

# VENTURE

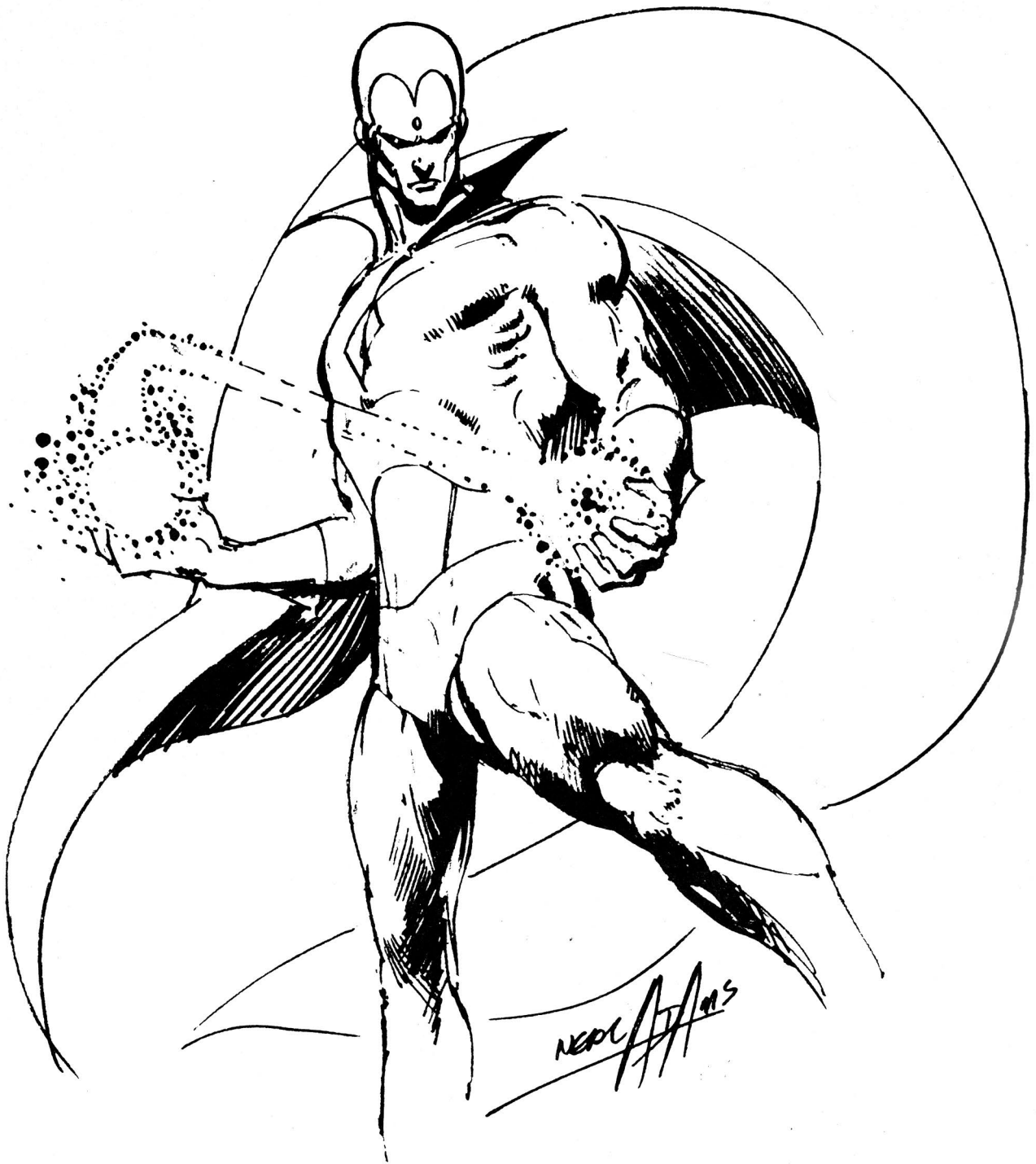
NO. 3 1974

\$1.00



-GARY WINNICK-1974


# VENTURE 3



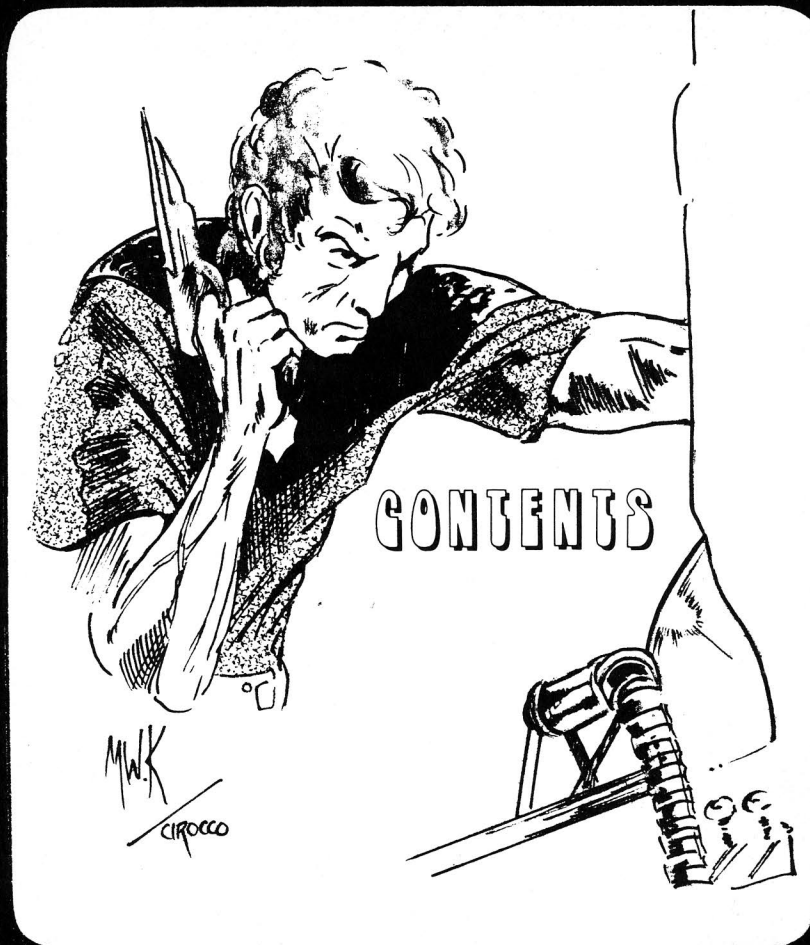
· VENTURE is now being published by HORIZON ZERO GRAPHIQUES, with the editors of this particular escapade being Frank Cirocco, Gary Winnick and Frank Morant.

· All rights are reserved on these 36 pages of story and art - 1974 - which means nothing may be reprinted without the expressed consent of the editors.

· We express our gratitude to National Periodicals and the Marvel Comics Group for the use of their syndicated characters as portrayed by Neal Adams. We'd also like to thank Neal for portraying them for us. We sincerely hope you will enjoy this Fan produced effort - ALL letters of comment are urged.

· Send to: VENTURE MAGAZINE 5567 Dwight ave., San Jose, Calif. 95118 



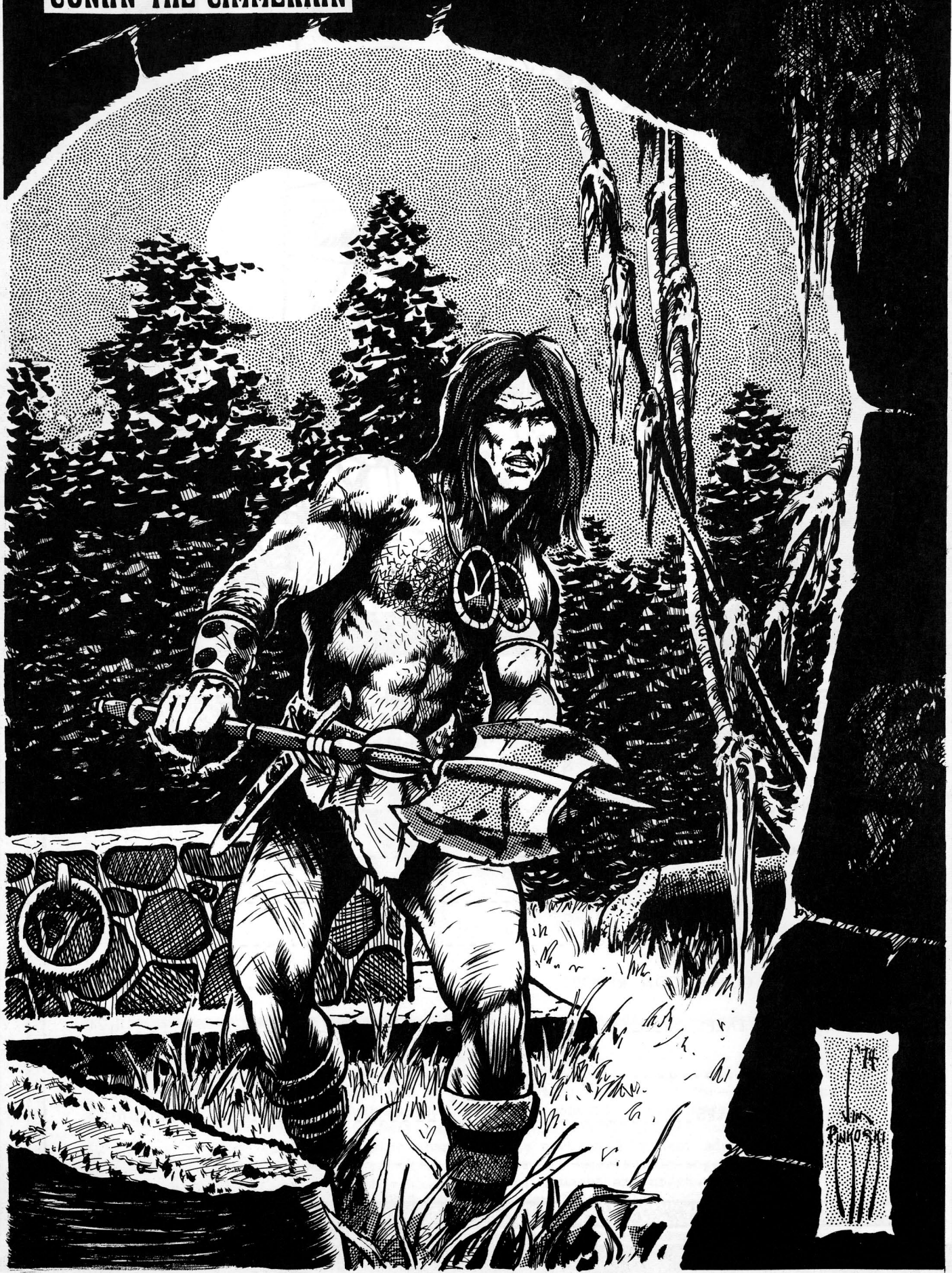


ARTISTS & WRITERS:

Neal Adams, Brent Anderson,  
 Frank Cirocco, Mike Kaluta,  
 Frank Morant, Jim Pinkoski,  
 & Gary Winnick

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CONAN THE CIMMERIAN



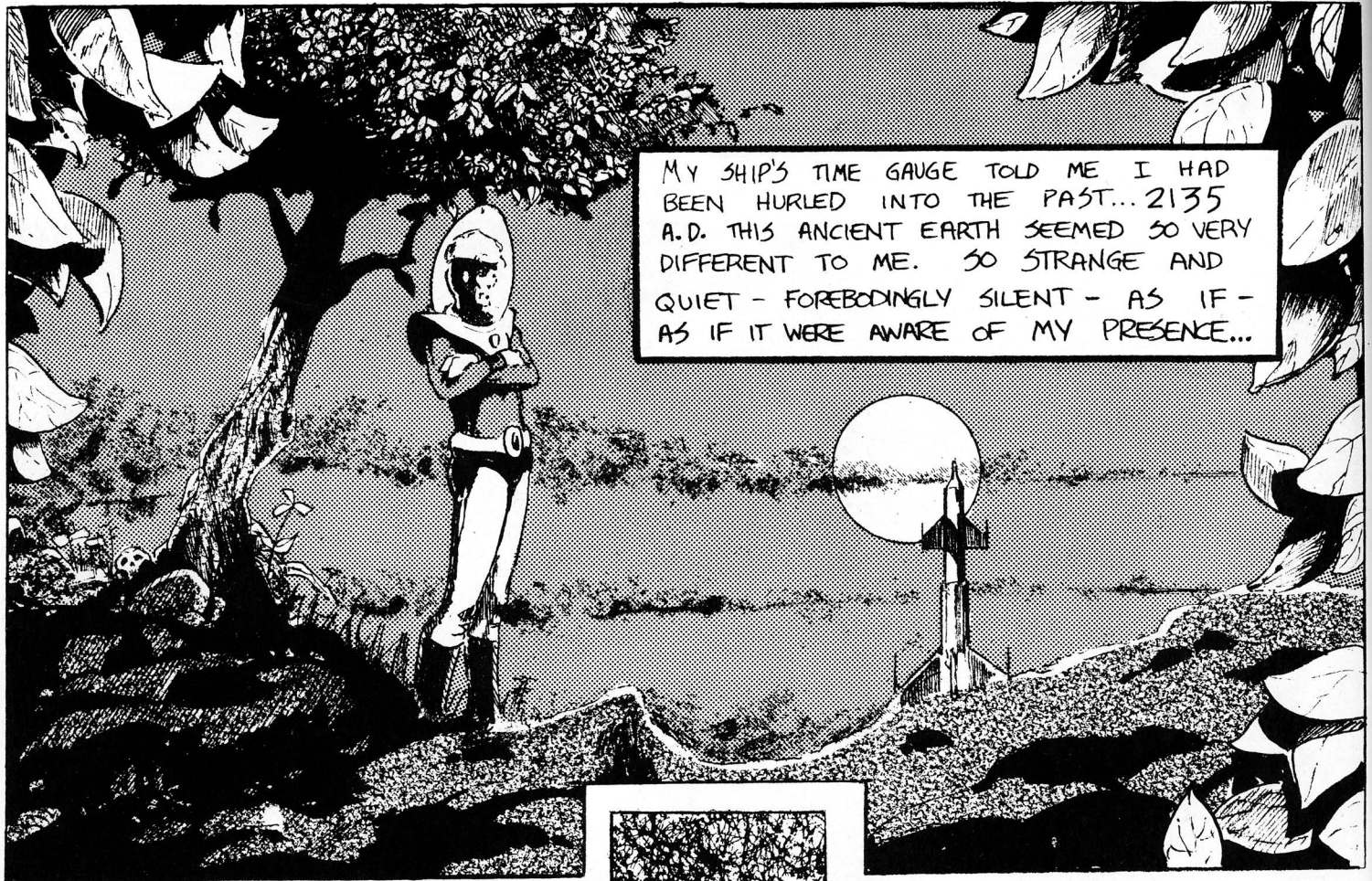


# FLASHBACK

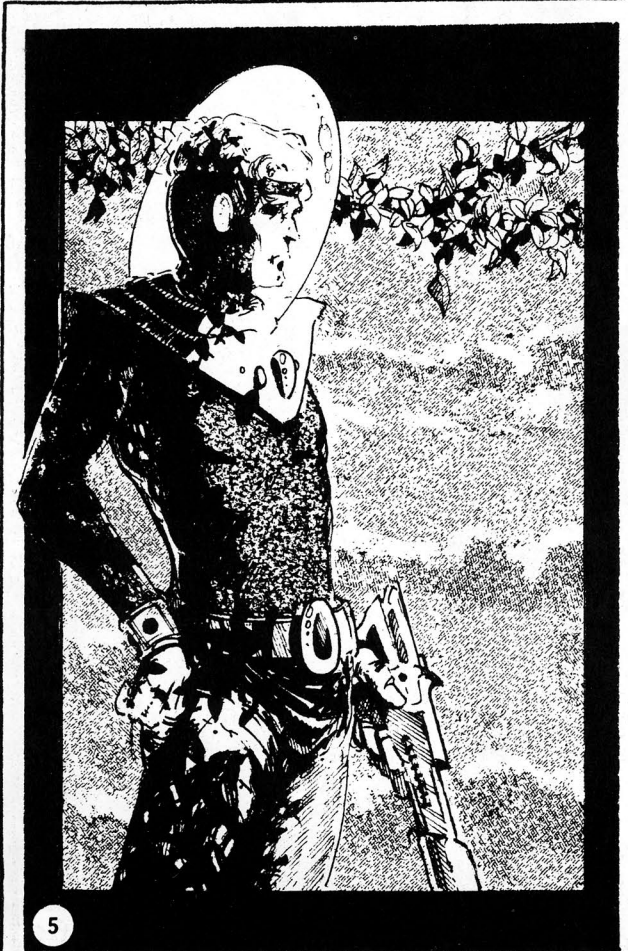


FRANK  
CIRCCO





MY SHIP'S TIME GAUGE TOLD ME I HAD BEEN HURLED INTO THE PAST... 2135 A.D. THIS ANCIENT EARTH SEEMED SO VERY DIFFERENT TO ME. SO STRANGE AND QUIET - FOREBODINGLY SILENT - AS IF - AS IF IT WERE AWARE OF MY PRESENCE...



