

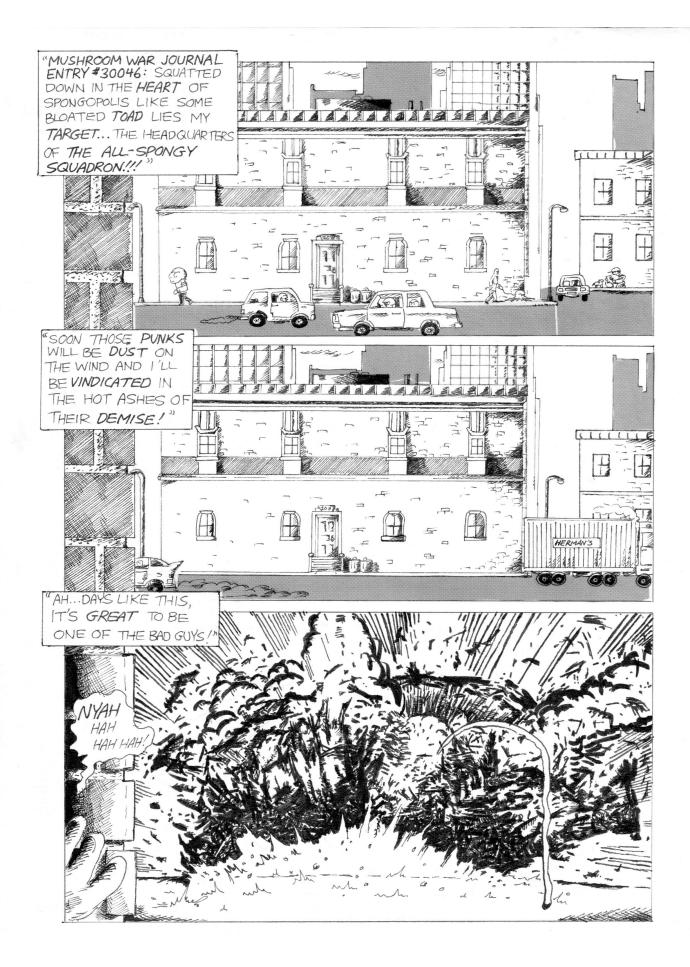


A fter the final battle with Agnus Dei and the tragic death of Manslaughter, the All-Spongy Squadron decided it was time for a break. Ninja Ant and Karate Kactus took the opportunity to make a visit to their homeland, Japan, while Rambunny, Prometheus, and Mr. Spif did some catching up with the concept of relaxation. Of course, it didn't last, as Pro and Rambunny stumbled across a bank robbery by the Gorilla Gang, lead by King Krong, that'd been terrorizing Spongopolis. They had the apes on the ropes until the untimely arrival of the mysterious Raoul the Boy Cockroach, who so disrupted affairs that the gorillas escaped, leaving the guys with more than enough humiliation to go around.

When they returned to Headquarters; through means they haven't even figured out yet, Raoul got himself elected onto the team, and while Rambunny indoctrinated him into the secretive cult of superheroism, Prometheus went to relax at a nearby coffee shop. There he met a kindly priest who helped him work out some of the things that'd been troubling him. Upon returning to HQ, Pro found Rambunny, Raoul, and Spif forming a battle plan to "nail those apes once and for all." Then came the final showdown with the Gorilla Gang, at the Spongolopolis Savings and Loan building. Although King Krong's treachery nearly cost the guys their lives, Prometheus still managed to track down Krong and save the day.

So now it's apparently time to relax again. Well, think again, because an old foe of the Squadron is planning some mischief for them, while in Japan, Ninja Ant and Karate Kactus' vacation isn't working out the way they'd like it...

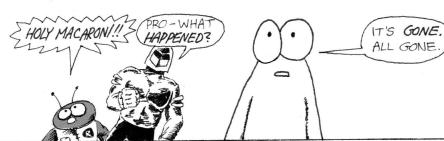
AMOEBA ADVENTURES #5 December, 1991. Published every three months or so by Protoplasm Press, PO Box 2230, University, MS, 38677. AMOEBA ADVENTURES, Prometheus the Protoplasm, and all other characters herein (with the exception of David Letterman and Paul Shaffer) are C 1991 Nik Dirga. All rights reserved.







