

**Heavy Metal** 

July 2004

Vol. XXVIII No. 3

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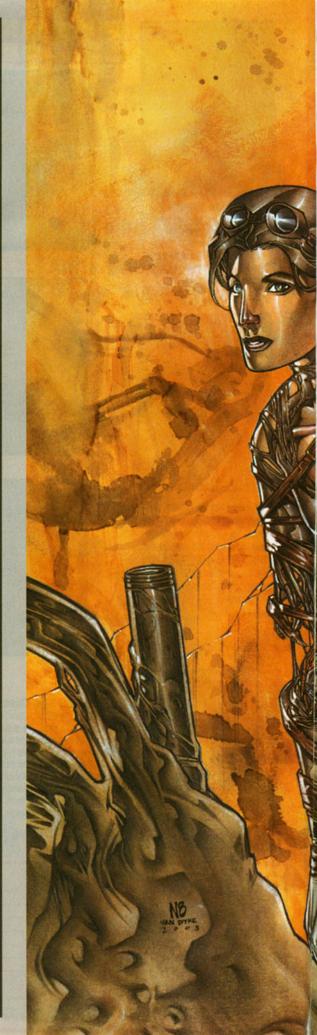
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# **PUBLISHER'S NOTE**



MARTIN EMOND 1969-2004 AN AMAZING HUMAN AN INCREDIBLE ARTIST.

Tough to start this month's Publisher's Note, as we lost one of the good ones recently. There is a lot that could be said here, but I'll just say the most important one—he will be missed.

I want to welcome another amazing European artist, "Beet" to the U.S. fans. After selling all over the place over there, he's jumping the pond to hang out with us. I want to give a special shout out to Nate Van Dyke who contributed our "Featured Artist" painting, as well as a short story inspired by it. Nate was shooting for the cover with this killer painting, and I promise his next one will get the front.

The featured story in this issue has been lighting up the web-site message boards with each of it's first two installments, and finally we get to all enjoy the third chapter of "YIU"! Everyone's favorite "Lorna" artist, Azpiri is back with his second chapter of "Demon Wind" for our reading pleasure, and look for the final chapter coming soon. Bernet and Abuli are back with the final chapter of the twisted western adventures of that rat, "Snake". All in all this is shaping up to be an issue of all my favorite contributors coming back to hang out with us! Mauro Balloni turned out a great new samurai short in "Oni Nights", Goupil and Walter join in with their wacky sex romps, and Baloo, Aris and Leprevost give us another crazy tale.

I always feel like I leave Karl Kofoed and S.C. Ringgenberg for last, and I don't want them to think they're being looked over in our all-star lineups, as I always look forward to their contributions with "Galactic Geographic" and the "Dossier" as do a bunch of other folks. Keep shining on guys.

Ken Meyer Jr. is in the "Gallery" this issue, and I'm thrilled to get him there. He's been working hard, and waiting a long time. I love the work, Ken and know you're going to find more fans now.

To wrap up this month, I want to thank all the folks that have been hanging out on the Heavy Metal web-site, and invite all others to check it out. We're adding about 30 new images a week between all the channels, "Biz and Buzz Scout'n Tang" and "2 Drunk Idiots" still being the favorites. The new section "What's On My Brain" has turned out to be a hit, it's the newest channel where I talk about and post weekly photos of all my adventures. While you're there, be sure to sign up for the bi-weekly newsletter, as each installment gives you all the latest on upcoming Heavy Metal projects, original art, and always includes special discounts on choice items from the online store.

Okay that's it for me this time around gang, be talking to you all soon!

Best.

King East May

# LETTERS TO THE EDITOR

Dear H.M.,

I am from the land of Oz. I am a 21 year old male and have only found out about H.M. about 3 years ago. I don't know why, I guess Oz is pretty slack when it comes to promoting H.M. stuff... Anyway, ever since I was a kid I have been talented with art, so I have always had a good eve for detail and usually know when something is a crock of shit. But I will never forget the first time I saw my T.M.N.T. action figure (Raphael)... I was speechless... Never before had I seen something so cool. From then on I collected everything-video tapes, all the figures, comics, hell even the lunch boxes. I even used to be the best ninia turtle sketcher in my class. Anyway I hit puberty and all my turtle stuff slowly moved to the attic. Kevin Eastman and Peter Laird had disappeared from my life... for now.

Then in my late teens I wandered into my local video store in a stoned kinda way and saw this cool looking cover of a chick on the back of a pterodactyl... what's this I said to myself? I read the back cover... Wow! Kevin Eastman is involved in this? I gotta rent it! As soon as I got home I smoked a few cones and chucked in the video and whoa!! I was totally blown away. You mixed awesome animation with great enjoyable stories all the while with heavy metal music in the background... Kevin Eastman had won me over for the second time!! The movie inspired me so much. I can't thank you enough. Ever since that day I have been hunting down all kinds of heavy metal merchandise I can get my grubby hands on, but I can't find many of the magazines over here. Also I don't have a credit card to order stuff on the net and this is

Kevin, I see a lot of potential with H.M. in the future. I hope there are more movies and games in the pipeline. If there isn't you must be mad!! Simon

#### Dear Simon,

Thanks for your letter and wonderful comments- really made my day! We have gotten a bunch of great mail from fans "Down Under" anytime the magazine reaches there. It's tough because the import costs and taxes put the price of it up so high. We tried to work out a publishing deal with a company to print it there to make it more affordable, but even that ended up too costly. Thanks for your support from so far away at such a high cost- I'm your biggest fan now!

Dear H.M.,

I've just bought CEREBUS #300. It's the first issue I've ever bought of this comic, due to all the brouhaha surrounding the final issue and I was surprised to see a photo in which we can see Kevin Eastman and Peter Laird. It's in the letters section, where a reader asks

Sim about Laird's apparent intention of reprinting TMNT #8, editing out the appearance of Cerebus. Sim subsequently offers a lengthy response mentioning Kevin's name several times. I don't know if you've read it, Kevin, but if you did I'd like to know your opinion about it. And also, what do you think about Dave Sim and his 300 issue Cerebus run? What are your memories about your collaboration with him in TMNT #8?

Screametal

Dear Screametal.

Thanks for your e-mail, and I bought issue 300 as well. I used to buy every issue, but when Dave started putting out the big collections, I just waited for one of those, and then could read the whole storyline all at once. Dave was, is my mentor in many ways. He is an inspiration as a self-publisher to a great many, and specifically to me. I loved the "Underground" publishers that inspired Dave, but the success of Dave's "Cerebus" in the new direct distribution market, showed us it was possible to make a living at it and own and control your own creation. Dave's first issues of "Cerebus", he drew like Barry Windsor-Smith's "Conan", our first issue of the "TMNT's" were drawn like Frank Miller's "Daredevil" and "Ronin". I guess you'd say Dave's work was more than an inspiration, huh? Working with Dave on TMNT #8 was one of the best times I've ever had working on a comic, and one of the works I'm most proud of ever. If Pete feels the need to change it, shame on him. but at least the original vision is still out there somewhere.

Dear H.M.,

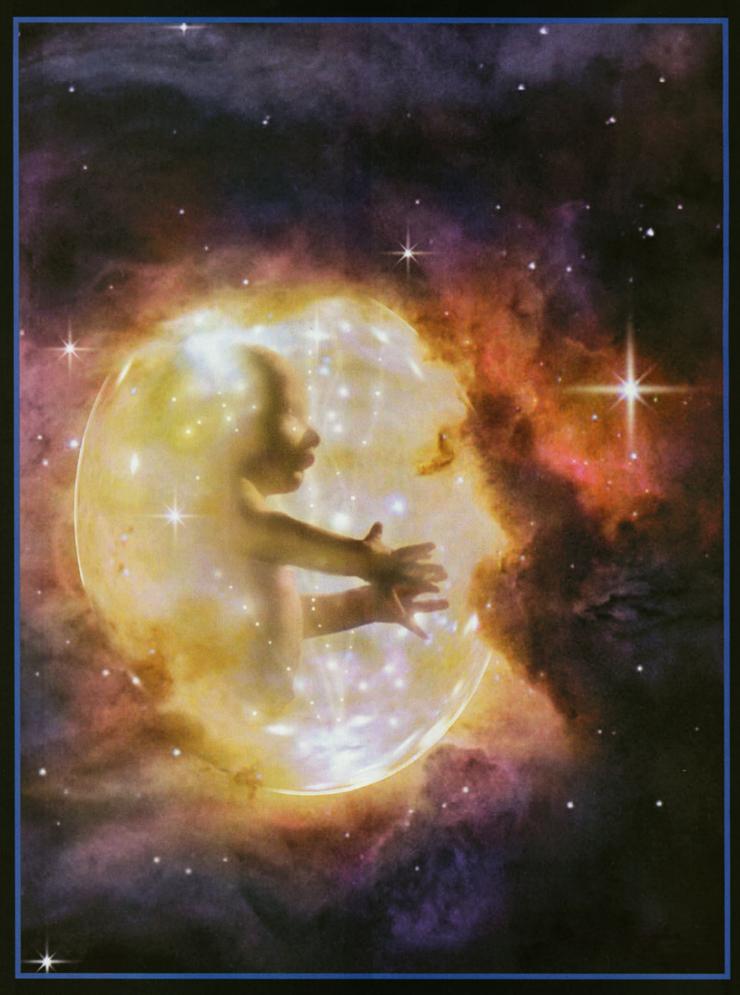
Allow me to introduce myself. My name is Edgar Espino and I have been a fan of your publication for a long time now. It was back during May 1996, while browsing at a bookstore that I discovered your magazine. By that time I had been doing pencil drawings, which most of the people I knew thought were a bit too graphic and not artistic. Which was funny considering some of them were art students. Anyhow, back at the bookstore, some teenagers were flipping through the pages of what seemed like the pages of an adult magazine of some sort. One of them muttered, "Hey, that's very cool". "Oh you don't know Heavy Metal", the other one said. The words Heavy Metal caught my attention. They left and I picked up the magazine. On the cover was a painting of a very sexy woman surrounded by bats and in a very clad outfit (an Olivia cover). My curiosity grew as I realized the title of the magazine was everything but what I had in mind. I took the magazine to the counter and while waiting to pay for it I realized that the contents seemed a lot like something I would draw myself. But there was something more... much more. The graphic stories were intriguing and very interesting. The ads also revealed more artwork like that which graced the cover of the magazine. I found Royo, Olivia, Boris, Julie and so many more. I was so caught into it that the lady at the counter had to yell at me to call my attention. The next few days seemed like this magazine was the center of the universe. I ordered some back issues, a print of one of Royo's paintings that still hangs on my wall and finally two of the "best of" material to catch up with the stories.

