

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

Dear Steven and Rick:

Well, well, It seems to me that Shatter is alive and actually fun to read. I thought the departure of guiding light Mike Saenz would spell the end of this book, or at least the very least mark a serious drop in Shatter's quality. I'm thrilled to discover that, if anything, this comic is even better now. It seems tighter, with less waste in terms of the story. Even the art is fine, as far as I'm concerned, and judging by the preview cover for Shatter #4, it is even going to get more and more refined. My only problem with issue #3, oddly enough. was with the coloring. Oh. don't get me wrong... Les Dorscheid did a fantastic iob throughout. It's just that I found the vellow tone that he used really jarring visually. (But then, I suppose it is possible that this is something which didn't bother anyone but me.)

Conrad P. Felber P.O. Box 855 Terrace Bay, Ontario Canada POT 2WO

Dear Shatter-ers:

From the direction Steven Grant, Steve Erwin, and Bob Dienethal are taking Shatter, it is clear that they have a good understanding of where Gillis and Saenz are coming from. Not just the computer art, but many other story elements are consistent as well: the fast story pace, the not-stop action, the mind-boggling backdrop images of the city, characters drawn consistently with the way Saenz drew them, even panel layouts.

If I have any complaints, it's that the story moved too fast. Let me re-cap a few points and make sure I got every thing straight. Carolyn Kuhl quit SSJ in Jon Sable Freelance #26, so she was being straight with Cyan when she said all she wanted from Cyan was her testimony on SSJ (which raises the question: If Kuhl had quit, why was she still living in SSJ employee quarters?) Cyan then killed Kuhl and took over SSJ (raising more questions: Did Cyan impersonate Kuhl by wearing her wig or did Cyan somehow manage to take over SSJ legally under her own name? And if she took over legally, why did she bother with wig at all? Finally, why was Kuhl wearing a wig in the first place?).

Dave Berkebile 910 SW Walmut Terrace Boca Raton, FL 33432

It's not too difficult to imagine a future in which the bureaucratic wheels still grind slowly, despite computerization, and one can still take advantage of certain executive priviledges for a short time after one has been "terminated." Kind of like stolen credit cards.

As for the wig: Cyan used it as a temporary disguise. Carolyn probably used it for the traditional reason... vanity.

Dear Editor:

The preference for computer art that looks computer-generated is reason able, I believe. While wanting science to hold off on refinements in computer graphics wouldn't be especially defensible. an appreciation for the highly unusual appearance of computer art as it stands now, or for that matter, as it stood before an efficient smoothing function had been developed, is fully as justifiable as appreciation for a medium as "dead" in the wake of technology as the woodcut. All discussion of the pros and cons of computer graphics looking computer-generated will change in basic nature once technology takes computer graphics beyond the idio syncratic look we know today into an era of seamless mimesis of other media because, from that day, there will no longer be such a thing as a computergenerated look, unless it's arrived at by the self-conscious affectation of a return to the past, and at this time such a consideration is academic.

It can certainly be argued that sophisticated mimesis of other media is foolish, and no less an affectation. I know you look forward to the expansion of the computer's graphics capabilities, but if expansion results in the computer being used, perhaps exclusively, to produce art "which will be indistinguishable from [that done] by more 'conventional' means, what is that, if not a development in computer art toward memesis of other media? In any case, an artist's "freezing" his computer graphics at 1984 or 1985 stages of refinement would be as unassailable an aesthetic choice as his choosing to work in, say, oils or etching, to name two arts that become as old or as new, in application, as the artist desires.

Austin Kyra 3818 W. Jefferson St. New Albany, IN 47150

You raise some interesting points, but I feel there may be some slight flaws in your logic. First of all, the severe limitation of exclusivity is one you impose to bolster your point of view, not one I proposed or support. I see the ability to do what has been done before as a jumping off point, a minimal prerequisite for advancement.

Secondly, but perhaps more importantly, your analogy would be more relevant if you conjured up images of burnt sticks tracing stick figures on cave walls... or maybe an Etch-A-Sketch. Because the fact is what we are doing with the Macintosh doesn't even begin to scratch the surface of what

computers are <u>already</u> capable of doing -- it merely illustrates what you can do on a remarkably low budget.

