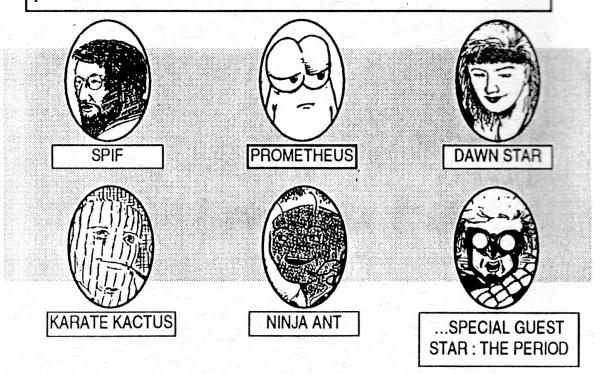


Amoeba Adventures #18 "The Strange Light In The Eyes Of The Truly Mad" Written by Mr. Nik Dirga • Drawn by Mr. Max Ink

The Story So Far...

Last issue, we saw the return of old friend Rambunny after a long absence. His visit coincided with Christmas Eve, and a bad cold for Prometheus. Rambunny dragged Spif and Ninja Ant out for a raucous night on the town, which culminated in a good old-fashioned bar brawl with the gang's old foes, The Gorilla Gang. Afterwards, Ninja Ant returned home to discover that his girlfriend Kyoko had found a new man and was leaving town with him. Devastated, he returned to the Amoebacave and was talked into going "on patrol" with Karate Kactus and Rambunny. Though they didn't find any crime to fight, the strange Christmas Eve sojourn still managed to teach both Ninja Ant and Rambunny a little something about life, love and friendship... even if they didn't get to bust any heads in the process.



Amoeba Adventures #18, June, 1995. Published every three months on average by Protoplasm Press, P.O. Box 2230, University, MS 38677-2230. Additional copies \$2.00 ppd. Subscriptions: 4 issues for \$8. Amoeba Adventures and all related material are ©1995 Nik Dirga, all rights reserved. Artwork ©1995 Max Ink. Please make checks payable to Nik Dirga. Free catalog available upon request. Gragga fragga garble 800.



THE STRANGE LIGHT



IN

THE

EYES

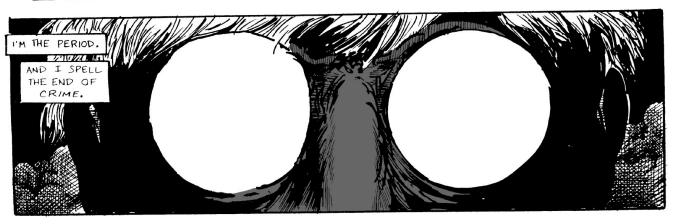
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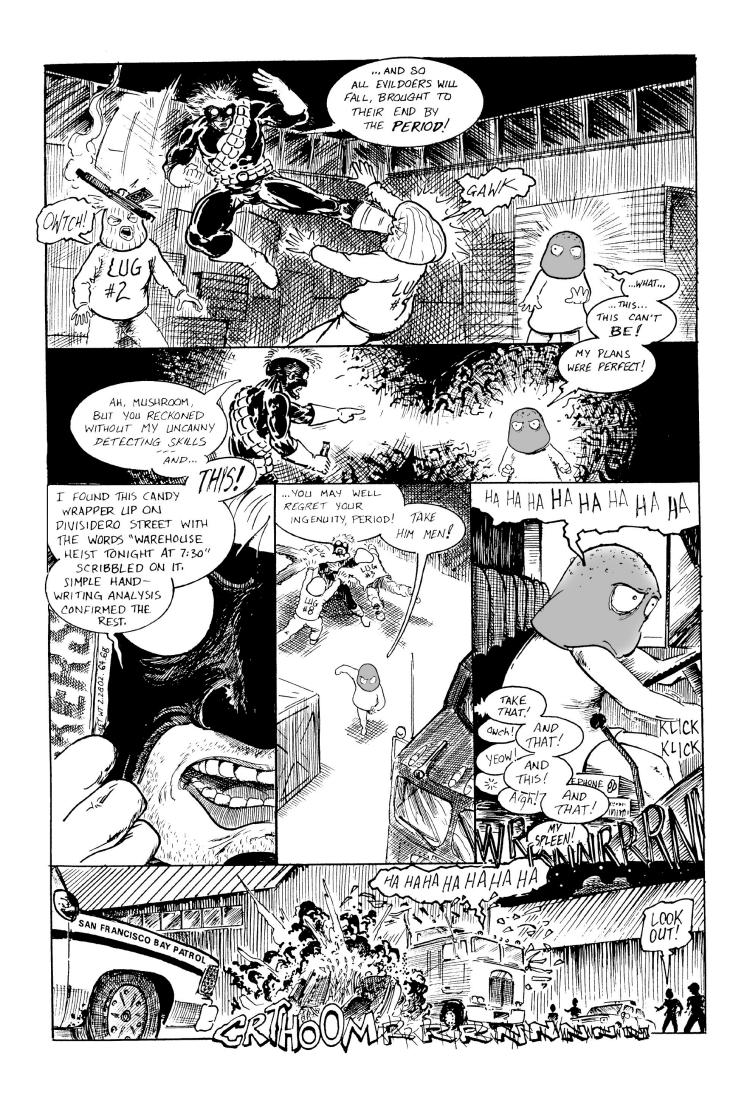
TRULY

