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ADVENTURES TH



THE SLIMEBALL SPEAKS:

Extra-short editorial this time...the story came to life and just started crowding everything else out of this issue...the onery little bugger even had the nerve to take over the back cover!

This issue is my personal fave so far...I think I've managed to balance on that fine line between comedy and drama nicely. Needless to say, I find such concepts as "character development" and "plot" more interesting than having Captain Steroid punch someone through a wall every 1.5 pages.

Shameless plug time: coming before AA #5 from Protoplasm Press is a special environmental benefit anthology called *PROMETHEUS SAVES THE EARTH?* Some of the biggest names in small press are contributing tales to this zine, including Matt Feazell (*Cynicalman*) and Quinton Hoover (*Squint*). If those names alone aren't enough reason to check *PSTE* out, consider the fact that there'll also be an all-new 8-page tale of the All-Spongy Squadron included. Look for *PROMETHEUS SAVES THE EARTH?* in October.

Just about out of space here...the letters column was crowded out this time, but it'll be back in #5. And let me close with a quick plea to all those reading this issue to drop me a line and let me know what you thought. It's a fact that small-pressers don't earn beans from their work, so letters of critique are just about the biggest perk we get.

Peace,

The Story So Far:

The All-Spongy Squadron has just survived their greatest battle--a war for the fate of mankind itself against the dimension travelling sorceror Agnus Dei. Dei was defeated, but at a cost: the life of Manslaughter, the heroic warrior who had also been Dei's son.

Now, it's a time to recover and time for decisions, decisions which will ultimately change the Squadron forever. Meanwhile, dark forces are gathering against **Prometheus**, and a cold wind begins to blow...

NIKOMMENDATIONS: other sp books well work a look abound. Some of my personal faves include:

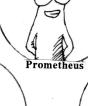
HUMAN UNIT 12- this is one beautiful mini, about a pacific android on the run from his past. A buck should get you a sample issue from Erik Kaye, 1444 West 11th Ave, Eugene, OR 97402.

ALL-STEVE COMICS- Steve's soapbox to bitch about whatever aspect of modern society is ticking him off this week, and it's hilariously cynical fun. 50 cents from Steve Leach, 639 Colonial Ave, York, PA 17403-3403.

THE DEATH OF ANTISOCIALMAN is by Matt Feazell, who I mentioned earlier as one of the contributors to *PSTE*, and a legend in small press for his minimalist stick figure art. This is one of the best minis around, period...you can't help but laugh at some of the gags in it. #5 is out now for 50 cents and a stamp from Not Available Comics, 3867 Bristow, Detroit, MI 48212.

Rambunny

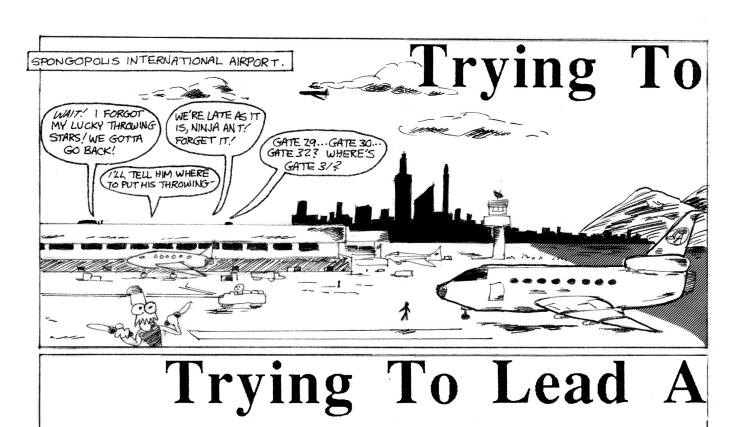






NEXT: It's "Prime Time" and our heroes hit the big time as they go on "Late Night With David Letterman," but a certain old enemy of the Squadron is out to ruin the show. With some hot licks from Paul Schaffer and the World's Most Dangerous Band, and a shock ending to blow your mind--all in AMOEBA ADVENTURES #5, coming in December to a mailbox near you.

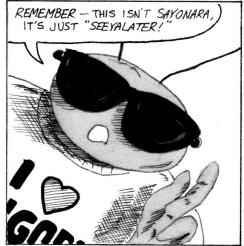
AMOEBA ADVENTURES #4 August, 1991. Published every three months or so by Protoplasm Press, PO Box 2230, University, MS 38677. AMOEBA ADVENTURES, Prometheus the Protoplasm, and all characters within are C 1991 Nik Dirga. Use without permission and God will smite ye where ye stand.











