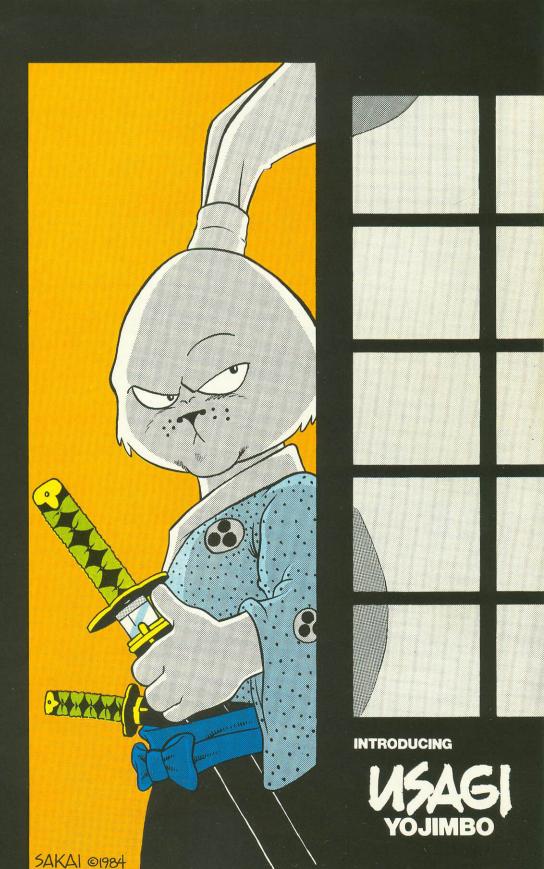
ALBEDO NR 2 ANTHROPOMORPHICS \$1.50



See, I'm back again, and you thought it was only a single-shot. Well, no such luck. It's been five months since #1 was off the press and the results have been most interesting. #0, the prototype issue, is sold out and the first run of #1 ought to be gone by the end of the year. Hot puppies! (Anyone remember where that comes from?) Not bad for an unknown and, at times, rather amateurish first time out.

The few reviews have been — uh — mixed, and the LOCs — well, read them for yourself. I ran only a few, time problems plague everything. The overall trends have been favorable, comments concerning editing bugs and typos notwithstanding. One disappointment has been that many who liked Erma disliked, or at least thought inappropriate, the back-up stories. Shows what they know. Lizards! Lizards and cretins all! And I'll be printing whomsoever I please! I don't need you buyers! Hah!

Uh — hello? Sorry about that. I get a little weird under stress. 'Nam era vet and all, ya

know.

As for the incautious mention of various merchandising items: there are the back page ads for T-shirts and such. I have an Erma Felna T-shirt also, single color on light blue, \$7.00 includes postage. As for other items, what would you like to see? For gaming type things, I'd be happy to work out specs for Erma and friends, perhaps even a whole game, but not by myself. Maybe we can talk. Or, as an alternative, I can put together technical background supplements, providing drawings and performance specifications for equipment that can be translated into individual gaming systems. Then there's always art prints, portfolios, and miscellaneous whatevers. As for the movie, like I said in the letters page, I was joking! But wouldn't it be interesting to see some test footage? Who knows? Though it wouldn't be very marketable here, Japan might eat it up.

Now here's the credit where credit's due part. Marc Schirmeister neglected to sign his zany Flinch Gideon, so there's people out there who are looking for "Spennet and Zitney." Marc is a fannish cartoonist out of Pasadena and edits the funny-animal APA ROWRBRAZZLE. Also from Pasadena, Stan Sakai is a freelance artist and member of CAPS (Comic Arts Professional Society). He letters GROO THE WANDERER and the SPIDERMAN Sunday strip. We'll be seeing more of his Miyamoto Usagi in the next issues. Lela Dowling is a west coast science fiction and fantasy artist, famous for her illustrations and print portfolios. Then there's Joshua Quagmire's enthusiastic mentionings in his many press appearances. Be on the lookout for his CUTEY BUNNY #4, coming out anytime now.

