

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 cobbled together an army of the Alien Nation and the Allnight Newsboys to stop an insurance war that was laying waste to Daley City. Then he bought back his cop contract from the real Jack Scratch. Now, he's back on the beat again...

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.

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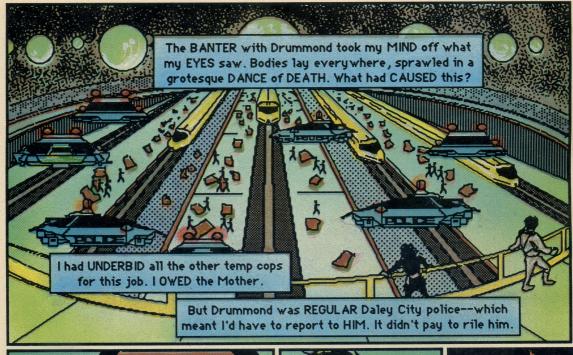
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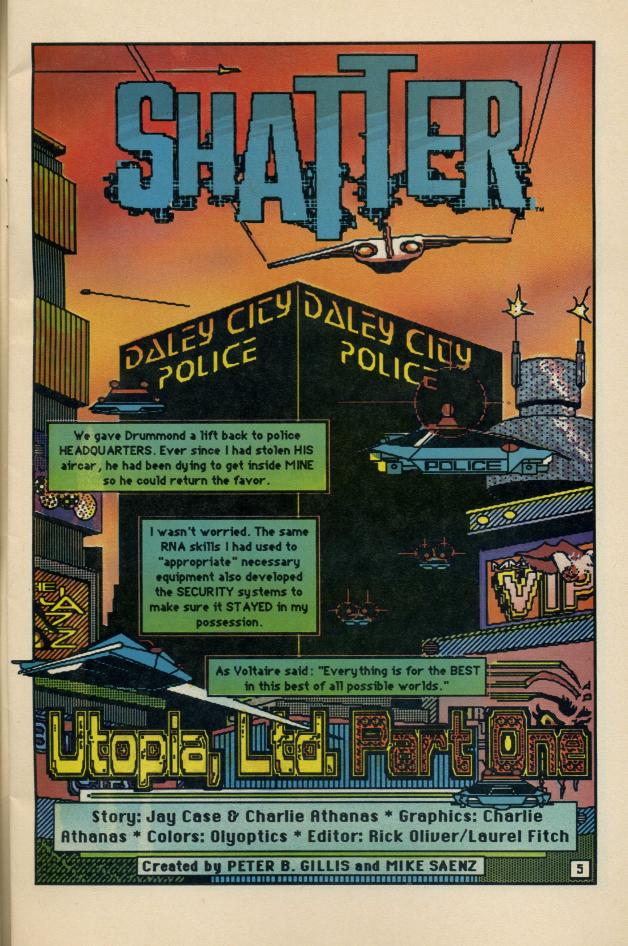






