

# 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.

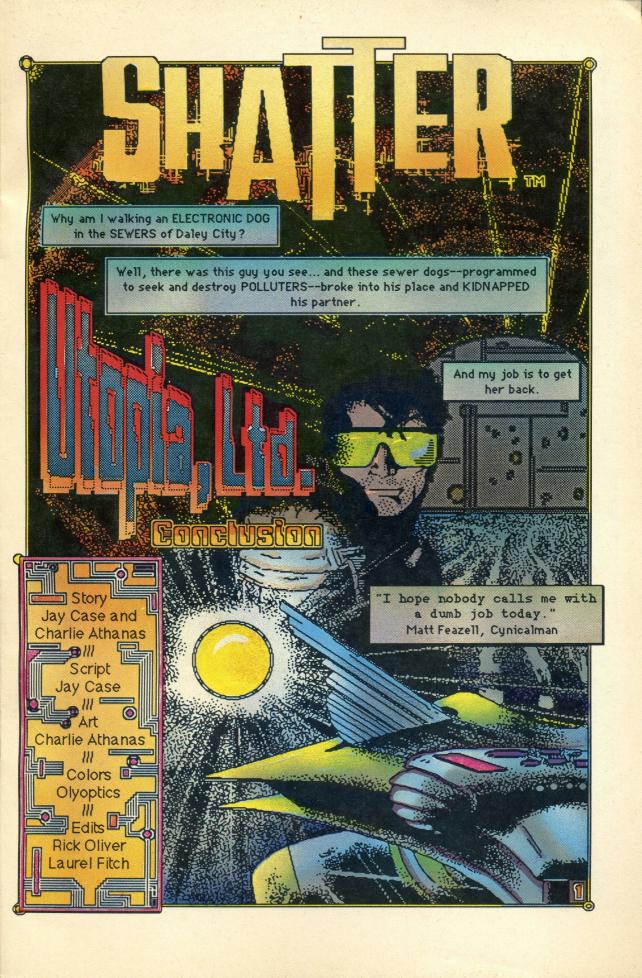
Used to be everyone wanted a piece of Shatter — until his RNA-enhanced brain figured out a way to produce a diluted transfer method that works on anybody, without killing the donor.

LAST ISSUE: Shatter and his partner, Ravenant, had a run-in with some Sewer Dogs — electronic watchdogs designed to seek and destroy any source of illegal pollution, even though there isn't any pollution anymore. The sewer dogs took off with Ravenant, and now Shatter is in pursuit...

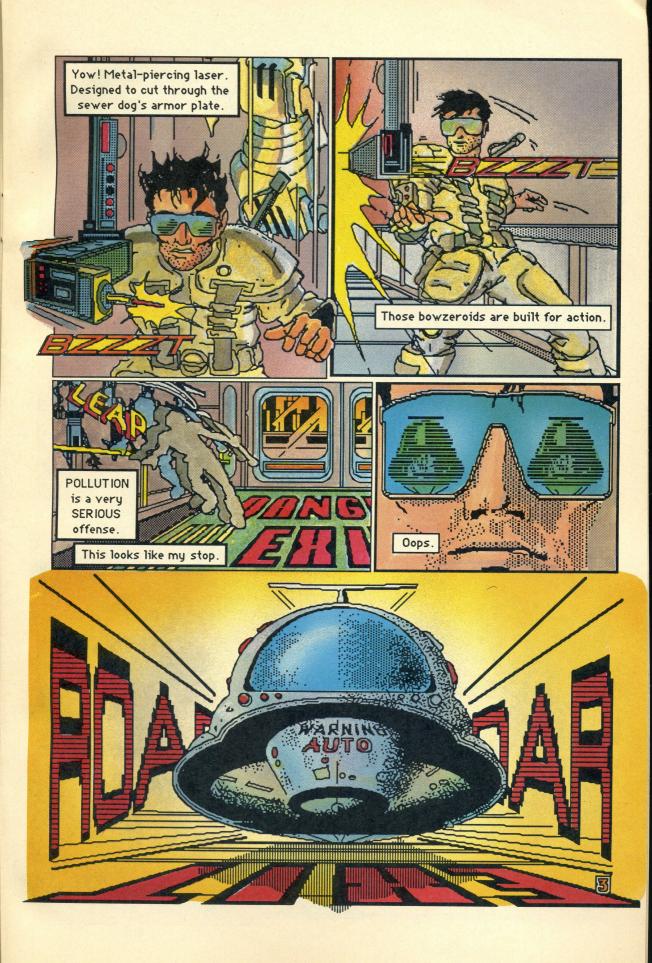
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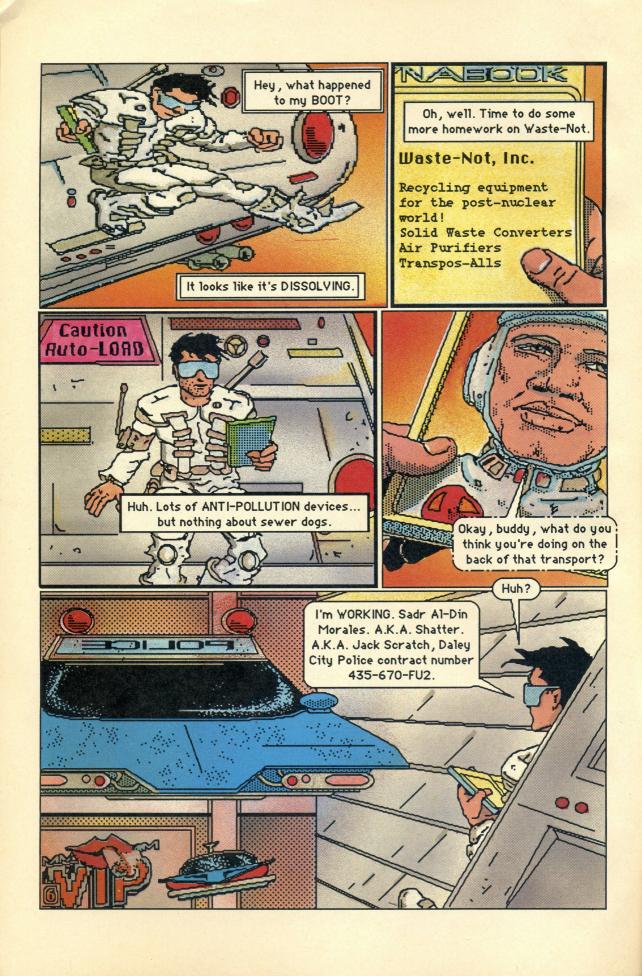










