













CONTENTS - REALITY TWO

Death of a Sailor7
Outside In13
Fandom, Writing and Catching Up23
 Ken Smith-A Portfolio25
Renegade30
The Amazing Liver32
As Night Falls34
parameter many parameter and parameter for the first of t
Section 1.
A
A.J. D'AGOSTINO

Tidbits

Welcome to the second issue of Web of Hor, err . . . Reality. The amount of Web strips in the past two issues have made many of you wonder why I don't change the title of the magazine. The new Web of Horror strip in this issue is by Bruce Jones. If you look, the WoH symbol *Webster* is not drawn in the strip. Anyway, this strip was going to be in the fourth issue of Web. Would I lie?! *Infinity* three has an interview with Bruce, his first. It will be out in late May.

The first four pages of Mike Kaluta's strip have been reprinted due to the large break between issue one and two. Howard Chaykin is new to the comic field. In the future he will be published in Steranko's Magazine of Comic Art, and a new magazine Phase.

I had originally planned a portfolio by Mort Drucker as mentioned in some of the ads for issue two. When I received the originals I found most of them to be unprintable. So only the two *Mad* pages have been printed. I'm planning on having a letters column next issue, so send in comments on both issues.

There are still copies of issue one left. Along with an interview and cover by Jeff Jones, it has unpublished *Web of Horror* strips by Steven Hickman and Mike Kaluta. Plus a third strip by Frank Brunner. Copies are still \$1.50 from Robert Gerstenhaber, 194-40A 64th Ave., Fresh Meadows, New York 11365.

Reality is copyright 1971 by Robert Gerstenhaber. Published by Robert Gerstenhaber 194-40A64 Ave. Fresh Meadows, New York 11365. Renegade is copyright 1971 by Howard Chaykin. Prince Valiant is copyright 1952 by King Features Syndicate Inc. Reality one still \$1.50.





THE POLICE WOULD BE VERY INTER-ESTED TO KNOW WHERE THIS MAN IS.

















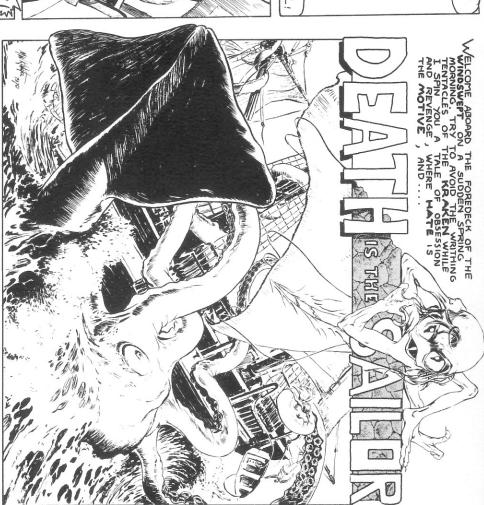


Script: LEN WEIN











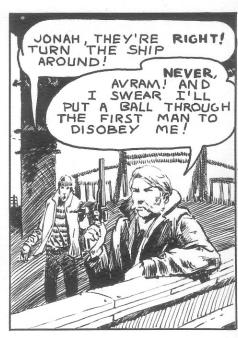




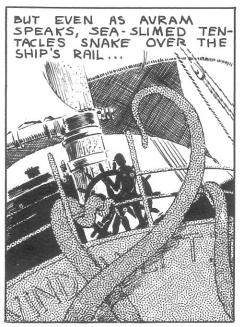
AND SO IT WAS THAT
JONAH AND AVRAM SET
SAIL IN SEARCH OF THE
KRAKEN. A FEW WEEKS
AT SEA FINDS THE
WINDSWEPT I TACKING
ON THE HEADLANDS OF
A TERRIFIC SQUALL ...

















