

Heavy Metal

November 2003 Vol. XXVII No. 5

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What Not To Say During Sex © Vents D'Ouest What Position To Take © Vents D'Ouest



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PUBLISHER'S NOTE

First, a "Moment of Silence"... a friend on the heavymetal.com message board just passed on the news that Guido Crepax passed away earlier this year. He was an artist's artist, and a fan favorite all over Europe and a staple of Heavy Metal Magazine's earlier years. Known best for his adaptations of "The Story of O" and "Justine" to name only a very few, he will be missed.

I know it is fading into late fall, but I think I am still recovering from the 2003 San Diego Comic Con! It was our best year ever, the show was more than packed, and I finally got to meet Alfonso Azpiri in the flesh! He was one of our featured guests, as well as our dear friends Luis Royo, Lorenzo Sperlonga, Stacy E Walker, and everyone's favorite crazy Englishman, Simon Bisley!

I also want to thank Arlene and Andy Sidaris for coming down to sign the new, "Bullets, Bombs, and Babes" book, as well as the fabulous Aria Giovanni, and the lovely Veronika, who came dressed as Taarna! What a great time, hope you can make it next year.

I want to point out right away the work of Lawrence Northey, who is the featured artist of this issue. I met him through the message boards and fell in love with his work. He will be featured in a full gallery in one of our upcoming issues — thanks, Lawrence!

Speaking of "galleries" and "San Diego", I met Carlos Diez at the show and I am thrilled to have a full gallery of his work in this issue. You'll see him on a cover soon as well.

In between kicking ass on his new painted "Lobo" series, Alex Horley found time to get a beautiful painting done for our cover.

Everyone's favorite, "Druuna" is back for another spellbinding tale of "sex and adventure"— poor thing, will she ever find a happy ending? Hope not...

Our first installment of "Demonika" appears in this issue from the twisted mind of Mr. Font, with more to come. I'm pleased to add "Ruskin-The Devouring", "Joe in the Future", and "Sid Buckman" to the line-up of shorts, as well as welcome back Mr. Bocchio to the magazine with "The Prophecy". Nice one.

Last but not least, we can't forget our regulars- Kofoed, Ringgenberg, Walter and Goupil — glad to have you guys with us.

I guess that's it from me for now — if I write anymore the type will be too small for anyone to read.

All the best,

King East May

LETTERS TO THE EDITOR

Dear H.M.,

I picked up my first Heavy Metal Magazine- May 2002 and I was instantly hooked. I have yet to miss an issue! In the May 2002 issue, "The Fairy and the Gentle Robots" was over-the-top. The only other story I have read in Heavy Metal that turned my imagination in the same way was "Requiem- Resurrection" from the March 2003 issue. It was outstanding and I can hardly wait to read what comes next. These type of stories ensure that Heavy Metal will survive another 25 years!

Thomas

Dear Thomas,

Welcome aboard and thanks for writing! Glad you liked "Requiem". We've got two more installments coming soon so we hope you keep reading the magazine. "Gentle Robots" was one of my favorites as well.

Dear H.M.,

I just picked up the Anniversary issue today and let me say that I am really impressed! I've only been buying Heavy Metal for about 2 years now and I am hooked. The issues seem to get better and better each time. But, there should be more of "Fistful of Blood", and "Druuna". I've been waiting for more on Druuna for a long time and hope there will be some more very soon! I think what hooked me was renting the video, "Heavy Metal 2000". I hope there will be another movie in the near future.

Dear Paul,

I almost ran your letter earlier in the year but knew this issue was coming and had to save it until now. I hope you enjoy the latest installment of Druuna in this issue. Thanks for all of your support and kind words!

Dear H.M.,

I had picked up the January 2003 issue and to my surprise on the contents page was the extraordinary work of James Ryman. His work is both amazing and creative. However, upon further investigation I found there was no other work featured in the issue. As a frequent buyer of the magazine, I was hoping to find out if you had plans to feature any articles or more of James Ryman's work. Thank you for your time and many years of great reading.

J.W.

Dear J.W.,

Thanks for your note about James Ryman. I love his work and got a chance to visit with him at the San Diego Comic Convention a few months back - - great guy and amazing artist! James is working on a cover for us now, and I can't wait to do a full gallery of his work. I hope he'll be working with us for a long time to come.

Dear H M

I've been a fan since 1978 and I'd like to tell you how the 1981 movie helped me get through a recent mid-life milestone. My favorite line is from the "So Beautiful and So Dangerous" segment, when the alien spaceship is approaching the docking bay with the two pilots still stoned out of their minds. "... If there's one thing I know, it's how to drive when I'm stoned. It's like you know your perspective's fucked, so you just gotta let your hands work the controls as if you're straight." Now that big mid-life thing was the first day with my first set of bifocals. My perspective was fucked and I kept walking into the furniture. It took me most of the day to learn how to compensate for that. The upside was that I finally got what that alien dude was talking about. As we say in Canada, live long and prosper, eh?

Petra

Dear Petra.

I gotta tell you I loved your letter -really wonderful stuff, and had to run it
as I know lots of our fans will get a big
kick out of it! (Although I bet a number
of them also know what it is like to drive
when they're stoned!) A big "Howdy" to
you and all your pals in Canada.

Dear H.M.,

The ration of good stuff vs. garbage in your May edition was a bit skewed. Do you have to keep publishing stuff by Frezzato? While his art is great, his ability to tell a tale is virtually non-existent. Try as I might, I cannot pick up a storyline in it. Frezzato single-handedly diminishes the quality of the issues he appears in simply because his stuff doesn't make any sense at all. If you get it for free, carry on. If you pay him, it's not money well spent. Also, the Galactic Geographic has kind of outworn its level of interest. It's as though Kofoed went on an acid trip and forgot to come back.

Ed

Dear Ed,

Thanks for your detailed note and thoughtful comments. I do enjoy hearing perspectives for all sides. Frezzato has been a long and at times difficult journey for us, I, like you and many others love his artwork but the sales of the earlier issues sold so poorly we thought of discontinuing it. Then, suddenly it took off- - back issues and the hardcovers started selling through the roof and it has become one of our best selling titles/stories. Yes, I agree the story is difficult to follow at times and I will wait until the final installment (there's only one more to go) to pass judgment. "Galactic" still works for me as one of the magazine's features and we get lots of great mail on it. Thanks for taking the time to write and for hanging with us.

Check out our web-site at www.heavymetal.com

GALACTIC GEOGRAPHIC

Terraforming Mars: **SUCCESS AFTER** 500 YEARS?

A Federation starship casts its oversized shadow on Lake Olympia inside an equatorial crater in Mars' southern hemisphere. After over five hundred years, despite humanity's best efforts, it is the only permanent lake on the planet.

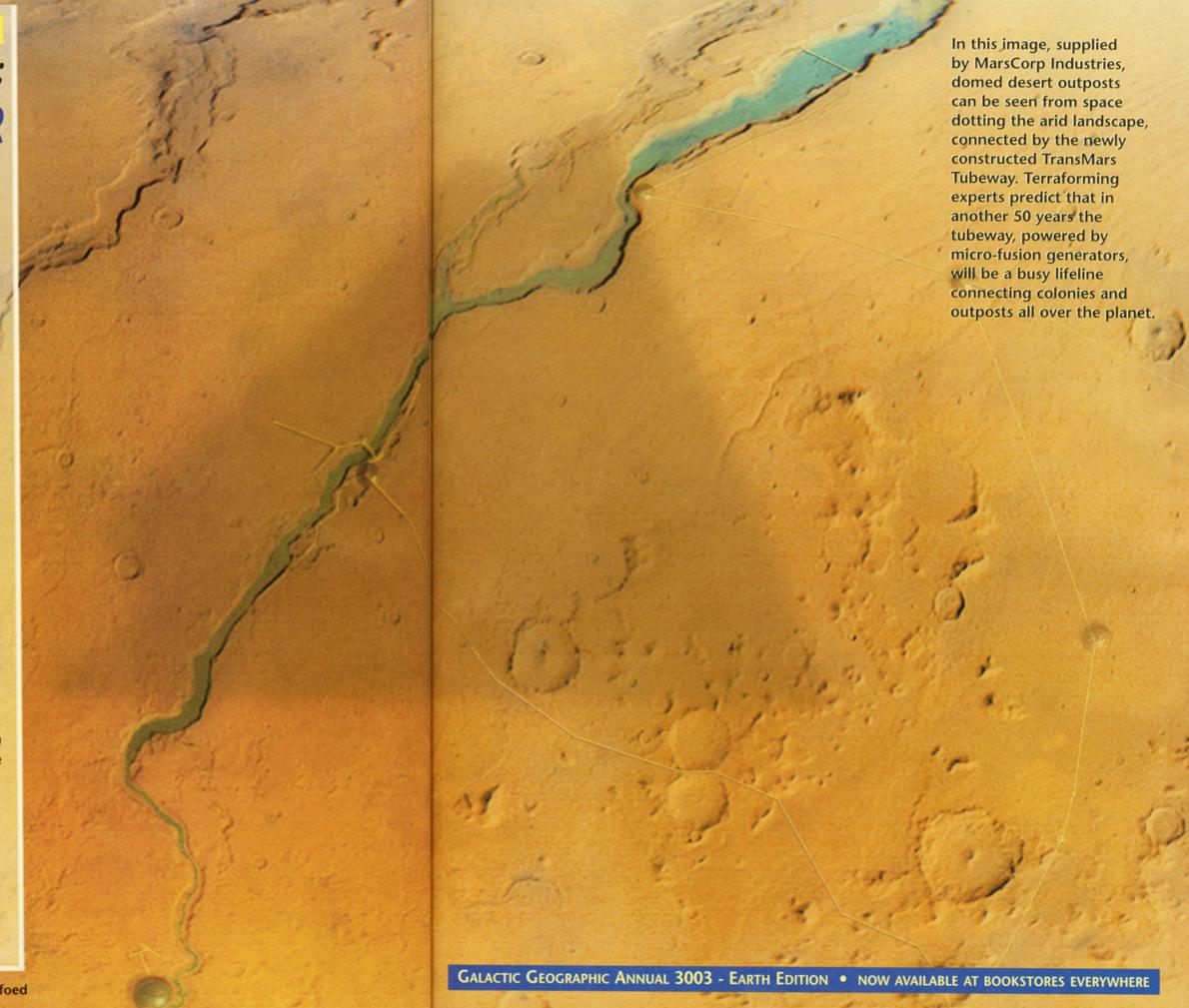
"Mars is God's dust bowl," writes Terraformer Peter DeFricano. "When you tell Earthers that, they laugh. But Mars Geos count three hundred kinds of dust. Some are even magnetic. There's no machine it can't work its way into. For a mechy, life on Mars means dust control."

