



Previewing:
"CAPTAIN JACK"
by Mike Kazaleh

And introducing:
"GNUFF"
by Freddy Milton



**FANTAGRAPHICS BOOKS** 



# **CARLOAD O' CRITTERS**

## Second Issue Editorial by KIM THOMPSON

As I write these words, the first issue of Critters is still a week away from printing, so there has been, as you might imagine, very little response from readers. Only those few who were blessed with an advance Xerox copy offered any kind of opinion, and no consensus emerged: my mother liked it. R.A. Jones didn't. Such is life.

Gratifyingly, however.

Critters #1 did a lot better in terms of distributor orders than anyone thought it would. Because of the peculiarities of the direct-sales system, this reflects not actual sales but anticipated sales (a.k.a. guesswork), but the confidence expressed in the book by shop owners and distributors is heartening. To them, a big thank you. We'll do our best to deserve your trust.

Since we have no letters for a letters column yet, I've commissioned something even better (I hope) for this second

Five years ago, Dwight R. Decker and I visited Freddy Milton, the artist of "Gnuff," at his studio in Copenhagen, Denmark. Freddy and his studiomates were the perfect hosts, sitting around and chatting for hours, even buying us a delicious Danish lunch at a local eatery. Since Freddy doesn't visit the States very often, I haven't had a chance to return the favor. Dwight's article, and the premiere of Freddy's "Gnuff" in Critters, should even the score a little.

I still plan on buying his lunch next time, though. The first "Gnuff" novella. "The Gnuffs Move In." runs 46 pages and will be serialized in Critters #2-5—with a full-color Millon cover accompanying the final chapter. (For a black-and-white preview of the art. check out the subscription ad this issue.) I hope you enjoy reading it half as much as Freddy and I did bringing it to you.

Freddy, by the way, has been a joy to work with: in addition to relettering his strip in English for free, he has added gray tones to his artwork especially for this edition. As a capper, by October of last year, he had already completed an entire second 46-page Gnuff novel (tentatively titled "Animal Graffiti") especially for Critters - all on spec! Since then, the first stacks of dollars have started flowing his way (every one of them deserved), and "Graffiti" should be appearing in issues #7-10. Good times in store for

I didn't mean to ignore our other features this issue, but I've sort of run out of room. Steve Gallacci's "Birthright." the lead feature this time around, begins to stir things up, while Mike Kazaleh offers a lighthearted preview of The Adventures of Captain Jack, on sale later this month.

dragon-lovers!

Next issue: the continuation of "Gnuff" and "Birthright." and the return of Stan Sakai's "Usagi Yojimbo"—with a full-color cover by Sakai and Tom Luth. Plus: more critter news, and our first letters page! I hope you'll join us!

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### CONTENTS



# Page 1 BIRTHRIGHT "Chapter Two" by STEVEN A. GALLACCI

Prince Alfon, now a young man in exile, believes his parents to be dead. He's very wrong...



#### Page 11 CAPTAIN JACK "...& His Crew" by MIKE KAZALEH

A preview of the brand new comedy series, coming from Fantagraphics Books later this month.



# Page 19 GNUFF in: "Hello City Life" by FREDDY MILTON

The three dragon siblings were expecting their move to the Big City to be an uneventful affair. Not so...

Ten years have passed for the refugee Prince Alfon in Frantira. Major Duwan, his guardian and mentor, has seen to his education and welfare. Now at age twenty, Alfon, under the name Kodaka Charka, is



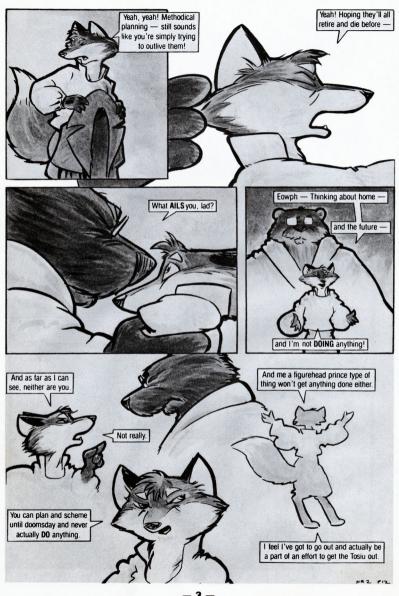


















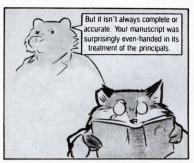


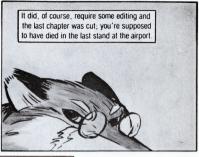
















And now a special eight-page Preview introducing....

# A now, a specime. A HIS CREW!



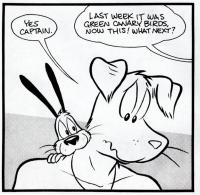




















JUMPIN' CATFISH! -YOU CRAZY?! IF THE CAPTAIN FOUND OUT YOU WERE ON BOARD PULLING STUFF LIKE THIS HE'D KICK US BOTH OUT INTO SPACE!