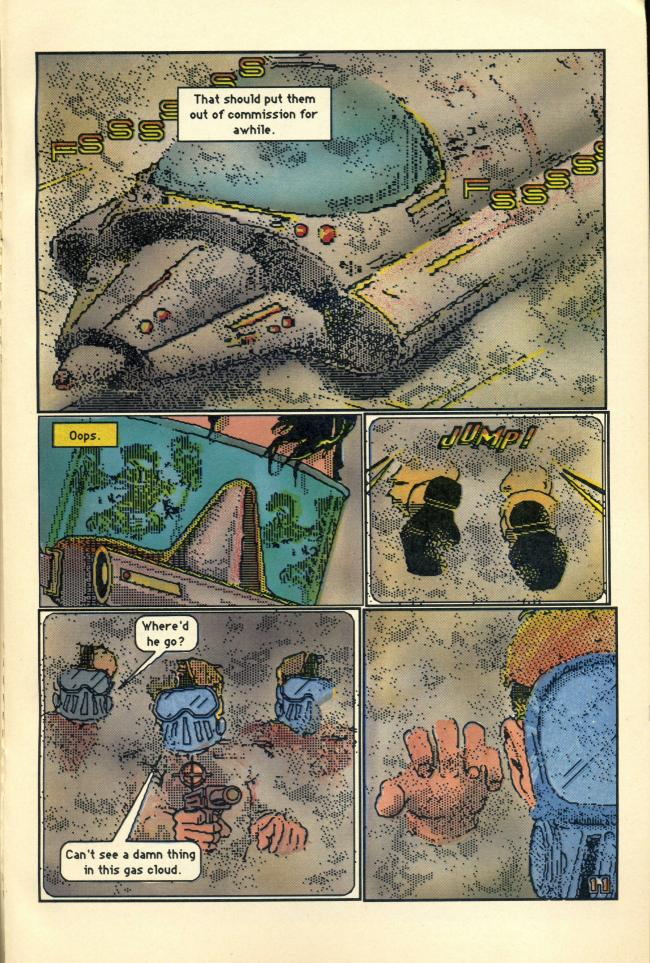














Do you have as much fun as I do at Christmas time? Do you spend 364 days anticipating the great event, with 363 of them spent avoiding the holiday shopping crowds? Do you go to the nearest shopping mall on December 24 with a list of 30 or 40 friends and associates for whom you're really going to get a present this year for sure, but with absolutely no idea what it will be, hoping to be inspired by some truly fascinating do-hickey in an obscure little shop? Do you pare the list down to your three closest relatives in desperation as the day wears on, trying to concoct some plausible explanation as to why you thought your father might actually want a pair of women's shoes? Do you feel it's a strong possibility that you may well strangle the next person who says "Surprise me" when you ask just what the hell it is they want for goddamn Christmas!?

