

PROTOPLASM PRESS • \$2.50 U.S. \$3.00 CAN • NOVEMBER 1997

AMOEBA ADVENTURES #25 • The Dark Ages Part 6

"Paths"

Created and written by Nik Dirga Art by Max Ink "...Can't repeat the past? Why of course you can! ...I'm going to fix everything just the way it was before."

—The Great Gatsby, F. Scott Fitzgerald.

THE SLIMEBALL SPEAKS

Welcome back.

Well, first I need to apologize for the lengthy wait between the last issue of *Amoeba Adventures* and this one!

But I haven't spent the past 11 months or so playing Parcheesi. There's lots of news to relate and little space, so without further ado...

. . .

First, I'm sorry to announce that next issue will be Max Ink's last as artist. Before the rumor mill starts churning, let me stress that Max and I are still pals and all, but as they say "creative differences" have led to our deciding to go our separate ways.

I want to take this chance to thank Max for his superb, ground-breaking work as artist of *Amoeba Adventures* since #14, and wish him well in whatever he does next — like I've always said, *AA* really became the kinda comic *I'd* like to read when Max joined up with me.

The next announcement ties directly into that one, and that's that next issue, #26, will *not* be the final issue of small-press *Amoeba Adventures* as previously announced. I've decided to put the kibosh on any independent publisher ambitions we may have had and to continue *Amoeba Adventures* as a small press series under my guidance for at least a while longer. To be frank, the main reason I got into

this was to tell stories, not to be a publisher. I want to get "back to my roots" and just tell some stories, and I hope you'll be here to read 'em.

So, next issue Max will be here for his swan song; the issue after that, Amoeba Adventures #27, will be written and (hold your gasps, peons!) drawn by me, the first issue I've drawn since #13! I'm no Max Ink by a long shot, but I admit that there's a certain pleasure in having every panel of AA under my jurisdiction again. Following #27, AA will head off in an entirely new and hopefully interesting direction, and will feature a mix of my own art and special quest artists.

. . .

The next announcement I need to make is regarding my recent move — in case you ain't heard, I'm no longer in Mississippi, and dealing with all the ramifications of my impulsive decision to relocate back to my native California after seven years away took up a lot of spring and summer. I've got a new reporting job with a good newspaper, and am readjusting to life on the West Coast again. The ol' Mississippi P.O. Box that's been home to Protoplasm Press for seven years has been returned to the post office for fumigation and renovation, and my new address is P.O. Box 64, Oakdale CA 95361-0064. Mark that one down in your Rolodex, folks!

• • •

This issue's story, long in the works and longer in the execution, is admittedly not the most "reader-friendly" issue to return with — "Alex's Story" heavily relies on many past issues of AA for its background, and a lot of the events referred to either took place in past issues or "behind the scenes" in them, so to speak. For the record, much of Alex's story as related here was originally told in Amoeba Adventures #7, 10 and 11, all of which are indeed available from me if you don't got them.

. . .

OK, I think all my bases are covered. Again, thanks to all the regular AA readers and subscribers for your patience the past year or so — your frequent calls and notes asking, and I quote, "what the hell happened to the next issue?" were the large stick in the side I needed to get moving again. You guys is the bestest, and I hope you'll be staying around for the rest of the show!

0-11/

NEXT ISSUE: It's the battle that we've been leading up to for the past three years — Prometheus versus The Dark One! Look for non-stop action and some shocking developments! Be here for "Wrath," coming in January, so help me God.

AMOEBA ADVENTURES #25, November 1997, is published three times a year by Protoplasm Press, P.O. Box 64, Oakdale CA 95361-0064. *Amoeba Adventures* and all characters herein are ©1997 Nik Dirga, all rights reserved. Additional copies are available for \$2.50 postpaid, \$3.00 Canada. Subscriptions are indeed available at the reasonable price of \$10/4 issues. A flier of available back issues is yours for the asking. Retailers, ask about special store discounts. It's not "I buried Paul," it's "cranberry sauce."



















