

HO ARE THESE GUYS, ANYWAY?



Shatter is the first computerized comic. Everything you see (except the coloring), including the type on this page, was created on an Apple Macintosh computer and the Apple LaserWriter printer.

Shatter is Sadr Al-Din Morales, a.k.a. Jack Scratch, a.k.a. Herbert Philbrick, a.k.a. any other identity cards he happens to be carrying at the time. Shatter was a cop in Daley City (located in the state of Chicagoland) — until he stumbled across a scheme to transfer one person's skills to another instantaneously by means of RNA injections.

Only trouble was you had to remove the person's brain in order to get the RNA. Only trouble was the skill transfer was only temporary; it didn't last. Only trouble was the effects were permanent on just one person in the entire world — Shatter.

Used to be everyone wanted a piece of Shatter — until his RNA-enhanced brain figured out a way to produce a diluted transfer method that works on anybody, without killing the donor.

LAST ISSUE: Shatter was reunited with the real Jack Scratch — the man who sold Shatter the police sub-contract back in the days when he was just a Temp on the JobNet. Scratch revealed that an insurance war for control of Daley City was imminent and that he knew the location of the mythical Dreamers' Vault. Too bad Shatter forgot that Scratch was a pathological liar and con artist...

Rick Obadiah, Publisher Kathy Kotsivas, Operations Dir. Kurt Goldzung, Sales Mgr. Ralph Musicant, Finance Dir. Rick Oliver, Editorial Director Alex Wald, Art Director Rich Markow, Ed. Coordinator Rick Taylor, Production Mgr.

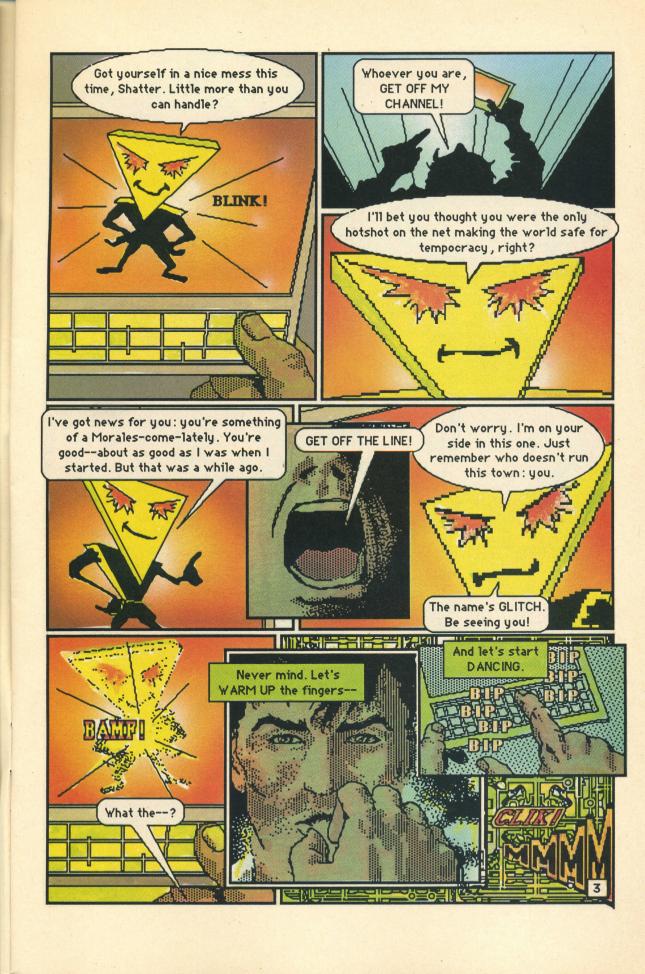
SHATTER™ Vol. 1, No. 12, December 1987. Published by FIRST COMICS, INC., OFFICE OF PUBLICATION: 435 N. LaSalle, Chicago IL 60610. Published bi-monthly. Copyright © 1987 First Comics, Inc. All rights reserved. Price: \$1.75 in the U.S. Subscription rates for twelve issues: \$21.00 in the U.S., \$23.00 in Canada, and \$40.00 foreign rate. All payments must be in U.S. funds. The stories, characters and incidents mentioned in this publication are entirely fictional. No actual persons, living or dead, without satiric content are intended or should be inferred. Shatter, and all prominent characters featured in this issue are trademarks of First Comics, Inc. Printed in the U.S.A. POSTMASTER: Send all address changes to Shatter, c/o First Comics, Inc., 435 N. LaSalle, Chicago IL 60610.