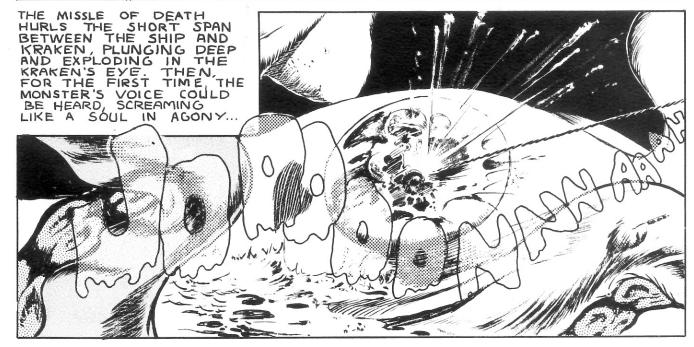






CHOKED WITH FURY AND BLINDED WITH HIS TEARS, CAPTAIN JONAH AIMS THE HARPOON CANNON AT THE TENTACLED HORROR, AND SAVAGLY FIRES!















I DON'T LIKE THE LOOKS OF THOSE CLOUDS! COULD BE A STORM BREWING!

I DON'T THINK THERE'S ANY DANGER, DAN! LET'S FIND THAT ROCK FORMATION AND GET TO WORK! JEAN AND I NEED THOSE SAMPLES!

RIGHT GIL!

BANCE LONES



HALF AN HOUR PASSED WHILE THE COPTER FLITTED LIKE A DRAGONFLY ABOVE A VAST FROZEN POND...



AND YOU'LL BE MARRIED TO ME!

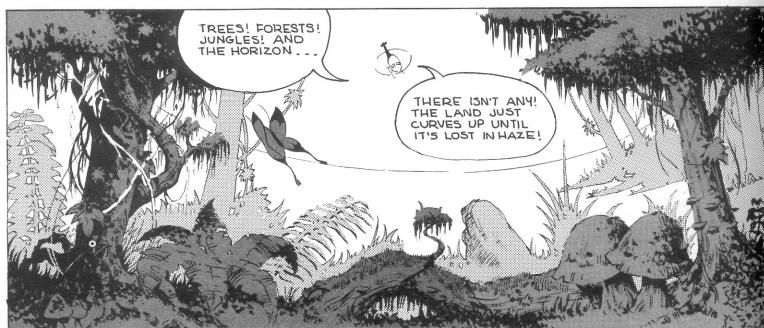
NOT IF WE DON'T GET OUT OF HERE PRONTO! I'VE NEVER SEEN A STORM DEVELOP SO FAST. IT'S UNNATURAL...

IN SHORT MINUTES THE COPTER WAS CAUGHT BETWEEN TWIN PLANES OF TURGID WHITENESS ...









THE COPTER'S ENGINE BEGAN TO COUGH AND ...









WHILE THE TINY INNER SUN FLOATED BRILLIANTLY IN THE "SKY" THEY REMOVED THE SURVIVAL EQUIPMENT FROM THE WRECK ...





THE THREE CASTAWAYS FOLLOWED THE BARRIER UNTIL ...

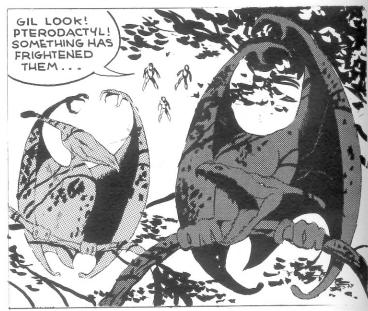










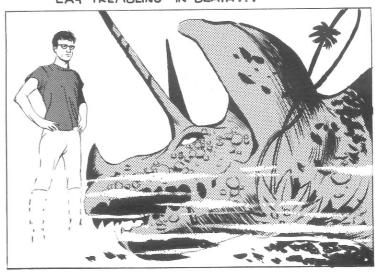


THE TOWER OF FLESH AND HORN CHARGED, SHAKING THE VERY EARTH





WITH A FINAL AGONIZED SCREAM THE BEHEMOTH COLLAPSED AND LAY TREMBLING IN DEATH...

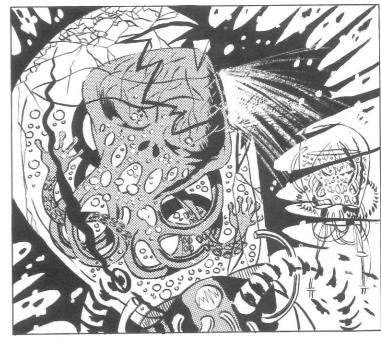


NOT LONG AFTER THE SCIENTISTS DEPART, OTHER CREATURES ARRIVE TO INSPECT THE DEAD MONSTER...









