

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, utilizing various commercially available software, including: Microsoft Word, FullPaint from Ann Arbor Softworks, and Apple's own MacPaint and MacDraw.

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.

Now everybody wants Shatter's brain.

Shatter has the capability to become a virtual superhero. He has already absorbed the RNA talents of a concert pianist, an artist, and a martial arts expert. Only trouble is Shatter has no intention of killing anyone just to gain their abilities. But there are others who feel no such reservations...

LAST ISSUE: Shatter — in the company of Ravenant, a former employee of IBM (Indian Basin Movement) and Dr. Chuang Tzu — leaves the Third World War and ends up in Siberia. There he meets Ludovic, Ludmilla, and... his mother?

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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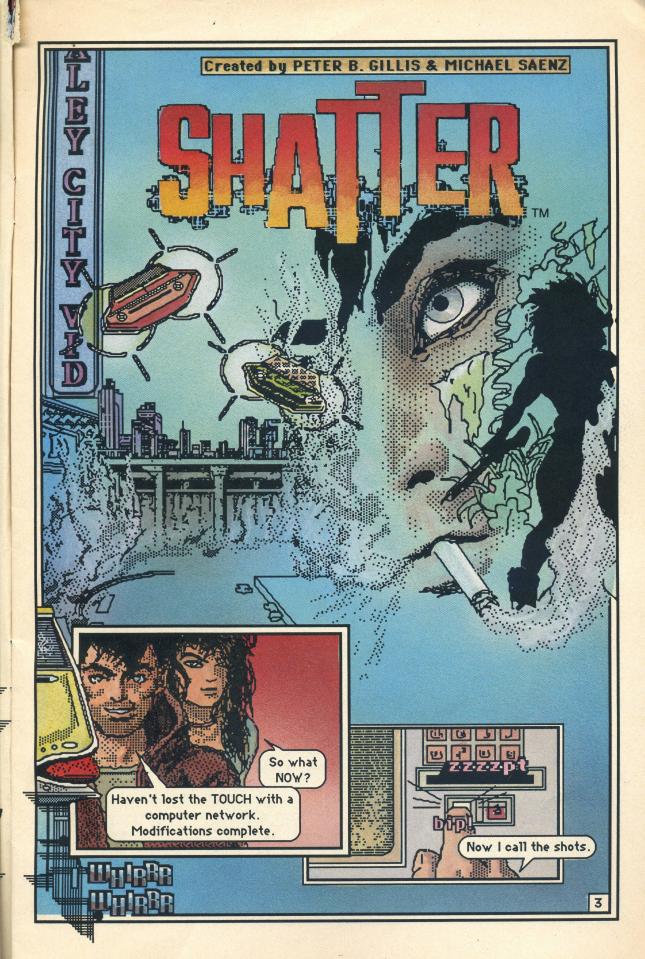


