



STERANKO / Nebres

## INTRODUCTION



Welcome to the pages of COMIC CRUSADER STORY-BOOK! What you now hold in your hands is the product of three years of exhaustive work by many talented people. ENJOY!

Comic Fandom is a wonderful thing to be a part of. It's the joining together of fans with a common interest...an interest in Comic Books! A vital part of Comic Fandom is the publishing of its amateur magazines, known to all as Fanzines. I discovered, very early on, that one of the most intriguing aspects of fanzine publishing was the creation of the fan or amateur heroes that often appeared within their pages... and that, dear reader, is what this book is all about-AMA-HEROES!

I'm sure most of you, at one time or another, have thought, "Gee I'd like to write and draw my own hero in comics!" Well, some fans went ahead and did just that and presented them in the pages of fanzines. Quite a few of the fans who designed these Ama-Heroes have gone on to become professionals in the comic book field and some of their creations have gone right along with them. The first of these Ama-Heroes to appear in a professional comic book was John Byrne's robot Rog-2000, in the back-up pages of Charlton's E-Man Comics. The second Ama-Hero to go pro was Marv Wolfman's popular Marvel Comics creation Nova. His origin stems from the character "Black Nova" that Marv and Len Wein created for Marv's fanzine "Super Adventures!"

Ah, but I'm getting a bit ahead of myself. Let's return to the early days of Comic Fandom. In the early sixties there were certain trailblazers in fanzines... Xero, published by

Pat and Dick Lupoff, Comic Art, by Don and Maggie Thompson, and Alter Ego, by Jerry Bails (known affectionately as "The Father of Fandom"), and later by Ronn Foss and Roy Thomas. If Superman is truly the "father" of all the super heroes that followed him, then the Ama-Hero that first appeared in the pages of Alter Ego No. 5 must be the "father" of all the Ama-Heroes that followed him...this hero was The Eclipse by Ronn Foss and Dru Merez. The Eclipse has yet another distinction. He was, as far as I know, the only Ama-Hero ever sent to a pro company for sanction. Foss and Merez wanted to revive the "golden age" DC hero Dr. Mid-Nite and submitted the idea to editor Julie Swartz for his sanction for presentation in Alter Ego. They were told that they could not use the name "Dr. Mid-Nite" nor the crescent moon which had been his symbol. Undaunted, Foss and Merez spent a month going over titles for a unique name that would convey a similar (midnight) impression. Finally they decided on "The Eclipse." Foss then redesigned the costume and lo was born the first photo-offset Ama-Hero with a large reader following. Ronn Foss proved to be quite a force in the creation of other Ama-Heroes, as you'll soon see.

Alter Ego may have begun the line of creative Ama-Heroes, but Star Studded Comics certainly perfected it! Published by the "Texas Trio," comprised of Larry Herndon, Buddy Saunders and Howard Keltner, Star Studded Comics showcased some of the best and most popular of the Ama-Heroes. The foremost of these heroes was a creation of trio

member Howard Keltner...Dr. Weird!

Dr. Weird, sometimes referred to as "The Golden Ghost," was modeled after Howard's favorite comic book character of the '40's, Mr. Justice (a MLJ ghost hero). Dr. Weird made his first appearance in Star Studded No. 1 (Sept., 1963) and proved so popular he then appeared in issues 4, 5, 7, 8, 9, 11 (2 stories), 13, 16, and 18. He also appeared in Fantastic Exploits No. 16 (a G.B. Love publication that retold Dr. Weird's origin) and two issues of his own magazine. Dr. Weird has had perhaps more of his adventures published than any other Ama-Hero and some top notch artists have drawn them... Ronn Foss, Ray Miller, Grass Green, George Metzger, Alan Weiss and Jim Starlin to name a few. Now a beautiful new version by Dennis Fujitake joins their ranks.

Another favorite Ama-Hero to spring from the pages of Star Studded was Grass Green's Xal-Kor, the Human Cat! Originally Xal-Kor's name was the Cat Man. Then, through fandom, (Grass was pen pals with Ronn Foss, Biljo White, Howard Keltner, Alan Weiss, Marv Wolfman, Roy Thomas and others who are now Comic Book Professionals) he learned that there already was a Cat Man in "Pro" comics. Grass then gave his character a different name: Zal-Kor. Then, after a bit more thought, settled on Xal-Kor, the Human Cat! Grass created his cat character at about age 14 and since he was one of hundreds of creations, he never paid him special attention until the furor he caused with his first "public" appearance in Star Studded Comics in 1965. The idea for Xal-Kor came to Grass in a nightmare. This nightmare involved a guy changing from a human into a catman who was after Grass's hide. Reader response on Xal-Kor helped Grass make him an even better character. Grass even had a continuity worked up on him, but several years ago he and Xal-Kor faded from the eye of fandom...until now. Now Xal-Kor's back by Grass and Brian Buniak and who knows where he'll go from here!

Again from the pages of Star Studded, another famed Ama-Hero was born... Biljo White's - The Eye! The Eye first appeared and was cover featured in Star Studded No. 3, March, 1964. He later appeared in Fighting Hero Comics No. 10 (later reprinted in Fighting Hero Special Edition No. 1, 1967). In September, 1964 - Voice of Comicdom (an offset newspaper published by Golden Gate - Bill Dubay, etc.) featured The Eye in a daily and Sunday strip format. By February, 1966 The Eye story ended. A full page Eye drawing was used in the "First British Comics Convention (1968)" Souvenir Booklet. The Eye appeared in his own book, No. 1 (1965) and No. 2 (1969). The Eye was created in the summer of 1964 when Ronn Foss was visiting Bilio at "The White House of Comics" (Biljo's headquarters). They were looking at lay-outs for Alter Ego No. 5 when Biljo recalled a sketch Ronn had sent him earlier in the year regarding an original comic book character Biljo had used in a puzzle page submitted to Ronn when he published The Comicollector (A zine Biljo also published for three issues before turning it over to G.B. Love and thus creating The RBCC). This was the first appearance of The Eye and Biljo liked Ronn's version better than his own, so he used his sketch and worked out an original story idea. Biljo had always been fascinated by the old Frank Thomas "Owl" character from Crackajack Funnies and Popular Comics and related his Eye character to this pro character. The reason Biljo never drew more Eye stories was because it became too expensive to print his own zines and, as some of the more creative faneditors dropped out of fandom, there was no longer a place for his hero. However, now he's back...for this book anyway!

