

THE BEACON TO INDEPENDENT STORYTELLING

CATALYST

IN THIS ISSUE:



ISSUE 09 - JAN 2023

**KITRELL - MOSES
PEČENKOVIĆ - MOY
ŽUJONIĆ**

**COMICS
PROSE
GALLERY
INTERVIEWS
TIPS**

LOOK AT THAT! IT CAN COME OUT EARLIER.

CATALYST

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Look at me,

getting an issue out at the beginning of the quarter. I might just mess around and make this a habit! I dedicated the last 3 weeks to getting this done, and We've got a little bit of everything this issue, including our VERY FIRST contributor column! One of our featured creators has also expressed an interest in helping out in some way, so who knows? Maybe this operation starts looking like the real deal at some point!

Anyway, I've got some great stuff in store for you, so make sure you scroll on and check out everything from superhero cosmic mystery, to high-tech sci-fi, and whimsical fantasy! Oh and I might have thrown in the answer to everything in there somewhere.

Enjoy!

-Dalibor



COVER ARTIST

Netho Diaz – [@nethodiaz](https://www.instagram.com/nethodiaz)

(Originally a variant cover for Cosmos #6)

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CAMPAIGNS

For the skimmer types, I wanted to include a quick overview of all the live or upcoming campaigns from our featured creators.

From Tony Kittrell, the next chapter of Cosmos is coming soon!



Cosmos #7

*From Chris Moses, The CTRL+Z campaign is **LIVE NOW!!***



CTRL+Z 1+2

From Hamza Pečenković, The Crystal Compass is coming soon!



The Crystal Compass

I've been buying Advent Comics books for a few years based on the strength of the concept, and I'm happy that this time around I'm here at the beginning of a campaign to help boost it. Let's have a word with Editor -In-Chief,

TONY KITTRELL



Before we get to the new campaign, you're owner, EIC, and a writer at Advent. What is your favorite part of the process?

I love getting the books out to our fans and having them enjoy it. To me, this is the most rewarding part of the process.

We're kicking the year off, with some firsts, what was the first thing you wrote that you felt was ready for public consumption, and what made it ready in your eyes?



The first thing that I ever wrote that I felt was ready for the public to see (or that I wanted the public to see) was the PANDEMONIUM: EVIL INCARNATE GRAPHIC NOVEL back in 2009. This book told a story that not only introduces you to a new comic universe but took the good versus evil trope a step further by putting a God and Devil into the mix right out of the gate and starting with the premise "What would life in this universe be like if there were no God and evil was unleashed." You could tell that it was my first work in that I put in every single plotline that I had planned for ten years into that one book lol. I wasn't sure if I would ever have the chance to do another book but wanted readers to know that more was on the way. Luckily, people responded favorably and liked what I did.



Let's get to promoting now, you've described Cosmos as a Maxi-Series. In classical terms, that is going to be 12 issues? Follow up question, I saw you have a trade paperback but will there be a Hardcover Omnibus? Asking for a friend.

Yes, our COSMOS Maxi-Series is a twelve issue series that brings together all of the Advent Comics Characters together in one story. We have released a COSMOS Trade Paperback and will have the second volume later this year. Ah, you are in my head because I am planning on releasing a Hardcover Omnibus once the complete story is told. We have five regular issues, a one-shot and a bookend to go before that.

Now, even though 1-6 is in my digital library already, I'll admit I haven't yet read Cosmos. However, after the Maxi-Series, will any plot elements (besides your own characters) from Cosmos be seen in other Advent books, or is it entirely a self-contained story? Basically, is it a Crisis or is





it a Contest of Champions?

Oh yeah! Not only will you see elements from COSMOS all through the Advent Universe but also throughout the Indie Comics Industry. When I created COSMOS almost 30 years ago, I wanted this to be a rollicking, cosmic event book. So, when I brought it to Advent, I also brought along over 100 Indie Comics Creators and Publishers as well to participate in the story. We have characters that have appeared in the story so far from Ireland's Punt Press (The Celtic Clan, The Globalists), Konkret Comics (Akolyte, Absolver), Digital Webbing (Fist of Justice), Big Bang Comics (Round Table of America), Dark Horse Comics/Mike Baron/Steve Rude (Nexus), Wingless Comics (Justice), Band of Bards (Liberty/American Dreams) and many more to come. Since I first started Advent Comics almost 14 years ago, I have been working to get the guest stars from across the comic industry into this book to show readers how an-

anything is possible within the Advent Universe! But not only will we have this story as canon within the Advent Universe but it will be felt in the other universes as well. Those creators and publishers who wish to reference the events of COSMOS in their books can freely do so.

Some of the covers that you see for the series (especially these in the interview) have been created well over a decade ago.

Is there a project that you've never gotten around to, but still want to write?

Several lol. But I am trying to knock those out now.



Well that's about as mysterious as I need to keep me interested! Let's check out the first issue of Cosmos, scroll on!

A D V E N T C O M I C S P R E S E N T S



ADVENT
COMICS

ISSUE

#1

\$2.99 US

COSMOS



chuck
M
Stipanski

KITTRELL
EKA
LOZANO
MAGNAYE

The Advent Universe.

A mysterious and powerful entity from beyond our universe walks among the stars, seeking knowledge about the origins of this nascent universe which he now calls his own.

I AM THE SOLE SURVIVOR FROM A DISTANT, MARVELOUS WORLD OF A LONG GONE UNIVERSE. MY JOURNEY STARTED WHEN A SECRET DARK CIVIL CRISIS EXPLODED INTO AN INFINITE WAR EXPOSING MY UNIVERSE TO THE BLACKEST NEGATIVE MATTER FROM A TIME LONG PAST AND EVIL INCARNATE.

WHEN THE FORCES UNLEASHED DESTROYED MY UNIVERSE, IT MADE ME UNISUE IN ALL OF CREATION. I AM NOW BOTH TRAVELLER AND PARIAH. I AM A SEEKER OF TRUTH WHO HAS BEEN BLESSED & CURSED TO WANDER ALL REALITIES IN SEARCH OF IT.

I AM...

THE OUTCAST!

EVENTS ARE QUICKLY TRANSPIRING THAT WILL PROVE CRUCIAL TO THE CONTINUATION OF THIS REALITY. BUT IN ORDER TO SEE WHERE YOU ARE HEADED, YOU MUST FIRST KNOW FROM WHENCE YOU CAME. FOLLOW WITH ME AS I JOURNEY INTO THE HISTORY OF THIS NEW AND WONDROUS UNIVERSE!

PROLOGUE I

WASHINGTON, DC.

I...
WILL NOT...
FALL!

DARK AMERICAN,

YOUR TIME HAS
COME! ALTHOUGH
YOU HAVE FOUGHT
BRAVELY, BOTH YOU
AND YOUR WORLD
NOW LIES IN
TOTAL RUIN.

YOU... WILL
BE STOPPED!

MAYBE ONE DAY
BUT IT WILL NOT BE
YOUR HANDS THAT DO SO.
AS BEFITTING A WARRIOR
OF YOUR STATURE, I WILL
SEE THAT YOUR DEATH
SHALL BE SWIFT!

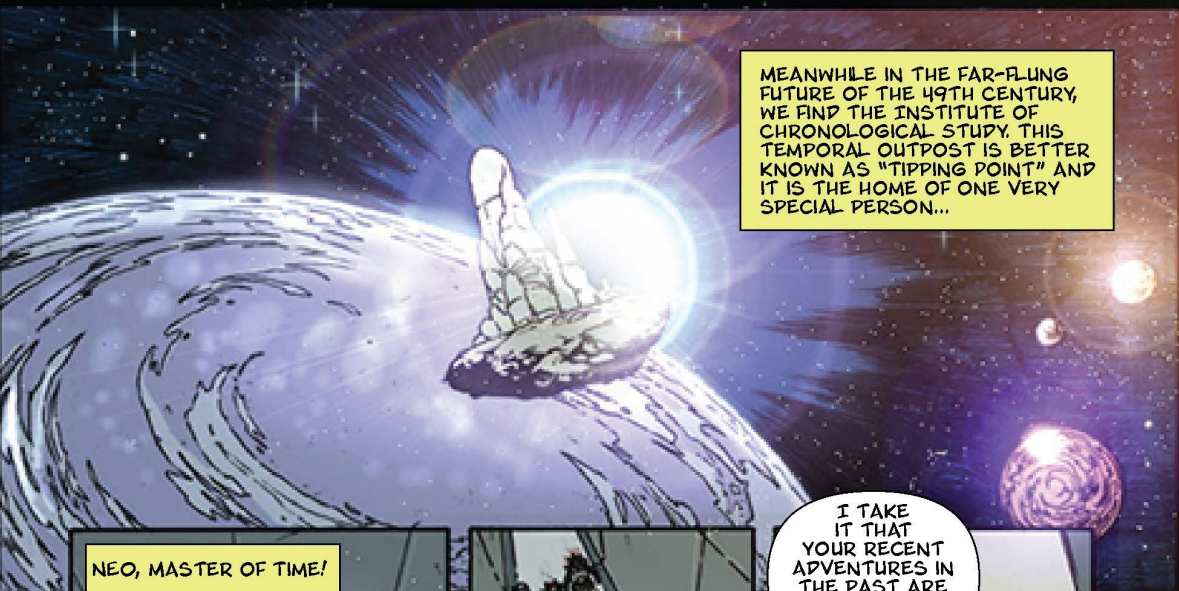
FUC....

CRA-ACK

TAKE SOLACE
THAT YOU DO NOT
DIE ALONE, FOR YOUR
UNIVERSE GOES
WITH YOU!

AS THE MYSTERIOUS
WARRIOR TELEPORTS
AWAY...

...EARTH IS DESTROYED!!



MEANWHILE IN THE FAR-FLUNG FUTURE OF THE 49TH CENTURY, WE FIND THE INSTITUTE OF CHRONOLOGICAL STUDY. THIS TEMPORAL OUTPOST IS BETTER KNOWN AS "TIPPING POINT" AND IT IS THE HOME OF ONE VERY SPECIAL PERSON...

NEO, MASTER OF TIME!

MAN, THE FUTURE BITES!

MASTER NEO, YOU DO REALIZE THAT THE FUTURE IS A QUANTIFIER OF TIME THAT THEORETICALLY WILL NEVER ARRIVE WITH AN EXAMPLE BEING THE WORD, TOMORROW? AS SUCH, IT CANNOT PERFORM ANY ACTION SUCH AS BITING.

IT'S AN ANCIENT 20TH CENTURY COLLOQUIALISM LIKE "GOOFBALL"... BUCKETHEAD! IF YOU ASK ME, I THINK YOU NEED TO TAKE A PAY OFF AND TAKE US ALL TO THE MAGNO RACES ON ARCTURUS IV.

THIS IS SERIOUS, TOCK! I MAY BE THE APPOINTED GUARDIAN OF TIPPING POINT AND THE TIME SLEP, BUT EVEN I GET BORED

I TAKE IT THAT YOUR RECENT ADVENTURES IN THE PAST ARE WHAT PROMPTED THE CHANGE IN ATTITUDE.*

NOTHING EVER HAPPENS HERE! ABSOLUTELY NOTHING!

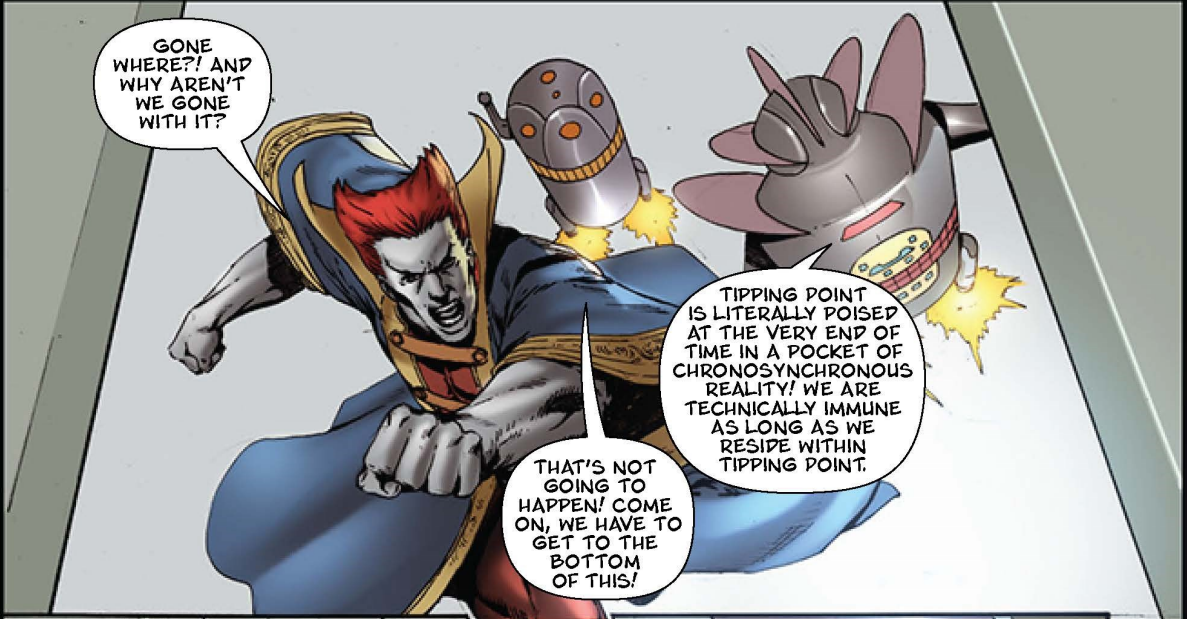
*NEO WAS ONE OF THE HEROES WHO PARTICIPATED IN THE EVENTS OF CHAMPIONS OF HOPE - TK

THAT IS DEFINITELY THE CORRECT PHRASE TO DESCRIBE... THAT!!

BLAZING PULSARS!! ARE WE UNDER ATTACK? THIS HAS TO BE THE WORK OF MAXIM OR TIMELORD!

UNLESS EITHER OF THEM HAVE LEARNED HOW TO TRANSPORT ENTIRE SOLAR SYSTEMS, I DON'T THINK SO.

AS ASHAMED AS I AM TO ADMIT IT, I CONCUR WITH TOCK. TIPPING POINT'S CHRONO AND SPATIAL SENSORS INDICATE THAT DUE TO A DISRUPTION IN THE TIMESTREAM, THE UNIVERSE IS GONE!



GONE WHERE?! AND WHY AREN'T WE GONE WITH IT?

TIPPING POINT IS LITERALLY POISED AT THE VERY END OF TIME IN A POCKET OF CHRONOSYNCHRONOUS REALITY! WE ARE TECHNICALLY IMMUNE AS LONG AS WE RESIDE WITHIN TIPPING POINT.

THAT'S NOT GOING TO HAPPEN! COME ON, WE HAVE TO GET TO THE BOTTOM OF THIS!



IS THERE ANY WAY WE CAN TRACK WHERE THE TIME DISTURBANCE ORIGINATED FROM?

TRACKING SENSORS HAVE NARROWED IT DOWN TO THE 21ST CENTURY, SPECIFICALLY WITHIN 24 HOURS OF THE EVENT. MASTER NEO, THERE IS A REMOTE CHANCE THAT THE TIMESTREAM CAN BE REPAIRED AND THAT THE UNIVERSE CAN BE RESTORED

SOMETHING TELLS ME THAT YOU ARE ABOUT TO GET YOUR WISH FOR MORE ACTION.



FOR THAT TO HAPPEN, I HAVE TO FIX THIS!! ALL EXISTENCE MUST BE SAVED AND I KNOW JUST HOW TO GO ABOUT IT.

WE'RE GOING TO USE THE TIME SLED TO JOURNEY BACK TO THE 21ST CENTURY AND STOP THE DISTURBANCE! BUT FIRST, WE HAVE TO PUT THE BAND BACK TOGETHER AGAIN!

CARE TO SHARE THE WEALTH, BOSS?



AS NEO AND HIS COMPANIONS EMBARK UPON THEIR TIME-TRAVELING JOURNEY, TIPPING POINT IS ENVELOPED IN A WAVE OF PURE ENERGY LEAVING BEHIND ONLY THE VOID OF NOTHINGNESS!

PRESENT DAY,
EARTH'S MOON.

MOON BASE ALPHA -
A TOP SECRET UNITED
STATES JOINT
RESEARCH FACILITY/
SECURITY OUTPOST
DEVELOPED BY NASA
AND PROJECT
HOMELAND

INSIDE OF THE EXPANSIVE COMMAND
ROOM, THE MEN AND WOMEN OF THIS
FACILITY GO ABOUT CARRYING OUT
THEIR VARIOUS DUTIES INCLUDING LUNAR
EXPLORATION.

COMMAND
TO ROVER 1.
COME IN ROVER 1
COMMANDER.

ROVER COMMANDER WILDFIRE HERE,
COMMAND WE ARE STILL ENROUTE
TO REPAIR THE MAIN RADAR TOWER.
WHAT IS SO IMPORTANT,
CAPTAIN MAYHEW?

TELEMETRY
SHOWS AN
UNKNOWN COSMIC
ANOMALY HEADING
DIRECTLY TOWARDS
YOUR LOCATION.
WHATEVER IT IS, THE
POWER READINGS
HAVE SPIKED OFF
THE GRID

COPY THAT.
WE WILL KEEP
OUR EYES OPEN
FOR--

WHOA!

COMMANDER
WILDFIRE
REPORT.

YOUR
ANOMALY JUST
MADE ITSELF
KNOWN.

THE ENERGY SIGNATURE
THAT YOU HAVE BEEN
SEARCHING FOR
STANDS REVEALED,
EARTHLING.