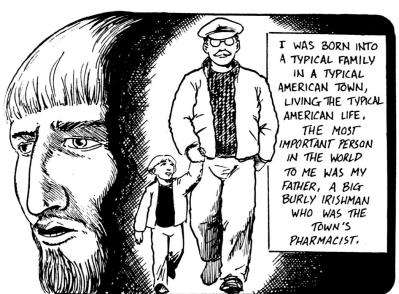












I LOVED MY MOTHER, BUT I IDOLIZED MY FATHER, HE TAUGHT ME WHAT WAS RIGHT AND WRONG... HOW THE WORLD WORKED, AND HOW IT OUGHT TO WORK, WHATEVER GOOD I AM TODAY I OWE TO HIS GUIDANCE.



I WAS A FINE STUDENT, WITH AN APTITUDE FOR SCIENCE.
MY FATHER'S INQUISITIVE NATURE RUBBED OFF ON ME,
MADE ME WANT TO KNOW HOW THINGS WORKED.

BUT I WASN'T JUST A
SCIENCE GEEK ... I HAD
FRIENDS OUTSIDE THE
CLASSROOM ... AND I HAD
A GIRLFRIEND, KENDRA ...
SHE WAS WONDERFUL,
PRETTY, AND AS DETERMINED
TO UNDERSTAND THINGS
AS I WAS.

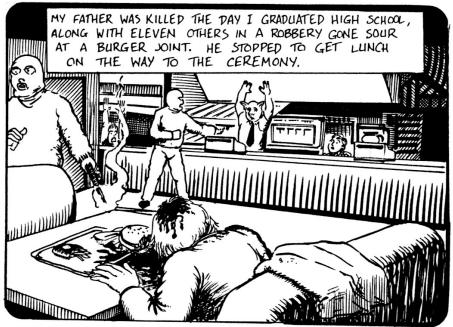


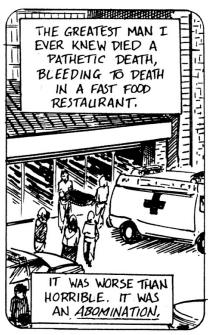
DAY CAME.

THEN GRADUATION

AND I LEARNED THE RANDOM, TERRIBLE WAY THINGS REALLY WORKED.















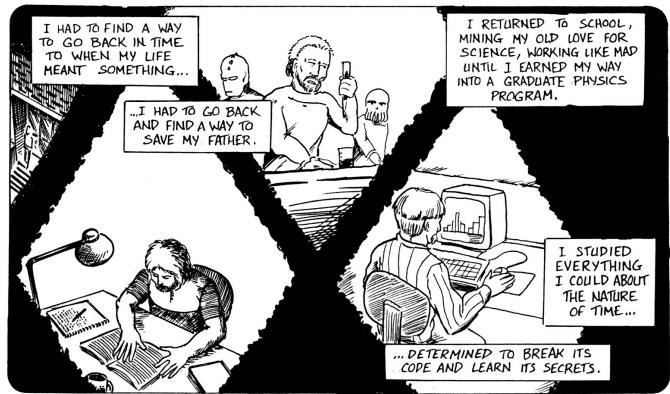


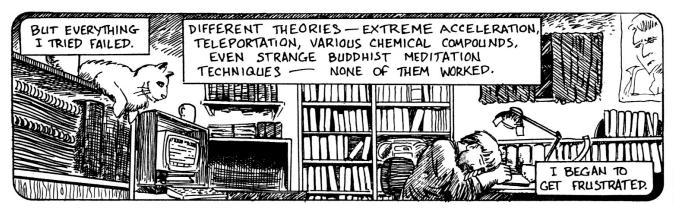




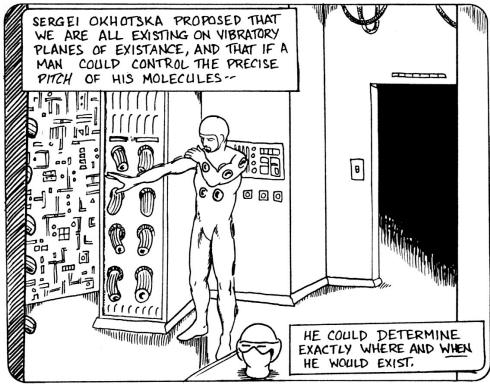




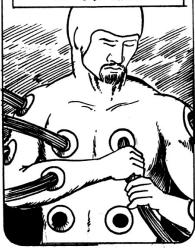




IT WAS IN AN ANCIENT BOOK BY AN OBSCURE RUSSIAN SCIENTIST THAT I FIRST CAME UPON THE IDEA OF VIBRATORY FREQUENCIES.