Since there's been some question, I'll fill you in on the printing history so far. ALBEDO #0 the prototype issue came out in the summer of 1983, the story having been written the summer before within 48 hours of viewing the Seattle premiere of BLADERUNNER. The first 50 copies had a four-color (blue, black, yellow, brown) cover. The next 500 or so had the vellow deleted because of registration problems. The last 500 had the cover redone with the blue reversed so as to look like a reverse-blue (get the joke, prototype, ja know? but the printer. . .) as was originally intended. ALBEDO #1 was written in 1978 and finally finished in June of '84. The first 500 copies were printed five-color (black, brown, green, red, yellow) but because of the marginal results, the remaining 1500 were printed in conventional fourcolor. ALBEDO #2 was written in August '84 but wasn't finished until the end of November. Delays included loathsome diseases, work hassles, and laziness. And the rather wild idea of a nine-color serigraphed (screen printed) cover. After two weeks spent on that, it became clear that it was all, in the end, just a waste of time. I did manage to do a few almost covers. If anyone is interested, \$3.00 can get you an only slightly botched copy with the original back cover and inside front, unfolded and untrimmed. \$1.00 can get you the first four or five colors of the print, folded and trimmed. The production cover is what you've got in hand with the revised back and rewritten text. Right now there's 2000 copies, but there's always the chance of reprints if sales demand it.

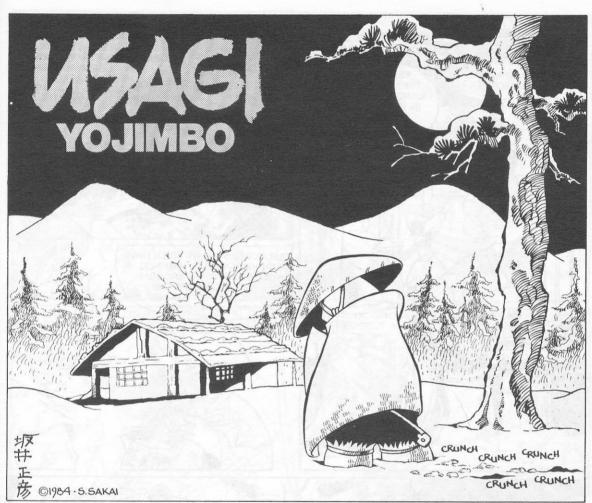
Finally, Mike Brocha has been the one responsible for printing and related technical

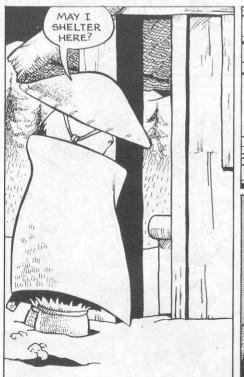
assistance (not to mention unflagging encouragement) throughout.

ALBEDO NR 2 VOL 1 ©1984 Steven A. Gallacci Individual stories ©1984 by the respective artists.



Steven A. Gallacci P.O. Box 19419 Queen Anne Station Seattle, WA 98109





















"I REMOVED HIS HEAD SO IT COULD NOT BE TAKEN BY THE ENEMY AND PUBLICLY DISGRACED. THEN I FOUGHT MY WAY THROUGH TO THE HILLS SURROUNDING ADACHIGAHARA PLAIN."