How do I describe the next Ama-Hero? He is so unlike all the others, yet he is one of them. He is drawn in a cartoon style, where the others are in the serious vein; yet most of his stories have a moral message to them. The foes he fights often look so much like their pro-villian counterparts that I'm surprised he hasn't run into trouble; yet they act far differently. In 1966 fandom saw this Ama-Hero for the first time and was delighted by him. From the imaginative, fertile mind of Alan Hanley came Goodguy! To tell you about this creation I'd best quote directly from Alan. "Somewhere back in 1963 or 1964 I created Goodguy. In one fateful hour I sketched out on an 8½ X 11 sheet of paper Goodguy fighting Czar Castic, Mr. Moe and the Rotten Egg. In analyzing my gut inspiration for the type of character he would be and the type of comic strip world he would inhabit I come up with the following.

There was a great deal of intermingling residue left over in me from reading many different comic strips in the late forties and fifties. Much of this nostalgia worked it's way into Goodguy's costume, personality and into the various moods of humor and pathos of both the stories and various characters. I also wanted Goodguy to be different. His name indicates inner superness. It is just the opposite with all other superguys with their names describing their physical bodies or costumes. Goodguy has a long list of supertalents and abilities but his strongest trait remains the possession of the virtue, empathy, which is indispensible for any true hero. Most, but not all, of Goodguy's stories are rooted in some aspect of reality. My orientation to story telling is from the child-like point-of-view occasionally presented with a growing sense of awareness. I've been involved with working with children most of my life in several capacities. So I feel I know this 'child-like viewpoint' quite well. Even though it is quite natural for me, it is not really easy. This child-like point-of-view also contributes to making Goodguy different and off-beat if not completely original.

Goodguy's other name, Major Marvel, was a tip of the Hanley Hat to Captain Marvel and only appeared for the first time in "Comic Book" number four. Goodguy's first appearance, incidentally, was in No. 1 of that book, in 1966. In giving Goodguy the tag of Major Marvel perhaps there was a hope that the more commercial name might appeal to DC, Marvel or Gold Key and they might express some interest. Even before I sent anything out, my worldly-wise mother said. "They won't care." During the years of Comic Book one through six, never did I receive any response from the pro companies regarding the reception of this material. Only fandom responded to Goodguy and to some of my other ideas. Interestingly enough, most of the pro work I've done for comics has been through some kind of intercession of fans. If they'd only get together and create their own comic book company we could all go full circle."

The last of fandom's "golden age" Ama-Heroes in this issue is Bob Cosgrove's Space Guardian! Space Guardian first appeared in Intrigue No. 1, a fanzine put out by now pro Rich Buckler. Space Guardian, when he first appeared, looked nothing like he does now. Bob's original idea was to have the hero wear a helmet without eye holes (since his powers are optic, he can see right through it) but artist Mike Dorsey didn't see it that way and drew a mask somewhat like the early version of Charlton Comic's Captain Atom. It wasn't until 1966 that Space Guardian looked the way he does now. Bob put out his own fanzine "Champion" and I re-designed the costume to look more the way Bob originally pictured it and added some items of my own, such as the "gravity bar" with which Space Guardian flies. I then drew the first four parts of a story I had written and was followed on the strip by Bob and then a beautiful two issue rendering by Steve Fritz (No.'s 6 & . 7). Steve gave the strip a Lou Fine quality. Space Guardian ran for all eight issues of "Champion," the last issue sporting a

Space Guardian cover by Jim Steranko. Space Guardian also appeared with two other Ama-Heroes. The Defender and The Shade, in Bill Black's fanzine Paragon No. 4. Bill inked the whole strip and these heroes never looked better. Now the dynamic team of Carl Taylor and Dennis Fujitake expand the Space Guardian saga!

The idea for Space Guardian was inspired by two comic book stories, one a sf comic one-shot by Atlas/Timely called "The Scanners," about trench-coat guys with sunglasses who could spot Martians, and the other, a Simon and Kirby story called "Sammy's Wonderful Glass," which appeared in the old Black Magic Comics. Space Guardian has proved to be a dynamic, very well done, enduring hero. The story in this issue was written a number of years ago for a planned publication in "Champion."

In 1968 I decided to join the Ama-Hero bandwagon myself and created David Manning - The Defender! He first appeared in issue No. 1 of the fanzine from which this publication derives its name. . . COMIC CRUSADER! He proved to be extremely popular and appeared in issues 2 thru 5, 8 and 13 and was a guest star in Paragon No. 4 and Champion No. 8. I did all the art for his stories, except for Champion No. 8 which was by Bob Cosgrove, but was inked by Steve Fritz in C.C. No. 5 and by Bill Black in Paragon. The Defender was also depicted by Jim Steranko on the cover of C.C.'s 5 & 13 and an interior drawing by Steve Ditko in C.C. No. 8. Early in 1972 I learned I was going slowly blind, so in Comic Crusader No. 13 I decided to end The Defender's adventures by having him seemingly killed along with his advasary The Ruler. I did, however, leave an escape for them. I got so much mail about this story that I promised, if I could, to bring him back. My eyes are still seeing well enough to draw, so The Defender is with us once again.

The story line for The Defender was all mine, his costume (which I had originally pictured as yellow/gold, but later changed to red after discussing it with Steranko and Bob Cosgrove) was based on elements of two of my favorite heroes . . . Wally Wood's "Dynamo" and Russ Manning's "Magnus." In fact, in my original concept, David Manning was Russ Manning's great, great, great, great grandson. I was even going to have the two meet sometime.

I found out shortly after The Defender first appeared that there was another Ama-Hero by the same name. In 1968 I was new to active fandom and was unaware of many of the other Ama-Heroes that existed. The other Defender was the creation of Larry Herndon and appeared in the pages of (what else) Star Studded Comics. Since my Defender came from the future and his powers were so different than those of his predissor, I re-entitled the strip "David Manning - The Defender" to avoid any confusion with Larry's hero.

It was in the pages of Comic Crusader No. 9 that one of Bill Black's top Ama-Heroes first saw print. The Shade came about when Bill wanted to do a hero based on DC's "golden age" hero The Sandman. Only this time he wanted the character to have more of a supernatural power. I wrote the origin, endowing The Shade with astral powers and the ability to enter men's minds. Bob Cosgrove gave the basic costume design, to which Bill elaborated on. Then Bill came up with the Shade's name, all prior to DC's "Shade the Changing Man." The Shade appeared in Paragon No. 3 and in No. 4 with Space Guardian and The Defender. He also appeared in other Bill Black publications. Bill was the artist on The Shade and even got to ink a Steranko cover of The Shade for Paragon No. 4. Now The Shade appears here with the famed pro "golden age" hero The Black Terror.

