TALES FROM THE



Ye Good (Ild "Editor's" Page



In the Editor's Page of TALES FROM THE ANIVERSE #1, I wrote about Arrow Comics being the newest independent publisher on the block. Well, after reading Dave Sim's "A Declaration of Independence" (Executive's Forum, THE COMICS JOURNAL #105), I decided to explain my position as publisher of Arrow Comics.

You may have noted that Art Director Ralph Griffith and myself are credited with "loosely" editing this title. What that really means is that we call up Randy and Sue once or twice a week and ask them how things are going. They tell us and we say, "Gee, that sounds great. Keep up the good work." Then we drive out to Flint every week or three to check out the pages and say, "Boy, they sure look swell. Keep up the good work." Sue and Randy created these characters and know what is best for them.

Freedom enhances creativity. Or, perhaps I should say, lack of freedom stifles creativity. I can't imagine why a creative team would want to bother coming up with a great new idea and taking it to its fullest potential if somebody else is standing over their shoulders going, "Naw, that's not the way I'd do it. Scrap it and come up with something I'd like." Creation is taking a part of yourself, not from the surface, mind you, but from way down deep, and making it into something new. If the creator is not allowed to mold that ethereal stuff into the image he sees in his own mind, it becomes extremely difficult, if not impossible, to give it away. He would only be able to give from the surface. Story and art. although "professional," would become lifeless, two-dimensional. And the readers would know.

Ideally, a comic book (or any other artform for that matter, be it painting, dancing, music) is a direct communication between the creator and the reader. The publisher is merely a conduit or messenger. Can you imagine Moses saying, "Lord, this is a great idea, but I've got a problem with number seven. Can you change it?" No, comic book creators are not gods (though some of their fans may feel otherwise), but the principle is the same. The audience ends up with a distorted view of what the creator is trying to show. Take Larry Marder's BEANWORLD for example. No one comprehends the whole picture of the Beanworld but Mr. Marder. It is meant to be consumed in its natural state, not after processing.

The old expression that beauty is in the eye of the beholder applies to comic books (I doubt that the non-comic book buying public would classify comics as things of beauty. But that's okay, they're beholders, too). The reader plays as much of a role in a book as the writer or artist. The reader may not even find the exact view the creator put there to be seen. "You see what you want to see." Nowadays, the beholders are looking for something different, a new angle to find new meaning from. This accounts for the fact that books such as CEREBUS, FLAM-ING CARROT, THOSE ANNOYING POST BROTHERS, and, yes, TALES FROM THE ANIVERSE can exist. I don't foresee FLAMING CARROT ever outselling X-MEN, but it does have an audience, myself included.

To be totally honest, it's not a perfect system with Arrow Comics. Someone has to make necessary decisions. What projects do we publish? Why or why not? What is or isn't acceptable? Based on what criteria? All I can tell you on that score is that I can only use my own moral code and best judgement. I'll do my best, people. And I'm open for suggestions or comments.