THE IDEA APPEALED
TO ME... IT WAS POETIC,
TO THINK THAT ALL
THAT KEPT US STABLE
IN LIFE WAS THE
ORIENTATION OF THE
MOLECULES WHICH
ARE THE FOUNDATION
OF US ALL.



GOING FROM THIS
GERM OF AN IDEA,
I CRAFTED A
MACHINE THAT I
BELIEVED WOULD
ALTER THE PITCH
OF MY BODY TO A
POINT WHERE I COULD
BREAK THE TIME
BARRIER.



IT WAS TOTAL LUNACY, OF COURSE—USING SOME DAFT DEAD RUSSIAN'S HALF-BAKED IDEAS AS A BASIS FOR HARD SCIENCE.

...BUT LUNACY CAN WORK WHEN REASON FAILS. IT CAN ALSO TERRIBLY, HORRIBLY BACKFIRE.





VESSEL, FILLED

WITH THE ESSENCE

OF THE AGES ITSELF.

I LOST MY MIND, AND I WOULDN'T

FIND IT FOR A BILLION YEARS

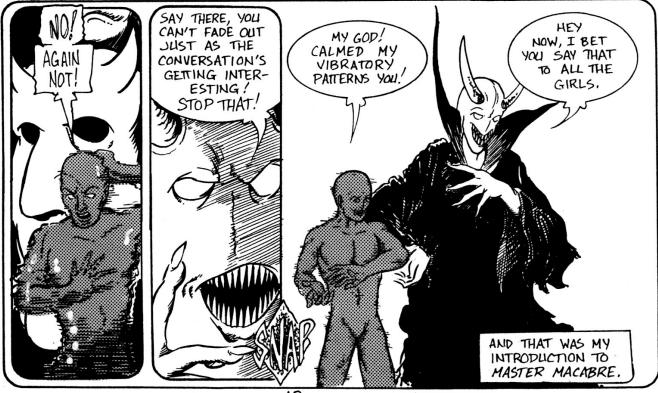


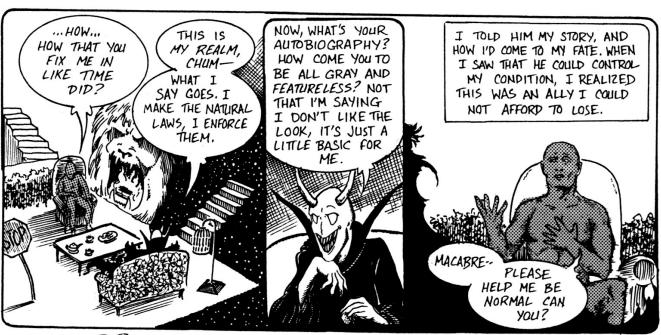


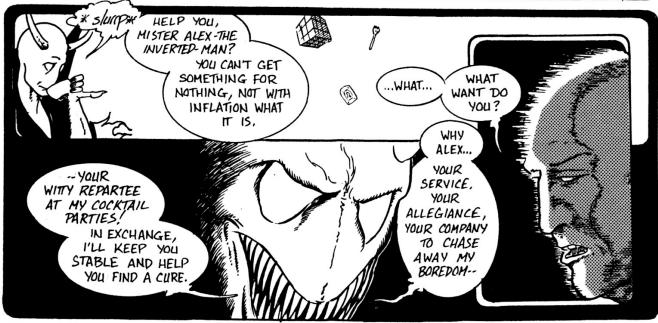


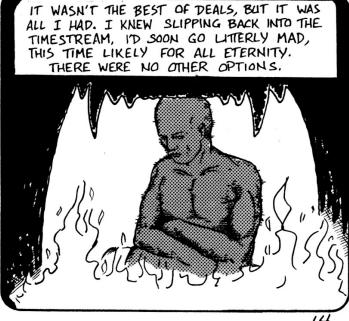


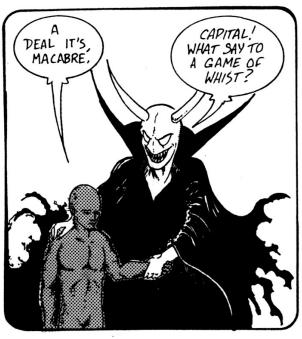












MACABRE WAS AN IMMORTAL
BEING OF INCREDIBLE
POWER — DRIVEN TO NEARINSANITY FROM BOREDOM.
HIS WAS A NEVER-ENDING
SEARCH FOR ENTERTAINMENTAND I AMUSED HIM.







