

INTRODUCTION

Troy Hickman

Nik asked me to say a few words about why I wanted to write Spif, about what drew me to the character. For once in my life, an answer comes easy: Lenny Skutnik. What's that? You say the name doesn't ring a bell? Well, when I think of

great heroes throughout history, I think of people like Thomas Jefferson, Abraham Lincoln, Mohandas Gandhi, Dr. Martin Luther King Jr., and Lenny Skutnik. That last one isn't a very heroic-sounding name, is it? And yet on January 13, 1982, Lenny Skutnik, a bystander in Washington D.C., threw off his boots and coat and dived into the freezing waters of the Potomac River. He was attempting to save the flight attendant of an Air Florida Boeing 737 jetliner which had struck the 14th Street Bridge. He didn't have to do it; he could've done what many would have done and chose "not to get involved," but he didn't. Lenny Skutnik jumped into the icy current, regardless of the fact that he was risking his life, because he was there and he was needed. To my way of thinking, that's what makes a hero: a problem that desperately needs to be solved, and the courage of an individual willing to take the challenge, even if the odds are against him.

That's why I have such an affinity for Spif. I see him as the potential hero in each of us. Here you have a guy who doesn't have the kind of power his teammates possess, who doesn't really have anything going for him except his own brainpower, courage, and will to triumph, and yet he's right there with the rest of the group, on the front lines in the fight against evil. As much as I love every member of the Squadron, I have to say that Spif's my favorite. Cosmic powers and a glitzy costume can dress up a character nicely, but a good heart and strong convictions are what makes him a hero.

Yeah, Lenny Skutnik's not a very heroic-sounding name, but then, I guess neither is Cyrone Spifinov. Luckily, it's not what a man is called that determines his worth, but rather what call he chooses to answer.

- Troy Hickman, May 1994

POST-PRODUCTION Nik Dirga

This one's been a long time in coming. Six years, as a matter of fact. The original idea for a Spif solo book came into my head around 1988, when I was noodling around with what eventually became Amoeba Adventures #1 in November 1990. I had made several major changes in the character of Spif from his appearances in the original Prometheus series that I did from 1988-1990. He had inexplicably mutated from the wisecracking "Doctor Spif" into the grim, justice-obsessed "Mr. Spif" when AA #1 was put together - a mutation I intended to explore "soon" in an "untold" origin story for Spif in a future comic (In fact, there's a sneak preview of this comic here in Amoeba #1 - a comic I completed nearly four years ago!). The long and endless story of why it's taken so long for this comic to actually appear is a typically convoluted one, but Spif actually got on the road to being produced in summer 1992, when I asked Troy Hickman to write it for me.

Troy's been an Amoeba fan since #3 or so, and is one hell of a fine writer as well (as the numerous small press writing awards cluttering his shelf attest to). I assembled a plot for him that roughly laid out the story I wanted to see, and then I sent it off to Troy for him to work his magic on. In about 48 hours, Troy, with his inimitable speed and polish, delivered unto me the finely wrought script I expected of him. This was in July 1992. I was originally going to draw Spif, but life intervened - I kept Spif on the back burner for a while anyway, since I was working on the regular Amoeba title. I actually went so far as to pencil pages 7-13, but I realized after almost a year (!) went by and I'd gotten no further on Spif, that it was time to turn it over to another artist.

Max Ink isn't just any artist, of course. He's currently the regular artist for Amoeba Adventures and is, in my humble and totally unbiased opinion, the best artist in small press. He agree to draw Spif, partially because of the honor of working with Troy, and because he owed me 50 bucks. Unfortunately, he had other obligations at first - both Amoeba #11 and #14, which he drew, and several of his own projects, got priority over Spif. Still... I think you'll agree with me that the final project, despite the slightly prolonged genesis of it, is well worth the wait. And Troy - well, if you like this story, you can reach him care of the Happy Valley Nursing Home in Poughskeepie, Ohio. Sorry it took so long, ol' pal! Sheesh.