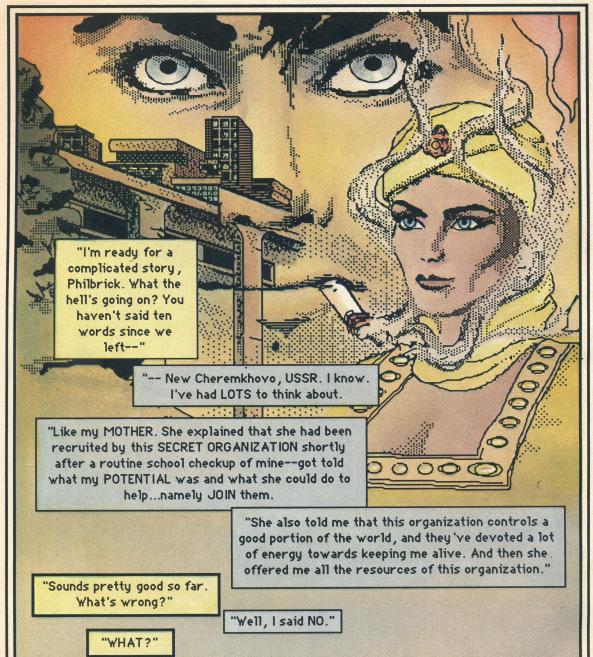






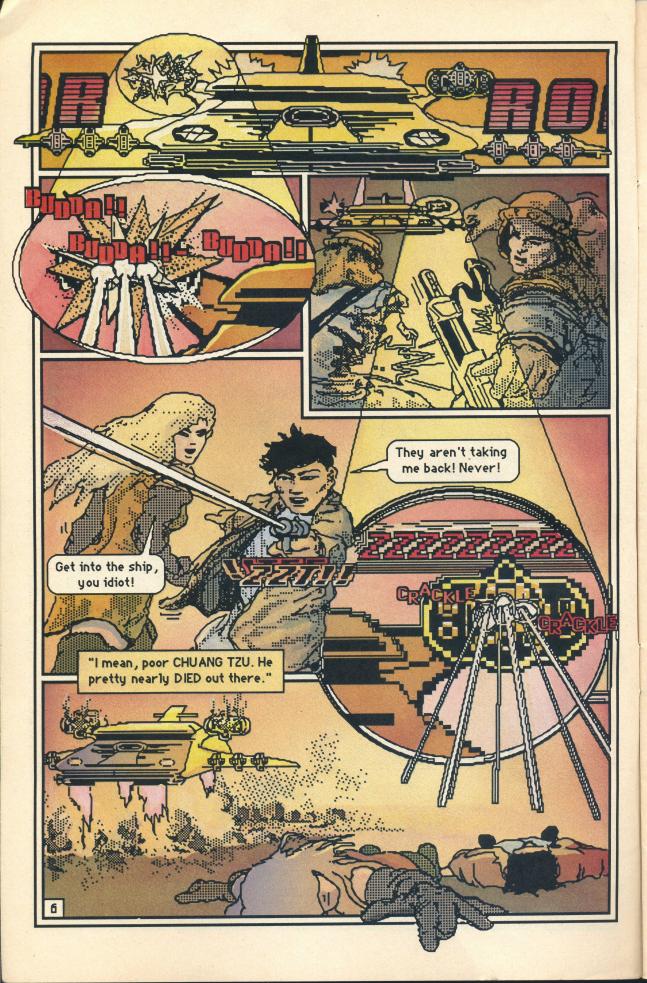






"Well, when she outlined what they ultimately had in mind for me, I had a bit of a problem dealing with it."