MAD



WORDS Nik Dirga PICTURES Max Ink

























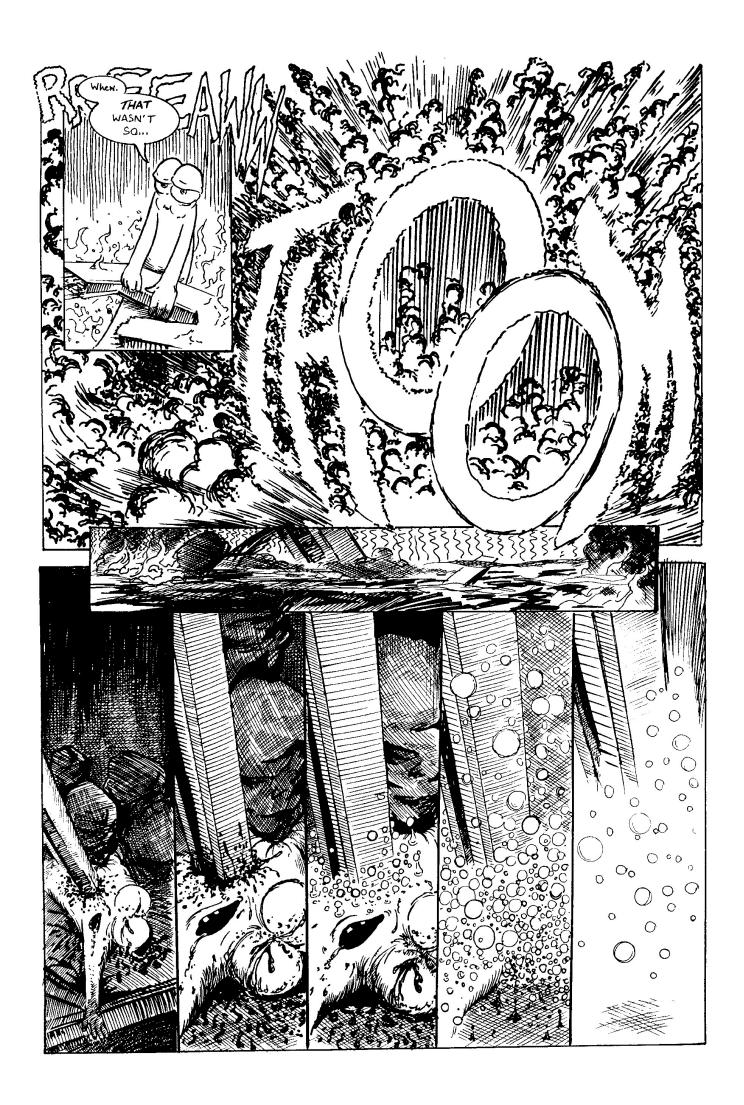


























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THE DARK AGES

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Beginning in *Amoeba Adventures* #20. Written by Nik Dirga and drawn by Max Ink.

the slimeball speaks...