-/ FRGX 9/16/94

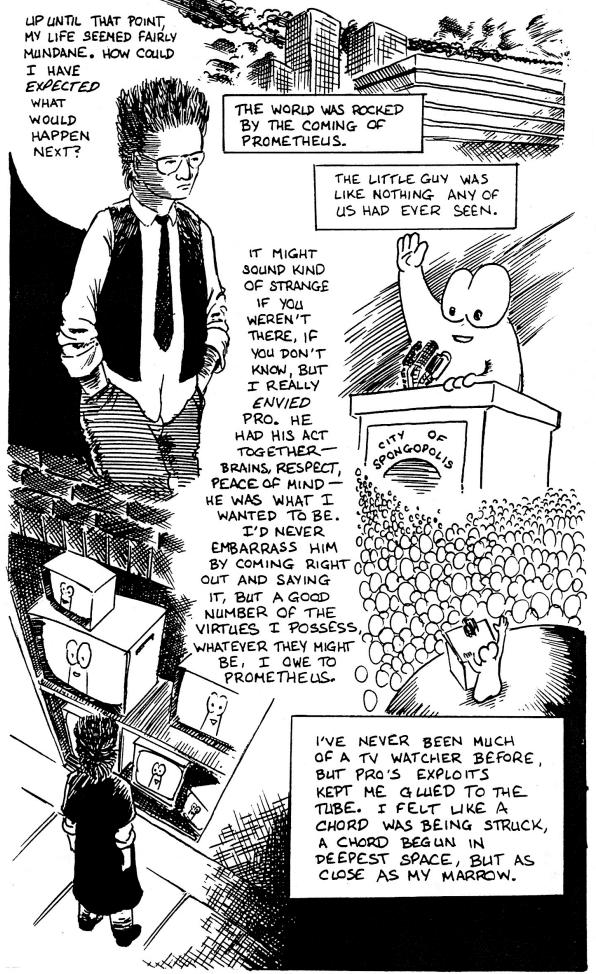
SPE No. 1, September 1994.Published by Protoplasm Press, PO Box 2230, University MS 88877-2230. Additional copies are \$2.00 each. ©1994 Nik Dirga. Artwork ©1994 Max Ink. A back issue catalog of cool and keen stuff is available. This one's for the real life "Spif," Nat Perry-Thistie.



PLOT: SCRIPT: PENCILS: INKS: LETTERING: NIK TROY MAX PAGES 7-13: MAX MAX PAGES 7-13: DIRGA HICKMAN INK NIK DIRGA INK INK NIK DIRGA































