

HEAVY METAL VOL XXV ISSUE 2

- 5. Gallery on Jeff Jones
- 10. Dossier

.....by S.C. Ringgenberg

14. Galactic Geographic by Karl Kofoed

18. A Bit of Theory...

by Goupil and Walter

19. Why Have Sex?

by Goupil and Walter

20. The Trend

.....by Meredith Bogard

21. Angel Dust

....by Liberatore

30. War

by Langdon Foss

36. The Forgotten Planet

by Paolo Eleuteri Serpieri

74. Fistfull of Blood

by Simon Bisley and Kevin Eastman

84. The Pugilist

.....by Greg Follender

91. Star-Crossed

by Philip Xavier



Cover by Lorenzo Sperlonga









HOME

d Humperdido! scan CONTENTS

END

PG UP

PG DOWN

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Bit of Theory... ©VentsD'Ouest. Why HAve Sex? ©Vest D'Ouest. Angel Dust ©Editions Albin Michel, The Forgotten Planet ©Bagheera Editeur Paris, 2000

Publishers Note

Have you ever felt like you've had the same dream over and over again? Drifting in a landscape you can't shake the weird "déjà vu" of, and suddenly you find yourself beginning to question which one was the dream and which one was not? It seems you're lost and all you want to find is home, love and peace...

What kind of hell would that be? (Or is the artist telling us a little bit about what the "real world" offers up to most of us?)

To Druuna, who has been trapped in this run-down, futuristic "nasty" place filled with only sex minded mutants, ex-lovers, and evil sex fiend doctors for nearly 15 (Heavy Metal) years... a nightmare is the only answer for such unpleasantness... or is it?

For loyal Heavy Metal readers and other fans of Druuna, after six graphic novels and four supporting "Art Of" books, this masterpiece is only scratching the surface of some deeper meaning we are all looking for. Each volume continues to regularly sell out, and head back for reprints, again and again and again. It's either that or we all just really like the way Serpieri draws her butt...

As one of the biggest Druuna fans--- and "NO" I'm not really sure why, but I look forward to what might happen next, and most times even when it's nothing new, it is still okay. Druuna rocks...

I once met the creator and artist - - Serpieri at a convention in France and he was exactly as I envisioned... When I said hello, introduced myself, (which is funny because he doesn't speak a word of English) and shook his hand, he never once looked at me- - he couldn't take his eyes off my wife. Exactly as I envisioned, and I'm thrilled he's part of the Heavy Metal legend.

In addition to the return of our dear Druuna, we have a classic Liberatore story, plus Simon Bisley returns with the first part of an all new series- Fistfull Of Blood. To round out this kick ass issue, we welcome back (with the second cover in a year!) my pal Lorenzo on the cover, and new guys Philip Xavier and Langdon Foss tip the hat to the classic styling of old school Heavy Metal with their adventures and much, much more.

Okay folks, that's enough rambling from me for this month - - keep those cards and letters coming. I look forward to all your thoughts.

King East May

Website: www.heavymetal.com E-Mail: heavymetal1@rcn.com

Letters to The Editor

Send Letters To: Heavy Metal, 100 Merrick Road, Suite 400, East Building, Rockville Centre, NY 11570

Dear H.M.

Finally the content is coming back. For well over a year this die-hard fan was troubled. Troubled by the lack of content. The stories seemed to be completely geared for T&A. I was even at moments embarrassed to have this magazine on my table. But over the past year or so I have been surprised by some truly fantastic content. Please, please give me more. You're one of the few magazines I enjoy. One I can get all over the world. I want stories that stimulate my brain and the artwork should seed the mental images that flood into me when a truly wonderful story graces the pages. Mark

Dear Mark,

Thanks, it's always tough for me to find the right balance, but a challenge I do enjoy. I get a wide variety of material to pick from and I try to incorporate "it" into every issue. If an issue has too much nudity or too much sci-fi or too much of anything, 50% of the fans love it, 50% hate it and I get letters to back it up. All I can say is thanks for caring and keep those letters coming.

Dear H M

I was wondering a few things about Heavy Metal. First, will Frank Frazetta be featured in Heavy Metal in the near future? Second, I've collected Heavy Metal for years now and I have recently noticed that your comics have really mellowed out. In the 70's and 80's there was

more sex and nudity in them, but now they are more like any other comic you can buy off the shelf. Third, I just purchased your 20th anniversary hard cover book and while I was looking through it, I started thinking of another good book that I believe everyone would enjoy seeing from you. How about a hard cover book with all of the magazine covers from the first issue to the most recent issue.

Dear Randa,

I wish we could see more Frazetta work in or out of Heavy Metal - - he's the greatest. But, he's given us all he can, and we'll forever love him for it. As for the magazine, I try to mix up each issue's content- - Hang in there, I hope we'll come up with something you'll like (see Druuna this issue!). Greatidea about the book of Heavy Metal covers-great minds think alike... it will be out next year.

Dear H M

I just finished reading the Fall 2000 Special and I was VERY impressed. It seems that you guys used to be about great fantasy artwork. Lately your magazine seems like a show of flesh, it just doesn't have the impact it once did. I found the Fall 2000 Special to be a refreshing break from that. I hope that you continue to produce your fine publication but still keep to the tradition of the old ways.

Dear Patrick.

Thanks- and if I had one complaint it would be that we have 96 more pages of "A Bit Of Madness" and it will take us another 18 months to get all of it out there! So hang with us... it's as good, if not better than the first installment.

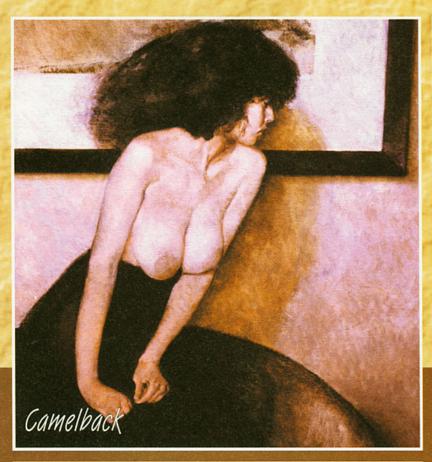
Dear H M

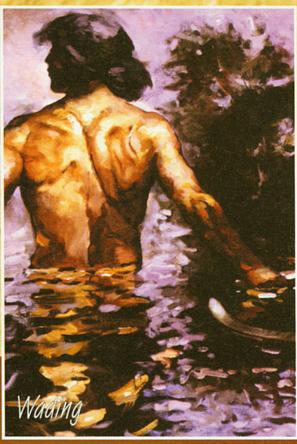
I am a subscriber and a great Serpieri fan. I just received his newest book, "The Sweet Smell Of Woman" from you. I have all his books and like the rest, this is beautifully done and I am glad to add it to my collection. However, the big question is when are we going to see something new. I know DRUUNA is going to be tough to match and exceeding it probably impossible, but we need THE FUTURE ADVENTURES OF... in a different time or place maybe, but we need STORIES!! Short stories or long doesn't matter and more beautiful artwork. Horror of horrors! He hasn't retired, has he?