BUT WHAT CHOICE DID

I HAVE?

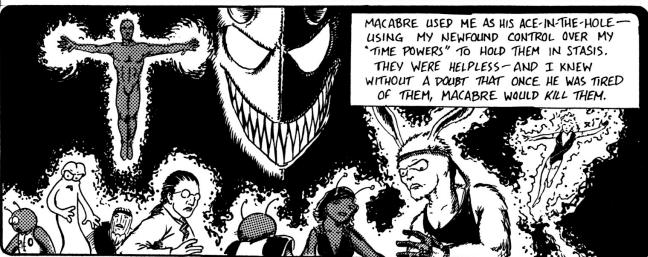




MACABRE OFTEN
DID MORTALS' WORK
FOR THEM, HIRINGHIMSELF OUT AS A
SORT OF SUPERNATURAL
BOUNTY HUNTER—
ASKING NO PAY,
SIMPLY DOING IT FOR
THE AMUSEMENT
FACTOR.











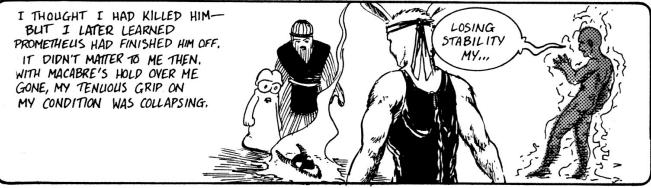


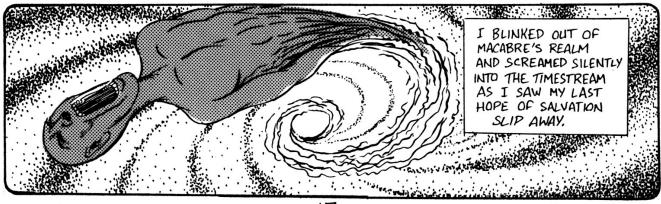




HOW HAD I COME TO THIS? LACKEY FOR A DEMON WITHOUT SCRUPLES. MY FATHER'S FACE, SO ETCHED IN MY MIND, ONCE AGAIN CAME BEFORE MY EYES.





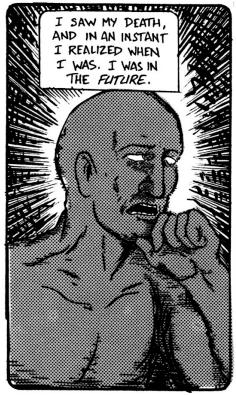




A MOMENT HASN'T PASSED SINCE THEN THAT I DON'T WISH I'D NEVER FOUND OUT WHERE I WAS. IT WAS THE LAST AND MOST HORRIBLE TIME I WOULD EVER VISIT.