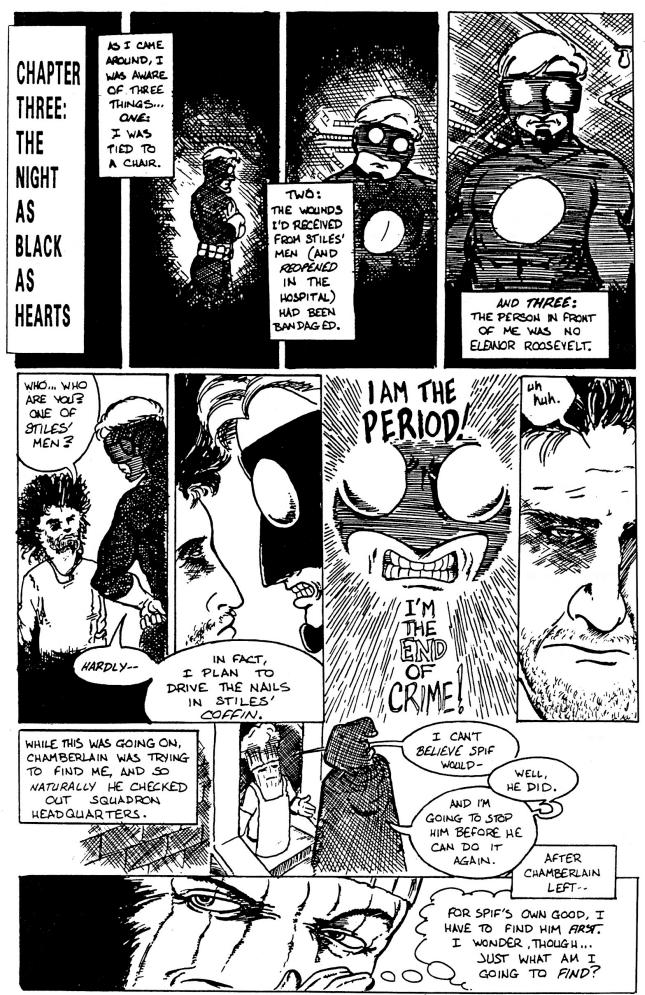


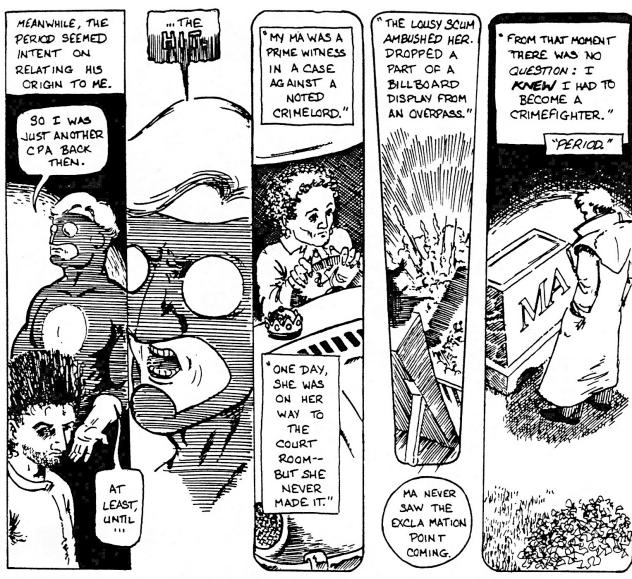


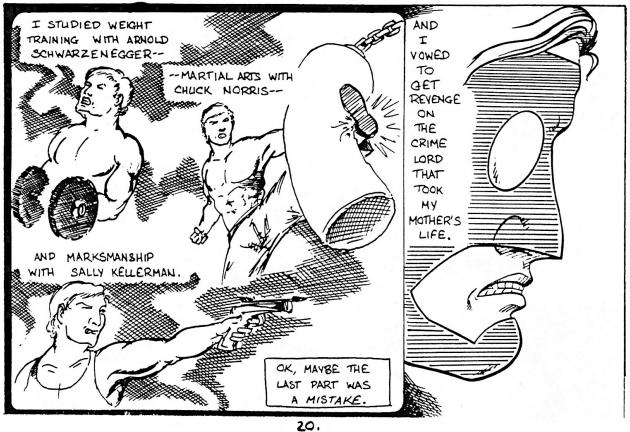




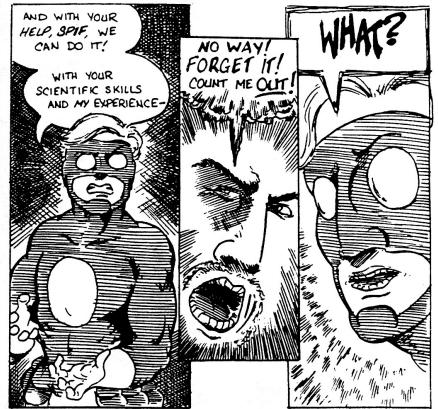


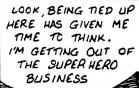












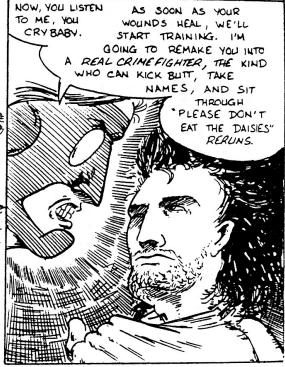


WHEN I GOT INTO IT, IT WAS
A KICK, A GAME. NOW IVE
LOST MY JOB, MY MEDICAL
LICENCE, AND I'M A WANTED
MAN! FORGET IT; AS OF NOW
I'M OUT!

YOU MUST BE JOKING. NO. EVERY MOMENT I SPENT PLAYING "DR. SPIF" I WAS JOKING.

DEAD SERIOUS.