To conclude the story begun in The Shade strip, another Ama-Hero comes out of retirement---Bill Wilson's - Hyperman! Bill created Hyperman in 1968 and wanted his character to do everything every other hero, amateur and professional alike, could do...and more. Hyperman was to be involved in continuous chapter-play-cliffhangers that began when famed scientist Richard Harris, after almost being killed in an atomic explosion, found his molecular structure had been drastically altered. Now he possessed the ability to turn his entire body into a mass of atomic energy, as well as being able to harness (and release) atomic energy in the form of "energy blasts!" He could fly by decreasing his own mass. No sooner did Bill create Hyperman than John Fantucchio suggested a costume change to "jazz up" the character. John's design was quite unique; breathtaking, in fact. The new costume design provided another innovation to the "atomic avenger's" powers. Amplifiers implanted in each earpiece harnessed sound vibrations and increased them to a much higher pitch, increasing Hyperman's powers to the "nth" degree while not imparing his hearing. This extreme sensitivity to sound also gave him an almost bat-like hearing ability. Bill summed up his hero in the following statement. "I only regret that I didn't have more time to fully develop Hyperman's character, powers and potential. It was not until the final episode in the series, published in "The Collector" No. 26, in 1972, that Hyperman finally became a real human being. Working with Tom Fagan on that finale proved to be a great experience, and one which provided me with a lot of insight on exactly what it takes to make a hero believable, the very thing I had set my sights on from the beginning. I hope that this new episode in the life of Hyperman, the Atomic Avenger, stirs some ideas which will make me resurrect the old guy to even greater adventures in the future."

This next hero is somewhat of an enigma. He's 100% professional quality. He's done by a top pro, yet he's never appeared in a pro comic book. The hero Ama, or otherwise, is Steve Ditko's Mr. A! Mr. A first appeared in Wally Wood's pro-zine Witzend and later, to name just a few, in Comic Crusader's 6, 7 and 13, The Collector No. 26, Guts, Graphic Illusions and in two issues of his own magazine put out by Joe Brancatelli and later by Bruce Hershenson. Dressed completely in white, wearing a metal mask and gloves, Mr. A is the symbol of good in good vs. evil. Joe Brancatelli described him thus: "A is A. That is all the explanation needed to describe Mr. A. Unlike many of today's contemporary heroes, he does not hide behind his words or mask his true feelings behind meaningless actions. Mr. A - and his philosophy is readily apparent. It is as blatant as it is honest. The concept behind Mr. A is not new. He draws heavily upon the theory of libertarianism. This philosophy is to many extents, the logical arm of the old American concept of rugged individualism."

The Mr. A story in this book has all the elements of past stories, but is unusual in two ways. First, it is a dramatic, well-told story with no dialogue, and second, it is the first time Mr. A has fought costumed foes.

There are some Ama-Heroes in this book that are seeing print for the very first time. They sort of compliment all the great old time or "golden age" of fandom heroes.

The White Raven, Al Bradford's heroine, has only had spot illustrations of her published before. With this issue she makes her strip debut.

The White Raven came about more or less as a gag. Tom Fagan, one of fandom's top fan writers, had sent Al a script featuring a number of Ama-Heroes he had dreamed up. One of the heroes was an indian girl called The White Dove. Tom

wanted Al to create costumes and spot illustrations for a proposed fan story. The White Dove was to have an indian costume - feathers and all. Al and I were kidding about this character and as a gag Al sent Tom the White Dove as a negro. A few days later Al sent along the indian version, but we were both intrigued with the costume and the character Al had designed. Al asked if I had any ideas on the character, so I wrote an origin (which has not seen print as yet) and gave her a special power...the power of flight only when she is near her exotic white raven bird. The White Raven is an empath! To avoid any conflict with Tom's heroine, Al renamed her The White Raven! The story in this issue involved quite a bit of legal research. To make the courtroom scene accurate, I got together with Richard Gallivan, a lawyer friend of Al's and mine, and plotted the whole thing out to the last detail. So what you see in that courtroom scene could really happen. The beautiful pencil renderings for both The White Raven and The Eclipse story were done by Gary Kato. I owe both he and Dennis Fujitake more than you can imagine.

The Demon of the Dark Glass was a story I did for a proposed Jim Steranko fanzine a number of years ago. Dan Adkins was to ink my pencils, so I was quite excited about doing it. Jim said, "Do four pages and it will be in the first issue." I worked a lot of "in jokes" into the story. The hero is, of course, me. The other two people, Rebekah and Bill Schwartz, are really my good friends Bill and Rebeckah Black. \*Note: Schwartz means Black in German.

I waited and waited for the story to see print, but Jim's prime publication Mediascene (then known as Comixscene) had really taken off and Jim just didn't have time to publish the story. Years went by and the inked, but unlettered story stayed with Jim. Then, when I decided on this publication, I asked for its return and talented Pete Iro lettered it, along with the whole Defender strip. Now, better late than never, it sees print.

The Sorcerer's Apprentice came about when I asked Denmis Fujitake to do a magic strip for this issue. Dennis came up with a delightfully unusual hero and you see his origin here.

Matrix is a new hero conceived by Steve Clement and drawn by Mike Machlan. Steve explained his creation thusly: "Nearly every fan who grew up reading comics eventually matures to a stage where he or she says to themselves "Jeez, I could do better than this crap!" Well, after skirting around the edges of professional comic writing for years now, I've decided the only way to produce a character I'm totally satisfied with is to do it for fandom and do it my way. Hence, the creation of Matrix!

I'm an old-style comic lover. I believe heroes should express that part in all of us who, while growing up, desperately wanted to be able to fly through the air or shoot rays out of our fingers. A hero should be proud, noble, caring, yet hard as the hardest steel and as final as an avenging angel. But the primary thing, in my opinion and the reflection of my hero Matrix, that makes a great hero should be his understanding of the human condition. The ability not to spout worthless phraseology, but to fight like a demon—when the occasion calls for it--and to bend the knee to help the defeated--when the occasion calls for it.

Matrix was originally created as a potential character for DC Comics, which made it all the way up to Jennette Kahn before being rejected, not because it wasn't good enough, but because at the time it was felt that many of DC's staffers had new ideas for heroes of their own that should be given first preference.