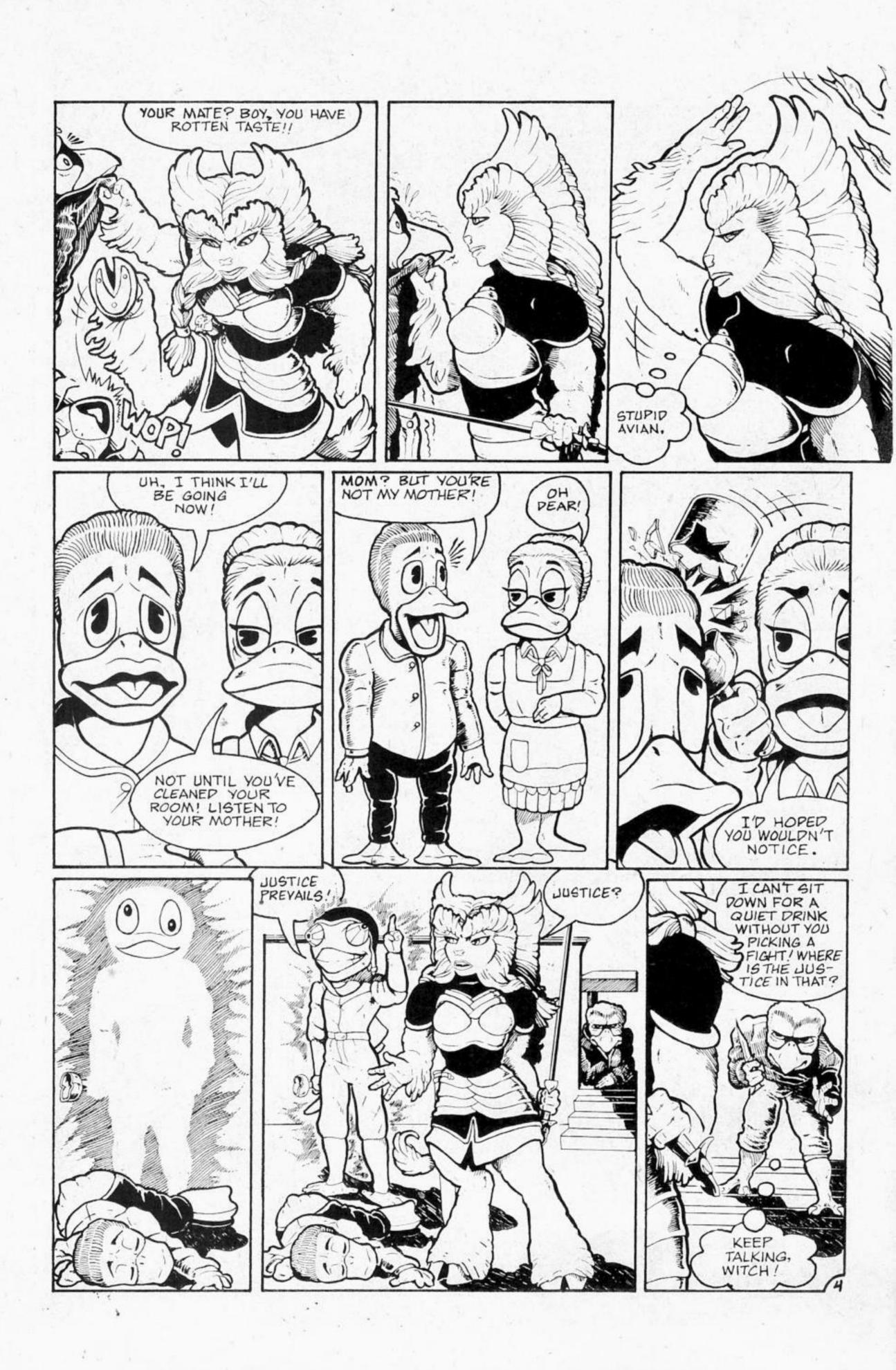
Enjoy the issue, take care, and see ya in 90 days.