A FIRST COMICS PUBLISHING PRODUCTION











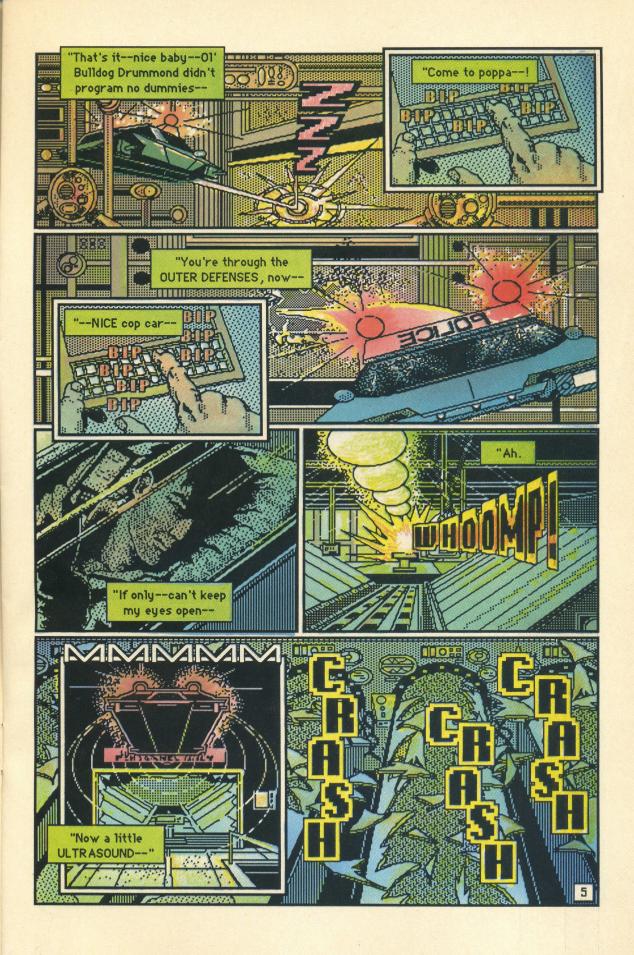






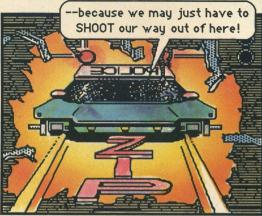






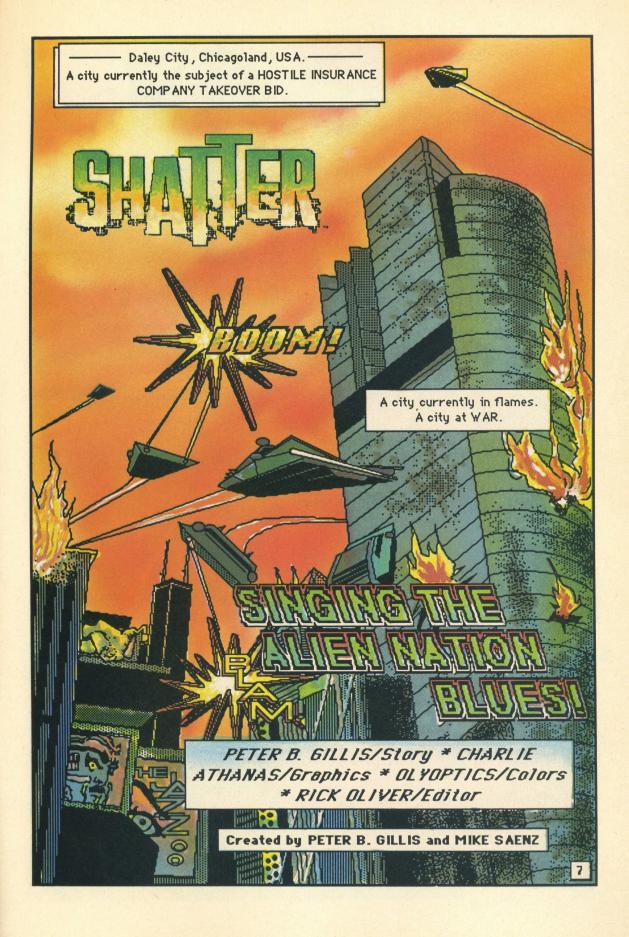


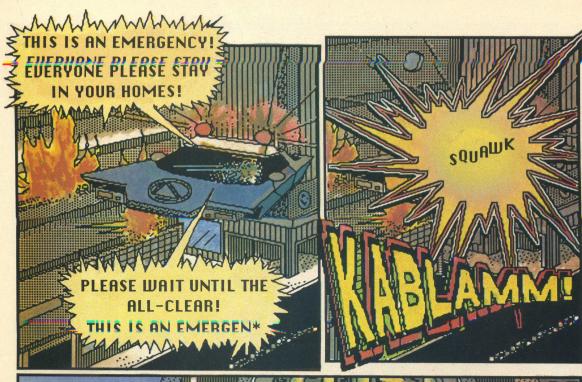


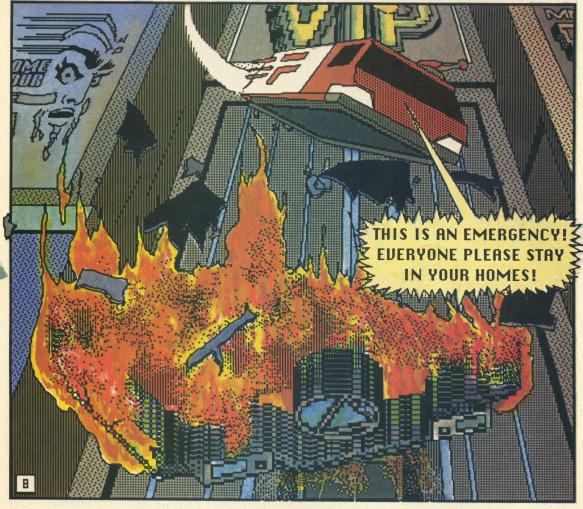




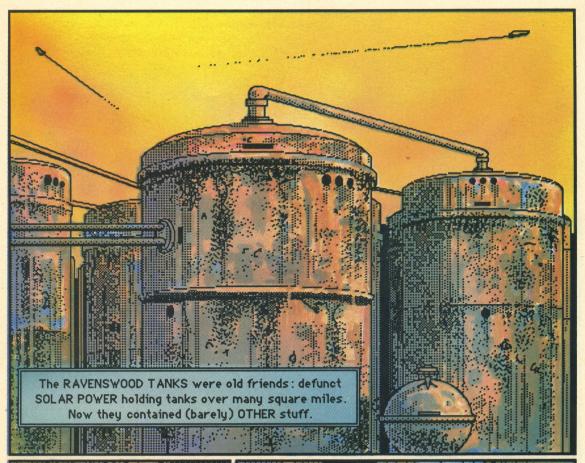












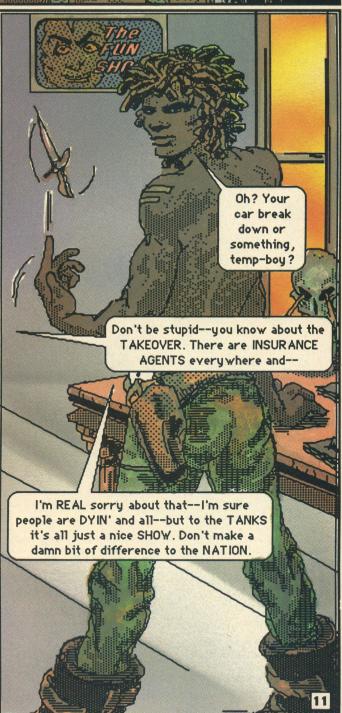












FIBSTNOTES

Oops!

Okay, so we made a mistake. Howard Chaykin's original vision of American Flagg! is a hard act to follow, and we didn't do such a great job in the post-Chaykin era. We had some talented people working with us: Mark Badger, Randy Emberlin, Steven Grant, and J. M. DeMatteis, and we just sort of set them adrift in uncharted waters with a cheerful wave and a hearty "good luck!"

cheerful wave and a hearty "good luck!"