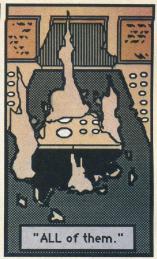


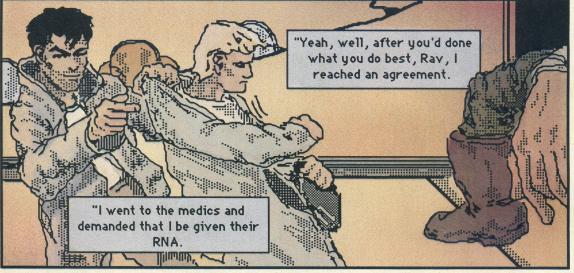




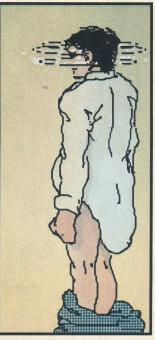




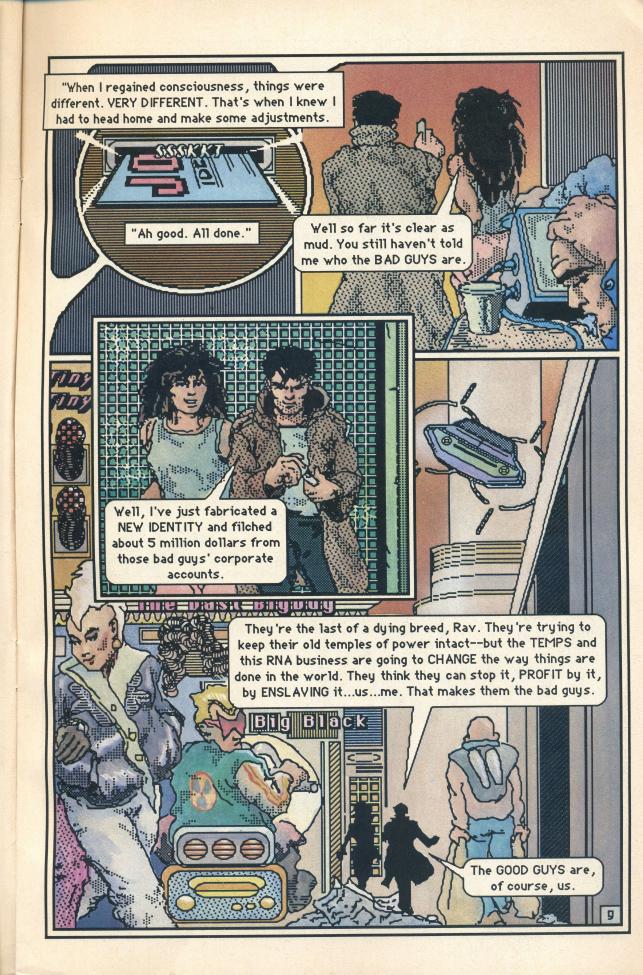










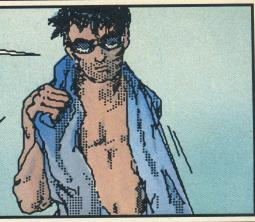




The thing is, the powers that be don't think much of mere skills.

Fire a gun well, play the piano—who cares?

What they don't realize is that skills aren't like marbles—there's a CUMULATIVE EFFECT. The whole is a lot MORE than the sum of its parts.



Each skill gives you a way of looking at the world--of ORDERING it--and as they start fitting TOGETHER, on top of one another, it's more than this and this and that--you begin to observe all the various grids AT ONCE--



--You begin to see order--PATTERN--in everything--and things start falling into place--start getting very clear--!



There's no getting around it - comics just aren't what they used to be. There seems to be some confusion as to what they are now; but everyone agrees that

they are definitely... different.

This is a concept that even I can grasp. Our comics are certainly different. There's no doubt about that. Yes sir. Different. Innovative. There's just no telling what we will do next. We spend a lot of time thinking of ways to expand the comics market - which usually means doing something different. Like adapting the classic poem Beowulf. Like interjecting realism into comics such as Jon Sable, Freelance and Whisper. Like taking a new approach to the "superhero" concept in Badger and Nexus. Like introducing Japanese comics to the American market with Lone Wolf and Cub.

Comics with a difference. Not the image normally conjured up when your average Joe thinks about "comics." So we better slap a rating system on them.

Say what? A rating system? Three and a half years ago when we introduced American Flagg! — one of the most innovative comics of the decade - there wasn't any talk about rating systems. Have irate parents begun to call the police upon seeing the latest issue of Grimjack? Is Shatter too risqué for younger readers? If the answer to either of these questions is "yes," nobody's told me about it.

So why all this recent talk about rating systems? Why are some otherwise responsible individuals lobbying for a comics rating system potentially as stultifying and arbitrary as the outmoded Comics Code? Why? Because of a handful of

irresponsible publishers.

There are those who confuse bad taste with "artistic freedom" and mistake vulgarity for "progressive thinking." In short, there are some publishers who will

print pretty much anything.

First Comics is not one of them. We have a set of guidelines for our comic books. We always have. The rules are simple: We don't use any words or portray any scenes in our comics that you couldn't hear or see on network tele vision. It may be a fine line of distinction; but the important point is that there is a line. On rare occasions, we inadvertently cross that line. Mistakes happen. A rating system won't eliminate those infrequent mistakes. There are plenty of "Code Approved" comics that violate the current Comics Code.