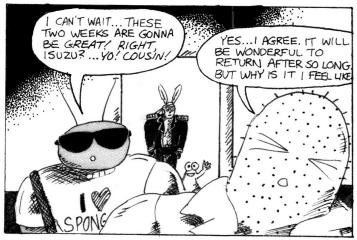


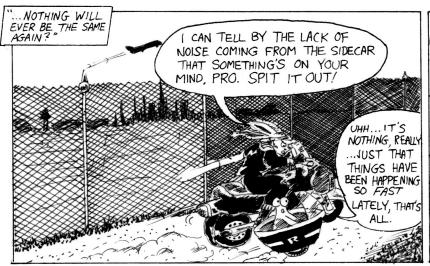


















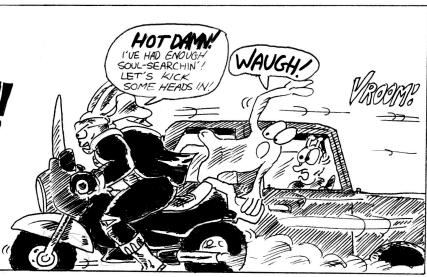
















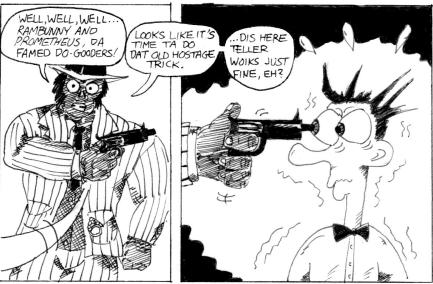




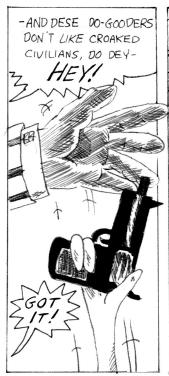




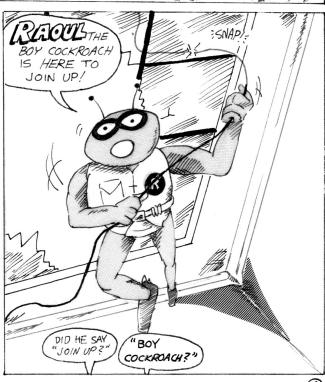










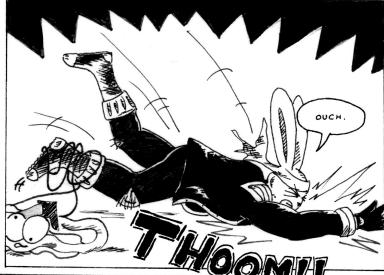
















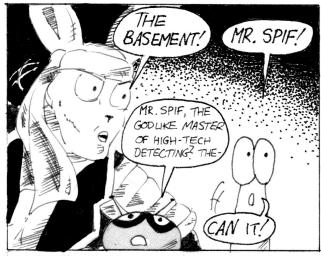






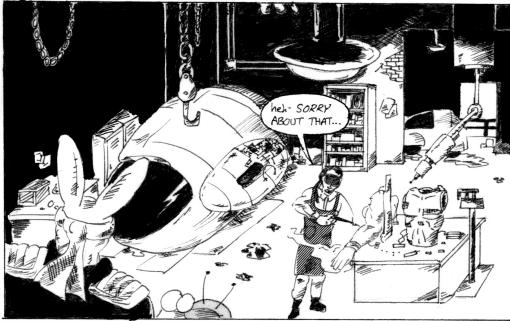


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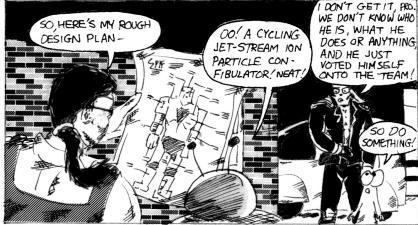






















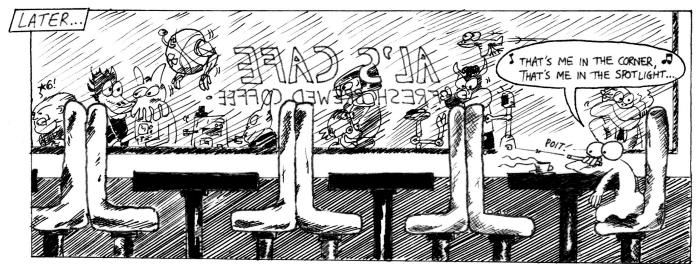


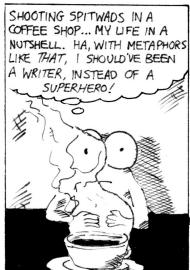
1, uh, HEARD ABOUT YOUR

GANG ON THE RADIO ...