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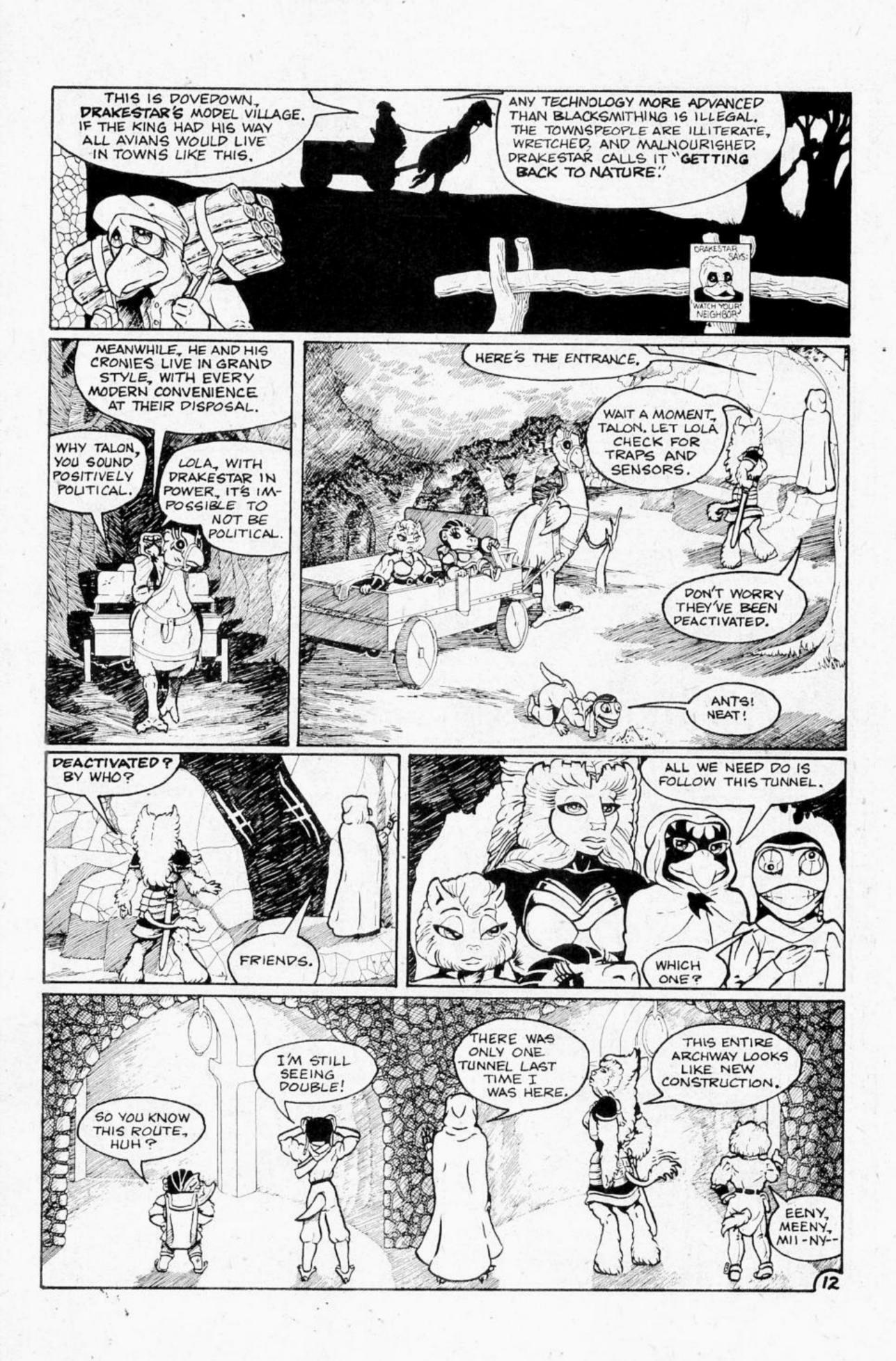
