The real revolution we are touting with Shatter is the evolution of hardware and software that practically anyone with talent can utilize without having huge sums of cash or an advanced degree in computer science.



NEXT ISSUE: Peter B. Gillis, Steve Erwin, and Bob Dienethal bring us part two of "The Third World War!"

-- Rick Oliver

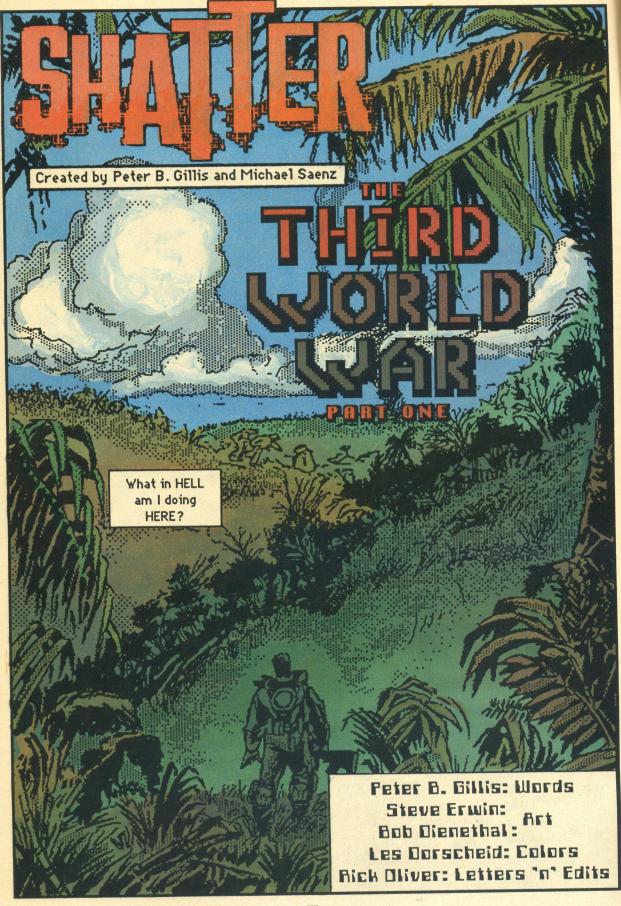
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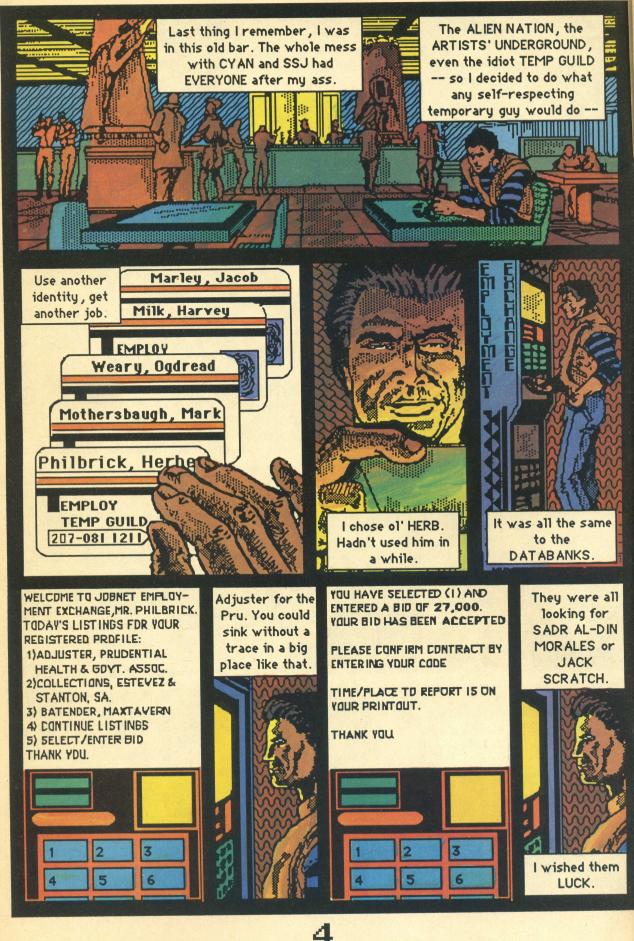