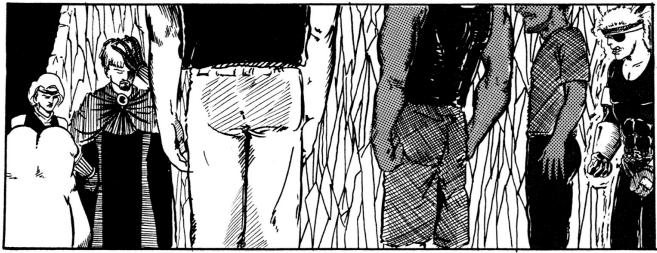






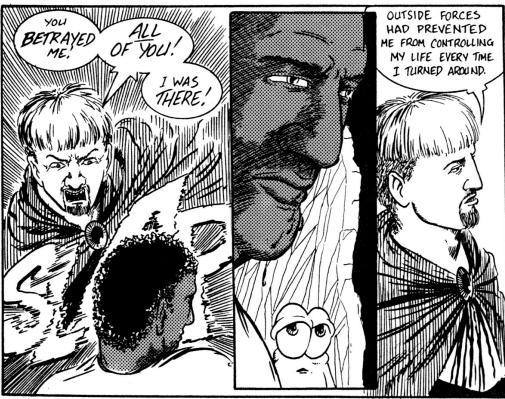


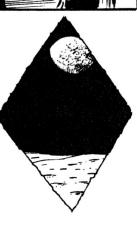




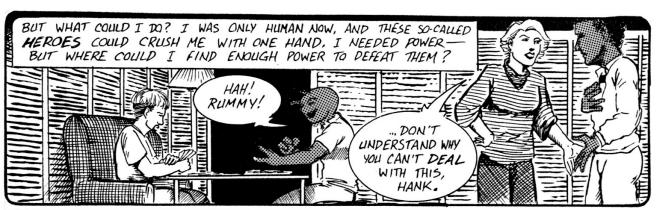












THE ANSWER WAS RIGHT UNDER MY NOSE, HANK JENSEN, ONE OF THE NEWEST MEMBERS OF THE SQUADRON, HAD RECENTLY GAINED INCREDIBLE, GOD-LIKE POWERS - AND CLEARLY, THE BURDEN OF THEM WAS TOO MUCH FOR HIM.









HANK HAD POWER AND DIDN'T WANT IT ... I HAD











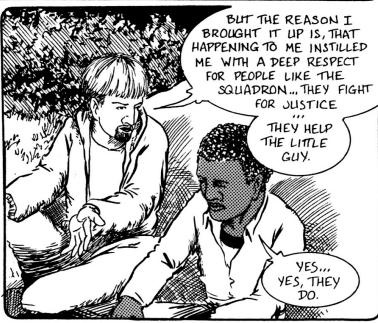
















THAT'S WHAT I LACK.













DAMN











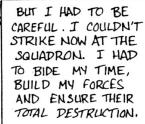








I HAD THE POWERS OF THE UNIVERSE AT MY FINGERTIPS.
AND NO BETRAYERS COULD STAND IN MY WAY.











HANK'S EXILE WAS
NEVER QUESTIONED.
I DROPPED HIS
MINDLESS BODY OFF
AT AN ASYLUM FOR
THE HOPELESSLY
INSANE, AND I WAS
FREE TO TAKE
MY PLACE WITH THE
SQUADRON, AS THEIR
BELOVED FRIEND AND
HANDYM AN ALEX.



MIMILE.

P. HARMANIA P.

"THE DARK ONE" WOULD ATTACK THE SQUADRON FROM WITHOUT WHILE I WOULD DESTROY THEM FROM WITHIN, THEY WOULD PAY FOR THEIR BETRAYALS AND MURDEROUS DEEDS, ALL THE WHILE SUFFERING ATTACKS FROM A FOE WHO WAS ACTUALLY ONE OF THEIR OWN.

HATED THE HEROES AS MUCH
AS I DID, AND SEND THEM
AGAINST THE SQUADRON TO
BREAK THEIR CONFIDENCE,
TO WIDEN THE CRACKS
ALREADY FORMING IN THEIR
RANKS,

I HAD TIME.

TIME AND
POWER WERE
NY DEFENSE
AGAINST THEIR

TREACHERY.

I WOULD GATHER PEOPLE WHO



















THE UFO CHECKLIST

The United Fanzine Organization is a group of self-publishers dedicated to creating high-quality small press comics. Here's a list of our latest releases as of October 1997. For information on the UFO, contact our current chairman: Bob Elinskas, 1805 Girard St., Utica, NY 13501



VISIT THE UFO ON THE WEB! http://www.geocities.com/SoHo/3018



AXEL -n- ALEX #3: Alex Robinson was an ordinary boy... until the mysterious robot Axel became a part of his life. Their adventures have just

begun, but when the U.S. government becomes involved, will Axel and Alex be separated forever? Featuring a quintet of surprise guest-stars! 28 pages, \$1.50 from Terry Flippo, 205 Breezewood Court, Mt. Airy, MD 21771



CIRCLE WEAVE #4:

