

tick tock comics

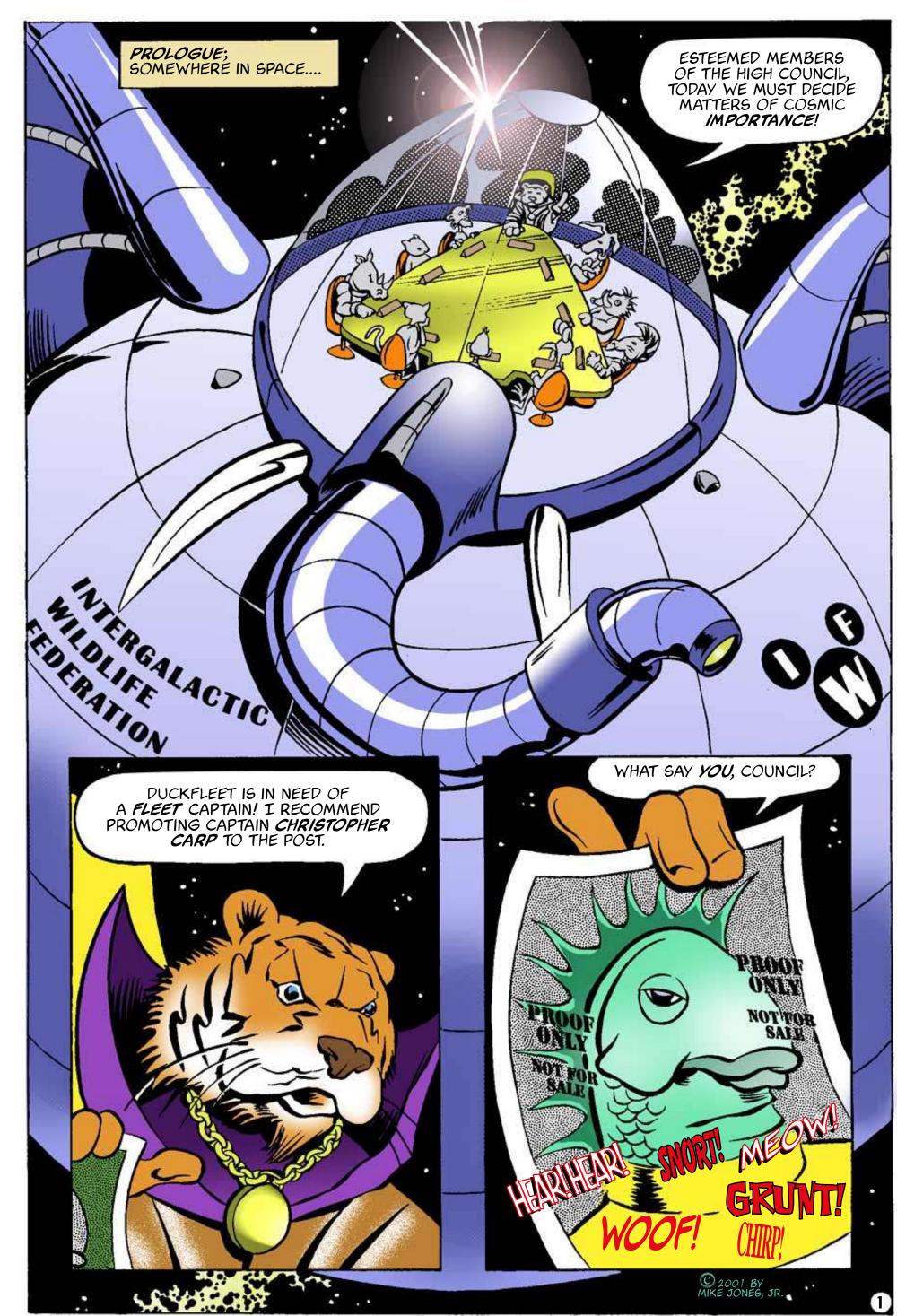
star quack

issue#1 October, 2001

story and art by mikej ones, jr.

all material within © 2001 by mikej ones, jr and tick tock comics™.