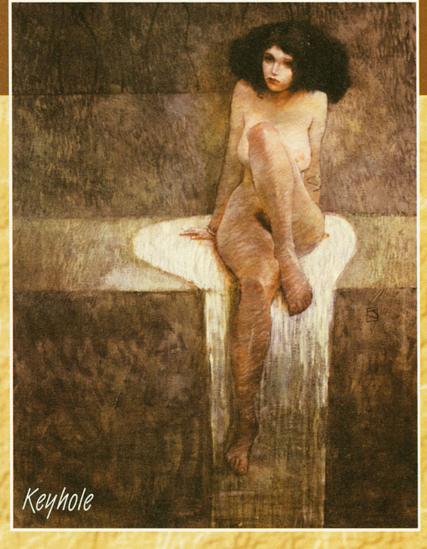
Dear Vagrant,

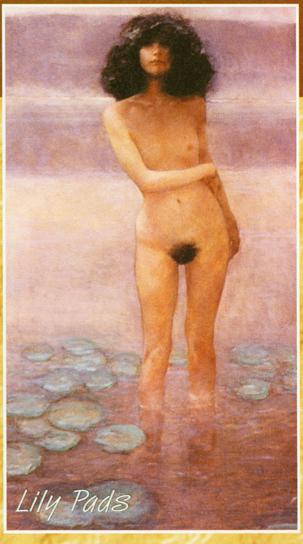
Man, how timely your letter is! I was going through the stack of letters and found your note on Druuna, in an issue where Druuna has returned. So, he hasn't retired, but the adventure continues in the classic sense... if you catch my drift!

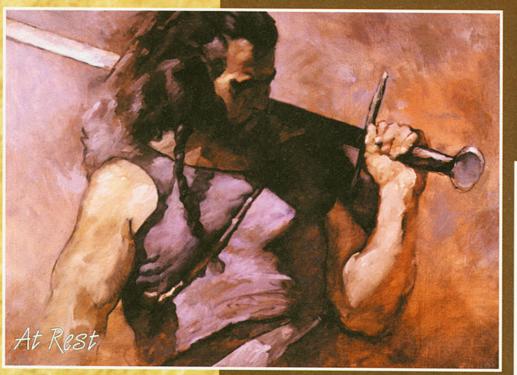
Standing Mermaid

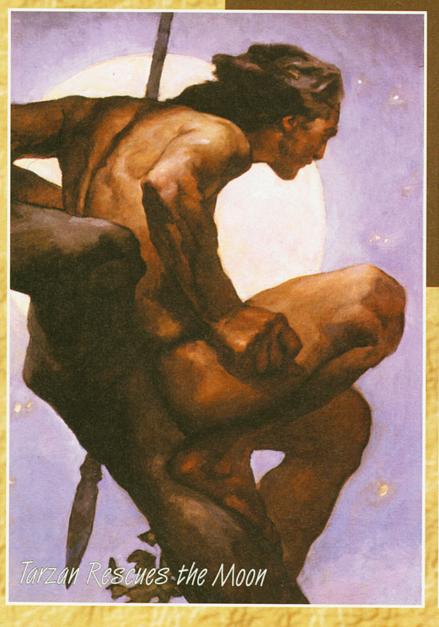




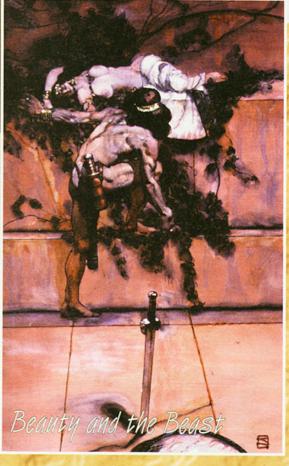






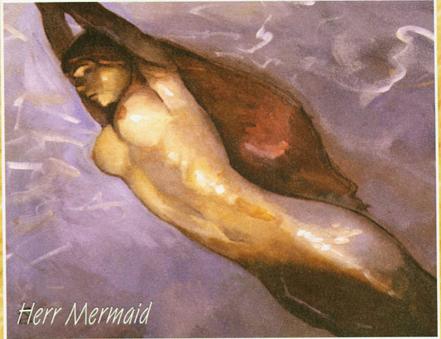








To see more of Jeff's work, check out his website: www.jeffreyjones.com







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

Jeff Jones can best be described as the poet laureate of contemporary fantasy painters, although Jones, sensitive artiste that he is, assuredly hates being pigeonholed in any way. A prolific and popular paperback cover artist in his early years, he also created illustrations for sci-fi pulps, fanzines, magazines and even occasionally drew comics for mainstream publishers. Old-time Heavy Metal readers may have seen his "I'm Age" strips from the 1980's, while National Lampoon fans fondly recall Jones' obscure and beautiful "ldyl". As a cover painter, Jones illustrated so many different novels and series that it would take an entire Dossier column to list everything, but to mention only a few: a score of different Robert E. Howard volumes, Lin Carter's Thongor series, Gardner Fox's Kothar, Fritz Leiber's Fafhrd and the Gray Mouser, as well as books by Andre Norton,

JEFF JONES TRANSCRIPT (Interview Conducted 1/2001)

HM: Jeff, let's start by talking about some of your early work, the comic strips Idyll, and I'm Age, which you did for National Lampoon and Heavy Metal respectively. What were you trying to do with those strips? Were you trying to say something obscure and profound, or were they just an excuse to draw some beautiful pictures?

JONES: My general intent in both strips was to explore the difference between men and women. The only real difference between IDYL and I'M AGE is that in the former men were generally represented by animals or objects and in the latter there were no males present. IDYL was intended as satire and whimsy. One art director and one editor, who met me each month with puzzled faces, continued to remind me that NATIONAL LAM-POON was a humor magazine, "As long as YOU laugh" they finally said. So each month I would go in laughing. I also must admit that also I love to draw nude women.

HM: You also did a smattering of mainstream comics work in the early days for Warren, DC, and Charlton, and for magazines, and underground comics, though not a lot in comparison to contemporaries such as Kaluta and Wrightson. Why didn't you do more sequential art? Is it because you didn't like the comics medium, or because you were more interested in painting?

JONES: I love the comics medium. And I also love single narrative pictures. They both tell a story, though comics also employs words. The use of words and pictures together is a vastly unexplored and exciting realm. I am currently working on a new strip idea, PEEZEL MEEPS, which uses "funny animals." I guess making pictures has always been my first love and drawing or painting them is what I am inspired to do. I once did a painted comics story.

like in the early days, hanging around

HM: On that subject, what was it with Kaluta, Wrightson, Alan Weiss



and the other young Turks of comics? What are your favorite memories from the early days, of making the transition from fan to pro?

JONES: Oh, there are way too many memories to convey here. Let's just say that to have been among all the young, aspiring and creative energies at the time was like being on a runaway train. One could not not work. Early one

Wrightson. It must have been sometime in 1978, I think, because by that time Michael and I had all but moved into the Studio, visiting our apartments occasionally only to pick up the mail. We would cross paths about this time of day because I slept at night and Michael slept... well in 1978 he was a very important sleeper. On this memorable morning, as I opened the big horizontal steel lock on the big steel door,

Thomas Burnett Swann, Edgar Rice Burroughs and many, many others.