Edgar

Dear Edgar,

Thanks a million for your wonderful, inspirational note! You sound like me when I first bought the first issue back in 1977—I was hooked for life at that moment, just like you—and it carried my drawing to a whole new place. I check out your web-site (www.fantasyerotica.net) and think your work is great. You're making leaps and bounds with your style, keep it up and I look forward to publishing you someday.

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



### GALACTIC GEOGRAPHIC

# GALLERY

# CROWN OF CREATION

New painting at the Myhr Center recalls an artist's view of the meaning of life.

Tist and art historian DFA Jusk Ligeac was asked by a student to comment on the meaning of life. At the time, in 2061, the artist and teacher was creating a series of space art cover paintings for several books.

"Have you turned on your Datastrator today?" Ligeac demanded. The student glumly shook his head. "Then you're not likely to find out today, are you?" advised the professor.

Of course, the question was as important to the student and his professor as it is to all living things. We all wonder: "Who am I? Where did I come from? Where am I going? What is the meaning of life?"

These questions have haunted mankind since its beginnings. It is said that all of us live alone, together. In questioning the meaning of life we are united. Why did Ligeac answer his student as he did?

Perhaps he was saying that life is a search, and only by doing can we find the answer to our questions.

Ligeac left notes among his writings that give us a clue. "The meaning to life," he once wrote in a sketchbook, "isn't known until it's



been lived. Its meaning will be judged by our descendants." (Stellar Journals, 2049)

No doubt Ligeac was pondering this question when he created "Crown of Creation," the painting reproduced on the opposite page. One of several Ligeac homages to the historic film "2001-A Space Odyssey," it depicts a newborn child enrobed in a nebula full of bright newborn stars.

Art historians say the work was Ligeac's homage to his son, born earlier in the year he did the painting. But his son Quentin reported that he once asked his father, "Are you saying in this work that humanity is the crown of creation?" Ligeac shook his head. "No," he told his son sternly. "Life is."

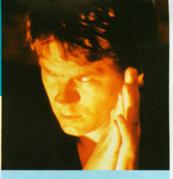
For this reason this work of art was chosen from among many other great pieces of classical space art to hang in the Great Hall of Life at the

Myhr Center. J. H. Frank, director of the Myhr Arts Center, said at the picture's 3004 unveiling, "Without reverence for life, mankind has no business among the stars."

We think Jusk Ligeac would agree.







Ken Meyer Jr. has worked as an illustrator/ designer for close to 20 years. He has worked in comics (being nominated for an Eisner award in the process), paper games (Magic the Gathering, White Wolf games and many more), online games (the popular Everquest) and more.



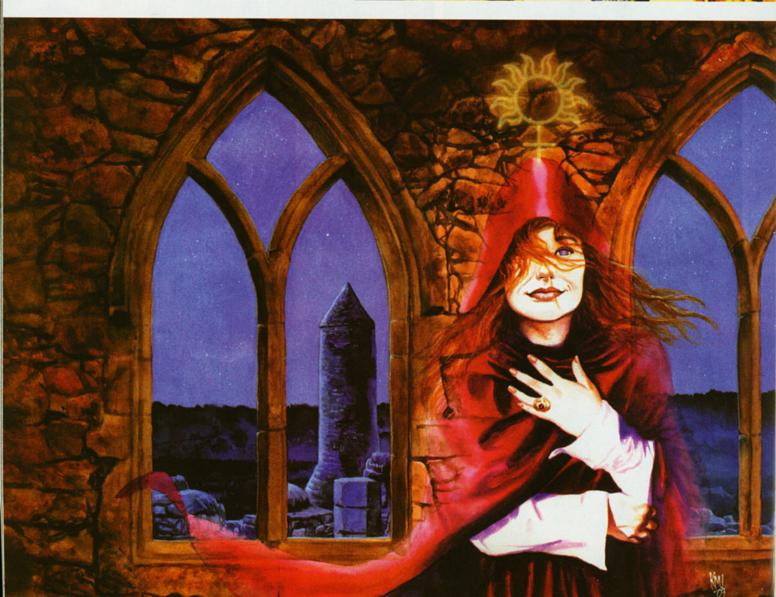


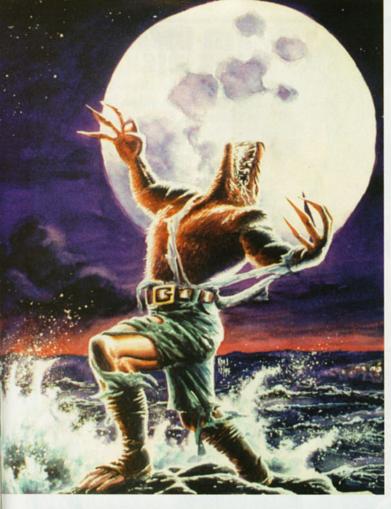
He has also worked in the education industry, in professional training, web design and other areas. Among his stranger jobs was working 'across the field from Area 51,' on the Stealth Fighter when it was still classified.



Current projects include the Tori Amos RAINN benefit calendar (05/06), which he designed, produced and did a painting for, along with work for Bell Helmets and many private commissions. He has lived in more than 10 states. the Philippines, and now resides in his old junior high school haunt, Savannah, Georgia. More work can be seen on his site at www.kenmeyerjr.com and he can be reached at kenmeyerjr@coastalnow.net

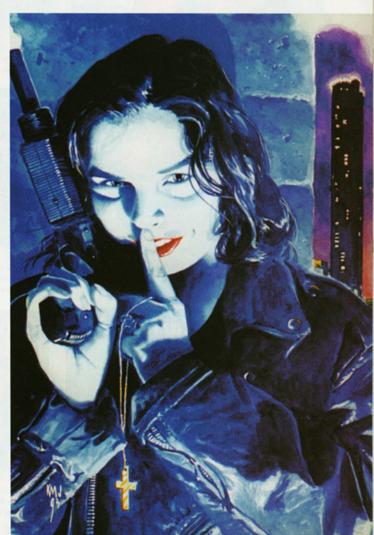












#### Hooray For Wally Wood! By S.C. Ringgenberg

Wally Wood's (1927-1981) story is ultimately a dark tragedy, underlit by lightning bursts of artistic brilliance. He was a man consumed by his inner furies, who nonetheless left behind an amazing artistic legacy. Wood is one of the greatest cartoonists of all time, and his short, sad life is emblematic of the lives of many talented artists who devoted their lives to comics and received precious little in return. Wood was quite literally, a jack-of-all-trades. He could write, draw, ink, letter and conceive characters with the best of them. Many comics historians (myself among them) think he was the greatest comic book inker of all time.

TwoMorrows Publishing's Against the Grain is a masterpiece of biography and comics history. In all honesty, once I started reading it I had a hard time putting it down. It's mostly well written by knowledgeable sources and has the grim fascination of watching an inevitable train wreck unfold in slow motion right before your eyes. It shows that Wally Wood had many, many opportunities to succeed with his work. For instance, he could have made a fortune in commercial art like E.C. colleagues such as Jack Davis or Frank Frazetta, but he mostly chose not to because he loathed the advertising industry. At other times, Wood fell victim to plain old bad luck or bad timing. Against the Grain presents a balanced view of Wood's triumphs and failures



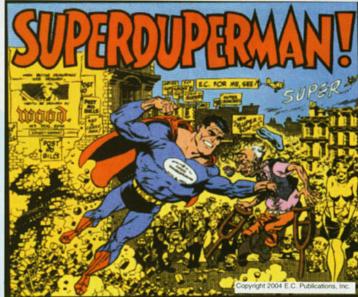
that's generally sympathetic but always honest.

Learning more of Wood's troubled personal life made me doubly appreciative of his amazing output of really first-rate work. Even Wood's mediocre work is still visually interesting, and imbues the lousiest script with a veneer of class due solely to Wood's complete mastery of his chosen medium.

He's an example of someone who really gave his all for his art. What a shame that he was never rewarded at a level commensurate with his skill. Throughout Against the Grain, Wood's talent, intelligence, generosity, and personal decency shine through, even though editor Stewart and his many contributors make no effort to gloss over Wood's alcoholism, his self-destructiveness and the bottled-up rage he was apparently unable to express.

Bhob Stewart and designer Greg Sadowski have done an admirable job of assembling this book. There is much rare and beautiful artwork here, thought it would have been nice to see more of the black and white artwork reproduced larger, especially the unpublished work. Personally, I could have done with a lot less of Wood's childhood artwork. A few examples showing early versions of his characters would have been sufficient. Still, these minor quibbles aside, this is a thorough, longoverdue look at one of the most influential creators in a native American art form. I predict that Against the Grain will stand as the definitive reference on Wally

Let's hope it also arouses more interest in reprinting all of his work from Marvel, Warren, DC, Gold Key, Harvey, Charlton, and other publishers. For instance, based on what's collected in Against the Grain, a book of all 200 of Wood's illustrations for sci-fi digests like Galaxy would be most welcome, as that represents some of his best work anywhere. Fortunately, all of his EC work has been reprinted and most of his Mad strips have been reprinted in paperbacks and special issues over the last five



decades. If you're unfamiliar with Wood's EC work, don't waste any time looking it up. His science fiction, shock, war, adventure, and humor strips for EC are some of the best work done in comics by anyone anywhere. Amazingly, the EC work is only a fraction of his vast, largely excellent oeuvre.

Against the Grain serves another valuable function, for it collects some of the only interviews Wood ever did. Despite the adulation many fans gave him, Wood had a rather prickly relationship with organized fandom, and his natural reticence kept him from speaking to interviewers more than occasionally. This is evident from the way some of the articles in Against the Grain keep returning to the same quotes from the few existing interviews. Still, there are new interviews here as well. An interview originally conducted in French is published here in English for the first time.

In the end, Against the Grain leaves us with a well-rounded portrait of an artistic giant who left behind a legacy of staggering beauty and unparalleled imagination. Wally Wood enriched the comics medium in ways that only a handful of others (Foster, Raymond, Caniff, Eisner, Kirby, Roy Crane to name a few) have ever matched. Despite the hardships he endured, the totality of Wood's output is a magnificent, heroic monument to his skill and vast imagination.