ADVENT COMICS PROUDLY PRESENTS:

COSMOS

WRITTEN BY: TONY KITTRELL

ARTISTS -

FRITZ ALDRIN CASAS (PROLOGUE/PAGES 1-4),

DODY EKA (PAGE 6, 13-28) &

CHARLES PENERO (PAGES 5, 7-12 & EPILOGUE/PAGES 29-32)

INKERS -

PRESTON SHUTTLESWORTH & J.E. LOZANO

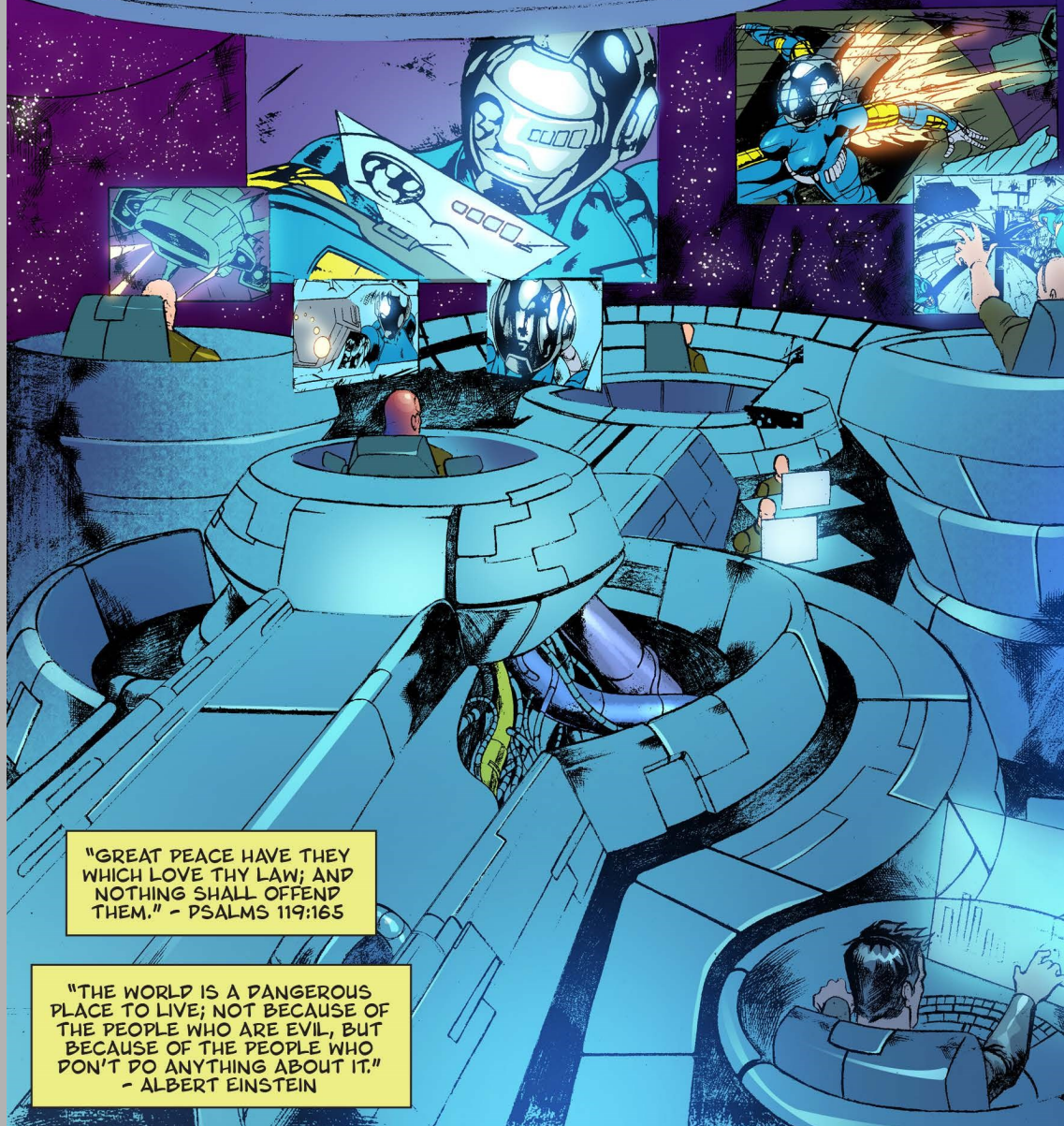
COLORISTS -

BRYAN A. MAGNAYE & RACHEL LACHANCE

LETTERERS -

SHAWN DEPASQUALE (PAGES 1-28) &

OREN KRAMER (EPILOGUE/PAGES 29-32)



"GREAT PEACE HAVE THEY WHICH LOVE THY LAW; AND NOTHING SHALL OFFEND THEM." - PSALMS 119:165

"THE WORLD IS A DANGEROUS PLACE TO LIVE; NOT BECAUSE OF THE PEOPLE WHO ARE EVIL, BUT BECAUSE OF THE PEOPLE WHO DON'T DO ANYTHING ABOUT IT."
- ALBERT EINSTEIN

"ACT I - IN THE BEGINNING..."

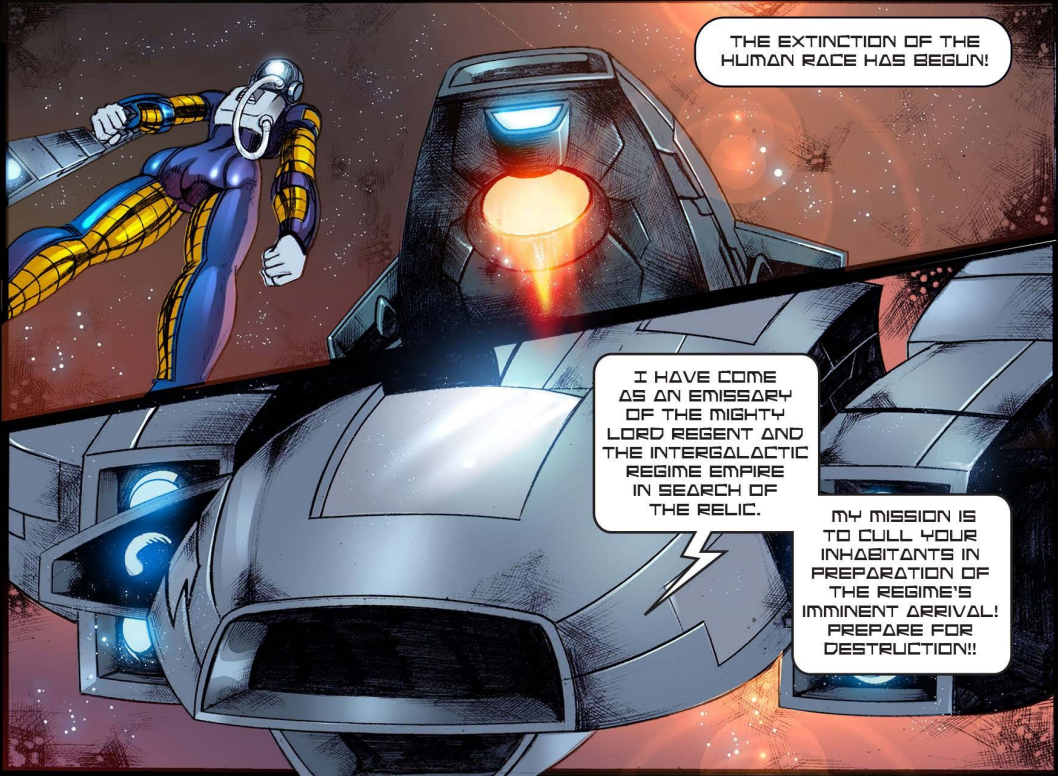
MEANWHILE SOME 238,857 MILES AWAY, A CLOAKED BATTLE CRUISER IS POSITIONED IN GEOSYNCHRONOUS ORBIT HIGH ABOVE THE EARTH.

ONBOARD THE CRUISER ARE TWO LIEUTENANTS OF THE ANDROMEDA GALAXY'S TYRANNICAL REGIME EMPIRE, LED BY THE COSMIC DESPOT KNOWN AS REGENT. THEIR MISSION IS TO FIND A MYTHICAL RELIC THAT WILL GRANT SUPREME POWER TO THE ONE WHO FINDS IT.

THE ENERGY SIGNATURES WERE TRACED TO THIS NEIGHBORING GALAXY, REFERRED TO BY ITS INHABITANTS AS THE MILKY WAY GALAXY.

THE HUMAN AGENTS THAT REGIME SCIENCE HAS "EMPOWERED" HAVE BEEN DEPLOYED AND ARE CURRENTLY ENGAGING ONE OF THEIR WORLD'S PROTECTORS. ONCE WE HAVE ACQUIRED THE RELIC, THE REGIME EMPIRE WILL RULE THE UNIVERSE!

SOON ENOUGH THAT WILL BE TRUE, ARMADA. OUR DEEP SPACE SENSORS SHOW THAT THE ARMAGEDDON CONSTRUCT HAS INITIATED CONTACT WITH THE EARTHLINGS ON THEIR LUNAR BASE.



THE EXTINCTION OF THE HUMAN RACE HAS BEGUN!

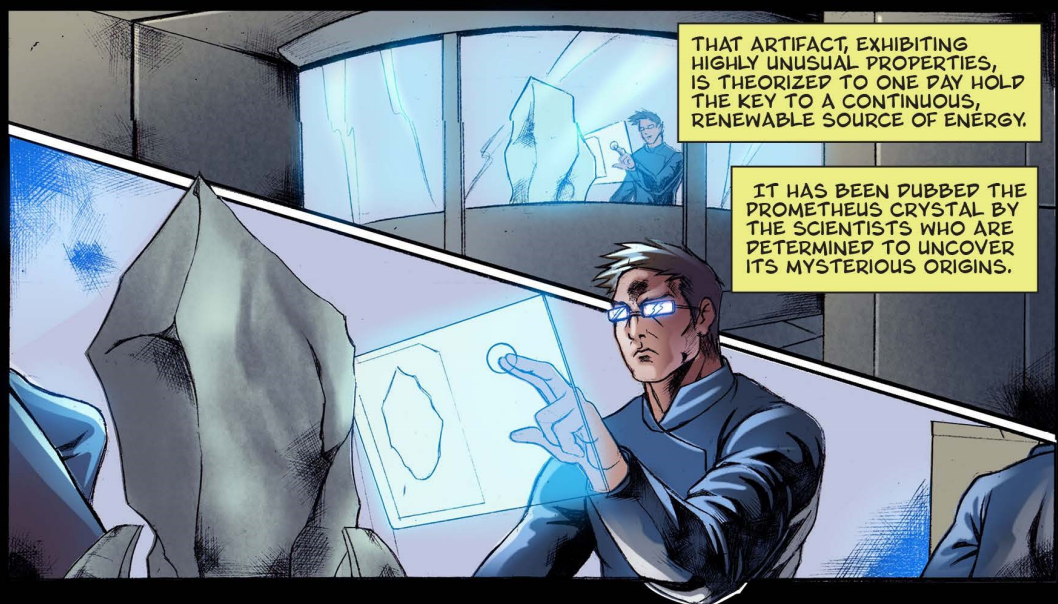
I HAVE COME AS AN EMISSARY OF THE MIGHTY LORD REGENT AND THE INTERGALACTIC REGIME EMPIRE IN SEARCH OF THE RELIC.

MY MISSION IS TO CULL YOUR INHABITANTS IN PREPARATION OF THE REGIME'S IMMINENT ARRIVAL! PREPARE FOR DESTRUCTION!!



MOON BASE ALPHA IS AN EXPLORATION AND RESEARCH FACILITY WHERE HIGHLY DANGEROUS EXPERIMENTS ARE CONDUCTED.

IT WAS CONSTRUCTED AFTER ONE SUCH EXPERIMENT WHERE A STRANGE ARTIFACT WAS RECENTLY DISCOVERED ON A LUNAR SPACE EXPEDITION.



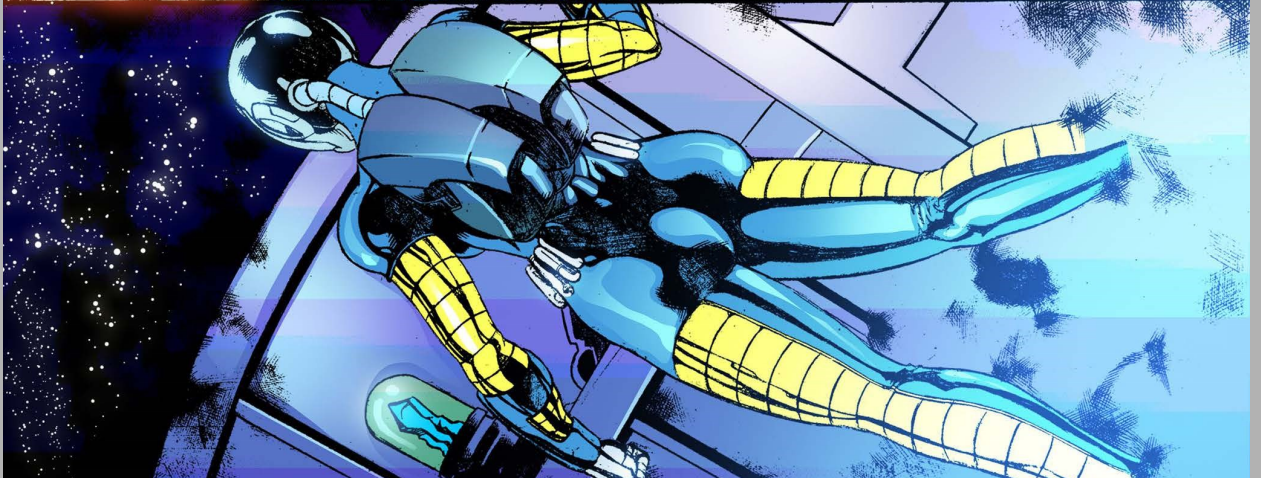
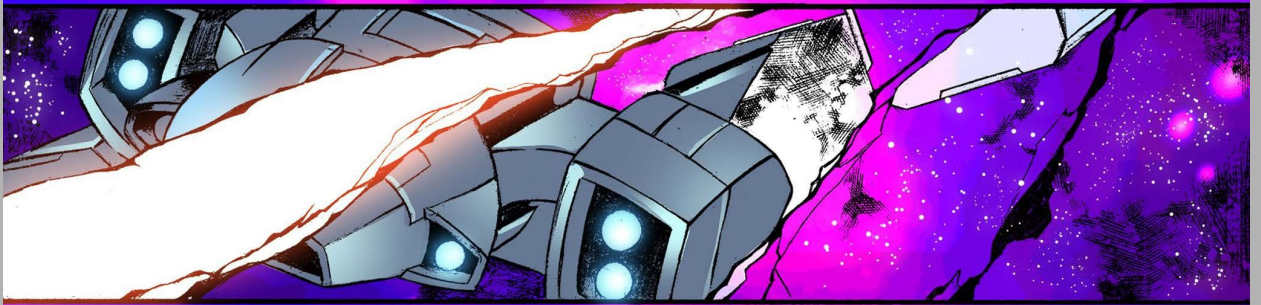
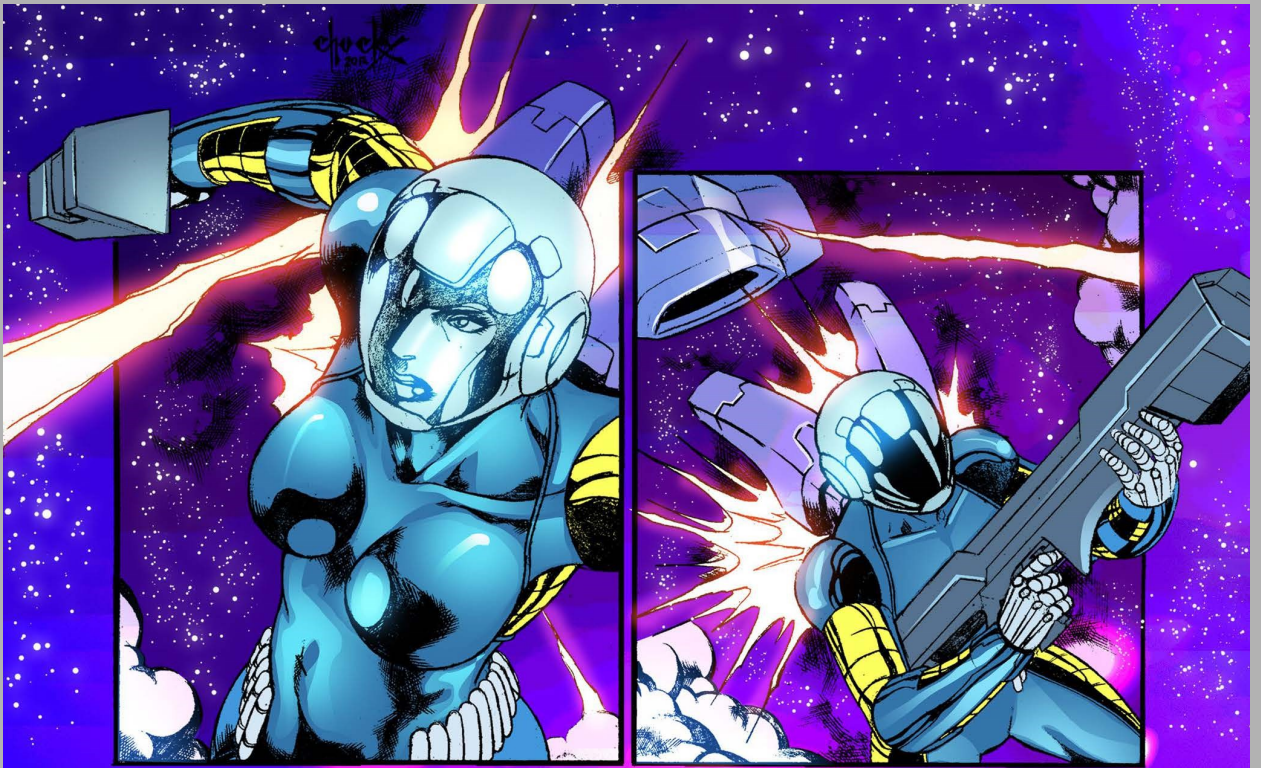
THAT ARTIFACT, EXHIBITING HIGHLY UNUSUAL PROPERTIES, IS THEORIZED TO ONE DAY HOLD THE KEY TO A CONTINUOUS, RENEWABLE SOURCE OF ENERGY.

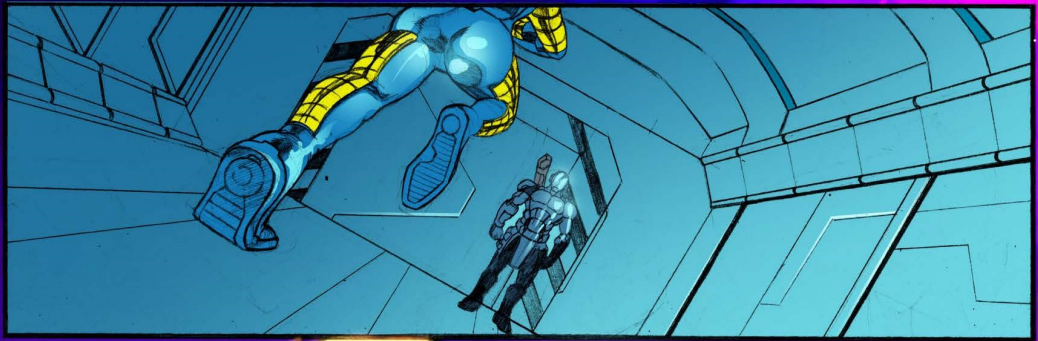
IT HAS BEEN DUBBED THE PROMETHEUS CRYSTAL BY THE SCIENTISTS WHO ARE DETERMINED TO UNCOVER ITS MYSTERIOUS ORIGINS.