A few of our graphic novels use language that is expressly excluded from our regular comic books; but that's about as far as we go. The advertising and promotion for our English language translation of the Japanese Samurai epic, Lone Wolf and Cub, will advise consumers and retailers that this material is "For Mature Readers," because Japan -

ese comics standards are considerably different from ours, and we feel we have a responsibility to inform the public in advance

But this is the exception that proves the rule. With the vast majority of comics we publish, we exert the proper restraint and control necessary to obviate the need for any warning labels or rating systems.

Why? Because First Comics is a dependable, responsible publisher, interested in expanding the comics market, not restricting it. If we can appeal to a wider audience by eliminating a couple offensive words here and a few gratuitous scenes there, then it's in our best interest to convince creators to moderate their approach rather than restrict their readership with a warning label or a rating system.

And if a rating system is imposed on comics, it won't be because of anything

published by First Comics.



FIRST IN FEBRUARY

Nexus #33: What happens when the Dude takes a few months off? He comes back at full throttle with a tour de force as Kreed and Sinclair, two seemingly unstoppable killing machines, threaten to destroy an entire planet! By Mike Baron, Steve Rude and John Nyberg. Plus Tales of Judah by Roger Salick and Al Vey. Deluxe series.

Badger #24: When Badger takes over a friend's karate class he finds there's a new martial arts school in town. One with nasty-looking students, dubious morals and one hard rule — always get in the first "Cheap Shot." By Mike Baron, Bill Reinhold and Jim Sanders. Plus Clonezone by Baron and Mark A. Nelson. Deluxe series.

Evangeline #2: The origin of Evangeline begins to unfold as she remembers her childhood, her first encounter with brutal violence, and the terrible choices that would determine her future. By Chuck Dixon, Judith Hunt and Ricardo Villagran. Deluxe series.

Ghostbusters #4: Jake and the gang investigate strange happenings in the Florida Everglades. By Hilarie Staton, Howard Bender, and Paul Abrams. Based on Filmation's new animated cartoon show on the air in over 80% of the U.S. television markets.

Grimjack #35: This issue sets the scene for the death of a very major character in next month's third anniversary issue. John Gaunt tackles the Lawkillers in a cataclysmic confrontation with farreaching repercussions that will alter the very nature of Grimjack. By John Ostrander and Tom Mandrake. And Munden's Bar by Ostrander and Jan Duursema.

Whisper #7: Alexis Devin has died, disappeared, been deleted. But Diane Young is starting a new life in Los Angeles' Little Tokyo - and so is Whisper. By Steven Grant and Norm Breyfogle. Bi-monthly series.

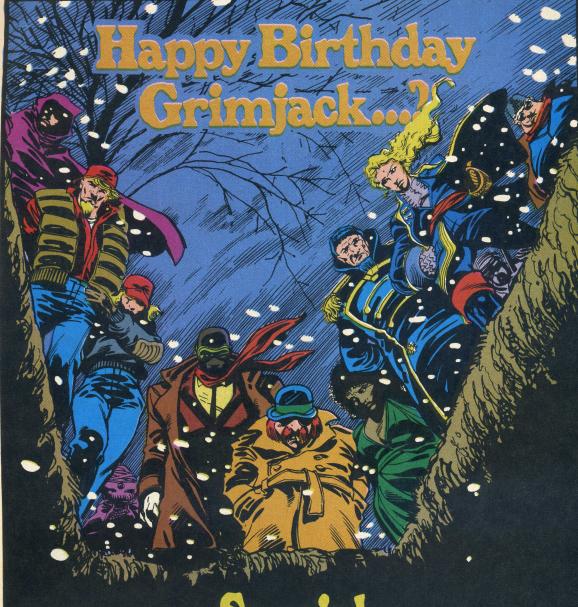
American Flagg! #41: Reuben and company find a not-quite-deserted robot factory in the desert outside of Las Vegas. Something very weird is going on, but not as weird as Luther Ironheart's reaction! By Marc DeMatteis and Mark Badger.

