

AUTHORITIES WERE MYSTIFIED UPON DIS-COVERING THE BLOODY AFTERMATH OF AN APPARENTLY DRUG-INSPIRED SHOOTOUT, THAT CLAIMED 5 LIVES. POLICE SPOKESMAN YASHINSKY TOLD US.















REMEMBER ALL HE'S BEEN THROUGH IN THE LAST FEW MONTHS. SURE, HE USED TO BE THE LAUGH-A-MINUTE. CAREFREE DEVIL-MAY-CARE DR SPIF, BUT THAT WAS .. BEFORE.

"BEFORE?" YOU SOUND LIKE A BAD NARRATOR!

SHADDAP! BEFORE-ahem-THE FORMING OF THE ALL-SPONGY SQUADRON. SPIF WAS A PART-TIME CRIMEFIGHTER. YET NOW HE HAD TO GIVE MORE OF HIMSELF - THUS HE WAS CONFRONTED WITH A TOUGH CHOICE - WOULD HE BECOME A COMMITTED SUPERHERO, IDOLIZED BY MILLIONS, WORSHIPPED BY LOTSA CHICKS- OR A MEAGER DOCTOR, SUBJECT TO FREQUENT MALPRACTICE SUITS?



OO, TOUGH CHOICE.

WELL, FOR HIM, IT WAS! UNFORTUNATELY. HE DIDN'T GET A CHOICE. THE AMA TOOK AWAY HIS MEDICAL LICENSE BECAUSE OF HIS "OUTSIDE ACTIVITIES," AND DOCTOR SDIF WAS A DOCTOR NO MORE!

(uh, PRO?

SORRY. ANYWAY, SPIF WAS DEPRESSED.. NOT THE BEST TIME FOR HIM TO BE ATTACKED BY HIS GREATEST FOE, STILES, MAN OF 1,000 HATS, EACH ONE MORE LETHAL THAN THE LAST! STILES DEFEATED SPIF UTTERLY, HUMILIATING HIM COMPLETELY.



SPIF'S WEAK SPOT WAS HIS EGO. WITH IT CRUSHED, HE WAS A BROKEN MAN. HE DISSAPEARED FOR SEVERAL WEEKS, UNTIL SUDDENLY, ONE DAY HÉ RESURFACED AS...

MAN OF THE PEOPLE!

YOU PICK IT UP AFTER BEING IN THIS BUSINESS FOR A WHILE, SO, NOW D-WM, MISTER SPIF HAS REJOINED THE ALL-SPONGY SQUADRON, BUT HE'S A DIFFERENT PERSON NOW ... SULLEN, MOROSE, OBSESSED WITH JUSTICE ... SORT OF LIKE RAMBUNNY WAS AFTER HE SAW "BATMAN" FOR THE SEVENTEENTH TIME!

HEY, NEAT! HOW DID

YOU LEARN TO SPEAK

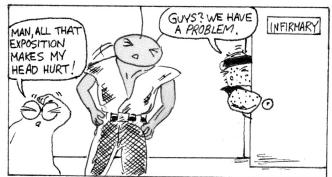
IN LOGOS 3

OH, DON'T REMIND ME. REMEMBER HOW STUPID HE LOOKED WITH THOSE BAT-EARS?





















The end of everything.