... (A PRUDENT MAN SEES DANGER AND TAKES REFUGE, BUT THE SIMPLE KEEP GOING AND SUFFER FOR IT."















GREAT. SO, HOW DO WE TURN THIS

INFLATABLE PENGUIN

WHO? WELL GOLLY GEE, PRO, IT'S NOT LIKE WE'VE MADE ANY ENEMIES, RIGHT?

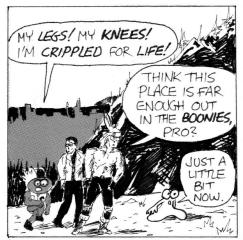
TINKERTOY, KRONG, HERR HEINOUS... IT COULD BE ANYONE!















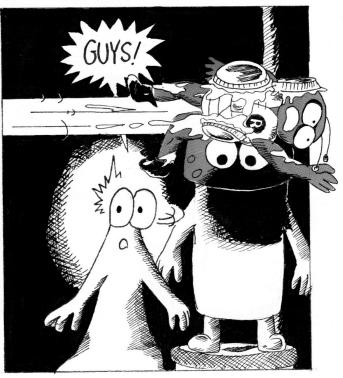












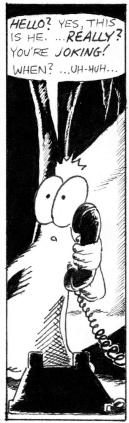


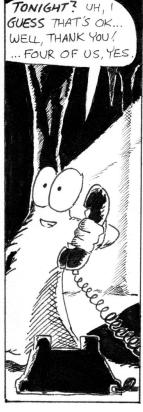


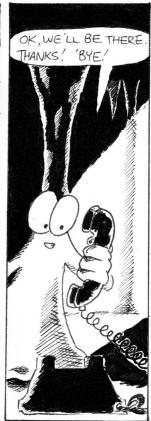




































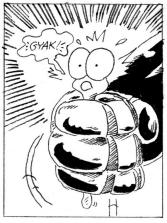


HE ... SAID ...

WHAT?























AND WOULD YOU BELIEVE THERE'S MORE TO COME? WE'RE GONNA PAUSE FOR A COMMERCIAL WHILE WE HUNT DOWN A FEW DOZEN FIRE EXTINGUISHERS-STAY TWED!



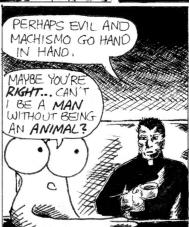








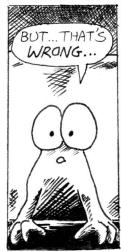






MY SON, EVIL HAS A POWERFUL SIREN'S SONG...ONE THAT GRIPS YOUR HEART WITH TENDRILS OF STEEL. IT'S THE ULTIMATE DRUG, THE ULTIMATE HIGH... A LICENSE TO DO ANYTHING YOU WANT... BUT MOSTLY, EVIL IS JUST SO MUCH FUN...