Dynamo Joe #8: Pomru decides to run some new "experiments" on Dynamo Joe little knowing the Enemy has some experiments of their own in mind using gremlins? By Phil Foglio, Doug Rice and Brian Thomas. And Cargonauts by Foglio and Paul Guinan.

Jon Sable, Freelance #48: Jon is asked to handle the security for a visit by royalty to a small European duchy. And his first official act when he arrives? To get kidnapped! By Mike Grell and Mike Manley. Deluxe series.

Elric: Weird of the White Wolf #5: The conclusion of Michael Moorcock's The Singing Citadel by Roy Thomas, Michael T. Gilbert and George Freeman. Deluxe, bi-monthly series.

Shatter #9: The first computerized comic enters a new phase as renowned computer artist Charlie Athanas takes the artistic helm, utilizing the most recent software and hardware developments to steer Shatter on a new course of unparalleled, high-tech graphic story telling. Deluxe, bi-monthly series.



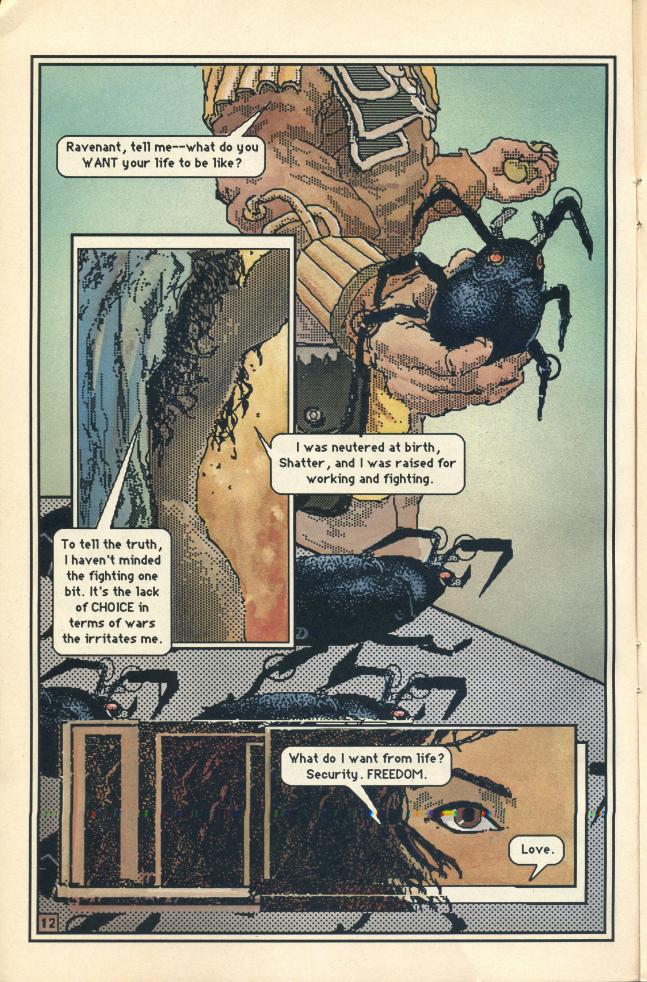
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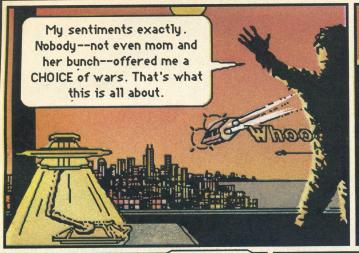
Grimjack 36

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I wasn't able to SEE what was going on—so I couldn't choose. Now I see with the eyes of a BIOTECHNICIAN—of a PROGRAMMER—of an ARTIST—of a military TACTICIAN—and more...and all those AT ONCE. I see precisely who has to be paralyzed, who destroyed, who humiliated. And I've got the SKILLS to bring it off. Now I see MY war.