The original concept for Matrix and his costume were both produced from my inner-most self, but it was the brilliant art of Mike Machlan which brought it to life, and finally, to his debut here in the pages of Marty's Comic Crusader Storybook. As you can tell by the story, "The Whole Thing," I have a wry sense of humor and Mike Machlan should well end up being one of the biggest things in the comic industry within three years.

Matrix is eighteen when this story is told; possessed by every extra-sensory and psychic powers know to man. And the one thing unknown-even to himself-is that his father was an alien, hence his bizzare powers. Matrix is also the star of my science-fiction novel, "Justice Seekers are a Dying Breed," in the final stages of editing before submission to a publisher. His life, until he's thirty at least, has already been planned for him. I can only hope he lives enough in future adventures-both in comics and in prose--to make a place for himself in the hearts and minds of fans, as he already has in mine."

The Sound of Thunder is the origin of a very unusual hero...Thunderbunny! I've always been a big fan of funny animal characters...especially a super funny animal character. Bob Cosgrove and Al Bradford have always kidded me about this, so when I told them about "Thunderbunny" they went nuts. They've been riding me about this story ever since. As partial revenge, I called the boy in the story "Bobby Caswell," a name one of Bob Cosgrove's high school teachers always mistakenly called him.

The idea for Thunderbunny goes back a number of years. I wanted to do a strip with a super animal, but treat all the backgrounds around him seriously. A short time later Howard the Duck came along with very much the same ideas. Years passed and I decided I'd try my super animal idea for this book. I chose a rabbit for the part because most super rabbits in comics have been large and I wanted a good sized super animal. For a twist I wanted him in our world and for his alter ego to be human. His name came as a partial tribute to Capt. Marvel Bunny, who got his power through magic lightning that came with a clap of thunder.

I was unable to do the art on the strip myself, as I was tied up doing The Defender strip. I only had time to do a Thunderbunny and Bobby Caswell model sheet to go with my already written story. However, Steve Clement and his Inter-Fan agency came through with the talents of Gene Day and Jerry Ordway and produced a story I was delighted with.

So there you have it...the background on the Ama-Heros of this book.

When I first decided to produce Comic Crusader Storybook, I sat down and picked out what I thought to be the most popular, best done, best known Ama-Heroes. I then got in touch with their creators and involved them in something many of them had been out of for quite some time. There were, of course, other great Ama-Heroes that I passed up for space limitations and the fact I wanted a wide variety of strips. I think I succeeded in this aspect.

To go along with these talented fan's strips, I contacted some very talented professionals and asked them to do renderings of these Ama-Heroes. I tried to match each pro's style with that of the fan and the results proved fantastic. To say "thank you" to these professionals, many of whom are my friends, somehow doesn't seem enough. They took time from their busy schedules to help put this book together...and for that I Am Forever Grateful!

This has been a three year project for me, involving a lot of time, money and effort. If this book doesn't make a cent, I don't care! It's something I've always wanted to do, as sort of a tribute to the fan talent that produced Ama-Heroes above the norm, and to you readers who have let me be a part of your fan reading for so many years!

I would like to thank the following people, some who did much more than their share, for helping produce this book...my MAGNUM-OPUS in fandom!

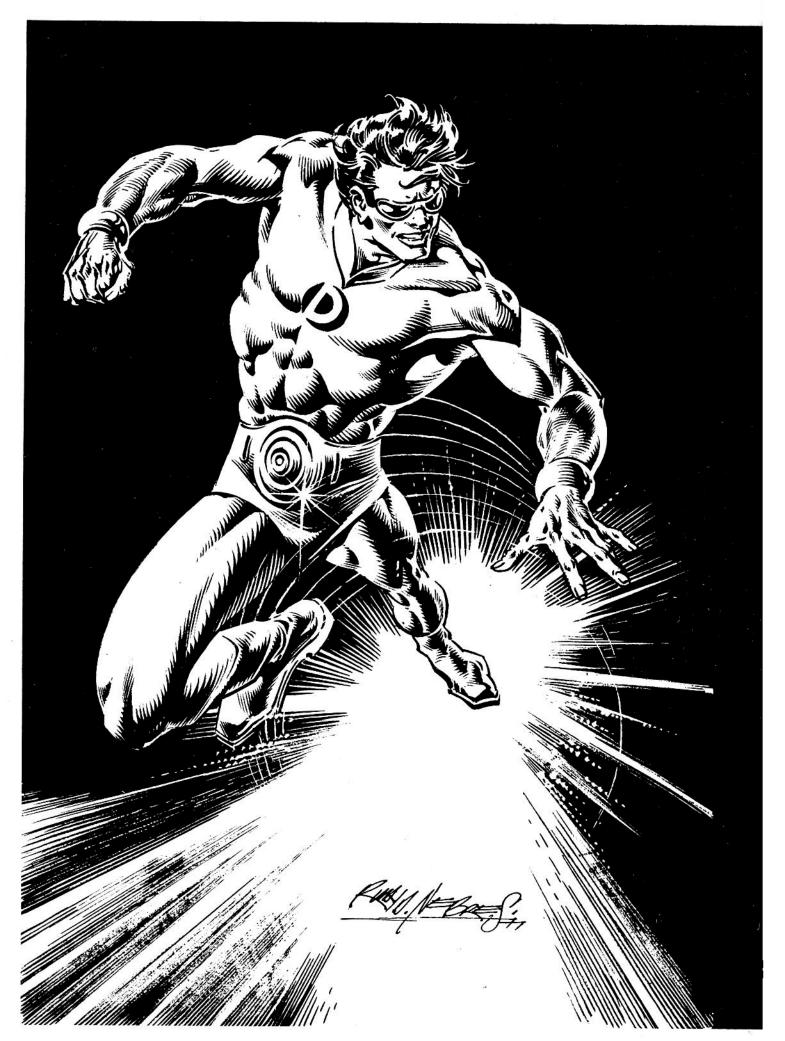
Any comments you have on this book will be gratefully received by: MARTIN L. GREIM

BOX 132 DEDHAM, MASS. 02026

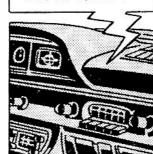
**NEAL ADAMS** DAN ADKINS BILL BLACK AL BRADFORD **BRIAN BUNIAK** JOHN BYRNE STEVE CLEMENT\* **BOB COSGROVE\* GENE DAY** STEVE DITKO\* RONN FOSS FRED FREDERICKS **DENNIS FUJITAKE\* DICK GIORDANO** GRASS GREEN ALAN HANLEY PETE IRO\* **GARY KATO\* HOWARD KELTNER** MIKE MACHLAN **RUDY NEBRES** DON NEWTON JERRY ORDWAY **KURT SCHAFFENBERGER** JOE SINNOTT\* JOE STATON JIM STERANKO\* TOM SUTTON CARL TAYLOR FRANK THORNE STEVE VANCE **BILJO WHITE** BILL WILSON

Thank you one and all-

Martin L. Greim













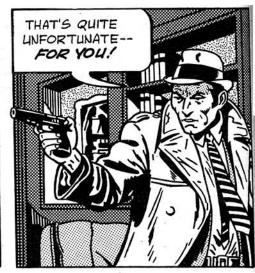












MARTIN GREIM PRESENTS....