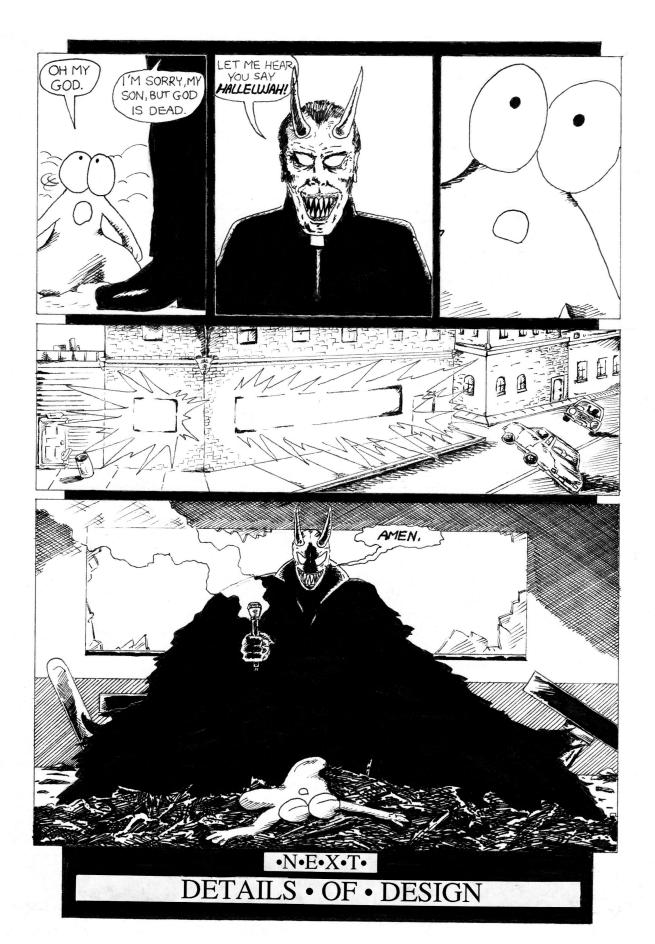






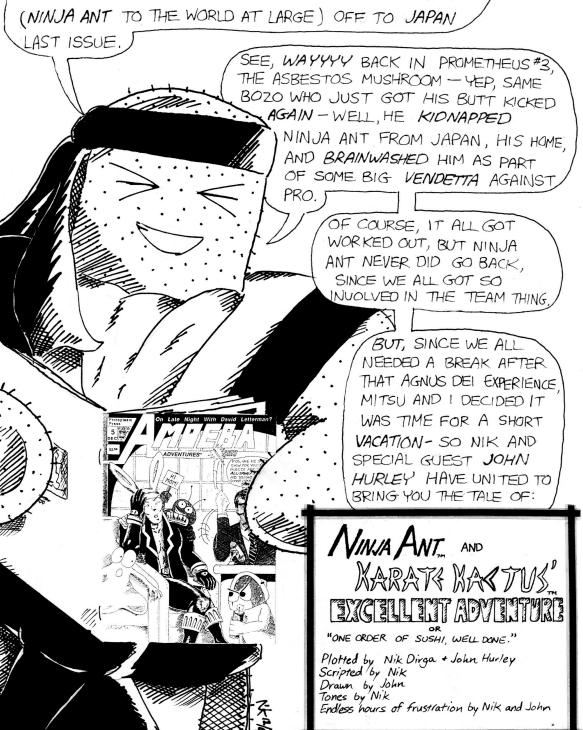








HI, I'M KARATE KACTUS, SUPPOSEDLY ONE OF THE MAIN CHARACTERS IN THIS COMIC. WELL, I WAS, UNTIL THEY DECIDED TO SHIP ME AND MY COUSIN MITSUBISHION (NINJA ANT TO THE WORLD AT LARGE) OFF TO JAPAN

















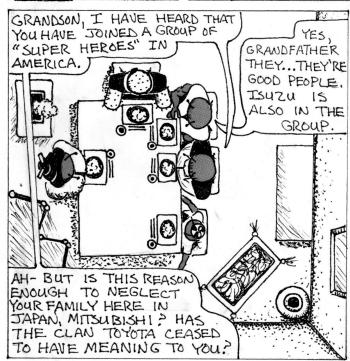












NOW HOLD ON A
MINUTE HERE!
MITSU WAS FORCED
TO LEAVE JAPAN
HE DIDN'T SET
OUT TO OFFEND
YOUR FAMILY HONOR,
AND NOW, WELL...
HE'S WITH THE
SQUADRON TRYING TO
DO SOME GOOD IN THE WORLD.