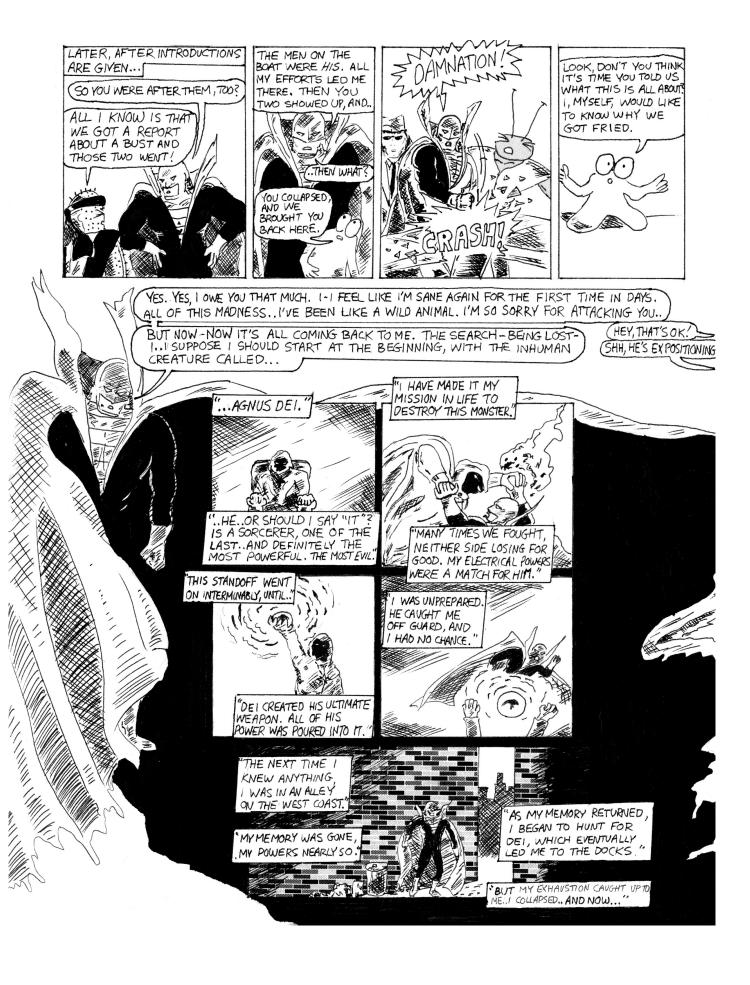


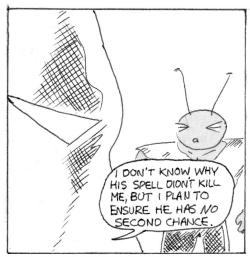


















SPIF, YOUR IDEA HAS MERIT. I SUSPECT YOU'RE RIGHT. DEI'S SPELL SENT MANSLAUGHTER TO THIS DIMENSION SO THAT HE'D BE RID OF HIM. NOW WE'RE LOOKING AT THE END OF THE WORLD BECAUSE OF THIS.

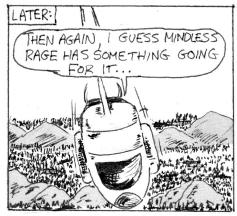






NOW, C'MON, MANSLAUGHTER, LET'S NOT GO OFF HALF-COCKE

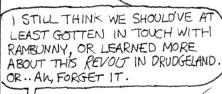












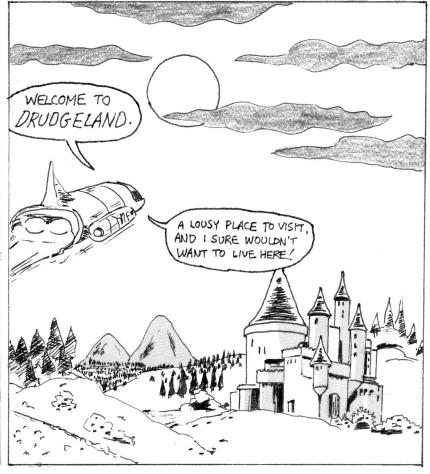












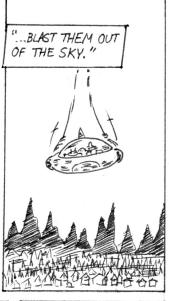










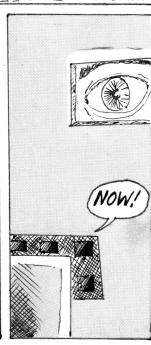
















This issue marks both a beginning and an ending in the ongoing saga of Prometheus. It was begun long ago and far away in a Galaxy called "California," during one of my slow spots on finishing the story chronicled in PROMETHEUS #1-6.

I <u>finally</u> finished the original PROMETHEUS series with a tale known as "The Truth" in January of this year. It was a great weight off my back. I started PROMETHEUS back in December 1986, and now, a great deal of paper and experience later, I'd finshed! I wasn't in any hurry to continue the adventures of the newly-formed All-Spongy Squadron.