Tensions mount between the wizard Morrim, his apprentice Rowan, and their allies in the Poguen Order. Meanwhile, the

sinister Cruet Forx and his bounty hunters close in for the kill! A sweeping epic of science and sorcery! 32 pages, \$2.00 from Matt Kelleigh, 1562 E. Olive Way #304, Seattle, WA 98102



RHINO BYTES #2:

Small-town superheroes F-Man and Rhino Boy just want to relax and pig out at their favorite pizza parlor. A couple of would-be

terrorists have other ideas, and the result is the wildest food-fight since Animal House! 36 pages, color cover, \$2.00 from Denny Stephens, P.O. Box 716, Ortonville, MI 48462

RONNIE & DAVID #17: David Friar, aka Hyperspace, thought he was the only superhuman in the world -- now he's up to



his neck in them! But the government wants all the free agents eliminated, and the powerhouse named Kane is just the man for the job! 12 pages, 75¢ from Rich Watson, 172-32

133rd Avenue Apt. 11A, Jamaica, NY 11434



SOUTHERN FRIED #2:

"Summer of '75" looks back at the joys and anxieties of adolescence. From football, comic books, and rock 'n roll to bullies, family

squabbles, and being chased by the cops! Full of honesty and emotion. 20 pages, \$1.00 from Jerry Smith, 3344 Horner Dr., Morristown TN 37814



STEPPENWOLF CHRONICLES #2: In a futuristic world,

mastermind Roland
Steppenwolf seeks absolute
power! But when his own

allies betray him, his arch-foe Albion may hold his only chance for survival! 24 pages, \$1.00 from Byron Black, P.O. Box 9501, Fort Wayne, IN 46899

TETRAGRAMMATON

FRAGMENTS: The official newsletter of the UFO, with news, reviews, and commentary from our talented members. For a sample issue, send \$2.00 to Chairman Bob Elinskas, 1805 Girard St., Utica, NY 13501