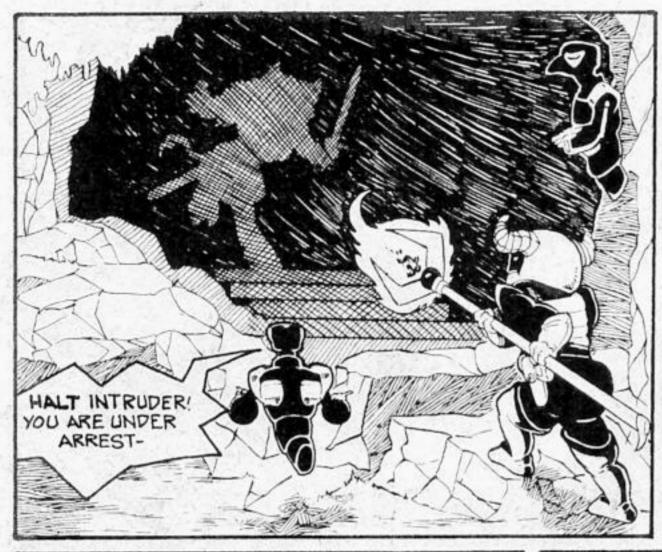








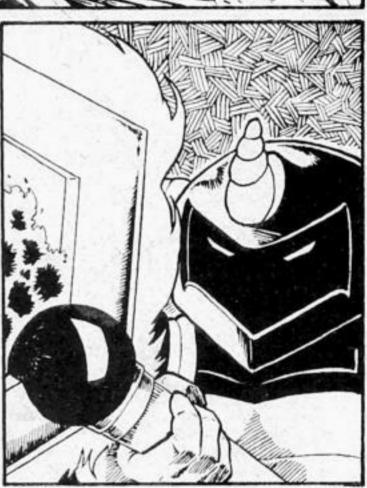


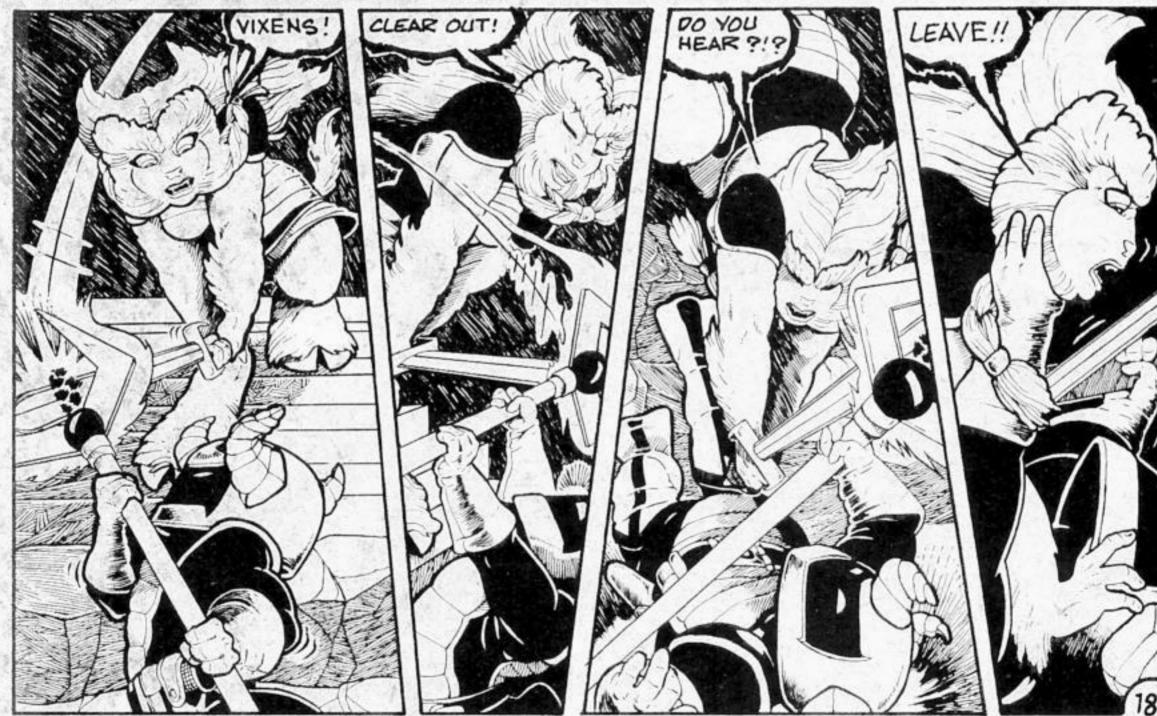




















VARCEL'S OUT OF THE HOS-PITAL. THE DOCTORS WERE AMAZED BY THE SPEED OF HER RECOVERY, BUT I WAS UNSUPRISED. THE WINGED ONES FORSAW HER EN-DURANCE.



THE FIRST THING SHE DID WAS BUY A HOUSE ON THE COLONY WORLD, FRINGE. WE NEST HERE AT HER INVITATION, FOR AS LONG AS WE CARE TO STAY, ALTHOUGH SHE HAS NOT SAID AS MUCH, IT IS EVIDENT SHE WANTS TO KEEP THE VIXENS TOBETHER. THAT IS AS IT SHOULD BE.

















ANNIVERSAL AWARENESS TWO

Well the first book is out, and here's the second. Looking back, there's a lot that would have been done differently. We would like to thank a few people who, without whose help this, and the first book, would not have been possible. Well, here's Aniverse Two

(wheeze, gasp). Now that we've completed it and we're somewhere close to back on schedule, we've had a chance to take a good look at Aniverse one. There's a couple

of things we left out; we'd like to give credit to some of the folks who made this book possible.

We'd like to thank Cindy Nelson for her opinions and the character Grizzy, Mark Harmon for his opinions and persistance, Pete Follo for his support and objective critique of issue one, Bill and Nadine Loebs, without whom none of this would have come about, and Ralph Griffith and Stuart Kerr for believing in the concept of the aniverse enough to give us this opportunity to entertain. Most importantly, we'd like to thank you, the reader, for looking at us, and supporting us. We promise "YOU AIN'T SEEN NOTHIN' YET!" We'd also like to express our gratitude to the managements of Front Page and Hamady Brothers, for reasons best known to them. You made it possible, people!