Jones renounced commercial art in 1976, and with his friends, Bernie Wrightson, Michael Kaluta and Barry Windsor-Smith, formed The Studio. with the avowed purpose of creating an artistic synergy among these four vibrant young talents. Together the quartet produced The Studio (1977) a gorgeous collection of their best work to that date. The Studio demonstrated that Jones, et al., had far transcended the comics medium. What Jones produced couldn't be called illustration, and was far too romantic to be called fine art by modernist critics. As always, Jones forged ahead, following his own path.

Jones retreated from New York City to live in Woodstock, and there made his living from portfolios, limited edition prints, and selling off his originals, while continuing to explore and refine his own style. His most recent public offering was last year's Jeff Jones Sketchbook published by Vanguard. Co-designed by Jones and fellow painter George Pratt, it's easily the most beautiful of Vanguard's series of sketchbooks*. Dossier caught up with Jones via the Internet to catch up with this visual master craftsman's past, present and future of Jeff Jones' artistic endeavors...

morning, I mean before sunrise, I walked into the Studio I shared at that time with Kaluta, Windsor-Smith, and

I found Michael crouched behind his drawing table, now swung into a vertical position, with a gun. A pistol. "Welcome to 'Desolation Row", he said as he peered with one eye over the top of the table. I have to back up a month to say what led up to this seeming desperate situation. From the time we moved into the Studio in June of 1976, Michael came some months later, we heard scurrying noises in the quiet hours of the night. Mice. Well, at first some of us thought they were cute and some of us didn't. By the time the mice added chewing on artwork, stacks of posters and electrical cords to their scurrying, (one mouse was discovered stiff and dead with it's teeth still clamped to an extension cord) we all decided they weren't cute anymore. But we being peaceful children of the sixties, "death to the mice" was not an immediate option. It was decided that the answer was 'Have a Heart' traps that would capture them alive. Then what? Well, Michael and I acquired an aquarium to house the mice in, sort of like pets. We couldn't find authentic 'Have a Heart' traps but got some pirated copies at the local hardware store. Needless to say, these didn't always work properly. Some mice would get caught, some would get away, and a few we would find dead or almost dead with a trap door pinning their rear ends halfway out into the room. The mice we caught Michael and I would put into the aguarium and feed peanut butter. One midnight when we decided the aquarium was full enough, Michael and I took it down the elevator from our 12th floor aerie to the lobby and out into the night. Across the street we went, feeling for all the world like saviors of mice, to an empty parking lot. Buildings rose tall and dark on all sides of us and I guess we wondered where the mice would end up. But that would be somebody else's problem. As we tipped over the aquarium with a stick, all the mice swarmed out into the night. Yes, swarmed. They moved as a herd, a dark mass, back across the street and back into our building. Michael had been sitting for hours behind his drawing board with his pistol, a BB gun, watching, as a mouse would creep along the far wall beneath the radiators. "The BBs don't really kill them," he explained. "They just get stunned." "What do you do with them," I asked. "I put them in a paper bag and drop them out the 12th floor window," he smiled.

HM: I know the late Vaughn Bode was a friend of yours, and that you collaborated a few times. Was Vaughn much of an artistic influence, or more of a personal influence?

JONES: Vaughn was an influence in that he was driven and pushed himself to explore himself.

HM: In your early years, you were an amazingly prolific cover artist. Approximately how many paintings do you think you've executed to date? Have you managed to hang on to many of your oils? Are there any that you just couldn't bear to part with? Also, what are your own personal favorites among your paintings and why?

JONES: First, I have no favorites. To have any would be like Sophie's Choice. My "child" is always the one I'm currently working on. I have virtually none

of my originals on hand because having then around can stunt my growth as an artist. I want to grow and change as an artist, not plagiarize myself. And there is no way I can say how many paintings I've done; it must be way over a thousand.

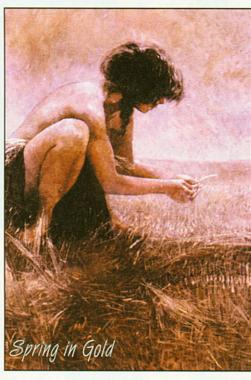
HM: There is a definite stylistic evolution apparent in your work. Did your style change because you became aware of different influences, because your technique improved, or because your philosophy about your work changed?

JONES: All of the above.

HM: You said in the interview in your recently published sketchbook that you didn't like doing concept sketches for art directors any more. Does this mean you're not doing any more commercial art commissions? Do you think you will ever do another series of book covers like your Robert E. Howard covers for Zebra Press in the late 70s?

JONES: Well, you never know; though it is my firm opinion that illustration is immoral. Yes, I am a former illustrator and immoralist. I've encountered illustrators who claim to elevate the text (what egotism!), or even just to add to it. It is a rare case that an author leaves his work incomplete, awaiting illustrations. Most illustrations give us a picture of what the author has written and this inevitably is a theft of the imagination of the reader. This is not to say that many illustrations are not Art, they are just misplaced. I do, however, approve of an artist's interpretation of ideas.

HM: What are you doing with your



work now? Is your focus more fine artoriented these days? Will you discuss your latest projects and plans for the future?

JONES: I'm not sure what "fine art" is. Each day I get up and paint or draw. I want nothing more than to do just this. My attention seems now to be focused on today and I have no idea about the future. Years ago I had goals (to get to this or that place), and when I did I found that all I wanted to do was art. So I have given up goals. When I was young my passion was art, eventually comic book and fantasy art. I've seen a lot of people lose their childhood passions, not only for art but for life--just getting squeezed. My passion was and is my art. However, there was a time when I became aware that I might be losing it. Having used my ability to draw to buy approval from my childhood peers, I entered the real world with my "cash" in my pocket. I wanted to be published so badly that in the beginning I took on a lot of work that I hated. Ah, but maybe a million people would see it and love me. I lived in fear. What happened? I found that the more I went to the drawing board or the easel to do work I hated, the less I wanted to go there. I was losing my joy, and I found eventually that my joy

was more important than approval. I began to get "difficult to deal with" and began to lose jobs. I became determined to, well, not so much "have it my way," but to do work I loved. It's not so easy to pursue, or even know what your heart's desire may be.

HM: You have a beautiful website up, Jeff. Is that your primary avenue for selling your work? Are you working with a gallery or agent(s)?

JONES: Thank you. That would be http://www.jeffreyjones.com. I sell from my site, and by doing private commissions. I continue also to do the occasional work for publication, usually for independent publishers.

HM: Your work frequently depicts beautiful, delicate women in a style reminiscent of the great Romantic painters. Why are you so drawn to



painting women in this style?

JONES: I am a romantic and a painter and I love women. If you go to museums, you'll find there mostly paintings of women, by both men and women. The female form just reflects light so simply and beautifully.

HM: Are you consciously trying to convey certain themes in your work? If so, what themes are you trying to articulate?

JONES: There are no themes that I know of in my work.

