

THE SLIMEBALL SPEAKS

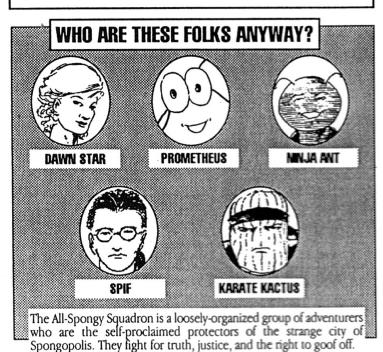
Welcome to the 16th issue of Amoeba Adventures! This issue is going out to a whole slew of new readers, and is being distributed by Max Ink and I at the Mid-Ohio Con November 26 & 27. If you're one of those new readers, greetings and salutations! I hope you enjoy this issue and get hooked on what's my own personal favorite comic, and that's not just because I write it.

This issue is a mini-milestone of sorts for me. It marks four years since Amoeba Adventures #1 came out. Every once in a while I have to just sit back and take a look at how far we've come — and y'know, it's a pretty good feeling. The first issue of AA was printed magazine-size and had a massive print run of a dozen copies. Four years later, and we're at over 500 copies an issue. I just want to thank each and every one of you who've been there since the beginning, or near it. There's nothing quite like that first order, or that first good review. Even now, I still get a little charge out of getting money and acclaim from complete strangers.

I've sometimes seen people say in editorials that "Soand-so is your comic." Well, that's not quite true...I do feel strongly that this is my comic, and my vision. But what's rewarding is that so many of you have chosen to share it with me. When writing this comic, I try and recapture some of the magic I first felt reading comics, that wonderful transition into another universe that's like no other sensation in the world. If I can deliver that feeling to just one other person with Amoeba Adventures, then it's all worth it.

Once again, thanks to those of you who've stayed aboard for the whole ride — and a special thanks to Max Ink, whose artistic excellence is carrying AA into a whole new era of prominence. I hope to see you there with us!





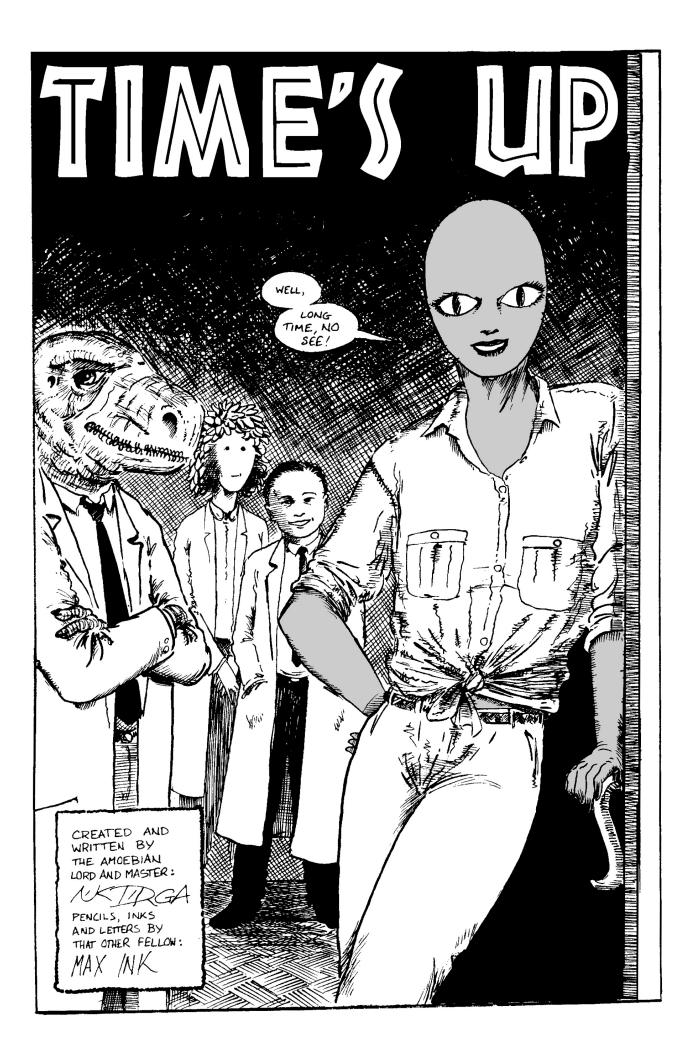
AMOEBA ADVENTURES SIXIEEN

"Time's Up" Written by Nik Dirga Drawn By Max Ink

AMOEBA ADVENTURES #16, November 1994. Published bi-monthly by Protoplasm Press, P.O. Box 2230, University, MS 38677-2230. **AMOEBA** ADVENTURES and characters, concepts and ideas within ©1994 Nik Dirga. All rights reserved. Artwork @Max Ink 1994. Additional copies available for \$2.00 postpaid. Free catalog available. Will do comics for food.

Protoplasm Press is a member of the fine small press publishing groups the United Fanzine Organization and the Small Press Syndicate.