Mostly, I blame myself. I never really understood what Chaykin was doing with AF! (hey, let's be honest: how many of you really understood it?), and I never gave our writers a whole lot of editorial direction. (And considering the fact that my title is "editorial director," this might be construed as something of a major slipup on my part.) It's always hard for a writer to pick-up someone else's creation and run with it. In the case of AF!, it's particularly difficult — and with an editor whose most constructive comment is "Gee, I don't know," it's damn near impossible.

After floundering around like this for the better part of two years, I hit upon a brilliant solution: I called Chaykin. And he was already one step ahead of me.

"I've got this great idea for a 50th anniversary issue of Flagg," he announced (which was strange, because he hadn't bothered to say hello or ask who the hell was calling him at 3 a.m.). "I've plotted out this four-part story, starting with issue #47. Paul Smith will draw issues #47 and #48, Mike Vosburg will draw issues #49 and #50, Mindy Newell will dialog #47-49, and

Windy "Newen Win draing #47-49, and "I'll write #50 myself!"

"Gee, I don't know," I replied, not wishing to appear inconsistent.

"Good," he continued, oblivious to my vital editorial input. "We already have the the first three issues laid out. You'll love it! And then do you know what I'm going to do?"

"No," I quickly responded, relieved to have a definite stance on something.

"I'm putting together my own team to produce American Flagg! on an ongoing basis. I'll plot and layout each issue myself and oversee the production of the finished art! It'll be even better than the original AF! because I'll be working with my own hand-picked team of talented artists, refining a new synergistic style! In fact, this is such an unbelievable breakthrough that we should change the name of the book and start out with a new number one issue!"

"Gee, I don't know," I interjected, reverting to form.

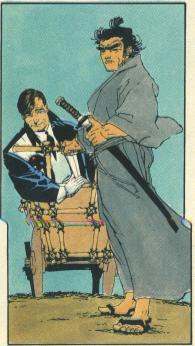
"You always were a wimp, Oliver. You know that? Trust me on this one. When have I ever let you down?"

After thinking about it for several weeks (I didn't want to rush into anything) I realized the answer was "never" — Howard Chaykin has never let us down. And if he's got a plan for American Flagg!, odds are it's a great one. Check it out and decide for yourself,

starting this month in American Flagg! #47, leading up to a boffo 50th anniversary issue, and continuing beyond with either issue #51 or #1, depending on my earth-shattering editorial decision.

Going Once, Going Twice, Going...
The first printing of Lone Wolf and Cub #1 sold out overnight. So did the second. As I write this, we're going to press with the third. Needless to say, Lone Wolf has far exceeded everyone's expectations, and we're working overtime to meet the unexpected demand. But rest assured, we will do everything we can to make sure that Lone Wolf and Cub #1 will be available for everyone.

The same goes for issues 2, 3, 4, 5... well, you get the idea.



American Flagg! #47: Reuben takes on the Plex! Beginning a very special four-part AF! saga by Howard Chaykin, Mindy Newell, and Paul Smith. Cover by Chaykin. \$1.75.

Badger #30: Badger is struck down by Negative Kung — the delayed death touch — and only "The Grand Master" can save him! Part-one of a three-issue martial arts extravaganza! By Mike Baron and Bill Reinhold. \$1.75.

Dynamo Joe #14: It had to happen — Dynamo Joe versus Wolf-1 in a fight to the finish! The penultimate confrontration of the Orion War! By Phil Foglio, Doug Rice and Brian Thomas. \$1.75.

Elric: The Vanishing Tower #3: The awesome power of the enchanted runesword Stormbringer is unleashed, as "The Noose of Flesh" tightens around the albino prince's captors. Adaptation by Roy Thomas and Jan Duursema. Bimonthly series. \$1.75.

Grimjack #41: The old Grimjack is dead, and the new John Gaunt now lives in the shadows, seeking out those in need. And the shadows lead him to the decadent, predatory world of the Wild Side to solve the mystery of "The Weeping Bride." By John Ostrander and Tom Mandrake. Plus Munden's Bar by Phil Foglio. \$1.75.

Jon Sable, Freelance #54: Sable sets out on the trail of international smugglers supplying contraband to the IRA, and learns the shocking secret of "Jacklight." Part one of a special three-issue story by Mike Grell and Tony Salmons. Cover by Grell. \$1.75.