Well, unlax, joyous holiday reveller. Your yuletide woes are a thing of past. Using the latest marketing focus group techniques and rigid scientific random sampling, we have compiled the Complete Christmas Checklist, guaranteed to make all your Christmas giftees gasp in wonder. Of course, the focus group consists entirely of my one year old daughter, Kendall, and the random sample consists of books randomly strewn about my office. But it's probably better than what you've got so far...which most likely is nothing.

### COMPLETE CHRISTMAS CHECKLIST

## Cynicalman . . . The Paperback! By Matt Feazell.

In which Cynicalman battles a giant slug, foils the diabolical Dr. Pweent, teams up with the irrepressible Antisocialman, and spouts great diaglog like, "Yikes, that's a real giant slug!" and "I hope nobody calls me with a dumb job today." The first 12 issues of The Amazing Cynicalman complete in one volume, plus guest appearances by Cutegirl, Stupid Boy, and the aforementioned Antisocialman. Who could ask for more? The perfect gift for anyone with anything resembling a sense of humor. From Thunder Bass Press.

### **Eddy Current**

"A twelve hour book" by **Ted McKeever**. Eddy sent away for the Dynamic Fusion Suit. It's guaranteed to magnify Eddy's strength "lots of times." Eddy has twelve hours to save the world. Eddy knows his mission is difficult. ("I attempt to still their hearts with fear . . . I must look like a real jerk.") Eddy hates Elvis movies. Eddy just escaped from the asylum. He's my kinda guy. This is not a comic for everyone . . . but it *should* be. Guaranteed to alienate *X-Men* fanatics. From Mad Dog Graphics.

### Sam & Max, Freelance Police By Steve Purcell.

Sam is a dog, and Max is a bunny . . . sort of. They're real cute. They have real big guns. They fight urban crime. They park illegally because Max can't see over the top of the steering wheel. A tightly plotted comic masterpiece in which the villanous psyhic surgeon spontaneously combusts just when you thought there was no possible escape for our heroes. Well, it's better than waking up from a horrible dream in which you're married to both Lois Lane and Lana Lang, isn't it? Guaranteed to outrage the medical community. From Fishwrap Graphics.

### **Space Ghost**

### By Steve Rude and Mark Evanier

The cartoon character that inspired the Dude to create the visual image of **Nexus**, possibly the greatest comic book of all time. Guaranteed to prevent Steve from rendering me senseless. From Comico.

### Munden's Bar Annual

By Mike Baron, Hilary Barta, Brian Bolland, Del Close, Matt Feazell, Steve Moncuse, Jerry Ordway, John Ostrander, Steve Rude, and Joe Staton. Three classic favorites, three brand new stories, 48 full-color pages, all for only \$2.95. On sale now! From First Comics.

Hey, you didn't think I'd get out of this without plugging at least one of our books, did you?

-Rick Oliver

### FIRST IN DECEMBER

Lone Wolf and Cub #8: By Kazuo Koike and Goseki Kojima. Cover and introduction by Frank Miller. 64 pages. Black-and-white. \$2.50.

Badger #34: Ham and Badger square off against a horde of biker demons from hell! Part one of two by Mike Baron, Ron Lim. Cover by Mike Zeck. \$1.75.

Nexus #43: Guest artist Paul Smith joins writer Mike Baron and paints a "Portrait of Death." \$1.75.

Grimjack #45: The Demon Gate is open and the Dancer's reign of terror begins. By John Ostrander and Tom Mandrake.

Psychoblast #6: Can Psychoblast survive "Psych-Out?" By Steven Grant, Robb Phipps and Al Vey. \$1.75.

Whisper #12: Christmas cheer turns to fear when a psychotic killer makes a list and checks it twice — steal the Whisper costume and murder Di Young! By Steven Grant and Rich Larson. Cover by Bill Sienklewicz.