HM: Your early work is full of fantasy imagery--barbarians, wizards, etc. Was that because of the books you were assigned to illustrate, or because that was what you were interested in painting at the time?

JONES: I am interested in human nature and I feel that confining it to "reality" presents a timeliness and not a timelessness.

HM: Can you describe, in however much detail you'd like, how you go from an idea to finished work (painting, drawing, etc.)

JONES: When I paint, I do no preliminaries. I find that the more concrete an idea I have for a painting the more I don't want to paint, it seems already done. My paintings take shape and form as I go along. I have no real idea what the finish will look like. It's like authors who say that at some point the characters take on a life of their own. The painting and I have a kind of "conversation" where control is let go. We

"listen" to each other. This is exciting. Drawings are similar.

HM: Please describe how you create a painting, say a large-scale work such as "Blind Narcissus." For instance, would you work with a live model posing for you, or take photos and work from those, or do you do it directly from your imagination?

JONES: 1 use everything I can get my hands and heart on, models, photography, and a lot of imagination.

HM: In general, do you use photographic reference?

JONES: I used to

work from imagination alone but soon found that when I did this I inevitably developed formulas--a knee looks like this and an arm looks like that. When I work from life (or photos when the model has time constraints) I can see that, with subtleties, every foot, every neck, every leg is different.

HM: You mentioned PEEZLE MEEPS, the new comic strip you're working up. If you have enough of it done, how about sharing a sample with us for the gallery section?

JONES: Right now, I am in the creative stages of it.

*(For info on ordering the Jones Sketchbook and others, check out the Vanguard website: http://www.creativemix.com/vanguard/)

GALACTIC GEOGRAPHIC SPECIAL

Historic First Contact

A famous encounter is revisited for our annual issue.

Chosen for the cover of our Annual from all the images in the Galactic Geographic archives, "First Contact" typifies the spirit of our organization; human and extraterrestrial intelligences united in the pursuit of scientific knowledge.

The image, recorded in the year 3000, documents a young Federation's chance encounter with an alien civilization. In the picture three crew members from the sub-light cruiser *Magellan* meet three alien crewmen.

Writes retired Commander John Wysor, former captain of the *Magellan*, "We

detected something that we first took to be an asteroid, but we knew that regions of star formation like this one seldom have rocky debris. Of course once we tracked it at fractional light speed we knew it was a ship.

"We sent out a hailing message on the SL wave and the photonics. We even tried radio, but they didn't see us. It took a burn of our G-pulsers for them to notice us."

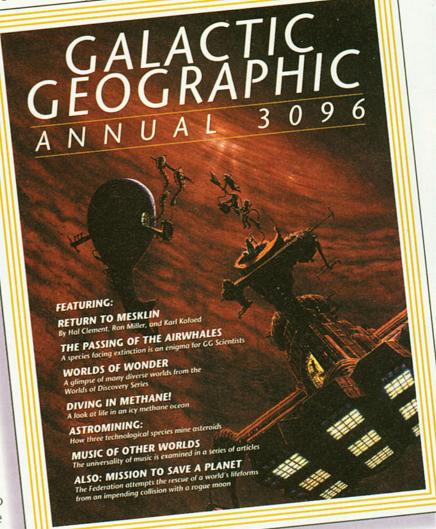
Wysor recalls a cat and mouse game that lasted for days.

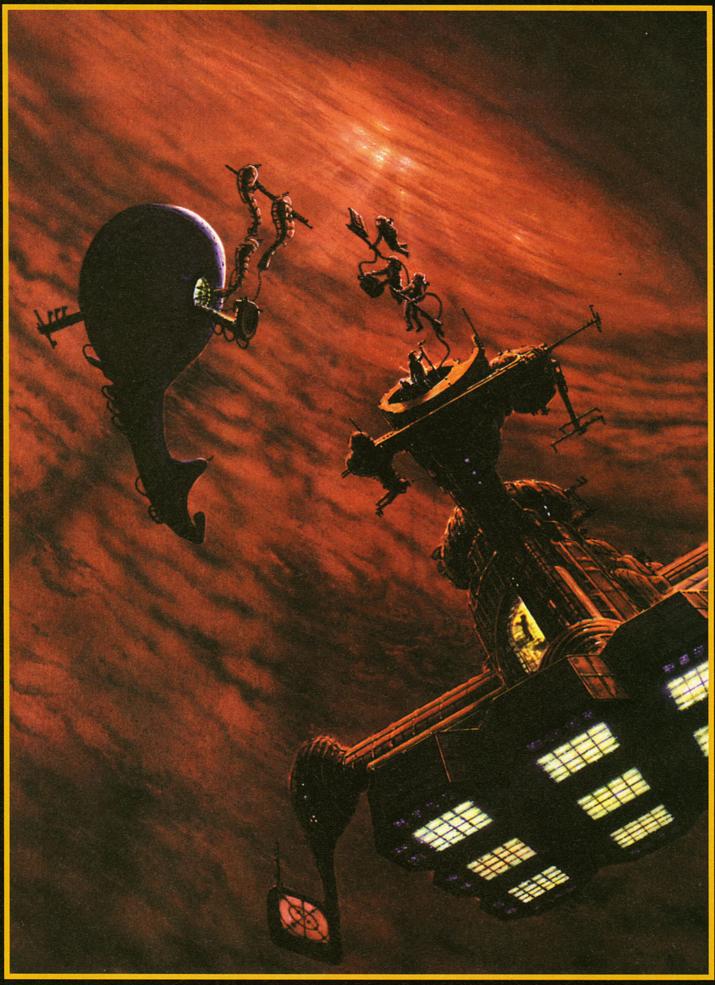
"We were thousands of miles apart most of the time. We broke the ice by slowly moving toward them. Eventually our mutual curiosity brought our ships together. We decided an EVA was the best way to meet. We knew the risks, but it was worth it. The strange thing was that we both brought our instruments. Any of them could have been weapons, but somehow we knew we were no threat to each other. In the end we

knew little more then when it started. But one thing was clear to all of us. There IS intelligent life out there."

Today the Federation of Worlds includes more than ten sentient space faring races among its members. Strangely, none of them are the mystery race that met the *Magellan* a hundred years ago and became mankind's long awaited "first contact."

Karl Kofoed Galactic Geographic • Earth







BEFORE THE EXPERIMENTAL STAGE, WHICH YOU ARE ALL SO EAGER TO BEGIN...





DOES SEX HAVE ANYTHING TO DO WITH LOVE? NO. YOU CAN HAVE SEX WITHOUT BEING IN LOVE.



IS SEX EXPENSIVE?



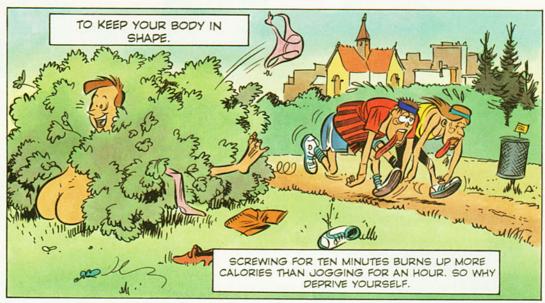
YOU CAN HAVE GREAT RELATIONS WITH YOURSELF, AND IT WON'T COST YOU A PENNY, WHICH PROVES THAT SEX IS ACCESSIBLE EVEN TO THE POOREST.