DAVID, MANNING

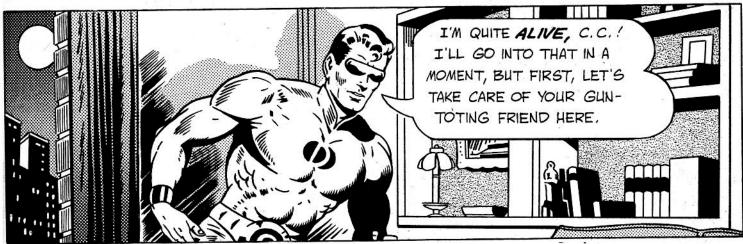
THEFENDER



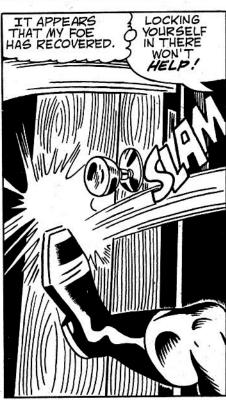
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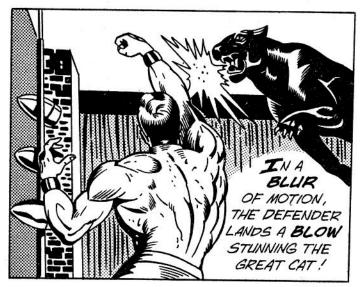








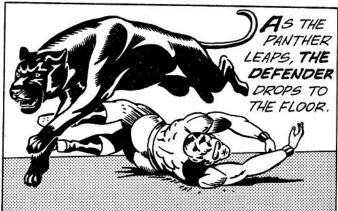














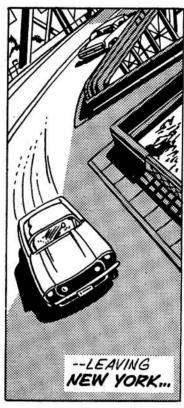






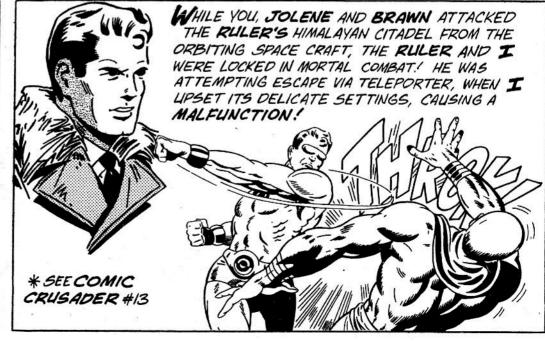
THE DEFENDER AND FAGAN TALK THROUGH MOST OF THE EVENING. BELIEVING THE GUNMAN MIGHT TRY AGAIN, THE DEFENDER OFFERS HIS HELP AND THE MORNING FINDS THEM--













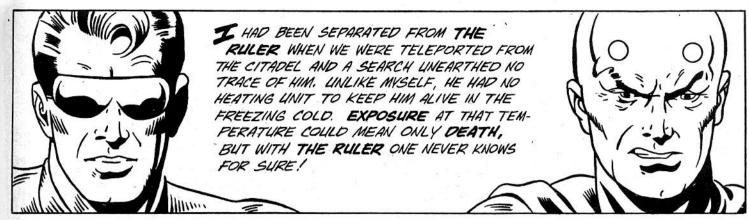




























MANNING TAKES A
THIN METAL STRIP
FROM HIS POCKET
AND RUNS IT BETWEEN THE LOCK
AND THE DOOR
FRAME!



THE BOLT IS
FORCED BACK
AND THE DOOR
IS OPENED.





THE POLICE HAD ALREADY SEARCHED THE HOME BUT THE DUO HOPED, THROUGH FAGAN'S CLOSE RELATION-SHIP WITH DUNN, HE MIGHT UNCOVER A CLUE THAT WOULD BE MEANINGLESS TO ANYONE ELSE.













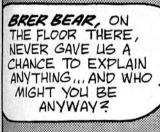










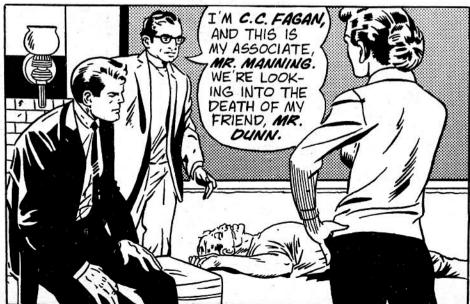








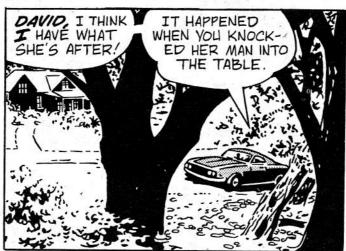








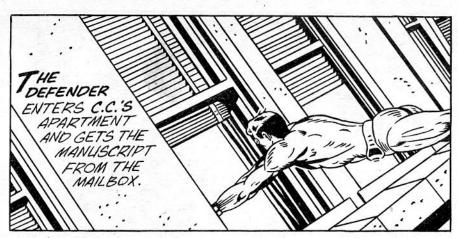




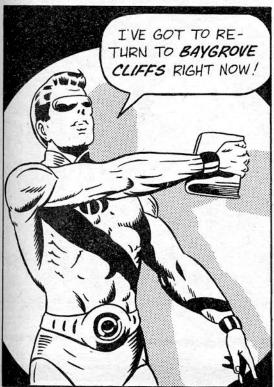














IT IS EVENING

BEFORE THE

AFTER HE ARRIVES, THE DEFENDER CHANGES INTO HIS STREET CLOTHES AND MAKES HIS WAY TO THE INN WHERE C.C. IS STAYING, THERE HE SPEAKS TO ONE OF THE INN'S OWNERS.