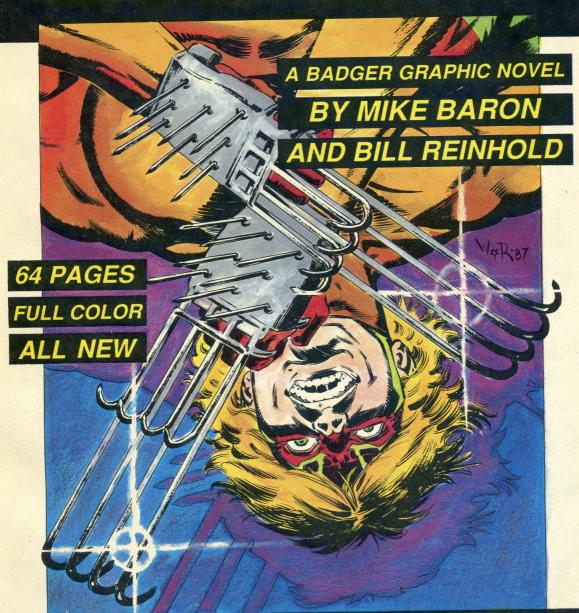
Munden's Bar Annual #1: Hey, how about that? Two plugs on one page. Look over to your left and down for more exciting info of this extravaganza. Cover by Jerry Ordway. \$2.95.

EIric #5: The Albino Prince must fight his way through the Beggar Army, the mystical Horsemen of Tanelorn and the vampiric Elenoin, to reclaim his stolen Ring of Kings. By Roy Thomas and Jan Duursema. Bi-monthly series. \$1.75.

Sable: Return of the Hunter #2: In war torn Tehran, Sable seeks revenge fro the death of a friend. By Marv Wolfman and Bill Jaaska. \$1.75.

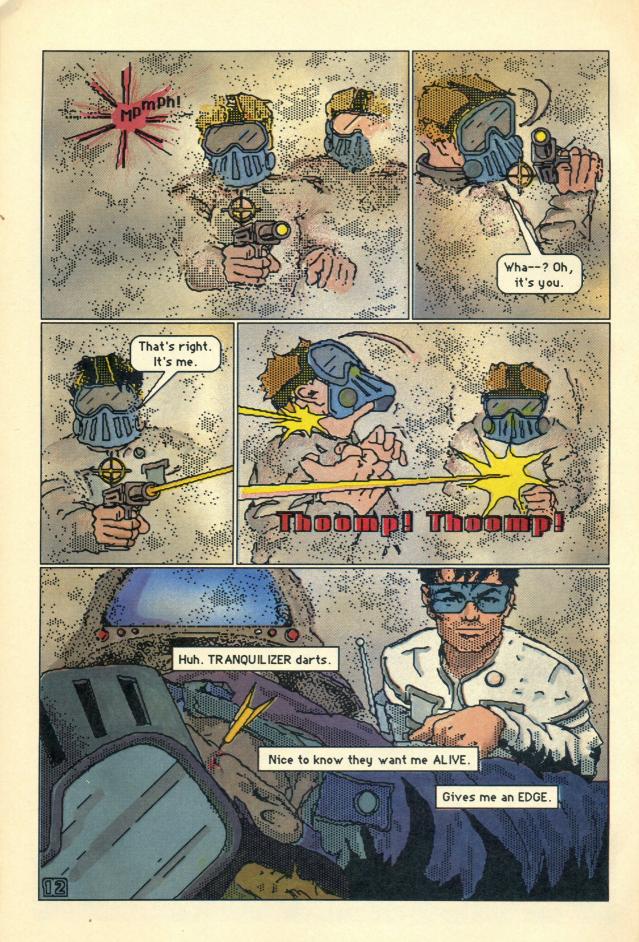
Shatter #14: Daley city is dying, and only those in self-contained, sealed biospheres will survive — and only Shatter can save the rest of the world! By Jay Case and Charlie Athanas. Bi-monthly series. \$1.75