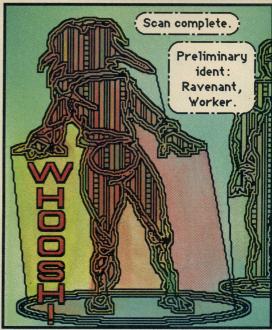
























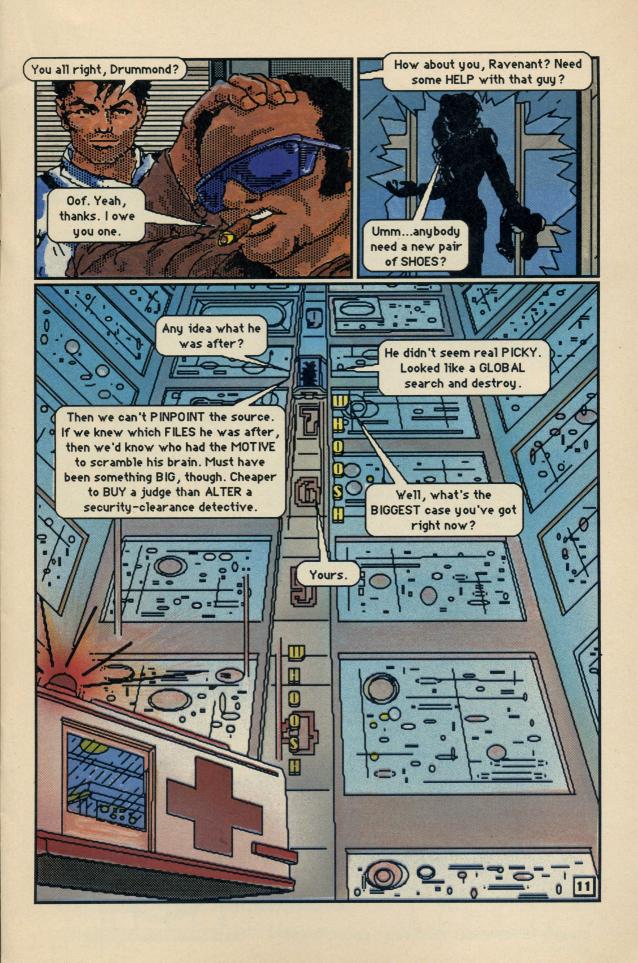












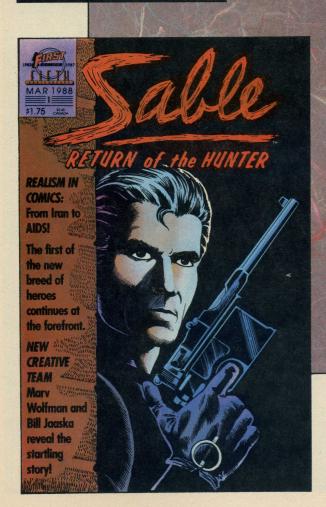
S A B L E

RETURN OF THE HUNTER

BY MARV WOLFMAN

AND BILL JAASKA

'NUMBER ONE'



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NUNBER

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BY MIKE BARON,

AND RON LIM

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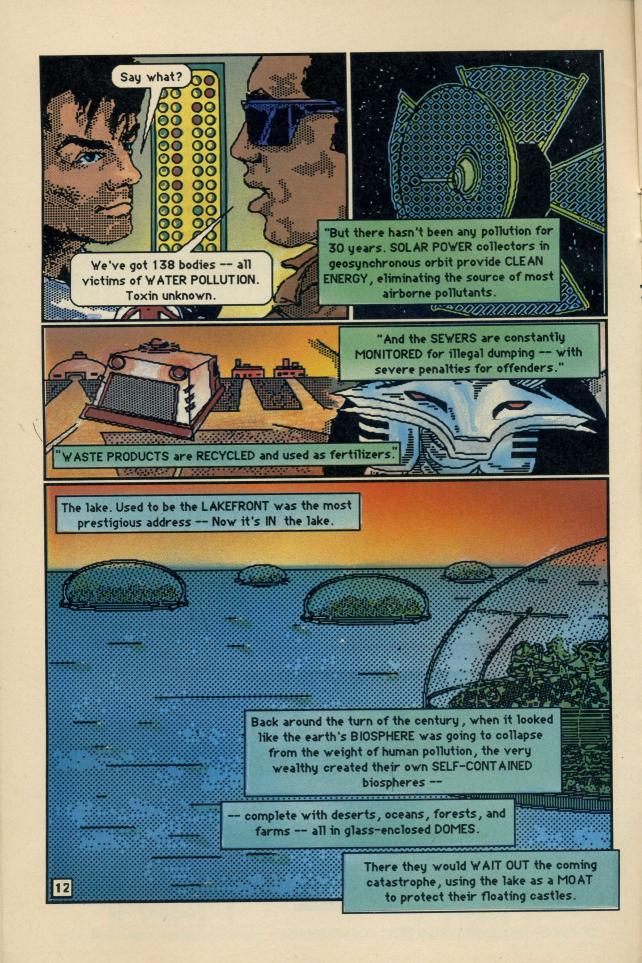
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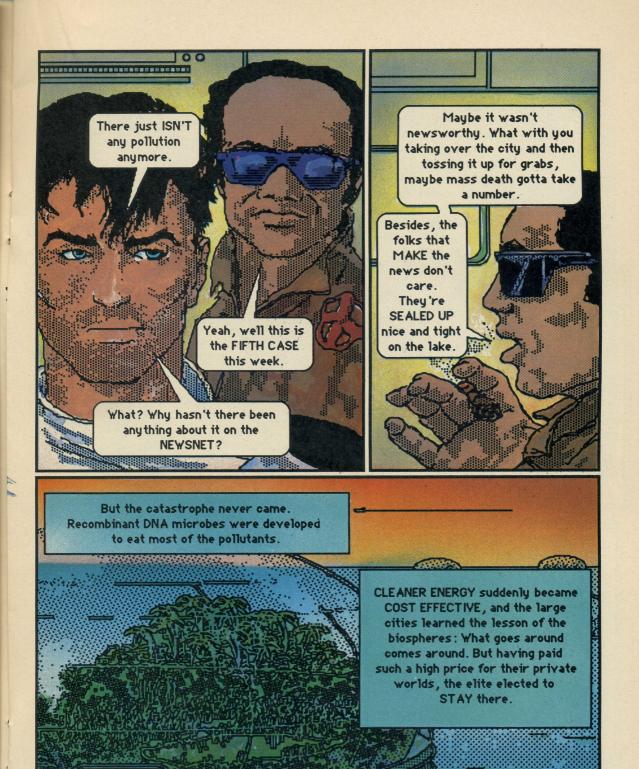