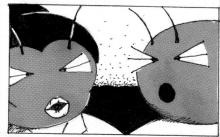












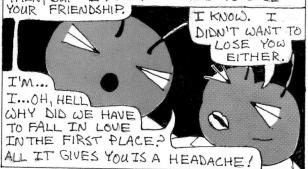


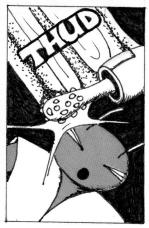
WE CARED TOO MUCH AND TRIED TOO HARD THEN YOU DISAPPEARED... AND I GOT USED TO THE THOUGHT THAT I'D NEVER SEE YOU AGAIN.





I-WE WERE DONE AND OVER BEFORE I WAS KIDNAPPED. WE'D BOTH DECIDED TO MOVIE ON. I HAD TOO MANY SCARS TO FACE YOU THEN, BUT I NEVER WANTED TO LOSE YOUR FRIENDSHIP.





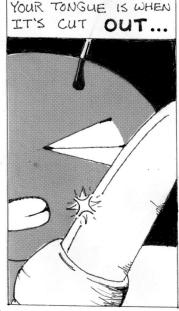












IGNORANT FOOL!

LET'S SEE HOW FLIPPANT









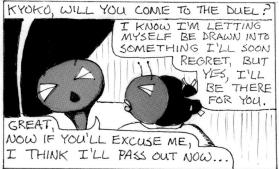




YOUR ARROGANCE IS HUMDROUS, PUP, BUT TO REGAIN MY SOILED HONOR BY BESTING YOU IN MORTAL COMBAT IS A CHANCE I MUST TAKE. VERY WELL. ON THE SECOND SUNSET FROM NOW, WE WILL MEET AGAIN, AND ONLY ONE OF US WILL WALK AWAY.





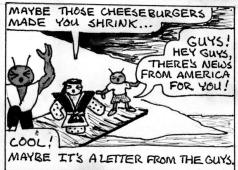




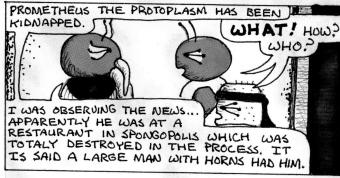




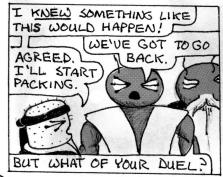




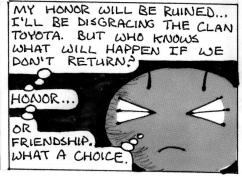










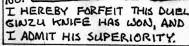






















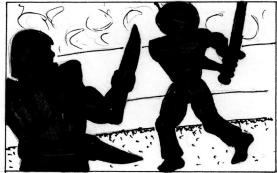








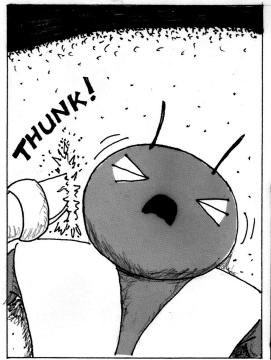


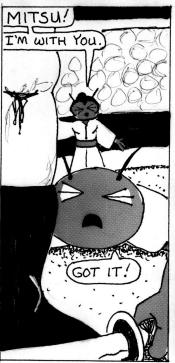






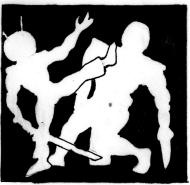






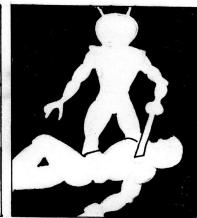


I WILL NOT ... LET ...





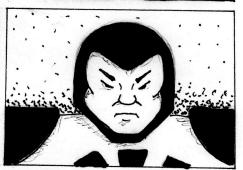




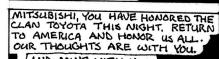
WHAT ARE YOU WAITING FOR ? I AM DISHONORED. SLAY ME NOW RATHER THAN RUIN ME AGAIN.







THE ONLY PERSON WHO HAS DISHONORED YOU...



IS YOURSELF.