Then came college, and a summer of upheaval, when I moved to Mississippi (aka "the armpit of the world"), went

back to California, then returned to Mississippi again.
I had begun a bold new chapter in the story of Nik the fall of 1990 began. I was no longer the same person I'd been when PROMETHEUS #6 was finished. I'd been through many changes ranging from geographical to emotional in the last ten or so months. Then, as I began to settle into the routine of classes and parties here at Ole Miss, I heard a voice coming at me from the desk drawer.

"Nik," it whispered, "Nik...we're waiting for you..." With such a powerful call begging my artistic presence, how could I deny it?

I tore open the drawer, and in a two-day long mad in which paper and ink flew every which way throughout my miniscule dorm room, completed the rough story that was supposed to take place after PROMETHEUS #6, that had been lying around long enough to need a good quart of Oil of Olay applied before I could finish it. Thus was born AMOEBA ADVENTURES #1, which would feature the continuing tale of an amoeba named Prometheus and his comrades-in-arms.

So ended the first issue. Begun in California a good two years ago, before even PROMETHEUS #5 had been completed, and finished in the eleventh floor of a dormitory in Mississippi, forging the ultimate link between my past and my present, there was AMOEBA ADVENTURES #1.

And now here it is for you to read, peruse, and otherwise inspect. Let me know what you think. Write to me at the address below, and give me opinions on what is sure to be the first of a long series of protoplasm-orientated magazines. Until #2...



The author peruses a copy of #6 whilst trying to look dignified.

AMOEBA ADVENTURES No. 1, November, 1990. Published occasionally by Protoplasm Productions, PO Box 2230, University, MS 38677. Copyright @1990 by Protoplasm Productions. All rights reserved. The stories, characters, and incidents mentioned in this magazing without satirical purpose are entirely fictional. All characters featured in this issue and the distinctive likenesses thereof are all trademarks of Protoplasm Productions. *Phew*

Cough lough lough. WHAT HAPPENED TO FREE SPEECH ?? HELLO. I AM VINCENT P. CROISSANT, OF "PROMETHEUS THE PROTOPLASM PRODUCTIONS" IT WAS KETCHUP! DUE TO THE GRAPHIC AND UNECCESSARILY VIOLENT EVENTS PICTURED IN THE PREVIOUS STORY, WE HAVE BEEN FORCED TO RETAIN ALL CAST MEMBERS IN THE DRESSING ROOM UNTIL WE "DISCUSS" THIS ISSUE WITH THE CREATIVE STAFF. FASCIST PIGI OF COURSE, THIS MAY DELAY THE NEXT ISSUE OF THIS PERIODICAL. WE WILL EITHER ATTEMPT TO REHILIBATE THESE DEMENTED, VIOLENT "ACTORS" ... OINK! OINK! .. OR SHOOT THEM.

YOU WANT MORE PROTOPLASM?



WE'LL GIVE YOU MORE PROTOPLASM!

NOW AVAILABLE FROM PROTOPLASM PRESS:

Amoeba Adventures #1: The new series begins here! In part one of "The Visitor," the mysterious Manslaughter joins forces with the All-Spongy Squadron to hunt down the inter-dimensional sorcerer Agnus Dei. At stake: the known universe.

AMOEBA 1 (24pp)......\$1.50

Amoeba Adventures #2: In "Amoeba On The Run," Prometheus is alone as the rest of the guys are captive of the European dictator Herr Heinous...but is Heinous really in charge, or is the sorcerer Agnus Dei?

AMOEBA 2 (28pp)......\$2.00

Amoeba Adventures #3: The conclusion of "The Visitor" has Manslaughter and the Squadron versus Agnus Dei in a battle for the fate of the world...and one of the Squadron will die before it's all over.

AMOEBA 3 (28pp)\$2.00

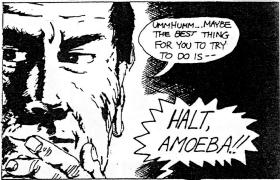
Amoeba Adventures #4: "Trying To Lead A Normal Life" picks up after "The Visitor," with the guys trying to come to grips with the future. But the debut of Raoul the Boy Cockroach and the menace of the Gorilla Gang won't let them.

AMOEBA 4 (24 pp)......\$1.50

Amoeba Adventures #5: (Coming In December) Special two-story issue--in America, the Squadron goes on "Late Night With David Letterman" and faces the return of the Asbestos Mushroom, while in Japan, Ninja Ant and Karate Kactus meet Ginzu, in a tale drawn by John Hurley.