... This issue starts an exciting different direction I'll be taking Amoeba Adventures in for the next year or two. From #11-17, I did self-contained, character-driven stories with the aim of exploring everyone's psyche a little bit. From the sound of it, I did OK at it — the last seven issues have been the most highly acclaimed so far. Of course, I'm sure a great deal of this is due to the outstanding art of Max Ink, who drew 5 of the last 7 issues.

Anyway, this issue is the preamble for the voluminous eight-part tale "The Dark Ages," that begins with #20. I hope that "The Dark Ages" manages to keep all of you out there interested — it's the story I've been waiting five years to tell!

As for this issue... special thanks go out to Troy Hickman, who "developed" the character of The Period in our one-shot Spif #1, from a brief description by me. He wouldn't be the same loveable homicidal maniac without Troy's input. And of course, this issue also sees the return of the Asbestos Mushroom, one of my favorite

characters to mess with.

I also want to give a hearty thanks to all of you who've been writing in lately — for the first time, I've

been getting too many letters to fit in the issue! Keep it up, folks. Big press may be nice, but the best fans are definitely the ones in small press.

Kudos and thanks department: I plugged the wonderful book *The Rise of Theodore Roosevelt* by Edmund Morris this issue; and even talked Max into puttin' ol' Teddy himself on the cover! The book is well worth seeking out — came out in 1978 or so, I think, and an exciting portrait of a compelling man. Thanks also to The Laughing Ogre crew, Bob Elinskas, and our featured pin-up artists for their various acts of kindness bestowed on Max and I during production of this issue. See you in 90 for "Prisons!"

AMOEBAMAIL

Send those witty letters of comment to P.O. Box 2230, University MS 38677-2330.

Jerzy Drozd Mt. Pleasant, Michigan

Thanks for the copies of Amoeba Adventures. I think what you guys are doing is great. It reminds me of Justice League when Keith Giffen and J.M. DeMatteis were writing it. Not that your book is a carbon copied Justice League, oh no. It just has the same levels of drama, humor, and adventure of the human condition that is (and has been) lacking in this industry.

As for AA #16 & 17, what can I say? They were beautiful. Most comics that approach the attitude that your comics have come off with (seemingly) contrived ideas and arbitrary dialogue. Your stories flow very naturally, and your characterization is anything but arbitrary. Usually, you'll find comic team books have the obligatory strong guy, the fast guy, the smart guy, etc. Your book doesn't do that at all. In fact, it's more along the lines that these are people who happen to be super-heroes.

I really like the superficial antics of Ninja Ant. He seems like the funny older brother that you can never quite talk to on a personal level (you know, you'd be weird and all that). Karate Kactus, as stuffy and fatherly as he is, is a very endearing character. While Rambunny can seem like a scumbag at times, he's got that "big Palooka dope" thing about him that makes you like him. As for Pro, the seemingly main character of the series, he appears to me to be the most identifiable character of the team, full of anxiety and self-involvement.

All in all, a very interesting group of people, and a well crafted story so far. I was miserable when Giffen left DC to do his *Trencher* stuff, but now I see there's no reason for it, now that *Amoeba Adventures* is here to put the meaning back into comic stories. Whenever I hear people say how superhero books are dead, I always mention AA to them, to set the record straight (well, I always mention my book, too. And F-Man...

jeez, I guess you're not so special).

(Folks, if you like Amoeba Adventures, check out Jerzy's book The Front, another nifty pseudo-superhero experience — a couple of bucks from him at P.O. Box 221, Mt. Pleasant, MI 48858)

David Shipley Toledo, Ohio

Hiya bud! Thanks for sending my dad and I Amoeba Adventures #17! But unfortunately my dad doesn't like to share so he ripped the comic in half! I have the top half so I don't know how it ends! Here's two dollars for another copy of #17!

(Sheesh, you think you know someone... Steve Shipley, chairman of Pizazz Comics, renowned small press legend... and comic vandal. What kinda father are you, Shipley?)