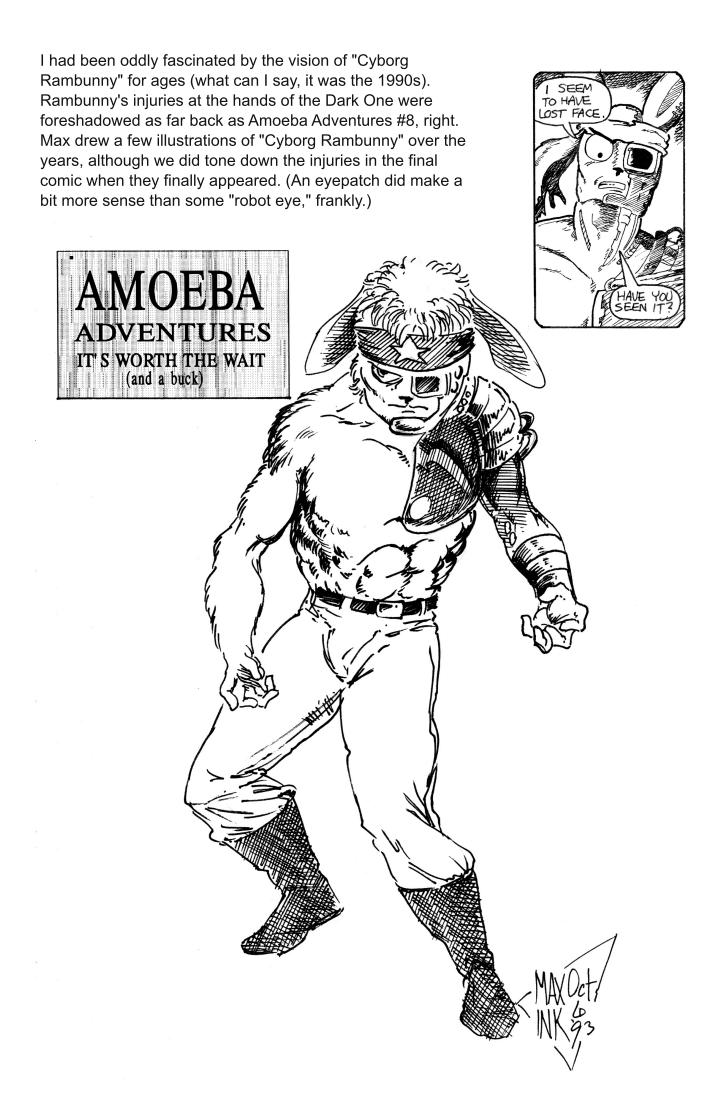
SPECIAL 2020 BONUS SECTION

Amoeba Adventures #25 was an issue plagued by delays and big changes in my life. Between #24 and #25, I quit my job in Mississippi and moved across the country back to California. I got a job as a reporter at a paper in the Central Valley and I was literally the brokest I've been in my adult life for about 6-8 months - my only furniture was a sleeping bag on a foam pad for months and a boom box for my CDs.

It derailed Amoeba Adventures badly, and also in there Max and I came to an amicable parting of ways. Our collaboration was one of the best creative endeavors of my life. He'd completed about 80% of the art for what was going to be a double-sized 50-page #25, and in the end I decided to break that massive story into two issues. That turned #25 into one massive monologue by Alex revealing the origins of The Dark One. I think his story mostly works, although it was a huge exposition dump and a deep dive into a time-travel tale (I love time travel tales) that almost felt like it came from another comic entirely.



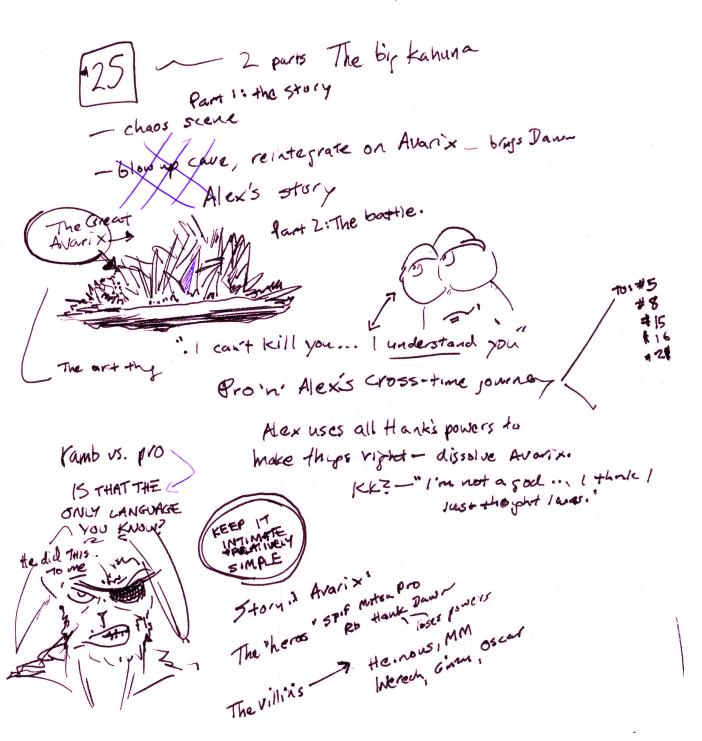
A sketch by Max Ink of Amoeba Adventures #25's cover.





I had much of Alex's backstory planned for ages, but #25-26 was one of the most complicated stories I ever tried to write, doubling back on multiple past issues and attempting to connect all the dots. I still am unsure how well it succeeded, but hopefully some part of Alex's central tragedy that I tried to get across worked.

One idea I had that didn't quite work in the end was having Alex and Prometheus's battle (in #26) skipping through time and back into scenes in various past issues of Amoeba Adventures history. A cool notion, but the story was already getting too tangled a beast to fit that in. Besides, #25 featured a lot of callbacks to previous issues as it was.