AMOEBA 5 (36 pp)......\$2.50



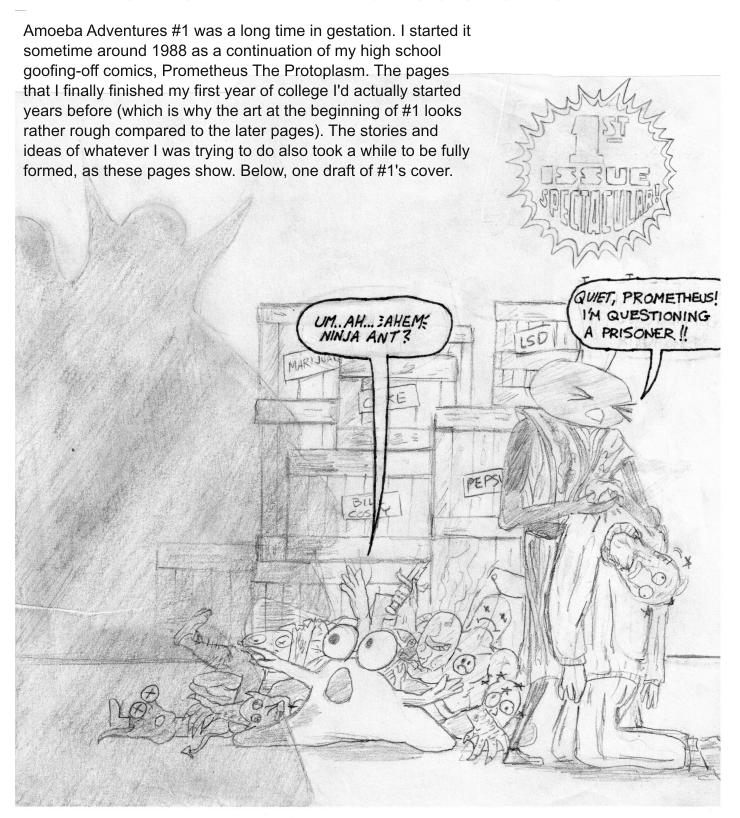


Please enclose 52¢ postage for 1 comic, \$1 for 2, and \$2 for 3 or more. Make checks payable to Nik Dirga, *not* "thet durned funnee-book feller," *please!* Send orders to Protoplasm Press, PO Box 2230, University, MS 38677.

NEXT:



SPECIAL 2020 BONUS SECTION



Another draft of #1's cover, ripping off DC's iconic Justice League #1, which nobody else had ever done before or since.

(Instead, I ripped off an X-Men issue for the



Early character notes to myself. The whole "Dr. Spif/Mr. Spif" thing was a misguided attempt to react to how dark comics often were in the 1990s. Spif wouldn't really "be" Spif until #4.

protect innocent - as in founding of A.S. Squadra Strong-willed. Brave under pressure. En Bad Sclf-image because of lack of physical power, but getting better. Smart, inventive. Very bad, witty under combat situations - dry sense of huma. A good suy, basically.

RAMBUNNY - honorable, hard-edged, takes no B.S. from any one. Aggressive. Often eynical.

Despises those who take advantage of weak.

Very experienced fighter, having been around

Since ww II. Wise in a "Patton" way. Bometime gets a bit fanatical. Loved the movie "Rambo."

You know the type. Some doubt about skill, et. after years of action.

NWJA ANT: (Mitsu Bishi) - Young warrior
type. Also honorable. Bit cocky and
headstrong-thinks he can take on the world
type. Very loyal to friends. Talks a lot.
Likes U.S. but misses homeland. Not so
smart sometimes—can make fatal errors.

arts master (not as old as Rambunny) who's really on the surface a kindly gentleman, bit of an aristocrat. Under that, though, is an incredible warrior. Very good leader-in control, not overbearing or harsh. "Quick as a tack." Think Migagi.

DR. SPIF - A Funny, devil-may-eare guy,
who fights crime "as long as it's fun." Soms
Very shallow. Genias W/electionics, gadgers.