FIVE GOOD REASONS THAT WILL CONVINCE EVEN THE MOST HESITANT.













Meredith Bogard ELEVISION

Yes, it's trite. Yes, it's unimaginable.

And above all...it plain outright humiliating! Your every move, every thought and every word taped for viewing pleasure. Beyond voyeurism. Since it began, I'm wondering how and when it

MTV's "The Real World" was an experiment in young persons programming choosing 7 strangers to live together while having their lives taped. There were no scripts, no roles, and no rehearsing. It was a video diary of your life with others, cut and edited for commercial use. The result became a fixed special of situations put to music that manipulated the people into stereotyped characters

The angry black man. The young naïve outsider. The flamboyant gay-mate. The hunk! The musician...the list goes on.

Since the sensation of the first season taped in New York City, spins have and continued to brew. As we approach the 10th Real World production. MTV has spun of the sister show, Road Rules taking 5 strangers on the road for life-threatening experiences

Forget skydiving or bungee jumping...these kids have become rodeo clowns, shark tamers, and visited a southwestern corn museum! Talk about your wild nights.

Following formulas, MTV has made it work for them. The after-effects of each life have been explored throughout the entertainment industry. Many have gone on to hosting programs such as The Grind and The View. Others maintain lower profiles by starting up dot coms, charity organizations, and still "finding themselves"

On the off-season, most have chosen to explore their inner selves by opting to join the Real World/Road Rules Challenge. Basically, this guarantees a viewer to keep up with their favorite "character" and his/her antics. (This runs during sweeps week, right?)

It is safe to say that MTV has started a montage of other developments in real life television.

We now can watch various humiliations on Temptation Island, The Mole, Castaway (the film), and even the poorly rated Big Brother. But Survivor holds the record of developing nobodies

Before guessing how many were originally chosen for the program (which is irrelevant). I think it's important to mention the demographics involved. The ages range from 18-70+ years old! And the last 3 survivors happened to be the 70+ veteran, a young unemployed girl with enormous willpower, and a gay alleged child abuser who had lost over 100 lbs, before taping began.

With survivors like these, who cares about liv-

ing?

Prizes ranged in monetary value depending on The winner of course gets \$1 million.

The catch?

Obstacle courses and mind-games for weeks on end! It may be as simple as a relay race, or dynamic like the self-taped Q&A obstacle course.

But would you eat a live larva worm just to help your fellow teammates for whom you will later stab in the back?

I don't think so

For Survivor, The Outback, I've already been privileged enough to watch 16 strangers get dropped off in the jungle, walk 5 miles with their 50 pound supplies in sweltering heat, and start rumors about 1 member hiding beef jerky. Don't these people have more important things to do?

Now Temptation Island is one to stir things up. Four couples have volunteered to test their relationships by the singles scene on a desert resort by going on dates, hot tubbing, and body shots. One couple recently removed began their pleasure stay in turmoil. Their controversy? They have a child together!

I'm glad FOX TV had enough sense to remove these morons before splitting up a family on national television. The remorse however on love's binding faith has been left in the cold for the others. If they need to test their relationship, they need to call it quits.

And what is The Mole? No, it's not the beauty mark on Cindy Crawford's face.

The Mole is yet another reality based TV show testing trust, value and betrayal amongst even more strangers. And I do mean STRANGErs...it's hard enough to watch this crap let alone learn about the characters background and what drove them to the highest level of stupidity

The Mole refers to the "undercover spy" who is supposed to lead the team members into traps, hence hindering their monetary winners per game. Their objective is to try and figure out who is The Mole without being terminated from the show

Ummm, ok

Who comes up with this shit, anyway??

Next, we have POP Stars! Yay...or should I say, No!!!!

Since being up on all these boy bands, the producers of The WB have come up with an -oh-socute idea. Hold open auditions for females throughout the United States to ultimately choose the 5 best singers/dancers/performers, thus forming POP Stars! The first "making of" an all girl band that of course, won't amount to shit.

The heartbreak, humiliation, and all around disappointment of tears are completely documented with each person they decided to focus upon

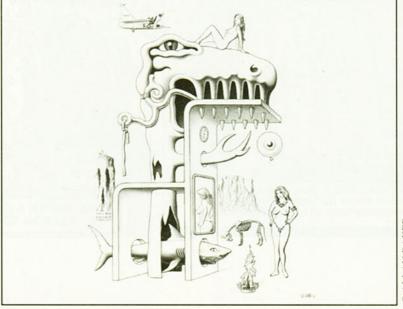
Reality TV? Yeah, sure...like the overweight mess of a woman who was picked to attend the finals from the original count will make it to the last 5? I don't think so. She may very well have the best voice, and hey - maybe she can even dance. But the truth is, she's fat, unattractive, and unkempt. Why get her hopes up by moving her to the finals?

To cover their ass against biased producers of

The whole premise is so over the top that I've decided to stop watching even though the research benefits this article. I'd rather eat the live worm from Survivor

Blind Date, Change of Heart, Fanatic...the list

This turning point in the 21st Century Broadcasting System is wearing thin. I'm looking forward to a reality-based program of reality TV haters. Cause I think I could definitely make some money off the network then!