Mars is a planet some planetologists believe may be too small to ever hold an atmosphere. Being located in the outer reaches of the solar system, they say, dooms Mars to be constantly freeze drying, losing water and atmosphere.

Terraformers reject this notion and believe technology offers solutions to all these problems. Some in the Federation feel Gee-Pulse space travel makes Mars obsolete, while theologists believe God has sealed Mars' fate.

As always, the truth lies somewhere in between. "We continue because we have faith that we can have two habitable worlds," says DeFricano. "The numbers are with us. It may take centuries and trillions in investments, maybe even a comet or two to help things along, but one day space-farers will be tanking up on water here, not just dropping it off."

We at the Galactic Geographic hope he's right. But only time will tell.



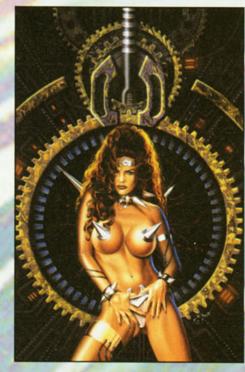
CARLOS DIEZ GALLERY

Carlos Diez is one of the most famous artists of pin-ups in Spain. Always in love with mythical Betty Page and Marilyn Monroe drawings, he now resurrects the genre his own way with the girls of his dreams.

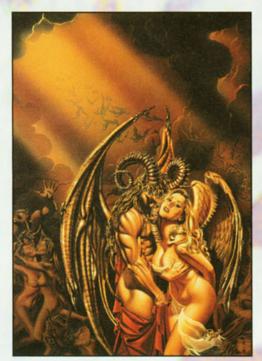


Diez was born in Madrid, Spain on October 16, 1966. After finishing his required education, he decided to begin his artistic studies at the University of Fine Arts and the School of Applied Arts but he quit after a year because of his restless creativity and the incapacity of such institutions in dealing with it.





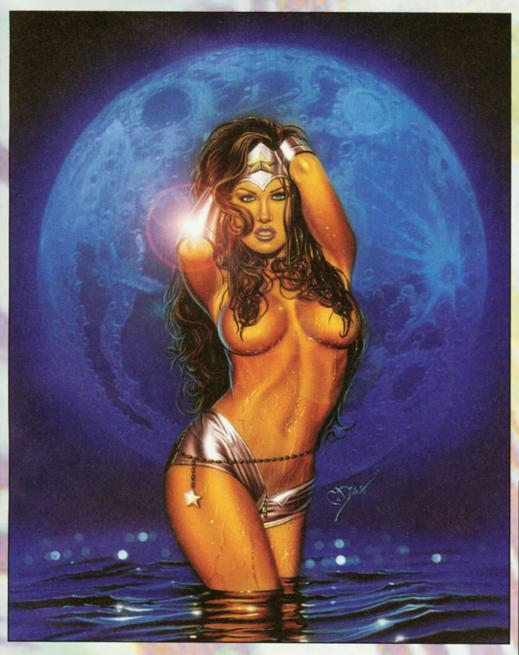






Self-teaching and his skills with the technique of airbrushing helped him to start publishing his first works for record labels and advertising agencies in the late 1980's. During this period he also started teaching illustration and drawing.





His restless spirit for art took him down the road that would drive him toward his favorite inspiration: female curves and fantasy. From this came well-known pin-ups and erotic portraits of famous women, which have brought him broad popularity because of his incredible realism and above all, because of the way he combines his models' personalities with his own fantasies.





His illustrations can be seen in posters and magazine covers all over the world in such publications as Kiss Comics, El Vibora, Eros Comics, Gigamesh, Dolmen, Heavy Metal, Playboy, Penthouse, GQ and much more.

Carlos Diez is now preparing for the upcoming release of his first illustrated book along with a leading role in the education center he founded.

DOSSIER DOSSIER IS WRITTEN BY S.C. RINGGENBERG REACHABLE AT RINGG@COPPER.NET

YOW! Am I Interviewing Bill Griffith Yet?

"Zippy is the best comic strip being drawn in America today."

-- Robert Crumb

Bill Griffith's Zippy the Pinhead newspaper strip is undoubtedly the most intellectually subversive mass media product available in America. On the surface, it seems innocent enough, but the muu-muu-clad pinhead's bizarre take on almost everything allows his creator to question virtually all of the assumptions underlying America's fragmented, politically polarized, media-saturated culture. Zippy's one-ofa-kind deracinated viewpoint enables him to commune with giant advertising displays, cheesy diners, dead celebrities, or any other aspect of popular culture that catches his microscopic attention span. Unlike most newspaper strips these days, Zippy doesn't supply a gag a day. On the other hand, it doesn't only deal with the surreal aspects of life in 21st Century America or make pointed social commentary. It's a totally unique strip. While Zippy and his cynical sidekick Griffy (a caricature of the artist) are the main characters, the Zippy strip is about life in 21st Century America as much as anything else.

Zippy the Pinhead is carried in 200 daily and weekly papers all over the country. However, if your local tabloid doesn't carry Zippy's adventures, don't despair. You can get a daily dose of Zippy (and explore past years of the strip, along with Griffith's other projects, and buy Zippy merchandise, including original strips at: www.zippythepinhead.com.) And if that doesn't provide enough of Zippy's trademarked zaniness for you, you can also obtain his collected adventures from Fantagraphics Books: (www.fantagraphics.com). And as always, if you visit any of the web sites mentioned here, tell 'em Heavy Metal sent you. Now, without further ado, here's an interview with the man who implanted "Are We Having Fun Yet?" into America's collective consciousness.

INTERVIEW WITH BILL GRIFFITH

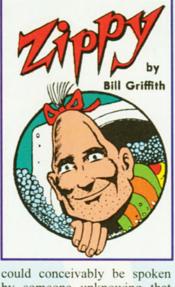
HM: Bill, are you sick of Zippy's trademark catch phrase yet?

GRIFFITH: I'm sick of seeing other cartoon characters say it, but I'm not sick of Zippy saying it.

HM: That leads into my next question. Do you resent the way, 'Are We Having Fun Yet?' has been co-opted by the mass media?

GRIFFITH: Well, you know, part of me does, and part of me is flattered and another part of me realizes that I should be nice about it and not complain, but every once in a while it annoys me, like if it's used

really commercially, like an ad for a car, on a billboard... There was an SUV about five years ago, a little mini-SUV...called Brava or something and there was a big 'Are We Having Fun Yet?' campaign and ads and billboards, I felt like something I did being used by some giant corporation for profit. It's slightly annoying. And...when I see another cartoon character, like just two days ago somebody sent me a photo of Jim Davis, who does Garfield, holding up an 'Are We Having Fun Yet?' Garfield T-shirt, well, another cartoonist should have a little bit of shame about co-opting another cartoonist's catch phrase, but what the hell. I put it in the language, so...You can't own a phrase...I looked it up. (Laughs) You can't do it. You can't trademark a phrase that



by someone unknowing that you were the originator of it...my fans occasionally send me (examples), like last week, the abominable current version of Nancy that still continues, from the old Ernie Bushmiller Nancy and Sluggo, the current version, which is reduced to a kind of cute, greeting-card look, Sluggo said, "Are We Having Fun Yet?" about a week Ernie ago...If it was Bushmiller's Sluggo...I would feel I had achieved the highest levels of acceptance by Ernie Bushmiller, but since he's been dead for thirty years, I'm sure he had nothing to do with it.

HM: Bill, for our readers who are unfamiliar with Zippy, can you just tell briefly what inspired him?