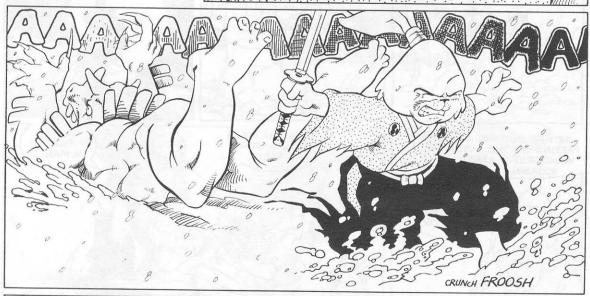










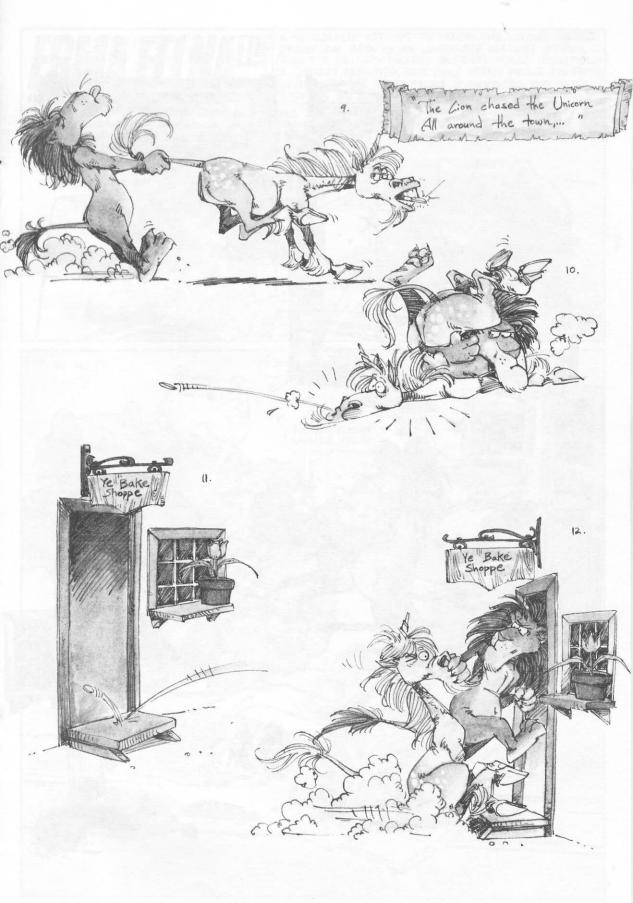














ERMA FELNA EDF

A REPUBLICAN ATTEMPT TO SEIZE THE COLONY WORLD OF DERZON BRINGS AN IMMEDIATE MILITARY RESPONSE FROM THE EXTRAPLANETARY DEFENSE FORCE. CONTROL IS QUICKLY REGAINED, BUT ONLY AFTER FIERCE FIGHTING. FLIGHT OFFICER ERMA FELNA IS WOUNDED AND NOW RECOVERS ON BOARD THE EDF COMMAND SHIP.

-AND IT SEEMS (LEAR THAT THE LEPINE FORCES WERE PURPOSEFULLY DISPERSED WITHIN POPULATION (ENTERS TO MAXIMIZE (O-LATERAL DAMAGE AND NON-COMBATANT (ASUALTIES -



