AS I GAZED ABOUT THE PLANET'S SURFACE, IT HELD BUT ONE DIFFERENCE FROM THE EARTH I KNEW SO MANY YEARS TO COME...  
... I COULD FIND NO HUMAN BEINGS!



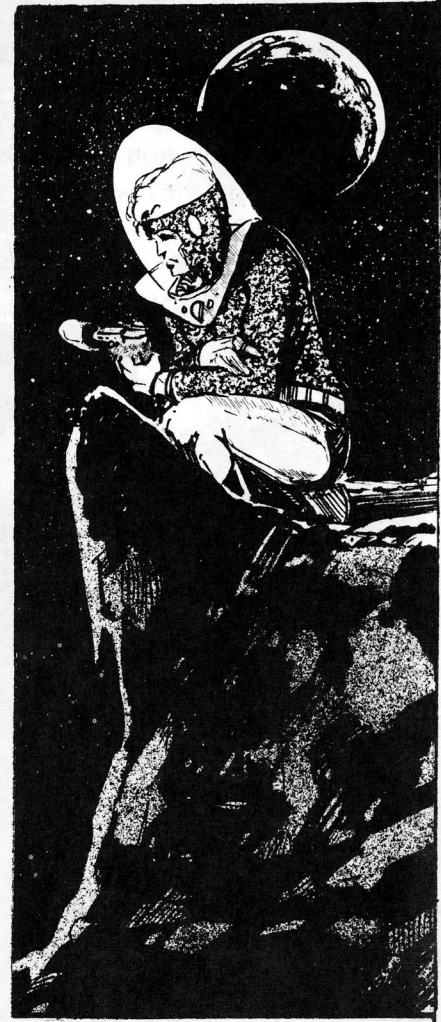
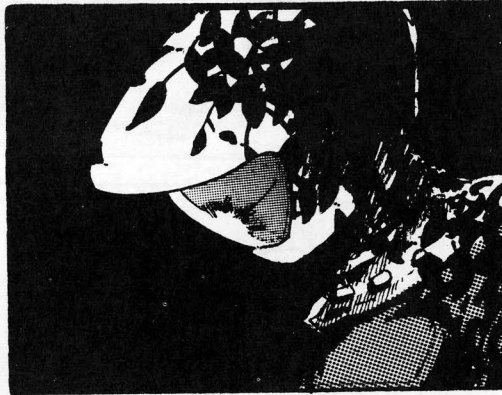


OH, THERE WERE MANY MEMORIES OF MAN, RUINS, BONES AND THE LIKE... BUT AS FAR AS I COULD TELL, THAT WAS IT... MEMORIES. I SEARCHED FOR SOMETHING... ANYTHING.

THEN I HEARD THE SOUND. IT WAS SOFT AND BEARLY AUDIBLE TO THE EAR. IT CAME FROM THE VALLEY BELOW...



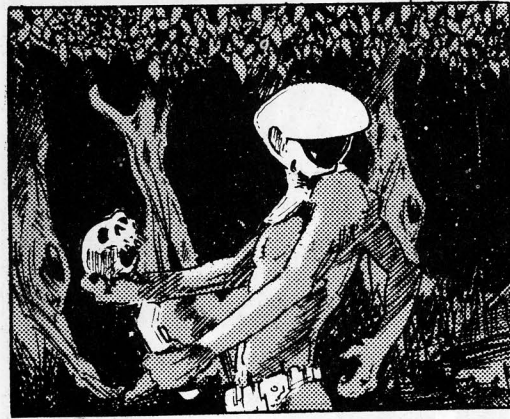
THE SOUND WAS A LOW AND MUMBLED GARBLE. IN THE NEXT SECOND, I DISCOVERED WHO IT BELONGED TO...



THE ALIEN BEING WAS SURVEYING SOME SKELETAL REMAINS IT HAD GATHERED BEFORE IT...



I CAUTIOUSLY APPROACHED THE ALIEN FROM BEHIND UNTIL HE ACKNOWLEDGED MY PRESENCE. I HOPED HE WOULD COMPREHEND MY PEACEFUL GESTURE... THANK GOD, HE DID. NEXT, I SPOKE.



THE STRANGER ADJUSTED A MECHANISM WITHIN HIS HELMET, AND WE WERE ABLE TO COMMUNICATE. WE DISCUSSED THE EARTH AND ITS PRESENT STATE. IT WAS THEN I LEARNED THE FATAL TRUTH...



"BUT THIS IS ONLY THE YEAR 2135," I THOUGHT, "I WASN'T EVEN BORN YET--" SUDDENLY, I REALIZED... IT WAS ALL A BIG JOKE...



THROUGH HIS EXCAVATIONS, HE HAD DETERMINED THAT NO HUMAN LIFE REMAINED... ON THE GLOBE.



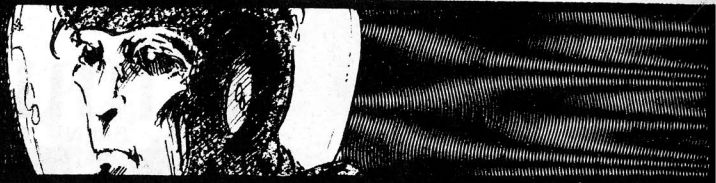
...ON ME.

I TURNED ONE FINAL TIME TO SEE MY FACELESS FRIEND STANDING CONFUSED. TRYING TO UNDERSTAND WHY I HAD LEFT HIM SO ABRUPTLY...

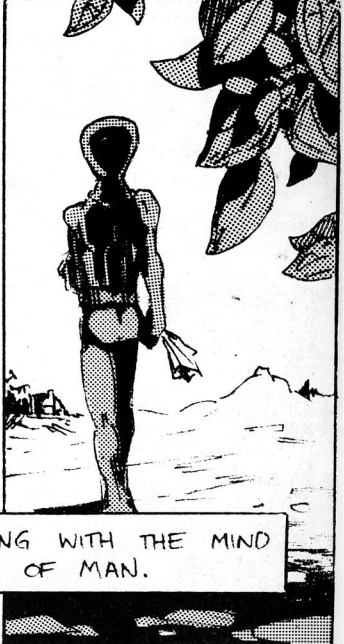




BUT HOW COULD HE?



HOW COULD HE REALIZE THAT I TOO DIED LONG AGO, SOME - TIME BEFORE THE YEAR OF 2135 A.D. ---

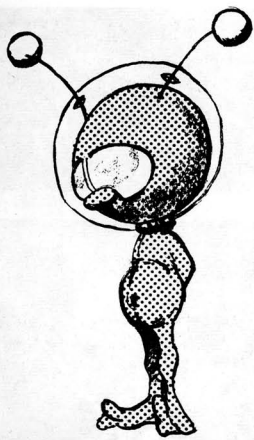


ALONG WITH THE MIND OF MAN.

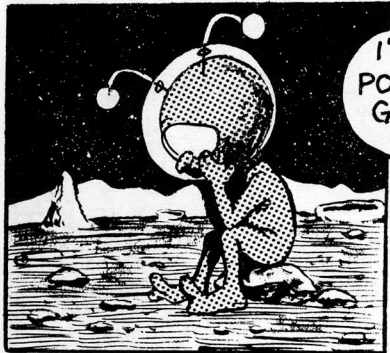


# Grimmley's Tales

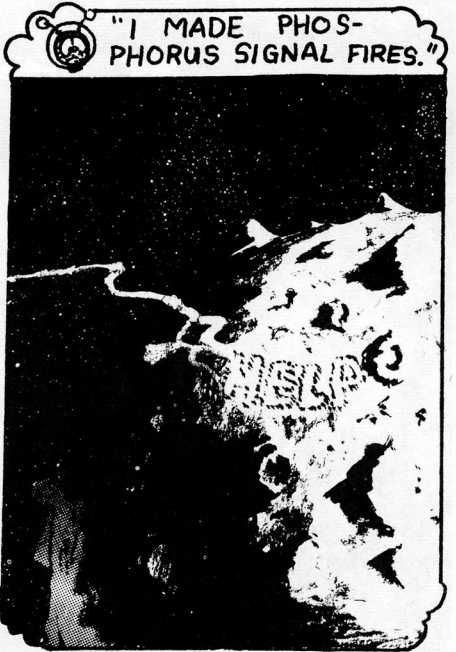
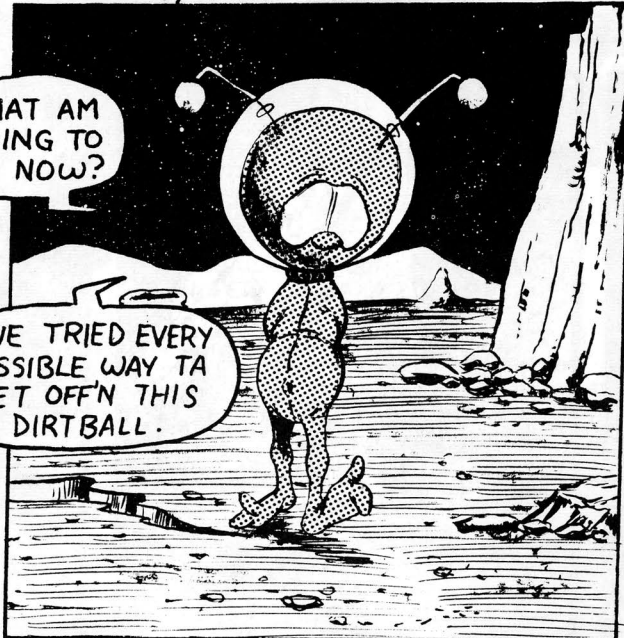
by BRENT ANDERSON



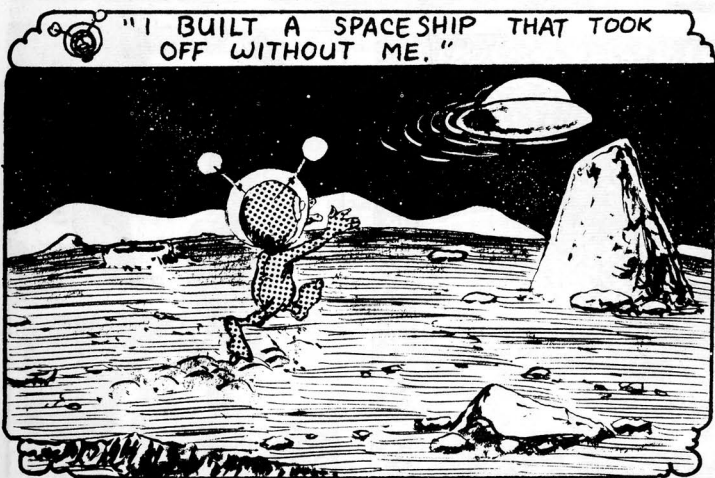
WHAT AM I GOING TO DO NOW?



I'VE TRIED EVERY POSSIBLE WAY TO GET OFF 'N THIS DIRTBALL.



"I MADE PHOSPHORUS SIGNAL FIRES."



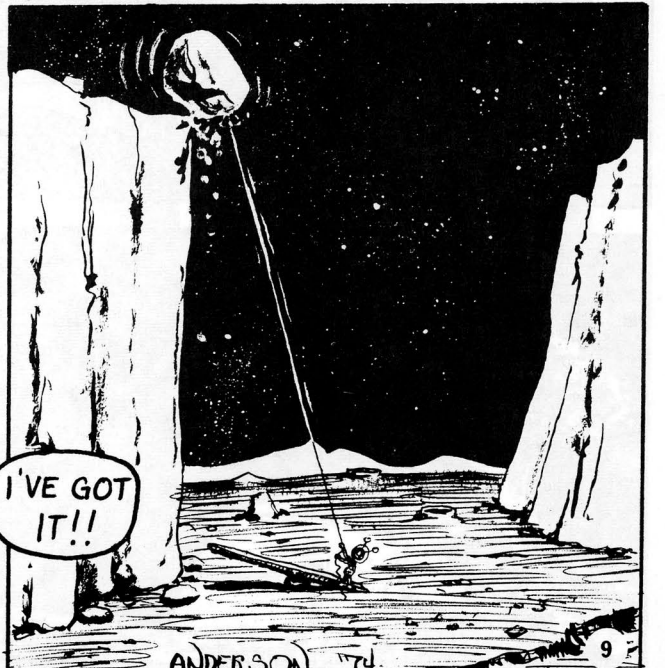
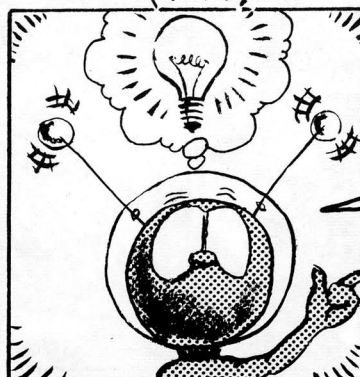
"I BUILT A SPACESHIP THAT TOOK OFF WITHOUT ME."



"I'VE PRODUCED GLOWING LETTERS ABOVE MY BUBBLE HOUSE"



THERE'S SIMPLY NUTHIN' ELSE I CAN TRY.



I'VE GOT IT!!