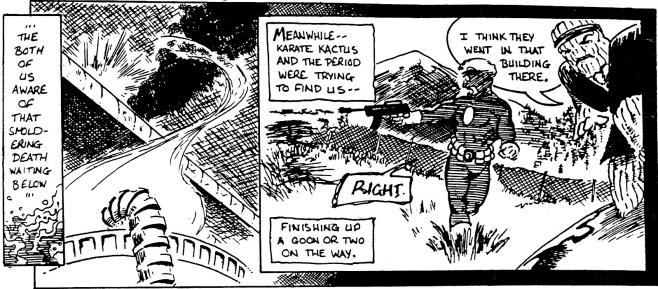




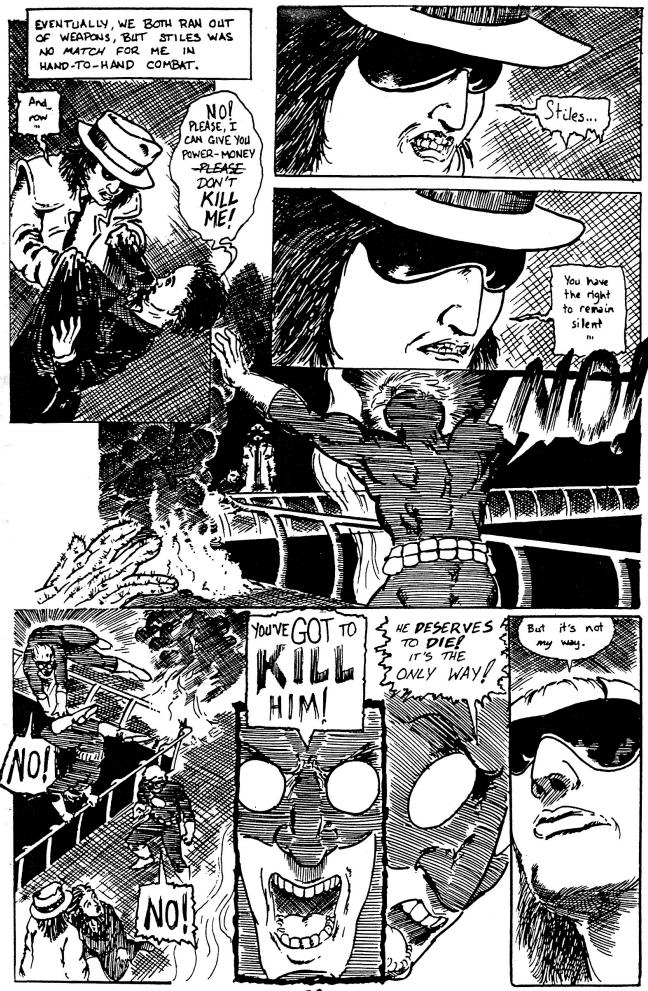










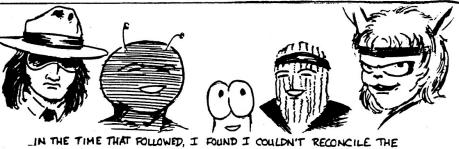












_IN THE TIME THAT POLLOWED, I FOUND I COULDN'T RECONCILE THE "NEW ME" WITH THE THINGS THAT MADE ME WHAT I AM: MY PAST, MY FRIENDS.



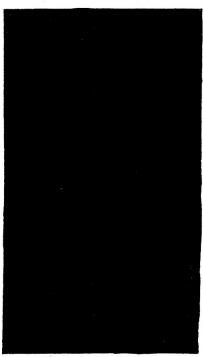
REALIZED...
THE ANSWER
IS YES.
I AM ALL
THESE THINGS,
AND A
THOUSAND
MORE.



THAT'S WHAT MAKES ME HUMAN.







erd.



SPECIAL 2020 BONUS SECTION

For some reason, Amoeba Adventures "solo" comics seemed cursed - Rambunny's tale took years to come out and had its own tragedy as related in the bonus material for that issue, and while Spif didn't have that kind of drama, it did take more than two years for us to turn Troy's excellent script into somethin' good. The final issue was also hampered by a really low print run and some (since-fixed) typos and print errors, coming as it did right when I finished college and was flat broke.