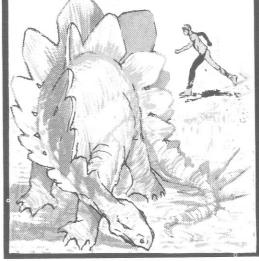




MORE CAUTIOUSLY THIS TIME THE CREATURES APPROACHED . . .

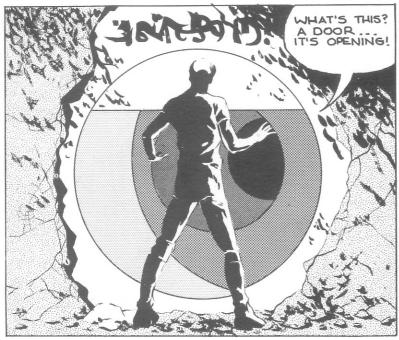


HIS SKIN CRAWLING WITH FEAR, GIL RAN FOR THE SANCTUARY OF A NEARBY ROCK FORMATION..



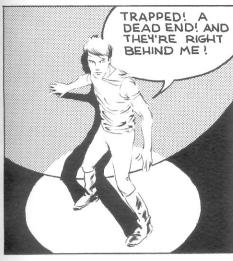
FROM BEHIND CAME A SINGLE SCREAM, THEN SILENCE ...





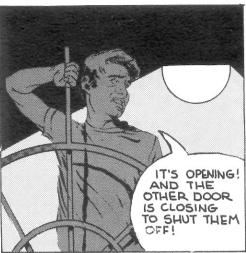


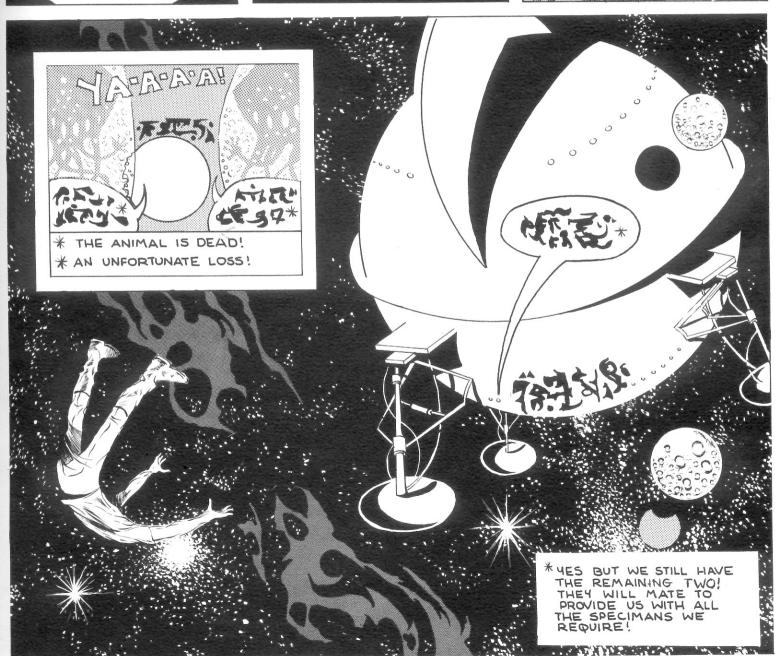
GIL FLED ALONG SEEMINGLY ENDLESS MILES OF CORRIDORS UNTIL . . .





A HADRAULIC HISSING CAME FROM DEEP WITHIN THE METAL WALLS...









FANDOM, WRITING, AND CATCHING UP

-JAN STRNAD

First I'd like to destroy a common misconception people have about writing: what you are reading is not a first draft. It just sounds that way. In actuality the words did not pour forth from magic fingers playing over an enchanted keyboard, nor were they whispered into my ear by a heavenly muse. They were written, thought over, crossed out, replaced, modified, switched around, and each has been forced to justify its existence in its particular slot in this particular article or be x-ed out and lost to posterity. Does that mean the article is perfect? No, of course not. But it is the best I can do with the talent and knowledge available to me at this time.