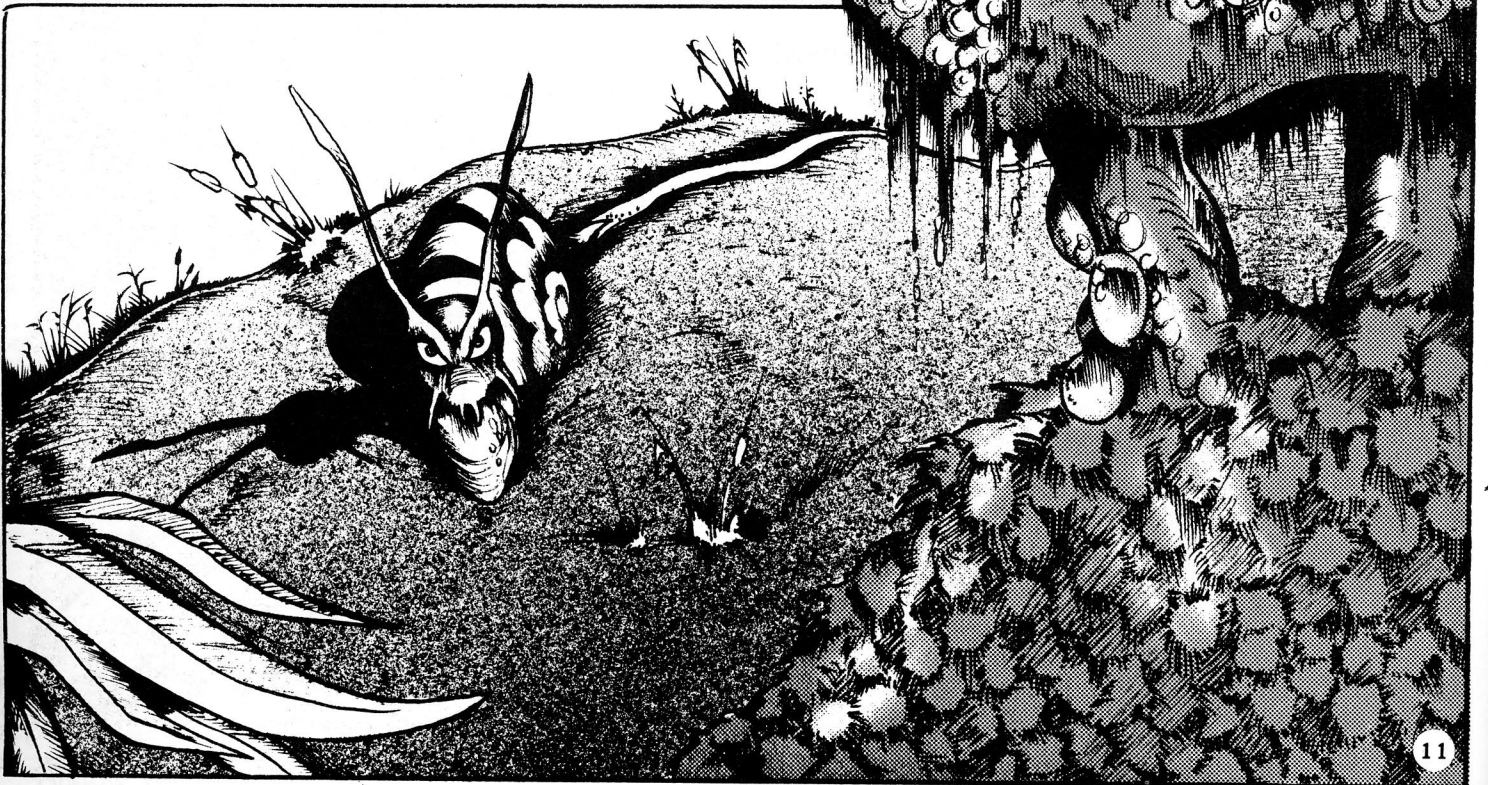




**I**T IS STRANGE HOW A THINKING BEING WILL SOMEHOW BECOME IMPELLED, WITH NO INCENTIVE OR MINISCULE INFORMATION, TO SEEK OUT HIS ROOTS FROM THE COMMON SOIL, AND LEARN FROM WHENCE HE CAME, SUCH A CREATURE IS KIEEFER, WHOSE CURIOUS NATURE LEADS HIM BENEATH COOL SUNS OF OTHER LANDS AND THEIR WAPTING WINDS...



AND SO IT WAS THAT KEEFER TRAVELED MANY MILES THROUGH AND PAST HIS GREEN WORLD, UNTIL HE CAME TO A REGION HE HAD ONLY HEARD OF IN TALES THAT SPOKE OF REALMS BEYOND HIS JUNGLE HOME. THEN HE NEARED A REGION BY THE SEA.



HE PICKED HIS WAY THROUGH THE SALT-DRIED GRASSES AT THE SAND'S EDGE. SOMEONE HAD TOLD HIM, "YOUR COUSINS LIVE IN THE TENTH POOL TOWARD THE SEA OF SAND." BUT HE COULD SEE NO INHABITANTS ON ITS SANDY BOTTOM...



WHEN HE LOOKED UP AND SAW A STIFF-CRAB-LIKE CREATURE GAZING AT HIM FROM A NICHE IN THE ROCKS ABOVE HIM...



"ARE YOU CHEOOM, MY COUSIN?",  
INQUIRED KEEFER.

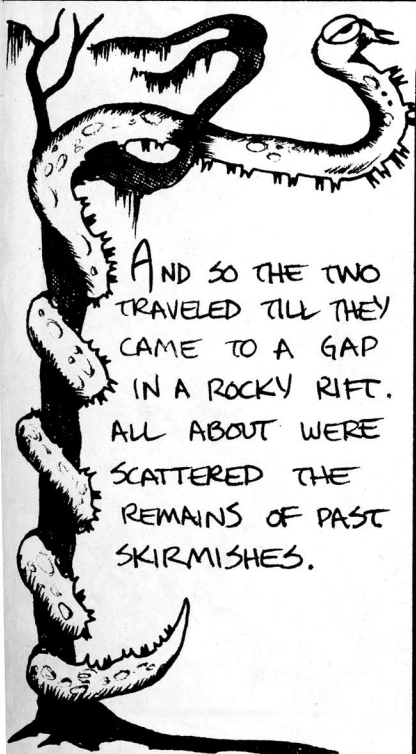
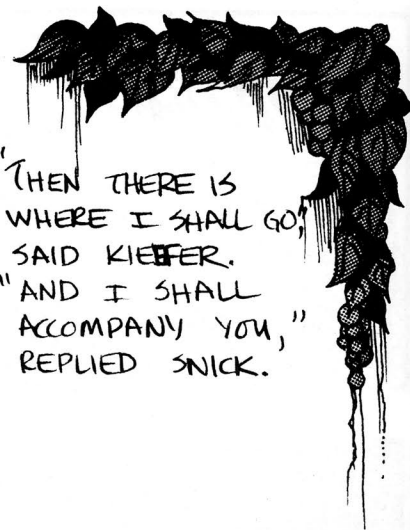




"NO, I AM SNICK, A FRIEND.  
HE PERISHED WHEN THE  
TIDES HURLED US FORTH  
SEVEN CYCLES SINCE.  
THE ONLY ANSWERS  
TO OUR EXISTENCE MAY  
BE FOUND ONLY IN THE  
FORBIDDEN SILVER RUINS!"



"THEN THERE IS  
WHERE I SHALL GO,"  
SAID KIEFFER.  
"AND I SHALL  
ACCOMPANY YOU,"  
REPLIED SNICK.

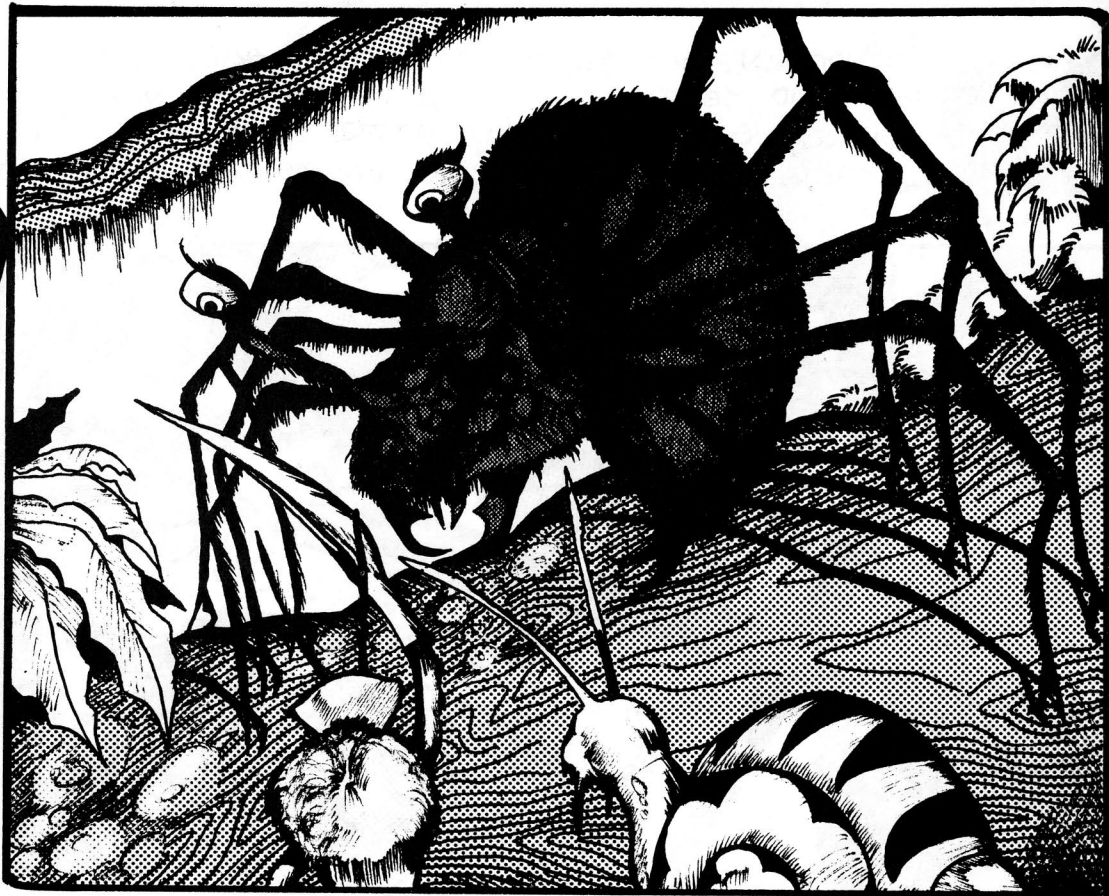


AND SO THE TWO  
TRAVELED TILL THEY  
CAME TO A GAP  
IN A ROCKY RIFT.  
ALL ABOUT WERE  
SCATTERED THE  
REMAINS OF PAST  
SKIRMISHES.

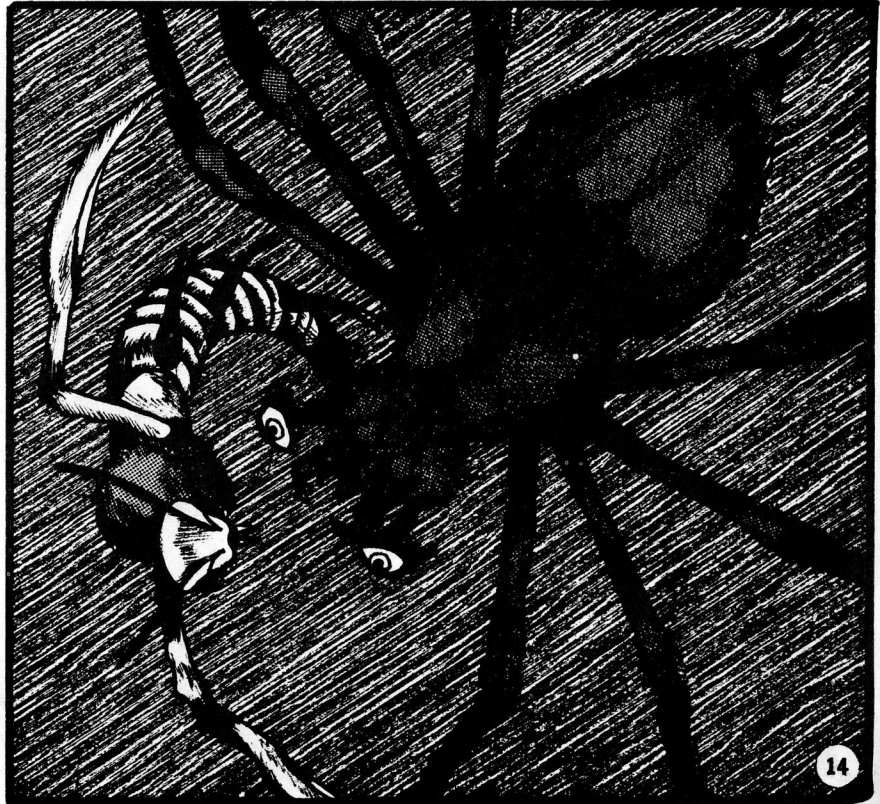




SUDDENLY, A BULBOUS SAND SPIDER SCURRIED TO BAR THEIR PATH, MOTIONING KIEFFER BACK, SNICK ADVANCED...

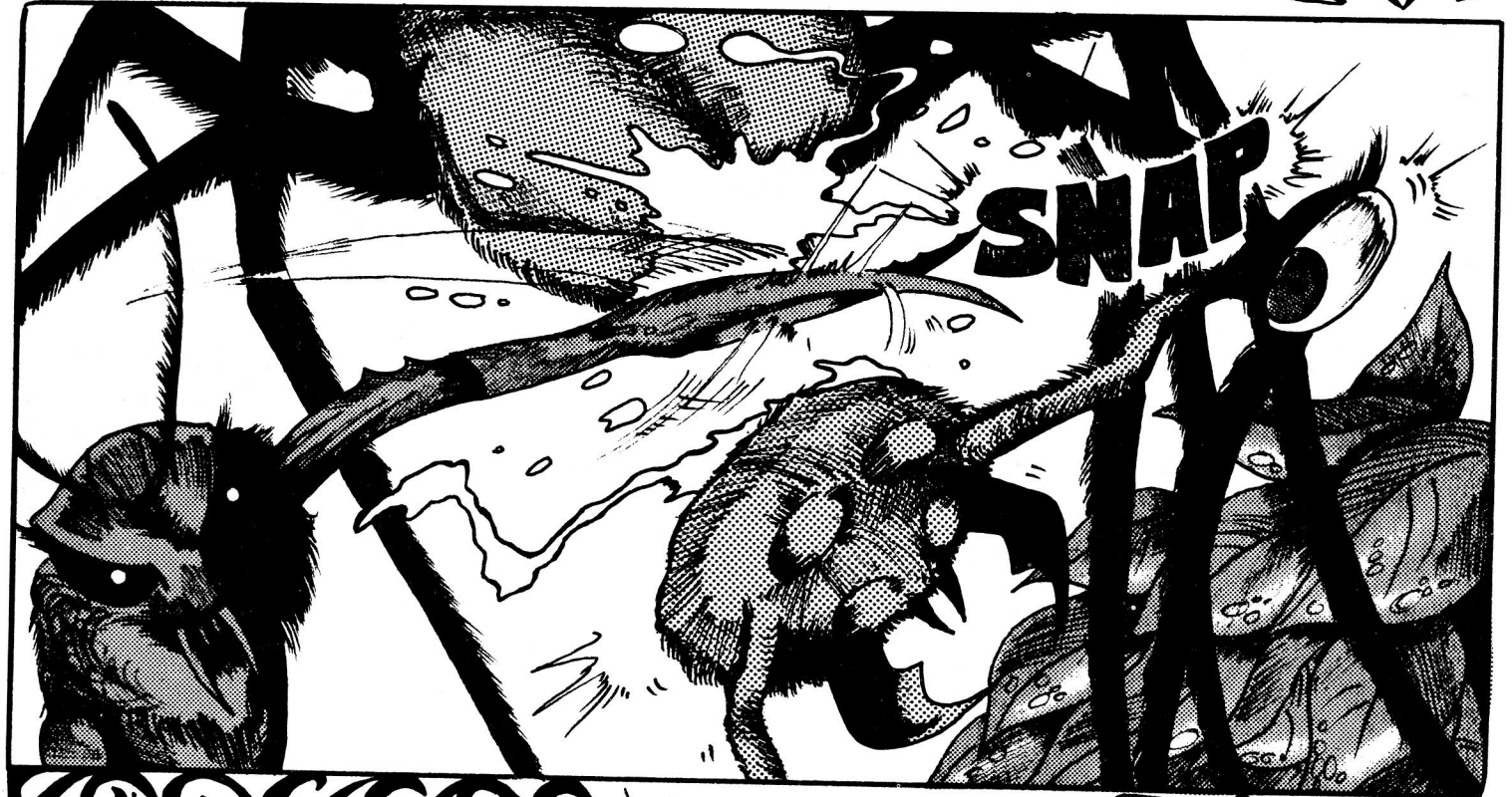
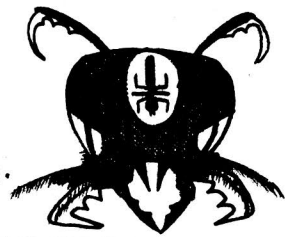


"SLIME-PRONG!", GNARFED SNICK, STRIKING OUT WITH HIS OVER SIZED FIGHTING CLAW. THE SPIDER RECOILED, BUT ATTACKED AGAIN AS SNICK DANCED OUT OF ITS PATH. THE ENRAGED ARACHNOID SPIT FURIOUSLY AS HE EYED HIS ELUSIVE PREY...