Lone Wolf and Cub #4: The assassin's road leads the Lone Wolf to a deadly confrontation with the dreaded Bentenrai. By Kazuo Koike and Goseki Kojima. Cover and introduction by Frank Miller. Black-and-white. 64 pages. Perfect bound. \$1.95.

Nexus #39: The Boom Search — the device that enables skilled telepaths to

search the cosmos for other powerful minds — is used to find a broker willing to trade the power necessary to slay Nexus. By Mike Baron and Kirby Award winning artist Steve Rude. \$1.75.

Psychoblast #2: It was all in his mind... until it escaped! Who is Psychoblast, and what is the source of his power? The first issue gave you a glimpse of what he's capable of; but now his full fury is unleashed as he confronts the mysterious Arrabella, a psychic vampire driven to destroy Psychoblast. By Steven Grant, Robb Phipps and Al Vey. \$1.75.

Shatter #12: While the Insurance Wars rage, Shatter aligns himself with the Alien Nation to oust the corrupters of Daley City. By Peter B. Gillis and computer graphics wizard Charlie Athanas. Bimonthly series. \$1.75.

Whisper #10: A wrong number leads to the beginning of a new storyline as Whisper becomes embroiled in a CIA cover-up of Contra atrocities and drug trafficking. By Steven Grant and Norm Breyfogle. Painted cover by Breyfogle. Bi-monthly series. \$1.75. A TUNED OUT GUY. A TURNED ON DOLL.
AND A PSYCHO-SEXUAL POLICE CAR
ON THE PROWL...
THERE'LL BE HELL TO PAY.

TIME

VOLUMEII

SATISFACTION OF BLACK ALARMAN CHAYKIN

COMING IN SEPTEMBER

TM & © 1987 FIRST COMICS, INC. and HOWARD CHAYKIN INC

PUBLISHING
COUNT ON US.











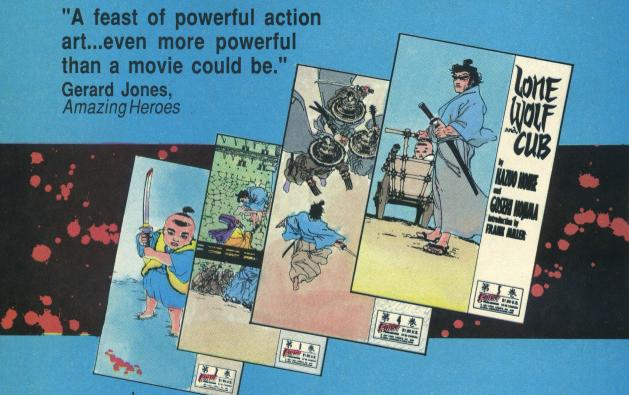






"This one is going to sell out *fast...* Miss it at your peril."

Don Thompson, Editor, Comics Buyer's Guide



KAZUO KOIKE and GOSEKI KOJIMA

Introductions and covers by

FRANK MILLER

64 pages every month for only \$1.95

The first printing of issue #1 sold out overnight! Now you can experience this sophisticated epic adventure of Japan's violent past every month in the continuing saga of Lone Wolf and Cub.



THE FIRST CHOICE...

AMERICAN FLAGG!
BADGER
CORUM
DREADSTAR
DYNAMO JOE
ELRIC
EVANGELINE
GRIMJACK
HAWKMOON
JON SABLE, FREELANCE
LONE WOLF AND CUB

NEXUS

Only \$23.00!

(U.S. subscription only)

SHATTER WHISPER

PSYCHOBLAST



... THE BEST CHOICE.

Chicago, IL 60610

Make the First Choice...the Best Choice Subscribe now! Never miss a single issue! Don't talk with your mouth full!