I have to make an issue of the matter because I'm fighting a strong, misbegotten idea about my craft, the craft of writing. Most people seem to think that a writer inserts paper into a machine, blanks out his mind, and then lets Thoth, the God of Writers, guide his fingers. The writer emerges from his den an hour or two later, according to legend, with a dazed look on his face and a finished manuscript in his hand. Though I hate to disillusion anyone the truth is this: writing is work.

So what does this have to do with fandom? Just this: we're in a unique age of fanzines. Fanzine publishers are now paying full professional rates to pro and fan artists, so the quality of artwork in fanzines has never been as high as it is at this moment. But simultaneous with this sudden prosperity in art, fandom is suffering from an acute lack of well written articles and stories. We have issue after issue of beautifully illustrated fanzines with no decent verbal content: certain fan editors might just as well abandon the magazine format altogether and publish a folio of loose prints; at least a person could then frame his favorite pieces and hang them on the wall.

Fanzine editors gripe about the lack of good, printable letters of comment. But what can you say about a picture? Most of us aren't great art critics, and once we've said "I liked this one" and "I didn't like that one", what more is there? And yet, just for curiosity's sake, get in contact with any fan editor who has paid for top name illustration; ask him how many professional or good amateur writers he contacted and how much he offered them for a good meaty article. If you find one who has offered to pay writers a fraction of what he paid for artwork, let me know. I'll have to see it to believe it.

One problem with demanding payment, from the writers' point of view, is that it is much easier for a fanzine editor to fake an article than it is for him to fake an illustration. He can provide checklists, write synopses of every plotline used in Superdog stories, present interviews, and can always recrucify Fredric Wertham if he has nothing better in mind. Or he can even clip an article from *Newsweek* or the local newspaper under the premise that comic fans read nothing but comics, so won't have run across these items before. In most cases he's correct, and that makes it rough for the writers.

Eventually, though, certain smart-alecks in the comic scene get tired of reading the same old articles and even weary of pounding nails into the insiduous Doctor W's misguided hands, and they gripe. They begin wondering what happened to "the good old days" of mimeographed fanzines that depended on writing to draw an audience, and they wonder where all the writers went. (Though in truth I'll have to digress for a moment and propose a theory: I doubt that the writing "back then" was any better than it is now. It just suffers more now by comparison with the outstanding illustration of today; the writing has fallen far behind the illustrating, and it's this new gap that is noticeable.) As we all know, no slick fanzine editor wants to return to mimeography. That takes work, cranking that handle and assembling those pages, and the ego gratification is nowhere what it is with an expensive offset magazine. So the smart-alecks must be dealt with, eventually, one way or another. And this is getting harder the longer we wait.

Recently fandom has had the potential of racing ahead of the professional publishers. In some cases the material printed in fanzines far exceeds anything the big companies have ever produced. *Graphic Story Magazine* has already given us examples of what the graphic story can be, and so far the professional publishers have realized only a minute fraction of this potential. But they're catching up. *National* has begun



with the Green Lantern/Green Arrow series, and even Warren publications have carried an occasional flash of creativity ("On the Wings of a Bird" by T. Casey Brennan and "Starvisions" by Larry Todd). Fandom will once again be left in the dust, overshadowed by the professional publishing companies, slowmoving and awkward though they may be. In short, fandom will be reduced once more to a collection of comic groupies, idol worshippers prostrating themselves at the feet of the pros. Instead, with a little help from the fanzine editors, fandom could retain its position as trend-setter, helping to shape the future of the graphic story medium.

The needed step is to give good writing the emphasis it deserves. Rather than commissioning artists to write and illustrate their own comic strips, the fanzine editor should try contacting a writer first, obtaining a genuine script, and then getting in touch with an illustrator. So maybe it would cost the editor ten to twenty-five dollars for an original script, but just maybe he'll end up with something a shade better than a rewrite of an old EG story. Or if an article is needed, or a short story, perhaps the professional writers or the better writers from fandom itself would enjoy hearing that their work is appreciated. Okay, so maybe I'm dreaming. The comics are a visual medium, right? The drawings are the Main Thing, right? Well, let's look a little deeper.