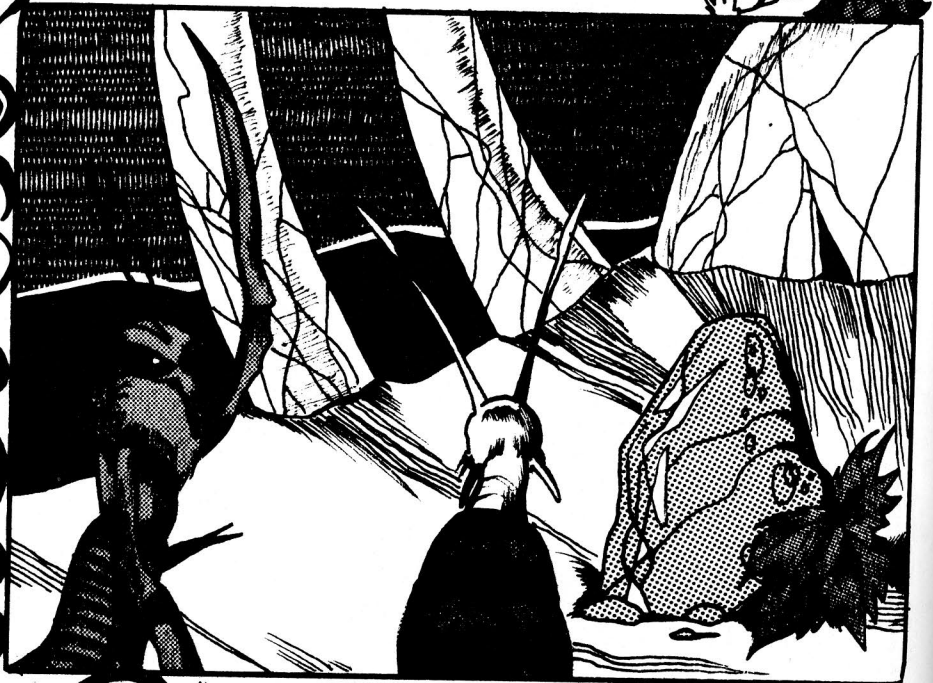




SUDDENLY, WITH ALL OF HIS FIGHTING SKILL, SNICK LASHES OUT AND SEVERS THE NECK OF THE ONCOMING MONSTER, SHOWERING HIMSELF AND KEEFER WITH PUNGENT WHITE ICHOR. LEAVING THE QUIVERING CARCASS BEHIND, THEY MOVED ON.



NEXT THEY CAME UPON MASSES OF PILLARS AND COLUMNS WHOSE RUINS EXTENDED AS FAR AS THEY COULD SEE...

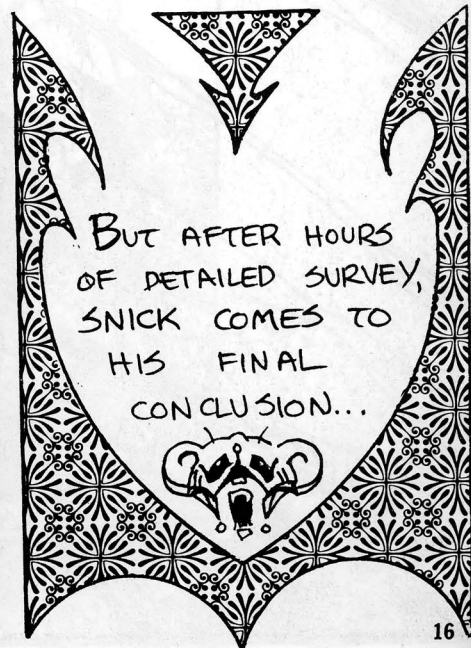
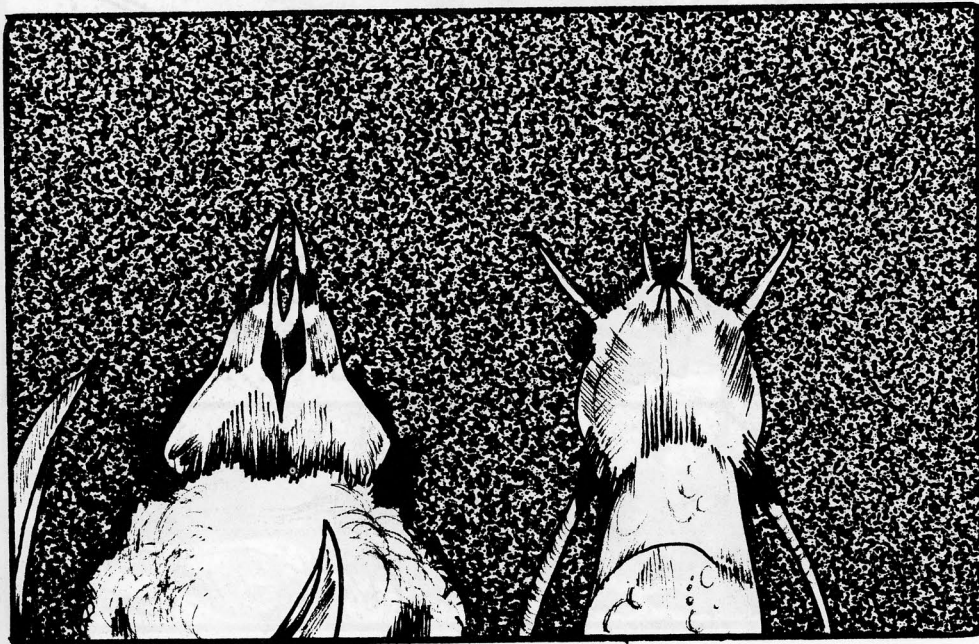
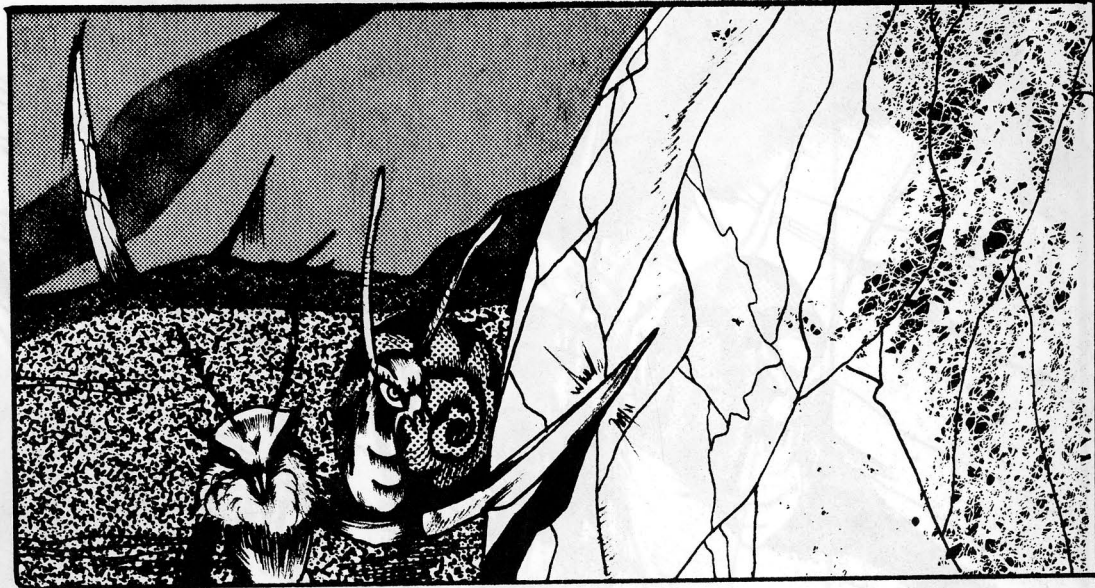


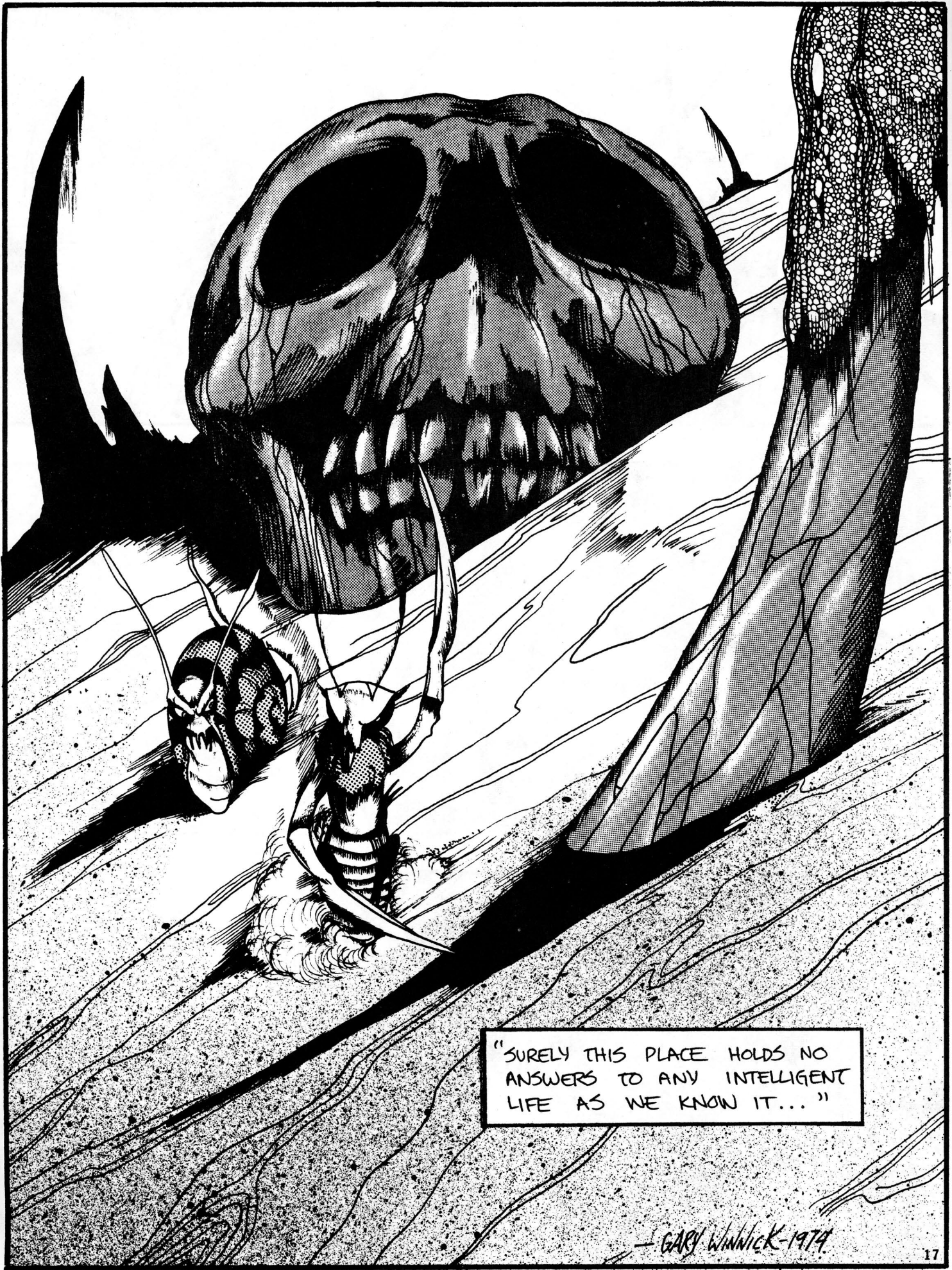
"THE SILVER RUINS AT LAST," EXCLAIMED SNICK.





"IT IS HERE, PERHAPS,  
WE WILL FIND THE AN-  
SWER TO THE ANCESTRY  
YOU SEEK..."

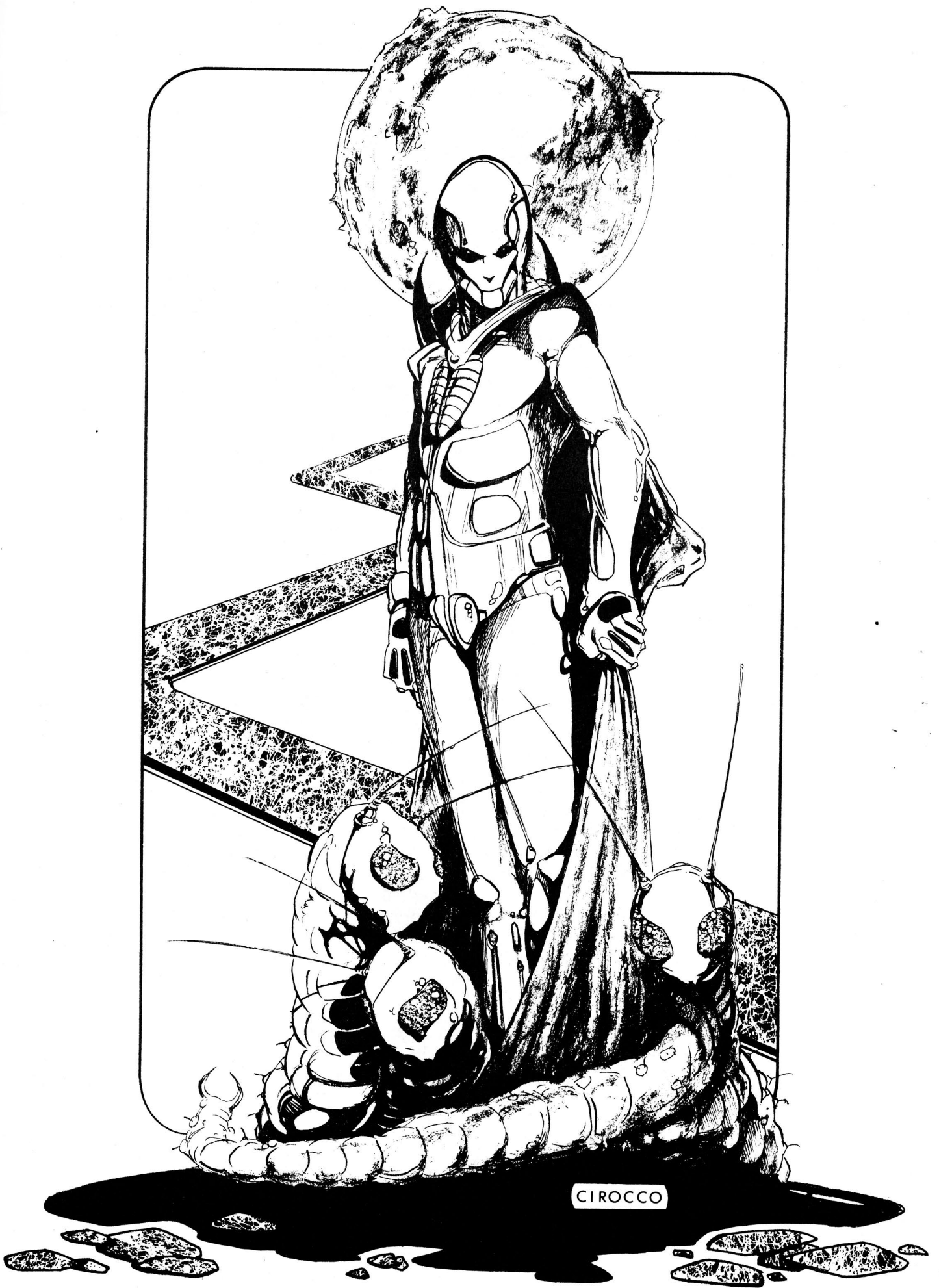




"SURELY THIS PLACE HOLDS NO ANSWERS TO ANY INTELLIGENT LIFE AS WE KNOW IT..."

- GARY WINNICK-1974





CIROCCO



NEAC ADAMS



# SAN DIEGO '73

Loaded down with cameras and tape cassettes, we arrived at the Sheraton Inn on Harbor Island Wednesday afternoon, August 15th. We didn't run into anyone but various dealers in the lobby because the con didn't officially start until 5:00 that evening. I've never seen so much excitement running through a crowd when it did start. The next four days were sheer heaven.

Aside from the dealer's opening they were supposed to, nothing happened on Wednesday. (Well did get settled and met some fellow fans). Thursday, 16th the major activities started with Mike Friedrich's opening speech along with a few quick remarks from Neal Adams, Carmine Infantino and STAR TREK's Walter Koenig.