John Hurley Grass Valley, California

I have to start off by saying that I was blown away by #17. The artwork was fabulous; it seems that Max put more time and effort into each panel, and the attention to detail immeasurably enriched the drawing. This issue was more visually impressive than any of the others you've put out.

My one complaint in this department has to do with the layout. The arrangement of the panels was occasionally awkward, and disrupted the flow of the book. It took me a minute to figure out what was happening on the page with Karate Kactus, Ninja Ant and Rambunny helping out the old lady during their slow night on the town, and I had to read from right to left on a couple other pages.

In the story department, I finally got what I've been waiting for! I always wanted Ninja Ant to be more than just comic relief, and this issue did it. I actually cringed when he got dumped, which means that he became more real in that moment. Ninja Ant always seemed such a flat character.

Some of the others haven't been totally fleshed out either, but I often found him annoying.

This issue made Ninja Ant sympathetic, and that can't help but carry over to the future.

 return was well done, I consider this to be Ninja Ant's issue. Thanks for the good read.

Will Pfeifer Rockford, Illinois

... I think, of all the comics I read, smallpress or pro, Amoeba Adventures does the best job of making me suspend disbelief and lose myself in the story for a half-hour or so. I read almost no superhero comics these days, thinking I've either seen it all after 20plus years of reading 'em or that most of the hyper-violent, ultra collectible books hold absolutely no interest for me. But Amoeba Adventures is different. Your stories and characters really are something original despite some obvious (and appropriate) superhero influences, like Byrne's excellent run on the Fantastic Four. When I first saw Amoeba Adventures (issue 11), I was briefly put off by the mix of humans (Spif), anthropomorphic animals (Rambunny, Ninja Ant) and the rest (Karate Kactus, Pro). But I quickly got to know them as characters, and now I just take it all for granted. At first, I would've reacted to Pro and Dawn hooking up with a "what the hell is he doing?" but now it seems fairly natural and intriguing. (It could make quite an Eros book too, Nik Troy's right.)

And how about that art? Max just gets better and better every issue. His layouts are always fresh, he knows when to use background detail (page 4, panel 3) and when not to (page 3, last panel). His strength with facial impressions (like in the "Ninja Ant gets dumped" scene... man, who among us hasn't been there?) makes the adventures of an amoeba, a cactus, and ant and a giant rabbit believable. As the popular wisdom goes, anyone can draw a fight scene (well, okay, except for Rob Liefeld) but it takes real talent to draw the quiet moments. Max is clearly a real talent. I'd argue that most of the best small press comics (and alternative comics, for that matter) are the result of a writer/artist's single vision, but you and Max are definitely the exception. Your writing and his art perfectly complement

each other.

(Will also did the

(Will also did the kooky little illo to the left... Isuzu with his Christmas sombrero!)

Larry Johnson Jamaica Plain, Massachusetts

Amoeba Adventures #17 was a real quality effort in line with previous issues. With Max Ink's consistent style the series seems to have a well-lived in look, and I mean in a beneficial way. Rambunny's return visit harkened back to an older style adventure, and the scene at Seamus O'McMalley's bar with the Gorilla Gang was a hoot! It was a fun mix of distinct personalities.

But right after this comedy we are hit with a serious exchange between Ninja Ant and his one-time girlfriend Kyoko. This was a realistically handled scene: his slow realization of his current status and introduction to her new beau, his drunken sweeping motion knocking the couple's photo to the floor as he storms out, the sudden remorse he feels. But then I couldn't help but give a knowing chuckle to his pining later about a car sparkling in the gutter reminding him of Kyoko's eyes (inane as it appears, this is also true to life).

It seems Rambunny belongs somewhere else now and this visit served as a nostalgic meeting to gain perspective on the past and present. Funny, with Prometheus's illness (the cold), I just had a suspicion that it might be something more serious, and perhaps... mysterious. I detect something brewing inside of him ready to burst forth someday. But this is just a suspicion.