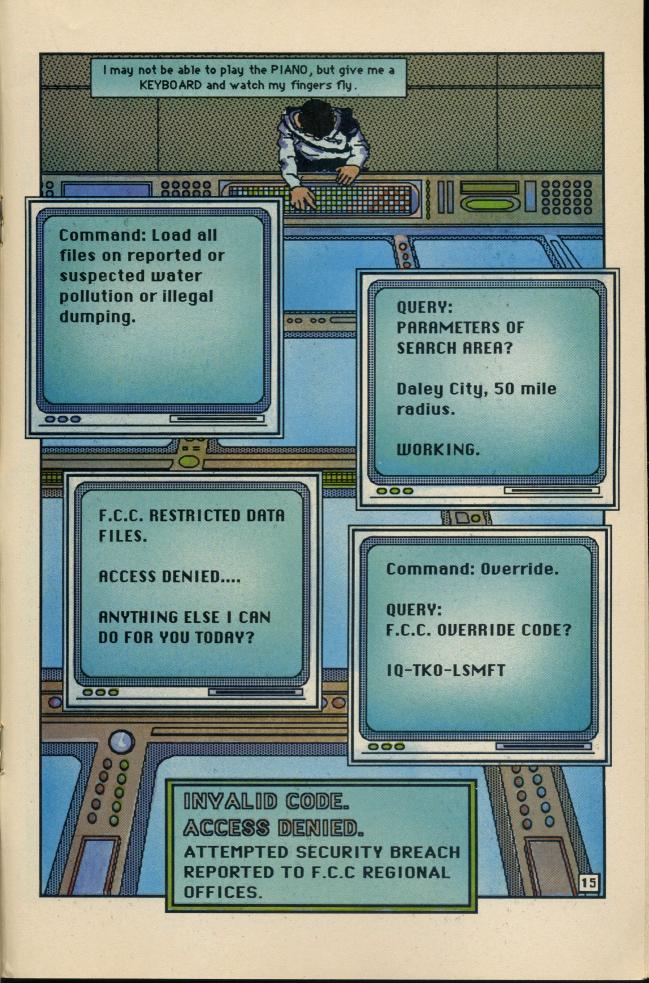
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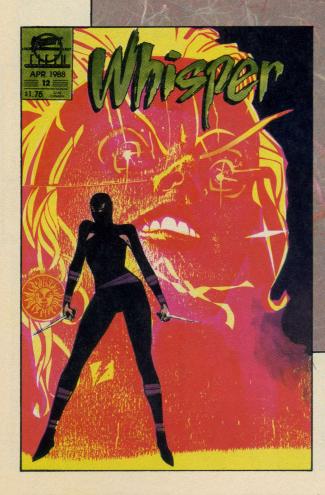
ORIGINAL ARTIST RICH LARSON

JOINS CREATOR/WRITER STEVEN GRANT

FOR A SPECIAL CHRISTMAS ISSUE!

Y O U R L O C K Y NUNBER

BILL SIENKIEWICZ





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AMERICAN FLAGG!