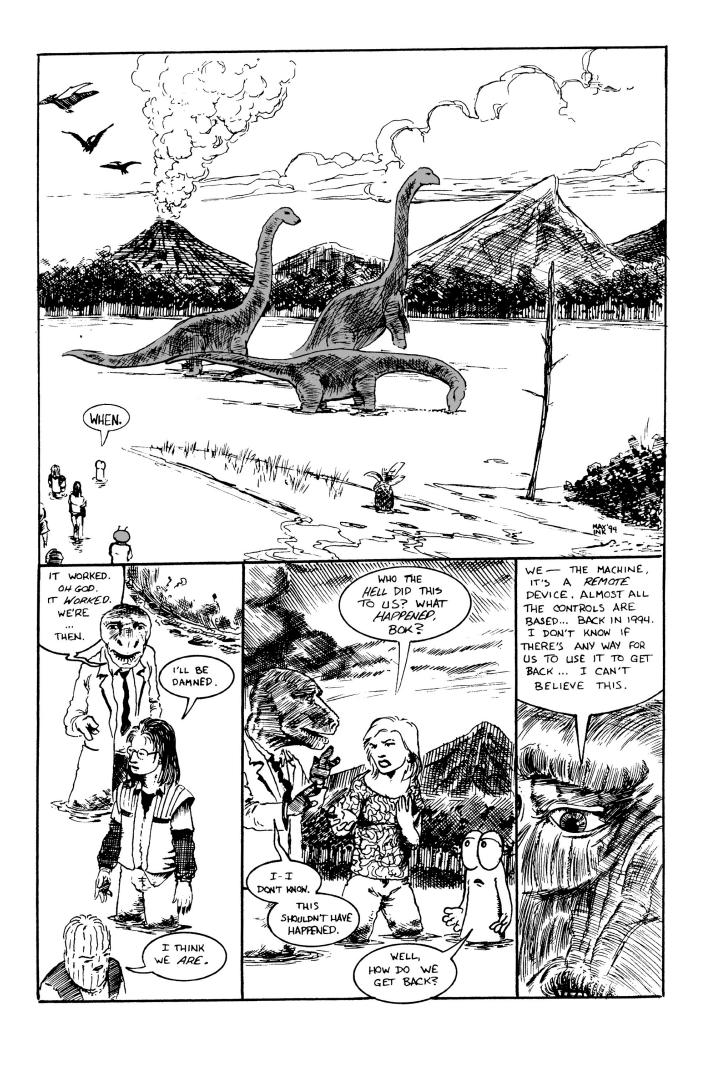








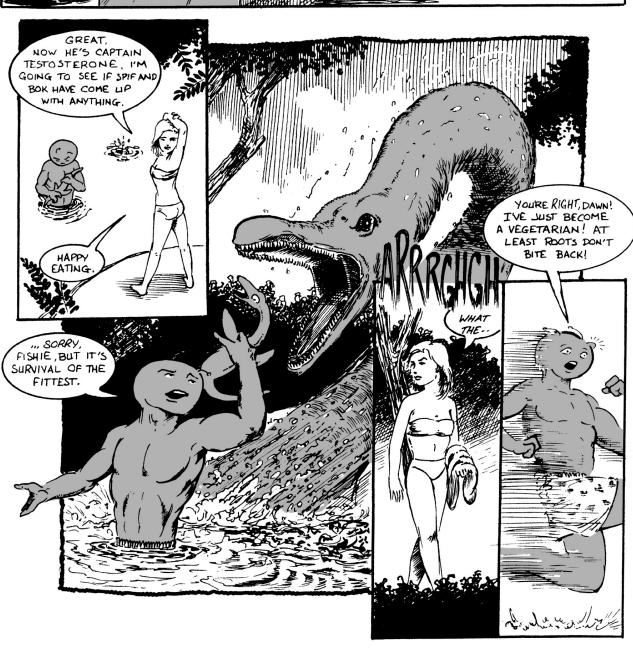












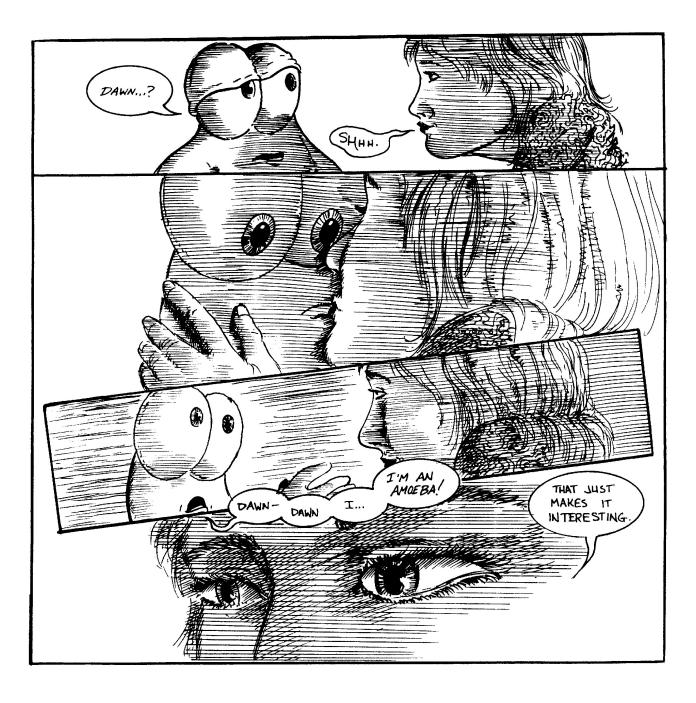


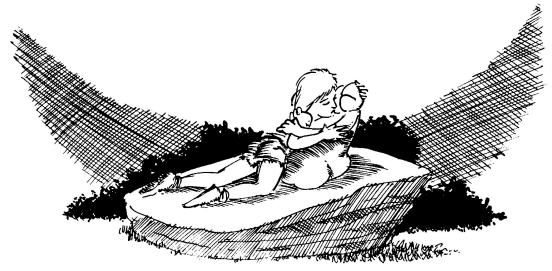














Spif's Journal: ... The next several weeks went by as slow as they could manage. Bok and I worked on the machine until we found ourselves tinkering with it in our sleep.

-000666833850 ... Mitsu's attempts to catch a dinosaur went unrewarded.) He went on a hunger strike for several hours, but was soon found in the back of the cave munching guiltily on a fern-burger.

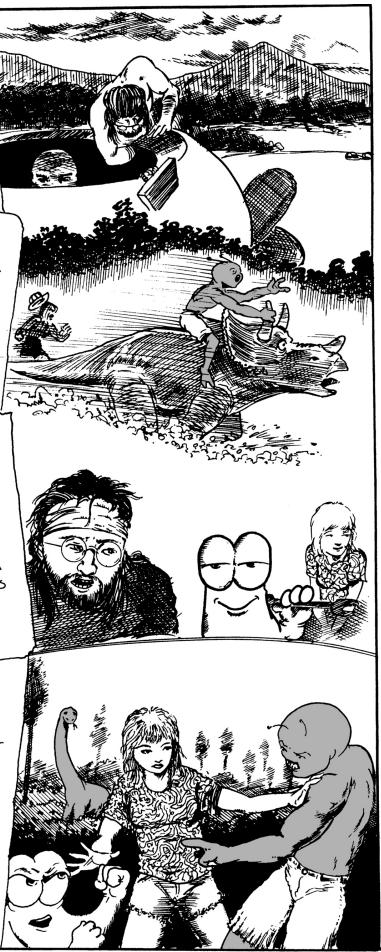
> ... This adventure, meanwhile, scemed to have done Prometheus a world of good.

seemed to have done rivery seemed to have done rivery. One would scarcely one would scarcely remember the nasty remember the nasty remember the nasty in fact, he could recently. In fact, he could recently these days.

O"bubbly" these days.

Quite curious.

Despite the near-idyllic nature of our surroundings, however, our being stranded was beginning to grate on us all. Complaints regarding the lack of indoor plumbing were most frequent, as was the nagging problem of dinosaur encounters.