GRIFFITH: Well, Zippy was sort of percolating in my brain from the first time I saw the movie, Freaks, a 1932 Tod Browning film about circus sideshow freaks who live together in a traveling caravan. Most people are familiar with the movie now. But I saw it first in 1963 at art school. I was going to art school in Brooklyn, and it made a big impression on me, but at that time I was convinced that my career was heading towards some version of Vincent Van Gogh or Jackson Pollock or some romantic idea I had of what an artist is...the movie went into my head and kind of sat there like a little ticking time bomb until 1968, when I started doing comics, and then in 1970, when I was doing undergrounds Francisco, a fellow cartoonist, Jim Osborne, was putting together a comic book and he said he'd love for me to do a story and he would like it to be in the vein of my Young Lust Comics, which I had started in 1970 and they were a big hit. They were parodies of romance comics... Those were my bread and butter, kept me paying the rent for the early 70's, and so this editor said, 'Do some story where it's about a REALLY weird love triangle in the Young Lust vein, but weirder,' and so I came up with the idea that a so-called normal couple would incorporate a pinhead character into their love tryst. And I called it, "I Fell For a Pinhead, But He Made a Fool Out of Me." And it was intended to be just a one-shot thing. I researched pictures of Schlitzie the Pinhead, who was in the movie Freaks and so I used those pictures as the reference. And in the early Zippy strips Zippy looks much closer to what real sideshow pinheads...really looked (like). Over the years he developed more of his own look. But that's how Zippy started and then over the next two years or so Zippy just wouldn't go away. And he took over and became my main character.

HM: Are you surprised at being syndicated by King Features, the home of Flash Gordon and Mandrake the Magician?

GRIFFITH: Yeah, I'm sort of perpetually in a state of surprise that this happened. You know, it's not something that I actually planned on or sought out. King Features approached me in 1986 after Zippy had been running for one year as a daily in the San Francisco Examiner. They asked me if they could take it nationally and try to sell it, and I just made a list of demands that I thought would make them go away and they didn't. They agreed to every one of them, so there it was. That was my introduction to the wonderful world of syndication...King flew me to New York and said they wanted me to meet with the salesmen to give them a little pep talk as they were about to go out and sell Zippy. So my only advice was just to tell them, 'It's the weirdest comic



King Features has. And sell it for what it is. Sell it as a weird strip and don't try to pretend it's anything else.' And enough papers bought it to keep it going, so who knew?

HM: Why is Zippy obsessed with pop culture?

GRIFFITH: Well, Zippy is kind of a pop culture filter. He's kind of a vessel, an uncritical vessel receiving wave after wave of pop culture input, and he's kind of my way of absorbing, detoxifying pop culture. I let Zippy embrace all of the things that horrify me in American pop culture. In some cases things that I love, too. Zippy is a nondiscriminating absorber of American, and world pop culture at this point. And it's a way for me to deal with it and talk about it in a satirical and yet open kind of a way. And the Griffy character. of course provides the hardedged, sarcastic remarks that Zippy would never speak.

HM: How close is Griffy the character to you as a person?

GRIFFITH: Well, I like to imagine that I'm equal parts Zippy and Griffy, but I think in reality I'm probably three-quarters Griffy and one-quarter Zippy, something like that.

HM: What spawned your fascination with giant objects and bizarre roadside attractions?

GRIFFITH: Well, two things. It started very early in Zippy in only one small way, which was in...I'd say about 1975, when I started doing the weekly Zippy strip, I had Zippy visiting and talking to a large dog head mounted on a pole, which is a mascot of a chain of restaurants in San Francisco called Doggie Diner, long since gone. But when I was living there in the 70's, there were a still a couple of outlets. And it just appealed to me as just one more thing Zippy could get involved with. He fell in love with this giant dachshund head that spoke back to him. It was literally just in one or two strips and that was it, but it once again, was something that got planted and then came out more later. But the real trigger for the kind of proliferation of roadside attractions that have populated my strips lately came from my move here to Connecticut. When you live somewhere for twenty-eight years as I did in the Bay Area, you start to tune out your environment. But when you move, At least for me anyway, maybe for a visually-oriented person myself, you suddenly start

noticing everything in excruciating detail, and I started noticing all the diners, I started noticing all the bowling alleys with giant bowling pins out front and Muffler Men in front of discount stores and there's probably more of it New England than in the West. And certainly more of it where I live than anywhere in San Francisco proper, and it just started to seep into my consciousness. It started with diners, and then it went from there to Muffler Men. There's a Muffler Man within a short distance of where I am here, who I pass on the road whenever I go to a certain town. I just started to get interested and then I started taking pictures and then started doing strips, and then what really brought it into high relief was the field researchers as I like to call them, my team of people who go out and send me pictures, either over the web, or through the mails, of local roadside attractions they think Zippy might be interested in conversing with. So I literally get them almost every day. I get a package of photos or I get digital photos over my web site, and it's an endless supply of material, and I try to resist but I can't. I try to break away, but it won't let me. I've done three strips now, three series of strips in which Griffy is desperately

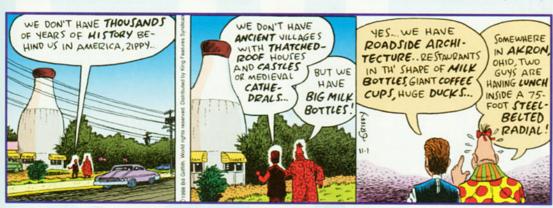
trying to get Zippy off his roadside kick but it doesn't work...

HM: It also seems like a great way to inject an extra layer of surrealism into the strip.

GRIFFITH: Well, actually ves it is surreal. But as with all surrealism, all good surrealism, the kind I like, it's making a point about the real world, and I like to think of what Zippy is doing with the roadside stuff, since they're all real, you know they're all documented real places and real objects, is that he's, instead of escaping into a fantasy world, where he normally lives anyway, inside his head, Zippy has escaped in fact, into the real world. In the same way that maybe some more rational, logical person would have a need to escape into a fantasy world, Zippy has a need to escape the opposite way and that's where he finds all these...Of course when he gets there he doesn't treat it the way normal people would and he starts having imaginary conversations with giant frogs and you know huge hamburgers. So yes, there is definitely a surrealist element in it, which makes it kind of fun to draw.

HM: In closing, let me ask you—What do you think Zippy would say about the state of world politics?

GRIFFITH: Well, one of the phrases I used recently to show Zippy being worried about terrorism and what George Bush has been up to, he asked Griffy, 'Have we invaded New Jersey yet?'



DEMONIKA: STORIES OF FIRE













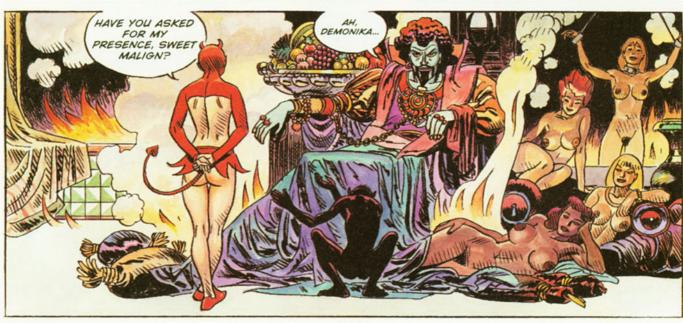




























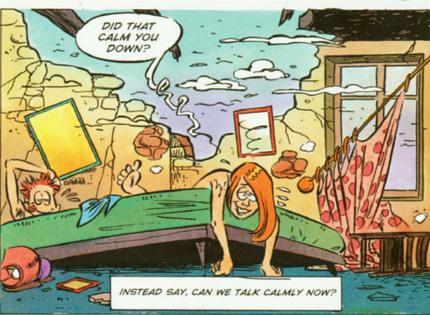
WHAT NOT TO SAY DURING SEX #2

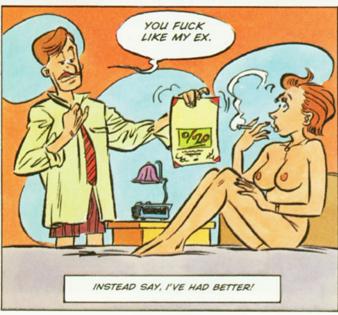




































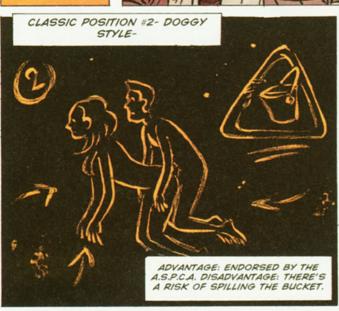


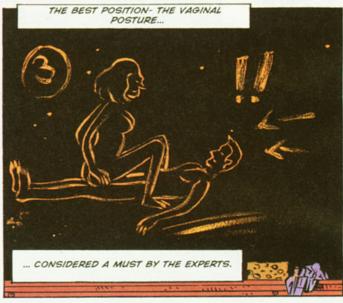












AND AFTER A
YEAR AND A
HALF (OR 44
YEARS), ONCE
YOU'VE TRIED
ALL 529
POSITIONS,
WHAT THEN?
YOU CAN
CHOOSE
BETWEEN?