NUMBER FIFTY

BY HOWARD CHAYKIN

AND MIKE VOSBURG



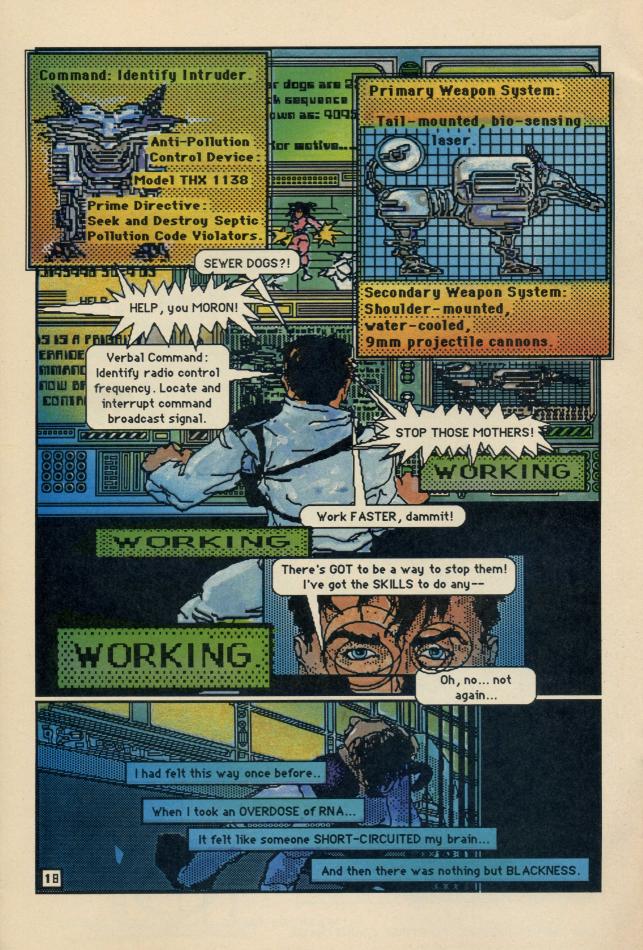
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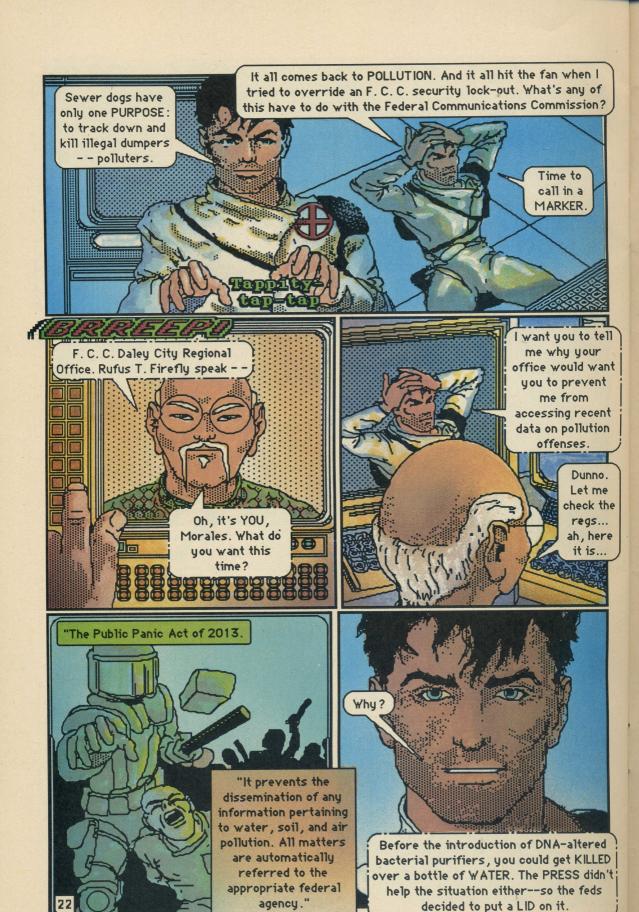
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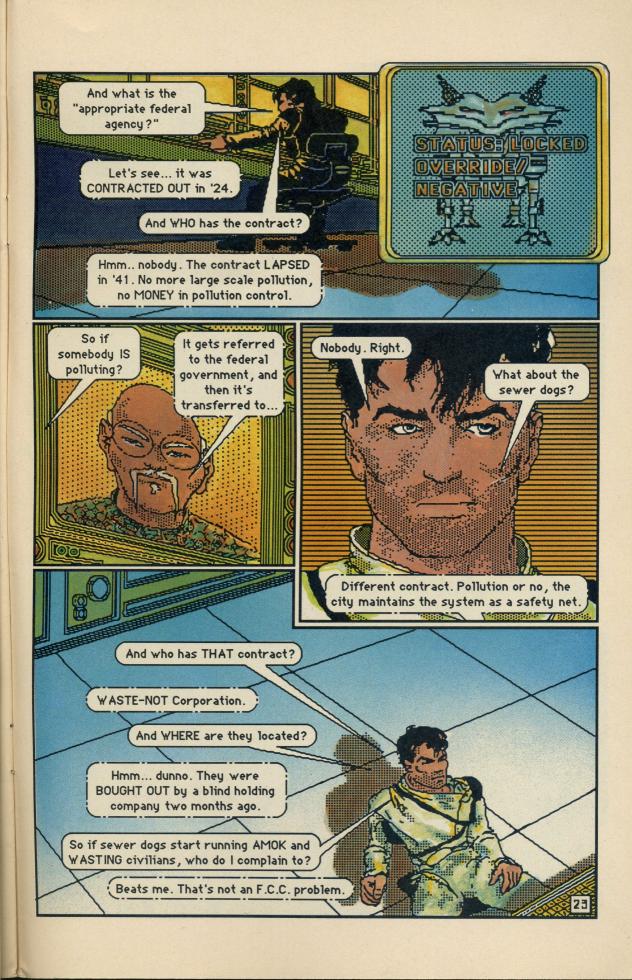