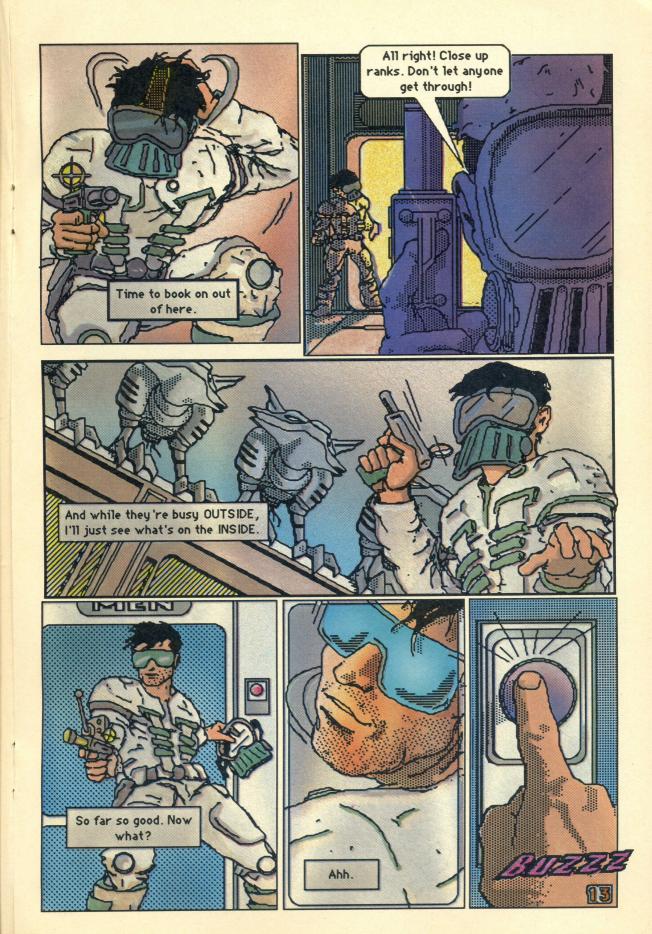
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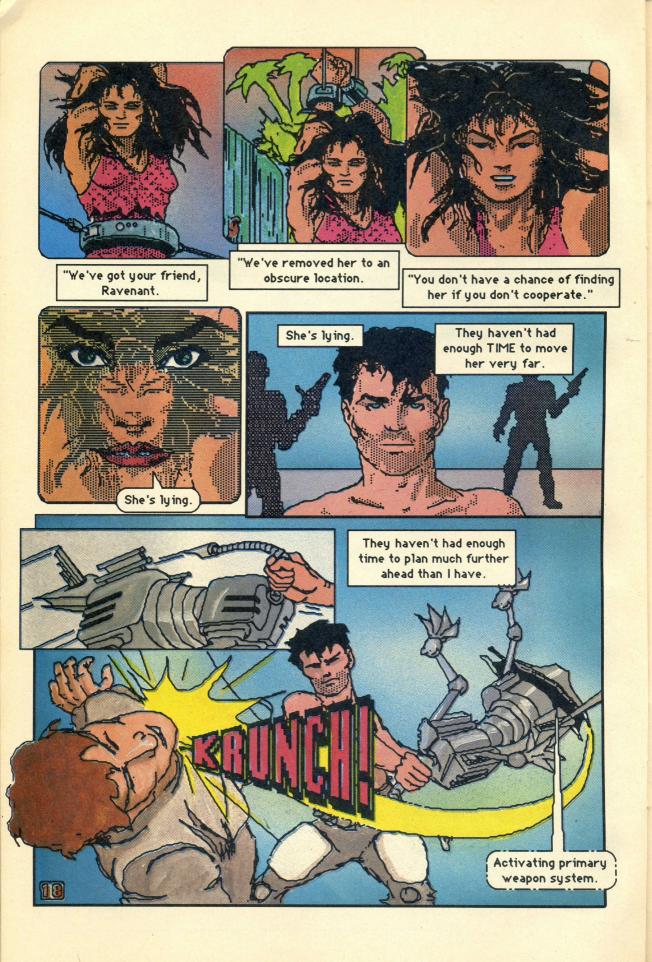
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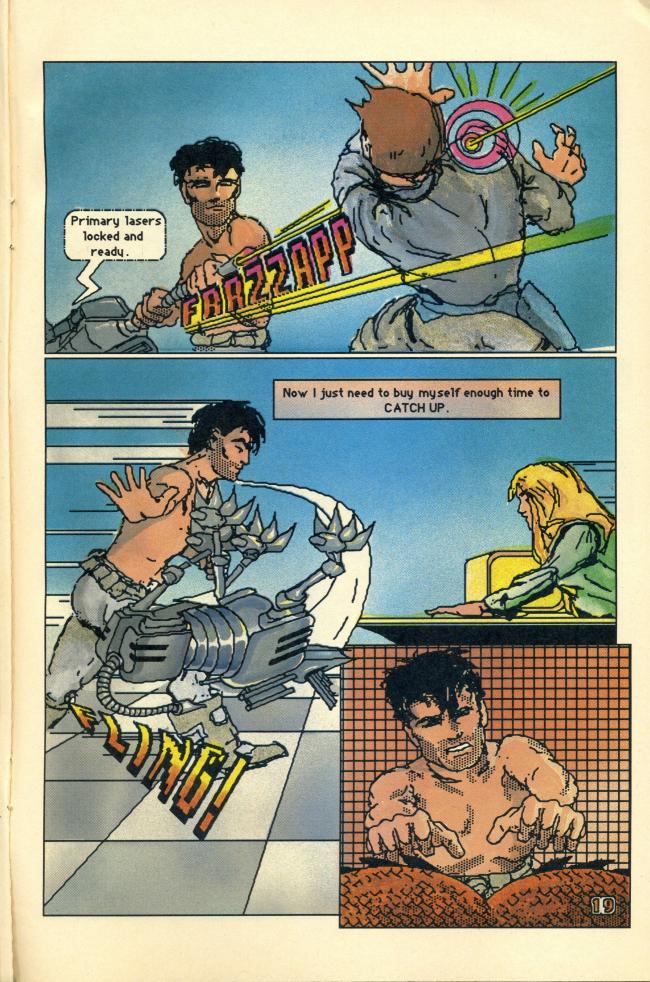