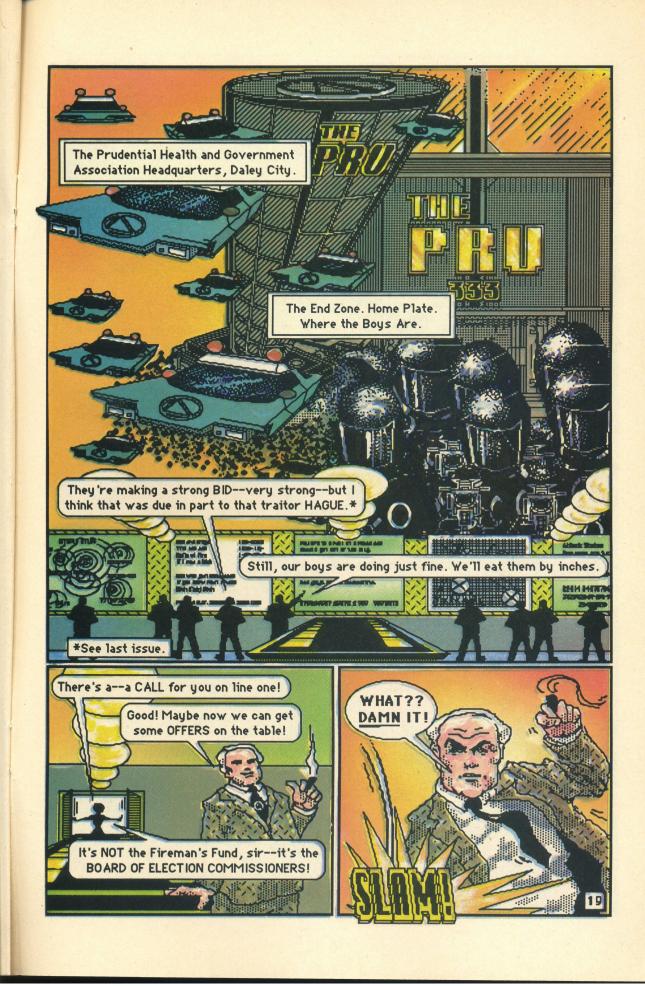
Doi	nt talk with your	mouth full!	
Yes! I want a 12 issue subscription to Only \$21.00! American Flagg! Badger Corum Dreadstar Dynamo Joe Evangeline Elric	Address City State	710	
Grimjack Hawkmoon Jon Sable Nexus Psychoblast Shatter Whisper \$23 in Canada, \$40 foreign rate)	Make checks First Comics 435 N. La	Publishing	FIRS COMIC

All payments in U.S. funds. Offer expires September 30, 1987.

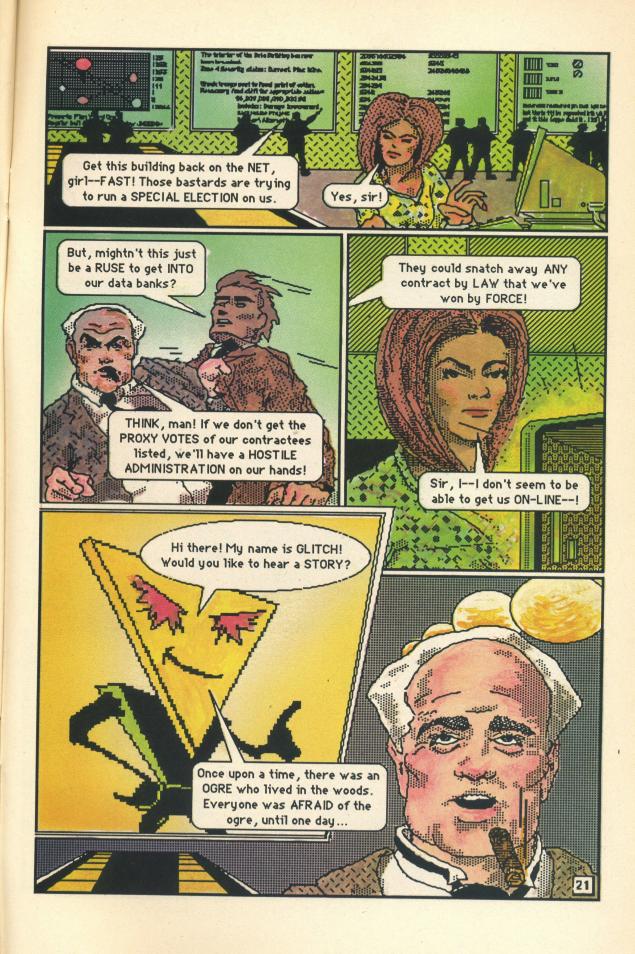
COUNT ON US.