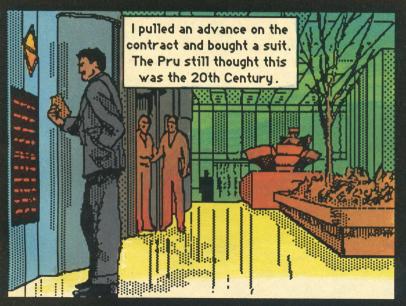


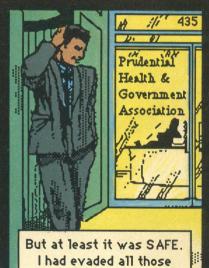












maniacs... I THOUGHT.





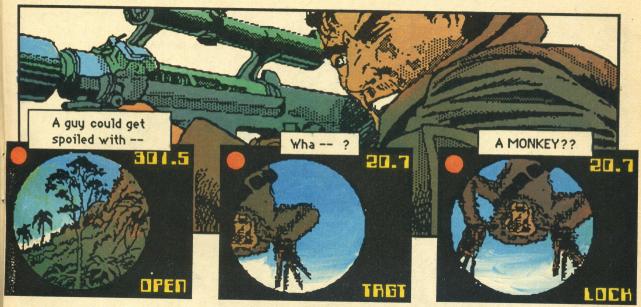














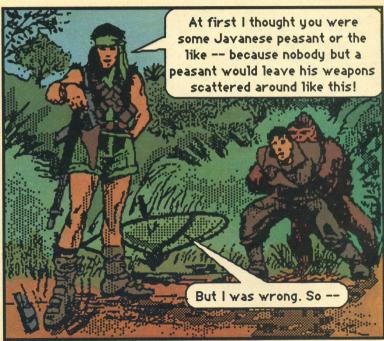








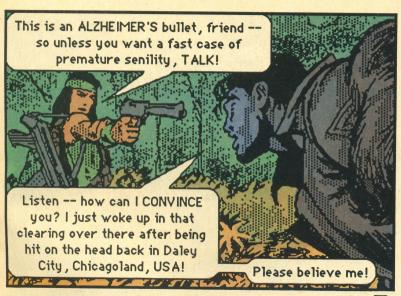




















policies of the FUTURE STATE. I grew up on hard labor and steroids --











Now here's the contract, Philbrick, I get





A nerve-gas clawed monkey -- a

WHAT'S "NEW"?

I don't know how to tell you this -- but First Comics has absolutely no plans this summer to introduce a breathtaking new cosmos that actually follows the laws of physics. And we're not updating any of our characters into fashionable neo-nazis either. I tried to convince Mike Baron to make the Badger a Kiwani, but he wouldn't go for it. So just forget it. No ground-breaking, mind-boggling, wallet-picking "new" concepts from First while you're out working on your tan... or whatever it is you all do out there while I hide in the basement. getting my ambient radiation from the CRT display of the computer.

I thought we had some pretty interesting projects lined up -- but then I realized they were all unrelated, with absolutely no potential for crossovers. convolutions, and future continuity contradictions. Heck, one of them doesn't even take place on "our" Earth, or "our" universe as far as I can tell -- and I should know because I'm looking at a copy of Our Universe by Roy A. Gallant

(National Geographic Society, 1980).
Then somebody told me our whole line is like that! Can you believe it? Our books aren't even vaguely related to each other! It's like each one is in a different universe!

Howard Chaykin is doing this special deluxe issue of American Flagg!, with a preview of his new series of Time2 graphic novels. But it has absolutely nothing to do with the issue of the Badger reuniting co-creators Mike Baron and Jeffrey Butler. And then there's Dreadstar. I just found out it takes place in a universe that Jim Starlin made up all by himself! He just made it up!