MEETING WITH THE GORILLA











".THE MINDLESS LUMP OF PROTOPLASM ! ONCE WAS, MILLIONS OF YEARS AGO, BEFORE IT COLLIDED WITH A STAR AND OUT CAME ... "



"PROMETHEUS, THE COCKY CRIMEFIGHTER I WAS WHEN I FIRST CAME HERE BEFORE I DIED AND CAMEBACK AS

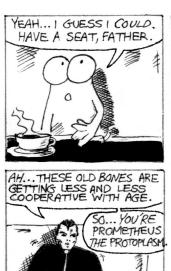


THE PROMETHEAN THE SUPERHUMAN BODY I HAD FOR A WHILE UNTIL I WAS RETURNEDTO NORMAL BY ...



(11)











OCCASIONALLY.

TODAY, I'M JUST

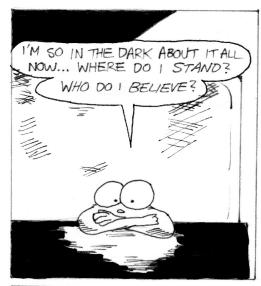
DINER, I GUESS.















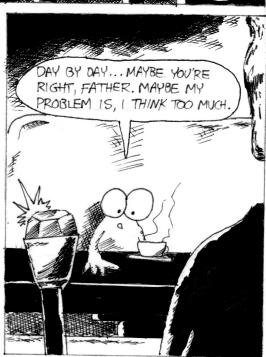






UM--YES, AS I WAS SAYING, THOUGH, PERHAPS THE SOLUTION TO YOUR TURMOIL LIES IN NO LONGER LOOKING FOR ONE. YOU'VE GOT TO ACCEPT YOUR INABILITY TO REACT AGAINST THE UNKNOWN, AND LET YOURSELF LIVE, DAY BY DAY... ONLY THEN CAN YOU ACHIEVE TRUE HAPPINESS.



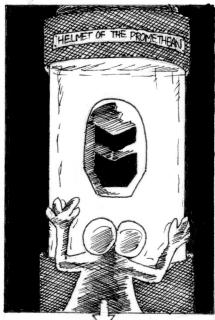


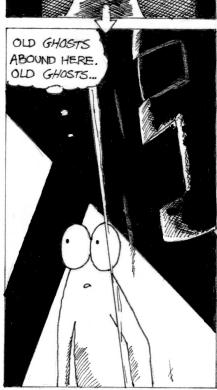
LATER:







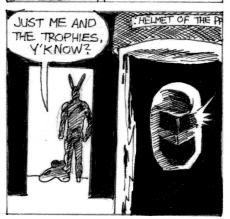












/MINUTES LATER:/















THESE APES WOULD

BE EASY TO BEAT, EXCEPT SOMEHOW













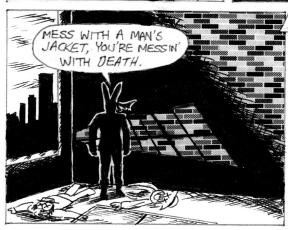


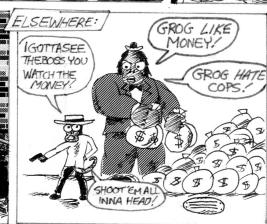








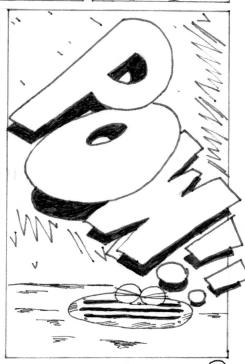


























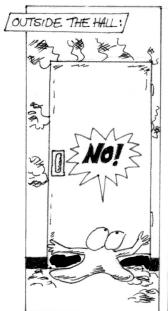




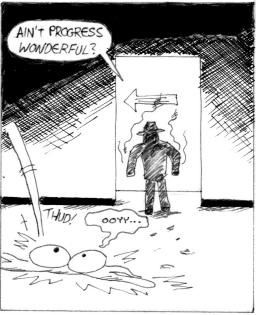


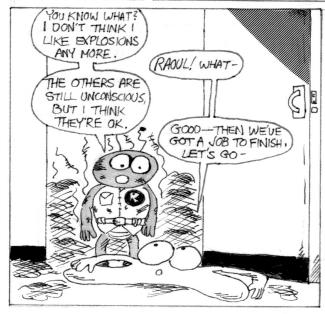


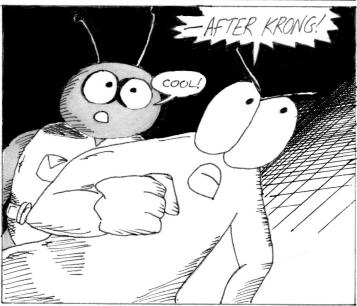




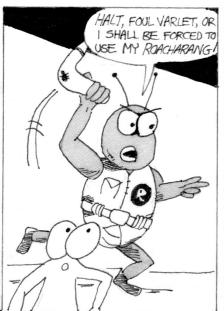






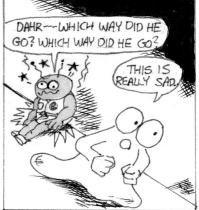


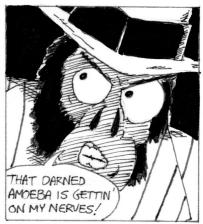






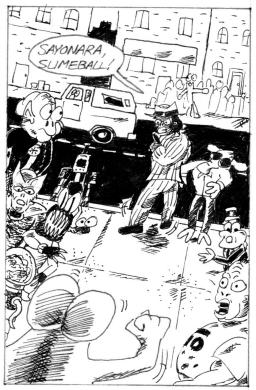
















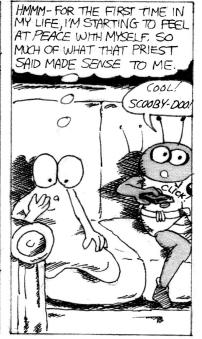








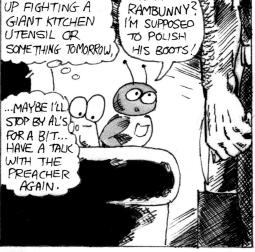




L CAN'T DO ANYTHING ABOUT
THE INNER GODS -- I CAN'T HUNT
THEM DOWN AND FIND OUT ALL
THE ANSWERS. EVEN IF I DID,
I BET I'D JUST HAVE MORE
QUESTIONS IN THE END.

I HAVE TO BELIEVE IN ME... I AM PROMETHEUS THE PROTOPLASM, AND THAT'S ALL THAT MATTERS.

0



WHERE'S

IF WE DON'T END









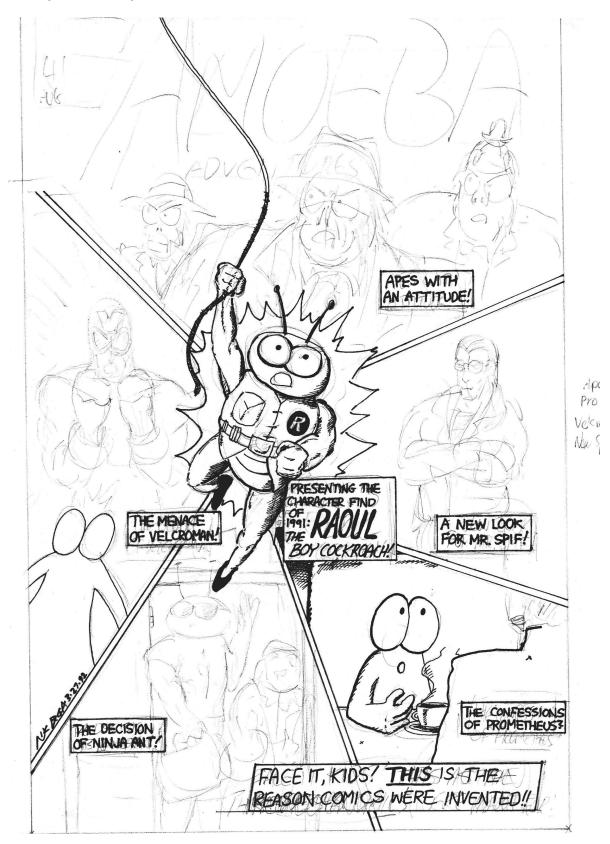






SPECIAL 2020 BONUS SECTION

An unfinished design for #4's cover. I actually like this idea more than the finished design and can't remember why I abandoned it. Those "look at all the cool stuff inside this comic" covers were always one of my favourites.