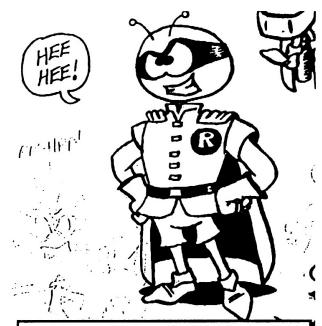
Max Ink's art is in top form and his layouts continue to impress me. I've been influenced in my own work by his pushing out of conventional panel design. Keep up the good work! And I was sad to hear of the passing of Eric Hampton, and such a tragic end too. There's too much hate in this world.

(Amen to that, Larry.)

Jason Marcy Hamilton, Ontario

Geez, about Amoeba Adventures #17: well, you make me wanna cry. Yet another masterpiece from two skilled creators. How do you keep knocking these babies out? Unlike Mike Neno, I enjoy the emotional stuff. It's what makes your book stand out from other superhero fare. Spawn this ain't, and thank God for that!

Ninja Ant's romance falling apart: you know, Nik, there's no other book I can think



Cool Raoul the Boy Cockroach sketch by Denny Stephens... practice for a collaboration we might do one of these days.

of that shows, in my mind, the real consequences of superhero life. The collapse of this pair's relationship played out like I was in the room, it was so vividly real. Great stuff.

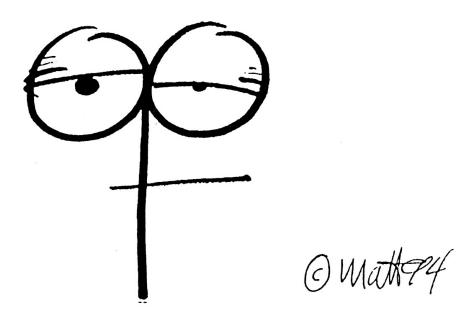
Best of all was Rambunny being in the book! Damn, I miss that big lug. He better be back soon, or I'll sic the Wus on ya!

(You know, a lot of folks mentioned the Ninja Ant/Kyoko scene as their favorite last ish. Oddly enough, it was my least favorite! Goes to show you what I know! Oh yeah, Jay: we ain't seen the last of Rambunny yet! How's #20 for you? Jason Marcy, of course, puts out one of the best autobiographical comics out there, Tales of the Petro-Canada™ Man... and if you aren't reading it, then hop to it! 50¢ each from Jay at 34 Victoria Avenue N. #2, Hamilton, Ontario, L8L 5E1, Canada.)

That's it for this issue, friends... please write in with your comments on this issue! And keep an eye out for...

NEXT: It's the issue we've been leading up to for (gulp!) five years — and it'll change the lives of everyone in this comic for good! Be here for "Prisons," the prelude to "The Dark Ages," in 60 days!

AMOEBA ART

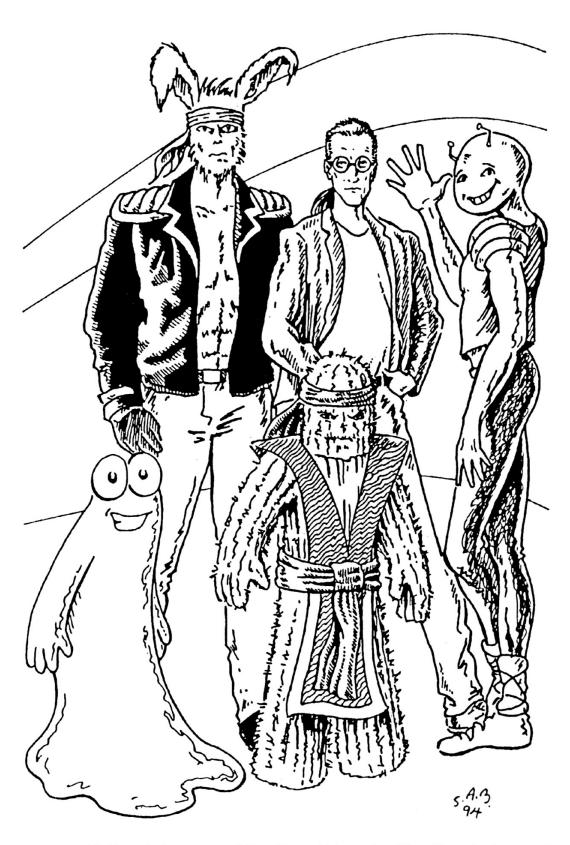


Matt Feazell, of course, is the godfather of small press as we know it. Buy everything he's ever done from Not Available Comics, 3867 Bristow, Detroit, MI 48212.