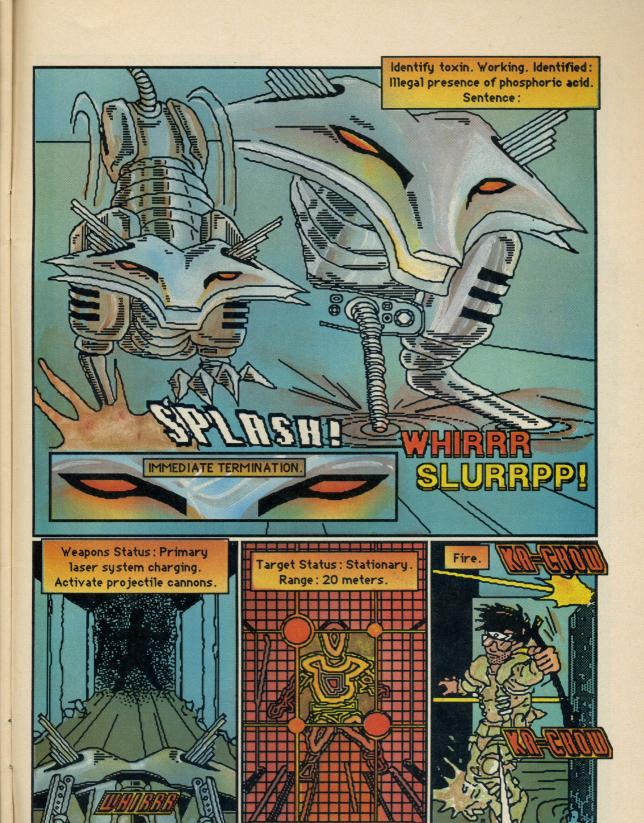












Weapons Status: Primary laser system charging.

Projectile cannons locked

on target.

Woof! That's

cutting it CLOSE!

25



SIMITE

% FIRST COMICS 435 N. LA SALLE ST., CHICAGO, ILLINOIS 60610

Dear Rick, Steve, Charlie and Peter.

Shatter #11 was truly a masterpiece. Every panel was a work of art. Steve, your coloring was even better than the last two issues. Charlie, your graphics are as wonderful and realistic as ever. The art on page 1 was breathtaking. And Peter, your storylines give the book a nice "Miami Vice" of the future feel.

Rick, keep the Shatter team in line and see if you can get Peter to keep Shatter in Daley City for a while. "The Third World War" is something I would like to forget.

By the way, don't let the graphics look too much more realistic — after all, why have a computerized comic if it doesn't look like it?

Matt Weldon 967 Maple Grove Drive Greenwood, IN 46143

Because the long range goal is for the computer to be a tool that all artists can use. without producing a jarring difference between "computer" graphics and those produced by other means. Just as computers have revolutionized and expanded the horizons of special effects in film and television, hopefully personal computers will revolutionize and expand the field of comics art. Shatter is just the first step.

Dear Rick.

It seems a lot of people have made accusations about

the storyline of Shatter bearing an uncanny resemblance to that of the movie titled Bladerunner. I've never seen the movie, but being a big fan of the late Philip K. Dick, I've read the novel, "Do Androids Dream of Electric Sheep." on which the movie is based. It is about a guy who hunts down androids illegally imported from Mars with sub-plots about ecology, endangered animals and a new messiah on a derelict earth with a depleted population. Sound Shatter? Not to me!

On to issue 11. It seems that Sadr is absorbing more than personal talents and traits: he's now taking personalities. Witness his new-found sense of nobility at the fire. Following his instincts doesn't seem to be working well, though. He's going to have to supplement his RNA enhancement with some serious study (after he's thawed out).