The Slimeball Speaks: The Ongoing Tale Of A Boy And His Protoplasm

I don't know about you, but churning out these 44 and 36-page issues left and right is starting to take its toll. Well, after this sucker you're holding, I'm moving back down to a far more palatable 24-28-pages for the foreseeable future.

Although it's been about 3 to 4 months since Amoeba Adventures #4 came out, things have been anything but dull around here. In the last few months, I've put out One-Celled Tales #1, Prometheus Saves The Earth? #1, and countless reprints of old issues from the Protoplasm Press catalog, which got a larger response than I'd estimated. The point is, I haven't been resting on my laurels. Not that I'm even really sure where my laurels are, but I digress...

I've also been working highly on strengthening my rendering skills. The main comment that seems to come up in reviews of AA is that the art is, to use Jim Pack's comment, "scratchy." Although Jim tends to slap that title on every comic whose art he dislikes, I can see what "scratchy" means... not to put it all on the printing process, but the really fine lines tend to drop out during it, and of course now that I'm reducing the art for digest size, things get even more "scratchy" in these parts.

I'm attempting to remedy that, though, mostly through varying line thickness extensive studying of some of my personal fave artists, and just through utilization of the one single most important magic trick for artists...practice. Looking at the art of fellows I admire, like Neal Adams or Barry Windsor-Smith, I'm trying to take a page from their book and adapt it to my own style, whatever that may be at the moment. So how are the results? I'd be interested in input on the art for this issue...the last two issues have been more or less gearing me up to tackle the upcoming trilogy, and I hope I'm up to par for it.

Enough artsy prattle. I'd like to take this opportunity to extend a special thanks to all involved in the mega-success (well, it's sold more copies than anything else I've done, it may even turn a profit!) Prometheus Saves The Earth? #1. Thanks to Max Ink, Quinton Hoover, Erik Kaye, John Hurley, Matt Feazell, and David M. Pitts for all the time and effort. And if you still haven't checked PSTE? out, by all means do so! Not only are there contributions by all the aforementioned talents, there's also "Perspective," an all-new short story starring the Squadron, and the soon-to-be-legendary first team-up of Prometheus and Matt Feazell's Antisocialman. All this

and much more is crammed into a 44-page digest, still available for \$2.50 from yours truly!

Since I had so much fun putting together Prometheus Saves The Earth?, I've taken the masochistic route and begun preliminary plans for a "sequel." This project, currently titleless, will deal with the AIDS epidemic, in a special story in which the Squadron is forced to deal with this terrible disease first-hand. This one will take the format of a jam...that is, I'll write out a script and anyone who wants to do a few pages for the story may do so. If anyone out there believes they'd like to draw a few pages for this project, and considers themself to be at least of marginal artistic skill, drop me a line and we'll take a meeting.

An enormous tomato-thanks goes out to John "Sheer And Utter Hell" Hurley, who drew "Ninja Ant and Karate Kactus' Excellent Adventure" located within this issue. We came up with the idea last summer, and I really think the results are quite special. Thanks, John, I owe you one. Where can I get my "Raoul" T-shirt? And gracious thanks to Nathaniel, who inspired it by treating me to my first taste of sushi this summer, although not without my requisite spilling of the water pitcher. Finally, thanks to Troy Hendrickson and Doug Lumley for their hilarious pin-up homage to All-Star Comics #3, keep the faith, guys!

Finally, a few words about the project I'm really excited about, and that's the major new storyline set to begin in these pages. You saw the events set into motion in this here issue, with what I hope was a somewhat startling cliffhanger ending. Amoeba Adventures #6-8 will now follow the story of Prometheus' kidnapping, and all the myriad consequences of it. What's this mini-epic called, you ask? Well, as it says on the bottom of page 18, it's "Details Of Design." In this storyline, lots of things are gonna happen...just to tantalize you a bit, in it we'll see at least two members leave the team, two new members join, and at long last the question of who exactly this fellow is that's kidnapped Pro and been making foreboding appearances for some time now. All this and more. kids, begins next issue in the pages of Amoeba Adventures #6. And now you know as much about what's cooking here at Protoplasm Press as I do...see you in late February!