ACTIVATE THE DEFENSES AND PREPARE THE CRYSTAL TO BE RELOCATED!







PADDY!!



ENSIGN DWYER, TAKE THE HELM AND ENGAGE ALL ION ENGINES, FULL POWER. I WANT US BACK ON EARTH WITHIN THE NEXT THREE HOURS. LIEUTENANT JACOBS, CALL PROJECT HOMELAND ON THE A-1 SECURED COM SYSTEM, INFORM THEM OF THE ALIEN HOSTILE AND MOONBASE ALPHA'S DESTRUCTION.

WHAT THE HELL WAS THAT?!

ATTACK POSITIONS!




"THE HOSTILE THAT DESTROYED MOONBASE ALPHA IS FOLLOWING US TOWARDS EARTH!"



OUR SHIELDS HELP AGAINST THAT ENERGY BLAST BUT WE WON'T BE ABLE TO SUSTAIN ANOTHER HIT LIKE THAT!

WE MAY NOT HAVE TO - LOOK!



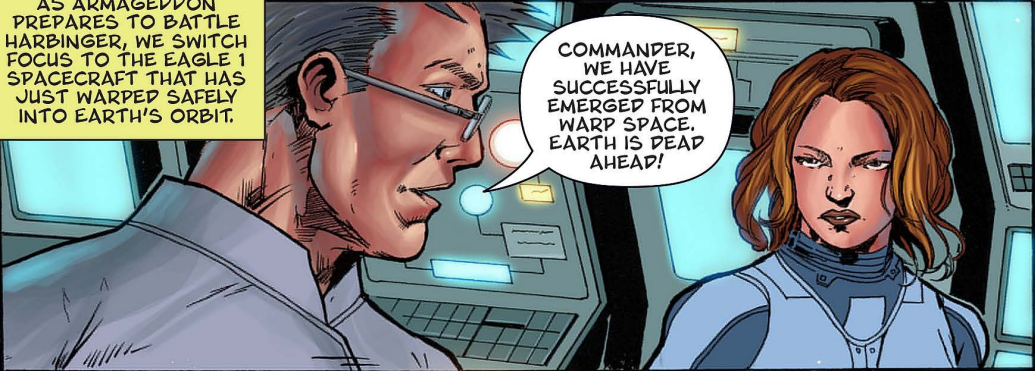
STAND DOWN,
CONSTRUCT! YOU
SHALL NOT ENDANGER
THE EARTHLINGS ABOARD THAT
VESSEL FOR THEIR DESTINIES.
DO NOT LIE IN YOUR HANDS.
TAKE HEED OF THE WORDS
OF ONE WHO KNOWS,
LISTEN TO THE
HARBINGER!!

STAY YOUR
HAND, CONSTRUCT.
THE EARTHLINGS
HAVE TELEPORTED
THEMSELVES
TO SAFETY.

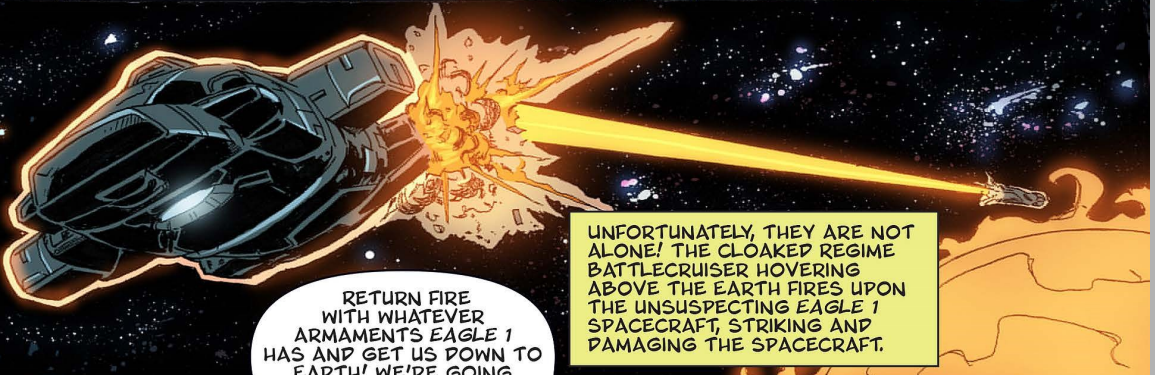
FOR EVENTS
YET TO COME, I
CANNOT ALLOW HARM
TO BEFALL THE HUMANS
EVEN IF I MUST
PERSONALLY BECOME
INVOLVED

DESIGNATE
"HARBINGER"
UNKNOWN, SENSORS
INDICATE ALPHA-
LEVEL COSMIC
ABILITIES.
COMPENSATION FOR
HARBINGER ABILITIES
IS COMPLETE.
DESTRUCTION OF
HARBINGER: IMMINENT.

AS ARMAGEPPON PREPARES TO BATTLE HARBINGER, WE SWITCH FOCUS TO THE EAGLE 1 SPACECRAFT THAT HAS JUST WARPED SAFELY INTO EARTH'S ORBIT.



COMMANDER, WE HAVE SUCCESSFULLY EMERGED FROM WARP SPACE. EARTH IS DEAD AHEAD!



UNFORTUNATELY, THEY ARE NOT ALONE! THE CLOAKED REGIME BATTLECRUISER HOVERING ABOVE THE EARTH FIRES UPON THE UNSUSPECTING EAGLE 1 SPACECRAFT, STRIKING AND DAMAGING THE SPACECRAFT.

RETURN FIRE WITH WHATEVER ARMAMENTS EAGLE 1 HAS AND GET US DOWN TO EARTH! WE'RE GOING IN HOT, BOYS & GIRLS! EARTH FALL, FIVE BY FIVE!



COMMANDER WILDFIRE, SENSORS INDICATE AN UNUSUALLY HIGH INFLUX OF GALACTIC COSMIC RAYS AND SOLAR ENERGETIC PARTICLES ARE BLANKETING THE PLANET AFFECTING COMMUNICATIONS.

OUR SHIELDS WERE DAMAGED BY THE ATTACK MAKING IT IMPOSSIBLE TO SUCCESSFULLY NAVIGATE THROUGH THIS STORM!

GO AROUND IT THEN, ENSIGN!

I DON'T THINK WE CAN. THE COSMIC ENERGY HAS INTERACTED WITH EARTH'S MAGNETIC FIELD WHICH HAS STRENGTHENED IT TO A PHENOMENAL DEGREE.



THIS ENERGY STORM IS SO SEVERE THAT OUR RADIATION SHIELDING MAY NOT BE ABLE TO PROTECT US LONG ENOUGH TO PIVOT COURSE TO GO AROUND IT.

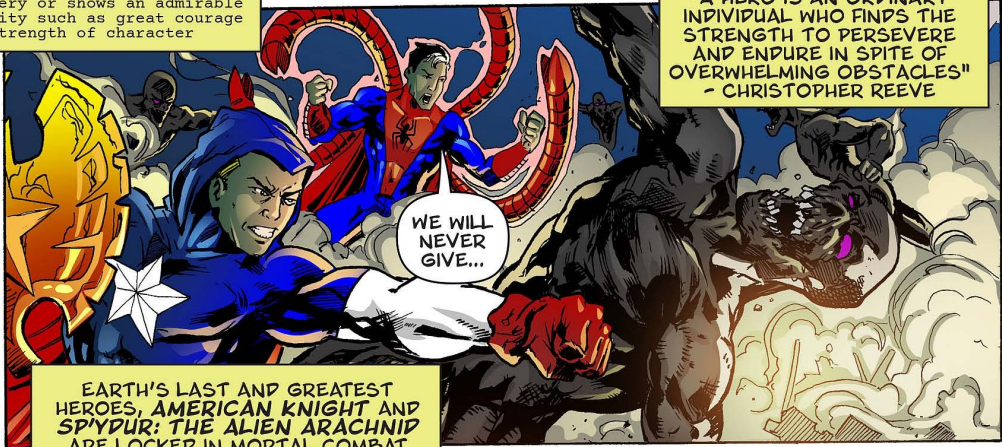
THEN WE GO STRAIGHT THROUGH IT, FULL SPEED AHEAD!



GCR'S AND SPE'S ARE SPIKING OFF THE CHARTS! THE SHIELDS ARE FAILING, THE ION ENGINES ARE GOING TO BLOW!

Hero (noun) - Someone who commits an act of remarkable bravery or shows an admirable quality such as great courage or strength of character

"A HERO IS AN ORDINARY INDIVIDUAL WHO FINDS THE STRENGTH TO PERSEVERE AND ENDURE IN SPITE OF OVERWHELMING OBSTACLES"
- CHRISTOPHER REEVE



WE WILL NEVER GIVE...

EARTH'S LAST AND GREATEST HEROES, AMERICAN KNIGHT AND SP'YDUR; THE ALIEN ARACHNID ARE LOCKED IN MORTAL COMBAT AGAINST AN INVASION FORCE THAT HAS DECIMATED THE ENTIRE PLANET! THESE TWO BRAVE HEROES ARE ALL THAT STANDS BETWEEN HUMANITY AND TOTAL ANNIHILATION!



ARGH!



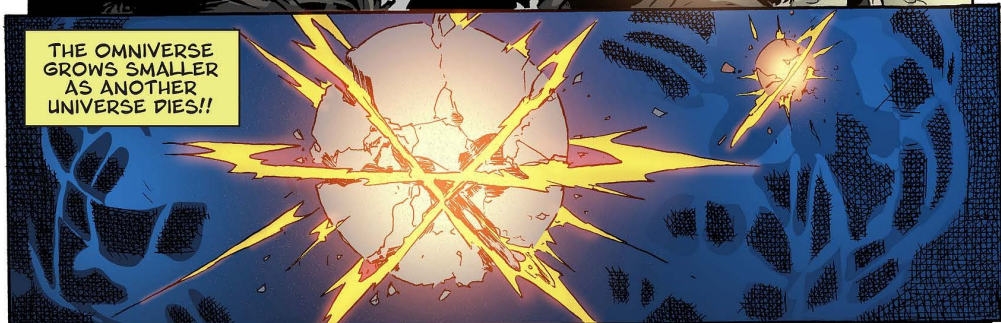
SP'YDUR!!

DAMN YOU INFERNAL CREATURES TO HELL!



TOOO LATE!

THE OMNIVERSE GROWS SMALLER AS ANOTHER UNIVERSE DIES!!



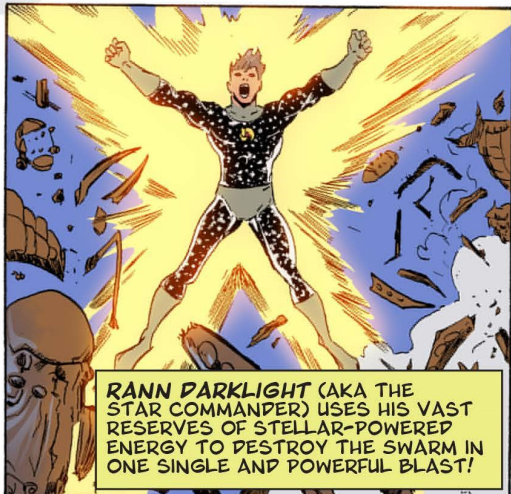
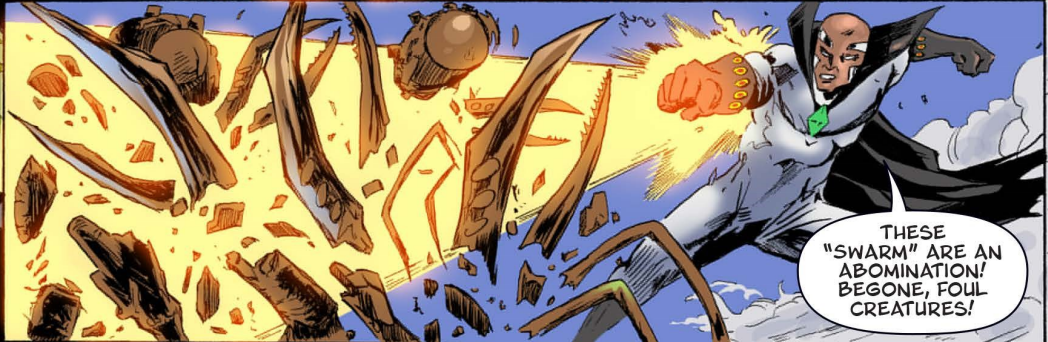
ACT II - THE FINAL FRONTIER

CREW, VESTA-6 IS BEING ATTACKED BY THE SWARM! THEY MUST BE STOPPED BEFORE THEY REACH THE SPACE DEPOT AND OVERRUN THE PLANET!

VESTA-VI - A VERPANT PLANET LOCATED IN THE MIDDLE OF THE ANDROMEDA GALAXY AND PRESENT WHEREABOUTS OF FIVE VERY SPECIAL BEINGS.

A LITTLE OVERDRAMATIC DON'T YOU THINK, STAR COMMANDER?

BUT RANN'S RIGHT...AS USUAL. THE SWARM ARE KNOWN AS THE REGIME'S GENETICALLY BRED WARRIORS WHO LEAVE ENTIRE PLANETS DESTROYED IN THEIR WAKE.





ORBITING HIGH ABOVE THE PLANET IS ASYLUM, THE SLEEK BATTLE CRUISER OF RANN PARKLIGHT & CREW.

WE HAVE INTERCEPTED COMMUNICATIONS FROM THE SWARM, THEY HAVE NOTIFIED THE REGIME OF OUR LOCATION!



NOW THAT RANN AND THE REST OF THE TEAM ARE BACK, WE CAN GET OUT OF HERE!



WAIT, WHERE IS ENIGMA? HE DIDN'T TELEPORT BACK UP WITH YOU?!


HE WAS HERE WITH US JUST A SECOND AGO!

THE REGIME BATTLE SQUADRON IS APPROACHING FAST. I CALCULATE APPROXIMATELY 2.58 PARSECS UNTIL THEIR ARRIVAL HERE PLACES THEM WITHIN STRIKING DISTANCE.


ENIGMA'S MYSTERIOUS ACT IS NOTHING NEW BUT UNLESS YOU WANT TO FIND OUT JUST HOW MUCH DAMAGE AN ENTIRE SQUADRON OF REGIME BATTLE CRUISERS ARE CAPABLE OF, I SUGGEST THAT WE WARP OUT OF HERE...NOW!!



AS MUCH AS I HATE TO ADMIT IT, PATH HAS A POINT.



EVEN WITH ENIGMA WITH US, WE ARE NO MATCH FOR AN ENTIRE SQUADRON.



WE CAN FIND ENIGMA LATER BUT IF WE STAND ANY CHANCE, WE HAVE TO LEAVE NOW.



AS LEADER OF THIS TEAM, IT IS MY CALL TO MAKE. ARGUS, ENGAGE THE HYPERDRIVE AND TAKE US OUT OF HERE!



PARKLIGHT & CREW SUCCESSFULLY MAKE THEIR WAY INTO HYPERSPACE ONBOARD THE ASYLUM!



NOT A MOMENT TOO SOON AS THE REGIME FORCES ARRIVE! FIVE OMEGA CLASS REGIME BATTLE CRUISERS MATERIALIZE IN THE EXACT LOCATION THE ASYLUM WARPED FROM!



HELM, WHERE ARE THE REBELS?! WE SHOULD HAVE ENGAGED THEM BY NOW.

COMMANDER DRACO, SENSORS SHOW THAT THE ASYLUM HAS COMPLETED A HYPERSPACE JUMP. WE HAVE LOST THEM, SIR.



THEN IT IS OUR MISSION TO FIND THEM. THE BEST BOUNTY HUNTERS IN THE GALAXY HAVE ASSEMBLED HERE AND OUR TARGETS ARE RANN PARKLIGHT AND HIS RAG-TAG BAND OF FREEDOM FIGHTERS.



"BAASH'R, BOUNTY HUNTER FROM THE PLANET ANTILA IS ONE OF THE ONLY BOUNTY HUNTERS IN THE GALAXY TO EVER KILL FOUR SANCTUARY DEACONS...OTHER THAN MYSELF"



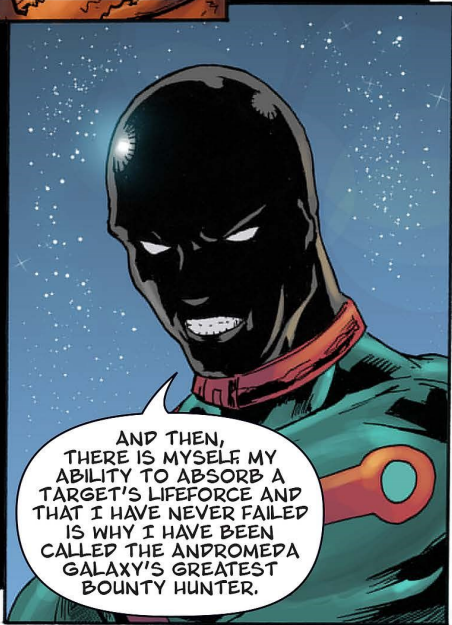
"KALLOS OF THE ARID, DESERT WORLD OF TUCANA. HIS IMPENETRABLE ARMOR AND MASSIVE STRENGTH ARE ALL THAT HE NEEDS TO TAKE DOWN HIS PREY."



"SKEN FROM THE METHANE-RICH PLANET CETUS IS A TELEPATH CAPABLE OF ADAPTING TO ANY ENVIRONMENT MAKING HIM THE ULTIMATE BOUNTY HUNTER."



"VENTURI OF PXUN USED TO BE A MEMBER OF THE SANCTUARY AS A CHILD UNTIL HER ENTIRE RACE WAS WIPE OUT BY A COWARDLY ATTACK BY ONE OF PARKLIGHT'S CREW. NOW AS THE LAST OF THE PXUNIANS, SHE USES HER DEADLY INHERENT ABILITIES ON THE SIDE OF THE REGIME."



AND THEN, THERE IS MYSELF MY ABILITY TO ABSORB A TARGET'S LIFEFORCE AND THAT I HAVE NEVER FAILED IS WHY I HAVE BEEN CALLED THE ANDROMEDA GALAXY'S GREATEST BOUNTY HUNTER.

FOR OVER 400 YEARS, THE ANDROMEDA GALAXY HAS BEEN AT WAR! THE SPIRITUAL ACOLYTES OF THE SANCTUARY HAD BEEN ABLE TO HOLD OFF THE ATTACK OF THE MILITARISTIC REGIME SOVEREIGNTY. BUT THAT BATTLE HAS COME TO AN END AS THE REGIME EMPIRE HAS NOW COMMANDERED ALL OF THE SENTINEL WORLDS OF THE GALAXY! WIDESPREAD CHAOS HAS ENSUED!