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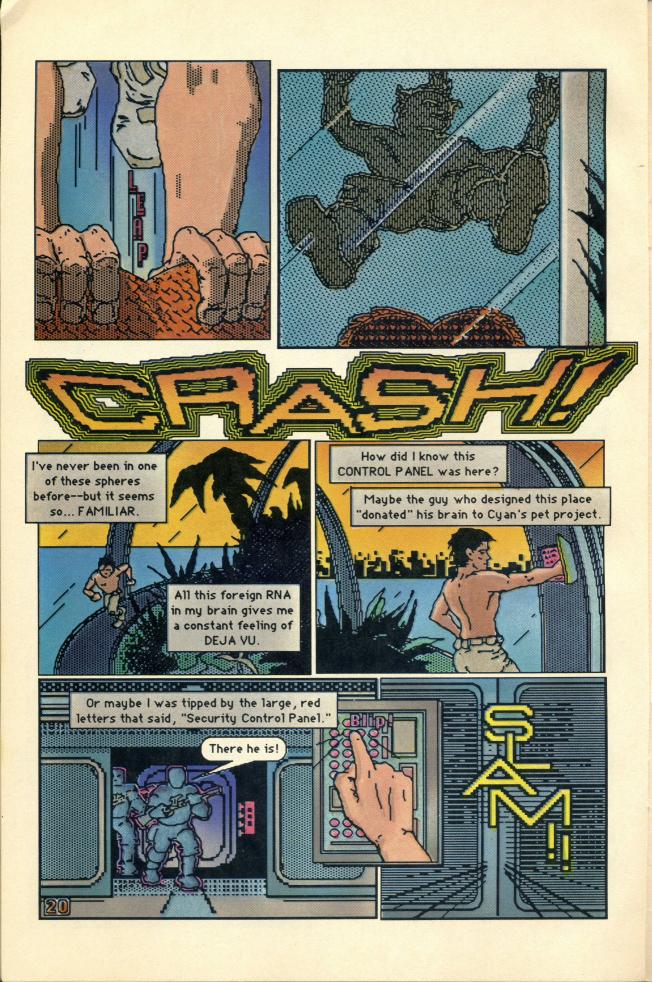
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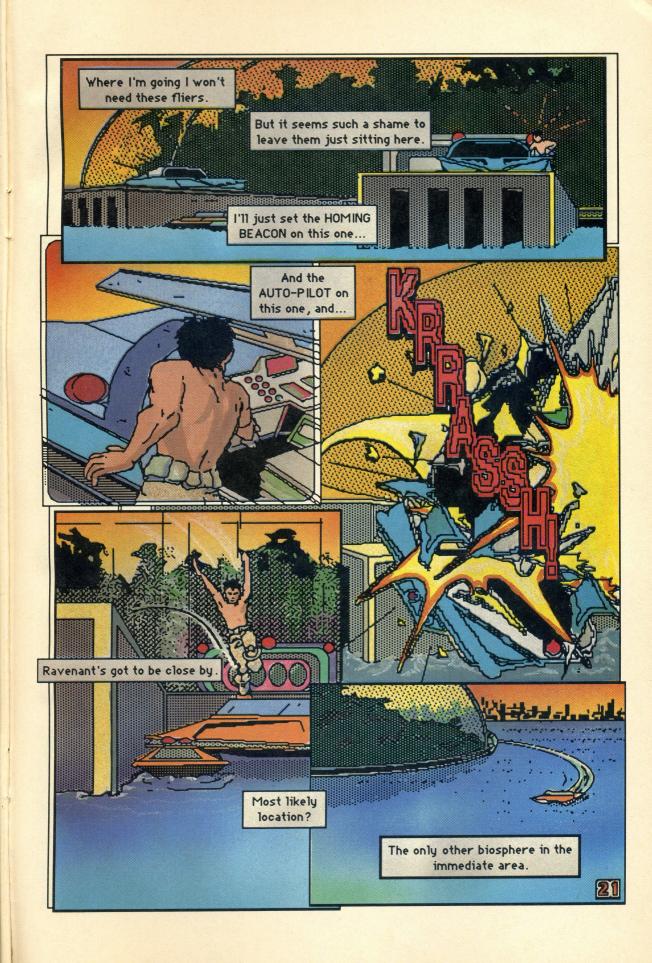
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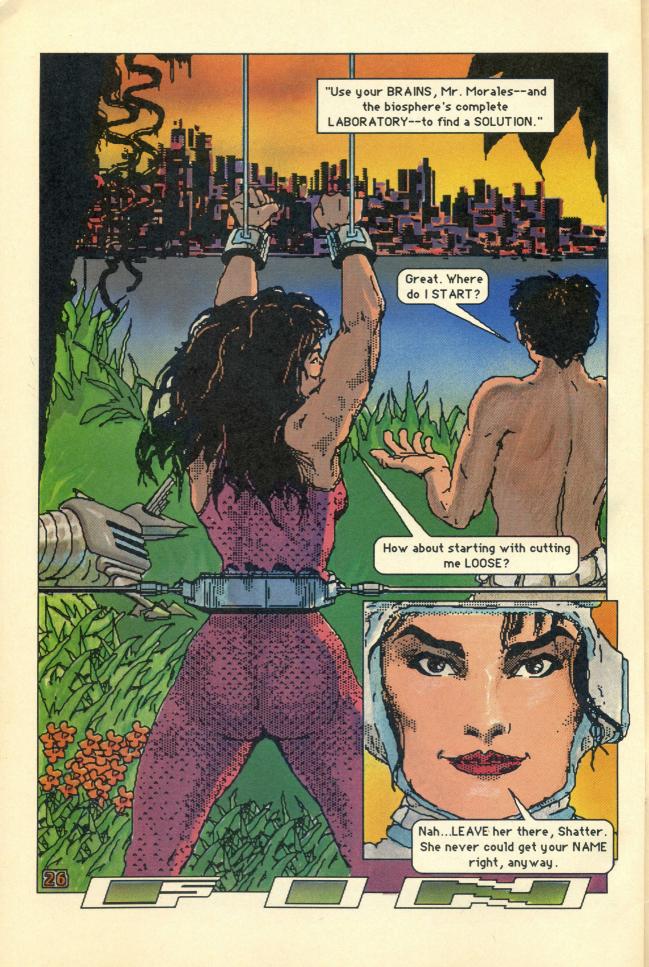