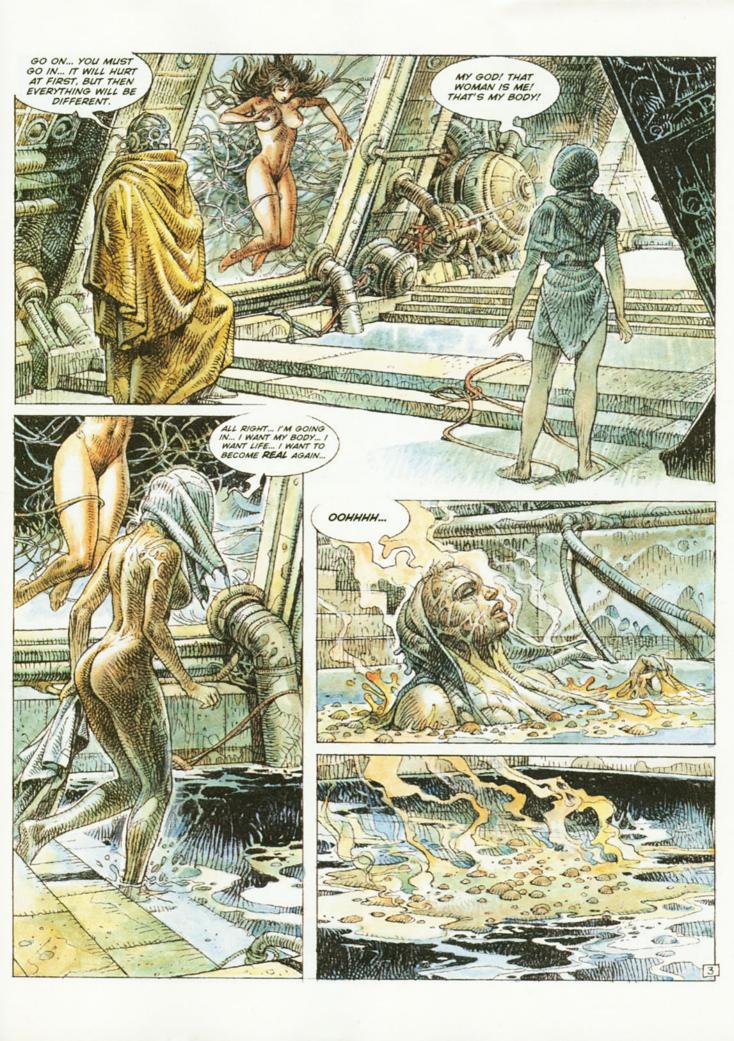
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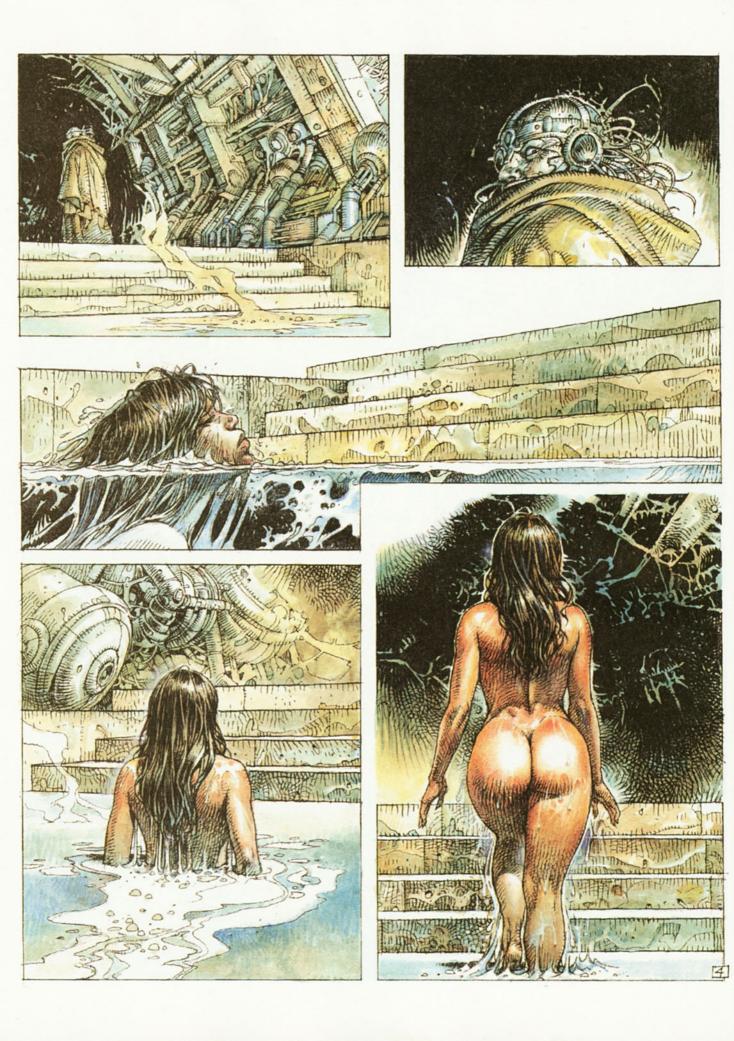










