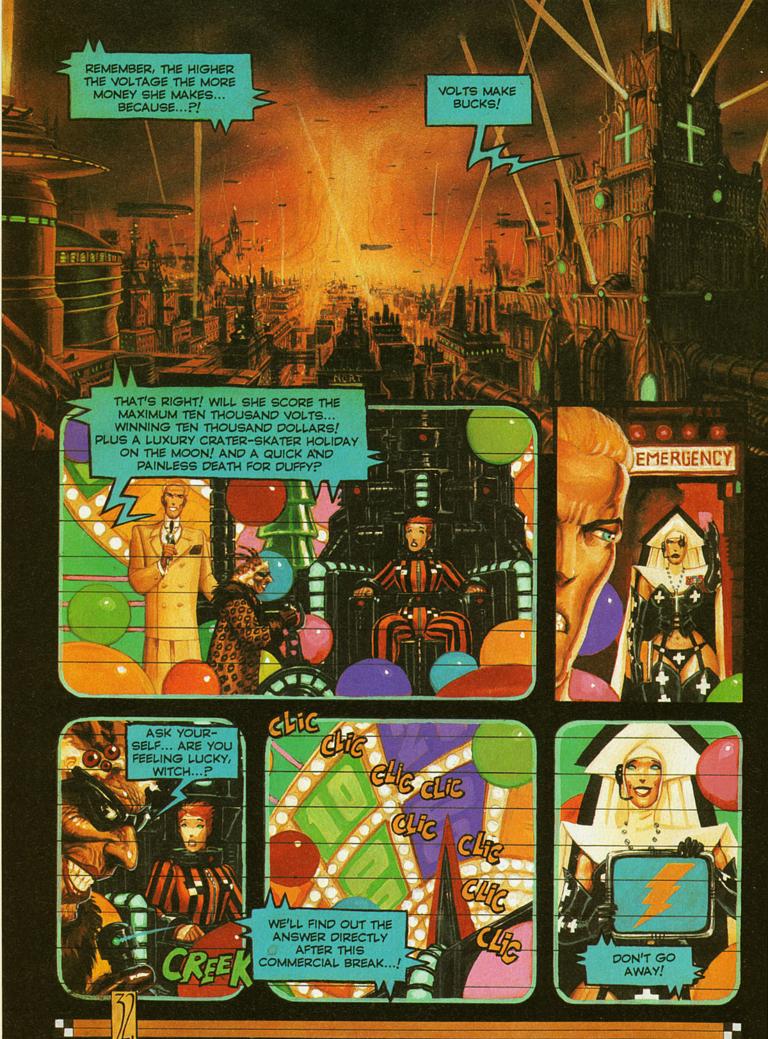
ONE MORE DAY, OR ONE DAY LESS, DEPENDING ON HOW YOU LOOK AT IT. GOOD NIGHT AND SWEET DREAMS!









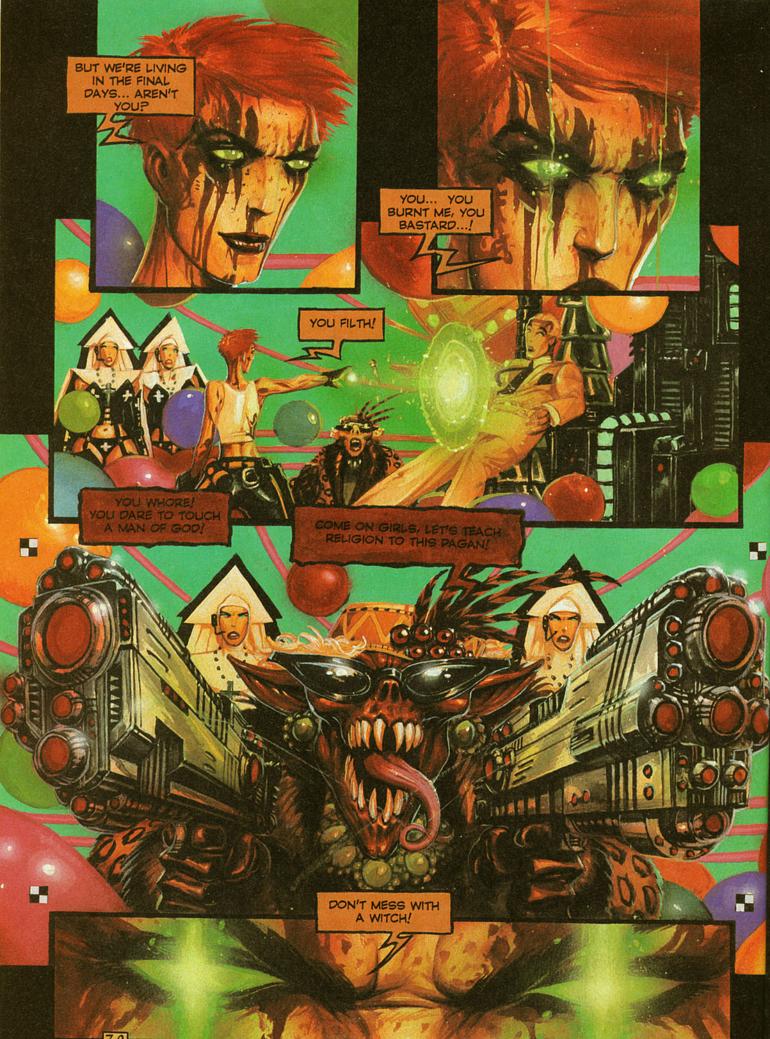


























BUT I WILL NEVER LEAVE YOU, DUFFY. I AM YOUR GUARDIAN SPIRIT.

> ... I AM THE CANDLE IN YOUR DARK. AND, WHENEVER YOU NEED ME, YOU WILL FIND ME...

IN THE PLACE OF SHADOWS.

THE CONCEPT OF REBIRTH ON EARTH...
IT WOULD ENABLE US TO BELIEVE THERE IS
JUSTICE IN THE UNIVERSE. - C.J. DUCASSE

MILLS LEDROIT 99