Amoebamail

Amoeba Adventures #3 was that rarest and most amazing of things, a comic which combined humor and pathos, and neither at the expense of the other. Even though I missed the beginning of the show, I was not in the least bit lost, and I found I had an instant affection for the characters (Prometheus and Mr. Spif being favorites so far). It had everything needed for a great small press book: energy, personality, and a fascistic duck. And that final panel on page 19: wow! I touched me in places my

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girlfriend has yet to find. This is a comic to be watched for in the future, and its creator is a man to be observed for psychological diagnosis.

(And then, soon after this first missive arrived on my doorstep, another equally gracious one appeared--N.) Thanks for AA#4; another great issue. Some of my favorite parts:

- *The cover
- *Nikommendations- helpful, and the sort of thing that

makes small press what it is (a high-fiber natural laxative)

*pg. 1- neat title layout

*pg. 3- Pro/Rambunny conversation

*pg. 7- interesting. A Grant Morrison homage here? The writing style indicates it (and what about Rambunny's clothes?).

*pg. 11-13- Nice dialogue and, of course Velcro-Man (maybe he could return with the All-Fastener Squadron: Snap, The Zipper, and Queen of Buttons!).

*pg. 20- crowd scene

*pg. 22- nice moment with Rambunny

Actually, I think I prefer this as a digest; is seems tighter somehow that #3 (and I've always been fond of the digest format anyway). Besides, as I am only twelve inches tall, the large size was unwieldy.

Troy Hickman 906 S. 18th St. Lafayette, IN 47905

(Troy, we're all praying for your recovery. Hey, thanks again for the keen pin-up and all the kind words. Troy and partner in crime Doug Lumley also put out a few minis of their own, so drop them a line and ask them to send you some. {they might like some cash too})

On Amoeba Adventures #4: After I got used to your style, I suddenly noticed that your silly-drawn innocent bystanders who appear on every page are totally delightful! I would like to see you move the background to the foreground, and concentrate on them and what they do. They seem more genuine, spontaneous, and sincere than your foreground characters, Do more with them.

NEXT: It's been hinted at for months, you've been teased about it for quite a few issues now, and finally, it's here: "Details Of Design," the three-parter that will change every single character irrevocably. It starts with a bang in "Macabre," in which Rambunny, Spif, and Raoul set off to find the kidnapped Prometheus, and become entangled in a nightmare far greater than any they've ever faced. That's in Amoeba Adventures #6, due out in late February or so.

(Prometheus comes out of the same well as they do, while the other characters seem more derivative)

Erik Kaye Eugene, Oregon

(Erik, you bring up some good points. I'm glad you like my "innocent bystanders," I always love drawing them. And in the" Details of Design" story, I'm going to tackle a bit of the conflicts that occur in a world where everyone is kinda wacked out, and show that the dynamics that motivate us are all the same. As for your comments about the derivative nature of some of my characters, I agree. Really, they all began as parodies...Rambunny of the Stallone school of acting, Spif of a kinda Batman/Shadow genre, and of course Ninja Ant and Karate Kactus are self-evident. But I'm trying to add dimension to them, and I think you'll appreciate what happens to Rambunny in #6. -Nik)

Hey! I want letters! I figured that I got about 1 letter for every 10 people that read Amoeba Adventures #4...don't statistics like that just break your heart? If you want to see your name in lights, or cheesey print, drop me a line! I even take critical letters!

Here's the inspiration for Troy & Doug's way cool pin-up...All-Star Comics #3, from way, way, way back in 1940 or so! This was the very first superteam comic, paving the way for such luminaries as the JLA. the Avengers, the inX-austble Men, and even the All-Spongy Squadron itself! History..





Protoplasm Press' crowning achievement, at least for this year, is PROMETHEUS SAVES THE EARTH?, a huge 44-page anthology collecting some of the greatest talents in small press for environmentally themed stories aimed at raising public awareness towards our world's precarious state. Six great talents plus one Nik have sent in all new stories for PSTE?