And if reading Against the Grain gets you fired up to track down some rare and unusual Woodwork, I heartily recommend Two Morrows' The Wally Wood Checklist by the Bhob Stewart and

uber-collector Jim Vadeboncoeur, Jr. It's packed with listings of most of Wood's comics, books, and magazines, though it includes a disclaimer that it's not complete. In fact, it doesn't even list the cover to the Sea Hunt board game that Wood painted, which is reprinted inside the checklist! Okay, so it doesn't record every board game, puzzle, lunchbox or piece of commercial art the prolific Wood ever did (which would be nigh unto impossible), it's still the best resource out there for serious Wood collectors and a damn good buy for \$5.95. It's available from TwoMorrows' web www.twomorrows.com.

And fortunately, some of Wood's other worlds are back in print in a variety of easily accessible volumes and formats. DC Comics' Archive Editions will be reprinting the complete run of what was probably Wood's most sustained effort on any group of characters, the T.H.U.N.D.E.R. Agents. D.C.'s Archive Editions are hardbound volumes printed on slick heavy stock in color, and





they're consistently one of the best reprint series. They're available at comic book stores, mainstream bookstores, and at all the major online booksellers, of course.

For the serious Wood aficionado, getting the T.H.U.N.D.E.R. Agents Vols. 1, and all subsequent volumes, is a must. T.H.U.N.D.E.R. Agents comics, including Dynamo and Noman contain some of Wood's finest comic book work of the 1960s. And since he was largely given free reign on the stories, they contain also some of his best writing and a seemingly endless flow of cool characters, mostly created by Wood himself. And, in addition to Wood's superb writing, drawing inking, T.H.U.N.D.E.R. Agents, also features excellent work by Gil Kane, Reed Crandall, Dan Adkins, Chic Stone, Mike Sekowsky, and of course, Wood's ever-changing cast of assistants. As one of the best superhero series of all time, I give DC's T.H.U.N.D.E.R. Agents Archives my highest recommendation.





addition to the T.H.U.N.D.E.R. Agents books, you'll also want to pick up the second volume of D.C.'s Challengers of the Unknown archives. The Challengers were created for D.C. by Jack Kirby, who drew the initial four or five Challengers stories. then brought Wood in as an inker for five issues of the comic book. As always, Wood's smooth inks coupled with Kirby's dynamic pencils made for exciting, beautiful art. As a fellow Wood enthusiast, I heartily recommend acquiring any comics that Kirby and Wood collaborated on. And don't overlook Pure Imagination's excellent Sky Masters collection that reprints the complete run of daily and Sunday pages for Kirby and Wood's short-lived outer space newspaper strip.

Marvel has also reprinted all of Wood's short but memorable run on the early Daredevil in both hardcover and trade paperback format. It's in full color on good paper and for the money is one of the best entertainment bargains out there. You can also find Wood's work sporadically within the Essential Avengers, Vol. 1, and here and there in other Marvel titles reprinting comics from the 60's. For more information on exactly where to track down Wood's comic book work, snag a copy of the aforementioned Wallace Wood Checklist.

And as always if you check out any of the companies mentioned in this article, please tell 'em *Heavy Metal* sent you.

#### And A Side of Red Meat

Carried in some 75 papers nationwide Max Cannon, s Red Meat is one of the most bizarre and mordant comic strips on the independent comics scene. Cannon, s gift for wringing laughs from truly odd humor and whacked-out characters may soon enable him to start warping even more minds, if a potential cable deal comes through. For additional helpings of Red Meat, check out his web site at www.redmeat.com.

**RINGGENBERG:** Red Meat is done in a unique visual style. How do you draw it?

CANNON: I use a Macintosh computer and a program Illustrator. Basically the artwork's all drawn with a mouse on the screen. No scanning involved. I reuse a lot of the art that I've created, but every week I modify it somehow or clean it up "It does subtly morph over the months and years, to change quite a bit" I basically do one cartoon a week generally "I'll sit down and just start free-associating basically...I usually don't ever have an idea ahead of time before I sit down to do it" I just try never to think about it ahead of time "Most of the characters come from either various aspects, albeit dysfunctional ones, of my own personality, or just things around me" sort of a composite of people I know or people maybe that I've run into that I don't really know but maybe struck me as unusual "(Ted), the dad character, is based physically on my dad growing up" As a child looking on adults, they seemed kind of quirky and bizarre and (there was) another layer of reality or several other layers of reality going on behind their ostensible behavior. So I sort of took that and amped it up injecting maybe a little paranoia, a little just out-andout fear, a little bit of bizarre speculation and sort of come up with behavior patterns or situations that might indicate that other layer of reality that's happening behind the veneer.

RINGGENBERG: Where did Bug-Eyed Earl come from?

CANNON: Bug-Eyed Earl is a real hybrid. Physically, he's kind of based on my high school geometry teacher...He's the latent transient sort of character in all of us, the babbling to himself guy at the bus stop, or the stranger that's sort of a little unwashed, a little rumpled, that you might run into on a street corner that just starts talking to you. (Milkman Dan) is actually based on my oldest brother, who's an Air Force officer I sought to evoke that kind of 50's ad art look for Milkman Dan while basing it on pictures of my brother in his military uniform.

RINGGENBERG: Of all the characters, he seems the most emblematic of a child's view of adult cruelty.

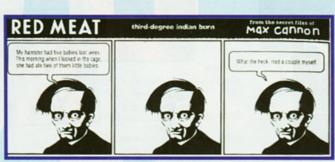
CANNON: Yeah, he is in a way. He's that uncle or that older cousin that you're kind of terrified the adults are going to leave you alone with because maybe they don't see what's wrong with him.

RINGGENBERG: Your sense of humor is pretty dark and grotesque. Why is that?

CANNON: I think all good humor starts grotesque. All bad humor is sort of light and cheery and involves things kids say or little anecdotes like, what's the deal with boyfriends?, that kind of humor just leaves me dead cold. But the good stuff, Monty Python and Kids in the Hall and ad infinitum. It endures, it's lasting, it's part of whatever our humor response is.

RINGGENBERG: Where would you think like to go with the strip in the future?

CANNON: The question is, where does the strip want to go in the future? At this juncture I already worked on one development project with Fox Studio for several years and got it all the way through the development phase and came out with a pretty great script and then Fox kind of shut everything down there. But now I'm talking to Comedy Central about an animated television series.



HOW TO BROACH THE SUBJECT?

#### WITHOUT LOOKING LIKE AN IDIOT.









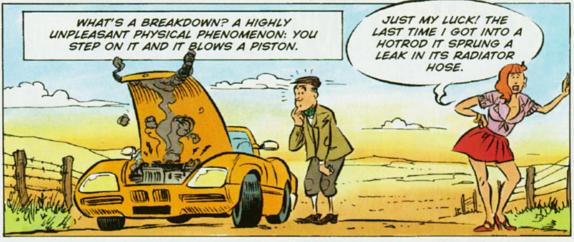




SWITCH THE LIGHTS OFF.