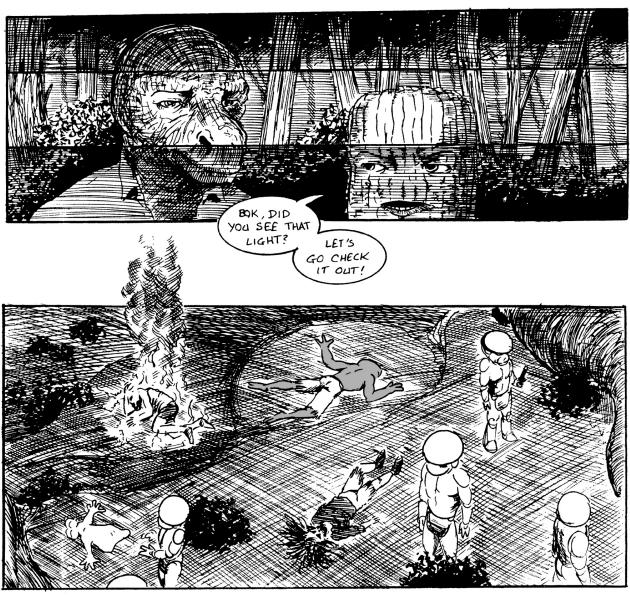


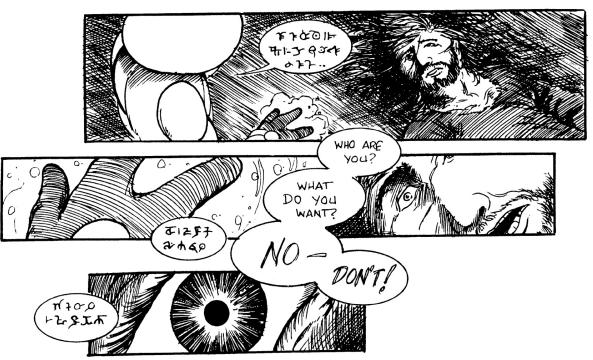


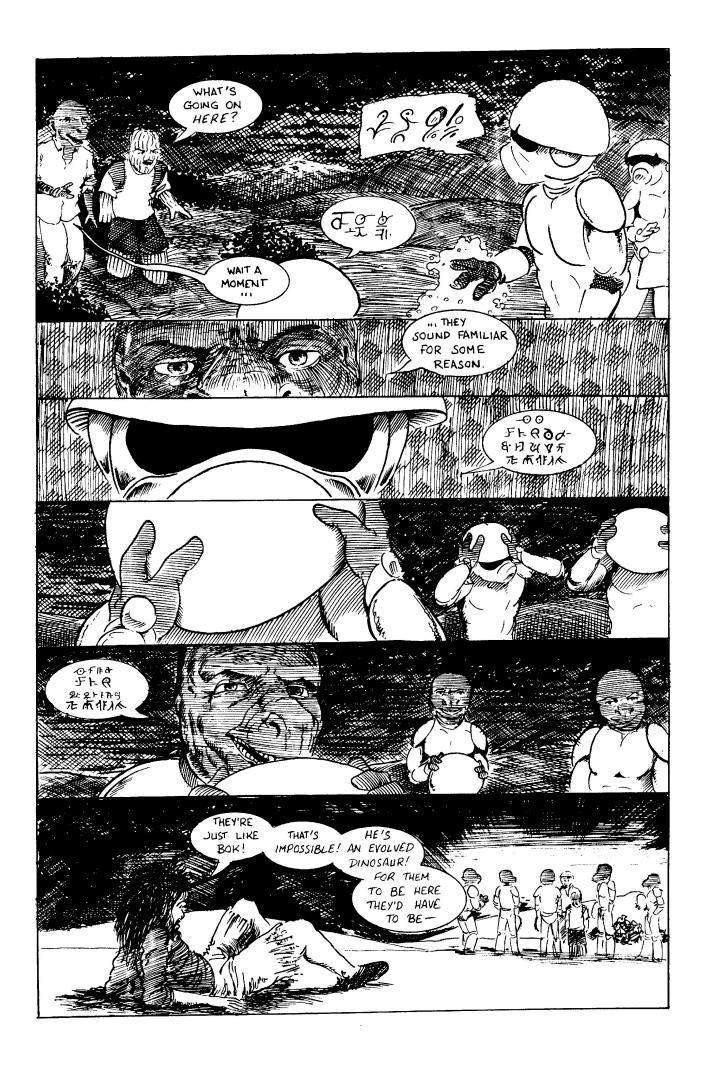










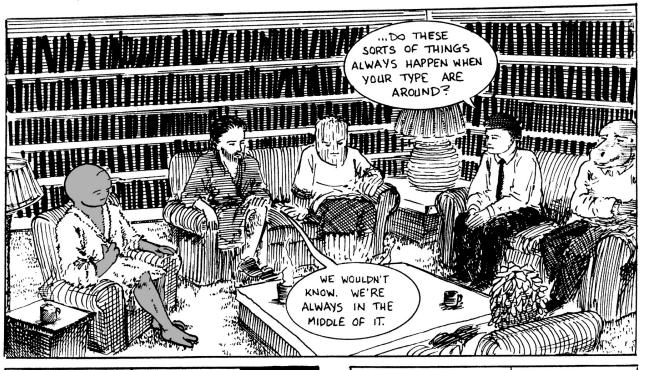




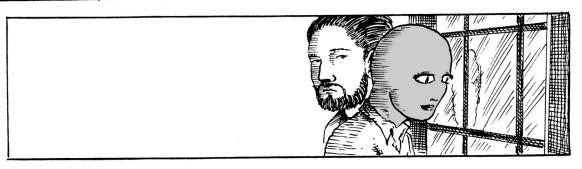


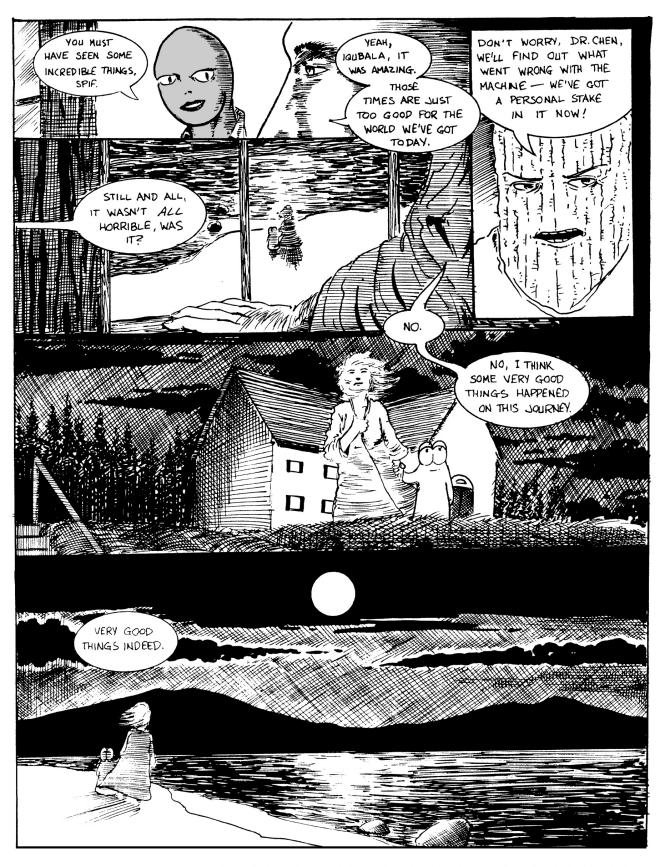












NEXT: RAMBUNNY

AMOEBAMAIL

(Time to catch up on the mail! Following are selected excerpts from responses to AA #14, Max Ink's solo jaunt "Evidence of our Confusion," and #15, "Bone Machine." Sorry I couldn't print you all! First, your comments on #14—Nik)

