Rarte 3

This is RACHE ${ }^{4} 3$ published by Bruce Pelz
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Intonded for the 9th mailin:
of the NEFFER AMATEUR PFESS ALITANCE
in June 1961. I hope.

## A MONOGRAPH ON ASHES

FANTASY COMICS 17
OK, Taurasi, you publish this because you like to do so. Fine; as a bibliographic aid for completist SF or comic collectors it could be helpful. But a simple biblio listing would be even more helpful in that line, as one would not have to wade thru several columns of blither to find the information he wants. On the other hand, if you are intending to review or criticize current comics, then your zine is not fulfilling its purpose adequately. In an attempt to put my money where my typer is, I have dug into my own comic collection for some commentaries.
"Strange Adventures" Jan-June 1961: "Strange Adventures" runs three stories in each issue, including one which is a series item. The series alternate among three: "Space Museum," in which an object in the 25 th Century Space liuseum is the basis of the story; "Star Hawkins," in which a detective by that name fights 2lst Century crooks, with the aid of his robot secretary Ilda (who usually winds up getting pawned when the detective runs out of money); and "The Atomic Knights," in which a six-pack of characters battle their way through various radioactive postwar (1987) hazards by means of protective suits of medieval armor which resist radiation. In general, the series are better constructed than the other stories, which abound in Monsters and cute-kid-saves-earth stories (two of the latter in the May issue). The science is about on a par with regular SF: 90, crud, following Sturgeon's Postulate very well. The comic uses filler items such as accumulations of science facts, ads for other National Comics publications, public service items, and a question-and-answer science column, some of which are fairly well above the usual 4th grade stuff such columns peddle. In toto, "Strange Adventures" has kept up fairly well since it started out ten years ago featuring "Kris KL-99" (story by Edmond Hamilton), and later "Captain Comet." It remains today, at issue $\# 129$ (June) as one of the top three or four SF comics. Recommended for stealing from your neighborhood news stand, if you can.
"Tales of the Unexpected" Jan-June 1961: Another monthly comic, "Tales" now features the adventures of "Space Ranger" in each issue. The Ranger has a secret identity as head of Allied Solar Enterprises, a secret base in an asteroid, and an alien assistant named Cryll that can change into any kind of alien shape (one of these days I'll have to work up a zoological record, by planet of the things Cryll changes into -- I don't think he's ever been the same thing twice, but I can't prove it off hand. The latest issues include a Venusian woolly bird, a giant yurdo of Titan, a Martian magnetic eagle, a Jovian drill bird, a Plutonian hose horse, a Neptunian talking eagle, a Jovian jungle puffer, a Martian wind wolf, a Martian bull-mastiff, a Mercurian octo-cat, a Plutonian peacock, a Saturnian saddle fish, and a Neptunian hamer-pillar.) This comic is completely free of the clever-kid-saves-earth stories (for this six-month period at least), and
concentrates on the wild invention story and the interplanetary war story. Miy own rating of "Tales" puts it as one of the top three.
"Mystery in Space" Jan-June 1961: This is published eight times a year, instead of monthly, but it is still one of the top three regular science fiction comics. Like Tales of the Unexpected, "it has a series feature which runs in each issue. This one is "Adam Strange," who looks very much like Captain Comet of the old "Strange Adventures." Adam Strange is an earthman who gets teleported to the planet Rann by a zeta-beam which hits Earth periodically. He stays on Rann, battling whatever menace happens to be in season at the time, until the effect of the beam wears off, and he is back on Earth again, trying to figure out when and where the beam will hit Earth the next time, so he can return to Rann and his girl Alanna (one of these days he hopes he can spend some time with her instead of having to battle menaces.) The other stories are varied, and, allowing for Sturgeon's Postulate again, fairly good. Again, it is free of the clever-kid-earthsaver stories, which (as you may have guessed) are my pet peeve among SF stories.

Getting away from the regular comics for a while, let's take a look at two that have more specialized use:
"The Brave and the Bold" Mar. 1960-July 1961: This comic, and the next to come individual comics. (This was not so of the early issues of "The Brave and the Bold," but was a recent innovation to give National Comics a second "Showcase.") Of the nine issues under consideration ( $B \& B$ is bi-monthly), the first three feature "The Justice League of America," the latter-day Justice Society. I have commented on this earlier in N'APA, but if anyone is actually interested in the current JLA adventures being reviewed, I'll be glad to do so, starting with these three and going on to the JLA Comic itself -- for the JLA passed their try-out period, and got their own comic, which has already seen five issues. The next group of three featured "Inside Earth," the spelunking adventures of Cave Carson and his mole-machine. With all the tunnels Carson and his friends dug, and all the cities and other tunnels they found down under ground, it's a wonder the whole surface of the Earth hasn't, collapsed. The stories themselves aren't bad, but the idea of finding all those things underground doesn't set half as well as finding it on some other planet. And evidently it didn't make it with the rest of the comic buyers, either, because Cave Carson never got his own comic. Can't say that I'm unhappy about the fact, either. The 3rd set of three comics features Hawkman, a reincarnation of the old character of the same name. He has a new origin and a slightly new costume, but everything else is the same -- including the author and artist: Gardner Fox and Joe Kubert. (Generally, I don't know who wrote or drew these things, but this one made a point of telling their names, and other fanzines have made a point of filling in the background of the old Hawkman comic.) Hawkman has Hawkgirl with him again (she's his wife instead of his sister, this time), and they still go after modern crooks with old-fashioned weapons (even though they're from another, more advanced planet), and they still talk with birds. At the end of the third Hawkman issue, he and Hawkgirl take off again for their home planet, Thanagar, and the publisher ask everyone interested in seeing more of "The Winged Wonder" to write in and say so. I've always liked Hawkman, and it still has a sort of "Sense of Wonder" for me, so I'm writing -- the more of the old Justice Society they bring back, the better I'll like it.
"Showcase" April 1960-June 1961: This is the second of National Comics' bimonthly try-out comics, alternating months
with "The Brave and the Bold." It uses the same system, three trial magazines and then either drop the character or give him his own zine.