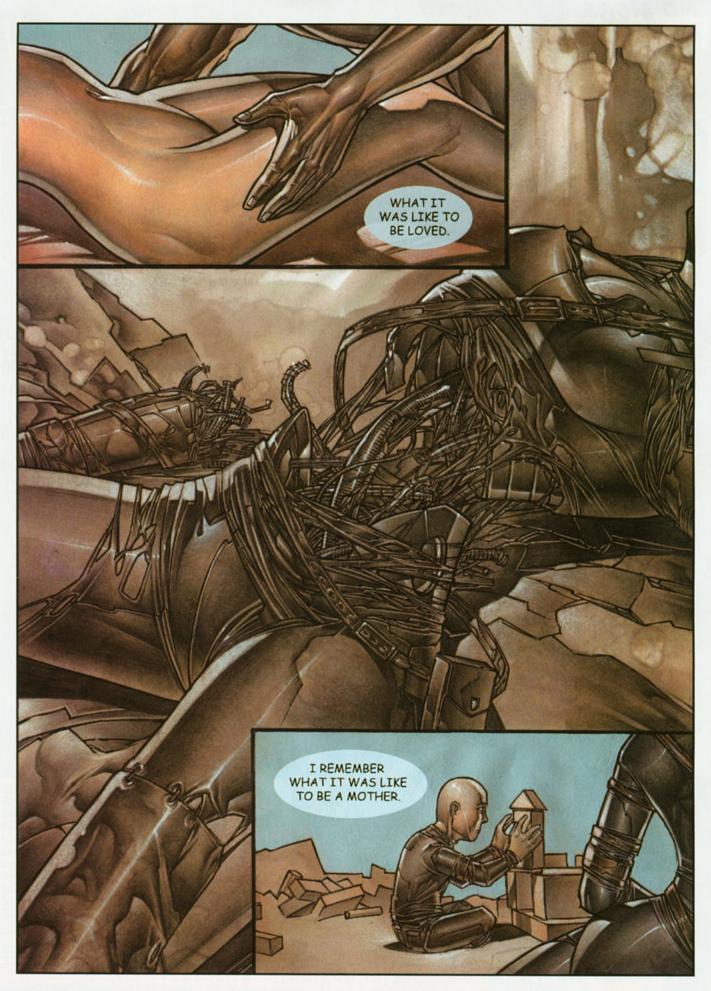


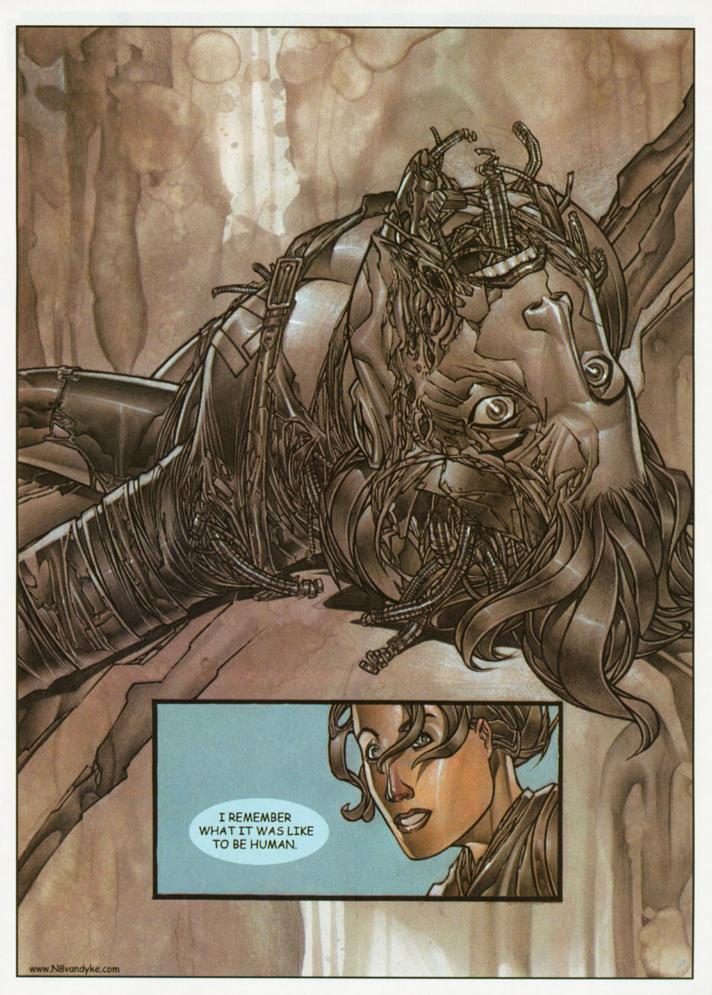






















































































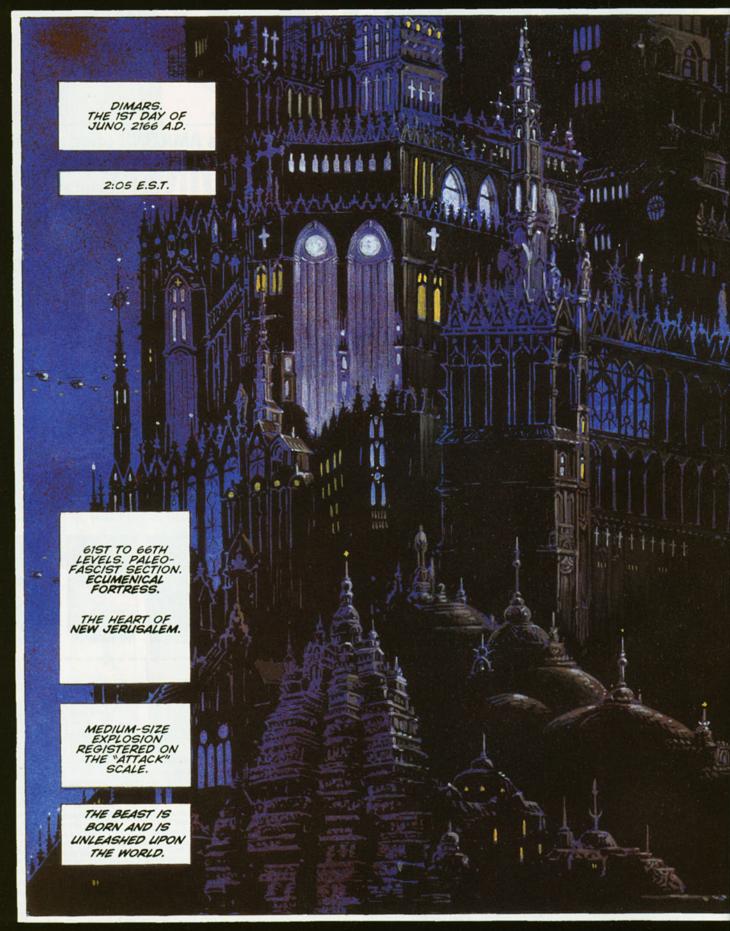






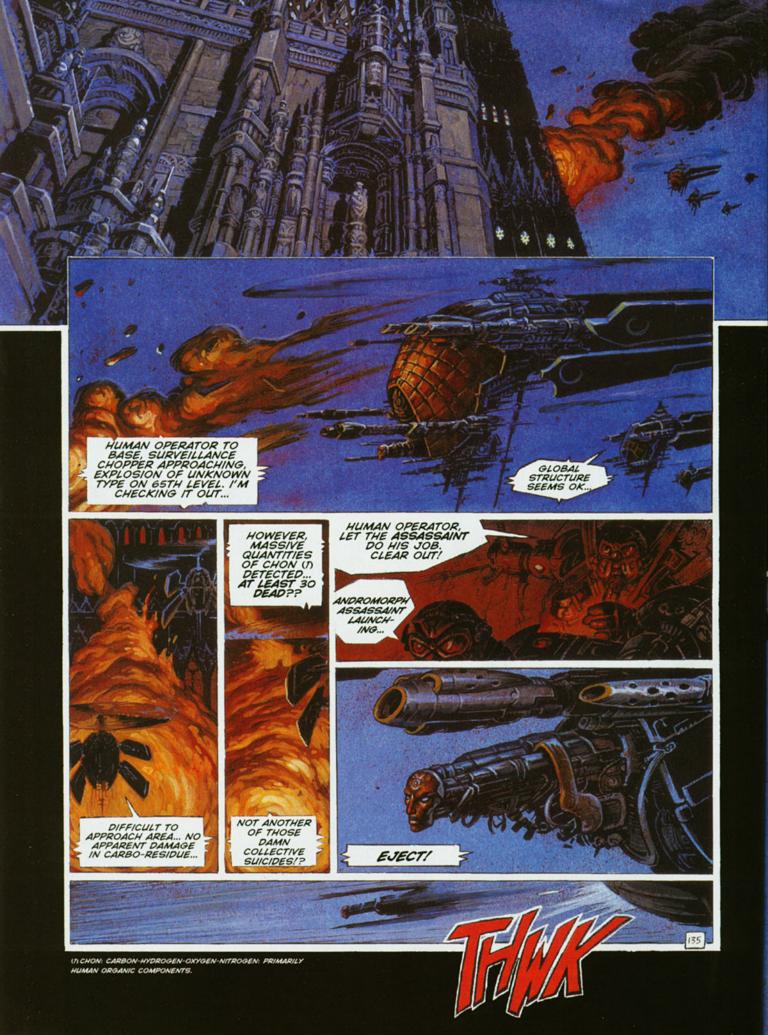














PREPARING TO RELEASE VIDEO-PROBES.





VIDEO-PROBES EJECTED.

THE PROBE SQUAD
IS ON ITS WAY! GO
ON, MY LOVELIES,
SCRAMBLE, SEARCH
AND TRANSMIT
IMAGES!

136

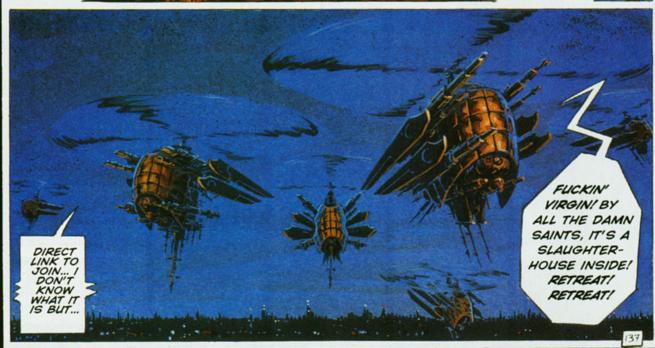




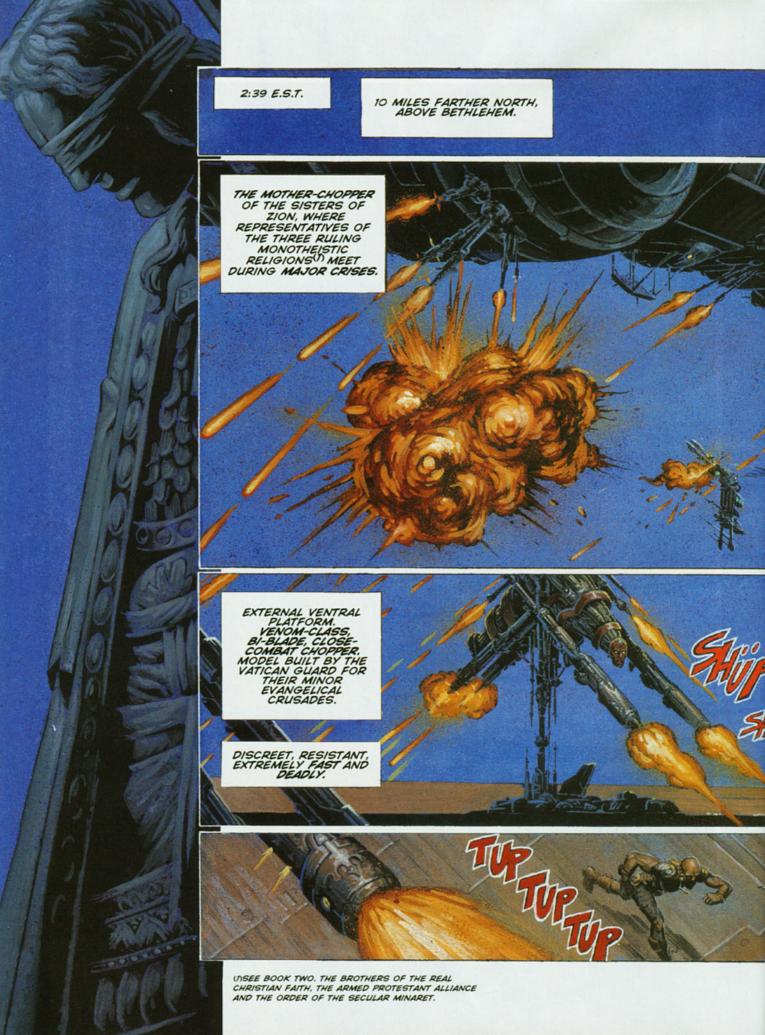
SHIT! DO YOU SEE WHAT... WE GOTTA GET OUTTA HERE!