Of the EC comics, which are generally considered the best?



Which are most sought after, and most highly paid for, by collaborators? The science fictions, especially those written by Ray Bradbury, naturally. The artists are the same, the art is of the same quality, the reproduction is identical. Only the writing has changed—from mass-manufactured, cliched, factory-produced horror stories to individually conceived works by a man who knew what he was doing. Ditto with the Green Lantern/Green Arrow series; only the writing has changed, and the end result is immeasurably improved. Though Hal Foster has retired from illustrating, he continues to write *Prince Valiant*—Hal Foster evidently does not consider the writing to be of secondary importance.



The quality with which a graphic story is illustrated is certainly of considerable value, but it is not the *only* value. The graphic story, and the fandom that surrounds it, is a blend of both crafts, of writing and illustrating working

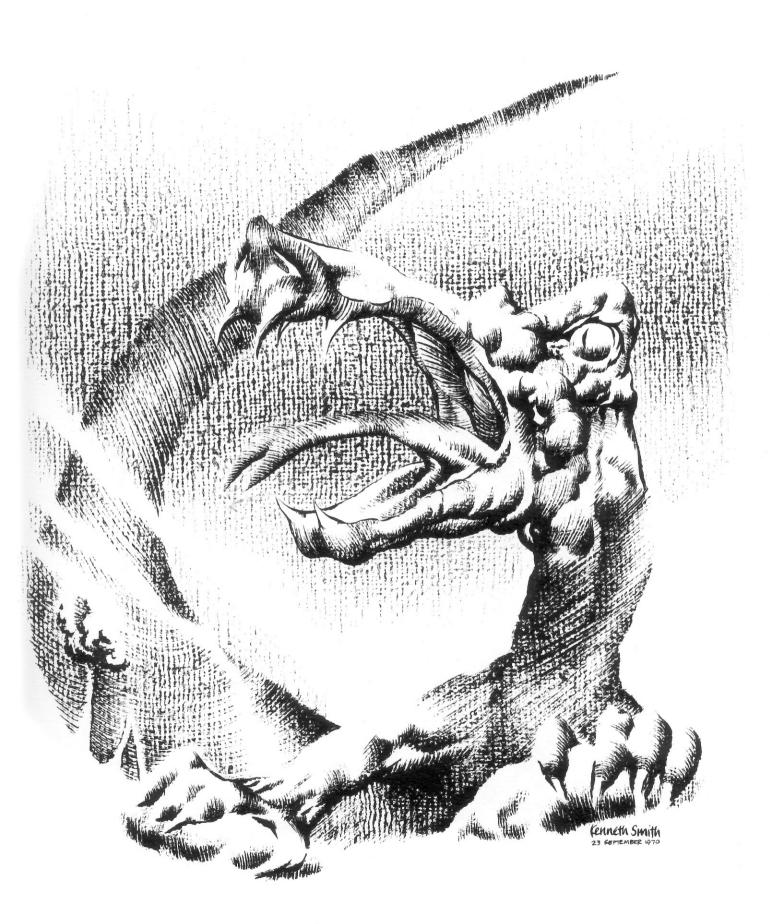
together to produce the end product.