Bob Elinskas Utica, NY

...First off, the characters get deep here. Really deep. As is often said in comments I've heard about the book (and tend to agree with), there's a fine line to how far the reader can seriously take a walking protoplasm, a ninja ant, a talking cactus, etc. This story really pushes those limits. Now, let me preface here. As I said, the story is very real and hard, but I tend to find myself not liking Prometheus so much as I used to because he always gets so deeply involved in the stories, really philosophical, heavy-thinking, must see a right from a wrong. As a reader, I want to read the story and Prometheus, for one reason or another, always seems like he has to have a hang-up each issue. A big goal in writing is to have your reader react to something you've done and I guess with this, I'm proving the theory. I just think that if there's going to be a problem in the story, it shouldn't always be picked up by Pro and become his, too. I know he's a well-developed character, but recently he's been the character that steals the spotlight, so to speak, from the other group

When they say abuse is a [hard cycle to understand, they weren't kidding. The twists and turns thrown into the whole story really made me wonder if there's any cause for hope in this whole family. You have to feel bad for everyone involved. But, at the same time, what can you, as an outsider, do? It's hard. To be honest, I didn't really sympathize with E'Melle or her husband. I guess that's me hoping for a happy ending, and sometimes you just have to face the fact that there really aren't happy endings all the time.

members. Just something to

think about.

Sometimes, as Spif shows us on the last page, the only thing to do (or that you can do) is accept it and walk away. It's not the best thing. It's not a perfect answer, but it's not a perfect world. I dunno. As I said before, this was, for me, one of the most confusing, yet thought-provoking, issues I've read of AA vet.

(Well, Bob, the comic IS called "Amoeba Adventures." But your point is taken. I hope issues like this one, with more of an "ensemble" flavor, are more to your liking. However, Prometheus is and will continue to be the focal point of the book for me.)

Dan Beck Lehi, UT

Thanks for Amoeba #14. The book is excellent throughout. I know where Max Ink is coming from. As a wee lad I bopped my sister and caused more harm than intended. That cured me of violence on women, thank God. It came at a young enough age that I never did it as a adult.

I did have a small problem with reading panels in the correct order. Arrows would be helpful here. On page 19 I had a little problem with transitions from the top half of the page to the bottom half.

What came first? However, don't get me wrong. I really like your use of panel order and that reading isn't always right to left. Sometimes when a person is speaking low, the print is so small I can't read it. I urge caution. The back cover gave the book a very personal touch. I'm beginning to understand why everybody likes this book. You certainly deserved that Best Writer Award! See you in the funny papers!

Ed Paten Orlando, FL

Since Max Ink did everything this issue,
I'm afraid all my praise must go to
him. Very nice layouts. Very intriguing
storyline, not exactly what I was
expecting but seeing as how what he
was trying to do was exactly the opposite of what I expected, thumbs

If you understood any word in that last sentence, please explain it

back to me because I'm feeling very confused.

Peter Hopkins Louisville, KY

Issue #14 had more of the characterization that makes this book a standout. It was great the way Max Ink broke the left-to-right rule. Also, the story was done well, like the revelation that E'Melle was the one who physically assaulted her husband, and the ambivalent ending.

Larry Blake Reedsville, OH

Double

...Each issue of this comic that I read gives me a better handle on who the characters are and how they relate to each other and their environment. Some real appealing and distinct personalities there. I really appreciate the flexibility of this strip. It has the same thing I try to go for in my *Nightstar* book, the ability to work whether it is by using serious themes or just total goofy silliness.

I liked the way Max avoided the cliché of the female being a stereotypical battered wife. A deft writing touch, that, it made the story seem that much more fresh, thoughtful, and real. Kudos to Max.

(And regarding #15...)

Denny Stephens Ortonville, MI

Wow, thanks for the copy of Amoeba Adventures #15! What an unexpected surprise. I've read and reread the thing about three times so far, and I can't get over the fact that you guys aren't doing this professionally. I mean, with your awards (especially the Eisner letter – holy shit!) and your exposure in the SPS and Cerebus (yeah, I saw it – very cool), how can you not hit the big time?

RIEZOMMENDATIONS

Crossl Masux

DOUBLE-CROSS!

Tony Consiglio's *Double-Cross!* is one of the funniest comics I've seen all year. Tony's smooth cartooning style and hilarious parodies make my day happy. #6 is out now for \$1.50 from Tony at 60-13 68th Rd. Ridgewood, NY 11385. Get it now.

INCIDENTAL SCRAWLING

Jeff Zenick is a hidden miracle. His quiet, slice-oflife work always makes me appreciate the little things. #5 is a great, day-



in-the-life story. It's the comic equivalent of some herbal tea. A buck or two to Jeff at P.O. Box 877, Tallahassee, FL 32302 will get you an issue or two.