HER POWERS AUGMENTED. 0 #25 - 32 pages? or 403 DOPENING - FACE OUT - AT THE AVARIX - DARK ONE + MINDMASTER-FROZEN ALEX'S TALE BORN -> FATHER DIES -> TIME OBSESSION - EXPERIMENTS ACCIDENTS. -> I BECOME GOD -> MAC COMES - TERRIBLE ALLIANCE. FINAL VISION. _> NOW I KNOW WHAT I HAVE TO DO. DAD POR BOKN. AND I KNEW HANK VS. ALEX TAKES AEX. HANK'S POWERS. -THE CAMPAIGN OF TENTIOR & NO MOVEMENT UNCALCULATED. -> AND HERE THE PLAN IS ALL. RB 15 FREE - FIGHT MM. AS PROMETHEAD BATTLE ROY ALE. SPIF, HANK, RB & NIN US. MM. /PRO VS. DARK ONE MM HAS A CEREBAL HEMORHAGE. THROUGH TIME ... DIES. L TO#5 | 8 | 15 | U AND BEYOND -- RE'S ORIGIN IN 'NAM ? SBUZU AS THEN & MEDIVAL - PRO CANNOT DIE. YOU CAN'T DIE . . I WON'T KILL YOU. I WON'T. PRO US. RAMBUNAY - BRIEF FIGHT. | SPIF THINKS IT OVER, PRO INSPACE!

LET ME TELLYOU A STORY.

HZ 700

1 o THE FIRE.

HANK HAS POWERS. ALWAYS HAS. AND HE CAN TAKE EM. AWAY.

DARK ONE DEFEATED,

" IT AIN'T RIGHT. HE OUGHTA PAY. I'M PI GHT AND YOU'RE WRONG. YOU AND YOUR GOODAMNED NOBILITY ARE ALL WRONG HANK TAKES HIM AWAY. KILLS HIM? OR WHAT! I'VE SET HIM FIREE." HANK TRANSPORTS 'EM BACK TO EARTH.

Alexbio 12/5/96 6:05 PM

Nice childhood. My father and I very close. Aptitude for science. Father dies, though --- senior year high school, on way to graduation. Gunned down in a McDonald's. How's that for an ugly American death?

He was shattered. Drifted. Drank. Until he broke his watch in a bar -- last straw. An old man showed me how to fix it -- and the solutions came to me. Time was the key. Time. If only I had the tie.

That day on I was a transformed man. Went to college, studying physics. Wanted to go back in time. Failed methods... Acceleration, physical.. nothing worked. Began to drift again. Came upon it -- vibration through time somehow. cq. Vibrating unlocked the membranes of time. Decided to try it with some sort of vibrating machine thingamabobber.

The accident. For a moment I was God, everywhereeverywhen, (HAUNTING FACE) and it was heaven. Then it became hell. I couldn't control my vibrations -- bouncing around in time 'til I thought I'd go mad.

And Macabre came. He was amused by me, a peculiar curio to a man who collected curios... Offered to stabilize me in return for my services. I took it. Could've been worse. He kept me in one place. But I couldn't be his lackey. I betrayed him.

I paid. I started to cycle around -- saw it. The last most horrible vision. My death.

Spif helped stabilize me, brought me back -- and that's when I knew what I had to do.

A man's death changes him, makes him confront horrible truths.

I knew what I had to do. I had to avert it. By any means necessary. But I needed power. And where could a man get power?

That's when Hank occurred to me. I confronted him, and he was slowly going mad from the burden of his powers. I could get his powers, avert my death, find a way to bring my father back -- and it would all be OK. It would. I persuaded Hank to give them up -- and that's when I became a God. The Dark One was born. Alex died then. (Bring up later). Masqueraded as Hank, took Hank away.

And began my campaign of terror against you. Hank is clever, though, escaped from the asylum I put him in. And Rambunny should've died. No matter. All leading to this place, this time, when I avert my death -- through yours.

IS EVIL SOMETHING DESPERATE MEN TURN TO OR AN OUTSIDE FORCE CONTROLLING US? IS IT WEAKNESS OR AN INABILITY TO ACCEPT CHANGE? TELL ME PLEASE.

General Standards Part C: Costume: #3

All characters shall be depicted in dress reasonably acceptable to society.



A one-page gag from the very funny minicomic "Comics Code Illustrated" organised by Matt Feazell, featuring various indie comics artists illustrating various excerpts of the now-defunct Comics Code Authority.

The cover to the UFO newsletter Tetragrammaton Fragments #156, featuring several other UFO heroes along with Rambunny, including characters from Terry Flippo's Axel, Bob Elinskas' Mister Midnite, Rich Watson's Hyperspace, J. Kevin Carrier's Lady Spectra and Jason Wright's Project 72.