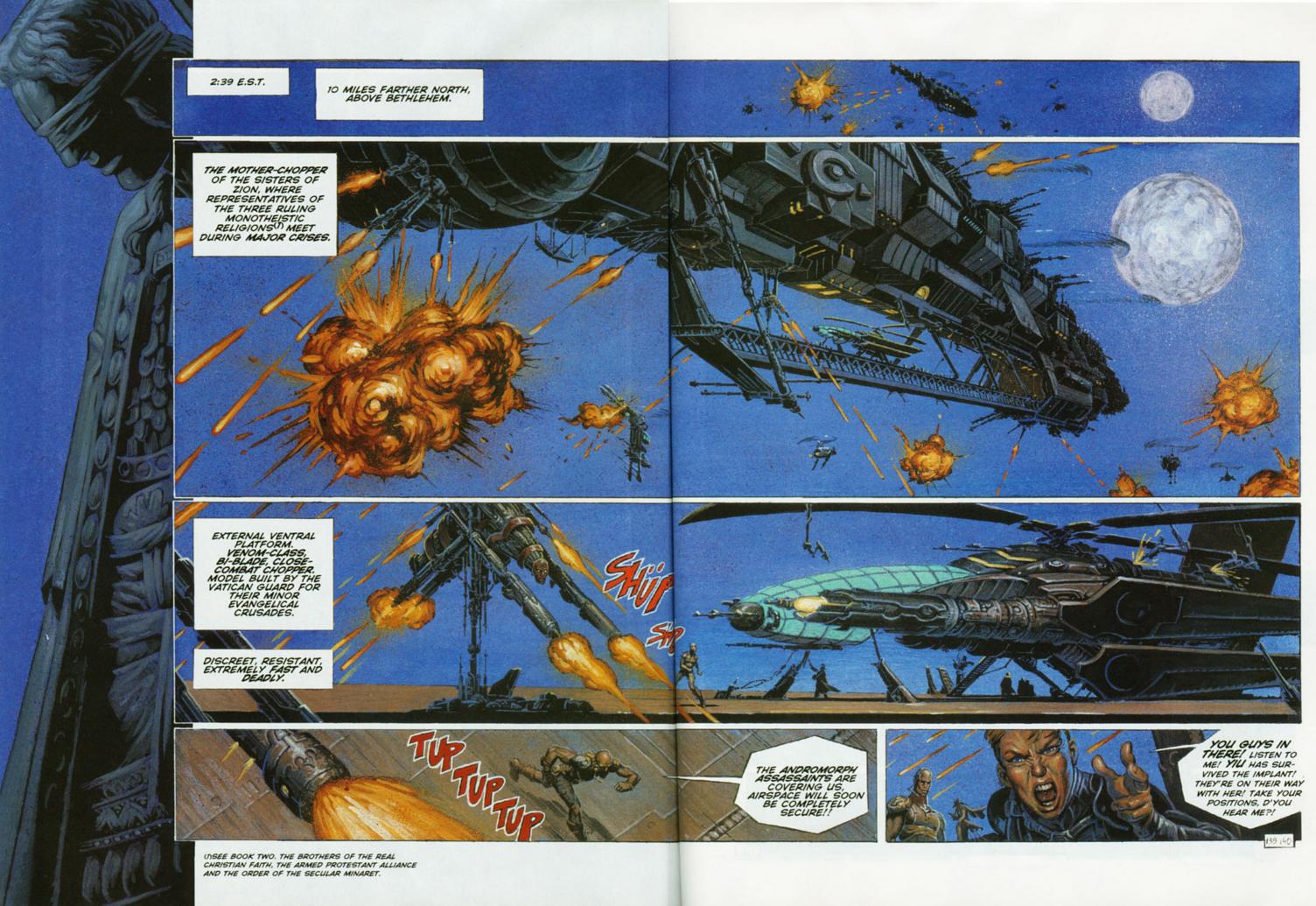


OPUS ECUMEN-NET! THIS IS AN ATTACK-SURVEILLANCE! EXECUTE IMMEDIATE BLOCKADE! MAJOR PROBLEM DETECTED!!

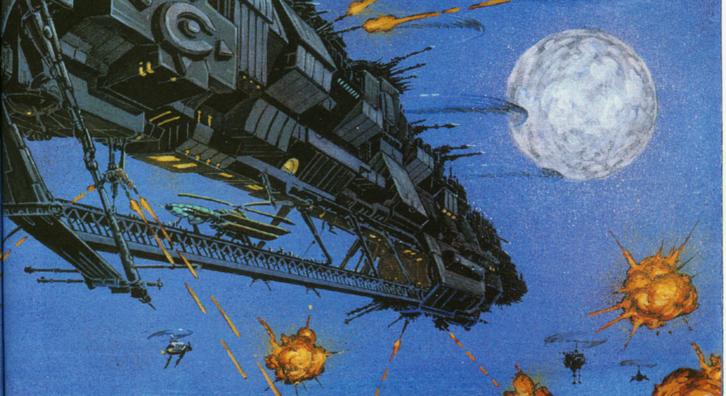


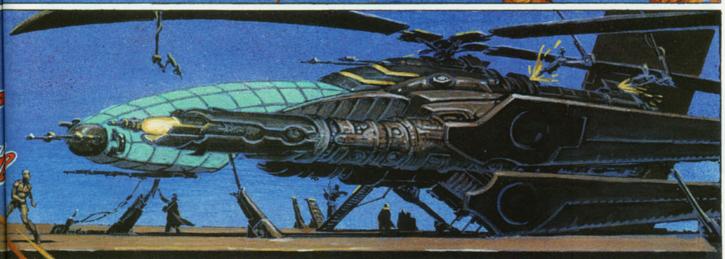












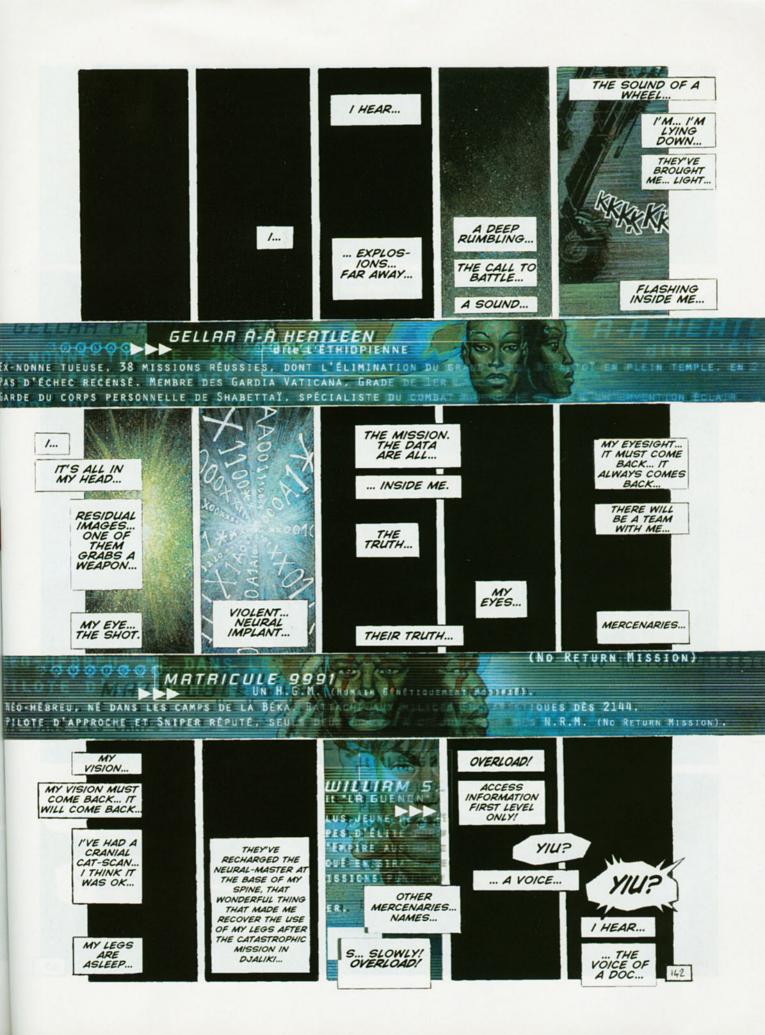
THE ANDROMORPH
ASSASSAINTS ARE
COVERING US,
AIRSPACE WILL SOON
BE COMPLETELY
SECURE!!



139 160











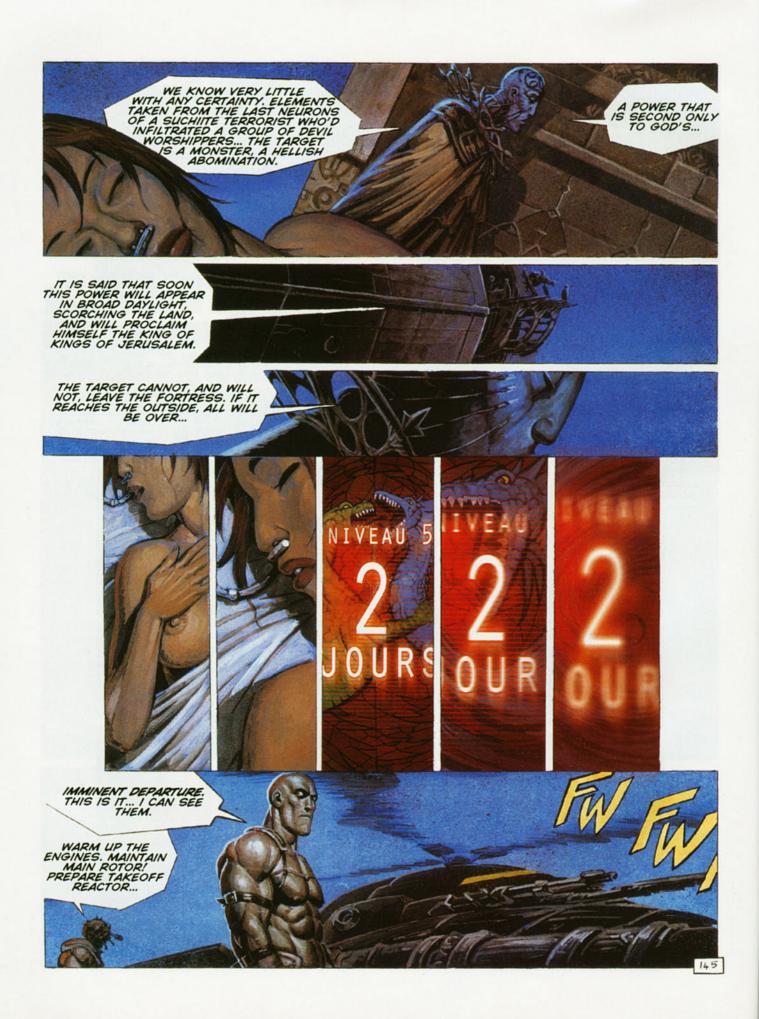


















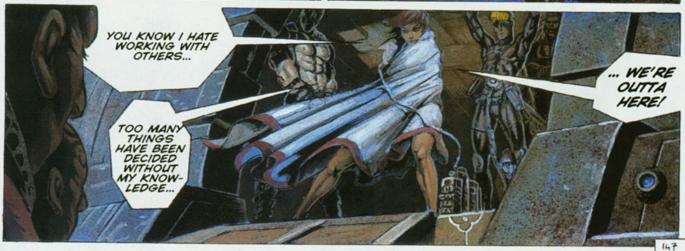
I'VE CHECKED THE IMPLANT... I'VE GOT A COMMANDO TEAM AT MY ORDERS...



THREE MEN, ONE WOMAN AND ONE TYPE-A ANDRO-FEMALE AT THE HELM... AH YES...