ALLAN BAKER

















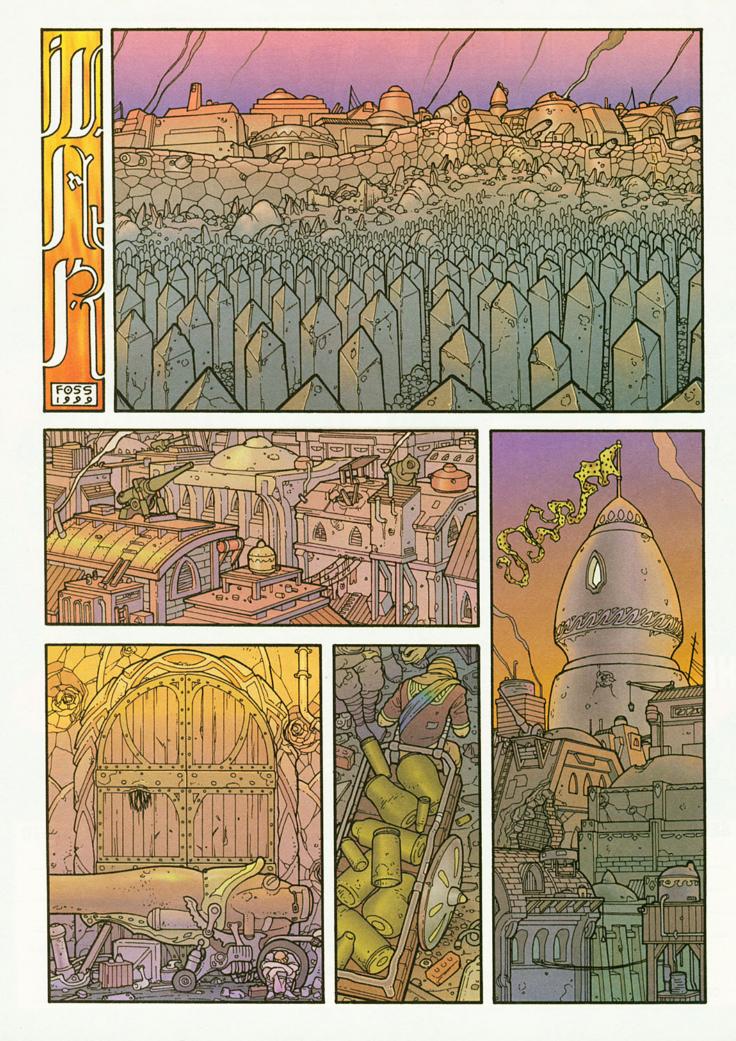












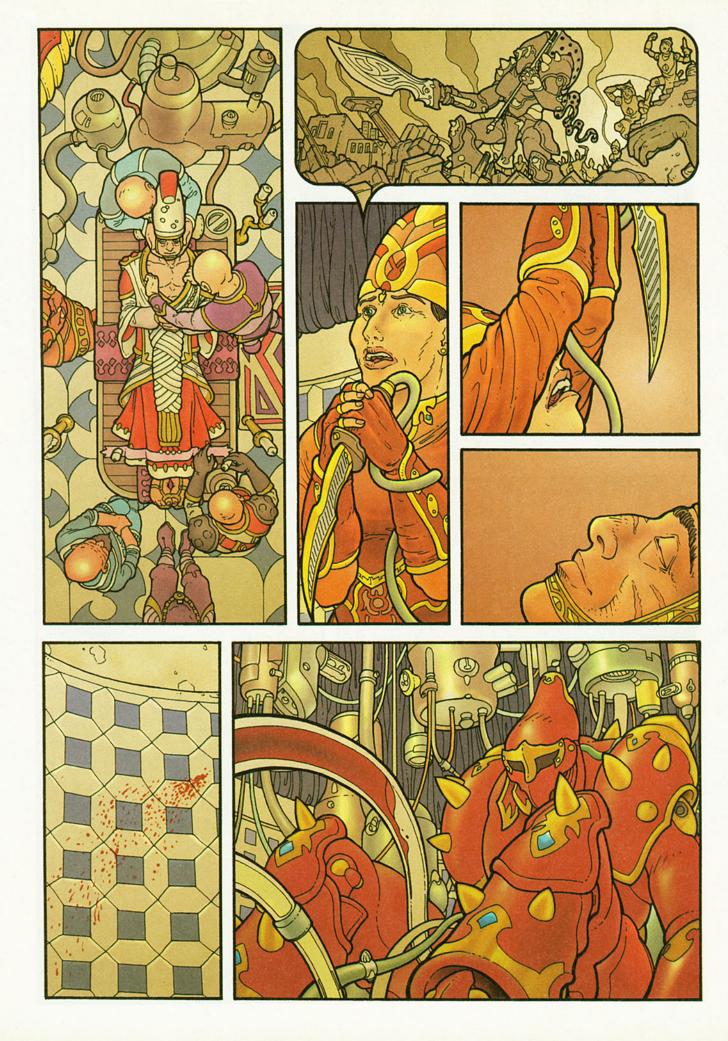


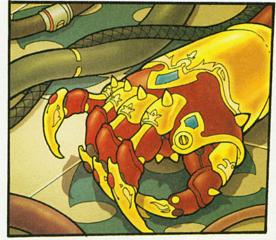




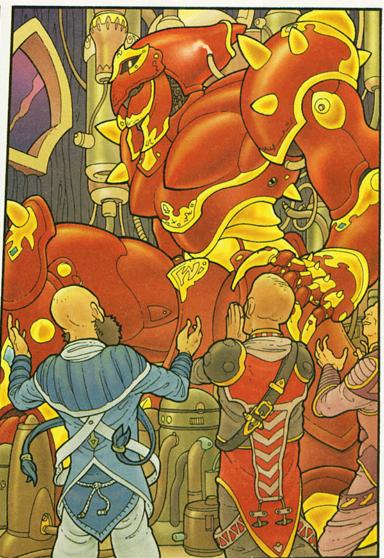








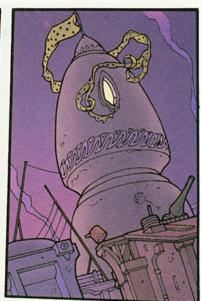


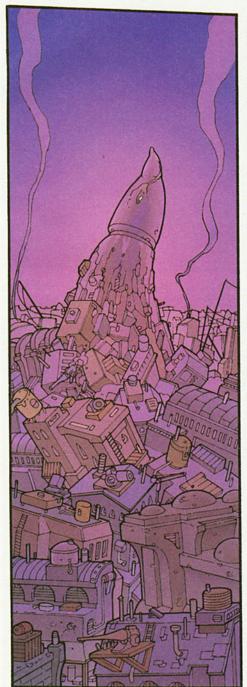






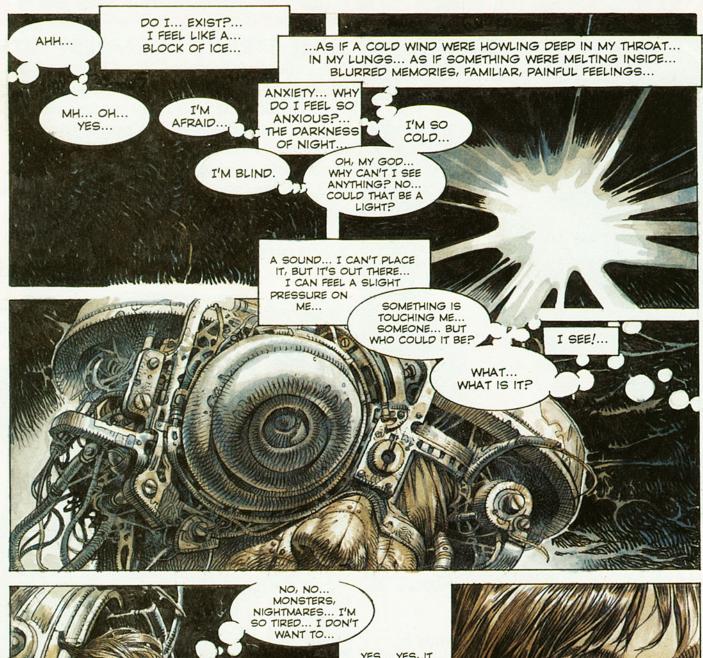








THE FORGOTTEN PLANET





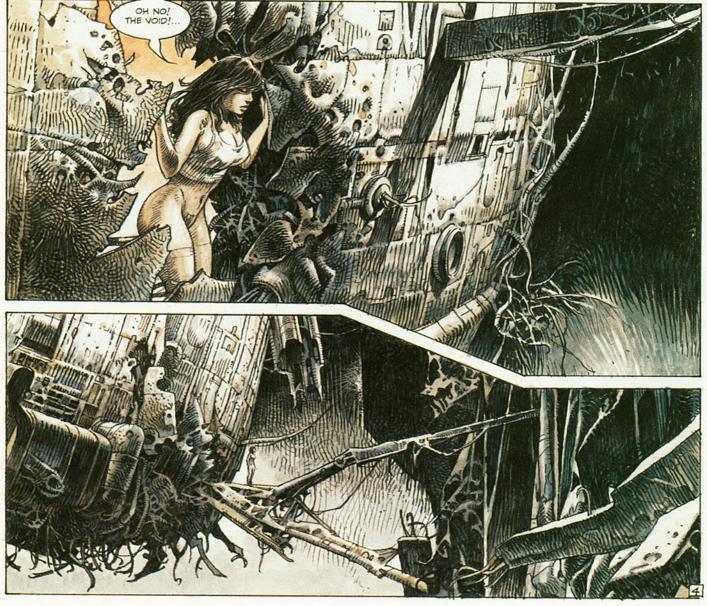
YES ... YES, IT WOULD BE BET-TER TO FORGET, TO FALL INTO A DEEP DREAM-LESS SLEEP ... TO RETURN TO THE ICE BLOCK WHERE MEMORY IS NO MORE ... MEMORY, WHAT MEMORIES ?... A TERRIBLE FEELING OF EMPTINESS DESCENDS ON ME ... I'M AFRAID!

BUT... WHO
AM I? I CAN'T
REMEMBER ANYTHING. WHAT HAPPENED?... WHERE
AM I?