Dear Rick,

My gosh, I can't believe people are not enjoying Shatter as much as I have been lately. I read the letters page of #12 and it was over half complaints. That normally wouldn't bother me, but the book has gotten better recently. I'll admit, I didn't particularly enjoy issues 4 through 8, but the series did a turnaround when Charlie Athanas came on board. Sure, it's still got a ways to go yet, but I still think the issues since Charlie started have been some of the best in the series.

"Singing the Alien Nation Blues" in Shatter #12 was a satisfactory conclusion to the current storyline and a fine farewell performance from Peter. I'll be sorry to see him go, but what must be, must be. I hope you'll get somebody in here who's worthy of filling Peter's shoes as writer. The only other writer who ever did justice to Shatter, other than Peter, was Mike Saenz. I don't suppose you could find a way to convince him to return? I'd suggest Mike Baron, but it seems he's got more than enough work these days without another book added to the list.

There is one point another reader brought up that I must agree with. Shatter should be more experimental, in storylines as well as in art. It's got to do for comics what "Max Headroom" does for television. The book should push at the limits of what can be done in a comic book. The computer art was the first step, but that's been about the only thing that's given the book a

distinct identity thus far. The novelty has worn off. If you want the series to survive, the stories have to be even better than they are now. Even if you have to get controversial. Anything to draw attention to the series and keep people interested.

That's all for now. But I'll probably be writing again. I do enjoy this series and I don't want to see it die.

T.J. Campbell 1225 Bay Ridge Road Madison, WI 53716

Dear Rick and Laurel.

I think that the new team of Case/Athanas is an improvement; they don't seem to take themselves quite as seriously as Peter Gillis did. Small touches like Sadr's improvised F.C.C. override access code: IQ-TKO-LSMFT, or the sewer dogs: Model THX 1138, showed a lightness and humor that I didn't expect.

The dream sequence with Cyan was a gas! Polluting the water with costly Coke. Shatter leaving Ravenant to deal with the sewer dogs herself, lots of timely "comic" relief. Maybe there is a reason I've stuck with this title since the summer of '85!

Charlie Harris Tucson, AZ

Dear Rick.