## SHHKIII





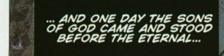
















... AND SATAN
ALSO CAME
AND STOOD
AMONG THEM.
THE ETERNAL
SAID TO
SATAN, "WHERE
DID YOU COME
FROM?"







150-



I AM SPEAKING TO YOU OF THE TIME BEFORE MY DEATH... THIS IS BUT MY FIRST MESSAGE...

OTHERS WILL FOLLOW... THE FLESH OF CHAOS HAS JUST COME TO LIFE, WITH VIDEO CAMERAS AS THE ONLY WITNESS.

> WITNESSES OF THIS INSTANT...

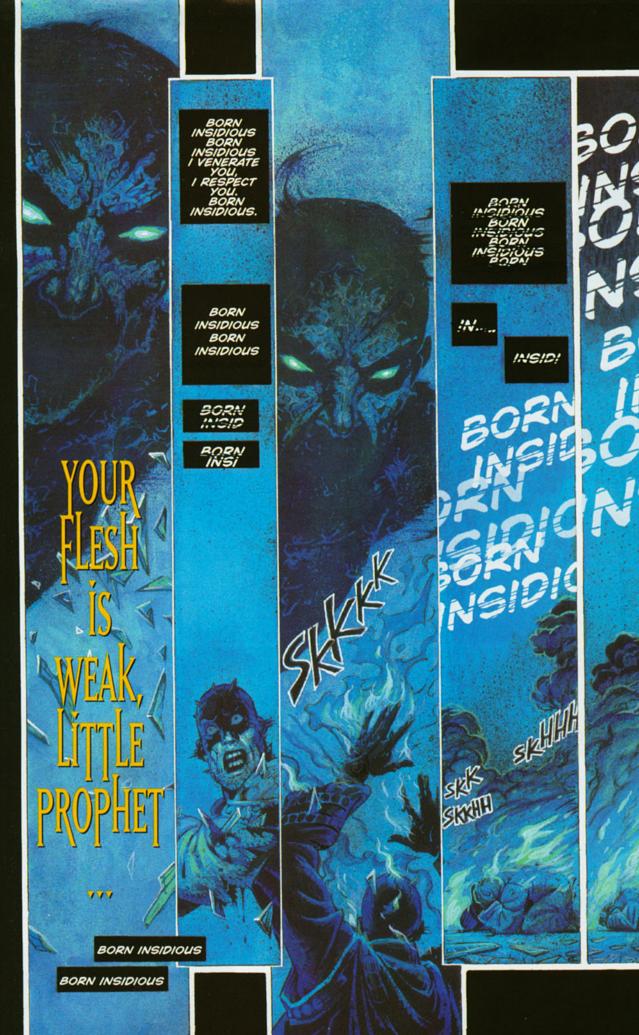
WITNESSES OF MY DEATH...

... AND BIRTH. (1)

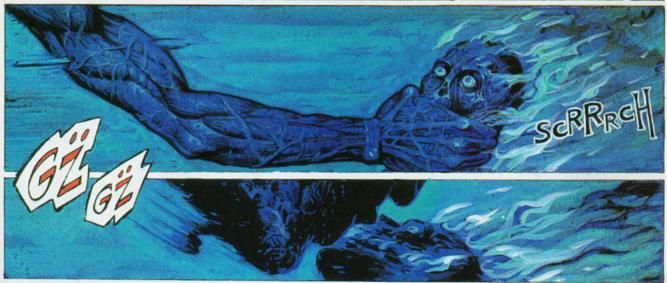
OBSERVE THE PRIME EVENT. SEE HOW THE ... CAPTURED. MREC **POPREC** Oecu.Net **PREC** ENREGISTREMENT CAMÉRA INTERNE



## IS THIS THE CREATIVE ESSENCE OF BORN INSIDIOUS..















EVERYBODY, GRAB ON TO SOMETHING, READY? OFF!



... YOU WON'T BE GLAD FOR LONG.

**64** 

1111

11)

...



THE FORTRESS...
FROM HERE, YOU
COULD ALMOST SEE
THE PLASMA
CANNONS THAT
WERE AIMED AT US...

NO ONE CAN SAY WHEN...

NO ONE CAN SAY WHY, NOR HOW...

BUT SOME WORDS STUCK IN MY MIND. A FEW SIMPLE WORDS.

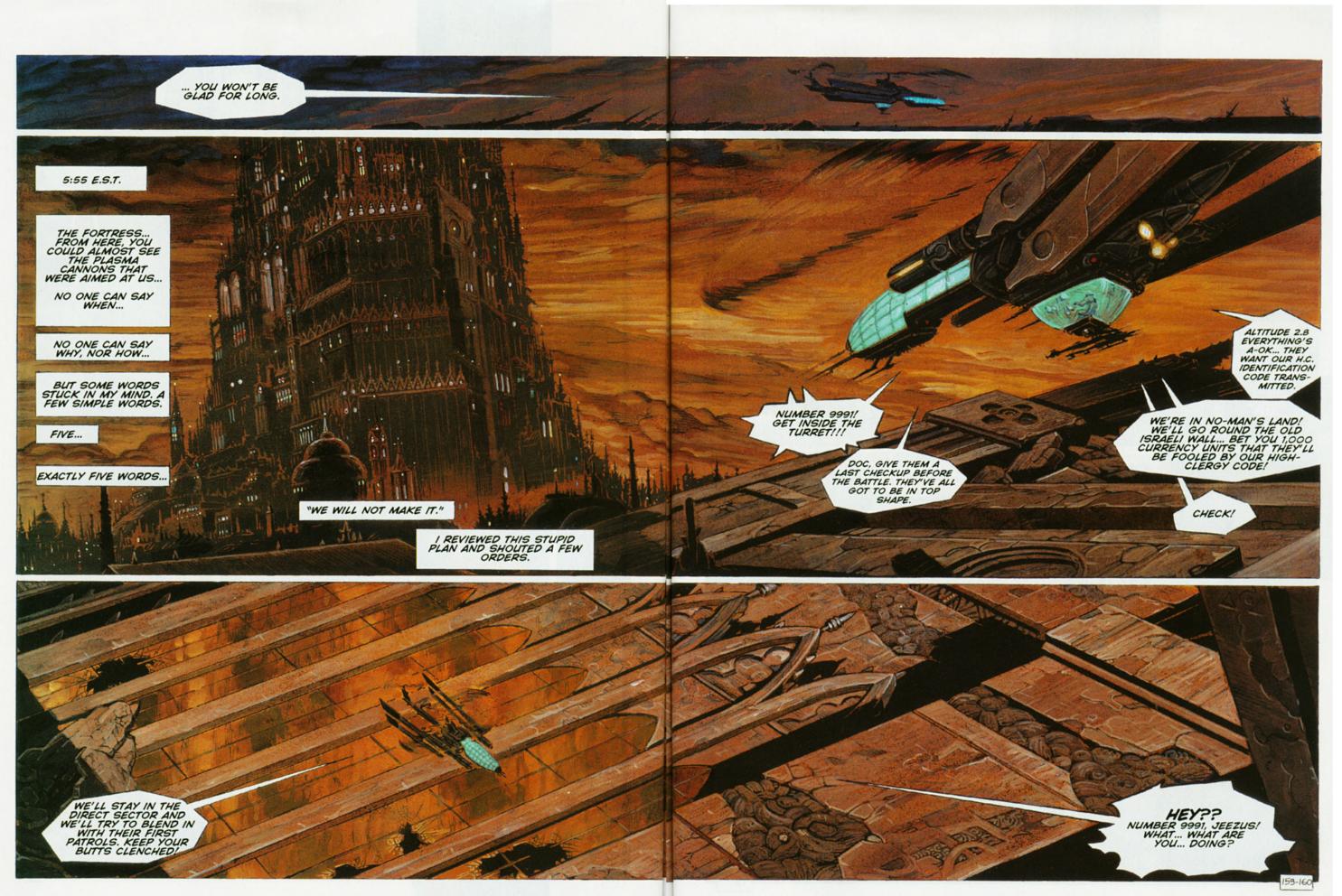
FIVE...

EXACTLY FIVE WORDS...

"WE WILL NOT MAKE IT."

I REVIEWED THIS STUPID PLAN AND SHOUTED A FEW ORDERS.







159-160











J. WILLIAM S (A.K.A. THE APE)

>>>(SNIPER)

YOUNGEST TEAM MEMBER. DESERTED FROM ELITE TROOPS DURING THE RECONSTRUCTION OF THE AUSTRALIAN EMPIRE IN 2153. HIGHLY GIFTED IN COMBAT STRTEGY AND EXPERT IN PUNITIVE MISSIONS. IF YOU DON'T WANT TO DIE, THEN

VERY KNOWLEDGEABLE IN GENETICS AND IN ESOTERIC ARTS. FAMILIAR WITH TOP SECRET SYSTEMS. A.K.A. DEATH BECAUSE ADDICTED TO NEED/LEVE 9. LEVEL 10 REMAINS ON THE OTHER SIDE.