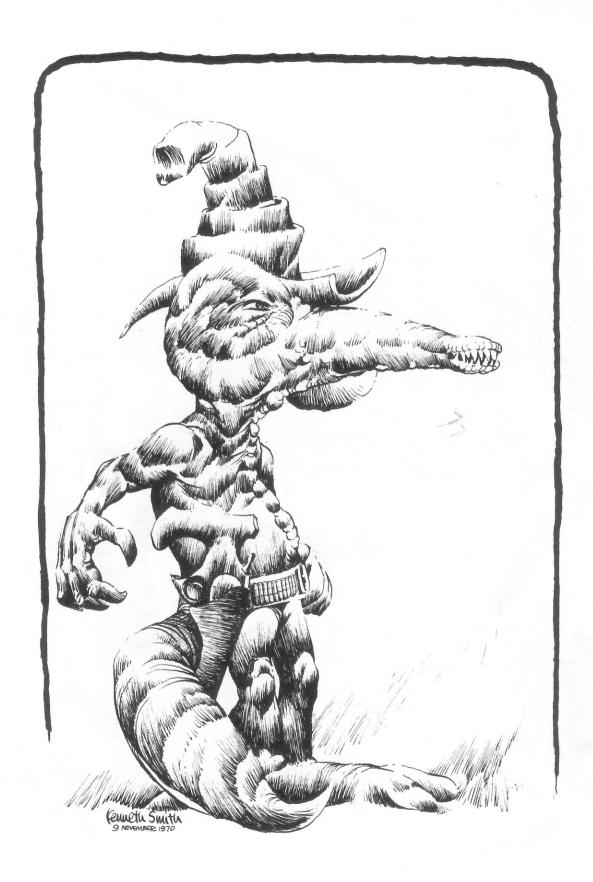
There is, as I said earlier, much more to writing than most people suppose. Plot is one thing; characterization is another; theme another; unity and flow, something else. Some professional writers describe writing a good short story as "an impossible task", simply because there are so many things working against the writer. And yet good short stories continue to be written; and sometimes good graphic stories are written, also. On occasion the writer and the illustrator are the same person, but who is to say whether it is an illustrator writing a story, or a writer illustrating what he has written. Jim Steranko is regarded as a top artist, but he himself admits to being "a storyteller"; George Metzger's work is acclaimed primarily for its continuity, only secondarily for its artistic value. These two people are extraordinary, to be sure; most artists are merely artists, most writers merely writers. What fandom needs to do is to realize this fact, and to understand that writing cannot be looked upon as an option in the construction of a good graphic story. It needs to realize that it takes a writer to write a good article, and that only an author can write a decent short story. To fully appreciate the comic medium it is necessary to appreciate, to some degree, the written media. Before a person can evaluate a comic story, he needs to know what makes any story worthwhile. When is the author being truthful? When is he copping out? When is he showing, and when is he telling? When is a character believable, and when is he contrived? And most important, when is the author showing us the genuine item - an honest-to-god story - and when is he faking it?

It sounds like a lot to learn, and maybe it is. But at the rate the professionals are going the fans had better do their best to keep up. Otherwise they'll find themselves brushing the dust off the old superheroes and the mediocre comics of yesterday, while the rest of the industry goes on without them.













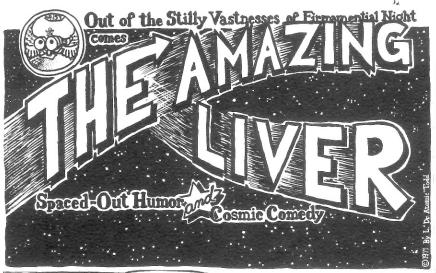




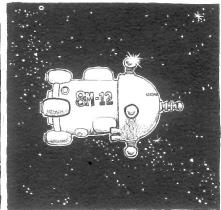




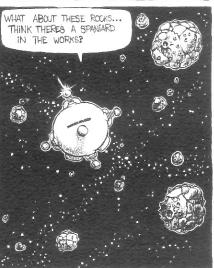




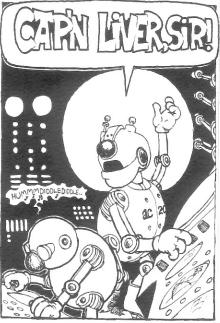
CREAKING AND GROANING AS THOUGH FROM THE WEALTH IN HER HOLDS, THE FAT FREIGHTER PLODS ALONG THROUGH THE TWILLT INTERSTELLAR SPACES....SEEMINGLY A PLUMP PRIZE INDEED FOR ANY BOLD, DARING PIRATE!!!