Gratitude aside, there is something we'd like to mention; writing essays is NOT our favorite pastime! We'd rather be printing LETTERS, positive, negative or indifferent, than boring you with sentiment like this. So, WRITE. RIGHT?

WRITE.

... and now the letters.

Dear Randy & Susah,

As an amateur/hobbyist in cartooning, there is only one thing to say: you make me jealous. On my own I have been creating a different series, also using "funny animals" in a space opera (anyone out there hear of an independent apa/'zine "ROWRBRAZZLE" by M.R. Schirmeister? No? Ah well . . .), and I have not yet come near your quality — it's so tantalizingly close! Any advice you care to share with us hopefuls? Please?

Mark "Th' Mole" D. Ashworth 6410 East Calle Castor Tucson, AZ 85710

Well Mark, here's some advice we can share with you.

1) DARE TO BE DIFFERENT.

- 2) ALWAYS TELL A STORY.
- 3) ALWAYS TELL A STORY WORTH TELLING.
- 4) NEVER GIVE UP.
- 5) ALL THINGS IN COMICS TAKE AT LEAST SIX MONTHS.

The only thing that separates us from you, if you follow 1 through 4, are Jucky breaks, and number 5.

Also, if you are interested, we would enjoy seeing other interpretations of our characters, like the illustration of Talon inked by Marcus L. Rollie, and the drawing of Squamatta given to us by Brent Alan Richardson, which can be found elsewhere in this letter column (Thanks Brent!).

Brent is the creator of the book SALAMANDER, due out sometime soon in comic shops everywhere.

Dear Sirs.

I don't really buy so called "funny-animal" comics, but my fiance said "go ahead since it's a #1". She doesn't know a whole lot about comics naturally.

I liked the story pretty well, I wasn't turning cartwheels or anything, but it was fun to read.

It's always nice to see a well done independent comic, especially one that is readable, unlike a lot that has been coming out lately.

About my favorite character right now is JB Space. I don't know my reason for this yet, but he's got that Han Solo appeal.

Besides, any book with a pig in it can't be all bad. Thanks,

> Dennis "Warpig" Heaton 402 Valley Brook Crossing Decatur, GA 30033

Thank you Dennis, we are glad you decided to give us a chance. We hope to attract a few more readers like yourself who don't normally read "Funny Animals". Also we're glad you found us to be a fun read, because that's exactly what we are aiming to do. Please let us know how you liked this issue.

Dear Ralph-n-Stu and Randy and Susan:

Congrats on putting together a great comic book! The artwork alone would've made "Tales From the Aniverse" worth the money, but the characters were interesting and the story was entertaining as well. Now the "helpful" criticism (opinionated subjective blather!

First — the pain . . . J.B. Space is a visually unexciting character, and it will be an exteme challenge to



you to make him more than a shallow cliche conceptually. Falterous has more depth and originality, but also is in danger of becoming a standard comic T.V. villain. Don't (please) let this happen to him.

Now the strokes . . . the white-on-black approach used on Ms. Chevious and Falterous is VERY dramatic. I loved it. F's (Falterous') JAVA habit is a creative touch. I enjoyed him a lot. So dangerous, so macho, such a jerk!

Ms. Chevious has a lot of charm and potential. Ganda looks like she's going to be lots of fun. The rhinoceri and elephant on pages 2 and 3 gave me a charge. Your anthology framework works better than I'd have predicted.

Could you give me some clues as to where to find FANTASTIC FANZINE?

I'll be looking forward to seeing TFTA #2, and the

ad for "The Realm" has me practically drooling.
Have fun! Sincerely.

Sincerely, Dave Burns 1720 Deerfield Austin, TX. 78741

P.S. How did Falterous end up with cloven hooves AND wicked canines? Is he a tasmanian devil or what?

A tasmanian devil, huh? Now, that's one that hadn't occurred to us. Kinda neat! (By the way, if you think Falterous is built weird, check out Varcel's Vixens in this issue.)