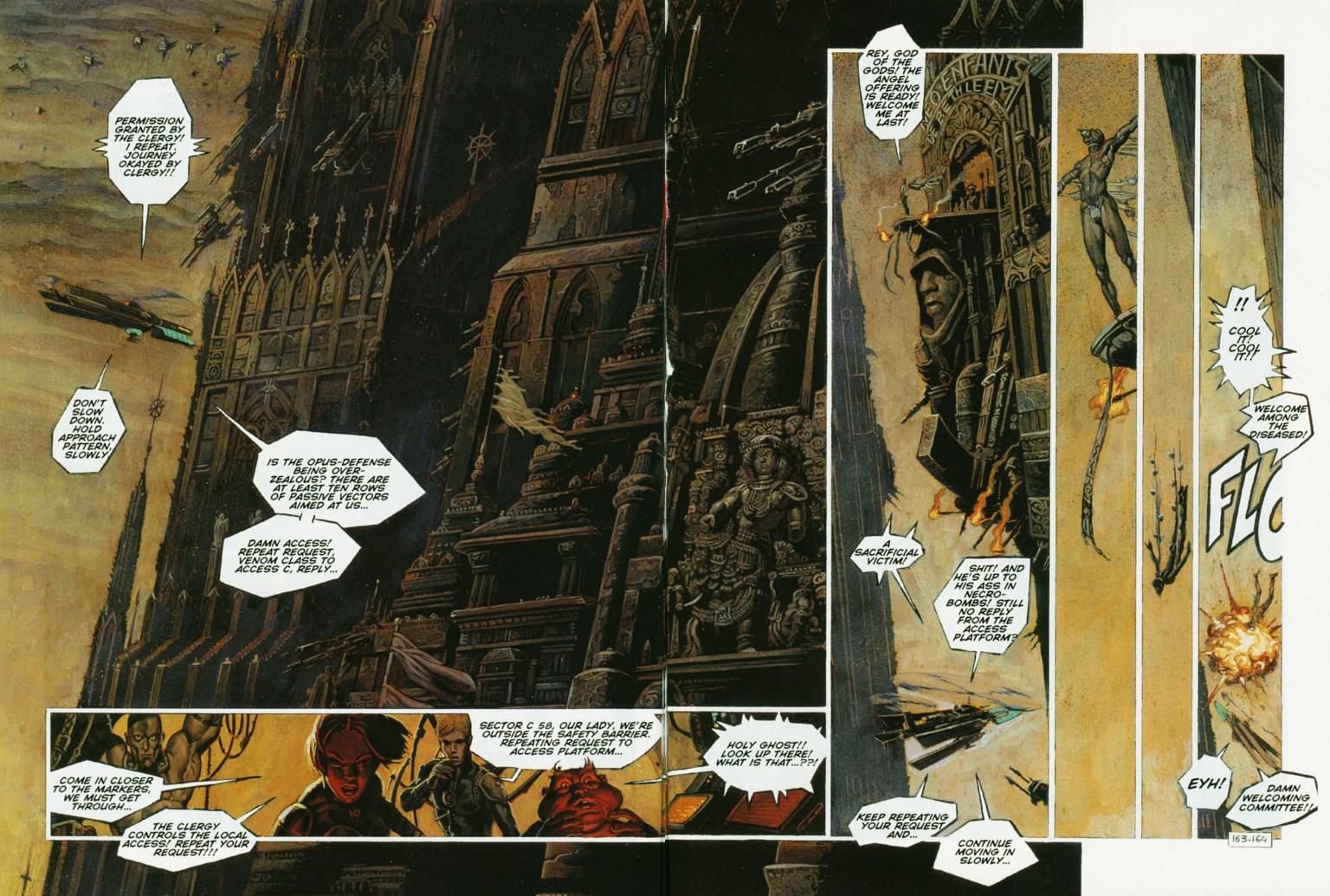
HEMO-TENSION LETHAL LEVEL REACHED DANGER: OVERLOADING DANGER: OVERLOADING

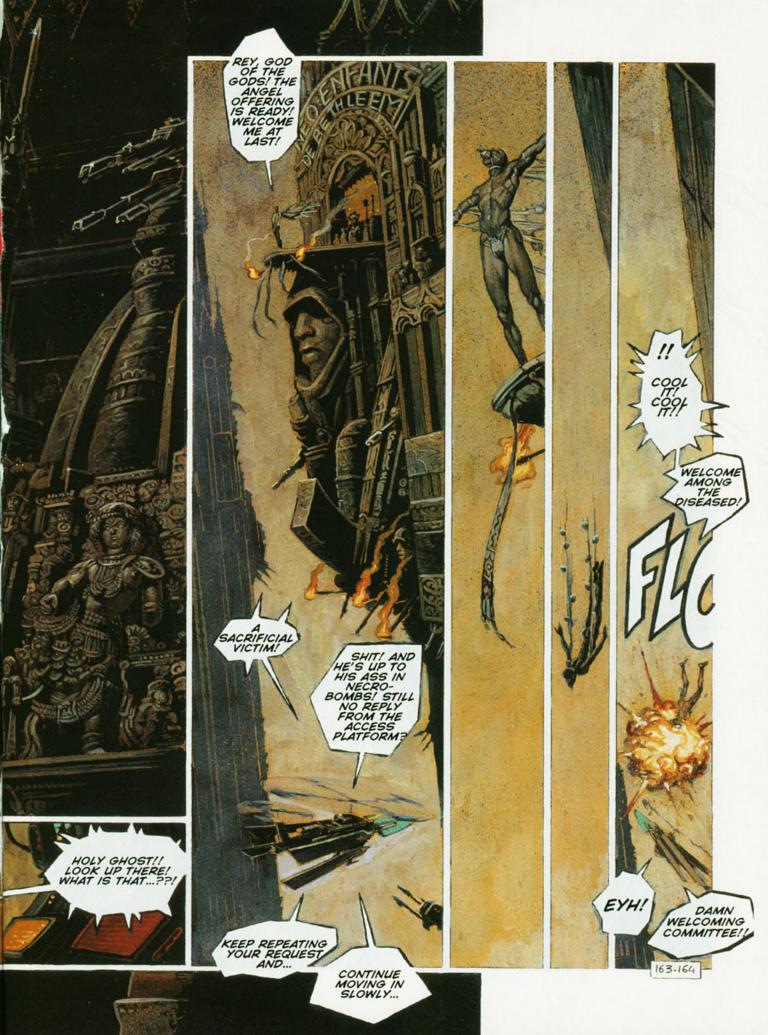


YIU, D'YOU HEAR ME?

















## THE DEMON WINDS II: THE DEMON CHILDE!



GULNARE HAD REPLACED THE SULTAN'S FIRST WIFE, PERIEZAD WHEN SHE HAD BEEN SEDUCED BY A DEVIL SUMMONED TO HUMILIATE AHMED SHAH. GULNARE HAD PLEADED FOR THE AHMED SHAH'S MERCY AND PERIEZAD LIVED TO DESPISE HER



