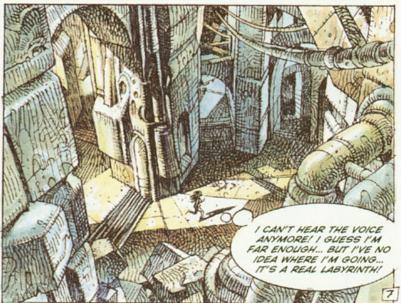




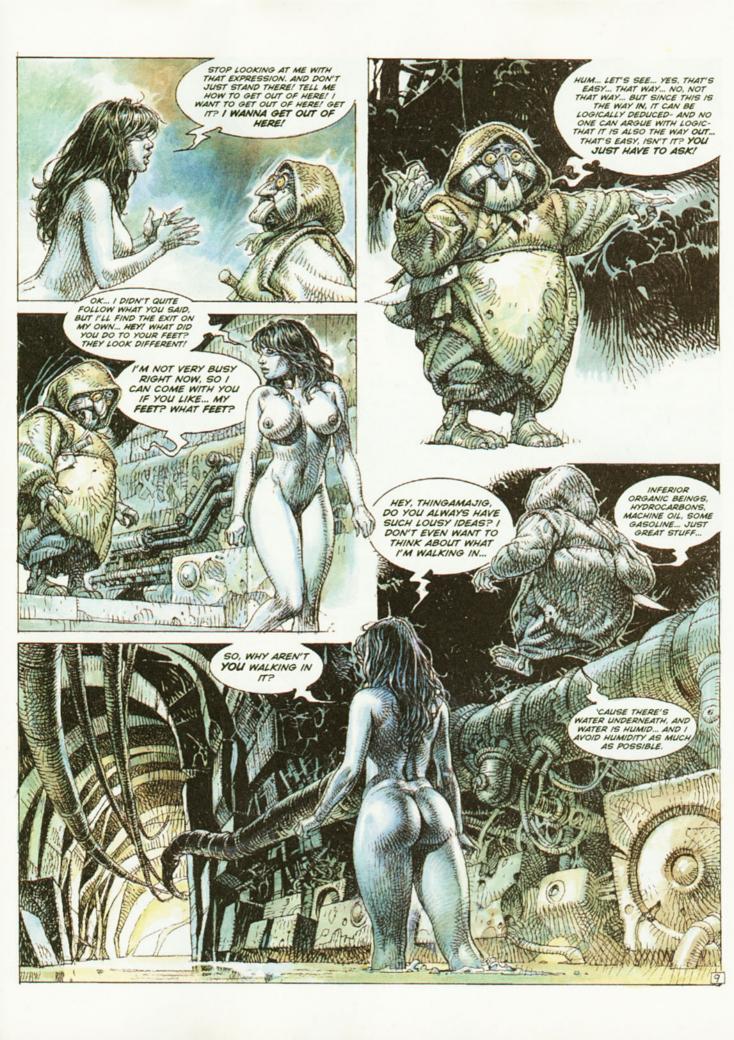


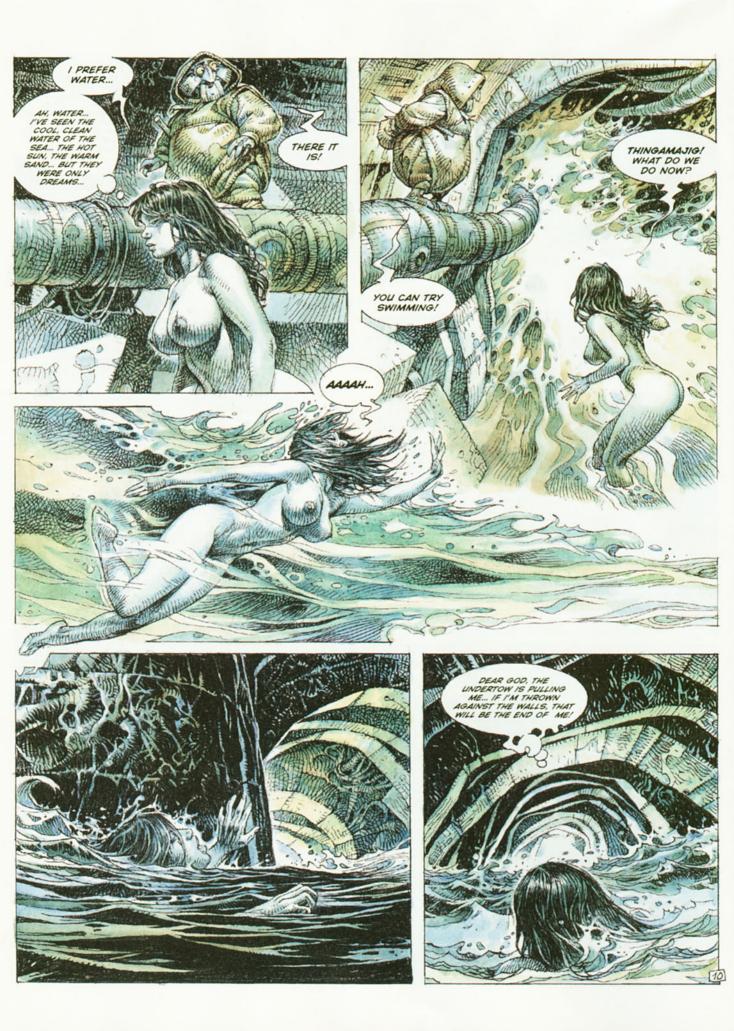


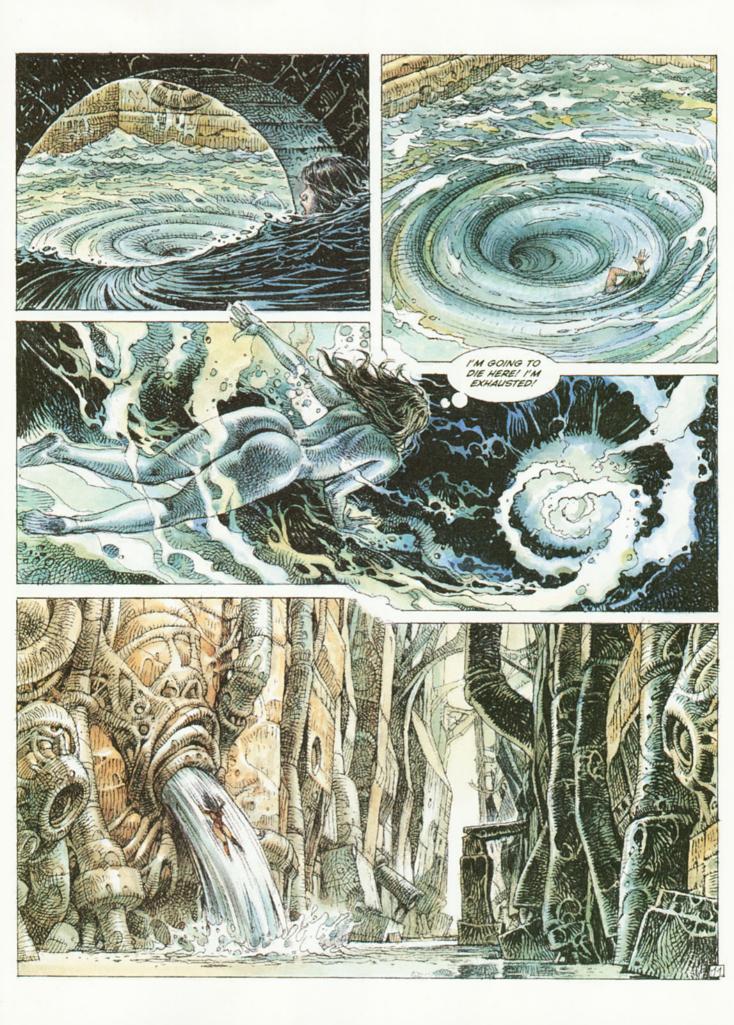


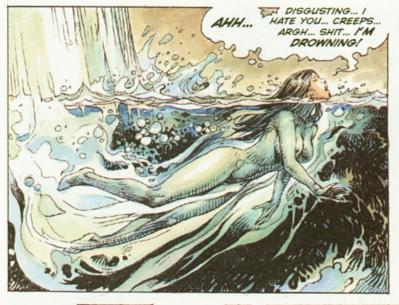












































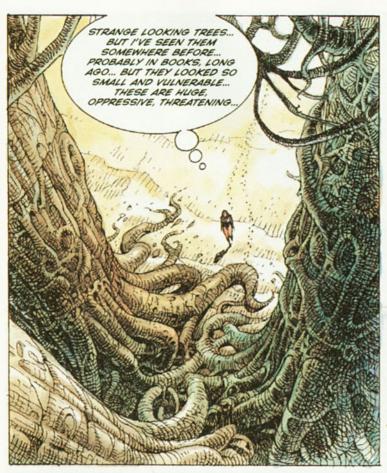


















WHERE THE HELL ARE YOU, VILE GNOME? CAN'T YOU SEE WHAT YOU'VE GOT ME INTO? AND HERE I AM CHASING AFTER YOU! I'M EVEN DUMBER THAN YOU!



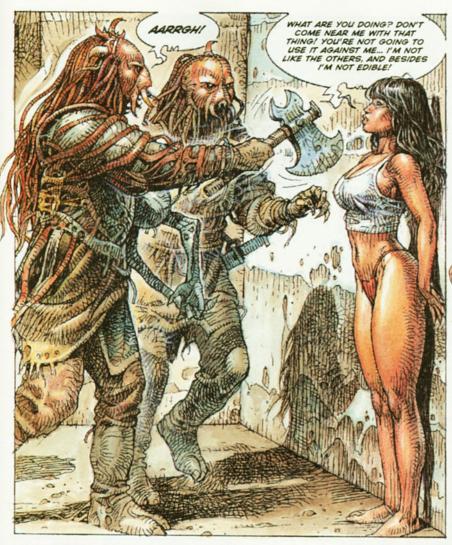


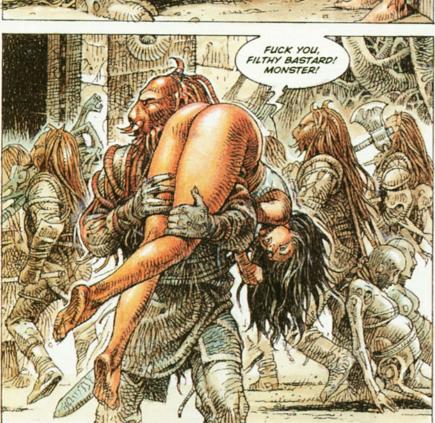






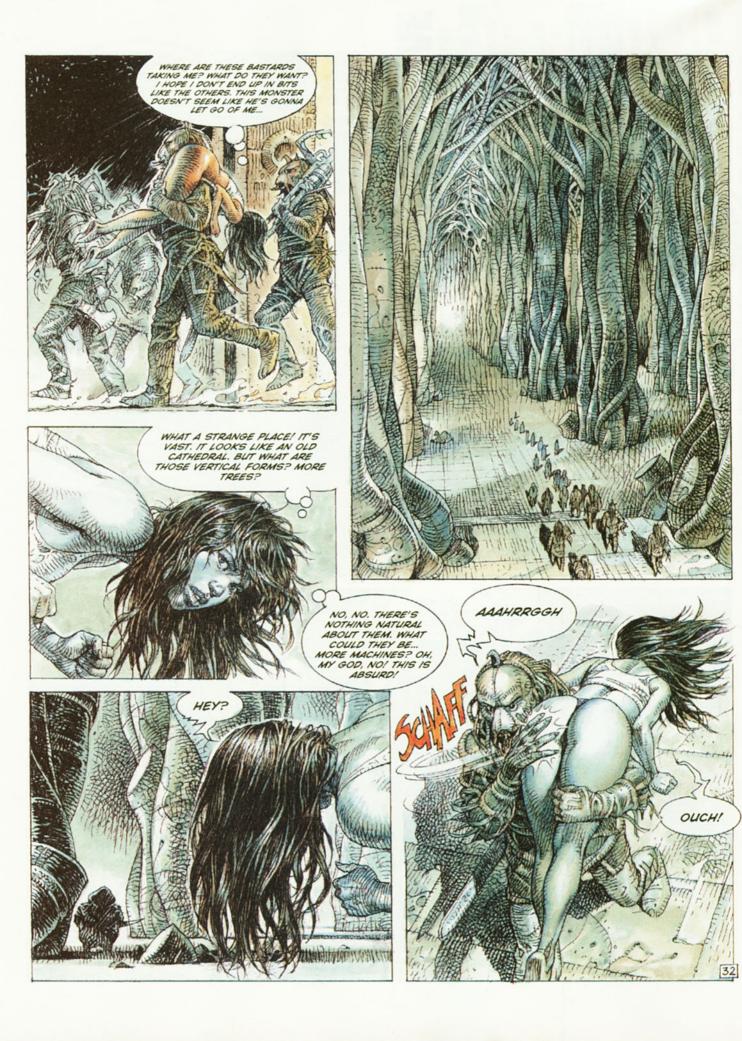














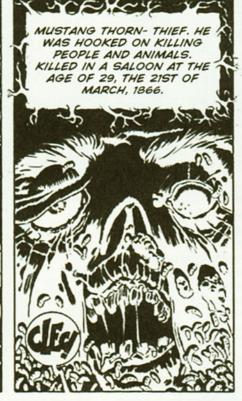
THE DEVICE OF THE PROPERTY OF













story: Paolo Di ORAZIO

art: Roberto Ricci





















































































MAYBE SHE HAD WALKED

HE'S TRYING TO SPEAK. HE MOVES HIS MOUTH, HIS TONGUE.