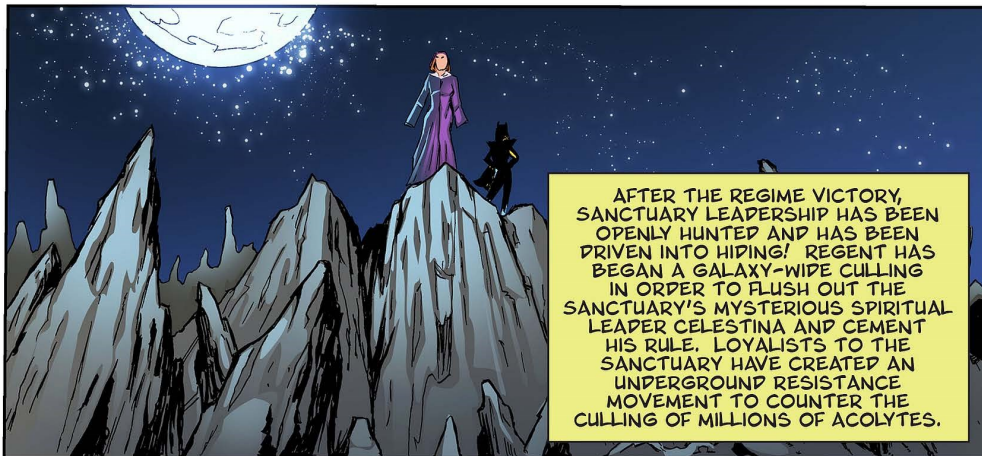
REGENT IS THE HEAD OF THE EVIL REGIME EMPIRE AND TYRANNICAL DESPOT OF THE ANDROMEDA GALAXY. HE HAS RULED THE GALAXY WITH AN IRON FIST FOR YEARS AFTER USURPING CONTROL FROM THE SANCTUARY, THE BENEVOLENT AND SPIRITUAL CENTER OF OVER HALF THE INHABITANTS OF THE ANDROMEDA GALAXY.

RIVAL, DO NOT FORGET THAT YOU ALL LIVE AND SERVE AT MY WHIM FOR NO ONE BUT I AM THE ULTIMATE POWER AND THE WAY. FOR NONE CAN EQUAL THE OMNIPOTENT REGENT!

THE ONLY THING STANDING BETWEEN THE REGIME EMPIRE AND TOTAL DOMINATION IS CELESTINA AND RANN DARKLIGHT. THAT IS WHERE YOU COME IN.

I HAVE NEVER FAILED A MISSION! ALL OBSTACLES TO YOUR REIGN SHALL BE ELIMINATED, LORD REGENT!

EXCELLENT! I WANT TO FEAST ON THEIR HEARTS AND HAVE THEIR HEADS ADORNING MY PALACE WALLS ON ARCTURUS!



AFTER THE REGIME VICTORY, SANCTUARY LEADERSHIP HAS BEEN OPENLY HUNTED AND HAS BEEN DRIVEN INTO HIDING! REGENT HAS BEGAN A GALAXY-WIDE CULLING IN ORDER TO FLUSH OUT THE SANCTUARY'S MYSTERIOUS SPIRITUAL LEADER CELESTINA AND CEMENT HIS RULE. LOYALISTS TO THE SANCTUARY HAVE CREATED AN UNDERGROUND RESISTANCE MOVEMENT TO COUNTER THE CULLING OF MILLIONS OF ACOLYTES.



THE REMNANTS OF THE SANCTUARY AND THE VERY UNIVERSE ITSELF NEED YOU!



I HAVE SPENT MY TIME IN SECLUSION ORGANIZING AND PLANNING THE GALAXY-WIDE RESISTANCE TO REGIME RULE. REGENT IS AN EVIL DESPOT WHO WILL STOP AT NOTHING TO GAIN POWER INCLUDING DESTROYING THE UNIVERSE TO GET IT. THE RESISTANCE IS FINALLY PREPARED TO STRIKE BACK AND STOP REGENT'S MAD PLANS!



THE MOMENT IS NOW AT HAND FOR YOU TO MAKE YOUR RETURN... CELESTINA!

DO NOT WORRY, WE SHALL BE PREPARED!

OF THIS I AM WELL AWARE, FOR THE FUTURE IS AN OPEN BOOK FOR THE SEER! NOW I GO TO PLAY MY PART IN THIS UNFOLDING COSMIC DRAMA. BE WELL AND LET THE VISION OF A BETTER FUTURE BE YOUR GUIDE, CELESTINA!

ELSEWHERE IN THE STAR-PENSE CENTER OF THE ANDROMEDA GALAXY ON THE IDYLIC EPIEN IT BEGINS: THE MOST AWESOME ASSEMBLY OF DIVERSE, COSMIC POWER-WIELDERS IN THE OMNIVERSE! BEHOLD, THE GATHERING OF THE UNIVERSALS!!

THE UNIVERSALS MUST HANDLE THE COMING CRISIS!

PARADOX... REALITY-RENDING BALANCE BETWEEN CHAOS & ORDER, THE POSSIBLE AND IMPOSSIBLE!

AXION!

PARADIGM!

EON... PERSONIFICATION OF LIMITLESS TIME!

THE PIECES ARE FINALLY IN PLACE!

VERITAS... THE CLOAKED EMBODIMENT OF PURE TRUTH!

PROTECTOR... COSMIC GUARDIAN OF THE UNIVERSE!

THE ARBITRATORS... THE THREE VISAGES OF COSMIC JUSTICE!

WE KNOW WHY WE ARE HERE, SEER. SOME OF US KNEW THE TRUTH EVEN BEFORE BEING CONTACTED BY YOU.

SEEKER... UNIVERSAL POWERBROKER!

PHYSICIAN

SEER... PREDICTOR OF THE FUTURE!

INFINITI...
EMBODIMENT
OF SPACE AND
DISTANCE!

I CAN
SENSE RIPPLES
IN THE NATURAL
ORDER OF THE
UNIVERSE.

THE COMING
APOCALYPSE
THREATENS TO UNDO
ALL OF OUR CREATIONS
AND HAS CAUSED THIS
UNPRECEDENTED
GATHERING OF ALL OF
THE UNIVERSALS!

PAX...
UNIVERSAL
HARMONY,
ORDER AND
PEACE!

ARCHITECT...
DREAM MAKER
AND SHAPER
OF WORLDS!

ID THE SUPER EGO...
ALL KNOWLEDGE &
INTELLIGENCE!

EXAMINER!

EVOLUTIONIST...
CULTIVATOR OF
CIVILIZATIONS!

PHOBIA...
EMBODIMENT
OF FEAR!

PROVIDENCE...
DIVINE
INTERVENTION!

AGAPE & EROS...
MANIFESTATION
OF SPIRITUAL AND
PHYSICAL LOVE!

WAR...
CHAOS
BRINGER AND
RAVAGER OF
WORLDS!

ANALYZER...
ENIGMATIC
EXPERIMENTER AND
PROVOCATEUR!

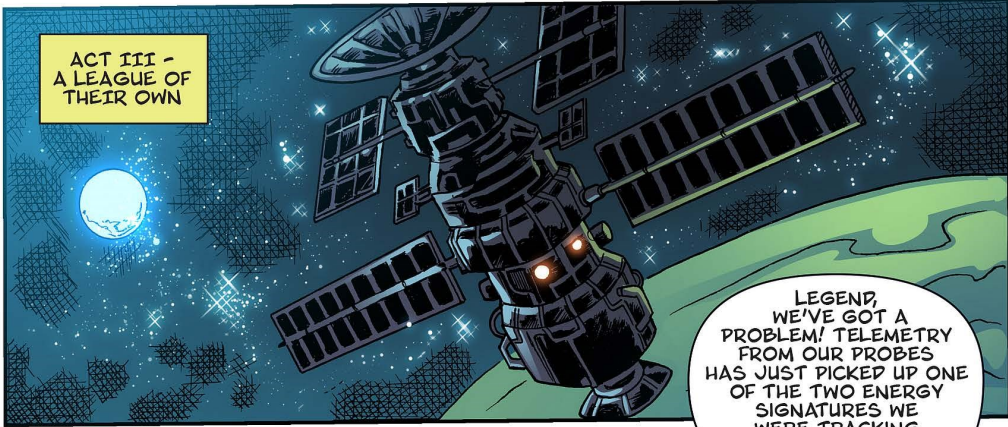
PHYSIQUE...
PHYSICAL
REFLECTION!

SINCE THE
PAWN OF CREATION
WE HAVE GUIDED AND
WATCHED OVER THIS
UNIVERSE. AS THE COSMIC
ELDERS OF WORLDS UNKNOWN
TO MANKIND, WE WHO ARE
KNOWN AS THE UNIVERSALS
HAVE CONVENED
ONLY IN MATTERS
OF COSMIC
SIGNIFICANCE.

HATE...
ANIMOSITY
INCARNATE!

MORE OF THE
CRYPTIC WORDS OF
THE UNIVERSALS
WILL BE EXPLORED
SOON!!

ACT III -
A LEAGUE OF
THEIR OWN

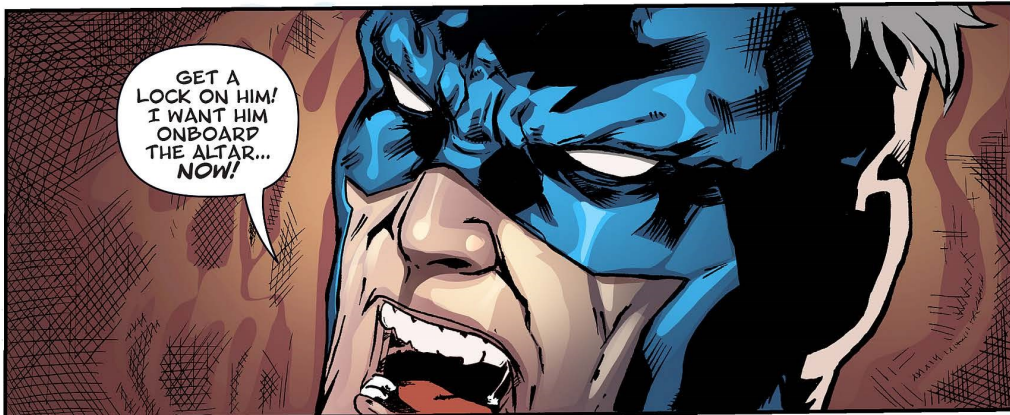


LEGEND,
WE'VE GOT A
PROBLEM! TELEMETRY
FROM OUR PROBES
HAS JUST PICKED UP ONE
OF THE TWO ENERGY
SIGNATURES WE
WERE TRACKING
SUDDENLY POP
UP ON EARTH!



AND?!
WHICH ONE
IS IT?

IT'S ATOM
BOMB...HE'S
BACK!!



GET A
LOCK ON HIM!
I WANT HIM
ONBOARD
THE ALTAR...
NOW!



ALL OF YOU SUPERMEN ARE THE SAME! YOU THINK BECAUSE YOU HAVE POWER YOU CAN DO WHATEVER YOU WANT. I WILL SHOW YOU WHAT TRUE HEROISM AND POWER IS AS WE BEGIN OUR REIGN OVER THIS WORLD!

THIS EPIC BATTLE WITH SINISTER INC. WILL BE SEEN IN AN UPCOMING ISSUE OF THE REGULATORS.



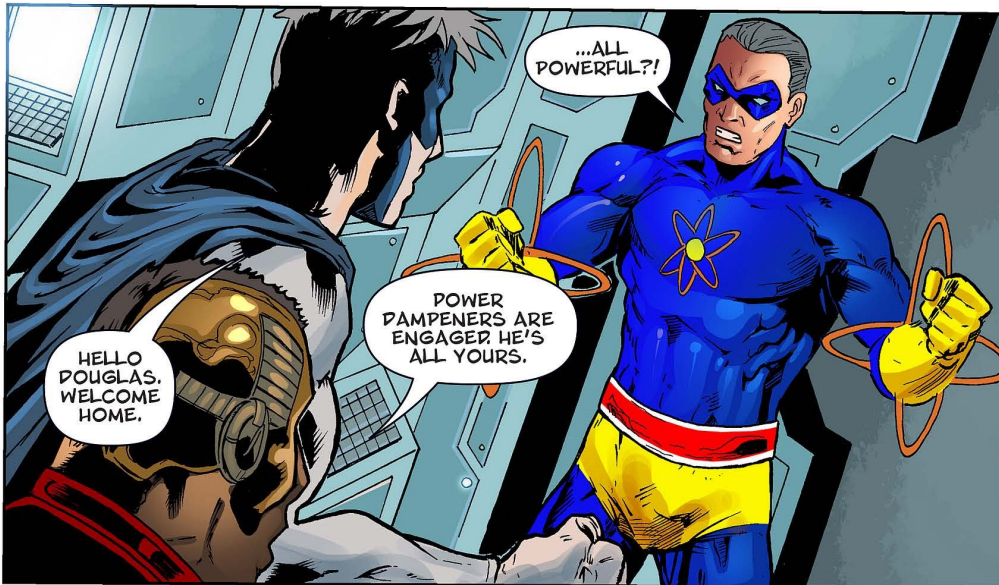
I HAVE NO IDEA WHAT YOU ARE RAMBLING ABOUT BUT YOU SOUND LIKE YOU HAVE A SERIOUS AXE TO GRIND TOO BAD YOUR CRONIES DIDN'T BRIEF YOU ON ME BECAUSE I'M NOT LIKE YOUR OTHER "SUPERMEN", I CAN ABSORB YOUR BLASTS AND TURN THEM AGAINST YOU.

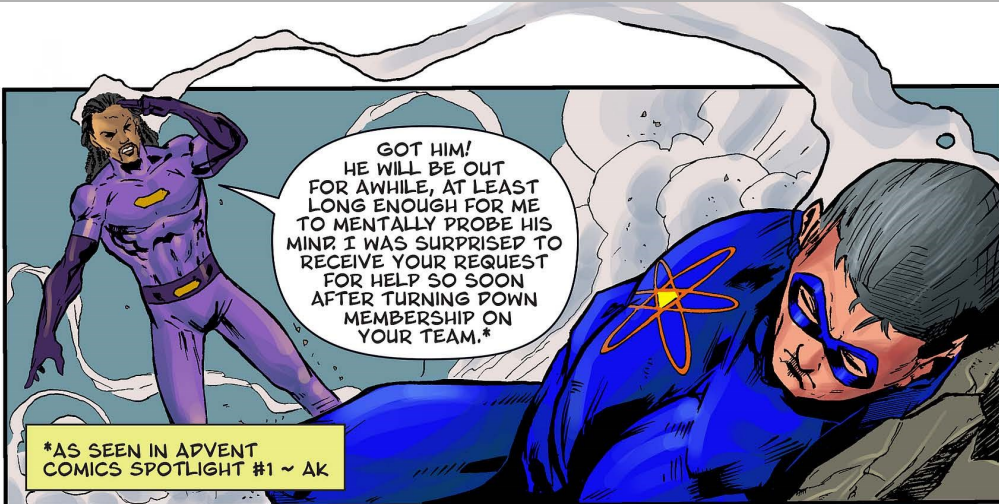


YOU CAN'T STOP ME! I HAVE BECOME...



WHERE DID HE GO?!





GOT HIM!
HE WILL BE OUT FOR AWHILE, AT LEAST LONG ENOUGH FOR ME TO MENTALLY PROBE HIS MIND I WAS SURPRISED TO RECEIVE YOUR REQUEST FOR HELP SO SOON AFTER TURNING DOWN MEMBERSHIP ON YOUR TEAM.*

*AS SEEN IN ADVENT COMICS SPOTLIGHT #1 ~ AK



BUT I AM GLAD YOU CALLED ME BECAUSE A "SPECIALIST" WAS DEFINITELY NEEDED THIS GUY'S MIND IS TOTALLY FRACTURED BUT NOT DAMAGED BEYOND REPAIR OF MY POWER.



"I AM STAYING TO HIS RECENT MEMORIES, IF I DIG TOO DEEP I WILL FRY HIS BRAIN! I SEE THAT HE WAS A TEAMMATE OF LEGEND AND A FEW OTHER HEROES THAT I RECENTLY MET DURING THE DEMON WAR IN THE SECRET WORLD WAR II TEAM, THE LIBERTY SQUADRON."



"ATOM BOMB WASN'T TOO PLEASED TO LEARN THAT THE MANHATTAN PROJECT, WHICH PRODUCED THE BOMB OF THE SAME NAME THAT DESTROYED BOTH HIROSHIMA & NAGASAKI, WAS ONLY SUCCESSFUL AFTER U.S. SCIENTISTS SIMULATED HIS POWERS. HE SECRETLY STRUGGLED WITH FEELINGS OF GUILT THAT HE WAS RESPONSIBLE FOR ALL OF THOSE DEATHS."



"THAT WAS ONE OF THE REASONS THAT HE SACRIFICED HIMSELF TO STOP HIS REALITY-ALTERING, MANIAC BROTHER AND ALLOWED MYSTIC TO TRAP THE BROTHERS IN AN ALTERNATE DIMENSION TO SAVE THE WORLD."



DUE TO THE WEAKENING OF THE DIMENSIONAL BARRIERS, ATOM BOMB WAS ALLOWED TO ESCAPE HIS OTHER-DIMENSIONAL PRISON. YOU SHOULD KNOW THAT, HIS TIME IN THAT OTHER DIMENSION CHANGED HIM. IN SHORT, ATOM BOMB IS AS LOONY TUNES AS THAT RASCALLY RABBIT!



DOUGLAS WAS THE SAME ONE OF THE TWO. YOU KNOW IF HE IS HERE THEN...

I KNOW WHAT IT MEANS!



PSYCHE, I HAVE TO ASK ONE MORE FAVOR OF YOU. WE NEED TO TRANSPORT ATOM BOMB AND I NEED YOU TO KEEP HIM SEPARATED UNTIL WE GET THERE.

OF COURSE, LEGEND.



I ASSUME THE ENTIRE TEAM WILL BE NEEDED FOR THIS ONE, I'M PUTTING OUT AN A-1 ALERT. WHAT'S OUR NEXT MOVE?



IT'S TIME TO PUT THE BAND BACK TOGETHER AGAIN!



Epilogue.

*The Cosmos - The vast
expanse of space and time*

*A place where untold
mysteries abound and
countless wonders are
still left to behold.*

*Majestic celestial bodies
teeming with power and
immeasurable in scope.*



*Eons of secrets long
thought to be forgotten.*



*But we have not
forgotten!*




I HAVE AWAKENED!

BUT WHO AM I?