Dennis Stephens is freakish yet talented creator of the way-cool *F-Man*, which you can steal for a mere buck or two from him at P.O. Box 716, Ortonville, MI 48462.

AMOEBA ART



Quirky king Scott McClung is the creator of *Burp Boy*, which can be pilfered for a buck or two from him at 537 S. University #6, Norman, OK 73069.

The UFO Checklist

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

TALES OF FANTASY #13 (\$2.50 from Larry Johnson/ 9 St. Peter St./ Jamaica Plain, MA 02130-4907)

Larry Johnson busts on the scene again with his beautiful series of magic and the occult. Full color covers adorn this issue! Madame Boogala finds herself in a bit of a problem when she responds to the trouble her son finds himself in. A crack house hides intrigue and action as magic and demons collide in a story with implications way beyond the visual. The is one of the best books published by Larry Johnson and you will miss an opportunity of a lifetime if you miss this one!



AMOEBA ADVENTURES #17 (\$2.00 from Nik Dirga/ P.O. Box 2230/ University, MS

38677)

Ram Bunny returns to the All Spongy Squadron in this long awaited issue. Holiday cheer can't keep this illustrious crew away from the bad guys. From a barroom brawl to a midnight bawl, the All Spongy Squadron meets life head-on in a story that only Max Ink could draw and Nik Dirga write. If you haven't tried this series, this would be a wonderful time to try it out.



Futuro Tierra #13

(\$.50+29¢ postage from Tony Lorenz/ 8708 Friendship Ct./ Tampa, FL 33634)

Larry Blake takes up the art chores in this latest installment of the longest running series in the United Fanzine Organization while Tony continues his writing duties. Cassandra and Steve follow after the rest of the group as the are taken to New City for incarceration. This story is heating up as the final issue comes next issue. Don't be left out! Purchase this issue now!

TETRAGRAMMATON FRAGMENTS #143 (\$2.00 from Jim Pack/ 7534

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CREATURE OF THE NIGHT #2 (\$1.50 from Michael Hegg/ 37050 Meadowbrook Com. #303/ Fremont, CA 94536)

TOPICAL STUDIES #11 (\$2.00 from Rick Howe/ 1302 22nd Street, Apt A/ Columbus, GA 31901)

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SPECIAL 2020 BONUS SECTION



I was a member of the very fun Small Press Syndicate for several years. Max and I jammed on this cover for Rap Sheet #53 during my visit to Mid-Ohio Con in late 1994.

Spring **1995 PROTOPLASM** Press. **C**ATALOG

AMOEBA ADVENTURES

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Beginning the continuing saga of the AllSpongy Squadron's adventures! "The
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coffee-drinking priests and Velcroman? Just
another day for the gang. Raoul joins the
team and the guys recover from "The AMOEBA ADVENTURES

1995 was probably my "peak" year as a small press publisher. The catalog I printed up that year shows THIRTY different books published.

No wonder we were all burnt out by



appearance of Prometheus! 20 page digest, \$10.00 page digest, \$10.



other

IIP. BOOK ONE - Collecting a semester's worth of Nik's strips from The Daily Mississippian, his college newspaper. Meet ign, hapless college student, his slob of a roommate Terry, his best pal Jay, and to surrequited love Karen, and enjoy their goofy carefree college adventures. On - did we mention they're all cats and dogs? A surine, \$2.00 or over 70 strips! Mid-mag: A surine, \$2.00 or over 70 strips! Mid-mag: Collection of several of Nik's opinion.

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died of AIDS in 1992. Nik remembers growing up with Mr. Brady. Minicomic, 50c.

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the edge. Plus, we experience Prometheus's dreams. Welcome to the "Bone Machine." 24 page digest - \$1.50 AMOEBA ADVENTURES #16 - Max Ink