And they're all coming out in July! What am I supposed to do? Issue a press release extolling the fact that our books don't take place in the same universe? Who would fall for that?

Do you have any idea how many conventions I have to attend in the next three months? No? Well, what makes you think I'd tell you anyway? And what difference could it possibly make? I don't know; but all those fans will be waiting expectantly for some gut-wrenching. earth-shattering announcement about the "First Universe," and now it turns out there never was one to begin with! What will I say?

Maybe I'll tell them each of our comics is a world in itself, a world that stands or fall on its own merits. Maybe I'll tell them the greatest strength First Comics has is its individual approach, with writers and artists bringing their creations to life in

their own way, not the "First" way...

Nah, nobody'll buy that. I'll just tell them the editor was too stupid to keep track of everything happening at the same time in the same universe and issued a mandate or edict or proclamation, or whatever editors issue when they feel like making up new rules. declaring that all First Comics must be separate entities, thereby reducing wear and tear on the aforementioned editor's already overtaxed brain

Yeah. I bet they'll go for that. Then I'll tell them about:

American Flagg! Special #1: written and drawn by Howard Chaykin,

Badger #17: written by Mike Baron



and drawn by Jeffrev Butler, and

Dreadstar #27 (the first First issue): written and drawn by Jim Starlin.

All coming in July from First Comics That should buy me enough time to come up with some scheme to cram them all into my universe -- because I'm the editor, and I can do anything I want!

### FIRST IN JUNE

American Flagg! #34: The full-length concluding chapter of "That's Enter-tainment," the first story in the new adventures of Reuben Flagg. By Steven Grant, Mark Badger, and Randy Emberlin.

Badger #16: The Badger travels to Nepal to save the elusive Yeti from IBOB and the threat of hideous creatures from another dimension! By Mike Baron, Bill Reinhold, and Rick Bryant. Plus: Zoomtown by Baron, Craig Brasfield, and Brian Thomas. Deluxe Series.

Elric: Weird of the White Wolf #1: The adventures of Michael Moorcock's legendary sword-andsorcery hero continue in a new five-part series by Roy Thomas, Michael T. Gilbert, George Freeman, and P. Craig Russell. Deluxe, bi-monthly series

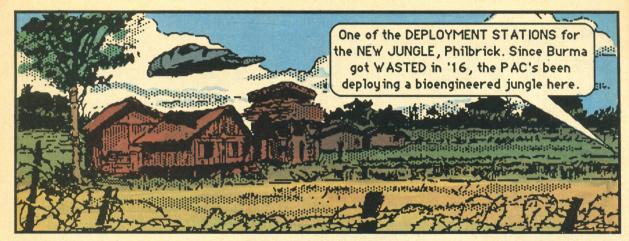
Grimjack #27: Gaunt joins forces with Jericho Noleski, BlacJacMac, and Chris Heyman for the final confrontation with the computerized sorcery of Kalibos! By John Ostrander, Tom Sutton, and Paul Guinan. Plus: Munden's Bar by Ostrander, Del Close, and A Distant Soil creator Colleen Doran.

Nexus #25: His mission could cause more deaths than he seeks to avenge when Nexus wanders to close to the "Gravity Well." By Mike Baron, Steve Rude, and John Nyberg. Plus: Clone zone, by Baron and Mark A. Nelson. Deluxe series.

Whisper #3: Writer/creator Steven Grant is joined by new artist Norm Breyfogle for the continuation of "Data panik in the Year Zero," as Alexis learns that the way of the Ninja is the way of death... and it could be her own. Bimonthy series.

Shatter #5: Co-creator/writer Peter B. Gillis returns and takes Sadr Al-Din Morales, a.k.a. Jack Scratch, a.k.a Shatter, to Vietnam for "The Third World War!" Art by Steve Erwin and Bob Dienethal. Deluxe, bi-monthly series.

Jon Sable, Freelance #41: A new case for Sable. Story and art by Mike Grell. Deluxe series.