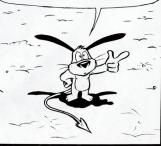


WE'VE BEEN LOOKING ALL OVER FOR YOU! WE'RE READY TO GO AND YOU'RE OUT IN THE MIDDLE OF NOPLACE TALK (NG TO YOU'S ELE!





'TWAS I WHO REMOVED THAT CRUDE PIECE OF HARDWARE FROM YOUR PRECIOUS SHIP! I'M AFRAID YOU OWE MR. FELDMAND AN APOLOGY!

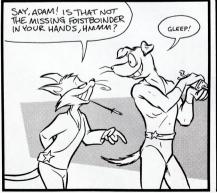














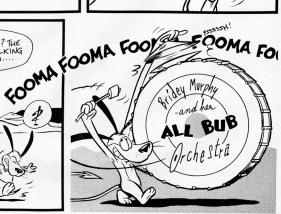






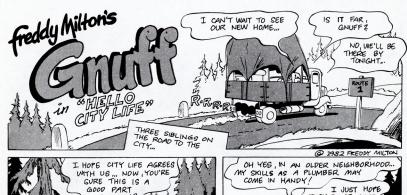








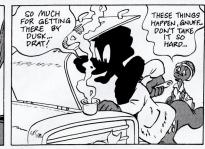
IF YOU'D LIKE TO SEE MORE ADVENTURES OF CAPTAIN JACK, WHY NOT PICK UP A COPY OF "THE ADVENTURES OF CAPTAIN JACK"? NUMBER ONE ON SALE THIS MONTH!





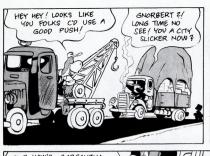


















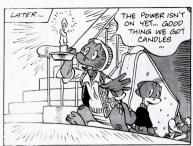




















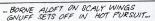






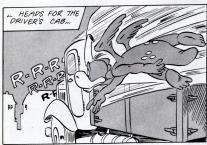




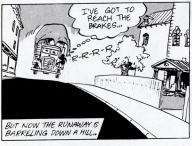


















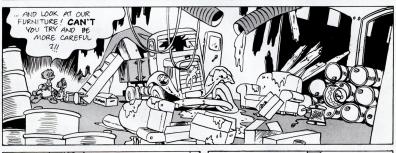




















































## FREDDY MILTON AND CO.

An introduction to "Gnuff" by DWIGHT R. DECKER

You could make a case that there's no such thing as a tired comics series, only tired creators. Turn a fresh creator with fresh ideas loose on some nearly dead warhouse and you're on your way to the Kentucky Derby. Frank Miller proved it in this country with Daredevil. Walt Simonson did it with Thor. Now John Byrne's going to try his darnedest with Superman, about as tired an old creaker as they come.

Over in Denmark, Freddy Milton did it with Woody

Woodpecker.

Now that should raise the odd eyebrow. In American comics, Woody Woodpecker started out tired and moved toward comatose. Despite being an attractive animated character, one of the few really designed for color, Woody's cartoons were at best likable but seldom inspired, and his comic books were never more than indifferent funny-animal hackwork aimed



at an undiscriminating audience presumed to be barely past kindergarten.

But over in Denmark, Freddy Milton got the chance to write, draw, and color a couple of 44-page Woody Woodpecker graphic novels for a Danish publisher, and for once in his

long, dreary career, Woody really shone. Published in the late 70s, The Coming of the Blot and The Water of Happiness (my somewhat cumbersome translations of Klatten Kommer and Lykkevandet) were finely crafted, well-written, and vastly amusing comedy-adventures featuring Woody and many of the Walter Lantz stable of characters. The stories were not just funny but thoughtful and intelligent, even bordering on social satire in places. Woody Woodpecker had never looked this good For one thing, Woody now

looked a little like he had been drawn by Carl Barks.

Freddy Milton's Barksinfluence is both obvious and understandable, and he makes no secret of his admiration for Barks's Disney Duck work. Milton even published a fan-zine called Carl Barks & Co. (the title is a play on the name of the weekly Danish Donald Duck comic book). which was devoted to Barks in particular and funny animals in general. As a professional, Milton went on to draw numerous original Donald Duck stories in the classic Barks style for the overseas Disney market, which is so large that American-produced stories are not enough to meet the demand. (Americans may get to see some of the foreign Disney comics work by Milton and other artists if the new Gladstone line of Disney comic books follows through on its announced plans to reprint some of it.) For that matter, a funny-animal caricature of Barks himself appeared in the second Woody album.