Raoul the Boy Cockroach was a very, very silly character, and indeed he was written out by #13 because he was a little TOO silly, but he was a lot of fun to write.



He's very obviously inspired by Dave Sim's "Roach" character from Cerebus, right and above, who appeared a lot throughout that series in different satirical guises.

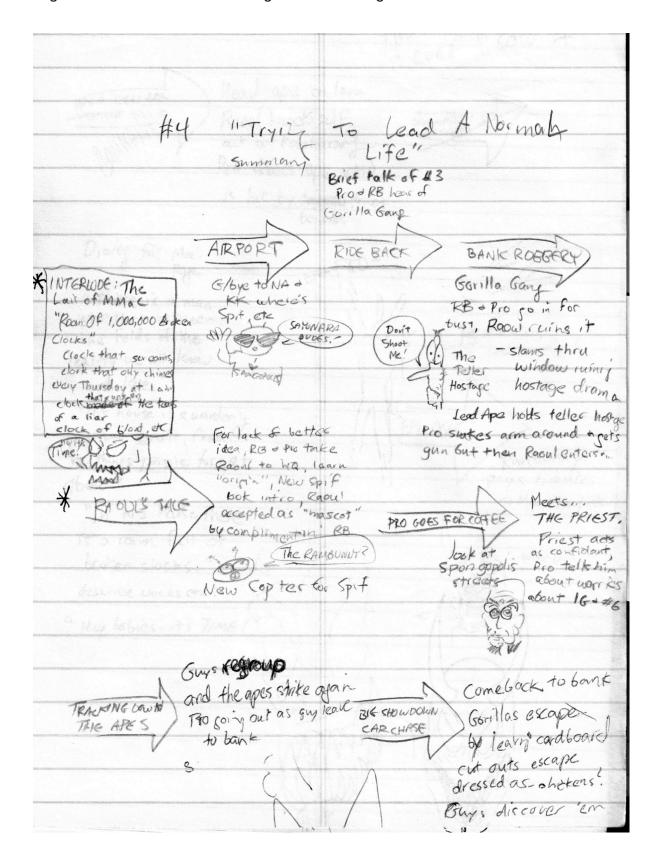
(Cerebus (C) Dave Sim)



Unfinished Christmas card design.



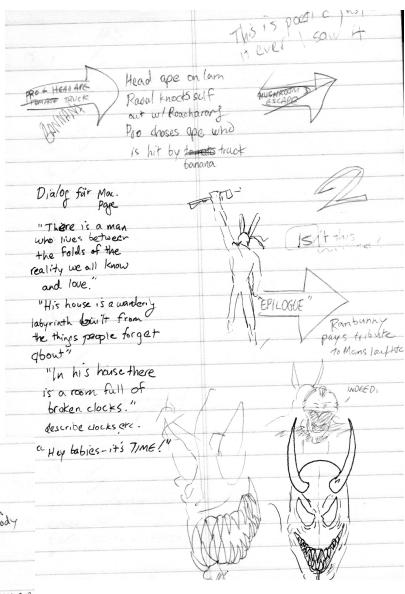
I think Amoeba Adventures #4 is the issue where it started becoming the comic I imagined in my head. I started leaving behind the more superheroey stuff from #1-3 and while my art would never be great, it improved a bit and I had a lot of fun doing different page designs and ideas like the "scrolling credits" on Page 1.



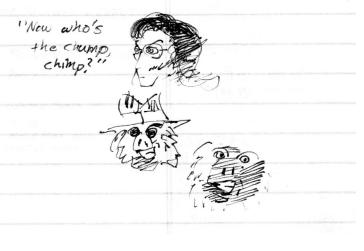
Amoeba Adventures #4 is a time capsule of 1991 and has plenty of "Easter eggs" of my influences that I shamelessly ripped off. I owed a big debt to Grant Morrison's Doom Patrol, where the style of the Macabre dialogue on page 7 clearly comes from, and Rambunny's new leather jacket was a direct homage to Robotman. Macabre himself looks a lot like Spider-Man villain Venom.

Other Easter eggs included the mysterious priest, who I copied from a rather perverted priest in Alan Moore and David Lloyd's "V For Vendetta."





At left, I mapped out "Details of Design" and future Amoeba Adventures issues. At this point I still imagined Details of Design would run three parts instead of five.



Still finding my way in notes. The "battle armor" that Spif was designing this issue (sketch below left) was a rather horrible idea that didn't stick around for very long. I didn't realise he could just be a normal guy who's kinda smart and still work.