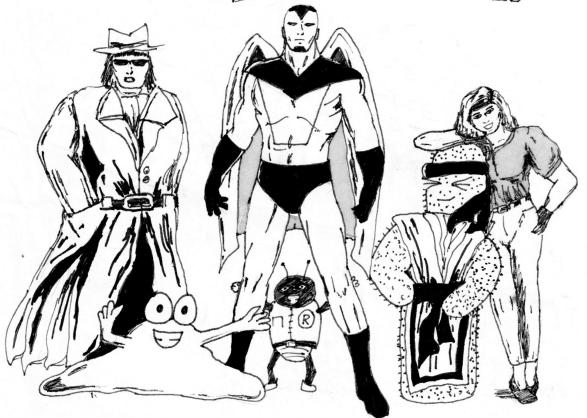
John Spif- After losing medical license
and other things through machinations of
Stiles, Spif becomes grimmer. Obsessed with
"righting wrongs." Vengeful. Naoty guy.

Another sketch of concept art sometime in the late '80s. Raoul would finally debut in #4. Robotron,

who's totally NOT ripping off
Marvel's Vision here, was another
old childhood character. I have no
idea who Jenny Page was meant to
be other than a Kitty Pryde copycat
and thankfully she never ever saw
the light of day outside this one
sketch. Sheesh.

THE ALL-NEW





They Are ..



LROBOTROW



XARATE XACTUS



Oh yeah, and PROMETHEUS!

This is a tale which begins and ends with a bang, with several other noteworthy events taking place inbetween.

It is a story about heroes, much take.



A little unsure after so many years, but probably a draft of what became this issue's page one.

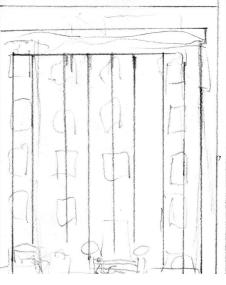
Our chronicle
takes place
on the world
which God made
on the eighth day,
while he was
still how over
from his "restry
on the seventh
day.

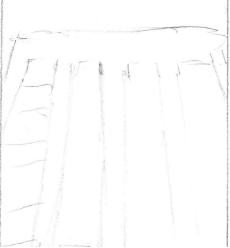
etc





This piet to adequately describes the world known to its inhabitants as "Earth-Spayy.







Manslaughter was more of a plot device than an actual character, mostly done because I was a total fanboy for Todd McFarlane's early Spider-Man artwork and liked how he drew capes. Manslaughter actually came along a few years before McFarlane's Spawn despite his very Spawny look. His often cringeworthy dialogue - "Tonight, Manslaughter dines on your corpses?' - was probably meant as parody but didn't quite work.

The following never-published text pages were from weird attempts to "reboot" Prometheus before I finally got around to doing Amoeba Adventures and discovered small-press comics. It's all pretty dire teenage hype written to myself, really, but there's interesting bits about stories I never actually did. Who was The Creature? What was the metamorphosis of Ninja Ant? We'll never know.



Irrational, impossible, illogical..

Prometheus the protoplasm is all of the above and more.

A creature formed from the very clay of the gods, molded into an amorphous shape, given life, and sent to be alternately a warrior/coward/wanderer/philosopher/hero on the decidedly odd world of Earth-Spongy, Prometheus is anything but normal.

This introduction serves as a background to those who have never encountered the grey-blue amoeba, and as a recap to those few who have.

In the beginning..

Prometheus the Protoplasm first saw light of day as a doodle scratched out on homework late at night, back in 1986. He soon developed into much more.

The original Prometheus the Protoplasm was a prankster, a gag, basically comic strip material. He roamed around aimlessly for a while, until the idea to give him a whole comic book to showcase his dubious talents struck me. This book was called PROMETHEUS THE PROTOPLASM (fittingly) and went on for a whole 4 issues. In the first issue, Prometheus the Protoplasm met Kronos, his estranged evil brother. The second, he matched wits with the Asbestos Mushroom. In the third and fourth, a multi-issue saga began. Prometheus the Protoplasm met Ninja Ant, who appeared to be a glory-seeking fraud, but really wasn't. In actuality, he was the hypnotized pawn of the Asbestos Mushroom and Kronos, who had yes, teamed up to do away with our hero. At the end of PROMETHEUS THE PROTOPLASM #4, Prometheus and his friends Karate Kactus (cousin of Ninja Ant), Ninja Ant, Rambunny, Dr. Spif, and Monte Python (no relation to a British comedy troupe) had defeated the evil duo..but Prometheus had been struck by some mysterious ray that transformed him into--gasp!--a human being!