TM & © 1987 FIRST COMICS, INC.







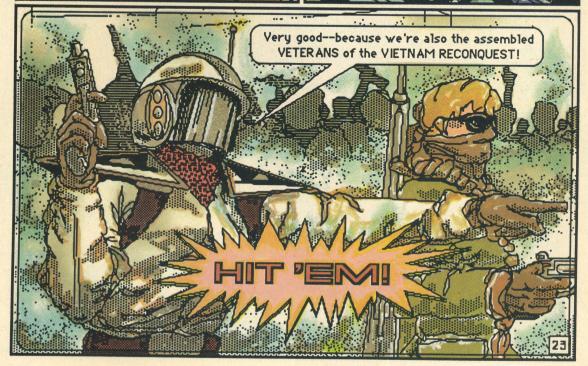








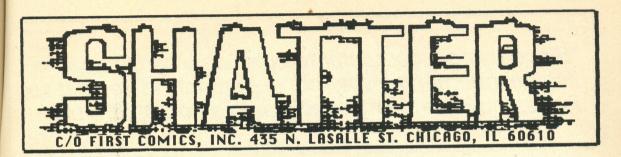












Dear Rick.

Last letter, I asked you if I was the only one who read this book. Well, I think I've figured it out. The reason there is no letter column in your book is not only because I am the only one who reads this book, but because you don't even have enough letters from me to fill up an entire letter column. Or is it that you just don't have enough letters of approval?

Regardless, I'm making this letter real short and real sweet. Shatter is a book of interesting concepts that are poorly introduced. That's about it. The book's got potential, but it's handled in just about the worst way I could imagine. The "Bezirk?" Maybe. Just maybe if it was handled correctly it could have been something truly interesting. And that guy with the cat eyes? (imagine me making a throat clearing noise).

Rick, do us a favor. Tell Peter to write something else. Why don't you take over the scripting chores. Last issue was the best one I've read in a while — and I think it's solely because you helped. Otherwise, I'm sorry to say, you won't even be getting letters from me anymore.

The days are numbered.

Christopher Romano 16907 Ave. de Santa Ynez Pacific Palisades, CA 90272

Chris, Chris, Chris. When have I ever showed a lack of

willingness to print criticism along with praise? I've certainly printed your letters on more than one occasion, and here I am doing it again, so... Nyah, nyah, na-nyah nyah.

Now that I've got that out of my system, I'll respond to your vicious attack with a scathing rebuttal. Ready? Here it

comes:

You're right. Not necessarily about Peter Gillis or myself, but about our failure to deliver on the "interesting concepts." So no more fooling around. Next issue Shatter starts to kick ass and take names. This I guarantee, because the new writer happens to be a close personal friend of mine.

But let me take this opportunity to point out that without **Peter Gillis**, there would be no **Shatter**. He invented Shatter's world, and we're going to be picking his brain a lot for background details and ideas. Meanwhile, Peter will be busy at work on a project for another publisher whose name I won't mention but whose initials are DC. Good luck, Peter!

Dear Editor,

I had hoped not to write this letter. I feel a great need to express my feelings, though, so I'll say it straight out. The past 6 issues of Shatter sucked. I could see it coming by the very weak plot in issue 4, But I hoped for the best. Everything about the issue 5 through 10 (save the

introduction of Ravenant)

I really wish you would do a few things. These are just my ideas, which I'm nearly positive take won't vou consideration to, but hear me out. Since using a computer to produce a comic is in itself why experimental. experiment?? The past six issues have seemingly fallen into a sort of formula. I'd rather see you revert back to dots (the kind of art featured in Jon Sable) than keep up your present style! Try doing a different style each issue to keep things from going stale! Your latest issues have hardly any interesting details (compared to the Shatter Special #1)! In fact, because of that and the stupid plot, I just recently read the past six issues, due to boredom, and these being the only literature available.

What happened to Michael Saenz, anyway? Shatter has hit rock bottom since his absence! Please do

something, quick!

Also — I have enclosed a self addressed, stamped envelope in hopes you may send me information on acquiring a disk of an issue of Shatter, what computer types it may be compatible for, what issues available (hopefully early ones!), and how I may receive the animated "commercial" mentioned in an early issue.