Xeno's Arrow is my pick for the best new small press comic of the year. Greg Beetam and Stephen Geigen-Miller craft a totally unique science fiction epic about a group of escapees from an interstellar zoo and fill it with passion, adventure and humor. Absolutely outstanding artwork full of detail and nice gray tones. The only complaint I have is that it comes out too rarely. #3 should be out by the time you read this, \$1.50 from Egesta Comics, 35 Fulwell Crescent, Downsview, Ontario M3J 1Y4, Canada. Don't miss this.

As for the book itself, my first reaction was one of stunned disbelief. This is exactly the direction I'm trying to get my book to go in! Over the past few years, you've created an entire world full of fascinating characters. It seems to me you've tapped into what made the early Marvel books (and even the later Teenage Mutant Ninja Turtles books, which spoofed them) so popular. Spongopolis is as fully realized a setting as Metropolis or Gotham City or New York, and the characters have depth and feeling to them (even though they're only cartoon characters). Very nice! You remind me of why I still love superheroes, even with all the crap that's out there.

Tim Ereneta Oakland, CA

Here's what I thought of AA #15, since you asked: beautiful cover, cool dream sequence, way too many exclamation points in the editorial text. My count was two dozen – not including your replies to the letters. Maybe it's just me – and granted, it is an insignificant part of your work – but so many exclamation points make your editorial voice sound like you're writing for a sixth graded girl's personal diary. If it works for you, cool.

NEXT:

Rambunny returns, Ninja Ant's heart gets broken, Prometheus does a lot of sneezing, Karate Kactus goes out on patrol, and the guys get in and ol' fashioned bar brawl and bust some heads. Plus the return of the Gorilla Gang and some other old foes! Get ready for a Merry Christmas with "Home For The Holidays."

(Hey Tim, don't you have anything better to do than count exclamation points?)

J. Kevin Carrier Cincinnati, OH

Some of the highlights of #15 for me:

• The cover – very

inventive composition, immediately grabbing the reader's attention and arousing his curiosity. Excellent inks by that Courts guy.

 loved the Cerebusinspired rock climbing bit (complete with giant Macabre skull!). Not sure who the guy is supposed to

The dream sequence

be...Woody Allen? (Bingo! - Nik) The three panels on the

bottom of page ten, with only the clock face changing, is a nice touch.

• The big showdown with Mindmaster – "You want it, lady? You want it? You got it." Brr! I can see why some people might complain that Pro gets too much of the spotlight, but this subplot of his increasingly angry nature, and the hints about his true origins, are absolutely fascinating! That shot of Pro with Macabre's and the Inner God's features superimposed – the implications are staggering! Are they all really just facets of his own mind? I'm reminded of that scene way back in #9, where Pro split into dozens of bodies...

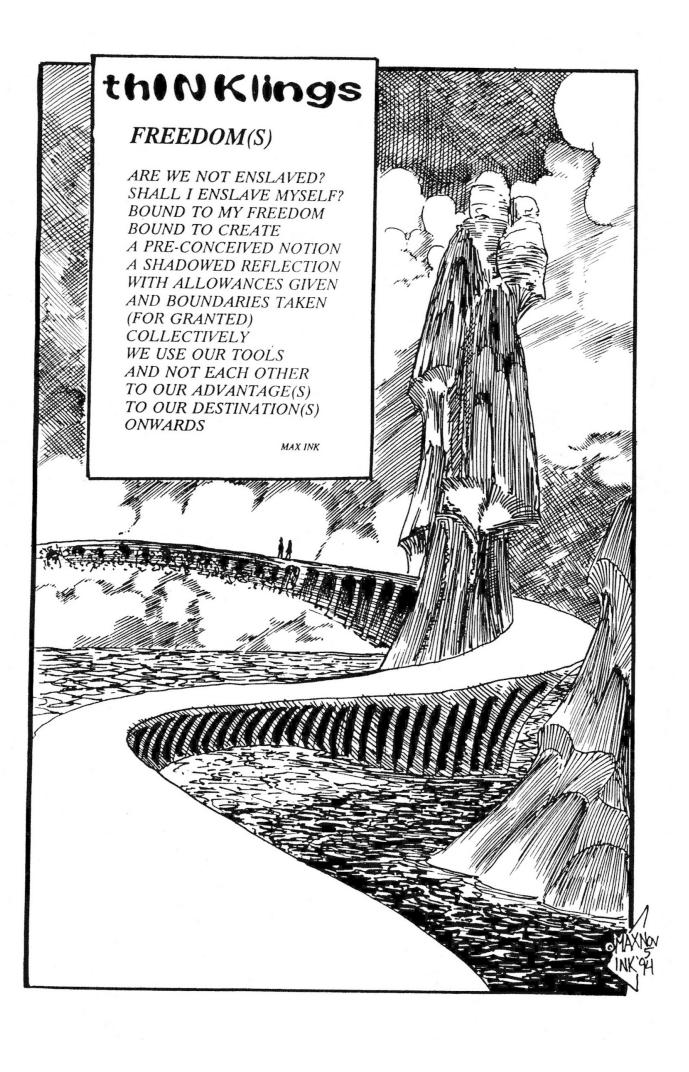
• The Dark One – ooohh, I just love a mystery villain! The references to "details of design" might be a red herring, but my guess is that he's really Dr. Crane, who somehow survived that explosion in #9...or maybe not.