MY BEING HERE IS ANSWER ENOUGH FOR NOW, FOR I MUST FIND A WAY OFF OF THIS WORLD.



INTERESTING, I MERELY THOUGHT OF LEAVING AND NOW POSSESS THE ABILITY TO FLY. IT SEEMS THAT THERE IS INDEED MUCH THAT I NEED TO LEARN.



WHERE AM I AND HOW DID I ARRIVE HERE? THIS PLANET LOOKS FAMILIAR SOMEHOW BUT I CANNOT REMEMBER EVER BEING HERE.



AARRGGHH!



NO!! SO MUCH DEATH... DESTRUCTION!



THAT WAS A PSYCHIC BARRAGE OF THE HIGHEST ORDER, SOMEONE WANTED TO ENSURE THAT I RECEIVED THE MESSAGE THAT THEY WERE CONVEYING.

THE IMAGES OF DEATH, DESTRUCTION AND REBIRTH WERE AS VIVID AS IF THEY WERE ACTUAL MEMORIES YET I PERCEIVE THAT THESE EVENTS HAVE NOT HAPPENED AS OF YET.

MORE IMPORTANTLY, I WONDER WHAT ROLE OR PURPOSE DO I HAVE IN ALL OF THIS?

I BELIEVE I AM ABOUT TO RECEIVE MY ANSWER. I SENSE A BEING OF IMMENSE COSMIC POWER ENTERING INTO THIS REALITY.

WHO ARE YOU STRANGER? AND WHAT IS IT THAT YOU WANT WITH ME?

I HAVE HEEDED YOUR CALL FOR ANSWERS, GENESIS. I HAVE COME TO SHOW YOU THE PURPOSE FOR WHICH HAS BROUGHT YOU HERE.

AS TO WHO I AM, TO SOME I AM A MYSTERY, OTHERS CONSIDER ME A RIDDLE, BUT ALL KNOW ME AS...ENIGMA!

ENIGMA, YOU ARE UNKNOWN TO ME. I HAVE NEVER LAID EYES ON YOU BEFORE THIS EXACT MOMENT, HOW DO YOU KNOW OF ME?

THE ENTIRE UNIVERSE IS FULLY AWARE OF THE LEGEND OF GENESIS - ADVENTURER, HERO, COSMIC SHAMAN AND SAVIOR.

I KNOW ALL THERE IS TO KNOW ABOUT YOU, FOR THE UNIVERSE HAS NO MYSTERIES OR SECRETS THAT I AM NOT AWARE OF.

DO YOU TRULY WISH TO KNOW YOUR PURPOSE IN THE GRAND DESIGN OF LIFE, GENESIS? I HAVE ARRIVED TO SHOW YOU THE ANSWERS YOU SEEK, YOU WERE DESTINED TO LIVE AGAIN...

ONLY TO DESTROY ALL OF CREATION BY YOUR HAND!

SO IT NOW BEGINS. HIS 'REBIRTH' HAS SET IN MOTION EVENTS THAT CANNOT BE STOPPED. THIS UNIVERSE WILL DIE!!

REBIRTH

Tony Kittrell - Writer Charles Q. Penero - Artist
Bryan Magnaye/Rachel LaChance - Colors

Preston Shuttlesworth - Inks
Oren Kramek - Letters



Like what you see? Catch up on Cosmos however you want:

[Advent Comics](#)—[Amazon](#)—[DriveThruComics](#)

Then, follow Advent Comics on all the socials:

Instagram—[AdventComics](#)

Facebook—[Advent.Comics](#)

Twitter—[AdventComics](#)

TikTok—[AdventComics](#)

YouTube—[adventcomics5930](#)

**Then, click NOTIFY ME on the [new campaign](#) launching
January 23!**



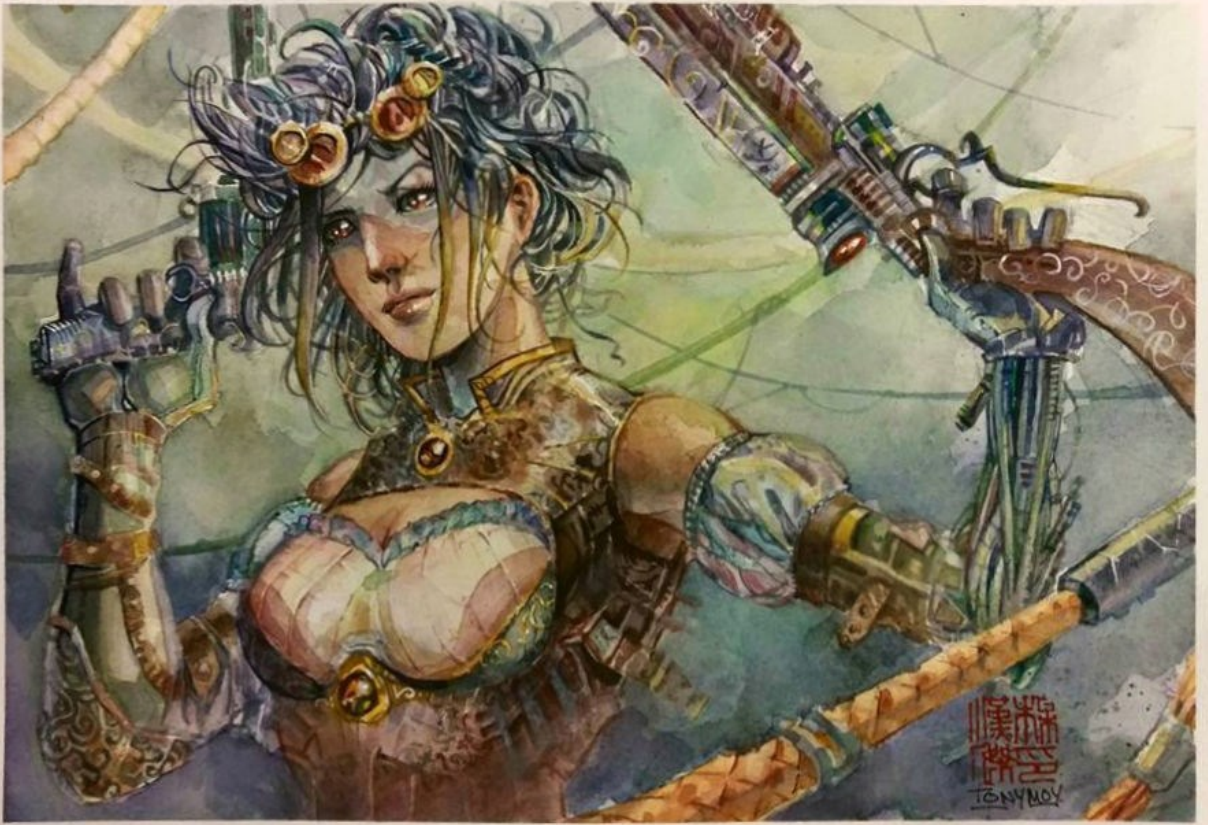
GALLERY

You might have seen his name on a cover, or noticed his beautiful watercolor work at a convention. Well now he's putting out a comic on Webtoons based on the most-decorated infantry regiment in American history. Let's take a look at the work of



TONY MOY





**You know I had to include
my boy Summers!**

The day we stop showing compassion for the enemy, is the day we become the enemy





I finish with this page from the [4Fourty2nd](#) Trailer. If you're a history buff, a WWII buff, or just in general a great comic fan, make sure you check it out, and follow Tony across all the socials!

Website—[The Art of Tony Moy](#)

Instagram—[Tony Moy](#)

Twitter—[TonyMoy88](#)

Facebook—[TonyMoy88](#)

YouTube—[TonyMoy](#)

Webtoons—[4Fourty2nd—The Lost Batallion](#)



DEUS EX (THE ARMORY)

DALIBOR ZUJOVIC

CHAPTER 2

Lucy gingerly walks to the table and hands Samuel a cup of ice. He pours his coffee into the cup of ice and lets the temperature settle.

"Appreciated. Let me get a slice of your apple pie. You want some Stephen?"

"Sure, why not? Throw some ice cream on top while you're at it."

"Now that sounds great. I'll have the same, Lucy."

"Two slices coming up, gentlemen." Samuel waits until Lucy is a few feet away before he starts talking.

"So. Before everything, before recorded and unrecorded time, before the existence which we know now, there was the first world. On this world everything happened. Even things that have not even been conceived yet existed there." Steve stares at Samuel intensely, waiting for more.

"So while everything was happening on the first world, there was a family. *Our - family. The way it would later be told, we were the first family. Who could say for certain? However, we definitely were the last. A family of collectors, we were known for discovering, locating, and sometimes even manufacturing items of great importance. As the collection grew, both in quantity and in scale, we of course had to address storage.*" He finally took a sip of his coffee. *"In the early days it was easy. A large enough cave will house just about anything. Until the first Jotun axe needs a home."* Steve's eyes bulge at the phrase, and Lucy walks up with the pies.

"Here you are, enjoy!"

"Thanks, Lucy." Stephen turns to Samuel with wide eyes. "Jotun? As in Norse mythology?"

"Sure, here they're mythology. There, they were very real and posed a very real threat. Luckily the glory-hungry Asgardian types managed to keep them at bay. But that meant that a lot of Jotun and Asgardian treasures were strewn about the world."

"You can't expect me to believe this."

"I do indeed. Unless you can tell me why you've felt compelled to wait here for my arrival every day for nearly a year?" Steve opens his mouth to speak but realizes he has no rebuttal. "I didn't think so. Anyway, the giant weapons were the first sign that we needed to think outside of the box, as it were. As the ages went on, and industrialization took the first world, various storage facilities were built across the planet. As humanity expanded off-world, we had storage facilities on pretty much every moon in the solar system, and by way of a very complicated transportation device, we had a select few items inside the sun."

"Now I know you're messing with me. I was ready to believe you until you said you had stuff *inside the fucking sun.*" Steve leans to whisper the curse word. *He's not looking to get any unnecessary attention.*

"Your belief is irrelevant. It happened."

"Did this magical world not have physics?"

"Of course it had physics. We just had a far stronger understanding of it by the time I'm talking about. Your world here is just starting to talk about setting up a research facility on the Moon. There, we had a research facility on the moon by 1969. By the 21st century, Earth's moon was completely colonized, as was Mars, and most moons. Hell, the Kuiper belt was nearly completely mined for resources by 2020 because of the short-range FTL development in 2015. Stephen I wasn't even born until GE24. Roughly converted, 4315." Steve leans back with his eyes bulging wide open, feeling as if they might actually pop out of his head. Just then, Lucy shows up with

the pies and ice cream.

"Here you are boys." She puts a carafe on the table, then a plate in front of each man, and finally a small insulated bowl with a lid..

"Thanks, Lucy. Say thanks, Stephen." Samuel nods his head at Steve, who finally blinks and snaps his head to Lucy.

"Oh, yes, thanks Lucy. I appreciate it."

"You're both welcome." She taps the carafe. "That's a full pot in there, lunch rush is about to start, but I don't want you boys going thirsty if I'm busy. The little bowl's full of ice and will stay that way for a couple hours."

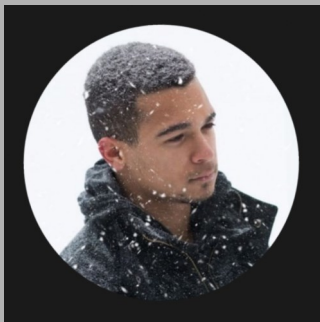
"Isn't she thoughtful, Stephen?"

"Absolutely." Samuel picks up his fork and starts eating the pie.

"Don't let the ice cream melt completely, Stephen. Eat up. This next part is a doozy."

As most writers do, the working title for this story has always been "Deus Ex" which is a title that many pieces of media have used, and ultimately refers to the ancient Greek theatrical methods for bringing the gods to life—the original phrase literally translating to "God from the machine." I still sort of like that title, but I've been using Google Translate to try and come up with a similarly iconic-sounding title, but one that more aptly describes the overall concept. I have an idea, and it's feeling more solid as I go, but ultimately I think that this story—which will only have a couple more short chapters—will ultimately be part of an anthology that will piece together the overall concept of the armory.

Also let me know what you think of that image as a cover to this story. I've got a handful things I don't like about it, and will be commissioning someone to get a real version, but I threw in an idea into Midjourney and it spit this out on a single variation. It has elements I like for it.



Sometimes you just luck out and pick a campaign from the recommendations in Kickstarter and just have a blast on the ride from there! That's how I found out about Red Sea Comics and

CHRIS MOSES

Now the CTRL+Z campaign is not your first rodeo, so we'll cut to the chase. What makes this book different than your previous work, or unique among the sea of indie campaigns out there?

CTRL+Z is a book that I've been working on for a while with the team. While in the same genre as my comic *The Saturn Effect: Alpha*, CTRL+Z approaches storytelling at a breakneck pace! It's unapologetically badass while also having thought-provoking themes like Identity, Memories, and what it means to be you.



In the campaign notes you mention this is a 4 issue series. Now, I personally hope will culminate in a quality trade paperback like The Saturn Effect Alpha that just hit my shelf recently. When you start a new project, are you planning out a length, or do you just write, and then worry about format/series length later? Did you sit down and say "I'm doing a 4-issue mini" or "I'm making a CTRL+Z comic, let's see where it goes"?



I'm glad you enjoyed your TSE: Alpha trade! Yes I do plan out the length of my series before I move on to the actual writing. Sometimes I even decide how long a series will be before I even break the story. Just as it's important to know where you're going, you need to know how long it'll take to get there. That's not to say there isn't discovery and flexibility along the way, but

having a solid plan I find to be instrumental in producing quality work. When it comes to CTRL+Z, I wanted to write something that could leave an impact quickly and leave the audience wanting more. I pitched CTRL+Z to our artist, the amazing and extremely skilled Riccardo Cecchi, knowing that we both wanted to make a statement with substance in the Indie comic space without dragging it out longer than it needed to be.

But I wasn't always like this! When I wrote Alpha, I had written multiple issues before deciding it would be 8 issues total. The beauty of writing and finishing scripts is you learn what you can improve on in your process for the next one. How I write and plan is always evolving as I try to improve with every project I put out.

With a reasonably beefy back catalog, what was the first work you made that you felt was ready for the public, and what about it made it ready?

The first book I felt was ready was actually the first comic I made, *The Saturn Effect: Ajax* (read for free at thesaturneffect.com.) While it isn't perfect, it was a book that I felt extremely passionate about putting out for people to see. It's important though to keep in mind that your first anything won't be your best (and if it is, that's a big problem). It probably won't be "ready" either when compared to your latest works. However, that doesn't mean you should wait to put your work out there until you think it's perfect. It will never be perfect and you won't get to the level you want if the only person that has seen your books is yourself. Being able to say "this project is finished," is a crucial step in the writing journey of improvement.



Have you ever given up on a project, or is there a project that's in the idea notebook (we all have several, right?) that you haven't had a chance to make yet?

Absolutely! I have so many projects in my comic book graveyard or on a shelf that had to be postponed or canceled. It is just the nature of the business. Not every project you start will go perfectly! It's all part of the learning process. But you never know when a project may be raised from the dead, or the perfect collaborator comes around to take an idea off the shelf.

Having personally experienced the quality of your final product, I feel like the answer to this one will be very enlightening to the readers. What have been the most challenging obstacles as an indie publisher, and how have you overcome them?

For me, I have had multiple printing problems throughout my Kickstarter career. I always want my rewards to come out perfect, so any problem I have with my rewards I take very seriously. That has made it challenging to run consecutive projects and do as many Kickstarters as I'd like. Make sure you do your research when it comes to choosing a printer, triple-check all your files before you send them out, and check all your books when they arrive. Lastly, remember that shit happens and as long as you stay communicative with your backers, everything will work out.



I can absolutely understand that last point. For more of my thoughts on that, read this month's Editorial!

Now let's check out a special preview of CTRL+Z Issue 1!


RED SEA
COMICS

1

MOSES
CECCHI
MARTINS

TRIZ





CRUZ

CHRIS
MOSES
WRITER

RICCARDO
CECCHI
ARTIST

MARCOS
MARTINS
COLORIST

PETER
HAMBOUSSI
EDITOR

GERALD
VON KAHR
EDITOR

REED
HINCKLEY-BARNES
LETTERER

  @RedSeaComics



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cyberscape

I didn't think much of them. The visions.

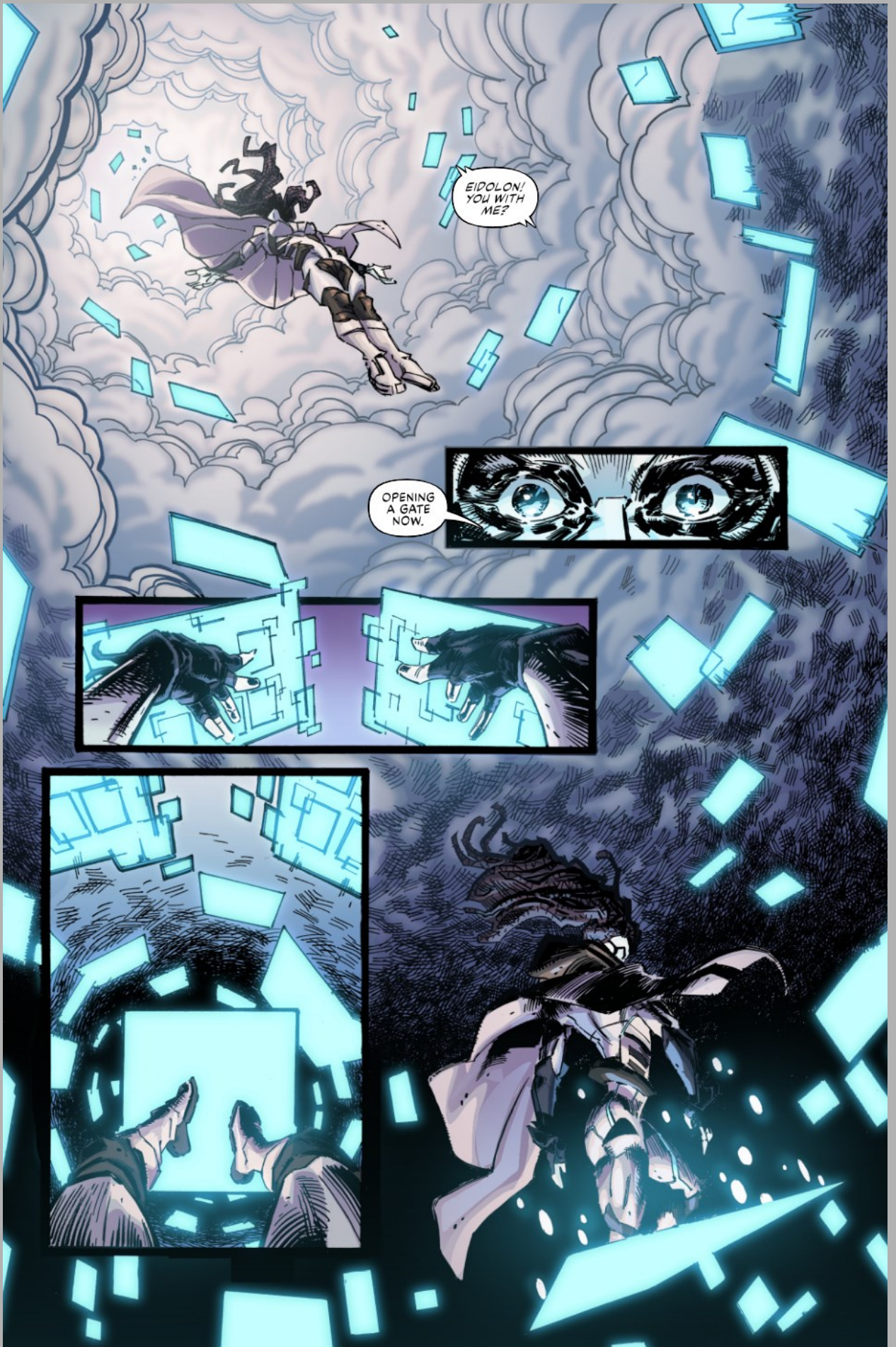
They weren't a problem. Argos said they messed with all of our heads.