COCHI

IT'S A HORRIBLE SENSATION.













... OBLIGES HIM TO FEED ON HUMAN CORPSES!





















I'LL MISS YOU, OLD INDIAN. I WILL PRAY FOR ALL THE DEAD. YOU THORNS GOT WORTHY BURIALS. GOD CAN LOOK AT YOUR FACES NOW.



















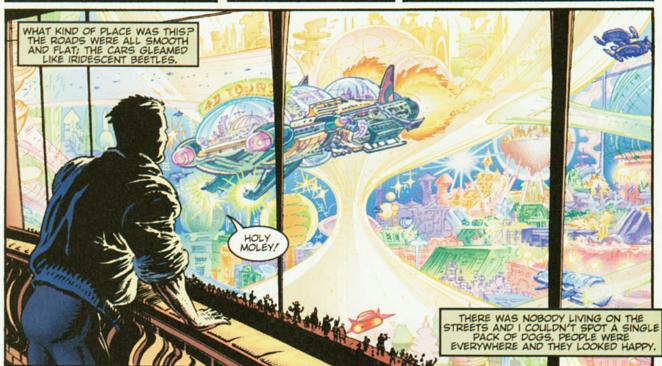


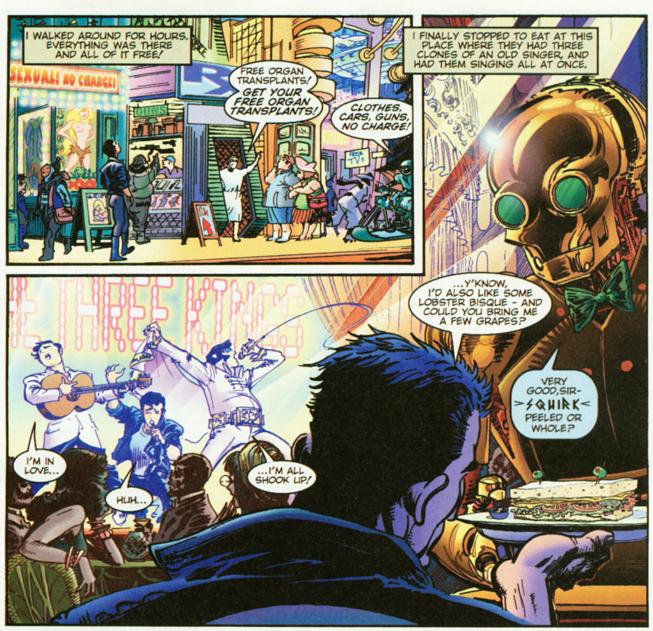




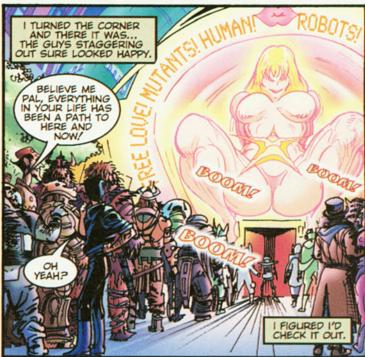












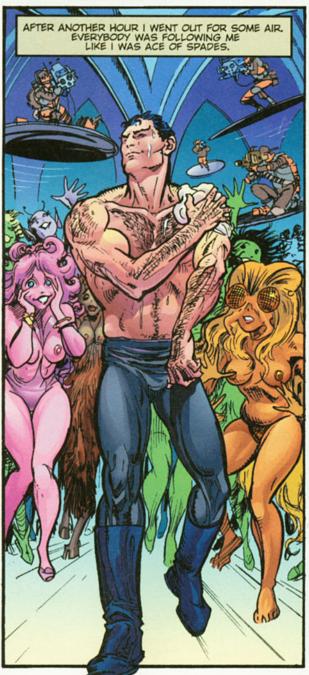


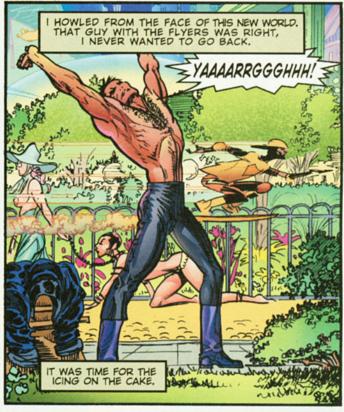












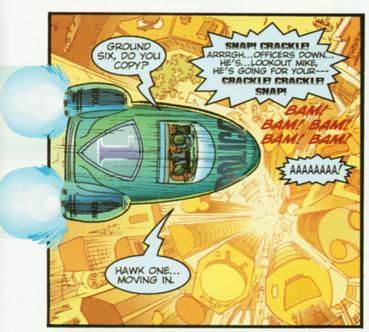






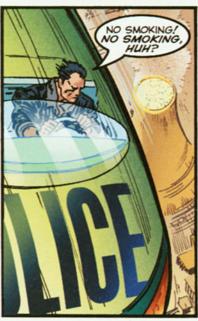








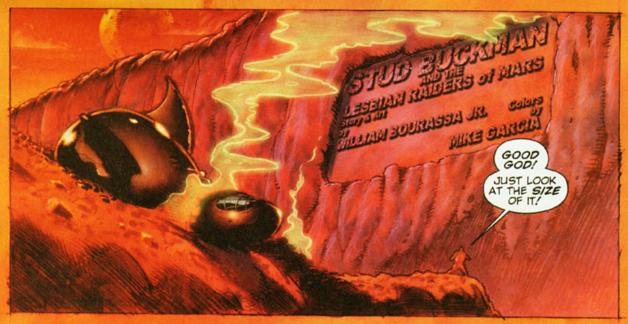






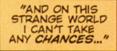












SAY, THOSE STRUCTURES LOOK LIKE THEY'RE FROM THE EARTHLY ISLE OF LESBOS!



WHICH CAN MEAN ONLY ONE THING--



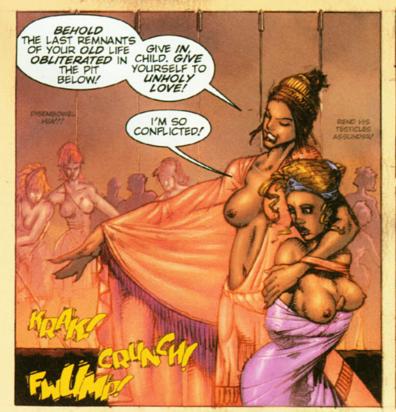














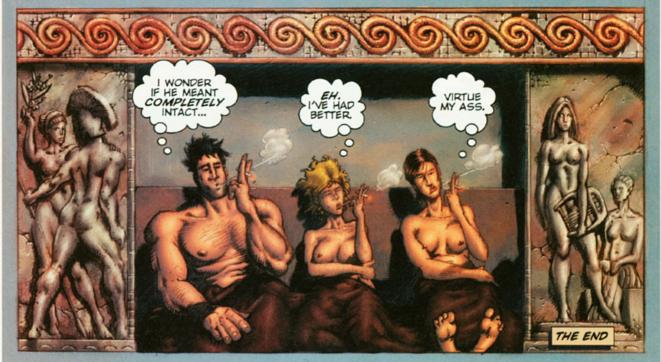






SHAME ON YOU. FOR AS THE TENTH MUSE, SAPPHO, WROTE SO LONG AGO: "SOME SAY AN ARMY OF HORSEMEN, OR INFANTRY, A FLEET OF SHIPS IS THE FAIREST THING ON THE FACE OF THE BLACK EARTH, BUT I SAY IT'S WHAT ONE LOVES."