On a completely trivial note, I like the use of zip-a-tone on Ninja Ant and Kyoko. The pen lines Max used to use (as on the back cover) tended to obscure their features somewhat.

Tony Consiglio Brooklyn, NY

Thank you for being so gracious in your letter to me. To answer your question, no, I was not drunk when I wrote my comics, although I do smoke crack occasionally when driving. I very much enjoyed Amoeba Adventures, I just have one question, why is half your comic printed in German? I don't speak German. The drawing is fantastic, although, my comic didn't include the necessary 3-D glasses. Who is Max Ink? His parents must have known he was going to be a cartoonist to name him Max Ink! Because of your comic, I threw out all my cactus and put out ant traps. Who knew they spoke!





The UFO Checklist

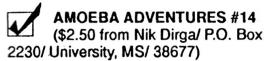
These are the latest releases from the UFO (United Fanzine Organization) coop, currently available during the summer of 1994. For information on joining the UFO, contact chairman Jim Pack/7534 Kingsgate Way/ W. Chester, OH 45069



ADVENTURE STRIP DIGEST

(\$2.00 from Randy Reynaldo/ 3765 Motor Ave./ Suite 1121/ Los Angeles, CA/ 90034)

Rob Hanes, agent for Justice International, is sent to Koman to rescue a beautiful journalist from certain death. Love erupts amidst screaming bullets and Rob finds himself cornered in a no-win situation.



In this special issue, artist Max Ink takes over the scripting chores to pen an emotional tale about love, violence, the ties that bind. An issue not to be missed!

DISPLACEMENTS #1 (\$1.50 from Scott McClung/ 537 S. University #6/ Norman, OK 73069)

With Steve Keeter scripting and Scott McClung handling the art chores, this sci-fi comic spins a yarn of alternate Earths and alternate heroes. This is only the beginning! Get in on this one from the very beginning.

FUTURO TIERRA #20 (\$1.00 from Tony Lorenz/ 8708 Friendship Court/ Tampa, FL/ 33634)

The acclaimed series builds up to its exciting finish! What will Steve find at the end of his quest? Will he ever return home? Or, will he end up somewhere worse? Find out!

GLORY GALLERY #2 (.75¢ from J. Kevin Carrier/ 8913 Eldora Dr./ Cincinnati, OH/ 45236)

Following the success of the first issue, J. Kevin brings together more artistic visions of his barbarian heroine! Filled with awesome art, it is a mini that deserves attention! LADY SPECTRA PIN-UP (.75¢ from J. Kevin Carrier/ 8913 Eldora Dr./ Cincinnati, OH/ 45236) Not to be forgotten, J. Kevin spotlights his other strong heroine with a pin-up special all her own! Don't miss some these unique visions.

1

TALES FROM THE PETRO-CANADA MAN #3

(\$1.00 from Jason Marcy/ 58 Connaught Ave. S/ Hamilton/ Ontario/ CANADA, L8M 3C5)

The third issue of Jason's acclaimed autobiographical zine finds the talented artist/ writer facing some better circumstances but with the same humor and fears that filled the first two issue. Plus, find out more about Jay's new girl.



TALES FROM THE ROB HANES ARCHIVES #1

(\$2.00 from Randy Reynaldo/ 3765 Motor Ave./ Suite 1121/ Los Angeles, CA/ 90034)

From one of the most talented creators in small press comes this look at some of the early days of Rob Hanes! See what Rob looked like years ago and how Randy developed the character.



THE UFO JAM

(\$2.00 from Steve Keeter/ 513 N. Summerlin Ave./ Orlando, FL/ 32803)