MOMMY, WHERE ARE WE GOING?

But then I met Puma...

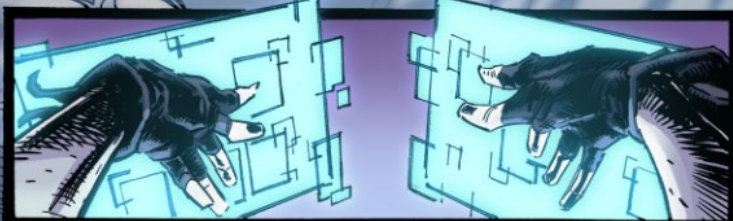
A PLACE WHERE YOU CAN LIVE, REYVA.

...And everything came crumbling down.



EIDOLON!
YOU WITH
ME?

OPENING
A GATE
NOW.





DID YOU SEE WHAT HAPPENED?

I HEARD MORE PEOPLE GOT CONTROL Z'D.

YOU'RE NOT SUPPOSED TO DISAPPEAR FROM THE AFTERLIFE.

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Three more mids disappear from Cyberscape





THAT
LITTLE
SHIT!

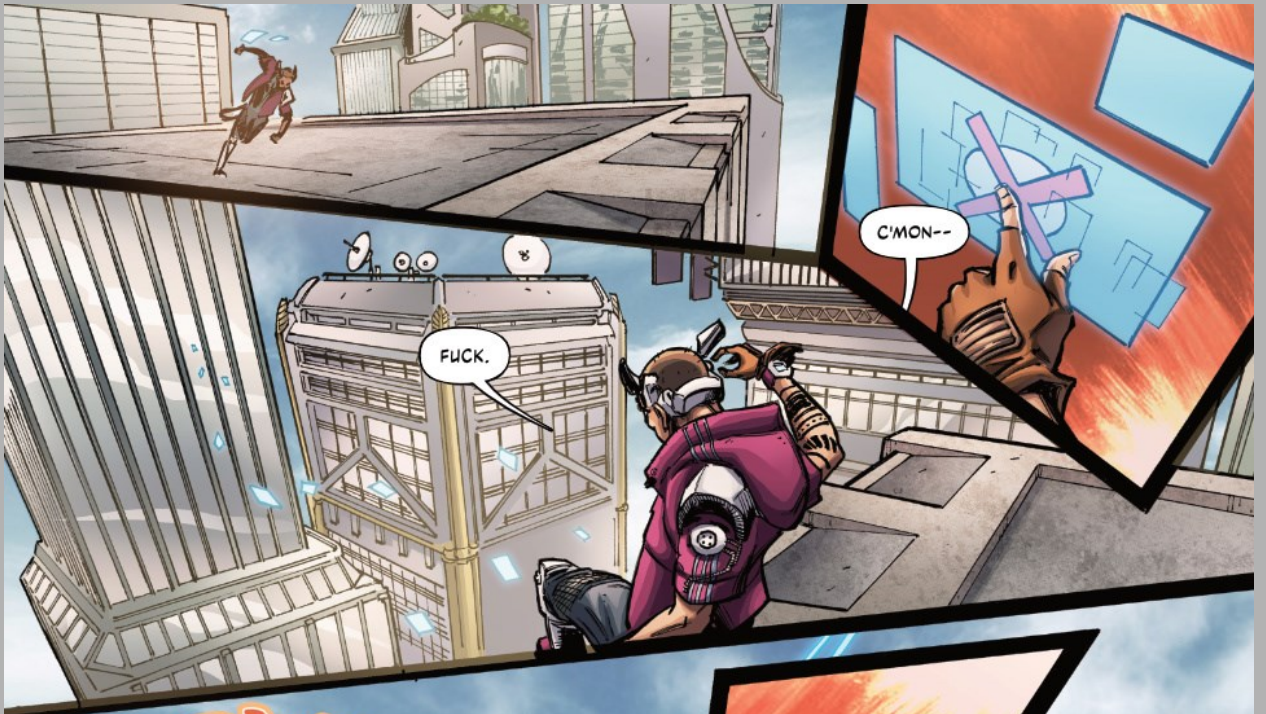
HOW
ARE LOWEES
EDITING COPE,
ARGOS?

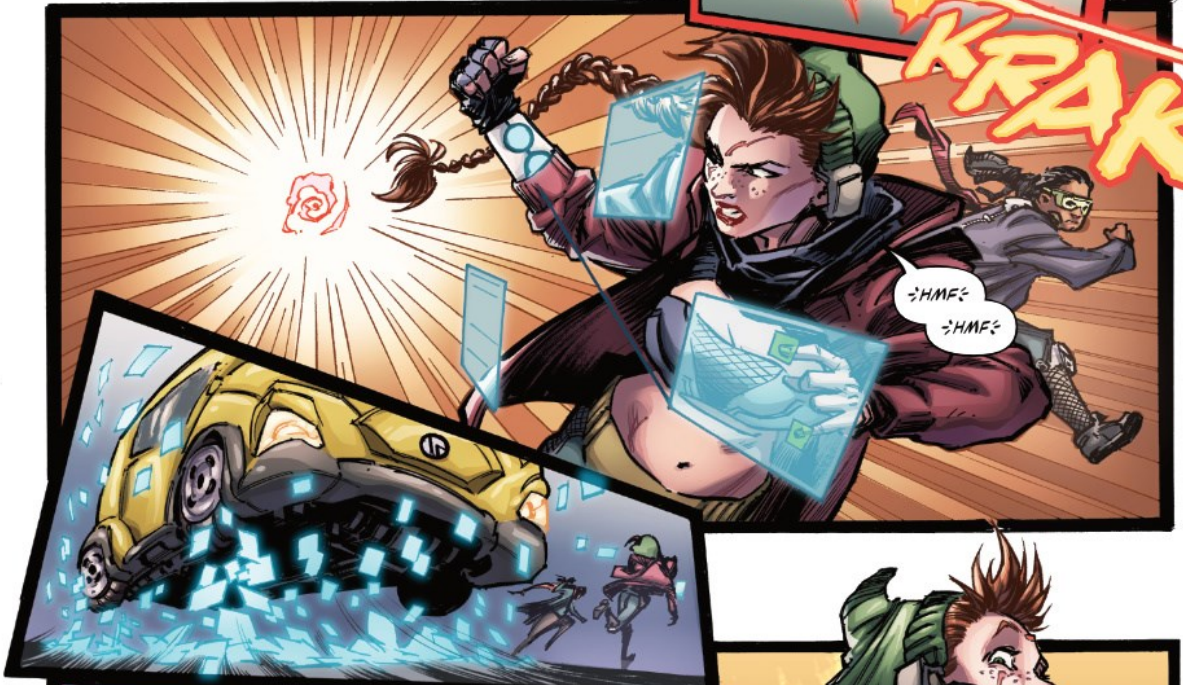
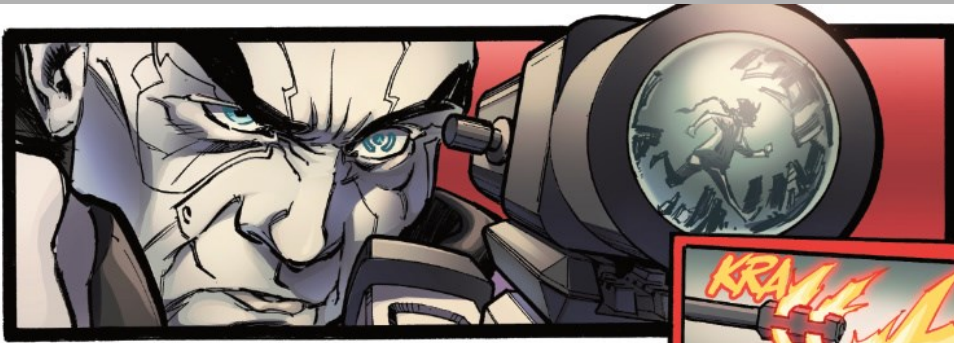
MAYBE
THEY'RE WITH
THE ADMIN.

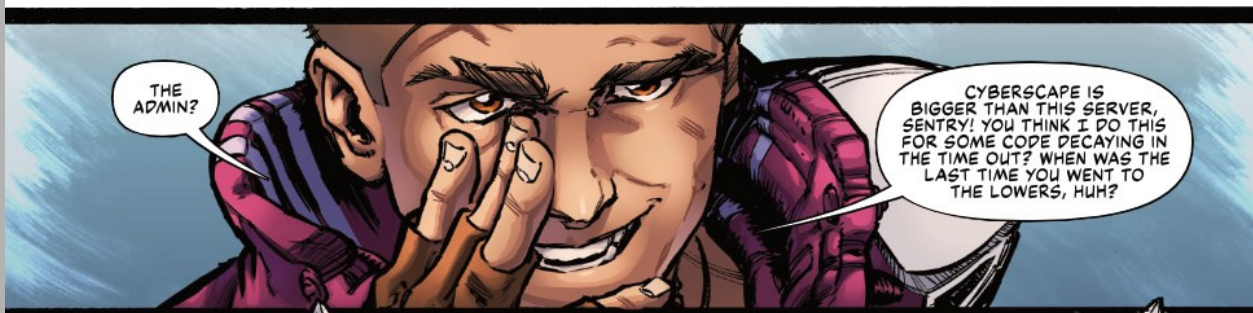
YOU
THINK?



ONLY ONE
WAY TO FIND
OUT.

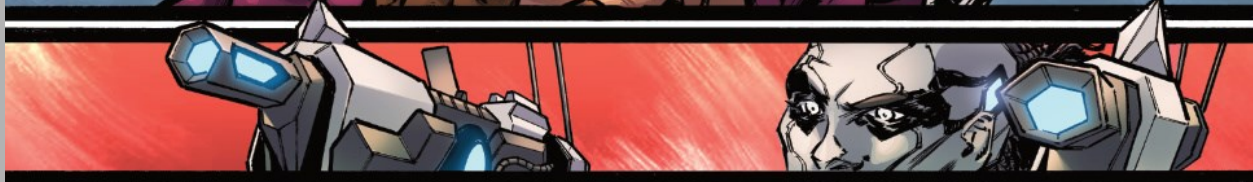






THE ADMIN?

CYBERSCAPE IS BIGGER THAN THIS SERVER, SENTRY! YOU THINK I DO THIS FOR SOME CODE DECAYING IN THE TIME OUT? WHEN WAS THE LAST TIME YOU WENT TO THE LOWERS, HUH?



FIGURED.

NONE OF YOU SENTRIES HAVE A GOD DAMN CLUE!

ALL YOU SEE ARE THE SYMPTOMS, NEVER THE DISEASE!



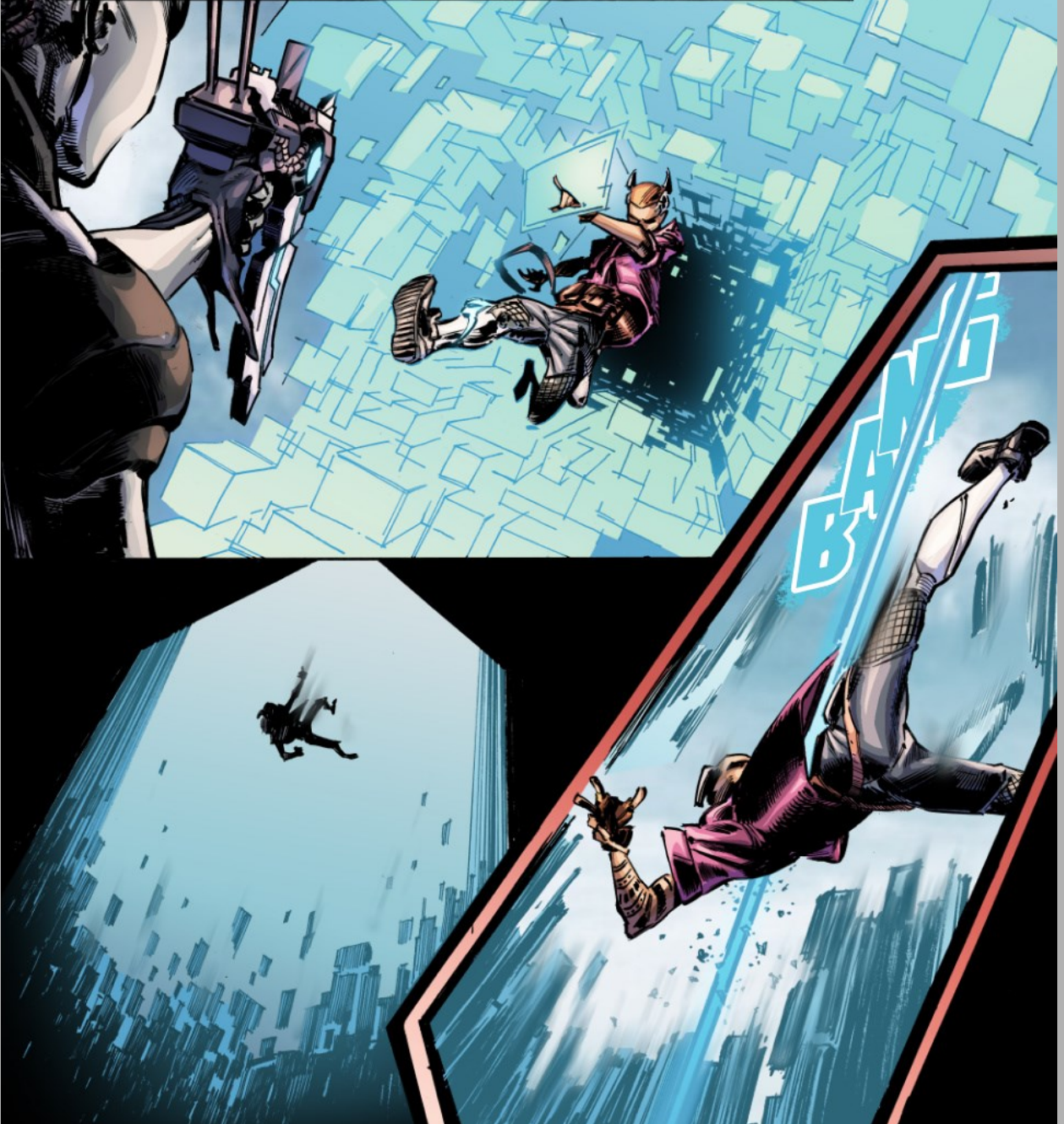
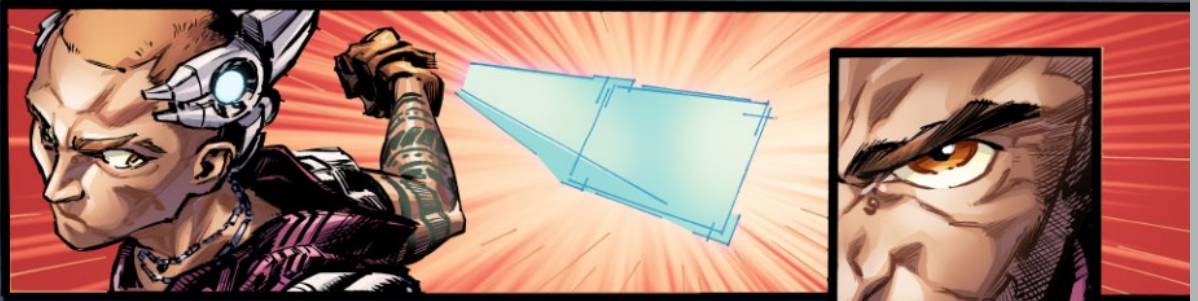
BANG

SHIT.



NEXT TWO SHOTS DELETE YOUR FUCKING EYES.

ANSWER MY QUESTIONS!





WHOA! Tell me you're hooked. Because I am ABSOLUTELY hooked. I'm already backing the book, but if you're not—GO!



Once you've got your pledge locked in, make sure to follow Chris and Red Sea across all the socials:

[Facebook](#) (this doesn't even have its own tag, go follow the crap out of it)

Instagram - [RedSeaComics](#)

[RChrisMoses](#) - Twitter - [RedSeaComics](#)

TikTok—[RedSeaComics](#)

YouTube—[RedSeaComics1646](#)

As part of the Balkan diaspora, my eyes open wide and my ears perk up any time I see one of "ours," as we say, doing cool storytelling shit. (We're a very possessive people. See: embarrassing amount of land and religious conflicts in the region.) As such, when I saw this young man in the Indie Comics groups, I started to pay attention, and when I saw his process work on TikTok, I knew I had to get to know



HAMZA

PEČENKOVIĆ

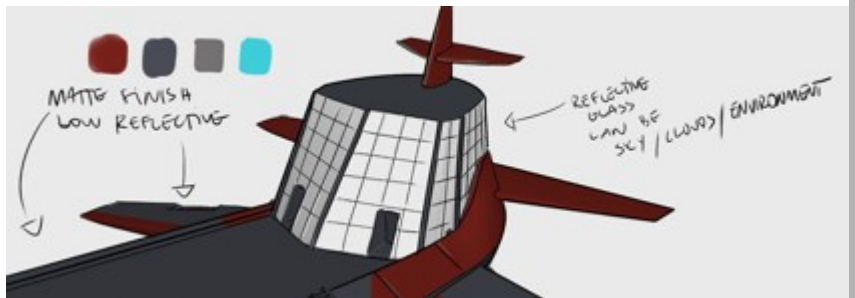


We'll get to *The Crystal Compass* in a bit, but first, what else have you worked on that people might know you from?