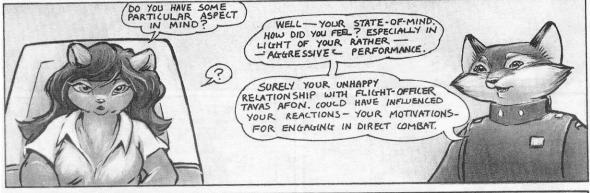


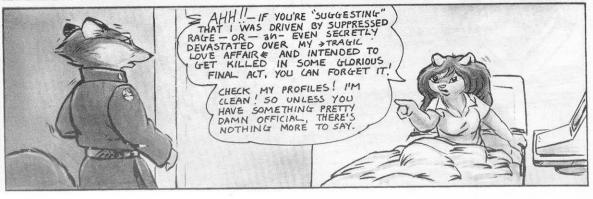






















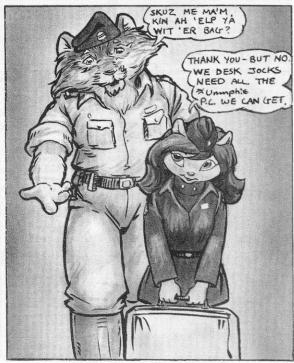










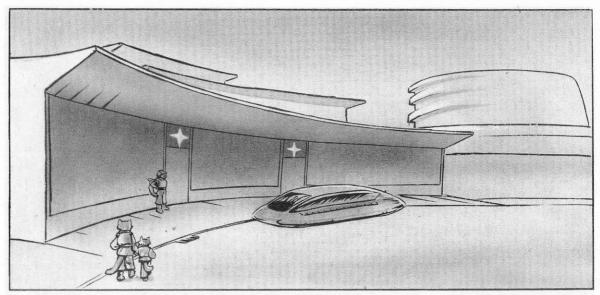










































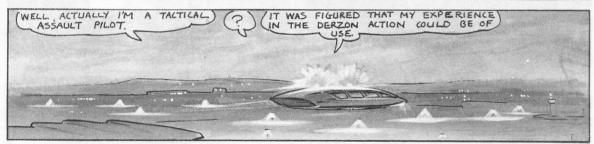
























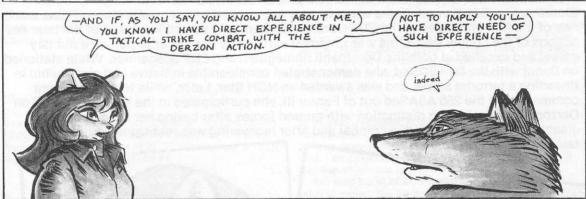
















Background

The history of Confederation Space began nearly two centuries before the time of Erma Felna, with the development of the interstellar jump system. Previously, fusion propulsion offered only a tantalizing taste of the cosmos with high endurance robot probes. The "jump," effectively pushing one's self out of reality, then coming back, instantly, but somewhere else, gave the fifty-odd species virtually unlimited access to the stars. In short order, a grand survey was out exploring for hundreds of parsecs and colonization efforts were started on fifteen systems.

The next hundred years were spent building up the colonies and, in turn, they became jumping-off points for a new wave of colonization. While the jump itself was instantaneous, it could only be done far outside a star's gravitation well, often several light-hours. Also, the range, though theoretically unlimited, was practically constrained to twenty light-years or the nearest gravity well in the line of flight, this resulted in that even a single jump-trip might take several months and a cross-colonized space tour more than a year. Therefore, the many colony worlds having such limited communications quickly began forming

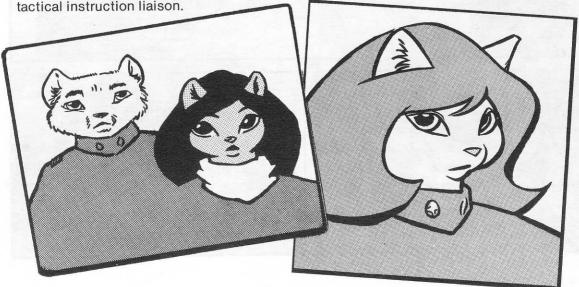
distinct cultures and political forms relative to the colonizing species.

The Lepine (rabbit) colonies on Hiahoohch and Baliannian, like most, had an initial growth push, but, unlike others, they made the mistake of basing their economic health on an open-ended, ever-growing materialistic market. Projections of population density and resource consumption problems were answered by promises of future expansion. However, the logistics and long-term investments of developing whole planets argued against the quick-fix solutions they sought. So the Lepine colonies began to pressure their neighbor systems into absorbing their surpluses. When it became clear that such would only provide limited relief, they then sought to sieze several developing systems outright. This brought about the formation of the Confederation and the Extra-planetary Defense Force to counter them and other potential disruptors of the peace.