Not to dodge the subject, there is actually a logical reason for Falterous' anatomy. We're not going to tell you what it is, but there is an Aniversal reason. We'd LOVE to spill the beans, but then we wouldn't have a way to hook you into buying the next issue . . .



KEYSTONE

Keystone IS security upon the S.S. HEEP, and has been for as long as anyone can remember. Though on first impression he doesn't seem to be capable of handling such a job. Keystone has proven himself again and again.

CHAROLETTE

Charolette is the secretary to the administrator on the S.S HEEP. She goes out of her way to be the most well-informed person upon the station. Charolette is also not afraid to speak her mind to anyone.

Charolette is also an excessive chain smoker. She has threatened to quit a number of times, much to the dismay of all who know her. The last time she quit she didn't touch a cigarette for three days, and was unbearable the entire time.



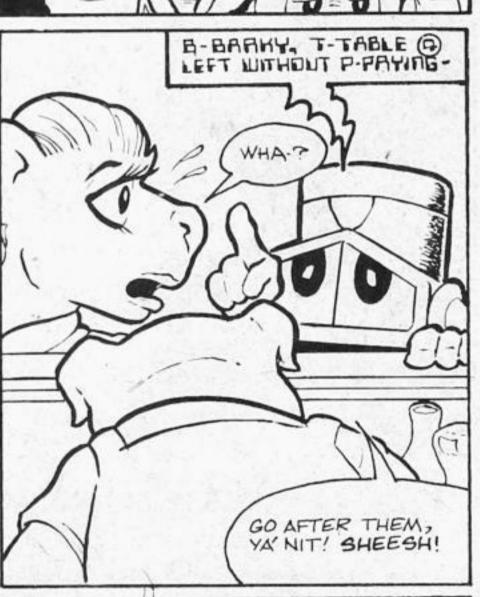












YEAH, INACTIVITY

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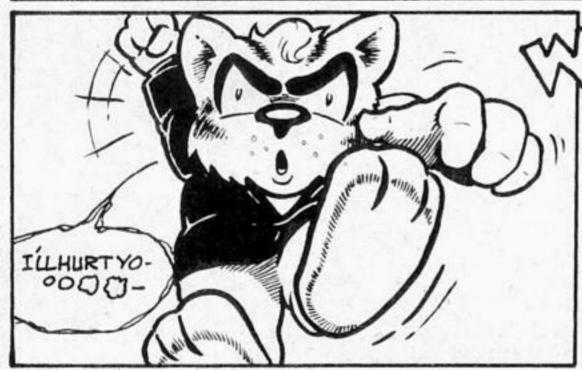






