Later in the day, after another few trips around the hotel, Ray Bradbury gave a monumental oratory with an introduction from Harry Harrison. The dealer's room was a head rush by this time with original art from Barks to Frazetta circulating. As 5:00 pm rolled around, A.E. Van Vogt delivered his lecture and almost directly afterwards Carmine Infantino and Sol Harrison gave us an interesting insight into D.C.'s plans for the immediate future. (The Swamp Thing's sales are only FAIR!!! We can't believe it!!) Of course Jack Kirby was there; one of the friendliest guys down there. Kirby always seemed to make time to answer a few questions from us as did the charming June Foray. She fit into the festivities better than one would think. She gave us a sample of all her voices from Rocky and Natasha to Brun Hilde.

Neal Adams was back Friday night (17th) with another entertaining segment. (Part of Friday and Saturday nights was spent with Adams in the

Thanks & Enjoy

"sketch"-room where we purchased the Adams originals you see sprinkled throughout this issue. Custom-made I might add. That night STAR TREK writer D. C. Fontana addressed the crowd, but I'm afraid we missed that one. We found it was impossible to catch EVERY event during the entire convention.

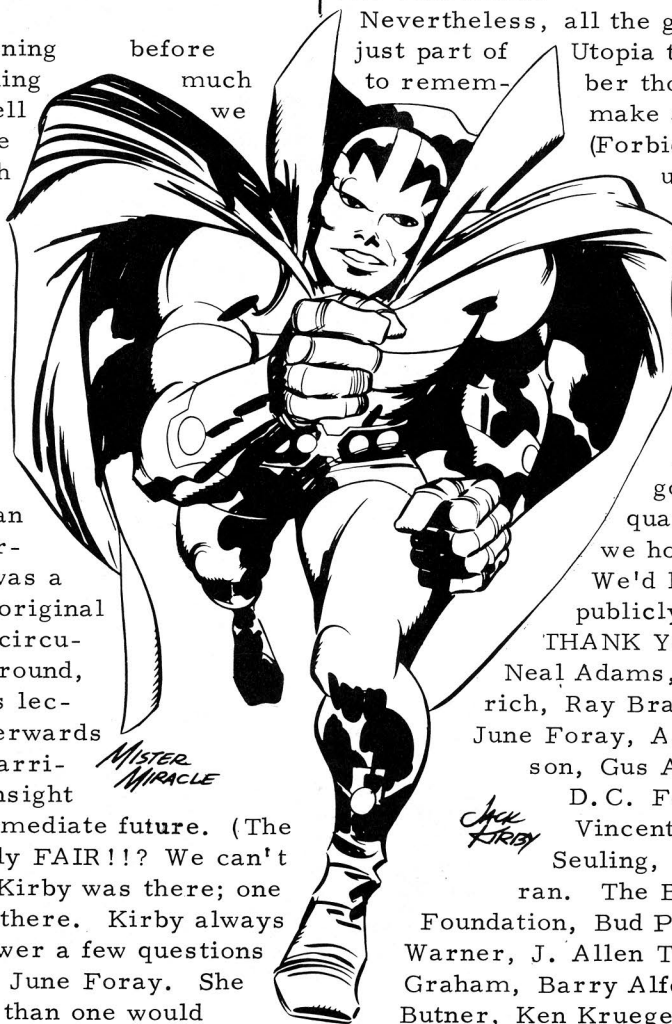
Nevertheless, all the guests and celebrities were just part of Utopia those 5 days. You've got to remember those OTHER things that

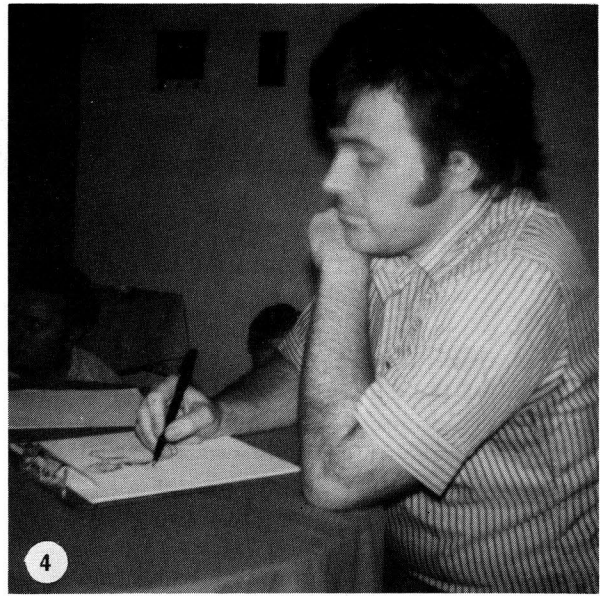
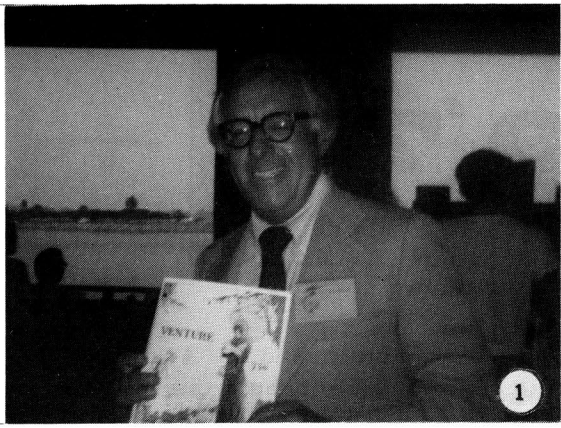
make a con a CON: The movies, (Forbidden Planet was great as usual), haggling with the dealers, the fans, the ridiculous food prices, those all night rap sessions in the hall, and spending over \$350 when you SHOULD be MAKING money selling your zine.

Brent and I met a lot of good people and new acquaintances in San Diego that we hope we'll see next year. We'd like to thank those people publicly while we have the chance.

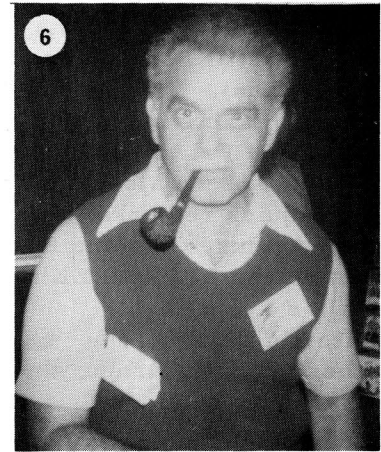
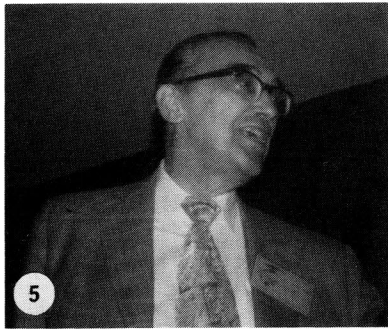
THANK YOU: Carmine Infantino, Neal Adams, Jack Kirby, Mike Friedrich, Ray Bradbury, Walter Koenig, June Foray, A.E. VanVogt, Sol Harrison, Gus Arriola, Bernie Lasky, D.C. Fontana, Larry "Seymour" Vincent, Harry Harrison, Phil Seuling, Terry Stroud, Russ Cochran. The Bob Sidebottom Freaks Foundation, Bud Plant, Dick Swan, Chris Warner, J. Allen Tyler, Carl Taylor, Chuck Graham, Barry Alfonso, Bill Lund, Richard Butner, Ken Krueger, and last but definitely not least - SHEL DORF, founder of the San Diego Comic Con.

Putting it simply, there aren't enough pages in this zine to describe the air of excitement and grandeur that the convention created. The only way one can know the festive atmosphere of a convention is to visit one. We truly hope we've brought a little of our experience to you with the art and photographs of the event in this issue. O



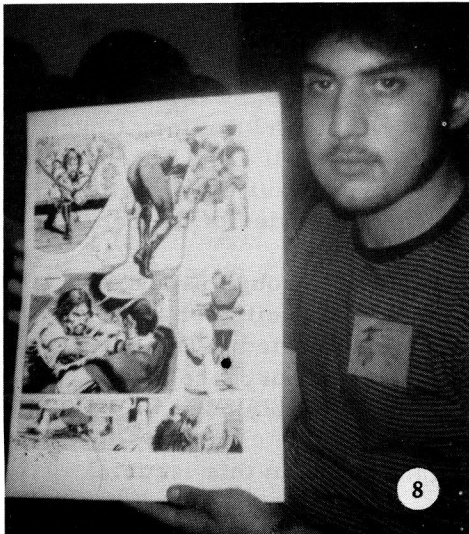
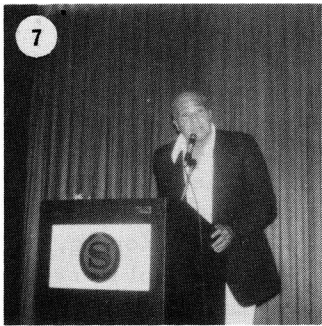


# conventures

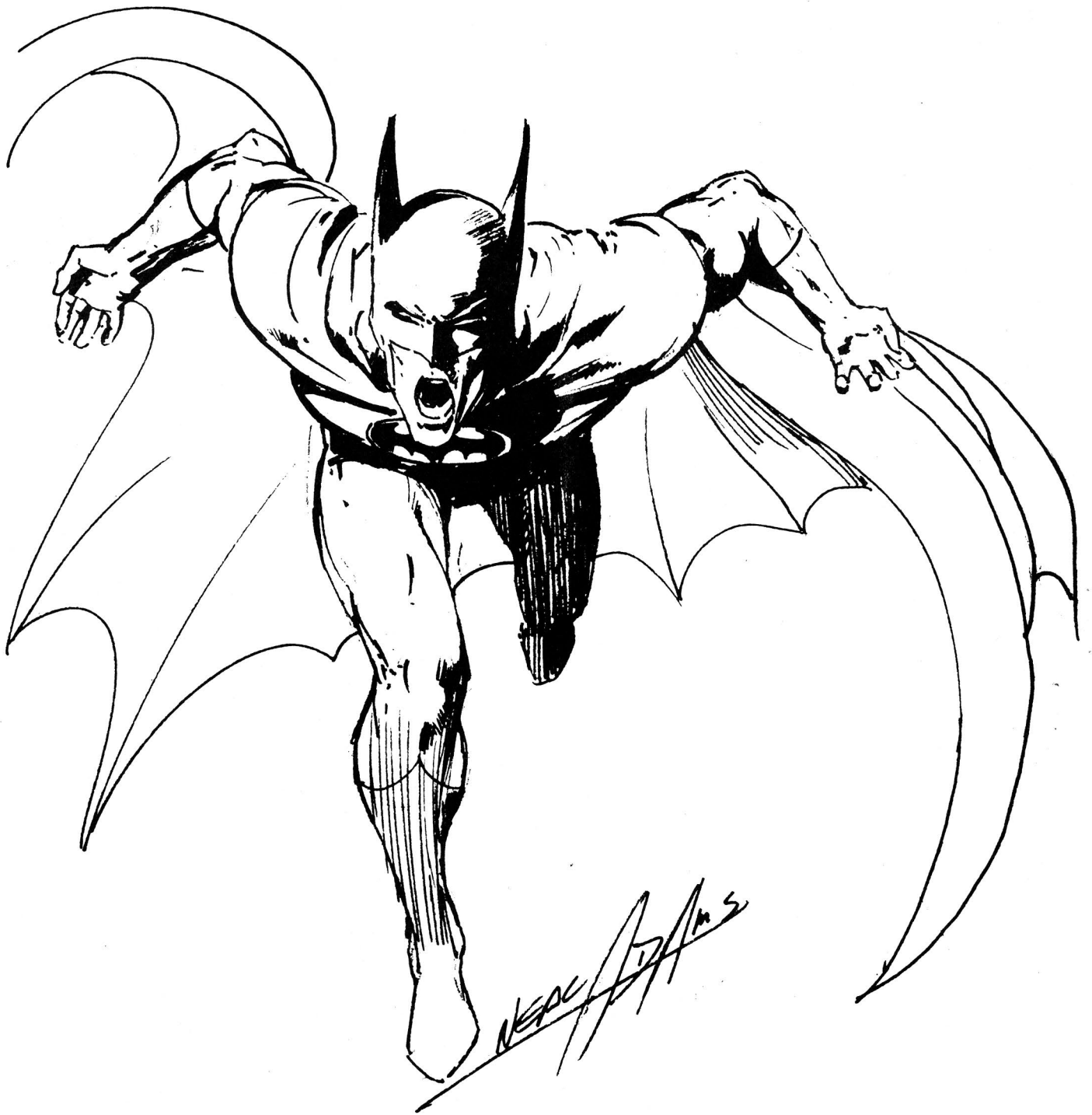


- 1) Ray Bradbury... A VENTURE fan?
- 2) Mike Friedrich's keynote speech.
- 3) Mike at the dais.
- 4) Neal Adams in the sketchroom.
- 5) A.E. VanVogt after his speech.
- 6) Jack Kirby at the dealer's tables.
- 7) Carmine Infantino at the podium,
- 8) We inspect original Adams art.
- 9) Public Animal No. 9
- 10) L.A.'s SEYMOUR greets June Foray.
- 11) Trekkie, tribble, and Walter Koenig.
- 12) Seymour with Bob Clampett.
- 13) LtoR: Jack Kirby, Gus Arriola, Bernie Lasky, Mike Friedrich, and Neal Adams.