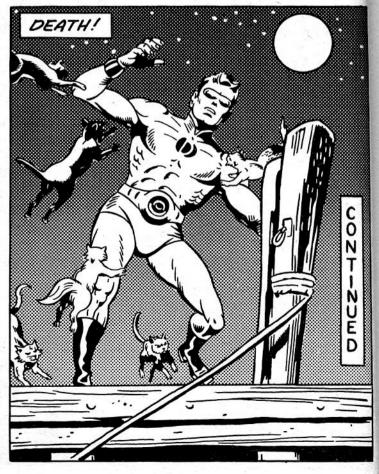




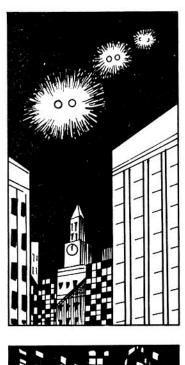








FRANK 12345678910 122 2m







RUN! IT'S THE





MASTER OF THE MIDNIGHT HOURS...
SWIFT AS A SHADOW SENTINEL OF CRESCENT
CITY... CAT-LIKE NEMESIS OF INVUSTICE.

Created by RONN FOSS

Written by
MARTY GREIM GARY KATO & RONN FOSS





DR. CRAIG (THE ECLIPSE)
PIERCE AND TERESA
AGTER ARE IN
ATTENDANCE...





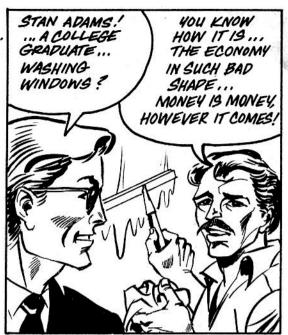














LATER, IN PRIVATE, CRAIG ACTIVATES A PHOTO-CELL ON HIS BELT BUCKLE, CAUSING-CHEMICAL ALTERATION OF HIS SUIT TO BECOME THE ECLIPSE!

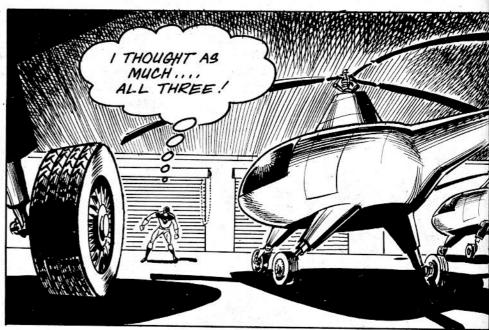






UTILIZING HIS AMAZING NEGATIVE MATTER ABILITY, THE ECLIPSE ENTERS THE WAREHOUSE.





















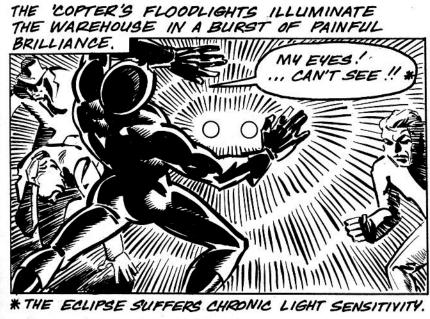














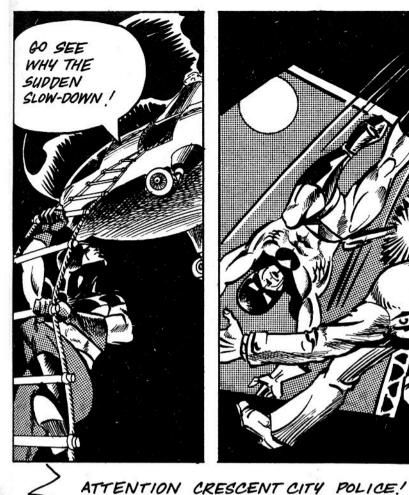








UNH!...
MY ARM ...
ALMOST TORN OUT
...BUT I CAUGHT







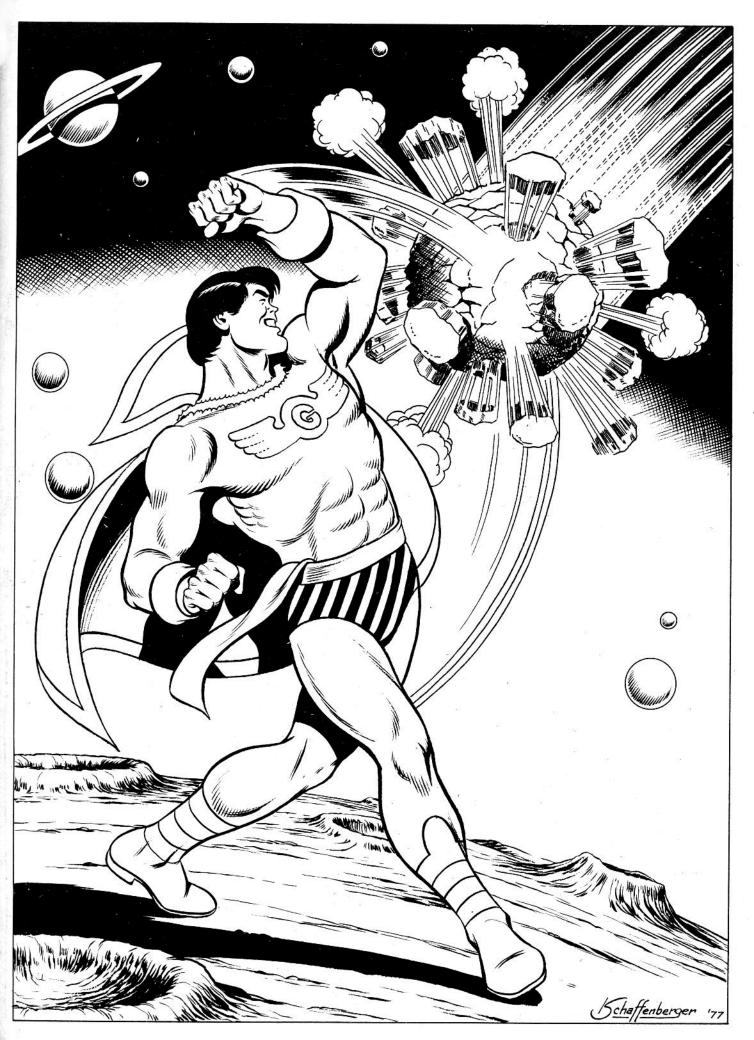
















IT'S SAFE TO ASSUME THAT WITH ALL THE SUGAR INTAKE HIS NORMAL APPETITE SUFFERS HE PROBABLY DOESN'T EAT ANY GOOD FOOD. HENCE, A GAUNT FACE WITH A GROWING ROUND BELLY AND A FACE CRAWLING-WITH PIMPLES AND BLACKHEADS. HIS PERSONALITY IS BEGINING TO REFLECT THE PHYSICALLY DEPRESSING SITUATION.