There existed a state of beligerancy between the Confederation and the now named Lepine Republic for more than ten years, most of that was spent in insurgent/subversive actions. However, the end was brought about by a series of devastating space battles. Finally, a partition was established with liberal concessions for further expansion in undeveloped space and the Republic was left to its own devices. A generation passed and now it seems that the Lepine Republic is again attacking inward rather than developing

outward.

Erma Felna was born to Eda and Kanoc Felna on SD 0171-01-22 in Annianport, Annah (Dornthant II). Eda Kamatti Felna was a literary scholar and historian and Kanoc Felna was one of the first graduates of the EDF Central Academy and served in several of the later key actions of the Lepine War. Erma was groomed early on by her father to pursue a military career and excelled at both the Dornthanti homeguard and EDF academies. While stationed on Danet with the 86 ASDSqd, she demonstrated considerable initiative and airmanship in thwarting a terrorist sniper and was awarded an NCH Star. Later, while temporary flight commander of the 255 ASASqd out of Fantur III, she participated in the counter-assault on Derzon. She fought with distinction with ground forces after having her assault craft disabled. She was wounded in combat and after recovering was reassigned as an EDF





Yes! The "alien" alphabet decoded! It isn't a foreign language, just English in simplified phonetic symbols. Everything is spelled as pronounced, no silent letters, and no vowel combination rules. So, a word like unusual isunce and question is appearate. Get the idea? The grammar isn't any different except, since there are no capital letters, proper names and/or the subject of a sentence can have a bar over the first letter. I haven't worked out the punctuation as yet. Now that you know, don't expect me to be able to read your 2300 page letter, all in standard.

Letters? Hah! Have we got letters! Just check 'em out!

Please find enclosed a check for \$3.00 for copies of ALBEDO #0 and #1 as mentioned in CUTEY BUNNY #3.

Irven Lindsey Davis Columbia, SC

And then there's

Here's \$3.00. Please send me ALBEDO #0 and #1. (How can I go wrong with a Joshua Quagmire-approved book?)

David Rains

Knoxville, TN

And

On the advice of that eminent funny animal authority Fatty Tubbins (and also to support local talent), I'd like to order 2 copies each of ALBEDO #0 and #1.

Frank White Colfax, WA

Then there's

I saw the ad for your new comic book ALBEDO in CUTEY BUNNY #3, and I was wondering if you'd like to make a trade with us: one copy of ALBEDO for one copy of TEENAGE MUTANT NINJA TURTLES #1.

Peter A. Laird Dover, NH

Gosh, Josh! See what you done? If it hadn't been for your incessant encouraging words and hype, I'd be just another no-name self-publisher with a closet full of unsold comics. Now that all these people know about me, I'm stuck with coming out with this next issue, least they lynch me.

I'm glad that you liked TEENAGE MUTANT NINJA TURTLES, and thank you for sending the copies of ALBEDO, both prototype and first issue. Each was very good, though I think I enjoyed the first issue, with Erma Felna of the EDF, somewhat more.

Art-wise, your books are very solid. You have an incredible knack for drawing "realistic" anthropomorphized animals, and giving them differing personalities. I like the fact that you're using a lot of different types of animals, not just ducks and rabbits. Any chance of some nonmammalian

"people" showing up? I'd love to see what you would do with a squid, or a crab, or even . . . a turtle! Your backgrounds, especially the machinery, are also a strong plus. I guess you could say I really liked the artwork.

The two back-up features in ALBEDO #1 were very nifty, too. I especially liked the story by Stan Sakai . . . the art reminded me a lot of the good HOT STUFF and STUMBO comics that I loved as a kid. Real neat! I'd like to see more.

In terms of the storyline of the main feature in ALBEDO . . . I got into the story of Erma Felna and exploits; she's an interesting character. I thought that chapter of her story ended a bit abruptly, though, with not enough of a smooth transition between the last two panels. I do look forward eagerly to the continuation of this tale.