This is where the first series left off, on this shocking cliff-hanger. Well, a few people--Aaron Teeling, for one--may wonder, "what the hell happened?" Answers are forthcoming.

The duo of myself and sometimes-inker Nat Perry-Thistle had begun PROMETHEUS THE PROTOPLASM #5. Actually, 8 pages were finished out of the 16 or so written. One of those pages is reproduced on the inside back cover. But soon, too many other things came in the way of completing that illustrious number 5. So, Pro was shelved. But now he's back.

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And definitely a lot better.

Now for the essentials. Who's where, why's what, where's who and why not?

The "Crisis On Earth-Spongy" is why.

As a result of an attempt to make Earth-Spongy more coherent, some characters were eliminated, others drastically, totally changed, still others remained the same. Two characters, Kronos and Monte Python, no longer exist in this reality. Another, the Asbestos Mushroom, may be reintroduced at a later date. Karate Kactus and Ninja Ant got new costumes. Doctor Spif lost his medical license and became a shadowy private detective. But the two favorites, Rambunny and Prometheus, remained the same. Essentially. Prometheus the Protoplasm is no more..now it's just Prometheus. Also, the episode where Prometheus was turned into a man remains clinically the same..different villain, but Prometheus was still transformed into the "Promethean" for a time. And as a result of that, Prometheus' frame of mind and attitudes toward justice and crime-fighting have also changed, as Karate Kactus notices. And Prometheus is also more powerful, more versatile now. Witness the flying amoeba on page 4 if you don't believe it.

Then there's the format change. Only 10 pages? Well, in order to sidestep that time lag between issues, the decision was made to shorten them considerably. This way, #1 could come out before June 10, and hopefully #2 and maybe even #3 during the summer. To add a little zest to this, a new format for story-telling was decided. I have always been a big fan of the old-time movie serials, the ones with cliff-hangers at the end of every week. So, after much deliberation, AMOEBA ADVENTURES was born. With only 10 pages an issue, we had to have a good story. A good villain. A good "introductory" series that didn't seem too "introductory."

Manslaughter was born.

And AMOEBA ADVENTURES had a story.

A helluva story, too.

The format. AMOEBA ADVENTURES is going to rotate, basically. First up is this 5 or 6 part story introducing Manslaughter, who will either save the earth..or destroy it! After that..well, we may have the two-part never-before told origin story of Prometheus..or a new multi-parter introducing the Creature..or a multi-parter featuring the metamorphosis of Ninja Ant!

I like what we've got planned. I hope you do too.

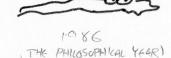
Writer and wanna-be artist,

Nik Dirga

NEXT ISSUE: Manslaughter versus our heroes! Rambunny! The new Dr. Spif! And the possible end of all life on Earth-Spongy, in "Fallen Angel," part

two of "The Visitor."