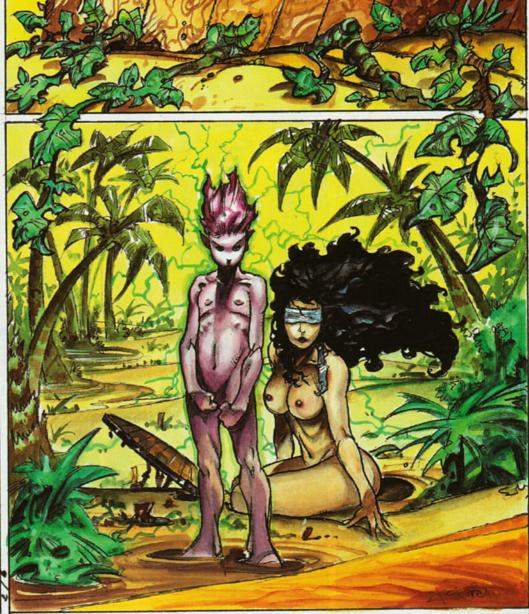






















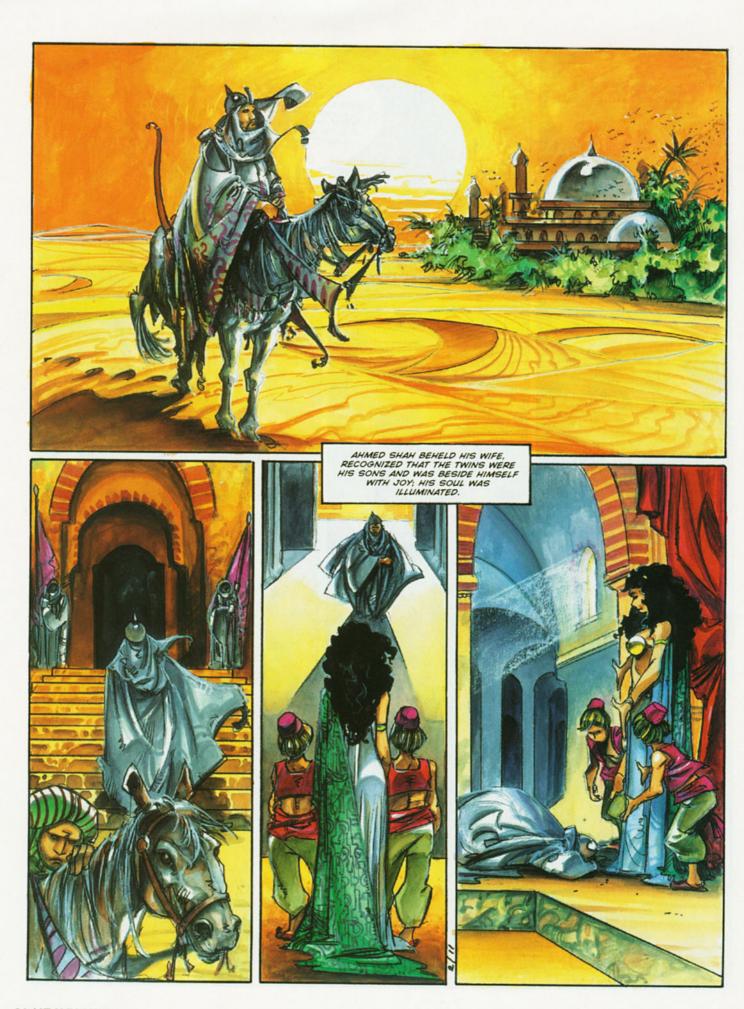














## THE GOOD, THE BAD AND THE NOT-SO BAD













































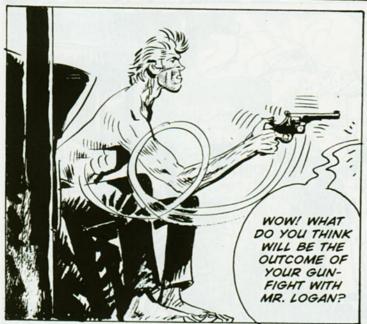










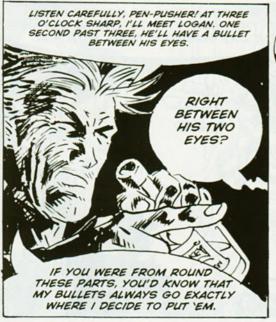














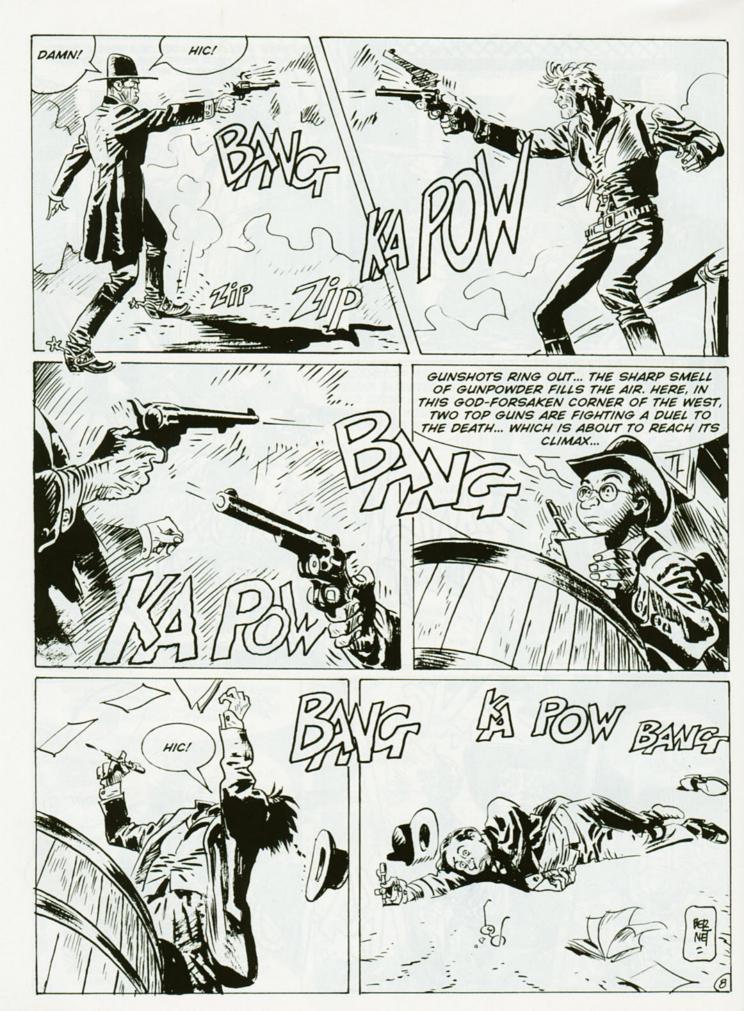














## PIPE DREAMS























































- BALOO.



-APS, 2002.

























EYH SHIT RIGHT REAR ENGINE DOWN!

















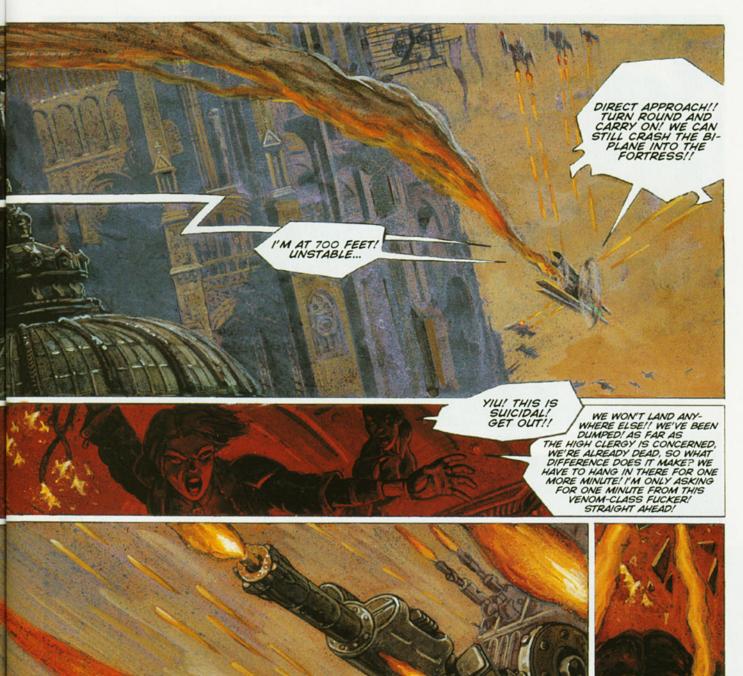






















GIMME... MORPHINE! T N

M... ME TOO! I... I NEED THE MORPHINE

FIFTEEN

175





ALMOST THERE!!

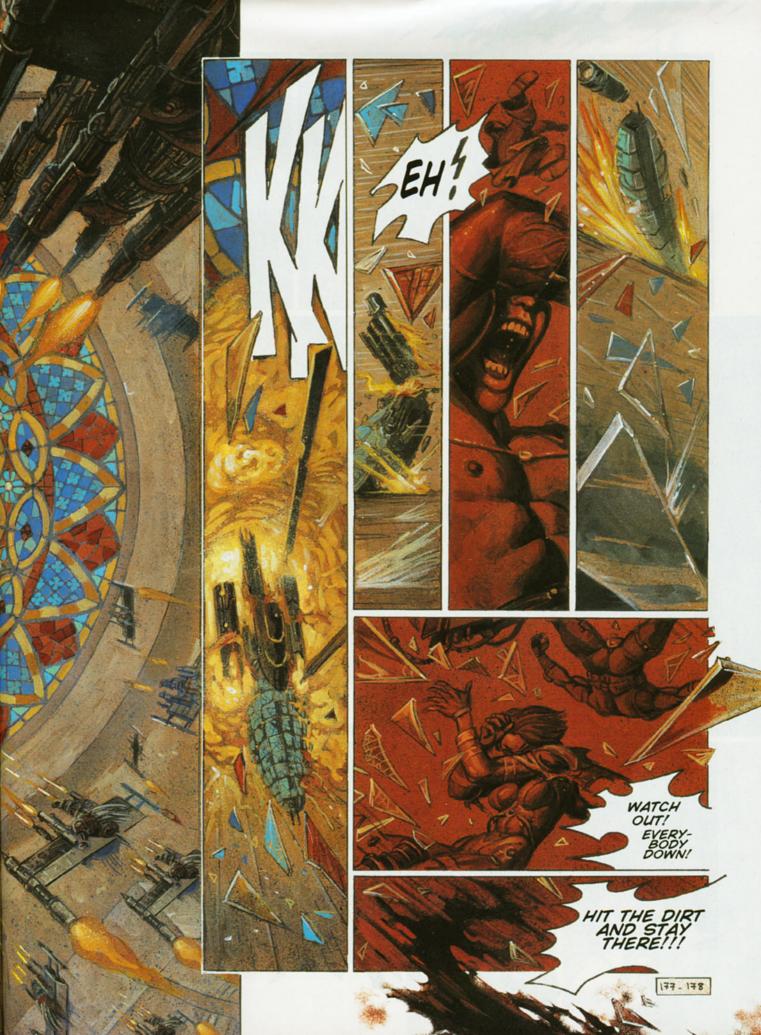




















































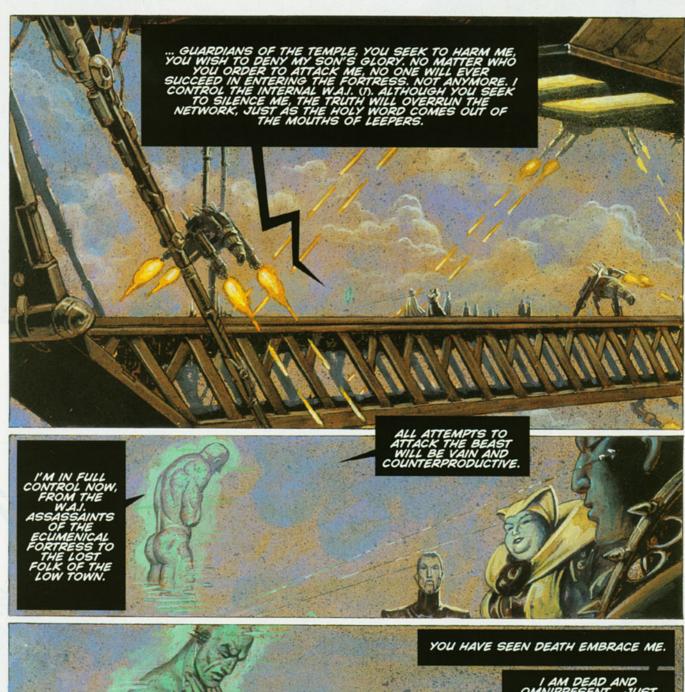






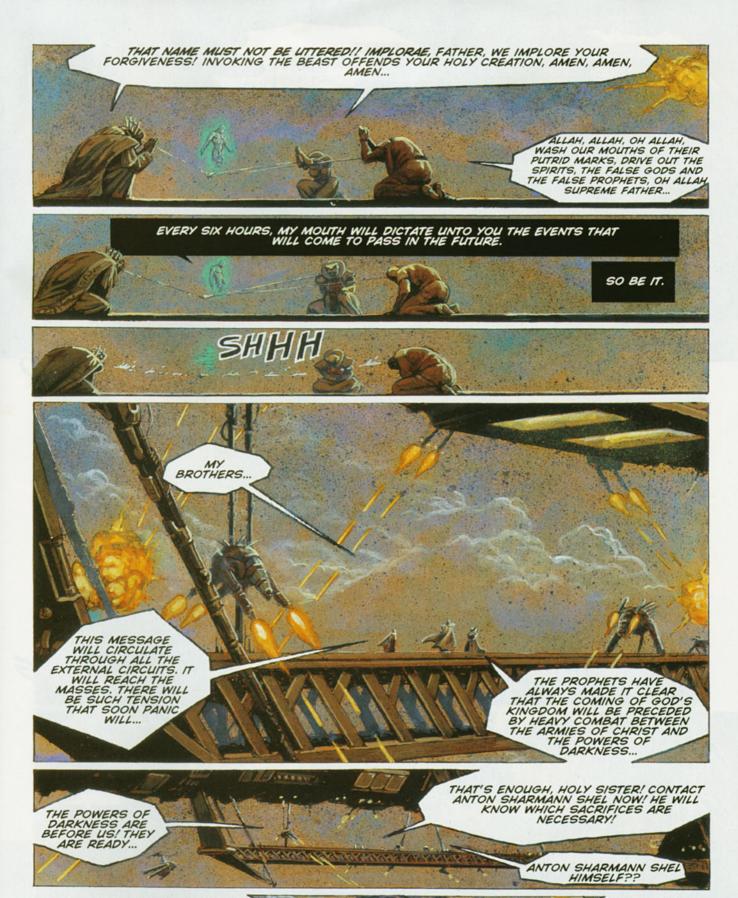












YOU MUST CONVINCE HIM THAT THE INTERVENTION OF OUR COMMANDO IS NECESSARY AND THAT YIU IS OUR LAST RESORT...

... AND LOT 'S HOPE SCHEME WILL DIVERT HIS ATTENTION FOR AS LONG AS NECESSARY (188)







THEY'RE ALL...







... A RECONSTITUTED
HUMAN TO WHOM
REDEMPTION HAS
BEEN PROMISED IN
EXCHANGE OF
BLIND FAITH AND
DEVOTION... GOT NO
SENSE OF
CONFRONTATION!