Peter A. Laird Dover, NH

Uhmm...thanks for the good parts and I've got to agree with the bad parts. The transitions were awfully abrupt and the story was a bit choppy, as might be expected for a story that should've been twice as long. As time goes on, I'll be getting better at editing myself. And buy TMNT! Buy two! Even if you didn't like Miller's RONIN, you'll love this, and if you did like it, you'll love TMNT even more!

After having received ALBEDO #0 and #1, I wish to comment on your fine work. I have been a comic collector for four years and have rarely, if ever, seen a product of this kind. I am personally a fan of the funny animal genre and can appreciate this type of material.

As I read the ALBEDO Prototype Issue, I had no idea what to expect, but the book's purpose soon became clear to me. This "try out" issue was a very original idea for this particular type of art form. It's printing seemed to serve dual ends: your art and writing talent could be exercised while the comic's appeal is experimented with. This paradox mixed well with the excellent parody of Blade Runner, "Bad Rubber." The art information at the end was a nice touch.

The first real issue of ALBEDO was an improvement from the previous issue, and that's saying a lot. The lead story, "Erma Felna of the EDF," caught most of my attention. I am aware that you are a former Air Force graphics specialist and illustrator. I believe that ALBEDO #1 captures the full range of your unique art talent. The inks gave the characters weight and the pacing and air of latent tension. Visual detail also enhanced the structures, clothing, and emotional display. The story structure for "Erma" was perhaps the most outstanding feature. A military plot set in space sets the stage for conflict. The character movements and flow of information were presented in a way that a passing visitor

might observe them. The plot moved with purpose and destiny, not in a chaotic and/or overwhelming manner. Even the space scenes had a sense of time and awe, as opposed to the soporific space exploits of ultra cosmic proportions found in other publications. I feel that, in a higher sense, your use of anthropomorphics inspires in the reader an awareness of human frailty, emotion, and conflict. "Flinch Gideon" and "Nilson Groundthumper" were the two back-up stories that completed the publication's format well. Both creators showed their own art and writing talent with zany results. These were appropriate stories to contrast the main title.

ALBEDO is one of the best comics that I have seen in the funny animal genre. Steve and his peers should be congraulated on this giant step forward for the comic industry. I exhort every comics enthusiast to look into this outstanding package of humor stories with a serious and satirical tone. It is provocative entertainment on an uncondescending level. For \$1.50 it is well worth it (especially for fun and solid entertainment).

Mark Paul Erie, PA

So much for uncritical comments.

... This is a funny-animal comic with very good work by Stan Sakai, a serial parody by somebody else (if it's credited, I missed it) which amounts to a trivia test for source material (Disney, Kurtzman's MAD, Bob Clampett cartoons, Beany and Cecil, etc.) as well as being funny, and Gallacci's Erma Felna of the EDF, which is interesting but not funny and I'm not sure why it is not done with anthropomorphic animals instead of humans. Gallacci also could use a letterer. A dictionary might come in handy as well; some of the spellings are idiosyncratic, to say the least.

Don Thompson's Comic Guide review column in the Comics Buyer's Guide No. 571 October 26, 1984

I happen to like anthropomorphics! The thought of a cute and cuddly kitty-cat stitching a bunny-rabbit with automatic weapons fire is just... well, let me rephrase that. In truth, when I started the story back in '78, I couldn't ink a comiccalibre human character to save my life. My mind was full of Bode and Howard and the D. and the idea of a scathing sattire on all the drug-crazed G.I.s stationed in Europe was too much to resist. So AstroDuck was born. But it was too close to reality, so I took one of the background characters and Erma was born. Actually, it's all a cynical cash-in on the military, technophile, skiffy, political, feminist, serious story, death-and-violence, furry-tit fandom. And yes, I still can't spell, but that'll be cleared up with the passage of time and the building infrastructure that includes letterers and proofreaders.