Photos by Frank Cirocco



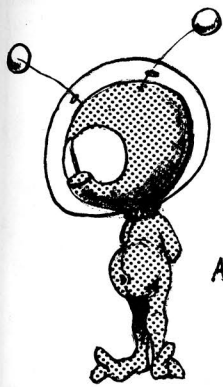




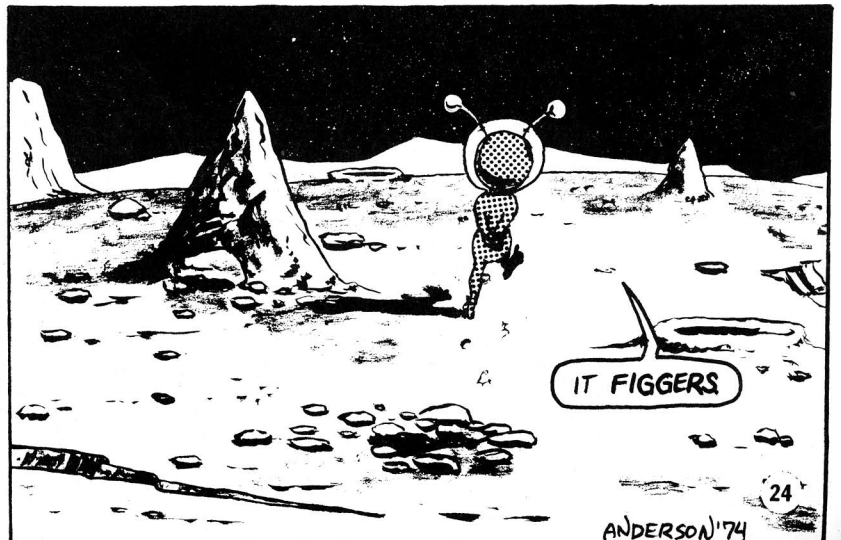
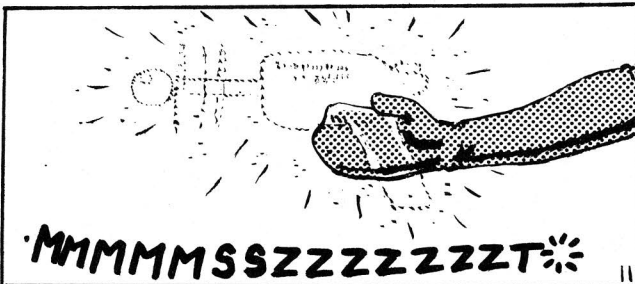
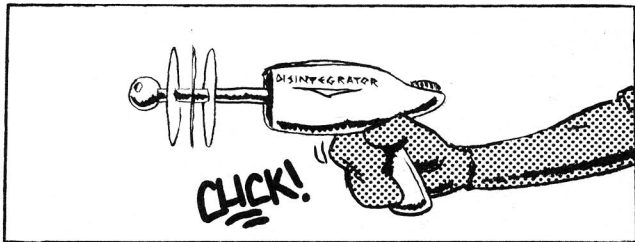
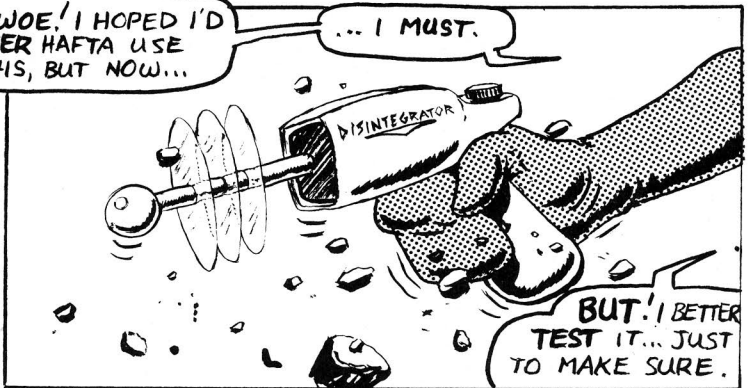
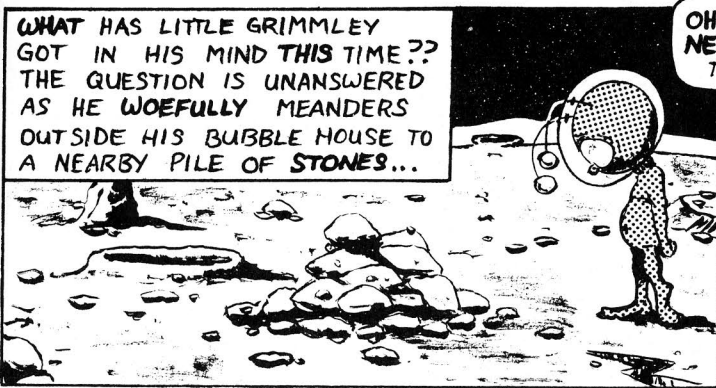
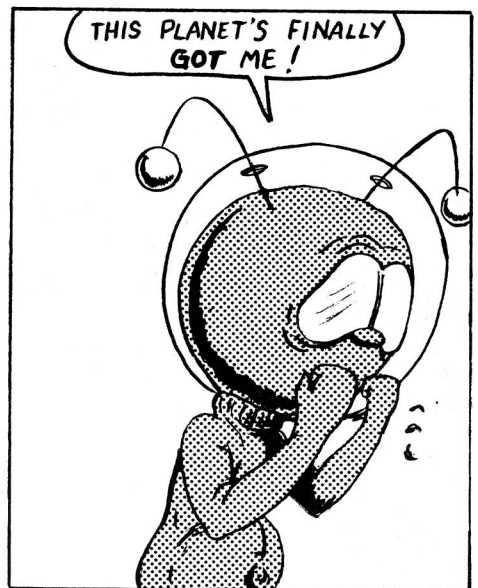




# Grimmley's Tales © 1974



by  
BRENT  
ANDERSON

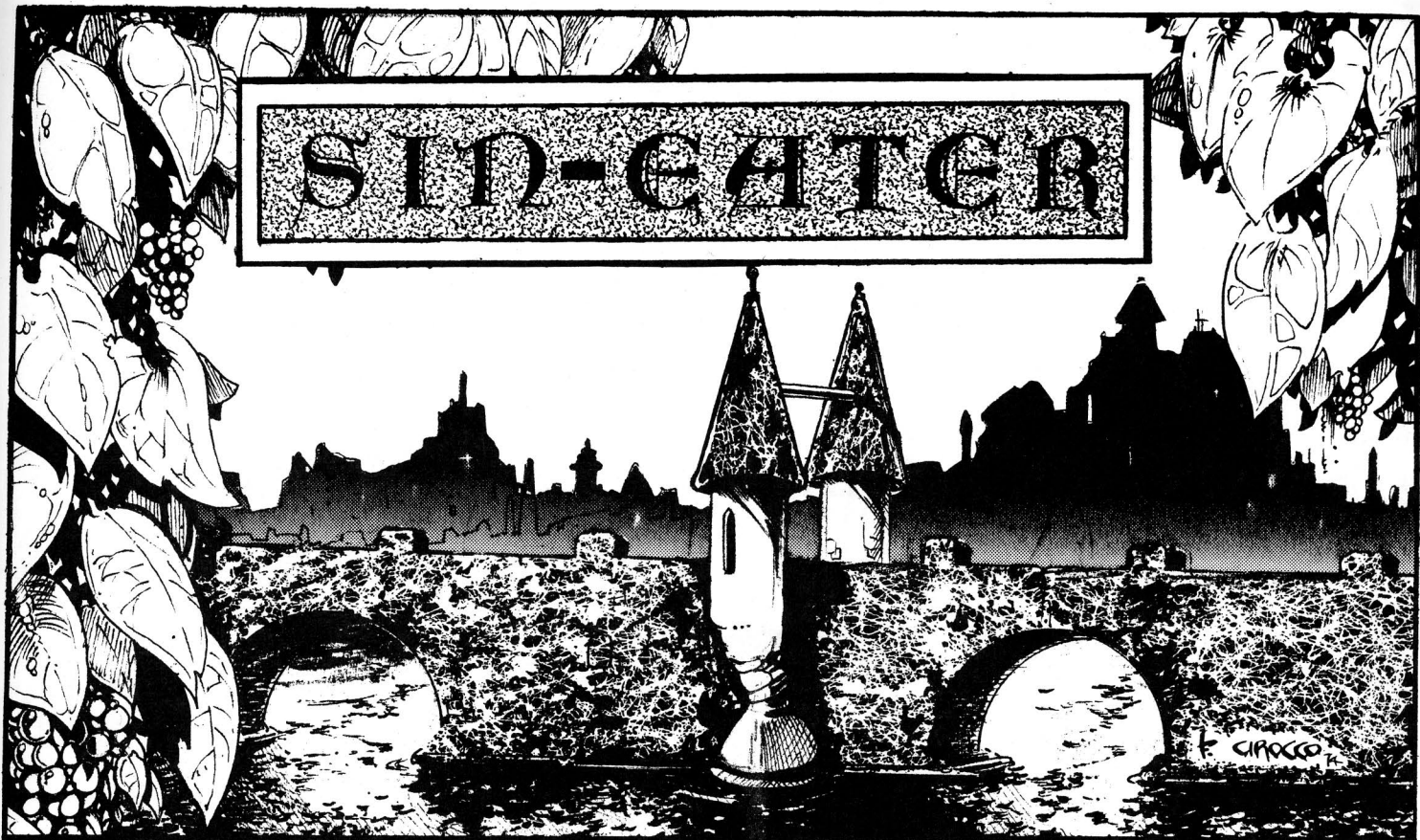




-GARY WINNICK 1974



# SIN-EATER



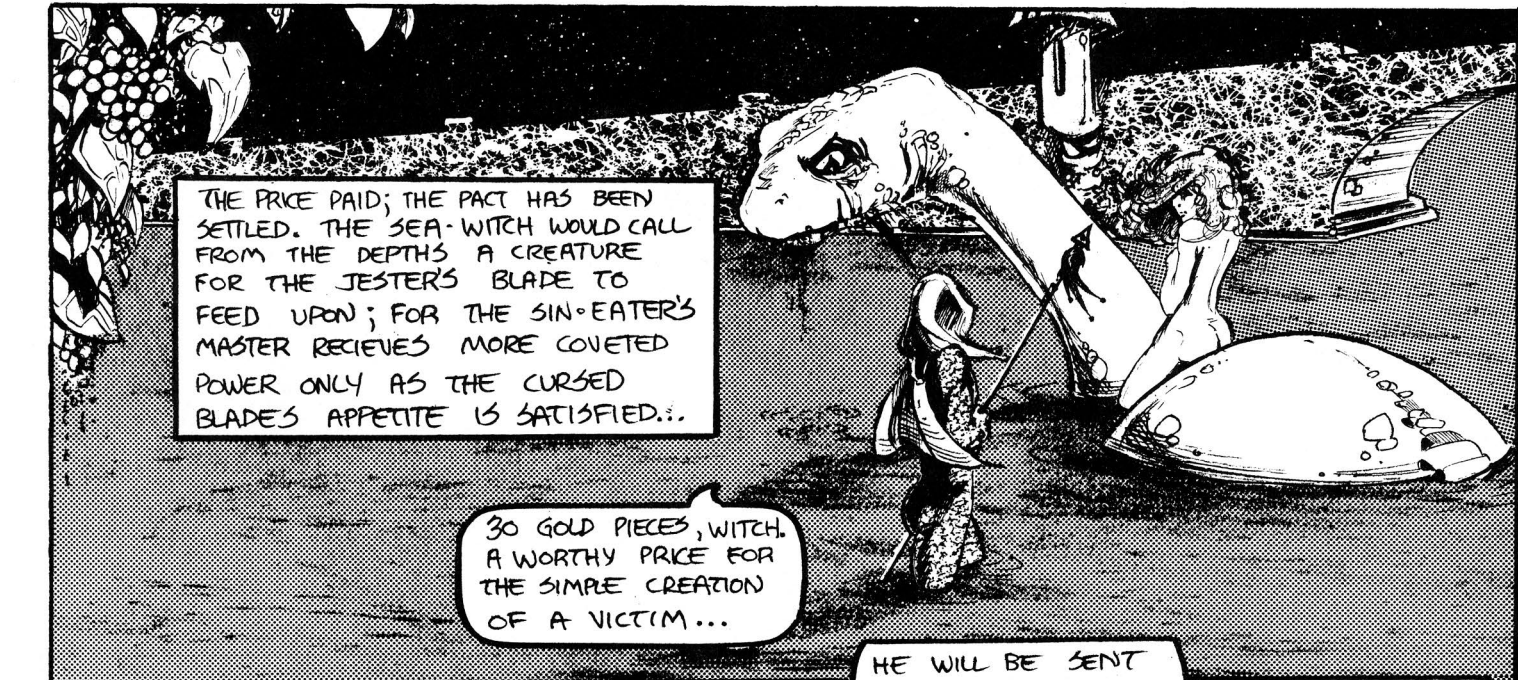
LEGEND SPEAKS OF A MYSTICAL POWER THAT WAS INCARNATED IN STEEL; A SWORD. IT'S POWER LAY IN THE FACT THAT THIS SWORD HAD THE ABILITY TO SUSTAIN IT'S POWER...



...AS IT FED UPON THE SINS OF ITS VICTIMS.

SIN-EATER, THE COWERING MASSES CALLED IT, AND IT HAD PASSED THROUGH MANY BLOOD-STAINED HANDS...


...UNTIL IT CAME TO ITS PRESENT OWNER, A JESTER OF THE KING'S COURT...




THE PRICE PAID; THE PACT HAS BEEN SETTLED. THE SEA-WITCH WOULD CALL FROM THE DEPTHS A CREATURE FOR THE JESTER'S BLADE TO FEED UPON; FOR THE SIN-EATER'S MASTER RECEIVES MORE COVETED POWER ONLY AS THE CURSED BLADES APPETITE IS SATISFIED...

30 GOLD PIECES, WITH A WORTHY PRICE FOR THE SIMPLE CREATION OF A VICTIM...

HE WILL BE SENT TO THE CASTLE TONIGHT.



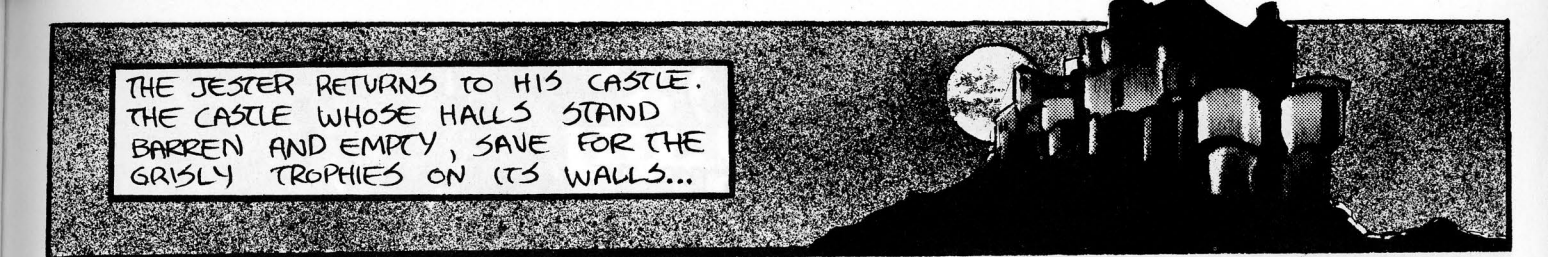
OF THAT, YOU BEST BE SURE, WENCH. OFF WITH YOU NOW.




FAREWELL.

THE BLADE SHALL FEAST AGAIN TONIGHT... ON A MEAL WORTHY OF ITS EDGE!







THE JESTER RETURNS TO HIS CASTLE.  
THE CASTLE WHOSE HALLS STAND  
BARREN AND EMPTY, SAVE FOR THE  
GRISLY TROPHIES ON ITS WALLS...




THE TROPHIES OF THE  
SIN-EATER BLADE.  
BESIDES THE VARIOUS  
SERVANTS...



THE PRINCE...

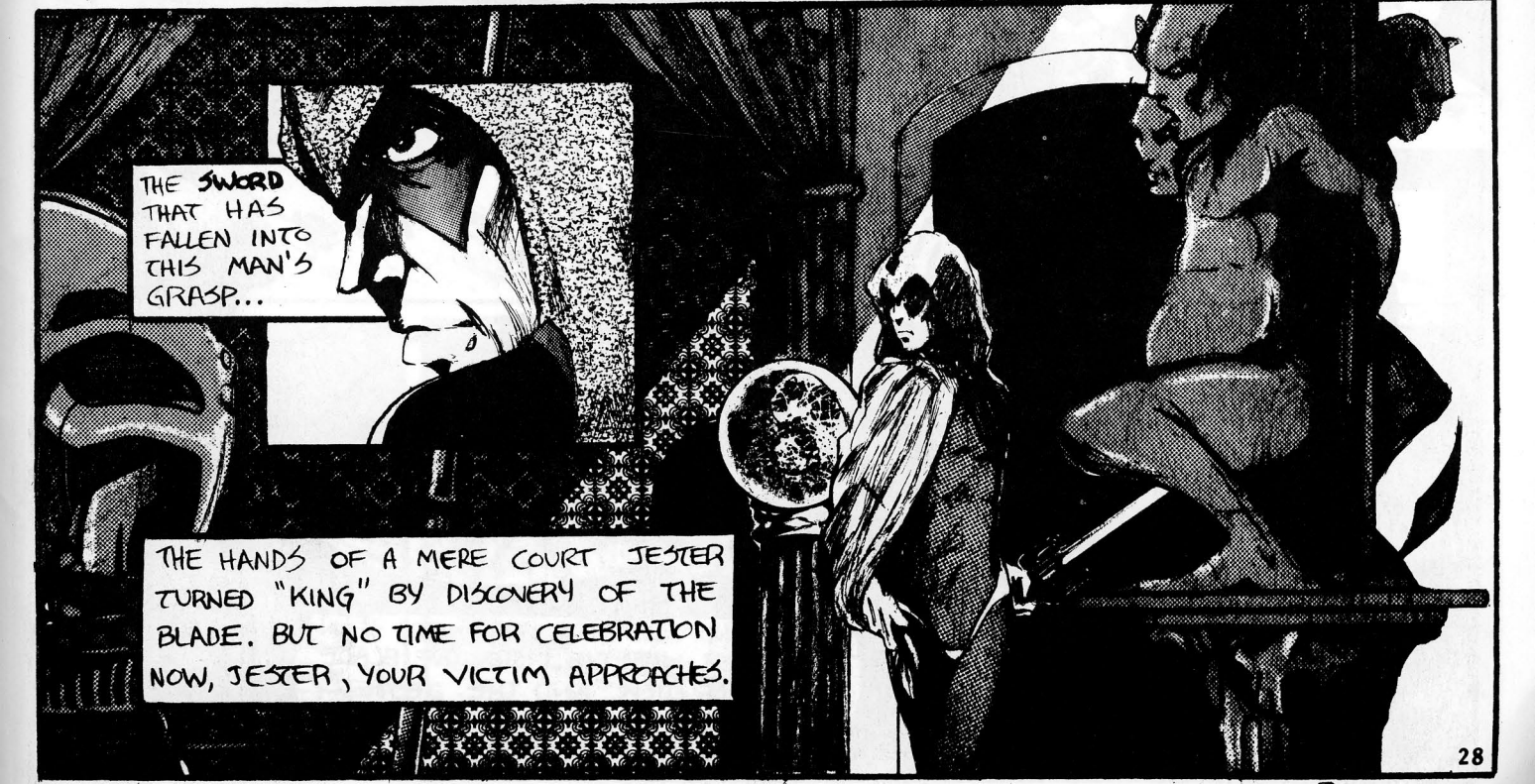


THE QUEEN...