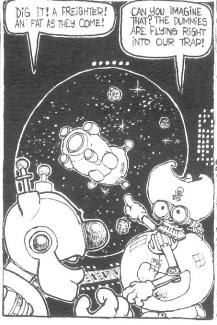


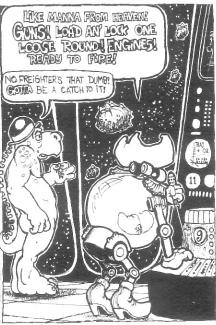
















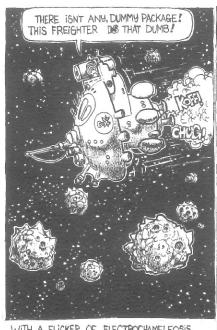


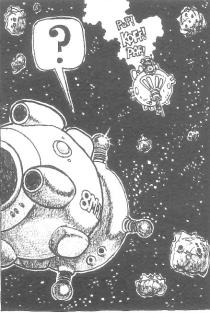








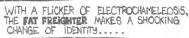


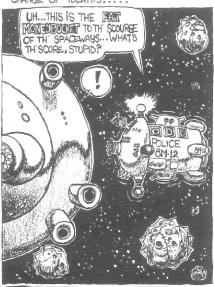




ATTENTION, YOU FAT, DEFENSELESS

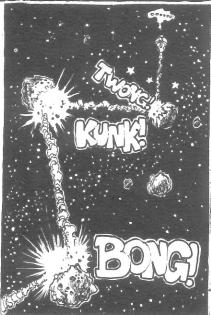
MONEYBUCKET!!! THIS IS THE FEARSONE

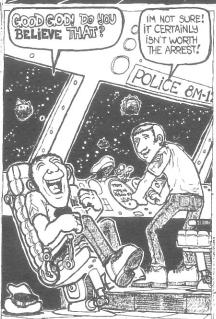




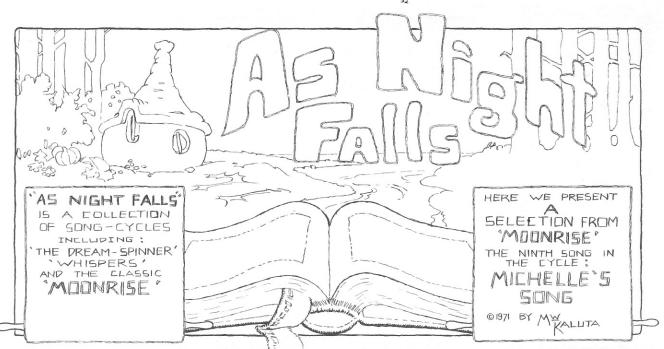












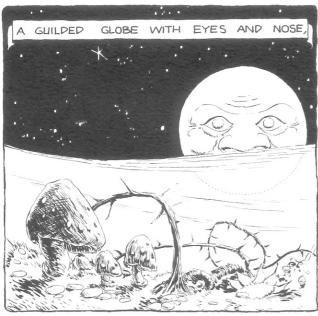


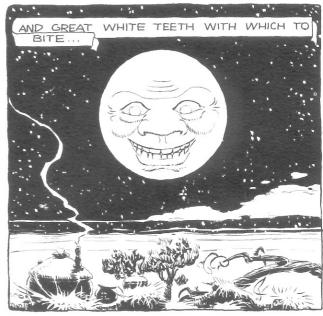


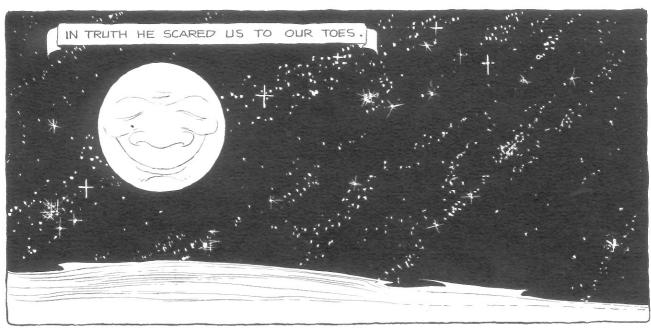
















*AFTER August 15, \$3.
Add 50¢ for 1st class postage



Graphic Stories By: STEVE HARPER **BRUCE JONES** JEFF JONES MIKE KALUTA

Graphic Satires By: VAUGHN BODE FRANK BRUNNER BERNI WRIGHTSON ALWILLIAMSON

Covers By: FRANK FRAZETTA **ALEX RAYMOND** KENNETH SMITH ALWILLIAMSON

Portfolios By: REED CRANDALL GRAY MORROW KENNETH SMITH

We are pleased to announce the publication of a new quality magazine HERITAGE. The first issue of Heritage will deal exclusively with the ever-popular character Flash Gordon. Full process color covers by Flash Gordon artists ALEX RAY-MOND and AL WILLIAMSON will start off the issue. Full length graphic