Charlie Harris 2657 N. Mountain Tucson, AZ 85719

I am both a fan of the book and the movie (which bears little resemblance to the former), and I think the comparison between **Shatter** and Bladerunner (the movie) is on a visual level. The visual "feel" of Daley City is not unlike that of the futuristic Los Angeles in Bladerunner. And if **Michael Saenz**, **Charlie Athanas**, and **Ridley Scott** share the same visual sensibilities, that's fine by me.

Dear Chuang Tzu,

Greetings to you from the 20th century. I was reading Shatter #11 the other day. On page 2, you say you are a reputed international biologist under the name of Hayao Miyazaki. Who? Havao Miyazaki was a famous Japanese animation director in the 20th century, of whom I happen to be a fan. I am happy to know that you decided to carry on the spirit of Miyazaki in the future by using his name as one of your aliases. As a Shatter and Miyazaki fan in the 20th century and a Mac doodler, I wish to send you some scenes from Miyazaki's movies I generated with FullPaint. Finally, I'll be looking forward to see your further adventures as Shatter's companion in the future issues. I wish you good health.

P.S. By the way, a LaserWriter output of these pictures would have been nice.

Takayuki Karahashi 1529 Cedarwood Drive San Mateo, CA 94403

Sorry we couldn't reproduce your art here, Takayuki. Next time, send a disk!

Dear Rick,

Shatter was one of the first independent comics I even purchased. After many others have come and gone, I'm still reading Shatter. There have been low points in the series but nothing bad enough to make me want to stop reading.

"Out of the last eleven issues, number nine stands out as the only one that's different. The only one that's uniquely interesting. The only one that doesn't take too many new concepts and introduce them only to abandon them two panels later."

Needless to say, the new look is fantastic! The story may still be good-not-great but the art is improving all the time.

Try not to delve too deeply into Shatter's past. His role as a "mystery" person is almost totally essential to the story line. One aspect of his character that could be explored more is the "con-artist" persona. Con-artists have always interested me, but Shatter has been a let down in this one area. It is shown that devious ways are resorted to in order to achieve certain goals. The basic mechanics of these "schemes" are not shown though.

Sadr/Jack/Herbert would make a great case study for some up and coming psychologist. Shatter doesn't just change his name, clothing and speech with each new identity. He literally changes personalities. Does he do this consciously or is it a case of

schizophrenia?

By the way, could I borrow your laser printer? Maybe you could just give it to me for Christmas or something... okay? I'll even trade my old dot-matrix printer for it. Just write off the couple of thousand dollars price difference as a business expense.

T.M. Bald Eagle 5691 Ellicott Street Road East Bethany, NY 14054

Dear Rick,

In the letter column of issue 11, I can be heard/quoted as saying "If this book [Shatter #9] is any indication of the turn-a-round to come, then I think I'll renew my subscription." I wrote that at the time because the story and art were both considerably improved with the addition of Charlie Athanas and with your help in the storyline and plotting. Sure, the art wasn't and still isn't — as good as that first special, but it was a tremendous improvement over the few issues that appeared before. The story, for the first time, was truly involving and, better yet, held my interest. But as soon as you left the position of writer/plotter, Rick, the story turned right back into the direction it was previously

Out of the last eleven issues, number nine stands out as the only one that's different. The only one that's uniquely interesting. The only one that doesn't take too many new concepts and introduce them only to abandon them two panels later. What I'm saying is that Peter Gillis seems not to be doing such a great job on writing Shatter. With your help, Rick, maybe we could get a repeat in the style of issue nine. Otherwise, I think we're going to be following the same ol' type of half-explained, confusing storylines. And do you know what will be the result of such an action? Boredom. That's it, just plain boredom. If something isn't seriously done about the storyline soon, I don't know if us fans will be able to hold on much longer.

As for the art, it's fine. Just one suggestion: I think Mr. Athanas should use more thick and thin line to enhance the depth perception of objects. Look at page 20, top panel. We need thicker lines on the cars in the foreground to help distinguish them from the building. At first, I didn't notice they were there.

I hope I didn't ruin your day.

Chris Romano Address withheld by request

And I hope this issue of **Shatter** didn't ruin yours, either, Chris.



NEXT ISSUE: The conclusion of "Utopia, Ltd." by Jay Case and Charlie Athanas.

- Rick Oliver

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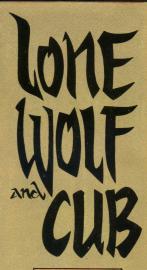
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