Great! I really enjoyed ALBEDO #1. It's been a very long time since I've read a comic with some real content. The lead story was very interesting; perhaps "Falklands revisited?" Your attention to detail and hardware are impressive. A really slick magazine, overall, and well worth several re-readings.

Jeff Wood Dallas, TX

Actually, it was my time in the Air Force with the 1st Special Operations Wing, 552nd AWAC Wing, and Headquarters USAF Europe. So my background comes from Son Tay, Mayaguez, Tehran, and six years as an Air Force graphics specialist.

I have just purchased your ALBEDO Nr 1 Vol 1. I have found it to be excellent. I especially like the artwork and overall feel of the first story. Keep it up. I would like to accrue any

information about products or back items that deal with anthropomorphics. You said it was your first real issue, well, what about all the unreal ones? Finally, do you have any specific submission conditions or requirements? I have a universe that may fit. Almost forgot, do you have any technical, historical, and other data you could send me on the EDF, Confederation, Republic, etc. It would be much appreciated for any or all the above requests to be answered.

Mark Anderson Sandy, UT

P.S. What are LOCs and sorry about the pencil. P.P.S. What's the movie deal?

What came before? ALBEDO the prototype issue, with the funny animal adaptation of Bad Rubber, which is now out of print. There was a much earlier 'zine that shouldn't have seen print that I won't even name. In the future, I'Il be producing supplimental background material on the technical end, weapons specs and such, just right for translation to gaming or what have you. General histories will be showing up in each issue. As for other products, other than the official Erma Felna T-shirt, not much else in mind for right now. And there's no Movie! Can't you take a joke! But the idea of an animated . . . who knows. LOCs, well that's what you wrote, a Letter Of Comment. Pencils are no sweat, as long as they're legible.

And thinking of pencils, I'm willing to look, I said look, at submission outlines and sample art. But you'd better send expendable xeroxes, even if you want them back, and put your full name and address on everything, I mean every-

thing. And legible!

I want to write and thank you for ALBEDO #1. I found Erma Felna to be extremely interesting. She is intelligent, strong-willed, brave, experienced, independent, and also vulnerable and compassionate. I would like to know more about her and the EDF. Will you be telling more about her origins and previous combat experience? Also, I'm confused about her boyfriend's name; is it Tavas or Teves?

Bruce W. Fletcher Deltona, FL

It's Tavas. And as before, additional background will be forthcoming.

The art is fabulous on ALL three features. Like your stuff. Schirmeister's animated drawing style just jumps off the page. Sakai has a nice, clean, precise and cartoony style. My wife commented that each drawing looks well-planned and it's true. The Erma Felna story is quite different funny animals in high-tech warfare. Actually kinda grim material for cute animal characters. It's almost like a mix of Robert Heinlein and Walt Disney. It will take a few issues to see how this strange combination works. As to any weaknesses in the issue, I'd have to look hard to find any because you did such a nice job. The only two critical comments I have both concern your lead story. First, the repro of the art was a bit dark in spots. Second, and perhaps more important, you need a proofreader. There was a spelling error on almost every other page in your story. It was a little jarring to me as I read it. That's it, though, just two little criticisms on the issue.

Otherwise, I thought it was tremendous. I'm eagerly looking forward to the next issue. I even thought the Cutey Bunny ad on the inside back cover was great!

Bruce Chrislip Editor, City Limits Gazette Seattle, WA

Thanks, Bruce, you're a bit kinder than the product deserves at times. City Limits Gazette is an UG and Alternate comics news'zine. Small but interesting. Ask Bruce at 3914 2nd Ave. NE #1, Seattle, WA 98105.



Stan Sakai's USAGI YOJIMBO is now available as a four-color T-shirt design. Information:
Hawaiian Funnies
1306 Kahili St.
Kailua, Hawaii
96734



EASTMAN & L

The Magazine and T-shirt iron-ons from Mirage Studios, Box 1408 Dover, NH 03820