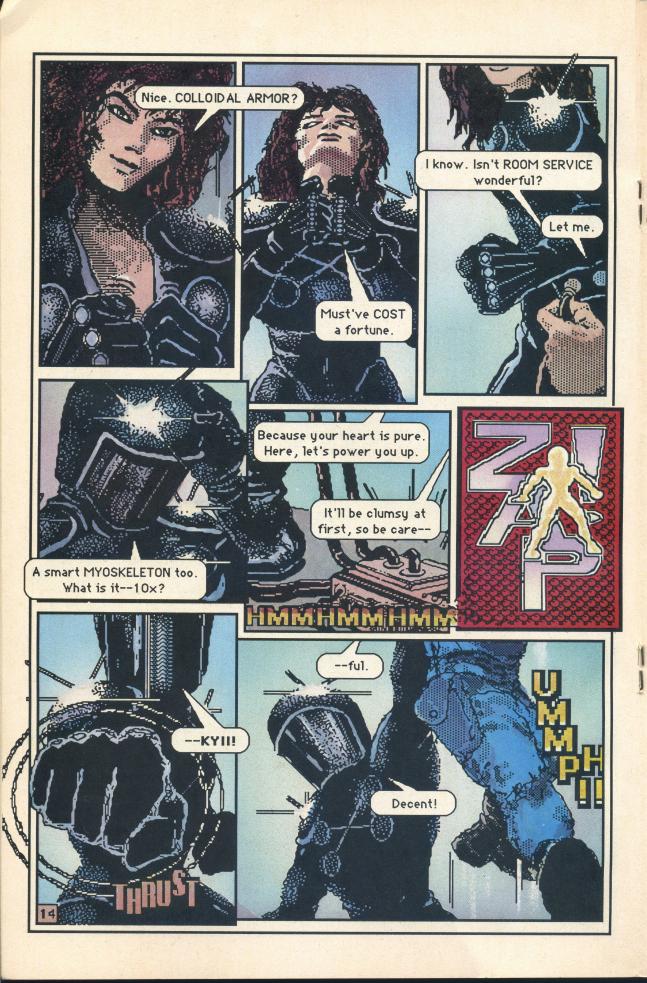




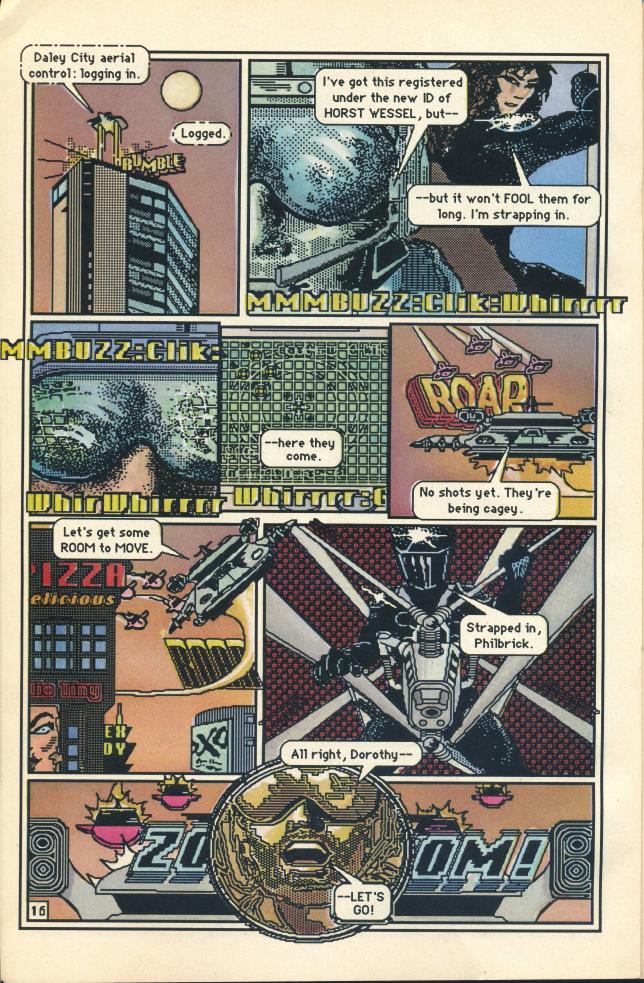


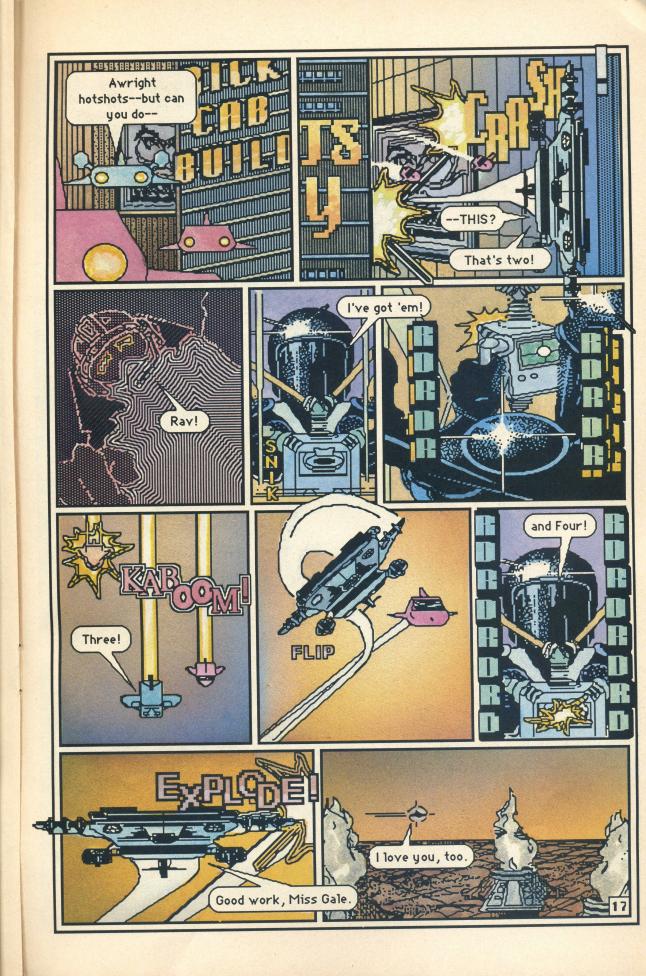












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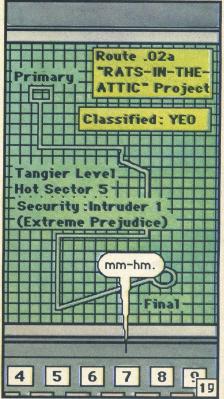