Well, nothing really. Ha! I've been in a couple 24 Hour Comics Challenge Anthology books here locally, but I haven't a single published piece of work to my name. I've been wanting to make comics my whole life and dedicated a lot of my time to studying the craft.

Have you been drawing since time immemorial, or was it something you aged into?

I've been drawing since I could hold a pencil. Some of my first memories are drawing under candlelight during the Balkan war in Bosnia in the early 90s. My fourth-grade teacher gave me a How to Draw Superheroes book after she saw me doodling in the margins and it was downhill from there. I focused on visual art, heavily, in High School in Los Angeles. I attended the Ryman Arts Program in 2005 at USC, then in '06, I started studying illustration at Rocky Mountain College of Art and Design. That's where I really developed a love for storytelling and sequential art.



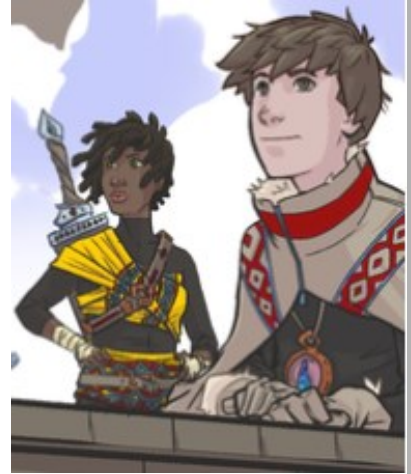
What is *The Crystal Compass*, and why should people be excited for it?

The Crystal Compass is a culmination of decades of things that I love, things that have inspired me, and things that have formed my visual language and effectively my worldview. It's all the adventures I wish I could go on, it's all the games I've played, all the books I've read, and images that have stimulated my visual cortex. I wanted to write a story that could appeal to kids and

adults, something that was both science fiction and fantasy. I also wanted the story to be unique. To get back to the question, *The Crystal Compass* is a young adult, science fantasy adventure novel about finding family in unexpected places. Niko is a young bookworm who loses his only connection to the real world, his grandfather, a hermit scientist living on a secluded island in the North Atlantic near the Faroes. As Niko explores his grandfather's home he discovers a compass hanging from a nail in the study, curious he grabs it and the compass releases a powerful energy knocking Niko out. He is startled awake by a voice in his head claiming to be the compass, sending him on an adventure across time and space!

When you started working on this, did you have a length in mind, or did you build the universe as you went?

Kind of. In 2019 I attended the 24-Hour Comics Challenge at Time Warp Comics in Boulder, CO. That's where this story first started to form. I started writing and drawing about a kid exploring an old creepy house and finding a compass that lead him to another world. Some friends were participating in NaNoWriMo and I thought, why don't I write the next 120 pages of this story (polishing up the first 24)? The world just started to build itself from there. I kept writing and realized I had written another 100 pages before December 1st and there was still more story to tell. I divided up the bulk of the plot into three books with book 1 totaling 240 pages. Mind you these pages average 6 panels so we're not in Watchmen territory or anything crazy like that. I just wanted the reader to have something substantial. I wanted time to flesh out the world and characters. It was really important to me that readers spent time with the book and in the world of Ateya.

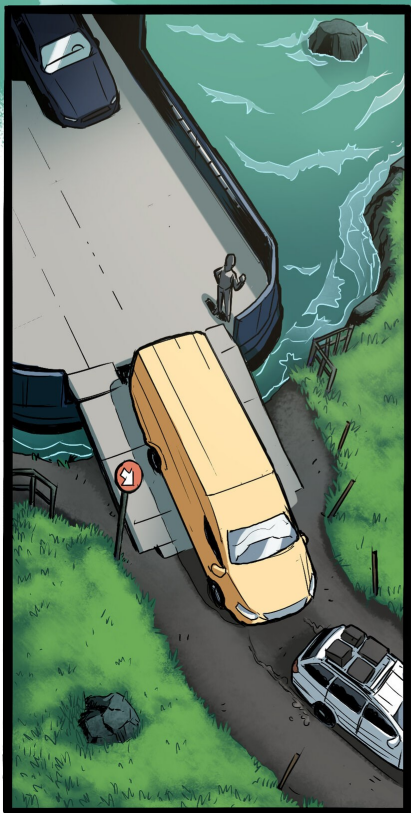
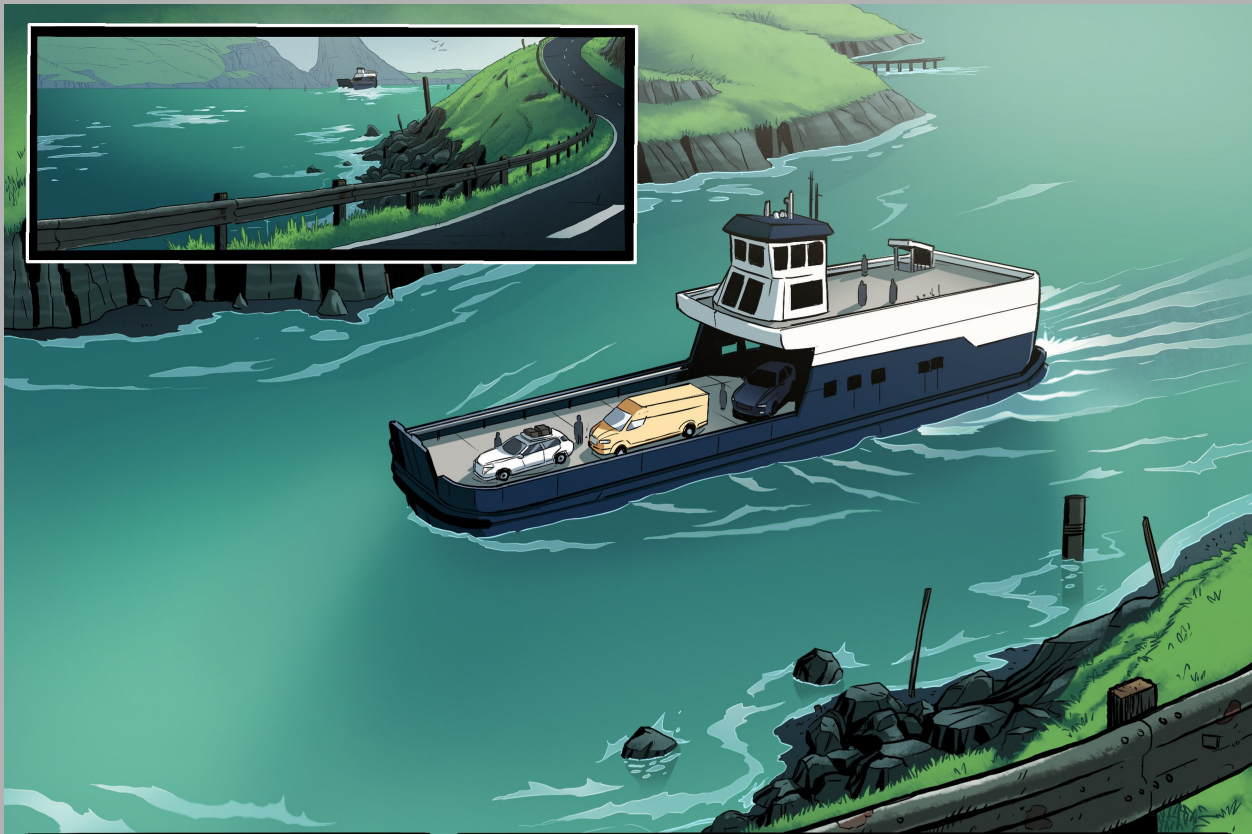


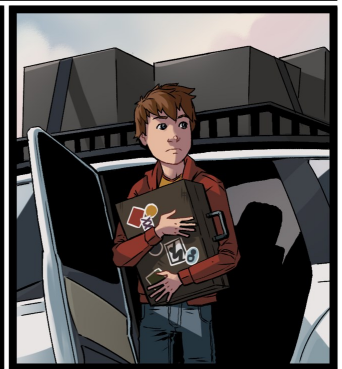
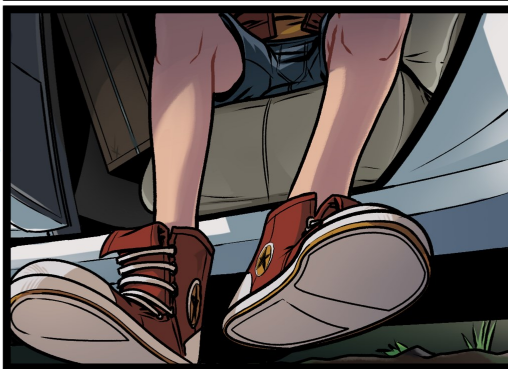
It's 2023, 2024 is around the corner. Once this successfully hits Kickstarter and a wonderful hardcover hits my shelf (a guy can hope right?), what's next up?

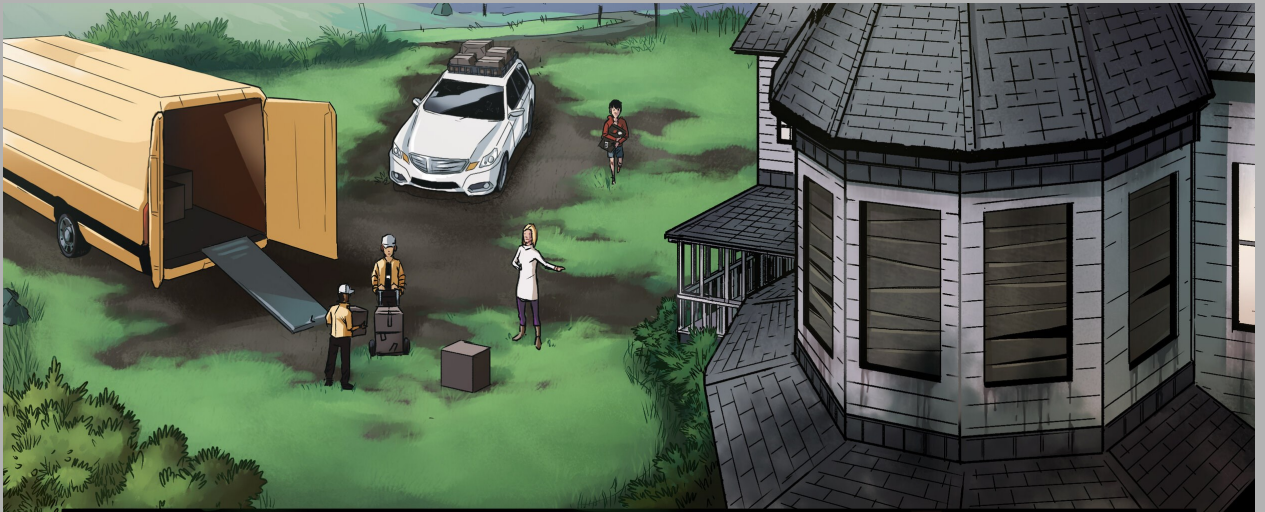
Can I just say start Book 2? No? My goal with the Kickstarter is to ultimately have a finished product to shop to publishers. So, a chunk of my time is spent sending query letters and speaking with editors and literary agents.

So our guy is going big time and looking for a publisher, that means that when the campaign drops, you better get your early copy because once a publisher drops their logo on a new printing, the KS version just increases in value!

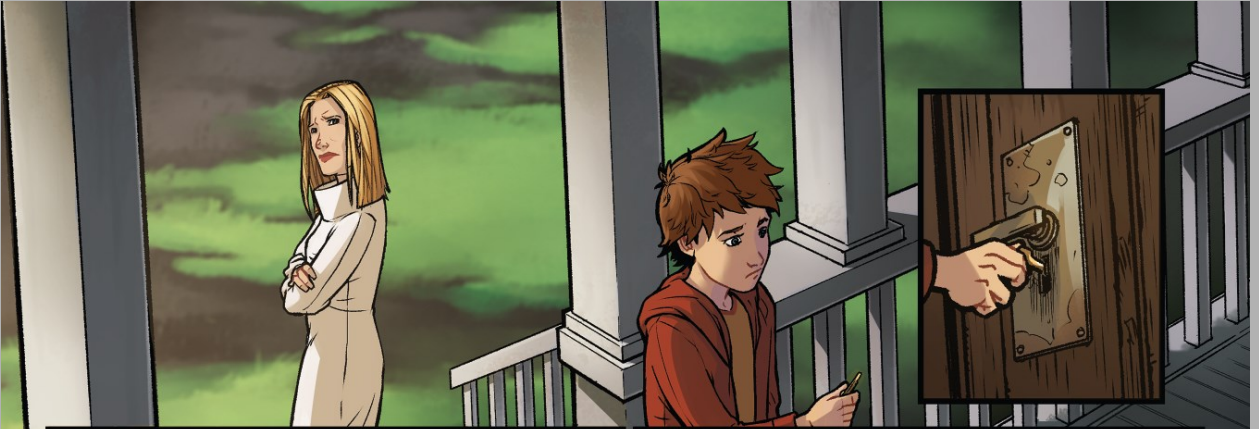
Let's check out some sample pages and art from the series!

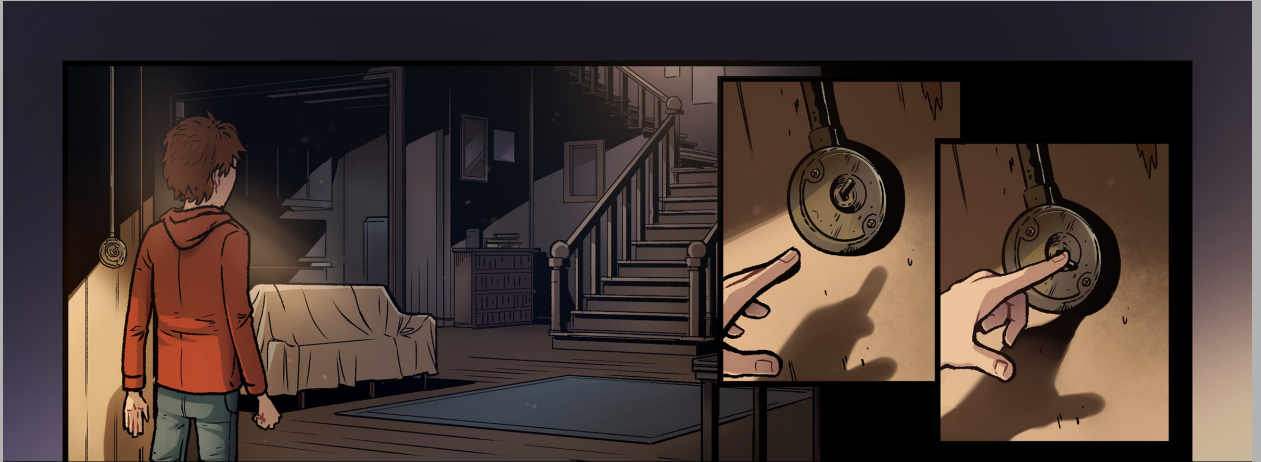




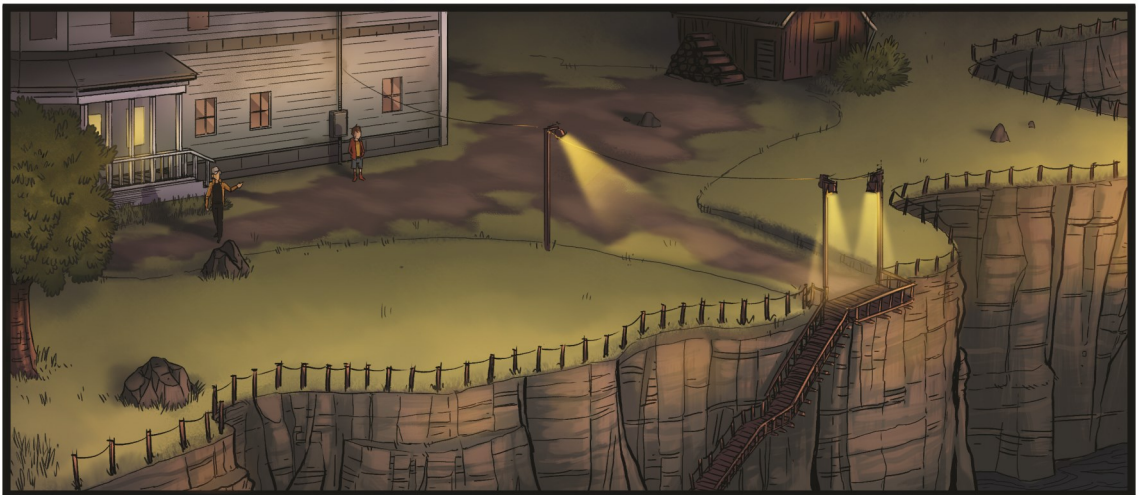
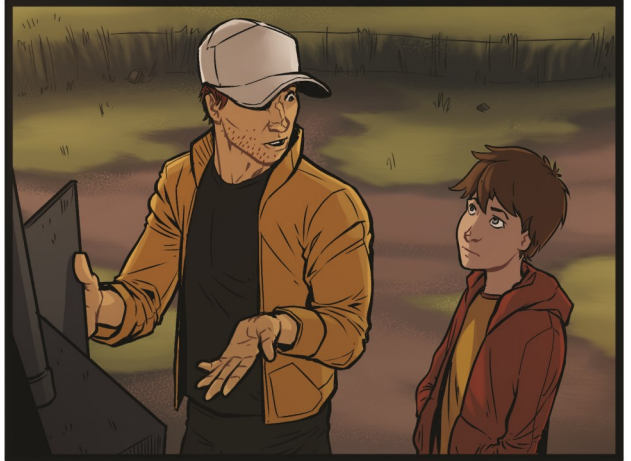
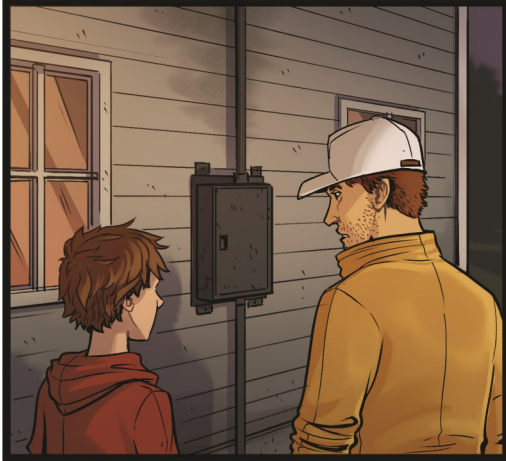