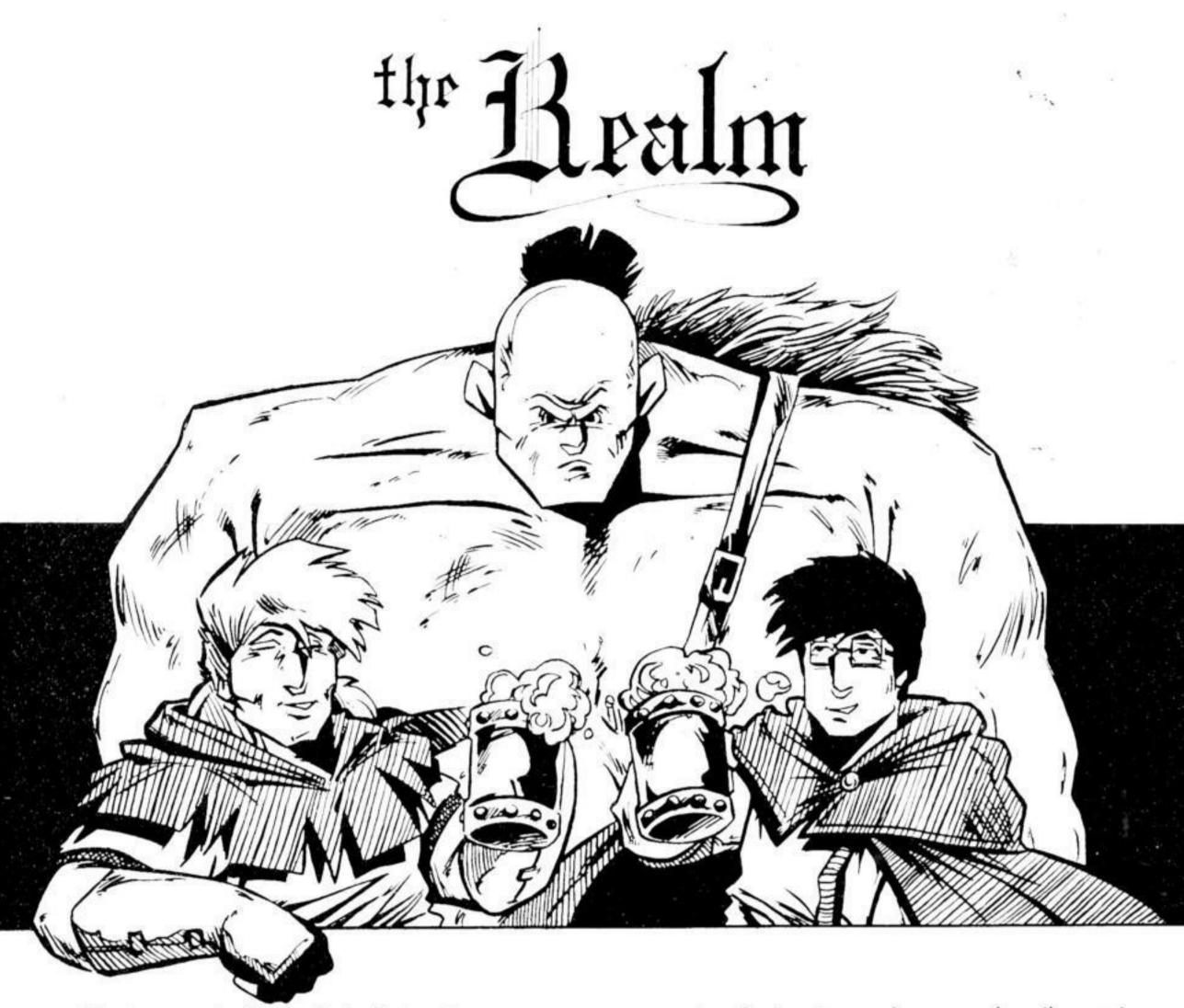


COMING NEXT ISSUE



and





The journey to Castle Darkoth is a dangerous one as our party of adventurers discover when they set out to rescue Sandy from the clutches of the evil Dark Lord. But not before Alex and Dominic take time out to sample the nightlife in the slave city of Drakhol. They find out that spending an evening at the Grinning Gargoyle is anything but dull.

THE REALM's cast expands as you are introduced to Diggoruss Gorey, the most boastful dwarf in all the continent of Azoth. He and his trusty battle ax are more than willing to back up the stories.

You'll also meet Zarkon, Darkoth's right hand man and Wizard Supreme, as plots and counterplots begin to tie our adventurers inextricably to the fate of their new world.

THE REALM #2 is written by Ralph Griffith and Stuart Kerr, pencilled by Guy Davis and inked by Tim Dzon, with painted cover by Sandy Schreiber. 32 pages, B&W with full-color covers for \$1.50. Published quarterly by Arrow Comics.



"Our Target is Entertainment Our Aim Is Quality"







BARKY

BARKY is sole owner of "BARKY'S SPIRITS AND SWILL," a popular watering hole on the S.S. HEEP. Barky runs his bar with the help of Spicket, his mobile droid bartender. Barky's stays open for the normal business cycle, though he is entertaining the thought of staying open all hours due to the popularity of his establishment, and the odd drinking hours of the inhabitants on the Heep.

Barky himself is a bit of a mystery. He seems to be content running his establishment and not having an outside social life. All that is known about him is that he served a normal draft in the Aniversal Rangers which ended near the resolution of the Reptillian war.



MALLARDIUS is the bodyguard and chief assasin of Drakestar, King of the Avian Empire. He is the only person Drakestar would ever trust with his life.

Mallardius is much taller, and stronger, than an average Avian. He is also mute, and apparently has been since birth. Little else is known about him, except his reputation as an unstoppable force.

Mallardius served under Drakestar through the Avian conflict, until the exiled King of the Avian empire was captured. Mallardius quickly disappeared. His current whereabouts are unknown, though rumor has it that someone matching his description is rallying support for Drakestar under the banner of Avian supremacy.