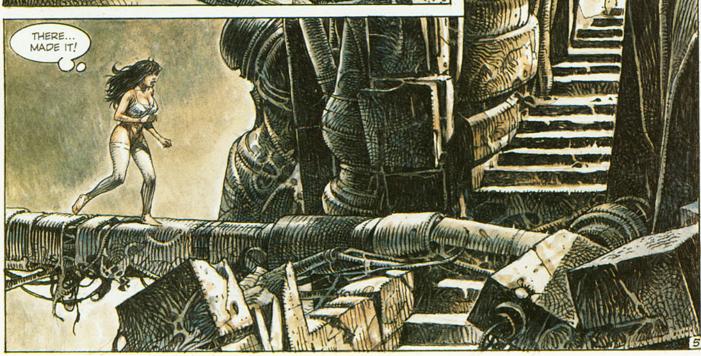


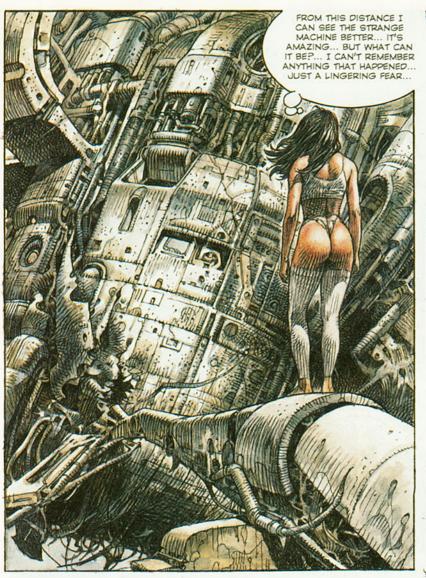












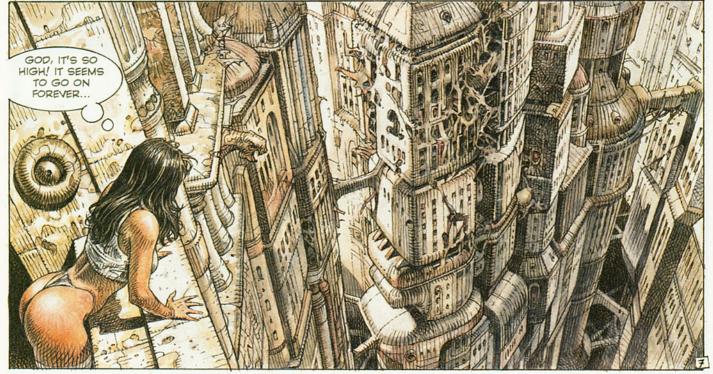




















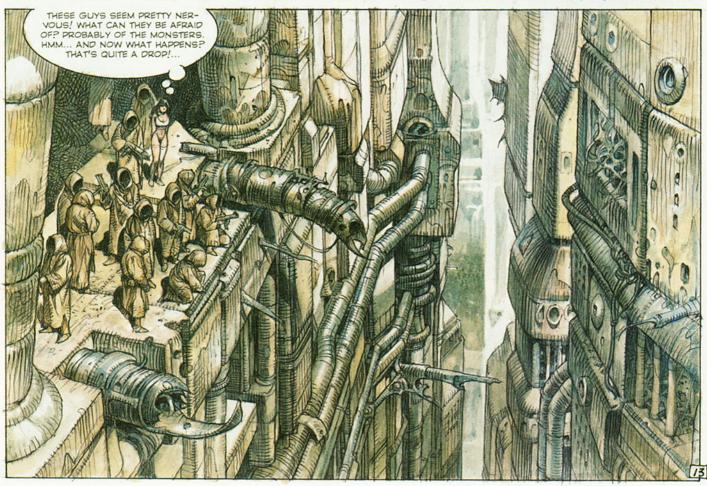
















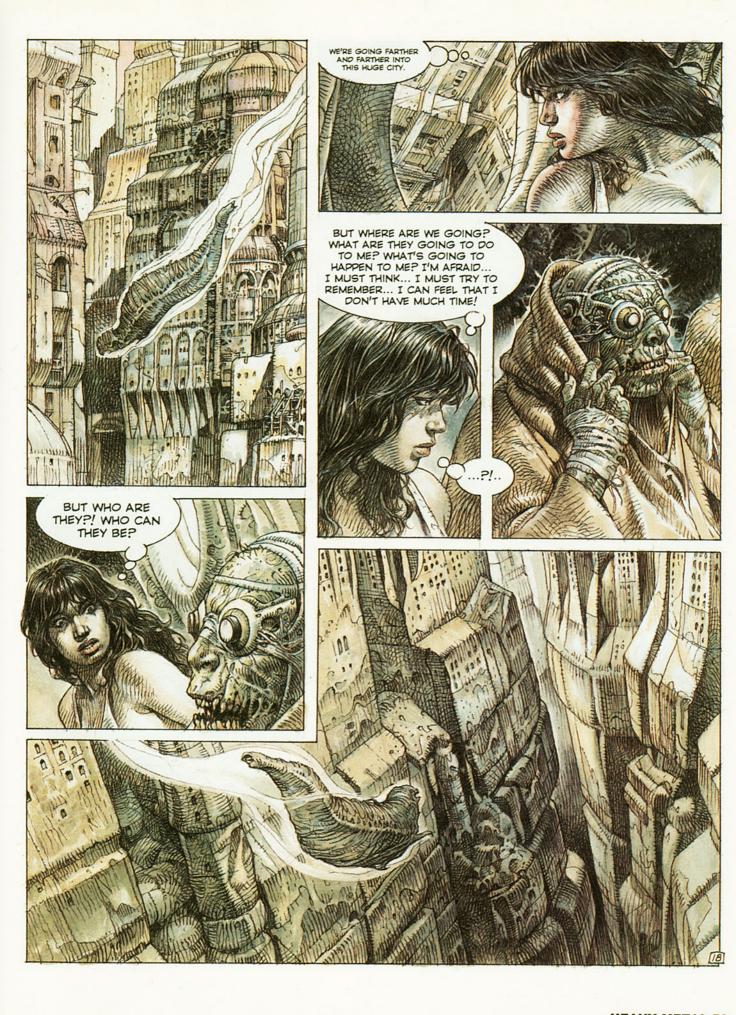




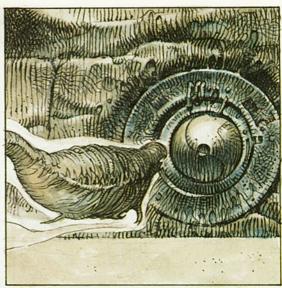


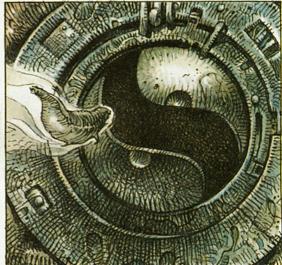


















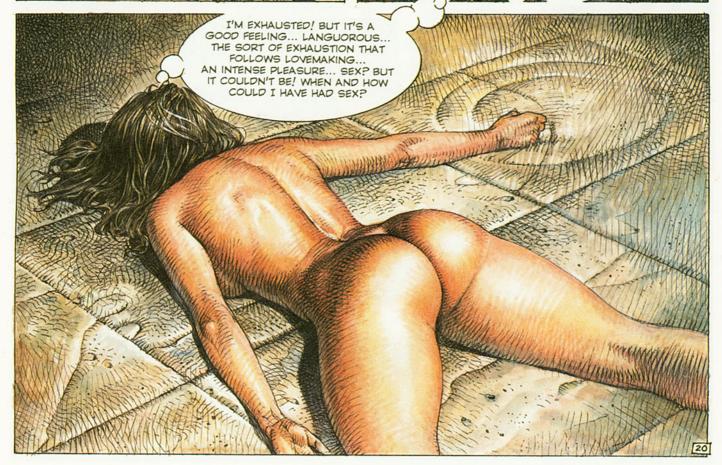


























































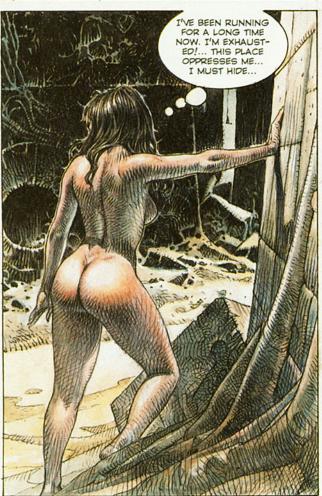






