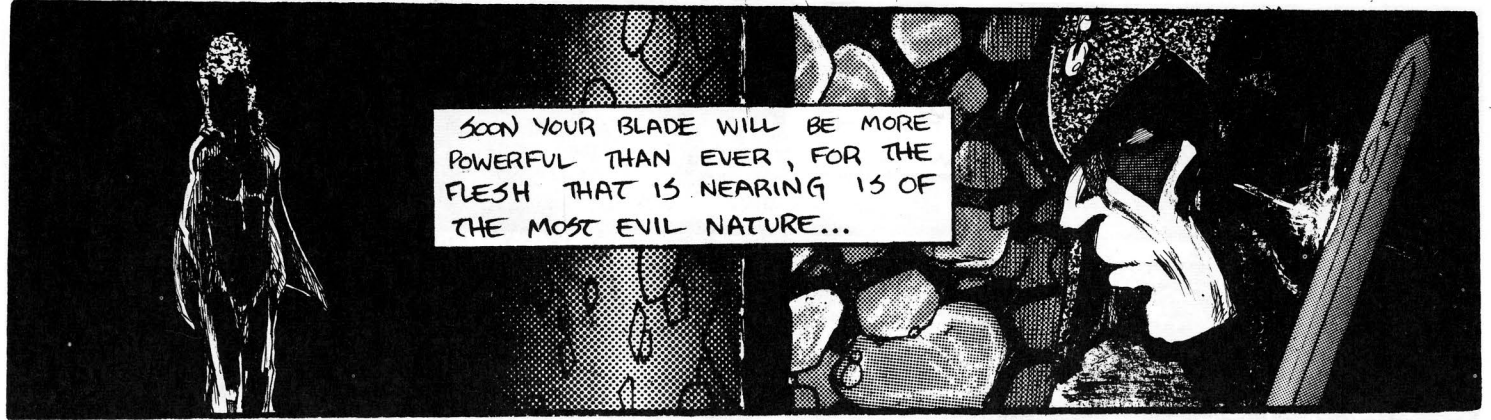
AND THE KING HIMSELF...

ALL FOOD  
OF THE  
CURSED  
SWORD...

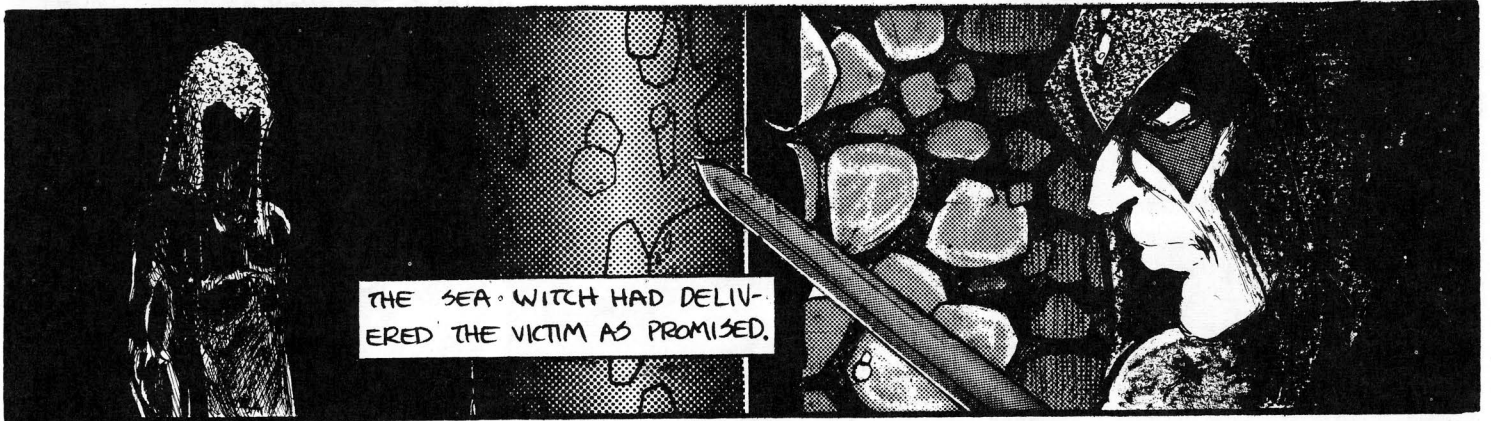


THE SWORD  
THAT HAS  
FALLEN INTO  
THIS MAN'S  
GRASP...

THE HANDS OF A MERE COURT JESTER  
TURNED "KING" BY DISCOVERY OF THE  
BLADE. BUT NO TIME FOR CELEBRATION  
NOW, JESTER, YOUR VICTIM APPROACHES.

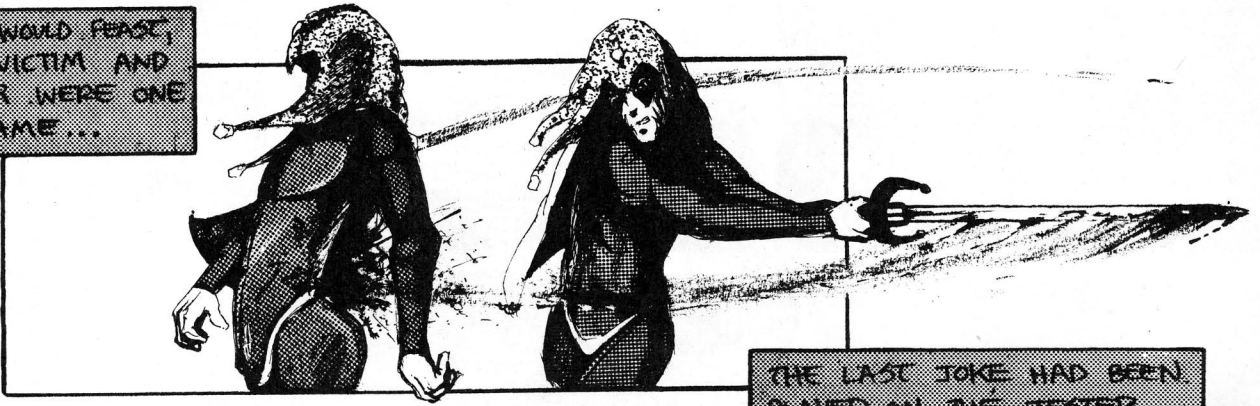


SOON YOUR BLADE WILL BE MORE POWERFUL THAN EVER, FOR THE FLESH THAT IS NEARING IS OF THE MOST EVIL NATURE...



THE SEA-WITCH HAD DELIVERED THE VICTIM AS PROMISED.

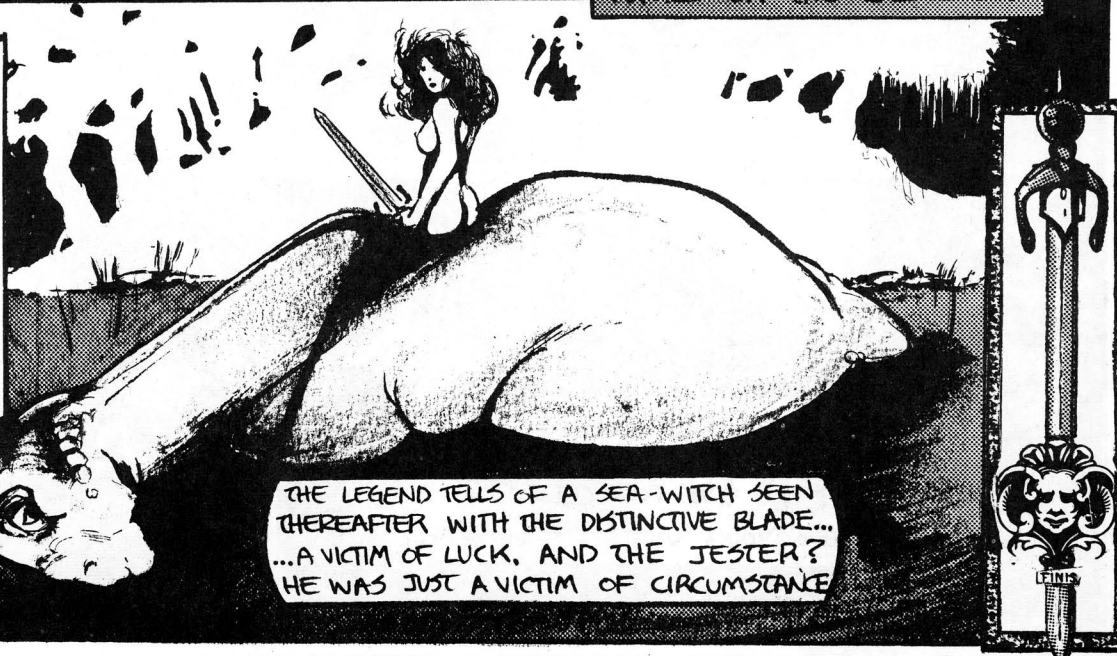
THE BLADE WOULD PERSE, BUT THE VICTIM AND ITS KILLER WERE ONE IN THE SAME...



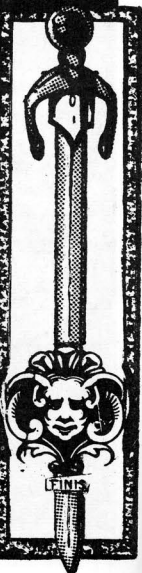
THE LAST JOKE HAD BEEN PLAYED ON THE JESTER...



IRONICALLY.

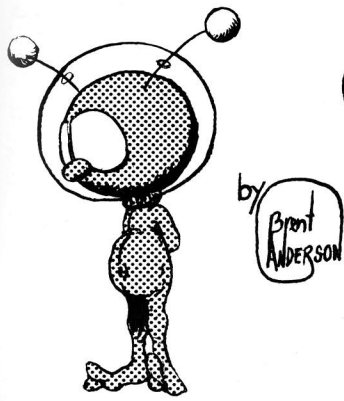


THE LEGEND TELLS OF A SEA-WITCH SEEN THEREAFTER WITH THE DISTINCTIVE BLADE...  
...A VICTIM OF LUCK, AND THE JESTER?  
HE WAS JUST A VICTIM OF CIRCUMSTANCE





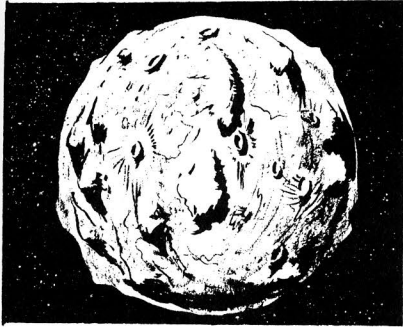
# Grimmley's Tales



ALL IS QUIET ON GRIMMLEY'S PLANET.



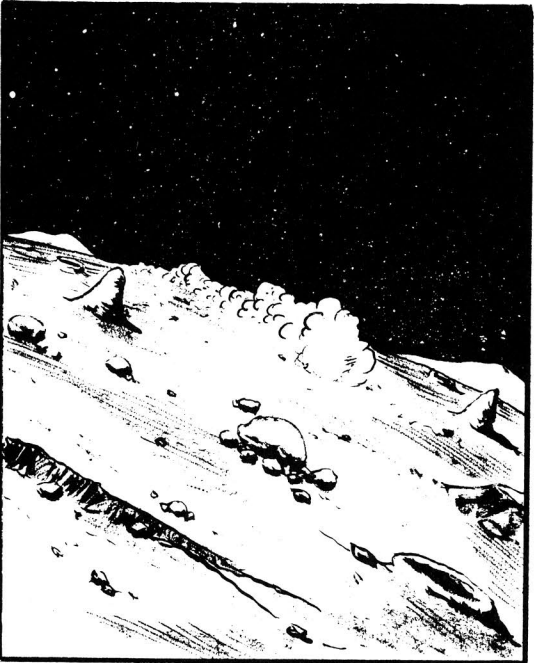
BUT 'LO!?' WHAT IS NOW SPEEDING ACROSS IT'S BARREN SURFACE??



IT MOVES WITH BLINDING VELOCITY... COULD IT BE AN OUT-WORLDBLY CYCLONE??

MAYBE IT'S A VIOLENT HAR-BINGER OF DOOM!?

WHAT IS IT?? WHAT IS THIS THING THAT SHATTERS THE CALM SERENITY OF GRIMMLEY'S LITTLE PLANETOID???



# PROSE & CONS:

Dear Frank and Brent:

I don't write many LoC's as a rule, but I felt justified in doing so after reading VENTURE #1. It's been a long time since I've seen a fanzine that's really a fanzine. So many of the so-called fanzines being put out today are nothing more than prozines being put out under fannish guises. I recently submitted some artwork to INFINITY, and I was told that they could not use it as they were only using professional artwork now.

To tell the truth, I'd much rather see a good fan effort than a good pro effort. Amateur material (tho not as well drawn or well written as a rule) usually exudes a great deal more creativity and atmosphere. That's why I find VENTURE so exciting, I guess. Dale Broadhurst's mag, GRAPHIC FANTASY is another fine little zine.

The art in VENTURE is quite good, and being an artist myself, I don't give out compliments without sound basis. The stories were good. "The Incident" was good as was "Garthan's Quest".

"Grimmley's Tales", "A Tall Tale", and "Elfrid" were O.K. but I prefer the straight S.F. or Fantasy as a rule. Your entire layout was good, especially for a first issue. The premiere issue of most mags is usually full of garbage. It usually take two or three issues for most fan editors to get on the right track.

Finally, don't ever lower your standards. Get the best stories and artwork available, and keep up the good work.  
Earl Johnson Jr.  
Nashville, Tenn.

Dear Frank:

To start off, I recieved issue's # 1 & 2. I enjoyed them very much. The stories were great and the art showed much improvement from one to two. I really like "Grimmley's Tales" and was sorry to see that there wasn't as many episodes in #2.

Your art reminds me of some of Corben's early works, were any of the pencils done with an air brush? I'm also glad to see you writing your own stories, they're very good. Please keep me posted on any future issues you plan to put out, I'd also like to help in any way I can.

Ross M. Boyle  
Mesa, Arizona

Frank:

This may be a momentous occasion since I am about to agree with you - VENTURE #2 was certainly better than #1. Shall the reasons be stated or do you already know? I guess you wouldn't have wanted an LoC if you knew though.

Well, first of all, the cover of #2 was definitely superior to the first issue cover. WHY? It helped to put a naked woman there; then there was the fact that the background was much cleaner and more detailed. Even the lettering was more attractive. Listen, there was only about one panel in the WHOLE MAG I did not like. That's a good batting average. Overall, it is one of the best fanzines (that are truly fanzines) I have had occasion to lay eyeballs on. (Gee, Frank, why don't you just come out and say "Ziggy" is an intentional representation of David Bowie?)

"Grimmley's Tales" are actually FUNNY. That's unusual for a fan comic strip, also. Anderson's art looks about the same on "Grimmley", but that inside back cover! That detail was really great. I'm glad to see you guys improve so much from the first issue, and will expect an even better job on #3.

The slightly larger format and regular heavy stock paper for the cover rather than glossy were also nice. And just one other thing - the use of zip-a-tone throughout #2 is tremendous. Somehow you have used as much of that sticky stuff as possible without over doing it. Congrats on a much improved second issue and good luck on the future of your VENTURE!

Dave Romine  
Ridgefield, Conn.