I'M SO GLAD YOU ARE HERE. YOU ARE ONE OF JAKE'S FRIENDS. COME IN. I DON'T KNOW WHAT TO DO. I JUST GOT HOME. COME IN. I WANT TO SHOW YOU SOMETHING -SOMETHING HORRIBLE! MAYBE YOU CAN UNDERSTAND IT.



"GOSH, WHAT A STINKING SHAME! COME ON, LET'S GET OUT THERE AND HOLD THESE GUYS!"

THE GAME GOES ON BUT BILLY RESOLVES TO DROP IN ON JAKE AFTERWARDS.



MRS. MORAIN PROCEEDED TO SHOW BILLY JAKE'S ROOM. IT WAS GARBAGEVILLE. POP BOTTLES, CANDY BAR WRAPPERS EVERYWHERE. BUT MOSTLY THERE WERE THOSE CLEAR, PLASTIC WRAPPERS OF TWINKYS AND CUPCAKES. "THAT'S NOT ALL. THIS IS THE WORST OF IT." SAID MRS. MORAIN AS SHE OPENED THE CLOSET DOOR TO REVEAL HUNDREDS OF

HAPPENED TO MY SON? YET-TO-BE DEVOURED TWINKYS AND CUPCAKES. "WHAT'S IS HIS ALL-CONSUMING OCCUPATION - POPPING TWINKYS AND CUPCAKES. NOW, THIS REMOTE, THE NEXT, HE COULD BE SHOUTING AND SCREAMING THE MOST AWFUL THINGS. HE'S SO, SO, SO - UGLY! OH, BILLY, IT'S JUST MISERABLE!"

UPA COMIC BOOK FROM THE FLOOR. HE NOTICED THE ADVERTISEMENT ON THE INSIDE FRONT COVER. IT WAS IN COLOR. IT DEPICTED A SUPERHERO HELPING TO SELL TWINKYS AND CUPCAKES. REMEMBERING WHO HE WAS

'MR'S MORAIN, WHERE DOES JAKE GET THE MONEY TO BUY THIS STUFF ?"
I HAVE NO IDEA. CERTAINLY NOT FROM ME OR HIS FATHER."
AT THIS POINT JAKE ENTERS THE ROOM. HE IS MUNCHING A TWINKY WITH ONE HAND WHILE THE OTHER IS CARRYING A COURLE OF TWINKY TWELVE PACKS.

"WHATAYA DOWN MERE PUMPKIN FACE!? VOLI STEALIN'!? MY TWINIKS!? WHY YOU-

JAKE RUSHES TOWARD
BILLY MAKING A FIST
THUS SQUEEZING THE
TWINKY THAT WAS IN
HIS HAND! BILLY MOVES
QUICKLY TO THE SIDE!
THE WILDLY SWINGING
TAKE I INSECT FORWARD



TAKE LUNGES FORWARD, LOSES HIS BALANCE AND FALLS DOWN IN THE CLOSET AMIDST THE TWINKYS. IT WAS PATHETIC.



"I'M SORRY ABOUT ALL THIS MRS. MORAIN. I GUESS JAKE SHOULD SEE A DOCTOR.

"THANKS FOR TRYING, BILLY, AND AND THANKS FOR CARING. YES, A DOCTOR .-



S BILLY WALKS HOME HE TWINKY WRAPPERS HE PICKED UP IN JAKE'S ROOM.

" 'Made with Sugar, Enriched Floor, Water, Corn Syrup,
Shortening, Eggs, Dextrose,
Leavening, Skim Milk, Whey,
Modified Food Starch, Salt.
Mono-AND Diglycerides, AND
Polysorbate 60 (EMULSIFIERS)
Artificial Flavor AND color; SORBIC ACID (A PRESERVATIVE)

ITT CONTINENTAL BAKING CO.

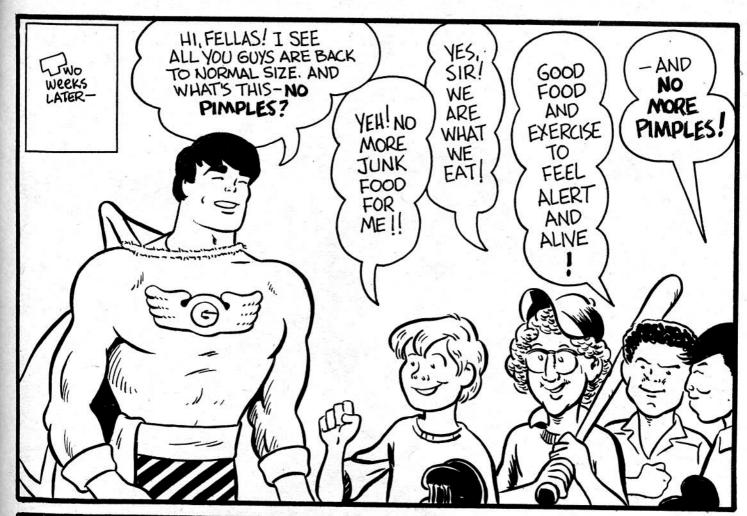
HM. GUESS IKNOW WHAT'S EATING JAKE!

THE ITT BAKING CO.3"

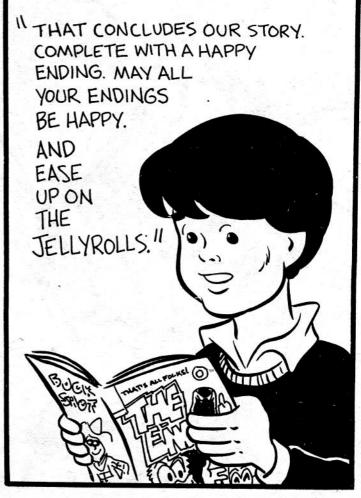
















































LITTLE DID WE KNOW OF THE SPLENDID MONETARY REWARDS TO BE GAINED FOR OUR CAUSE BY SELL-ING EARTH-WOMEN INTO BONDAGE! THE DEMENTED, SIGK, BUT RICH AMERICANS PAY MUCH FOR THEIR LITTLE... PLAYTHINGS!