Check out PROMETHEUS SAVES THE EARTH? for the paltry sum of \$2.50, and enjoy some of the best small-press material you'll see collected in one place all year!



AMOEBA ADVENTURES

The entire selection of back issues of AMOEBA ADVENTURES and PROMETHEUS are now available, all the way back to the somewhat unrefined beginning.

PROMETHEUS #3 Blessed with somewhat primitive artwork, this is the one that starts off the four-part "Only A Man" epic, and introduced Ninja Ant and Karate Kactus to the world. PROMETHEUS3 (16 pgs) \$1.00

PROMETHEUS #4 The debut of the All-Spongy Squadron, as Prometheus, Dr. Spif, Rambunny, Ninja Ant and Karate Kactus join forces against the twin terror of the Asbestos Mushroom and Kronos.

PROMETHEUS4 (32 pgs) \$2.50

PROMETHEUS #5 Prometheus copes with some drastic changes in his life, while Karate Kactus goes shopping and some penguins get their butts kicked.

PROMETHEUS5 (16 pgs) \$1.00

PROMETHEUS #6 The grand finale! Everything that Prometheus knew about his origins is wrong. Now comes the time to learn "The Truth." This is the one that tells it all! PROMETHEUS6 (28 pgs)

ONE-CELLED TALES #1 The amoeba rummage sale...a selection of pinups, rejected covers, and unfinished stories from the PROMETHEUS era, including "A Protoplasm On Elm Street" and "Prometheus Meets Snoopy." For those who want it all. ONECELL1 (20 pgs) \$1.50

AMOEBA ADVENTURES #1 The new series, telling the continuing tale of the All-Spongy Squadron's adventures. "The Visitor" trilogy kicks off with the introduction of the mysterious Manslaughter and Agnus Dei. AMOEBA1 (24pgs)

AMOEBA ADVENTURES #2 It's "Amoeba On The Run," as Prometheus alone has to free his friends from the clutches of Herr Heinous. Plus, Agnus Dei makes his move. AMOEBA4 (28 pgs) \$2.00

AMOEBA ADVENTURES #3 "The Visitor" concludes in an all-out battle against Agnus Dei, in which one of the good guys will die. Not to be missed.

AMOEBA3 (28 pgs)

AMOEBA ADVENTURES #4 Boy cockroaches? Larcenous apes? Coffee shops? And Velcroman? The guys find

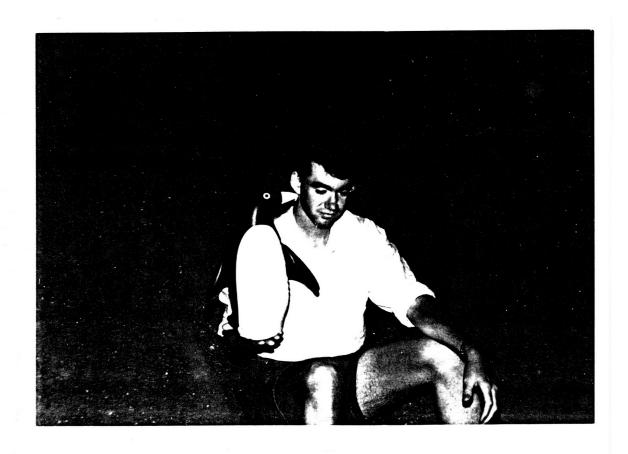
themselves "Trying To Lead A Normal Life" after "The Visitor," with predictable results.

AMOEBA4 (24 pgs)

Shipping & Handling: 1 item, 52 cents, 2-3 items, \$1.00, 4 or more, \$2.00. All checks payable to Nik Dirga so I don't get laughed at in the bank. Allow a few weeks for delivery.

Send orders to Protoplasm Press, PO Box 2230, University, MS 38677.





Guest Artist John Hurley explores the sensual theory of penguin lust on a lonely Friday night.