On a trip to Europe in 1979, I picked up a Dutch-language Donald Duck comic book in a shop in Luxemburg, and I was struck by an uncredited 10-page Donald strip that was very much in the old Carl Barks vein, yet somehow different. The plot, incidentally, was tied to the opening of a movie about Donald's favorite comic-book superhero (called "Snavelman"), a takeoff on the first Superman movie. When Kim Thompson and I visited Freddy Milton in his Copenhagen studio in 1981 and the conversation got around to his original Duck stories, I mentioned the "Snavelman" story and commented that it looked like





his work—and it turned out to have in fact been one of Milton's. You never saw an artist more astonished, or more flattered, that someone had noticed his work and remembered it. In Milton's end of the business, fame and glory are very definitely in short supply, and you find your satisfaction and reward mainly in doing well what you like to do.

Freddy Milton is still a relatively young man, but his career to date has been a varied one. Besides Donald Duck and Woody Woodpecker, he has drawn his own version of Sherlock Holmes and, in a much more realistic vein, a series of adventures set in Denmark's Viking age. There are centers of comics production in Europe, but his native Denmark isn't exactly one of them, and Milton has had to find work where he can and when he can. Perhaps most notable were his illustrations for an edition of his countryman Hans Christian-Andersen's story, "The Ugly Duckling." Though the text was Andersen's and unchanged, the story acquired a distinctly contemporary satirical and political meaning just from the way Milton drew it. His first love, however, is the funny animal genre in the Barks tradition, and that brings us to Gnuff.

This is no retread of a tired old series. It's all new, original work, with Milton no longer required to follow someone's else's lead with someone else's characters. The influences are still there, of course: The characters are dragons, but distinctly duckish ones (as though modern funny-animal ducks and dragons evolved from a common ancestor, the now-extinct duckosaurus). The panel is which the runaway truck smashes into the syrup factory is very much in the Barks tradition, since the Duck Man liked to draw similar half-page action/climax panels. But Milton's work has a different, more European feel to it. Of course, the city buildings, the layout of the dragons' apartment, and even the plumbing fixtures are pure Copenhagen, but the mood is different, too. Milton is a little more restrained than Barks ever was, less likely to give the story over to an American cheerful exuberance and slapstick comedy, more likely to build the story on character personality and interaction. And there are serious

moments: The shower scene in Gnuff is almost as harrowing as the one in Psycho, though fortunately the outcome is rather less drastic. The fact that the dragons aren't quite accepted even in their own funny-animal world (leading to the minor but significant detail that Gnuff is urged not to let anyone see his wings even in a moment of crisis). lends the story a hint of meaning that Barks would probably felt a little too serious for a gag strip even if something like it had occurred to him, but Milton's touch is light enough to pull it off without sounding preachy or





heavy-handed. **Gnuff** is comedy, yes, but it's also a little more carefully thought out than funny animals have usually been, and it's Milton's own show all the way.

It's good that after so many years of knocking about in Europe's northern reaches, Freddy Milton is finally getting his chance to be seen by an American audience, and with a concept and characters of his own devising instead of someone else's. Still and all, the funny-animal genre is filled with any number of tired, even exhausted characters gasping their last, not to mention characters that were born brain-dead. I wonder. Wouldn't it be interesting to see what Freddy Milton could do with, say, Peter Porker . . .?

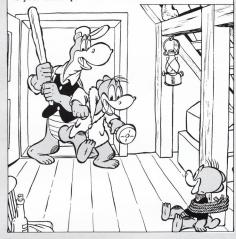
No, never mind! Forget I even mentioned it! **Gnuff** is quite enough! —DRI

EDITOR'S NOTE: For bwight bocker's setnesive look at Freddy Milnow WOODV WOODPECKER books, see THE COMICS TOURNAL '63 (available for \$8.00 from The Comics Journal, 4355 Cornell Road, State of the Comics lournal, 4355 Cornell Road, stee also includes Dwight's interview with Richard and Wondy Pini, an ungubined Harlan Ellison TV treatment, an article on comics in Denmark, features on Hal Foster, Alle Raymund, Charles Dana rally speaking, one big mess o' good reading. Tell '900 CRITTERS Sent you!

CREDITS: "Birthright" was written and drawn by Steven A. Gallacd, with typesetting provided by Western Type. "Captain Jack" was written and drawn by Mike Kazaleh. "Gnuff" was written. drawn. toned. and relettered by Freddy Millon; the translation was by Kim Thompson. The cover was designed. drawn. colored. and separated by Steven A. Gallacci. incorporating art by Freddy Millon. The CRITTERS logo was designed by Freddy Millon and rendered by Ingo Millon. Printed at Port Publications. Production by: Tom Mason. art director. and Dave Nelson. production assistant. CRITTERS is edited by Kim Thompson for FANTAGRAPHICS BOOKS.

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