Of the three trial runs made in this period, ora wis successful, one unsuccessful, and the third is yet undetermined in its outcome.

The successful one was "Rip Hunter, Time Master," in which a gay, a gal, and a boy use a "time top" to visit the past or future and get into all sorts of improbable, adventures with sorcerors ( $\frac{1}{\pi 25}$ ) or criminal aliens from the future invading the past ( $\mathrm{i}=26$ ) . Granting either the sorceror's magic or the aliens' science, the rest of the plotting is quite logical -- much moreso than a lot of SF promags use these days.
"Sea Devils," four scuba-rigged divers working together (usual make-up: a hero, a heavy, a girl, a teen-ager), didn't make the grade, and I for one am quite happy that it didn't. Underwater adventures tend to be too limited, and necessitate bringing in undersea monsters ( $\frac{17}{2} 27$ ) or telepathic aliens living under the sea bottom ( H 28 ), both of which result in absurdities such as trying to fool the telepaths by thinking in pig latin...bad pig latin at that (removing initial letter instead of initial sound: "hattay" instead of "atthay.")

The third trial was "Aquaman," who began as a part of "Action Comics," and is being promoted. He can control the fish and waterfowl (of normal Earth-oceans only), and is trailed around by a junior version of himself, Aqualad. The three stories involve (1) Invasion of Atlantis by aliens from another dimension, (2) criminalcontrolled army of prehistoric monstor- fish as a result of an evolution-ray, and (3) a supernaturally-created "creature king of the sea." Since the Aquapair can qnly remain away from water for an hour, the usual plot of crooks is to get them out of it for longer than that (why they don't try machine gunning then on land, I have no idea; not sporting, I guess). They get out of such predicaments in rather farfetched ways, but of course they get out. I rather suspect that Aquaman will get his own comic. Superheroes seem to be back on the popularity poll these days.

Now, having given my idea of comic reviews, in order to prove I am not putting Taurasi down from an unknowledgeable viewpoint, let's get a few capsule comments on the rest of the INAPA mailing.

Jeff Wanshel: Like your parody of "Banua." Suggestion for revision of 2 nd verse:
"Well, I'm sorry to be gerberizin' you, and causin' you all ...: ."
Alan J. Lewis: QO-QO $=K 0-K o$. Since Ellik changed all $k$ 's to $q^{\prime} s$, I did too.
Harness: next move $=$ (as white) $K R x \mathrm{KP}$, ch. (Ah, there, Adrienne!)
Pricto: Are you naturally fuggheaded, or do you practice with such things as your postmailing this time?

Phil Harrell: SAVOYARD is now my OMPAzine; if you'd RiEAD RACHE 1, you'd know thid.
Don Anderson: Very much agree that Seeger ought to get off the "downtrodden masses" kick in his songs. Enough is too much -- it takes the "m" out of "music," and makes u sic. Yes? Will send the investigation report as soon as found.

Meskys: Do you always leave your zine in the middle of a sentence?
Owen Hannifen: You are right about the source of my title (as were Buz and Norm, the latter also recognizing the MC-heading as being from the same story. I figured I needed a Holmesian title to round out my interests, as I have one for caving, one for G\&S, one for Tolkien, and will have one in FAPA for the "elephant" bit: ANKUS. If I ever need another title I'll get it from Silverlock.

## ADRActivity Report

## Ist QUARTER 1961

CRAP CULT FAPA IPSO N'APA ORPA SAFS


## CRAP CULT FAFA IPSO N'APA OMPA SAPS




## Hyperactivity Trio

 by Ted Johnstone and Bruce PelzLichtman: Here's a how-de-do:
Now there's IPSO, too!
Seven ARAs running antic
Drive a poor completist frantic,
Mailings to pursue!
Here's a how-de-do!
Pelz: Here's a pretty mess:
Every month, or less,
There's another APA deadline;
I can's seem to get ahead, I'm
Ready to confess:
Here's a pretty mess!
Johnstone: Here's a state of things:
Pele just sits and sings
While I'm writing, typing, pubbing --
CRAP has dropped me, CULT I'm flubbing:
Gafia this brings.
Here's a state of things!
All: With a passion that's intense
We love to publish APAzines,
And to read all the comments
That each incoming mailing means,
But we contribute, too --
Minac we must do!
Here's a pretty state of things!
Here's a pretty how-de-do!