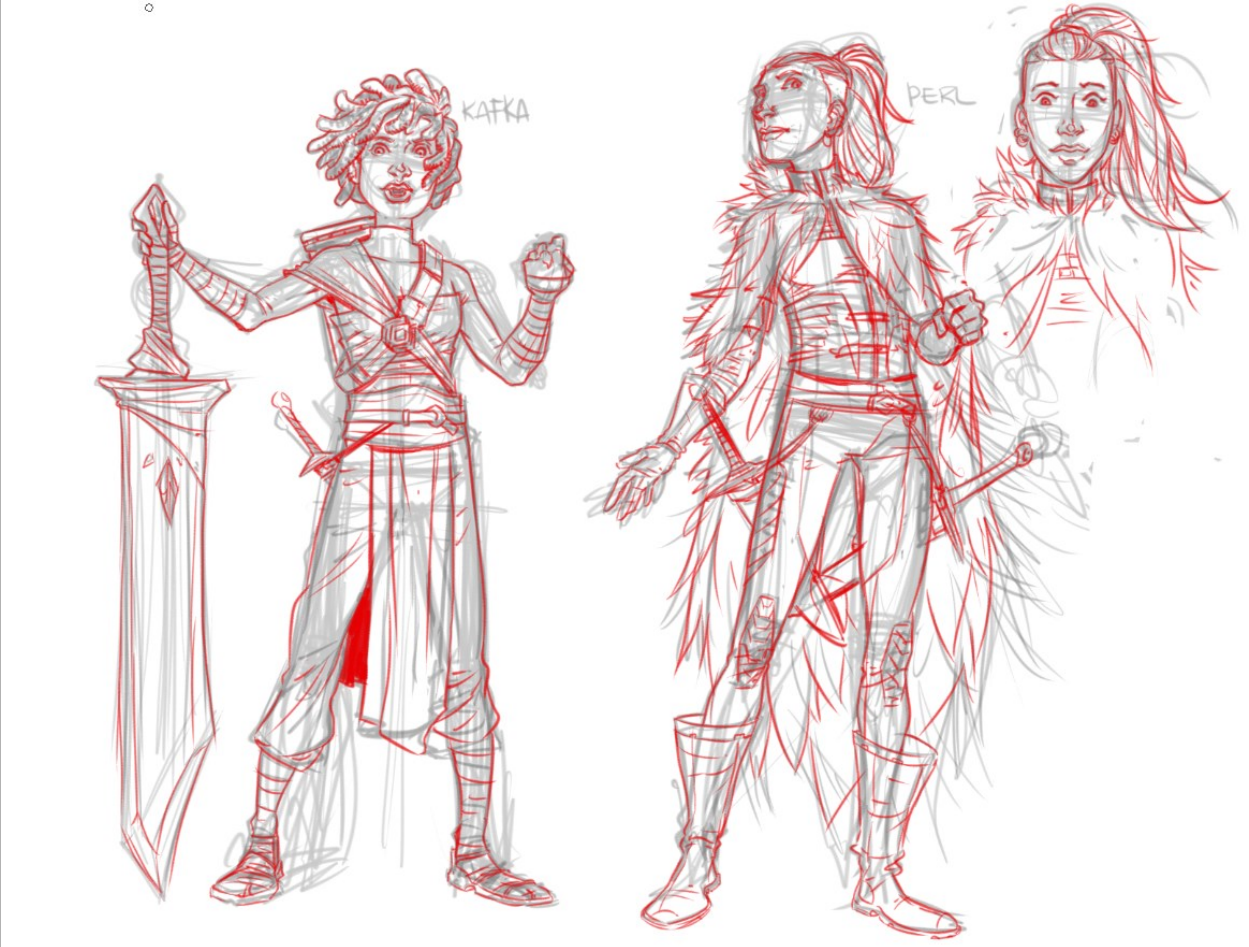


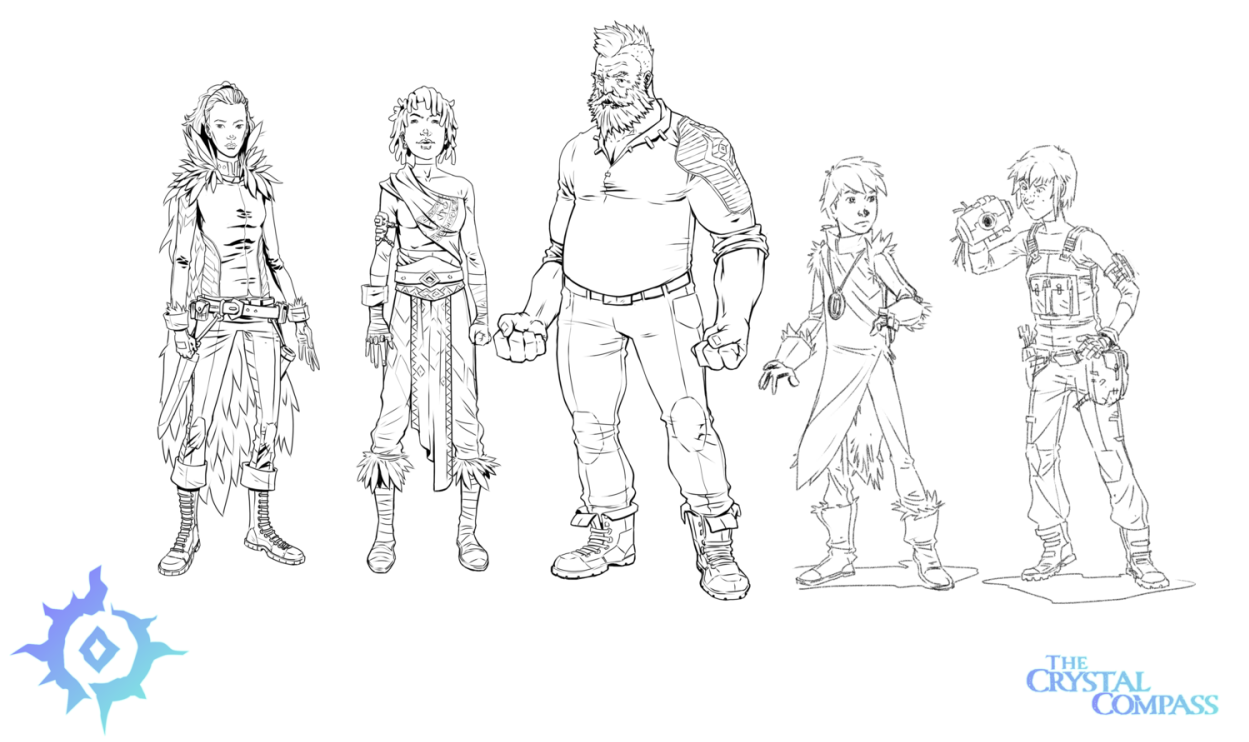




Doesn't that look great? It's giving me Casper and Chronicles of Narnia vibes, and the artwork is fantastic! I'm real excited. Let's check out some concept art!









Dear reader, I gotta tell ya, I'm getting whimsy, joy, adventure, friendship—It's feeling like a winner! I don't want to set the expectations too high for our boy, but I can't help it! Let's go ahead and click that Notify link!



After you do that, make sure you follow Hamza across all the socials!

Facebook—[TheCrystalCompass](#)

Instagram—[IllustrationsByHamza](#)

Tiktok—[IllustrationsByHamza](#)



NEW HOTNESS

This is a list of indie books I read since the last issue and have loved.



I finally got around to reading this and this is a great freaking book!

Well crafted in a pulp style, a couple mysteries set up by the end of the first issue to make you wanting more! Absolutely make sure to check this book out.

And you're in luck! The latest campaign is live now!

Check out [Area 51: The Helix Project](#) and get issues 1-6 and more!

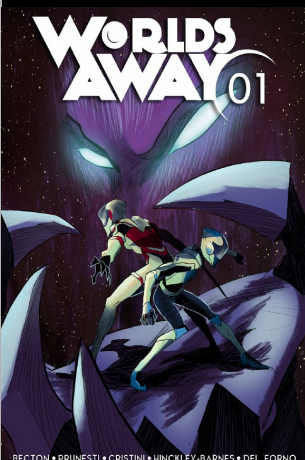
Holy shit where have I been on this series? This was the most fun I've had reading a new comic in AGES. Interdimensional hijinks! And another campaign that's live NOW!

Go.

Go now.

I'm already backing at the paperback level, but there are so many options.

Go get [The Scintillating Spider Squirrel!](#)



CAN WE TALK ABOUT THIS BOOK!?! First of all, if you're a Power Rangers fan, this is like grownup Power Rangers. Reading the whole issue I know a lot and not enough at the same time, and I cannot wait for the next issue! Absolutely a blast.

I missed out on the Issue 2 campaign, but I will be monitoring for the next campaign at [WorldsAwayComic.com](#)



An alien crown that grants its user uncanny abilities.

A young boy from Vegas City.

A giant crab?

Oh, and a well-known Vegas City vigilante makes an appearance!

Go get your copy of King Supreme at [4th Wall Productions!](#)

I'll be honest, I'm not a big western guy. But a fun book is a fun book! A classic tale of "six dudes had a contract out on one another and now have to team up to fight off an army of mercs who want that contract money." You know, classic.

Now The Six Swords was written by Chris Mas-sari, and has a full volume out somewhere, but I have yet to find a way to buy the damn thing. The publisher's website and socials have been dry for a couple years now, and I'm not finding a storefront. My only recommendation is to bother Chris on [Twitter](#) like I did. Maybe we'll all get a way to buy the collected book.



WELL THEN. A second western this time around. Well more steampunk than western. But close enough.

An unstoppable plowman comes to ravage the town of Paradise, which has suffered recent losses. How will they stop him?!

Well told, good pacing, and a good twist. I'm definitely interested in more!

Join me in buying Last Ride of the 4 Horsemen on the [Inverse Press](#) website!

JUAN'S ONES

I'm very excited to present our first contributor column! Here my buddy Juan from [Juan Reads Comics](#) will be checking out a new indie #1 (and in this case #2) and giving us his thoughts!

Interdimensional 1-2

Written, Lettered, and colors by Evan Schultz

Layout, Pencils, Ink, by Lydia Roberts

In these two issues of Interdimensional we travel to a Cosmic Si-Fi world of space, aliens, future technology gone wrong, with a tad bit of gore. As you read you are teleported to a Twilight Zone/80's Si-Fi Horror.

After reading these two issues digitally, and enjoying everything about it. I most definitely would love to have this on my shelf. From the colorful art to the stories that kept me wanting to read more. Issues 1 & 2 of Interdimensional are fantastic bite size stories that keep you scrolling (or turning the page).

The colors used in these issues really reminds me of Fiona Staple's color use in Saga. Not to mention the overall art work is absolutely stunning. The story does what it needs to do to give you that Twilight Zone feel. However, I got so invested with these stories that I wanted more about these Characters.

I can't wait to see what this awesome creative duo comes up with next cause I'm sure it's going to be out of this world.

But, what do I know? I'm just a guy who loves reading comic books.



Review by Juan Cordero

Check out Interdimensional on the [Bad Ink](#) website!

JUAN'S ONES

The Last Paletero on the Block

Written by John Avina

Art by Marcos Rosado

When Tito gets kidnapped by a local gang his sister goes looking for him. The only person who can help is...The Last Paletero On The Block!

Right from the beginning of this book I was pulled right into the pages with a good narration of what has happened in the past to set up the world we are about to read. The artists Marcus Rosado does a great job in adding small touches in the background to tell a more detailed story about these characters and locations.

The story is good but I feel that it moved to fast for the first issue. Felt more like a one shot but, we don't know what is in store for issue 2 of The Last Paletero On The Block.

Most definitely give this a read. You can find this comic at his Website Avina Comics where you can get the first issue for \$1.99!

But, what do I know? I'm just a guy that loves reading comic books.

Review by Juan Cordero



Check out The Last Paletero on the [Avina Comics](#) website!

TIPS 'N' TRICKS

Every issue we ask our featured creators for some advice to up-and-coming or aspiring creators.

Tony Kittrell, EiC of Advent comics keeps it simple;



1. Be in this for the long haul, creating comics is a marathon not a sprint.
2. To be successful, you need to be committed and consistent as well as talented.
3. Bet on yourself!

Chris Moses of Red Sea Comics also gives some brief, but powerful words:



- Create a story bible before you start writing, you'll thank me later
- Network and support your fellow creators, indie comics isn't a competition, its a community.
- Don't screw over your backers. They are people, not a paycheck.

Fellow Balkanac and first time comic creator Hamza Pečenковиć hits us with some gems:



My first tip is study storytelling, no one cares about your style if you can't tell a good story. There are hundreds of published books with objectively (okay, subjectively) bad art, but engaging storytelling that really helps carry the work.

My second tip, and I talk about this on my TikTok quite a bit, is learn to set a scene. You could be the greatest figure artist in the world, know everything about anatomy, but if you can't place your characters in a setting that feels real and lived in you'll have a hard time engaging your readers.

My last tip is to READ COMICS! I don't know why this is so hard, some of us get so lost in making our own work we forget to enjoy the work of others. Buy comics, support other's Kickstarter projects, read ashcan books, and spend time at your LCS. Build relationships with other creators. This is a team sport, so play like it!

As for me, I'm going to keep it simple and straightforward this time around:

Don't stop. Whatever challenges present themselves, don't stop working on what you want. If it's truly something you want, make it happen. You might need to not see your friends for a bit and dedicate your time to your work, or skip your favorite game for a couple nights, but it'll be worth it.



EDITORIAL

Okay, I was a bit lost as to where to go with this issue's editorial but Chris's words in his interview brought up a lot of frustration I've been having with several campaigns I've backed, so let's talk about communicating with your audience.

As my cousin likes to say a lot when discussing the now-deceased DCEU, one of the biggest problems is we didn't get any communication. Everything was guessing games and shenanigans. Conversely, when Marvel gives us a slate of movies across 3-5 years, even if they make a change here and there, we don't care. Because they communicated the plan. We know that plans change, so when they cancel X in favor of Y, or add Y when it wasn't in the original slate—we know they're playing chess, so we let them do their damn job.

That's the opposite of what happens with a lot of campaigns. I did a podcast about the Squarriors campaign a while back, discussing my frustration with how their delays were handled (watch it [here](#)), but I can't even pretend like they're the only ones. I think a previous editorial was on this same subject but this feels like a lesson I have to keep teaching because people aren't listening.

I have at several campaigns that I backed that should have already delivered that are months behind schedule. A few have given NO updates—and the couple that have updates are nebulous updates, or just out of date—discussing pre-holiday delays and such. On top of all that, almost all of the creators have launched AT LEAST one more campaign since.

Now I fully understand that things happen. Hell, this magazine has been delayed almost every single time, INCLUDING THIS ISSUE. Only like 6 days this time though. Still, I'm aware that life does not care about an arbitrary schedule we set for getting things done. And honestly I do not care about delays—AS LONG as there is communication. We as the audience are not just amounts of money that added up to your campaign total, we're people. We're fans or potential fans. We want you to succeed, but it's hard for me to talk about any book that had delays counting in multiple months, if there was no communication. I've had plenty of campaigns be delayed with proper communication, and I don't even care about how long they're delayed. Six months late? But they have a bi-weekly update detailing the progress? Cool, moving on to the next campaign to check.

A prime example—my OLDEST campaign that has not yet been delivered was supposed to be delivered in MAY 2021. I just opened the campaign page to see an update from last week, with progress art and information about the process. Cool. Don't care about the delay. And that's a solo operator with no industry pull. I've got a campaign for a single comic book issue from an industry veteran, with art by another industry veteran. The last update was in October. It was supposed to deliver in March 2022. Absolutely unacceptable. And I just backed \$6 for the digital copy. I can't imagine what the 5 people who backed at the \$500 level are going

through!

Ultimately the point is that if you are an indie creator, or are a major creator going independent for the first time—stay in communication. I know the entire process is hard and time consuming. Especially with rising prices of all aspects of getting a book published. But we also live in this same world and we know these things are happening. Just let us know what the hell is going on. If you're not able to pump out a page a day like you thought you would? Let us know. We can wait as long as we know it's still happening.

The first campaign I ever backed in 2012 was a comic book. I got the holy shit bundle. The comic, the art book, the universe guide—everything. It's over a decade later and I have everything, except the book. The literal main thing I wanted. I'm friends with the creator on social media, and regularly give him a hard time about. Every once in a while I see him working on pages which rekindles the hope that I will get that book. His last KS update was in 2015. Not a single supporter of that book besides me thinks that book is still coming. And I will never recommend him to anyone who's ever looking for an artist. And I could have. Several times.

Your reputation is important, and delivering on your commitments goes a long way to establish it. Communication maintains it. Stay in touch, creators.

-Dalibor

CREATOR INDEX

The whole point here is to get you the reader to interact with, consume, and ideally spend money with the creators I've spotlighted in this magazine. Below you will find a list of everybody's websites and social media tags. Go buy something!

Tony Kittrell / Advent Comics

AdventComics.com

Instagram—[AdventComics](https://www.instagram.com/AdventComics)

Facebook—[Advent.Comics](https://www.facebook.com/Advent.Comics)

Twitter—[AdventComics](https://twitter.com/AdventComics)

TikTok—[AdventComics](https://www.tiktok.com/@AdventComics)

YouTube—[adventcomics5930](https://www.youtube.com/channel/UCadventcomics5930)

Chris Moses / Red Sea Comics

RedSeaComics.com

[Facebook](https://www.facebook.com/RedSeaComics)

Instagram - [RedSeaComics](https://www.instagram.com/RedSeaComics)

[RChrisMoses](https://twitter.com/RChrisMoses) - Twitter - [RedSeaComics](https://www.instagram.com/RedSeaComics)

TikTok—[RedSeaComics](https://www.tiktok.com/@RedSeaComics)

YouTube—[RedSeaComics1646](https://www.youtube.com/channel/UCRedSeaComics1646)

Hamza Pečenković

TheCrystalCompass.com

Facebook—[TheCrystalCompass](https://www.facebook.com/TheCrystalCompass)

Instagram—[IllustrationsByHamza](https://www.instagram.com/IllustrationsByHamza)

Tiktok—[IllustrationsByHamza](https://www.tiktok.com/@IllustrationsByHamza)

Tony Moy

[The Art of Tony Moy](http://TheArtOfTonyMoy.com)

Instagram—[Tony_Moy](https://www.instagram.com/Tony_Moy)

Twitter—[TonyMoy88](https://twitter.com/TonyMoy88)

Facebook—[TonyMoy88](https://www.facebook.com/TonyMoy88)

YouTube—[TonyMoy](https://www.youtube.com/channel/UCTonyMoy)

Webtoons—[4Fourty2nd—The Lost Batallion](#)

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