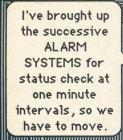






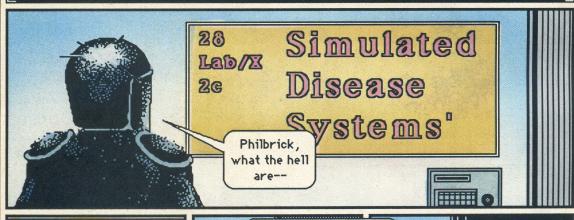








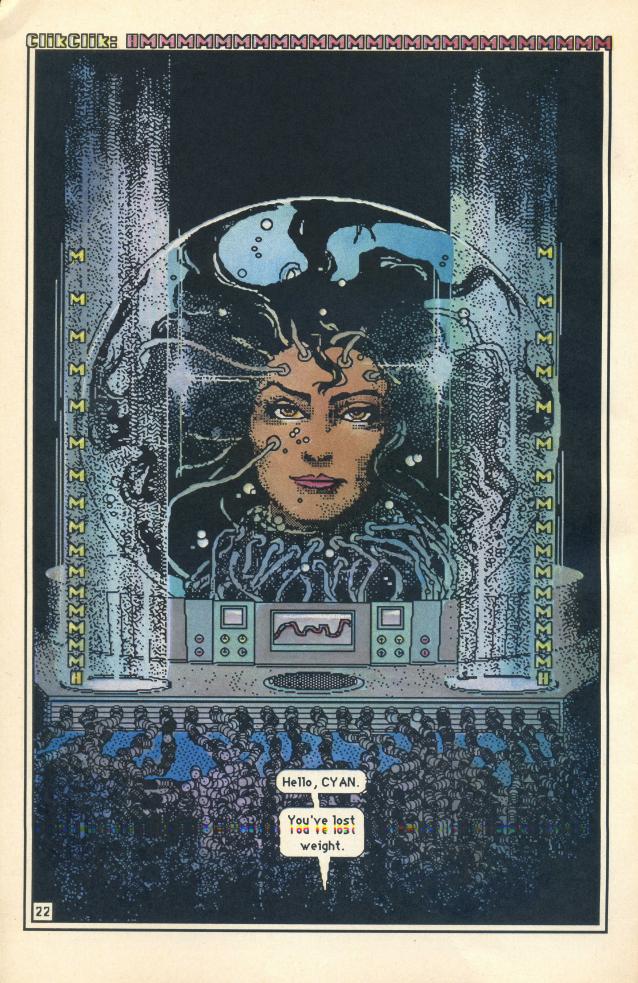




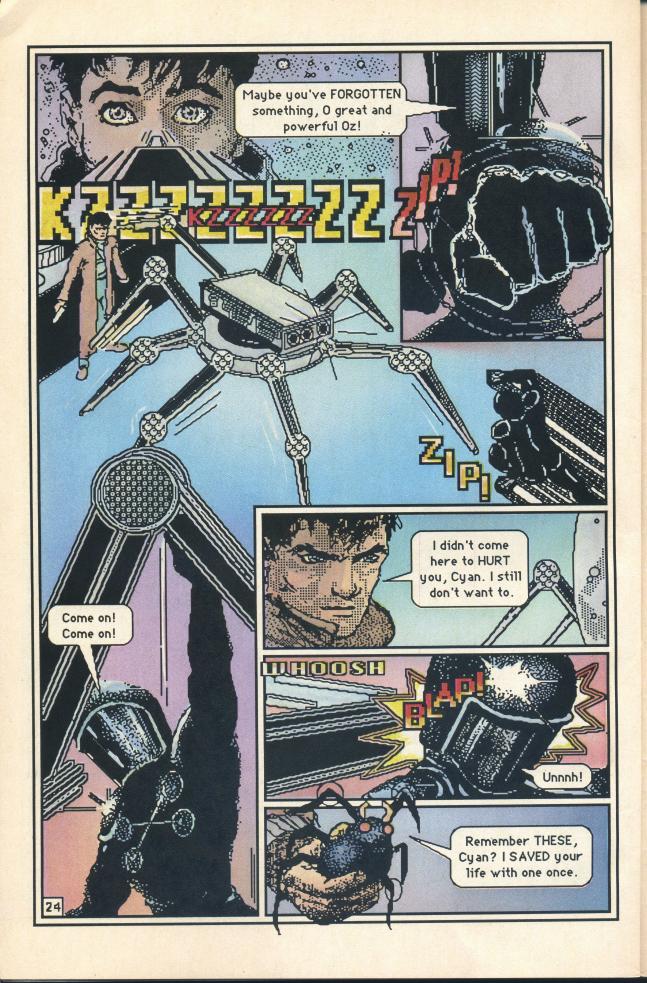
















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Count On It!

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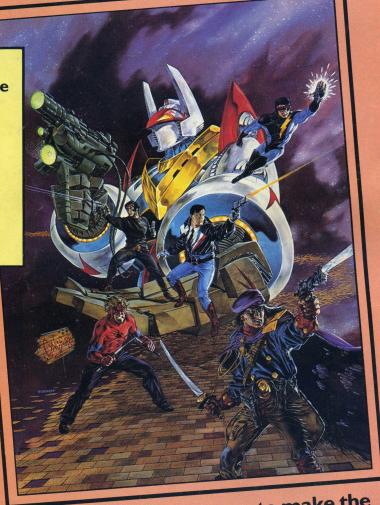
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