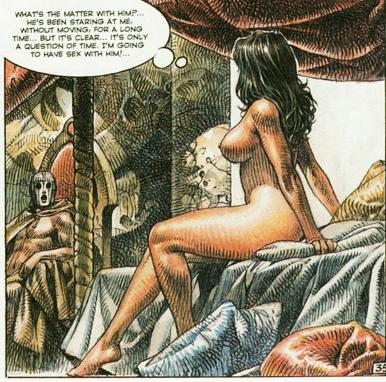












PRESENTS

Once upon a time...

> ...a long time ago...

> > ...in the not so distant future...

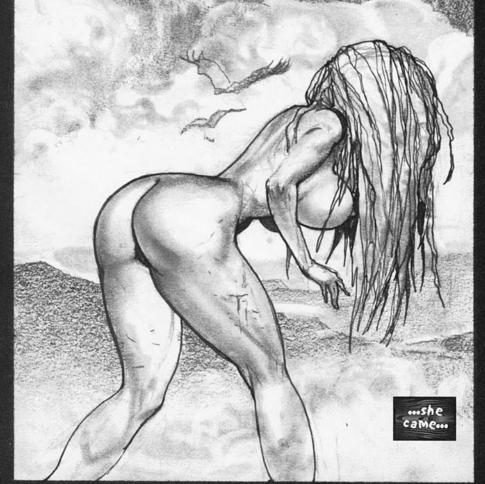
> > > 66

...in a town who's name changed so often even I completely lost track of what to call it...





SIMON BISLEY PRODUCTION OF



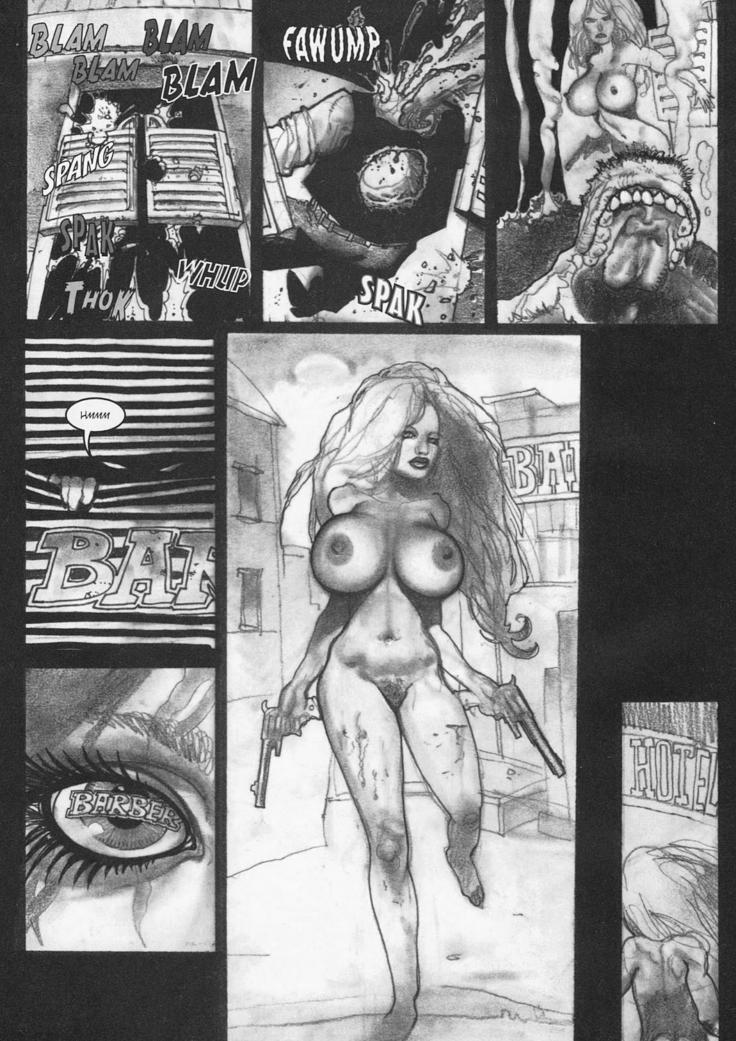














the Dugillet

CREATED WRITTEN & DRAWN BY GREG-MICHAEL FOLLENDER INKS BY RICK J. BRYANT