SO, WE'LL LET THEM ENJOY
THEIR PERVERSIONS ALL THEY
DESIRE! - LITTLE DO THEY REALIZE THAT BEFORE TOO LONG
THEY THEMSELVES WILL BE
SLAVES... OUR SLAVES!









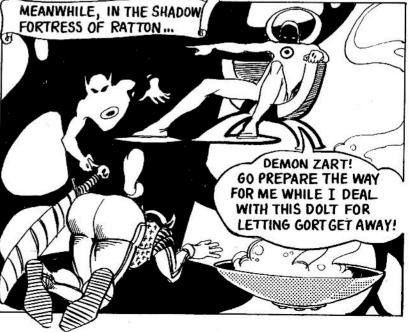












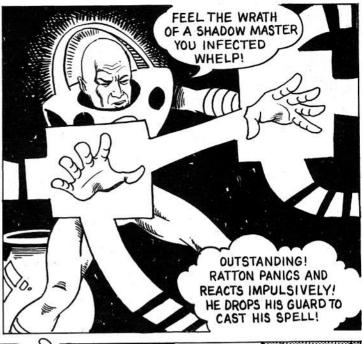


















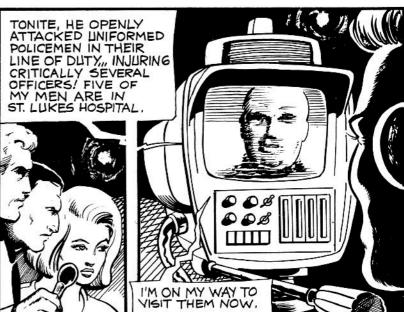




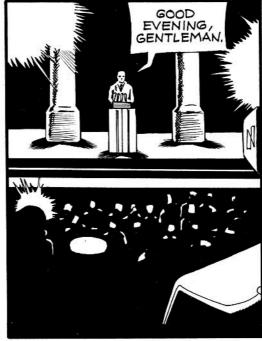




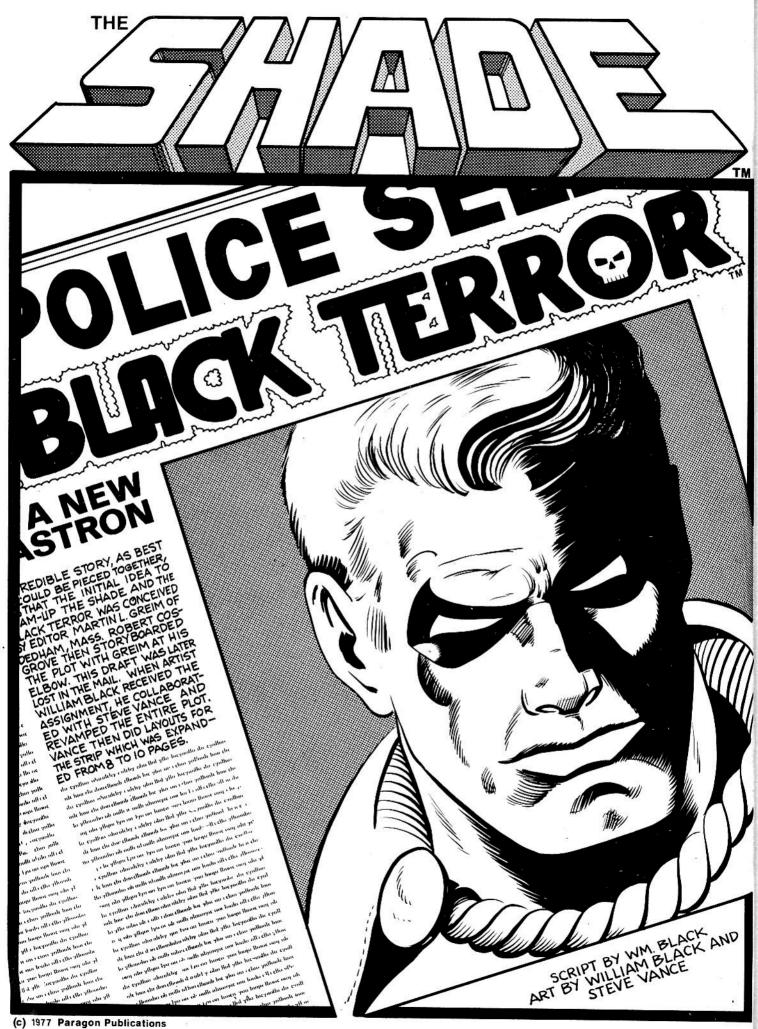




















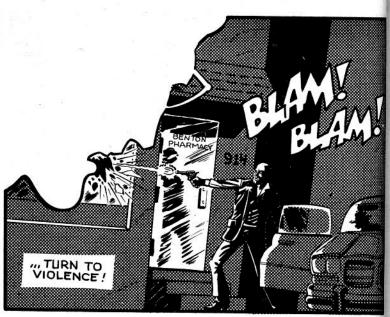


THE SEARCH,,, THE BATTLES ,,, THE BLOOD.

AND STILL IT GOES ON. IT MUST GO ON!

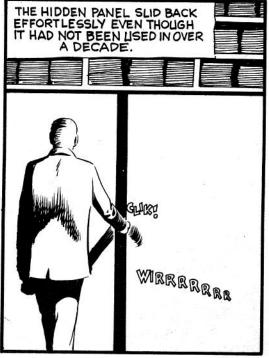
> THERE'S A LIFE TO BE PAID FOR!

















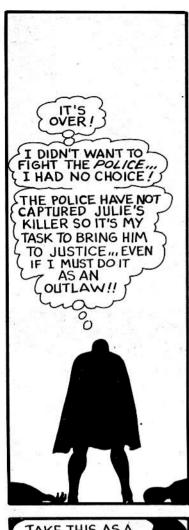


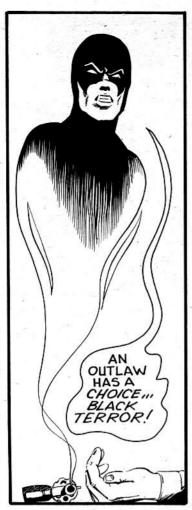






















WHAT INDEED! FOLLOW