stories, 90% of which are being done especially for Heritage and HAVE NEVER SEEN PUBLICATION BEFORE by Science-Fantasy artists of the highest caliber will be featured. Articles and commentary will round off the issue.

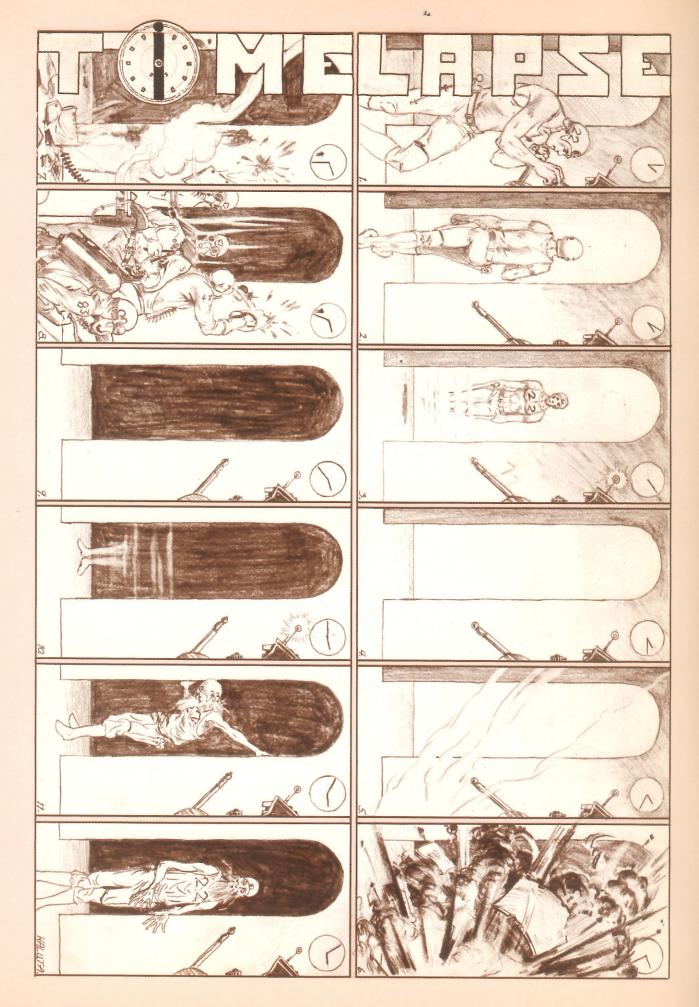
ARTICLES THE FLASH GORDON SERIALS DEVELOPMENT OF THE F.G. COMICS A BUSTER CRABBE INTERVIEW

Plus, as an added attraction - Al Williamsons FIRST adventure strip! Inspired by Frank Frazetta in the dim, long-ago past, Al did this 24 panel story. Formerly unpublished, it is a must for every Al-Williamson collector!

For your copy of Heritage send \$5.00 to Heritage 394 Daniel Street Lindenhurst, New York 11757. For your protection please do not send cash.

Heritage destined to be over one hundred pages will be done fully photo-offset, with reproductions to be the finest available. Heritage will be printed on heavy, high-grade stock to make the issue both attractive and durable. It will be bound in such a manner that it allows the book to stand upright upon your bookshelf.

Publication is scheduled for Winter 1971. Print run will be limited to a small number. Advance orders are now being accepted at \$5.00 a copy. All such advance orders will be personally autographed by a Heritage artist.



REALITY