PROMETHEUS THROUGH



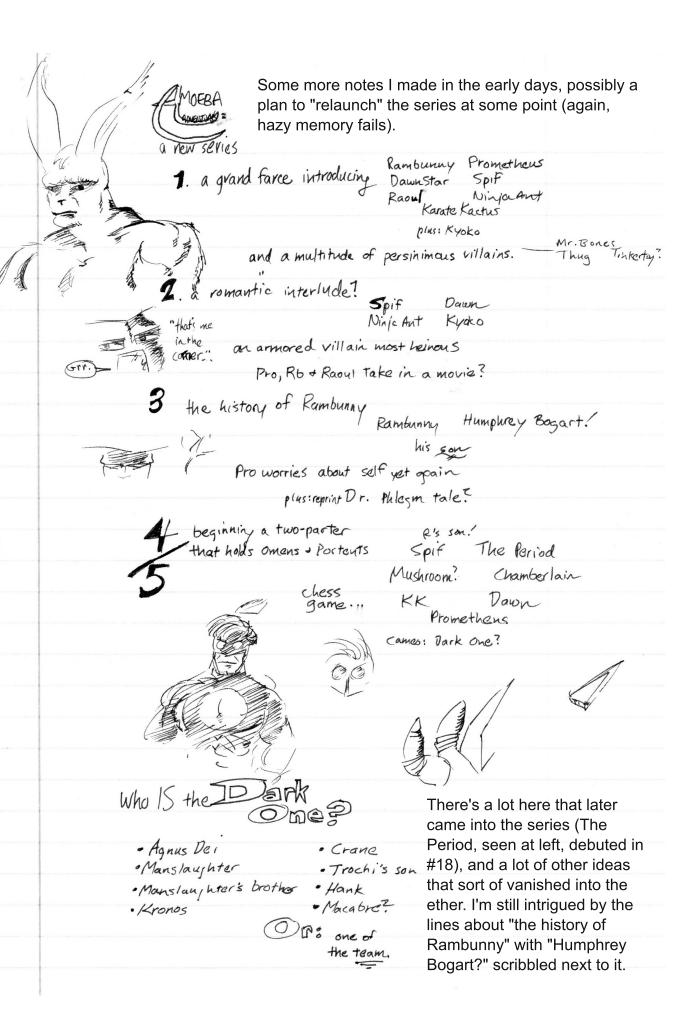


1987



Amoeba Adventures #1 was very much a work in progress by an 18-year-old geek, and it took me a few issues to decide on the right tone for the series. There's a mix of parody, straight superhero action and awkward jokes that makes me cringe a fair bit now, but also alimpses of the somewhat better work to come.

Besides the "Mister Spif" fiasco, other weird bits this issue include Prometheus "flying" in a vaguely grotesque way (you'd never see that again!), Karate Kactus acting a lot less mature, and in general the team acting way more "superhero" than they ever would again.



INTRODUCTION

Prometheus first entered this dimension as a doodled cartoon drawn during an exquisitely boring science class of mine. He was not at all the refined and sensitive individual he is today, as is obvious by glancing at his debut, located in the back somewhere. Instead, he was a loud-mouthed anarchist. I prefer to think of this fellow as the Prometheus of Earth-2 (in-joke).

But today, Pro has changed substantially. His slow evolutionary process began with THE PHILOSOPHICAL ADVENTURES OF PROMETHEUS THE PROTOPLASM #1, from late 1986. Looking at these four early adventures of Prometheus represented here, one can see a slow maturing..not only in art and writing styles, but in the characters themselves. Pro is no longer the spineless little wimp he appeared to be in "Prometheus The Protoplasm." Of course he and the whole cast will continue their growth in volume two, especially Pro. He will make his debut into manhood (in-joke #2) explosively, and will discover the truth about himself. Also, we'll see more of Tinkertoy, and meet Manslaughter and the Inner Gods. Sounds pretty funky to me. And, if the art in this TOTALLY turns you off, well, if you look at the "new art" (covers and chapter headings, mostly), that's how volume two is shaping up to look. And I must admit, I'm pretty proud of it. Pro has escaped from the void of "writer's block" he's been dwelling in ever since #4 came out in September 1987 (almost two years, God!) and I'm charged up and ready to jump into the insane world of Earth-Spongy again.

Earth-what? Yes, Earth-Spongy! This is the part for new readers. You'll meet the characters as the story progresses, but the world.well, suffice it to say that it is out of this world! Earth-Spongy is a world in the distant future (or maybe past or even present) that the laws of reality have chosen to avoid. Here on Earth-Spongy, walking toasters and oriental cacti stroll the streets of Spongopolis together. Dancing lima beans entertain at smoky nightclubs owned by grunting peccaries. Little salt shakers own accounting firms. Protoplasms and seven-foot tall rabbits protect the innocent. And yet, in all this oddity, the world is still the same as ours! Drugs are rampant, the streets are filled with homeless, there is crime, death, and far

worse.

Earth-Spongy is a lot different from our Earth, but it has a common need: a need for heroes. Prometheus, Rambunny, Ninja Ant, Doctor Spif, Karate Kactus, and others are the Batman and Spider-Man of this world.

After all, who said heroes had to be human?

-Nik Dirga, 7-2-89