Guess what... Shatter #13 didn't ruin my day (in answer to your letter column question). In fact, I liked it. Of course, like all things, this is just the beginning, and the quality of Jay's and

Charlie's work will truly be apparent after four or five issues. One issue does not a series make. (Remember, even / actually liked — cough — the first issue of Superman by John Byrne... well, almost.)

Aside from that, I'm actually liking Charlie's visuals more. What I noticed is - for the most part - his faces are more consistent. Shatter looks like Shatter and Ravenant looks like Ravenant (except for the cover. unfortunately). And that's good. Speaking of Ravenant, Shatter #13 presented her more like she should be presented. Instead of a man with boobs - sorry, "breasts" - she looks like a strong and conditioned woman. There's a difference, you know. I especially like her appearance (but not Shatter's) on page 15 but watch the half-shirts (we were talking about Byrne a minute ago, weren't we?).

So I guess that's all I've got to say... wait a minute, there are no complaints in this letter. This can't be! Hold on, let me flip through the book for a second. I'm sure I'll find something — pause — here we go! I found one, I found one.

Now that comics are considered a "valid" art form, I think it's time we as a concerned comic society decided what is and what is not necessary in comics. Should we continue with the traditional and put out stuff that everyone expects of us, or should we actually go out and think up something new and interesting? Original, even. Am I making sense? Here, let me clarify. The difference between

# "Should we continue with the traditional and put out stuff that everyone expects of us, or should we actually go out and think up something new and interesting? Original, even."

good science fiction and comics is that — for the most part — good science fiction alleviates itself from cheesy, cliché ideas. This is the difference between say, Star Trek II: The Wrath of Khan and Star Trek: The Next Generation. One is powerful and somewhat original, while the other is just a pathetic, bland copy.

What I'm referring to, specifically, are the sewer dogs in Shatter #13. COME ON! These sewer dogs remind me of comics like DC's Hex. Just because they're watchdogs doesn't mean they have to look like dogs. COME ON! Show some originality, guys. What did the "dogs" look like in Bradbury's Fahrenheit 451? Originality... or at least some sort of pondering... that's the key, man. Don't forget it.

I'll let it go this time, but next time.

P.S. Did you ever think about naming the letter column?

Chris Romano Pacific Palisades, CA

Yes, we're going to name it "Complaints from Chris," beginning with our very next issue.

Regarding your Star Trek analogy, someone once described The Wrath of Khan as "the best Star Trek movie they could make." Maybe the new Star Trek television series just points out the inherent limitations of the basic concept. We'd like to think we have yet to discover the limitations of

computer graphics, which theoretically means we can continually do new, interesting, and original stuff with a computerized comic book, which just bolsters your basic argument, I guess. Oh well, never mind.

And, yes, I know I'm going to alienate a lot of Star Trek fans with my comments, and they'll probably stop buying the book. But I don't think that's going to be much of a problem.

Dear Mr. Obadiah,

When Shatter first appeared several years ago I purchased the issue as a collector's item. After all, it was (and still is) the first comic generated by a computer. Unfortunately, at the time, my budget could not allow the purchase of another book. The use of a Macintosh to produce Shatter always kept my interest. The recent purchase of my own Macintosh, and my joining a user's group, has further fanned my interest in how the book is produced.

Would it be possible to obtain some information about the production of Shatter from First Comics? Or, could you steer me to someone who could provide this information? I would like to present a program about this particular application of the Macintosh to our user's group at some time. Any information you could provide, either published, written, drawn, or digitized on a Mac disc (I'll even provide the disc!), would be of great help. I know most of these Mac users are completely unaware of this

type of application of their beloved Mac. I would like to open their eyes a bit.

Randall D. Williams.
Macintosh User's Group
of Siouxland, Inc.
2730 So. Cornelia
Sioux City, IA 51106

When Shatter first appeared it was produced solely with the software that came packaged with the Macintosh: Apple's own MacPaint. More recently, we have also incorporated MacDraw, Word, Switcher, MacBillboard, and FullPaint. This letters column and the First Notes page were produced with Word and XPress, an electronic page make-up program.

There are more new graphics programs available every day, each more sophisticated than the last, and there's no telling where it will all lead.

But for now, Shatter has served its purpose, and it's time to move on. Thanks to all our loyal readers who stuck it out through both the great and the not-so-great issues. Thanks to Peter Gillis and Mike Saenz for starting the ball rolling, Steve Erwin and Bob Dienethal for keeping it going, and finally, let's all give a big hand for Charlie Athanas for revitalizing the book for a classy finish.

- Rick Oliver



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