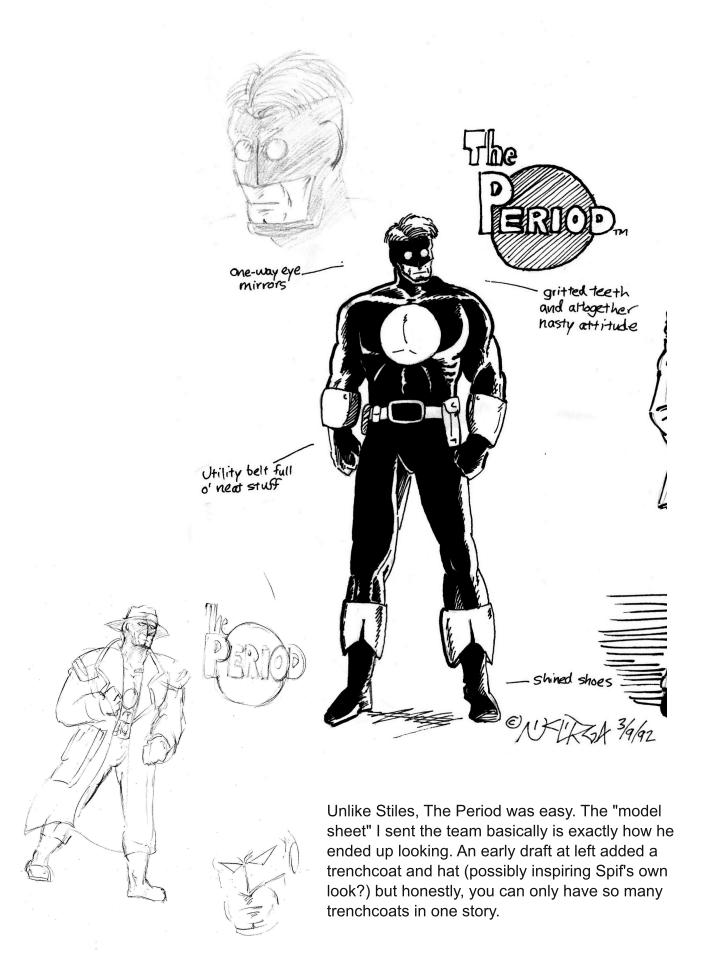


The idea of a Spif solo story had been around for ages, and was teased way back in *Amoeba Adventures* #1. One thing I never settled on was what Stiles LOOKED like - the very goofy "Hamburglar" Stiles seen at left appeared in a flashback cameo in AA #1.

When I sent "model" sheets to Troy and Max Ink for Spif #1, I sketched a very "Kingpin" take on Stiles at right - which doesn't really work at all. Fortunately, Max's final take on Stiles captured a nicely foppish, semi-Victorian look to the man of many hats. I always thought in a movie he'd have been played by James Mason or a young Richard E. Grant. Troy suggested Sebastian Cabot from "A Family Affair," who would've also been more "Kingpin" looking.

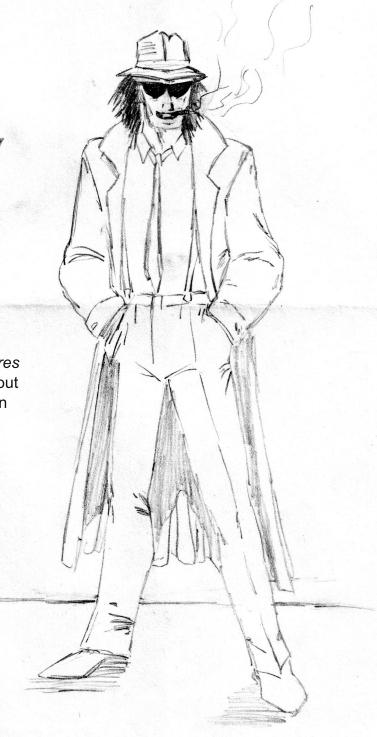


Troy - For SPIF one-shot





A sketch I did sometime before *Amoeba Adventures* #1, idly daydreaming about an entire different take on Spif. (Attorney AND mercenary?!?)



IF NO ONE WILL BELIEVE YOU ..

JOHN SPIF. MERKERHARY, ATTORNEY.



From way, way back circa 1987, this sketch done around the same time as Prometheus #4 shows just how long I'd imagined a Spif solo comic. Complete with Hamburglar Stiles, lurking at bottom right. I do love "Is he man... or doctor?"