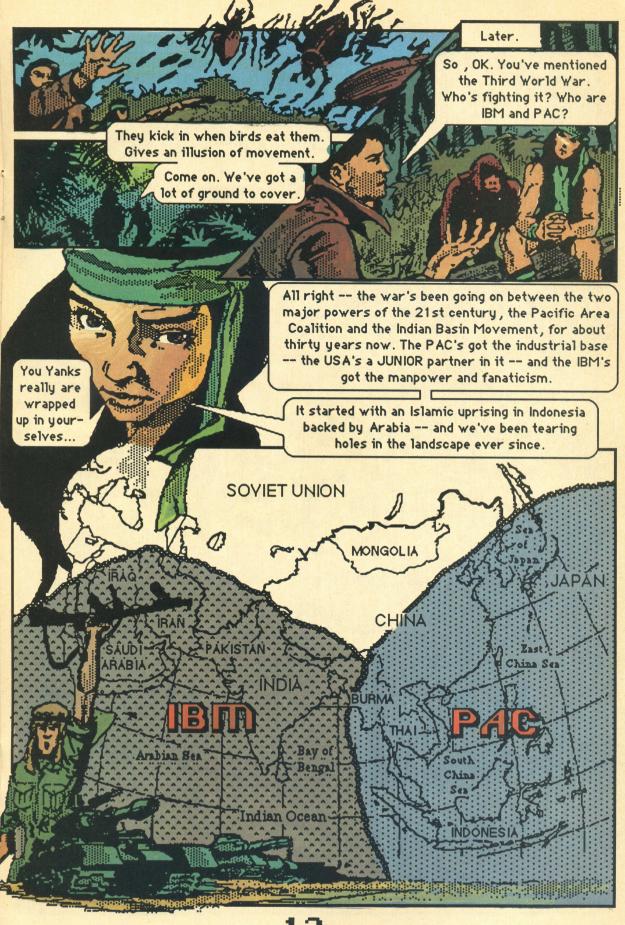
Sure! We'll destroy a
place THAT size with two
humans and two trained
apes! Right!

Oh, we've got
WAYS, Yank.



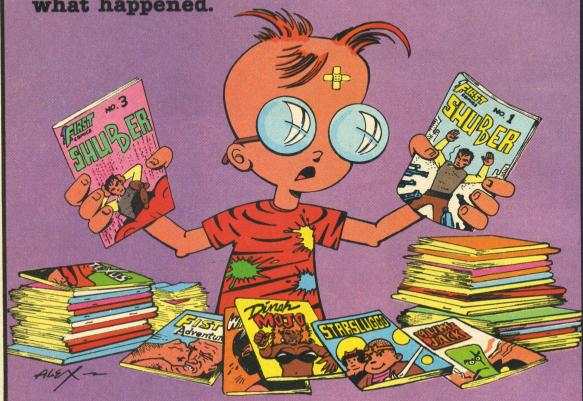






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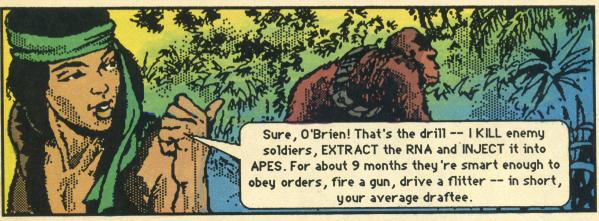
















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Howard Chaykin returns and takes Reuben Flagg on a tour of Time<sup>2</sup> in the First American Flagg! Special.