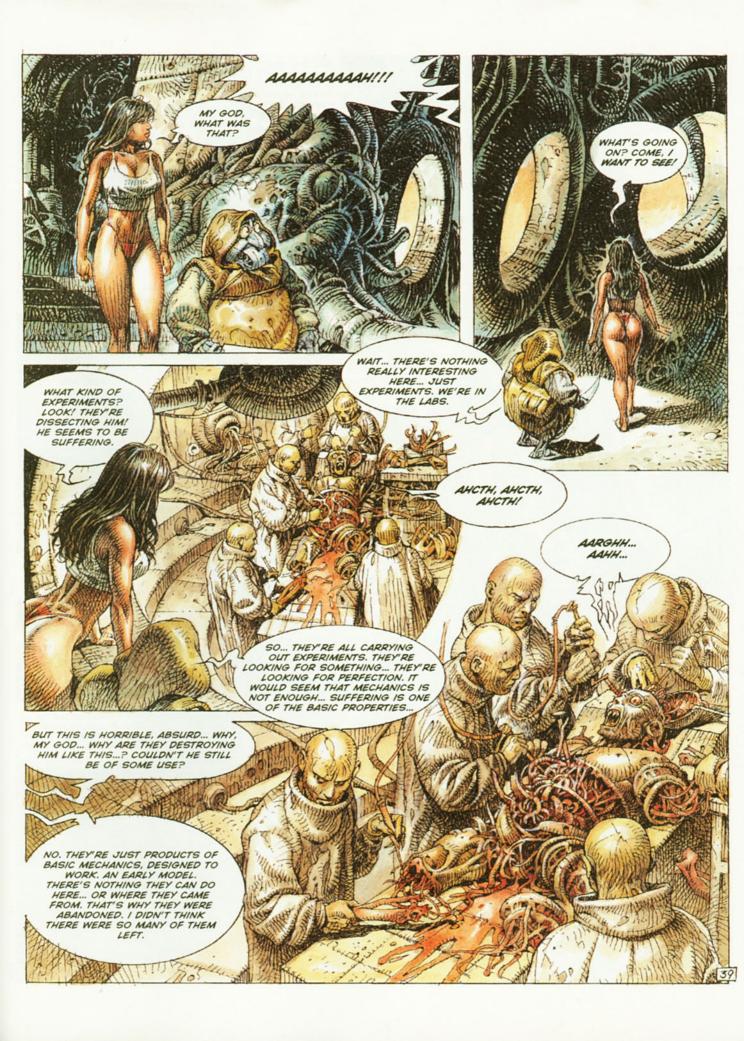












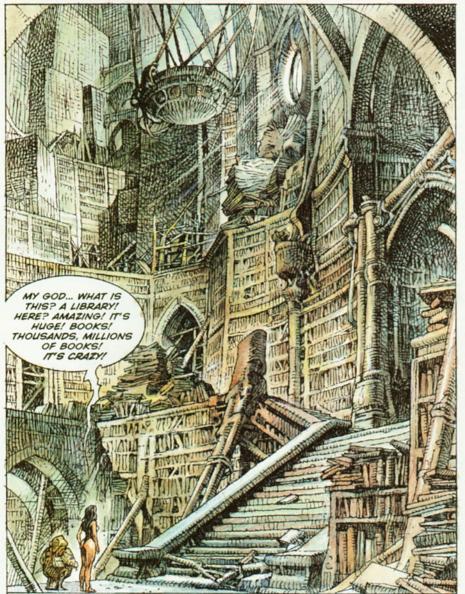






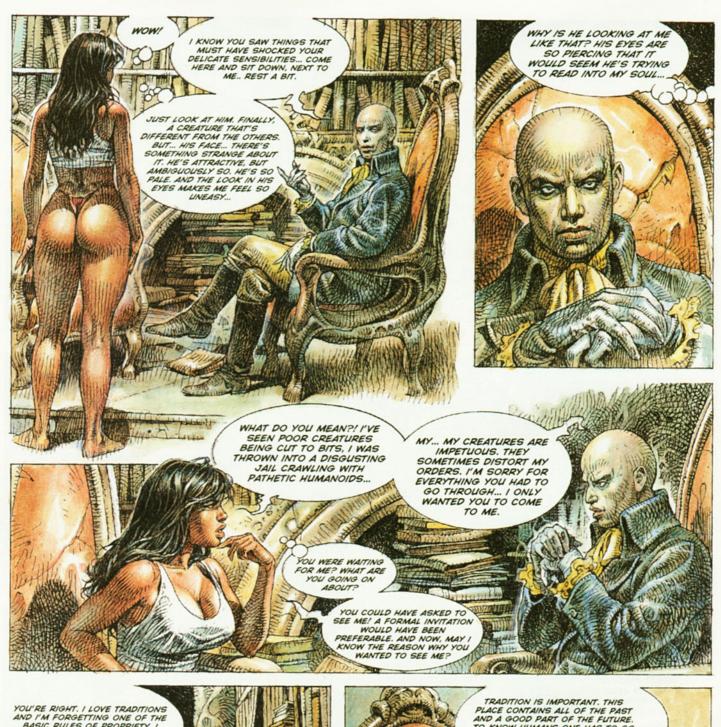












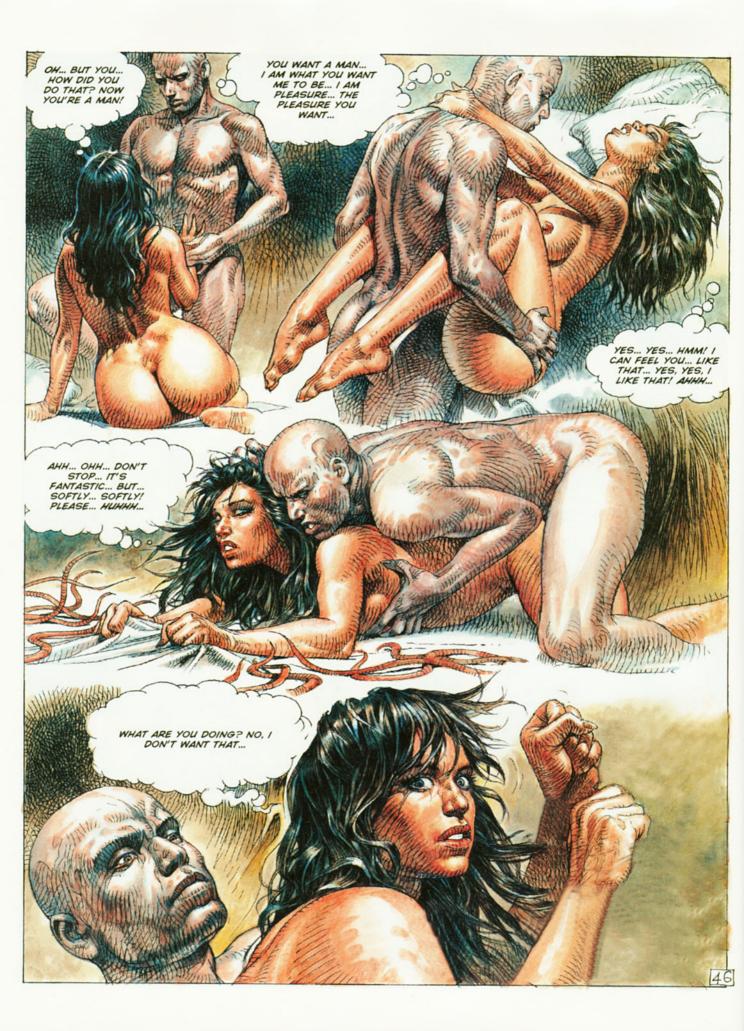


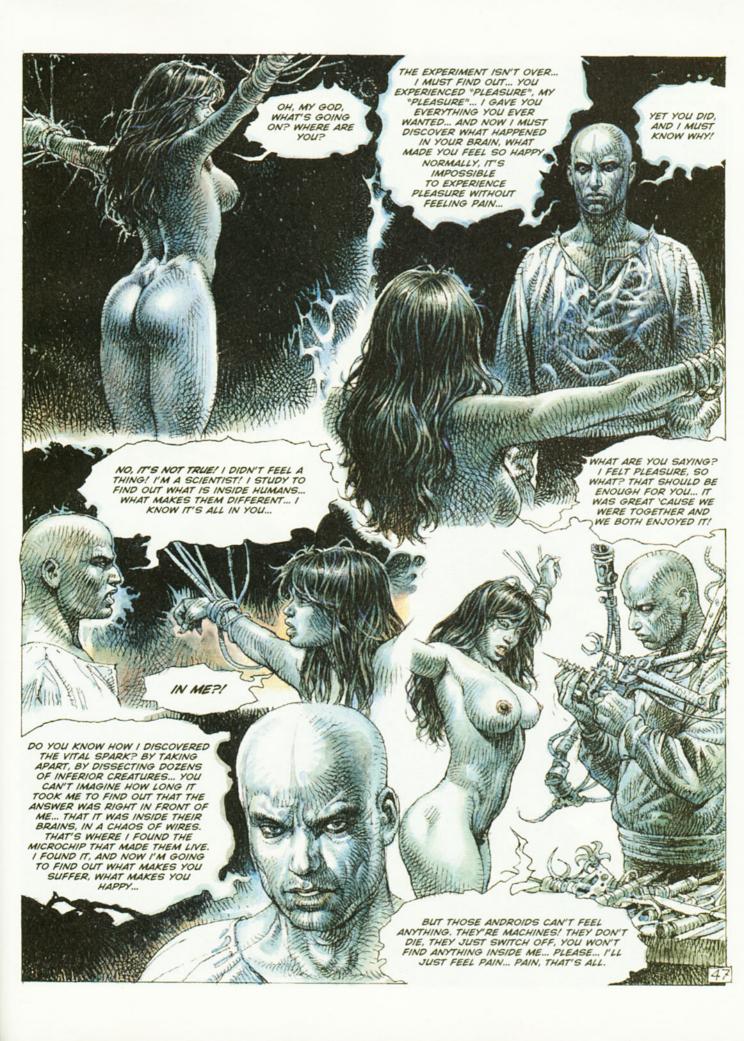