Dear Frank:

I think your zines are great. No Shit, I really do. No. 2 is ten times as great as No. 1, but No. 1 still deserves credit. I'll give you a rough rundown on my opinion:

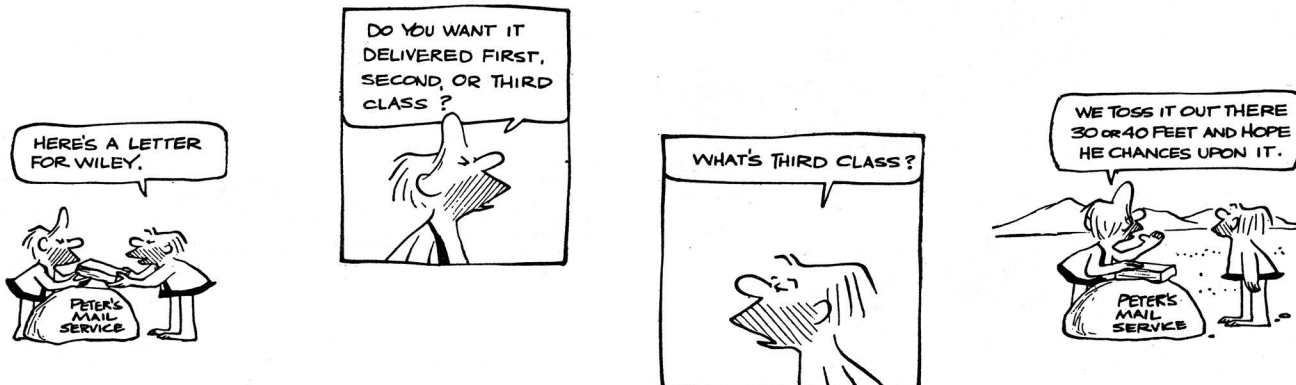
VENTURE NO. 1 - The cover by you is very good and so is your warrior shooting the arrow. But in the two stories, it looked like you had an Adams style in "Garthan's Quest" and a Berni Wrightson style in "A Tall Tale". Winnick's spot illos are better than in his stories. But most of all, out of the whole thing, I loved Anderson's back cover. I'll buy it if you give me publishing rights.

VENTURE NO. 2 - I'll also buy your front cover from No. 2. That is really great! You should be proud of it. The same with the inside front cover. Also "Issac - 7" and especially the page of art after your story. Winnick was pretty good, but you took the cake. CONGRATULATIONS ON A WELL DONE ZINE!

Bob Easter  
Baltimore, Md.

BOB:

Sorry, but VENTURE artwork does not go on sale until we give the word - but don't hold your breath - we're very sentimental. We appreciate the thought, tho.





Frank:

VENTURE's 1 & 2 were pretty good. I didn't know what to expect when I ordered them.

No. 1 wasn't bad. Nice cover. "The Incident" was a very well written story. It reminded me of the first part of 2001. All of the "Grimmley's Tales" in #1 were real nice. "Garthan's Quest" had fair art but a very boring story. "A Tall Tale" wasn't too bad. It had one thing going for it that most amateur strips don't - ORIGINALITY. Come to think of it, almost all of the strips in VENTURE had original ideas.

"Elfrid" was 2nd best in #1. You should continue him in a series. The illo's throughout were pretty good.

No. 2 was MUCH better. Fantastic cover! "The Wizard's Tower" was very, very good. "Issac-7" was fair. "God of the Mists" - a little better, "Ziggy" was fantastic! I hope "Ziggy" becomes a series. He reminds me of a certain rock 'n roller of the same name, supposedly from Mars.

"Grimmley's Tales" in #2 suffered quite a bit. The illo's were good, especially the one of Alice Cooper. Fantastic. You should do a portfolio of him/her/it. The illo's on pages 2, 17, and 26 along with the inside back cover were also outstanding.

The main problem with VENTURE is scripts. Although being original, they are often boring. The art is fine. Let's have more stuff like, "Incident", "Elfrid", "Wizard's Tower" and "Garthan's Quest".

VENTURE shows bright promise for the future and is much better than most amateur strip zines.

Russ Wishman  
Manson, Iowa

Dear Frank, Gary and Brent, et al.....

Congratulations on producing the most visually astounding all FAN fanzine I've ever seen. That should be worth two swift pats to the cranium.

Unfortunately, your writ was so far below the visual as to hurt the nearly invincible drawings. Let me elaborate.

WIZARDS TOWER. First five pages, not bad, in places, excellent. Sixth page: Bang, "The Collector smiled...." Oh no. He's a wizard. Said so on the first page. Well, by God, the ending just came too fast. I am cheated.

ISSAC-7: No cheater's ending -- really. The revelation of Heather seemed to fit. What I'm wondering about is why she had to disguise herself to get to the wizard for help? How did the little quote at the end relate to the whole? Perhaps I'm dense but.....

The Grimmley's Tales were pretty keen. Now who's being vague?

GOD OF THE MISTS: A very good idea that was spoiled by the headlong dash towards an ending. By the way, as the story stands right now, so what? I mean what's the purpose, intent or whatever?

COVERS: Magnificent

Fillers: Great

Finally, more work on actual story. Next step, comix heaven. Oh wow.

Once again, congrats on a beautiful issue. This is the haunter of the dark signing off-----

Ed Newby  
Bend, Oregon

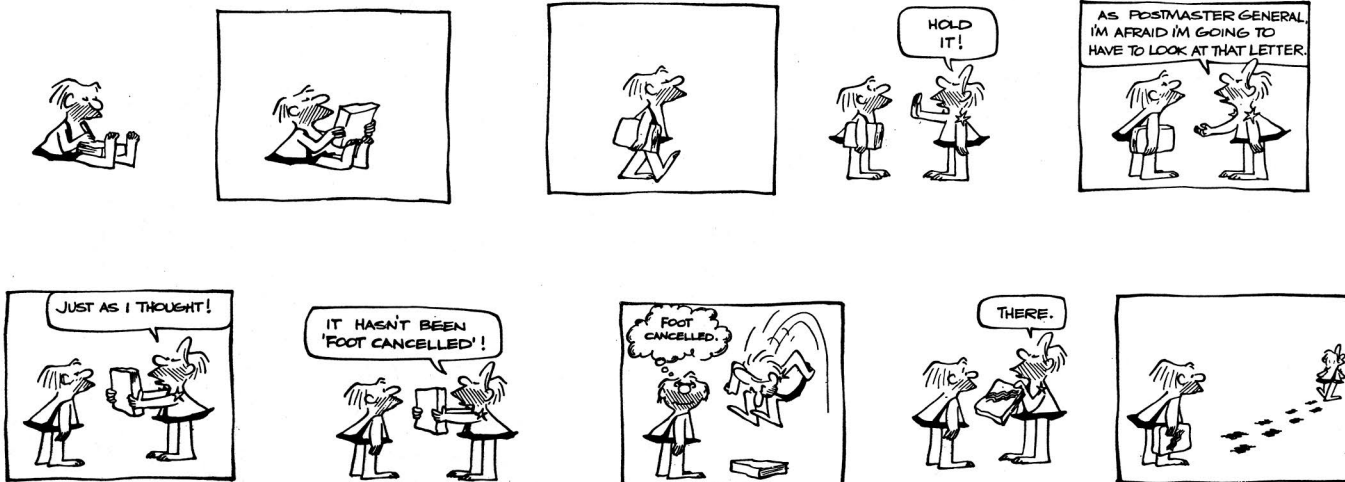
Dear Frank & Co.:

About your publication: Personally, I noticed a GREAT increase in the quality of art between #1 and #2. Your art particularly has developed a great deal. I especially enjoyed your use of the zip-a-tone. (Not enough artists use it, unfortunately. I suppose it is pretty expensive) My absolute favorite of either issue was the Alice Cooper picture.... That was a fantastic job Frank! No kidding, I'm going to frame it and put it in our office.

I could say more, but you've undoubtedly heard it all. I really enjoyed VENTURE. I really hope it continues to be published.

Sincerely, Paul Kowtiuk  
THE JOURNAL  
Ontario, Canada

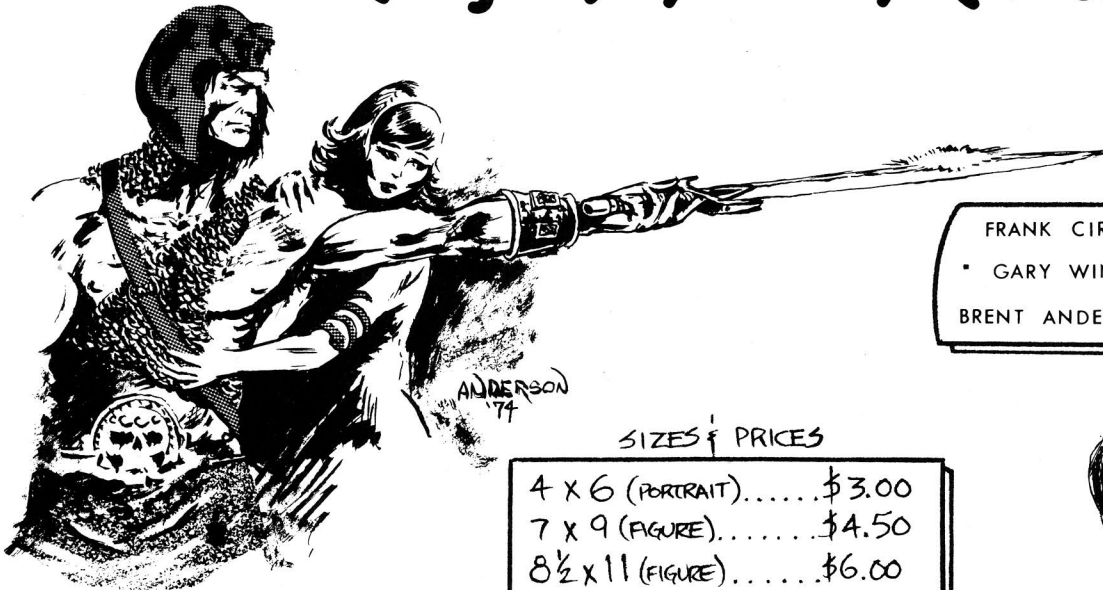
The VENTURE staff would like to take this opportunity to thank NOT ONLY those whose letters appear on these pages, but EVERYONE who sent us a few words of comment. It is these people that will keep magazines like VENTURE moving in the right direction...  
The Editor's



# ORIGINAL ARTWORK

BY:

FRANK CIROCCO  
• GARY WINNICK &  
BRENT ANDERSON •



### SIZES & PRICES

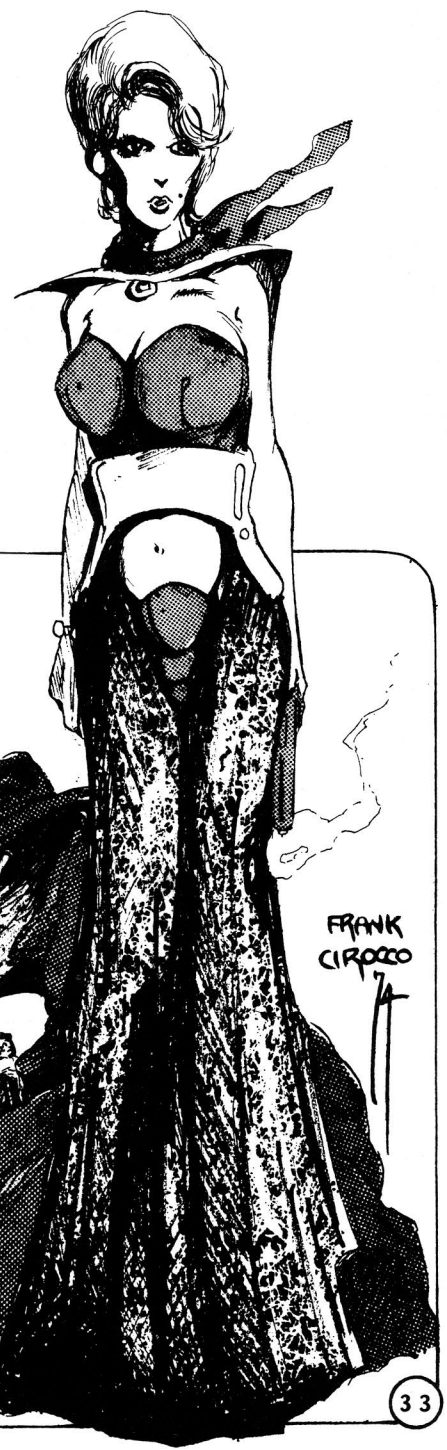
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# VENTURE





# • FRANK CIROCCO •

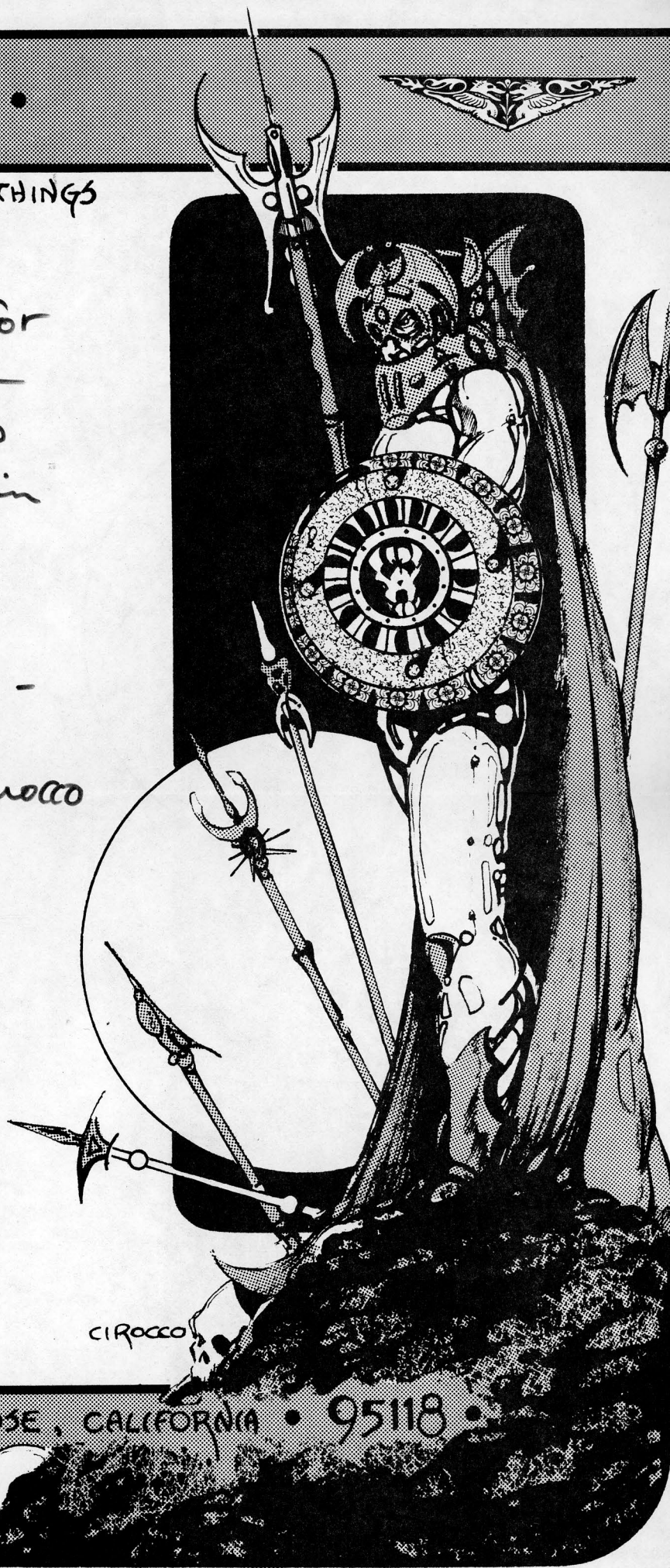
ILLUSTRATIONS & THINGS

Bill —

Glad you back for  
another VENTURE —  
Hope you enjoy this  
issue - Thank again  
for ordering -

Regards -

Frank A. Cirocco



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