Coming in July from

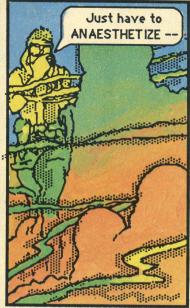
















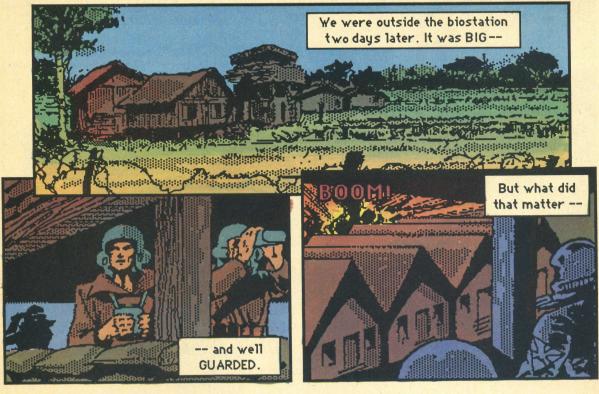




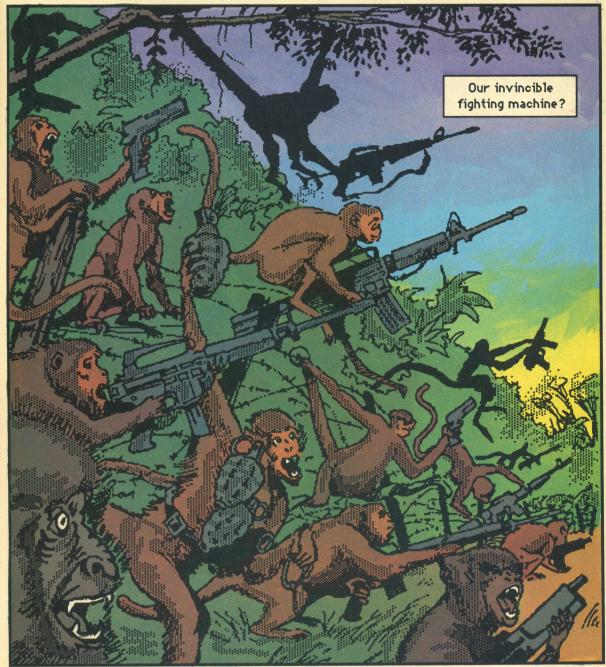














AHOOGAHAHOOGAHAHOOGAH







AHOOGAHAHOOGAHAHOOGAL









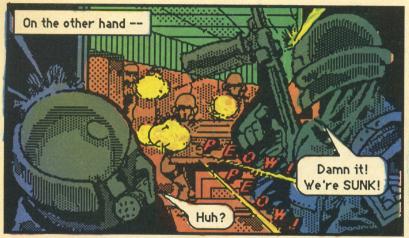








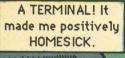




With their command center intact, time's on their side! The monks'll just fire at anything that moves... until the MOBILES get here! And THOSE will be SHIELDED against anything we've got!



NK!





shooting at could make one dance.

No sweat.

# COMMAND PLEASE?











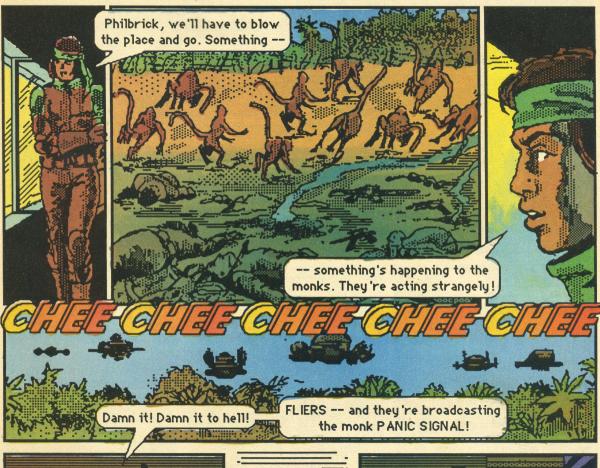
























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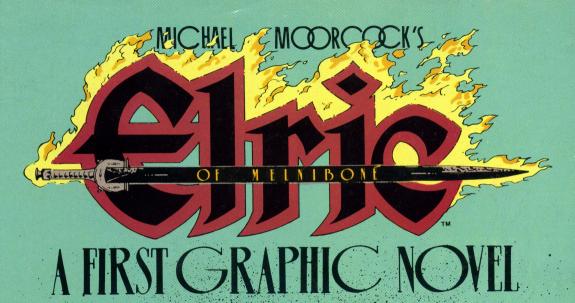




what the hell I'm doing here!

NEXT ISSUE: ADAM'S RIBI







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