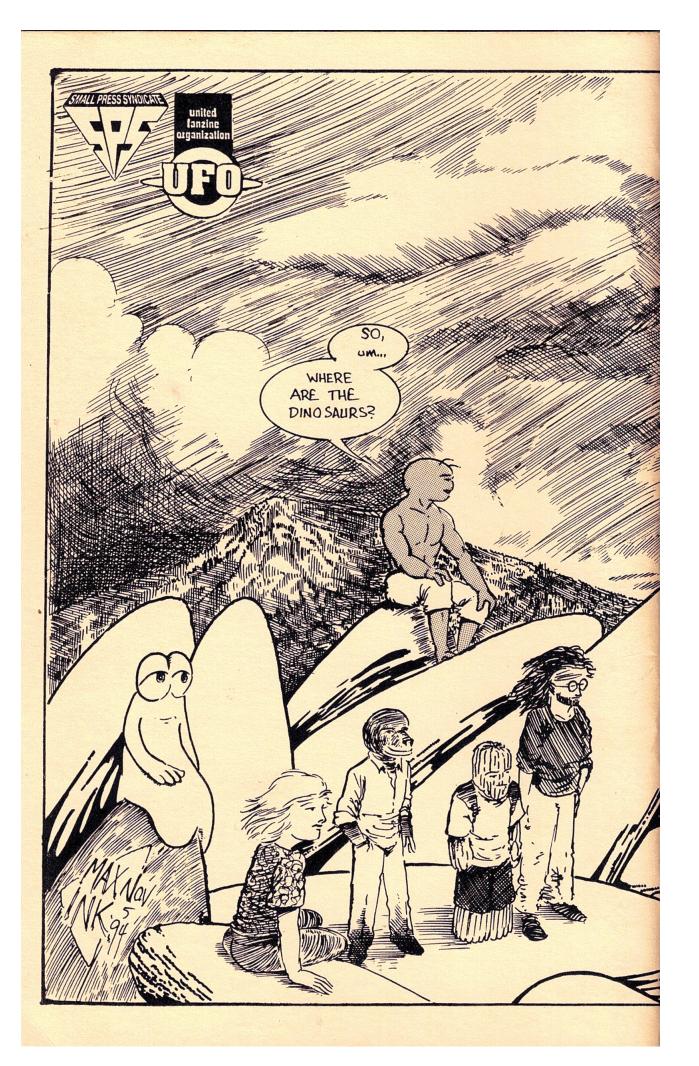
Years in the making! Featuring many UFO members that are long gone, this rambling tale of strange aliens and mysterious goings-on is finally available. Read it and see if you can figure out what is going one!



TETRAGAMMATON FRAGMENTS #140

(\$2.00 from Jim Pack/ 7534 Kingsgate Way/ W. Chester, OH/ 45069)

Under a new chairman, the newsletter of the UFO continues. 10 members articles plus a special 3-page comic strip by Jason Marcy. This will get you in step with what is going on in the Comic Book Free Press.



SPECIAL 2020 BONUS SECTION



Max Ink's art for this issue really went to another level. Above is the full wraparound cover image.

"Super art and story all wrapped up in a first ଢାଇଁଛ୍ଡ package."

"Surprisingly
SONSIGIVO..."
- Tony Isabell

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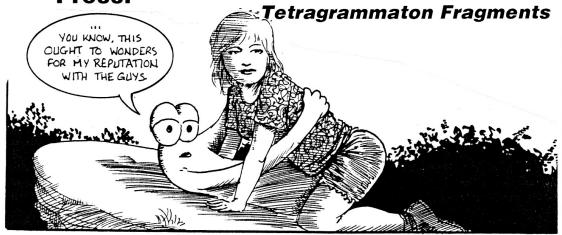
"An absorbing story and characters with depth and personality...Recommended!"

- Factsheet Five

"Great superhero fun in an original non-traditional setting."

- Small Press Report

"…The Best Superhero 'Zine In Small' Press."



IF YOU HAVEN'T BEEN READING

AMOEBA YOU NOW KNOW WHAT YOU'RE MISSING.

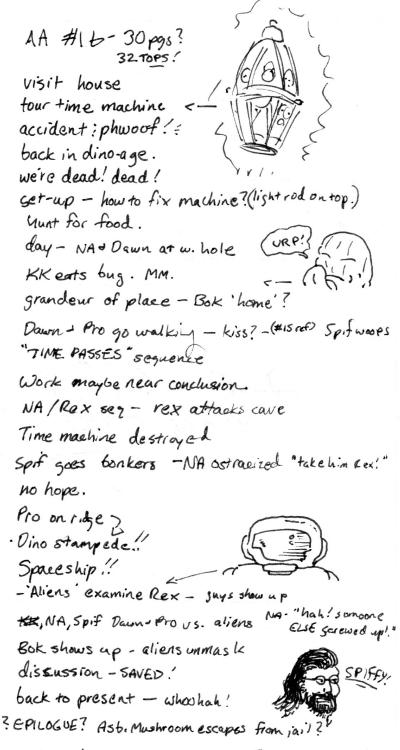
Amoeba Adventures #16 is now available. Written by Nik Dirga and drawn by Max Ink, Amoeba Adventures delivers compelling and original fun on a bi-monthly basis. In "Time's Up," Prometheus and the gang find themselves catapulted back in time to the Pleisotone era...with no apparent way home. The problem begins when they start to like it there. If you're looking for something different from grim 'n' gritty merecenaries or pretentiously arty comics, Amoeba Adventures is your game! The latest issue, all 40 pages of it, can be yours for only \$1.50 postpaid. Order from: Protoplasm Press c/o Nik Dirga, P.O. Box 2230 University MS 38677-2230. Join the amoeba revolution!

An advertisement with some nice words by some very nice people. I think that Max Ink's art from the scene with Dawn and Prometheus alone in the woods might be some of my favourite images from the entire series. Magnificent work on his part.



Some unfinished concept art for this issue I did somewhere along the way - probably a year or two before it was written, since it features Raoul the Boy Cockroach in it still. Although I have to admit having Raoul ride a T-rex woulda been pretty awesome.

This is pretty cool and found buried in the Amoeba Archives - my very loose notes on what would become "Time's Up." Featuring some of my finest incoherent notes to myself. "Spaceship!!" "We're Dead! Dead!"



Uny dinaliens showed up found fossilized remnants of suy's stay. Investigated.