Thank you for putting up with my bitching, and please consider making some

"Since using a computer to produce a comic is in itself experimental, why not experiment? The past six issues have seemingly fallen into a sort of formula."

improvements.

Mike Langlie 293-C Wilson Hill Road Binghamton, NY 13905

Gee, Mike, thanks for continuing to buy the book even though you thought it sucked. Personally, I thought we had made a major improvement with issue #9 and introduction of new computer artist Charlie Athanas.

We're experimenting with new software and hardware all the time, and we continue to refine the process. If you didn't see a big change back in #9, I don't know what else we can do that will really knock your socks off. But we'll keep trying anyway.

As for the plots, see my letter to Chris Romano.

As for **Shatter** on disk or the animated "commercial (also on disk), it proved to be too much work to provide copies to interested individuals on an ongoing basis, so we stopped doing it.

And now that we've given equal time to the opposition, here's some more upbeat mail...

Dear Shatter People,

Shatter #10 was business as usual, enjoyable as usual.

Confusing, but enjoyable. I both love and hate how difficult Shatter is to follow, but I love it just a little bit more than I hate it. Keep it coming.

After having pulled out my complete collection of Shatter books to review so many times, I've thought it might be nice to have the Shatter backups from Jon Sable compiled in a single volume. You could issue it as Shatter Special #2, so the book may be filed chronologically in the order that the stories occurred, between Shatter Special #1 and Shatter #1 of the regular series.

Dave Berkebile P.O. Box 1861 Boca Raton, FL 33429

Not a bad idea, Dave. But instead, how about a graphic novel that includes, among other things, both the Shatter Special and the six back-ups from Jon Sable Freelance? Nothing definite yet, but we're working on it.

Dear Rick,

mine.

I think that P.B. Gillis is doing maybe the best writing of his career here. And Charlie Athanas turns out incredible array of depths and textures. The breakvine and the role playing scenario was brilliant for the story and the medium. And a cryptic reference to Cat Mother and the All-Night Newsboys made issue 10 for me. "The Street Giveth and the Street Taketh Away" is a favorite recording of

> Charlie Harris 2657 N. Mountain

Tucson, AZ 85719

I think the last couple of issues of Shatter were some of Peter Gillis' best work, too. Unfortunately, this is Peter's last issue... for a while, anyway.

Who's taking over the writing on Shatter? Well, you

can find out...



NEXT ISSUE: It's the middle of the 21st century. Man has conquered pollution. Waste products are recycled and converted into energy. Electronic watchdogs monitor the sewers for dumping. It's an ideal world. So why are lethal toxins in the water supply killing people? Shatter's back on the beat, and he's going to find out! But first he has to save Ravenant from "Utopia, Ltd." By Charlie Athanas and Jay Case.



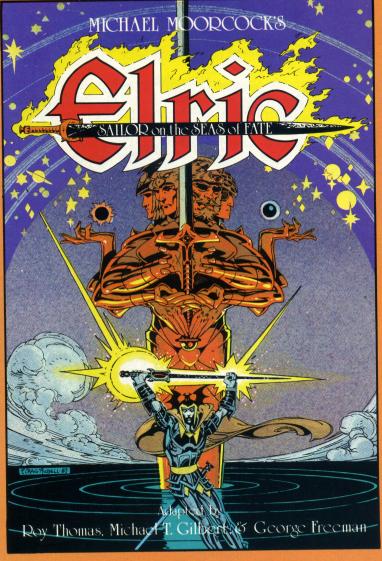
Starting in American Flagg! #47

ON SALE IN AUGUST!



YOUR SHIP IS COMING IN!

Michael Moorcock's SAILOR on the SEAS of FATE Graphic Novel



The complete adaptation of Moorcock's best-selling sword and sorcery novel — over 200 pages in color — featuring the further exploits of Elric of Melniboné.

The perfect addition to any Moorcock collection.



Still available ELRIC OF MELNIBONÉ Graphic Novel Just \$14.95

"The most beautiful Graphic Novel ever published!"

— **Don Thompson**, Editor, Comics Buyer's Guide

"First's Graphic Novel line is the most outstanding line currently being published!"

— Don Thompson, Editor, Comics Buyer's Guide

Shipping August. Just \$14.95

PUBLISHING
COUNT ON US.