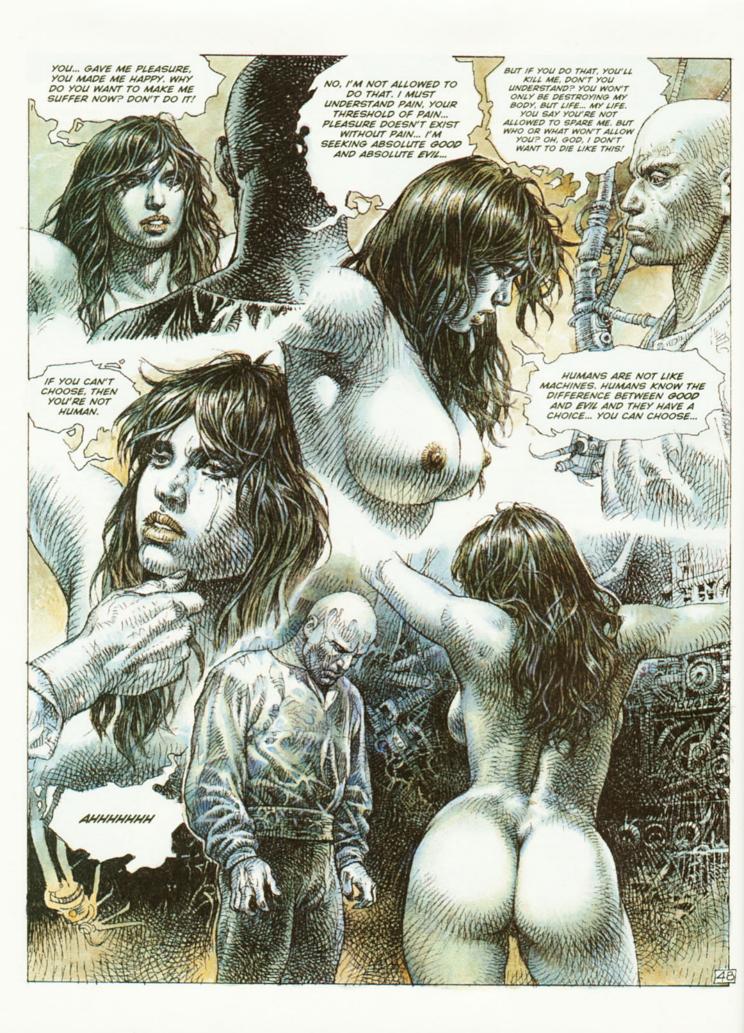


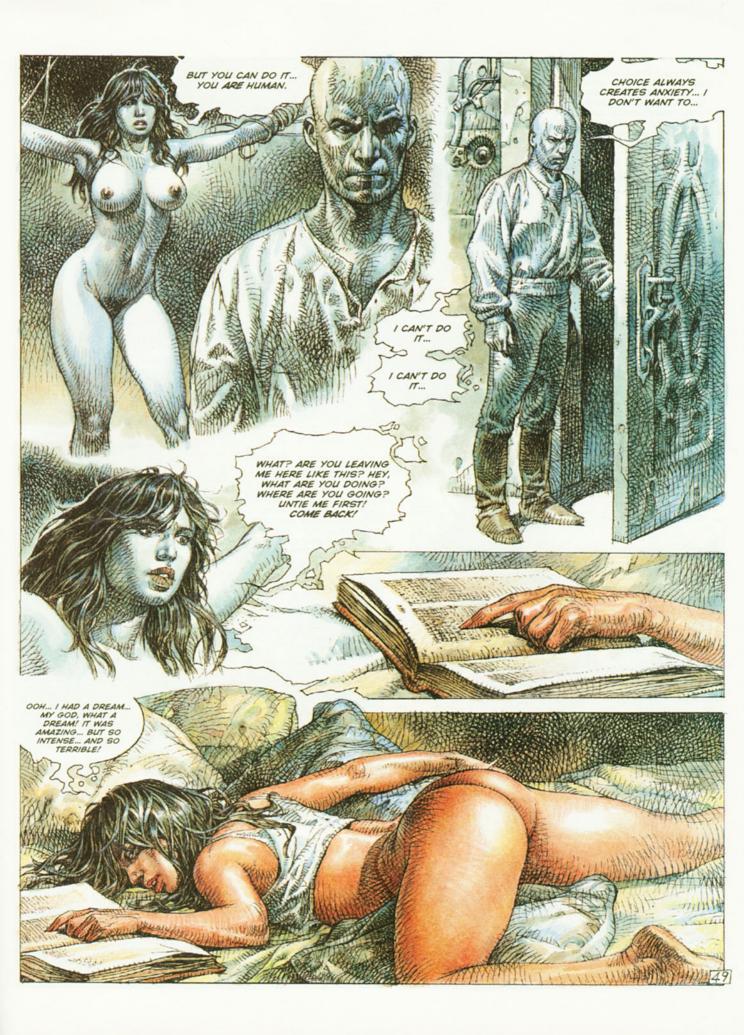


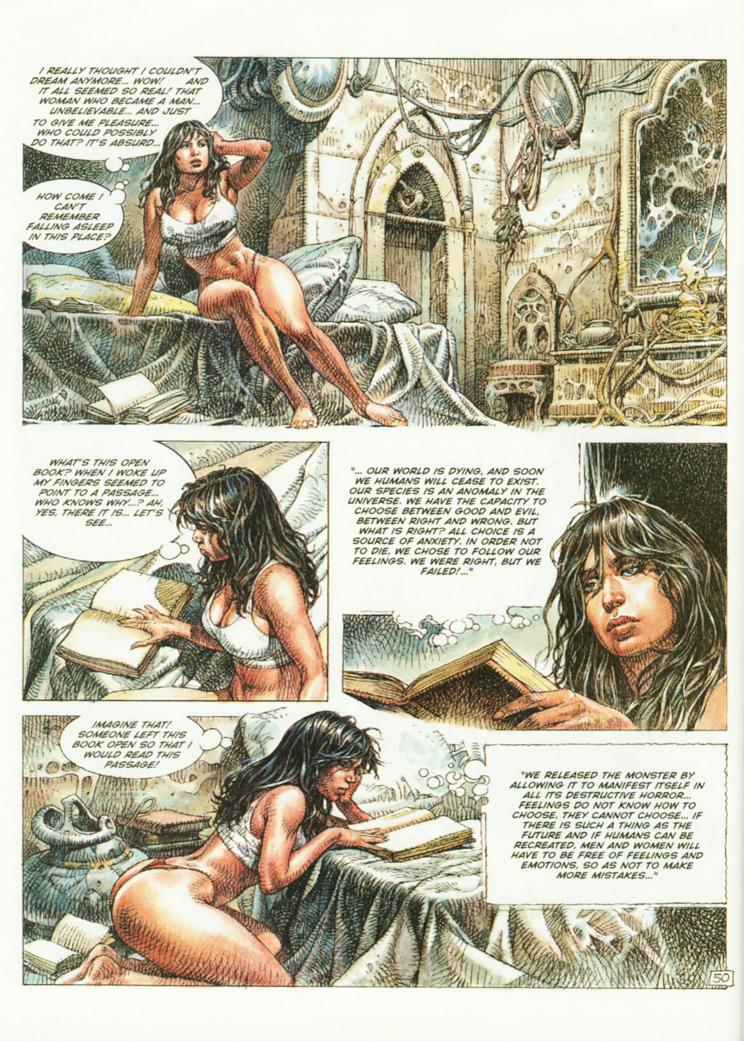














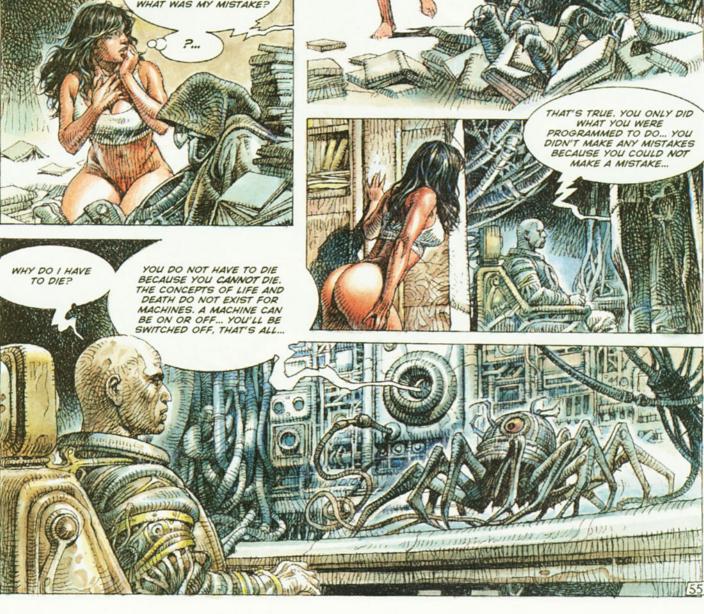












SHIT! WHAT HAPPENED HERE?