Star Quack issue #1, October 2001. Published quarterly. All contents copyright © 2001 by Michael H. Jones, Jr. All rights reserved. Duplication in whole or in part without written permission of Michael H. Jones, Jr. is prohibited. Short excerpts, not to exceed 2/3 of a page, may be reproduced for review purposes without permission, provided proper copyright notice is attached. "Star Quack" and all related characters are trademarks of Tick Tock Comics, a division of Tick Tock Entertainment."



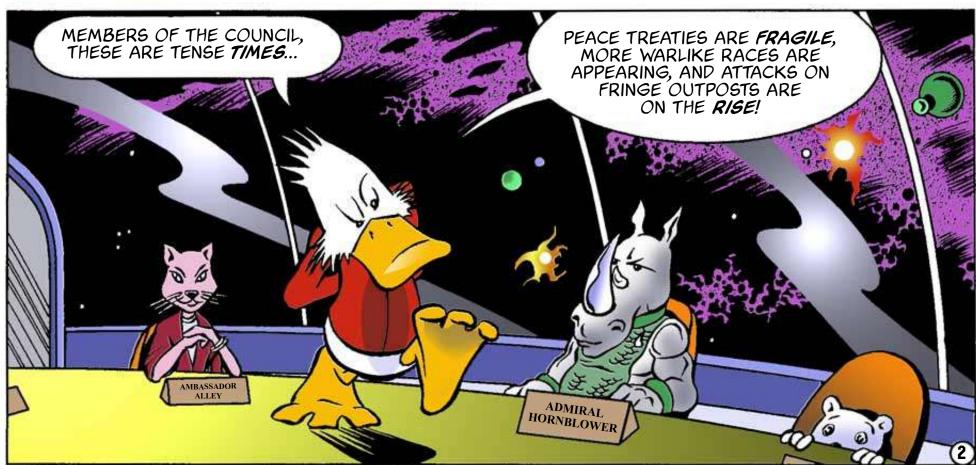






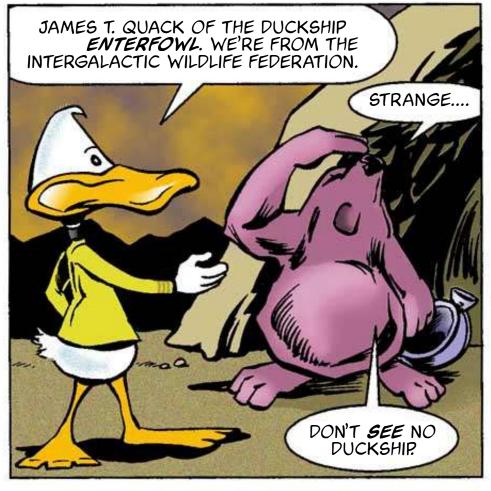








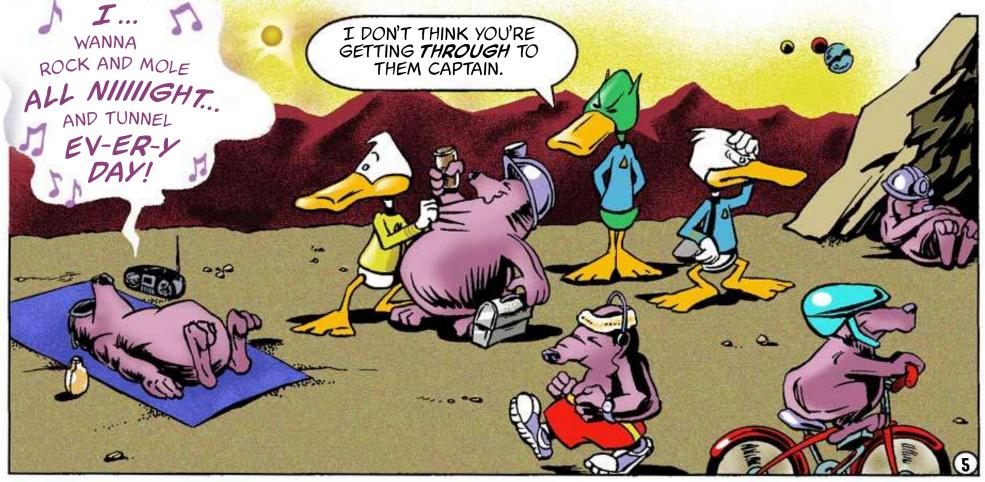














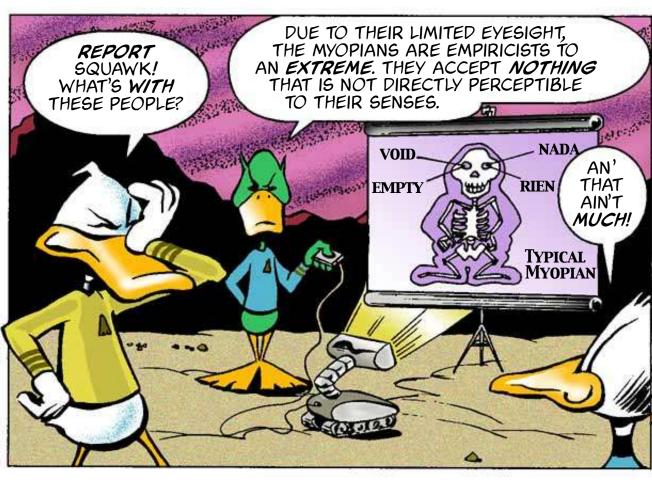


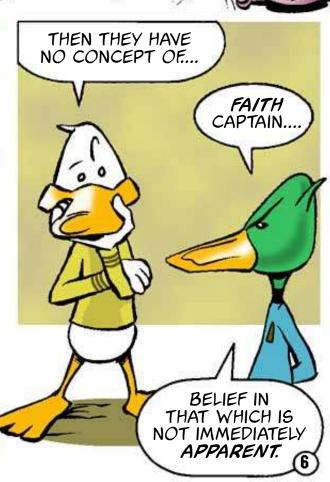


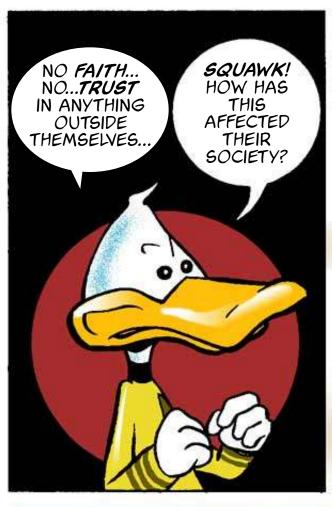


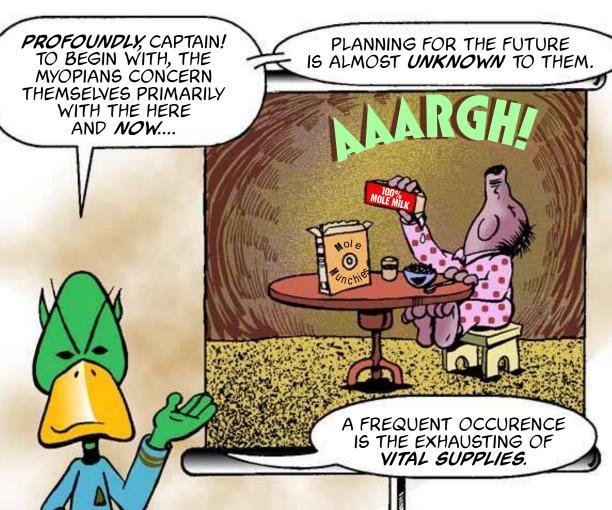


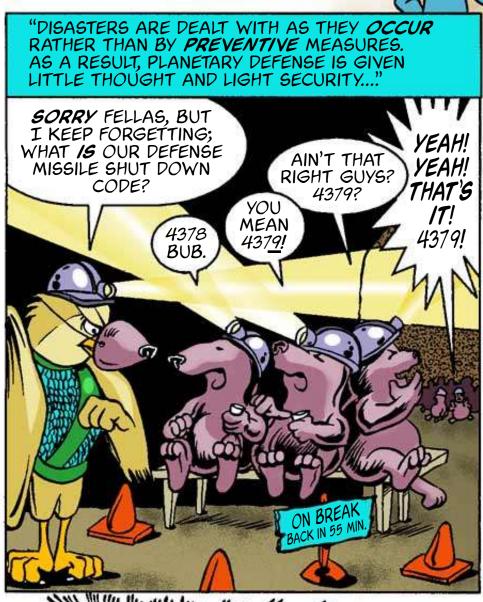






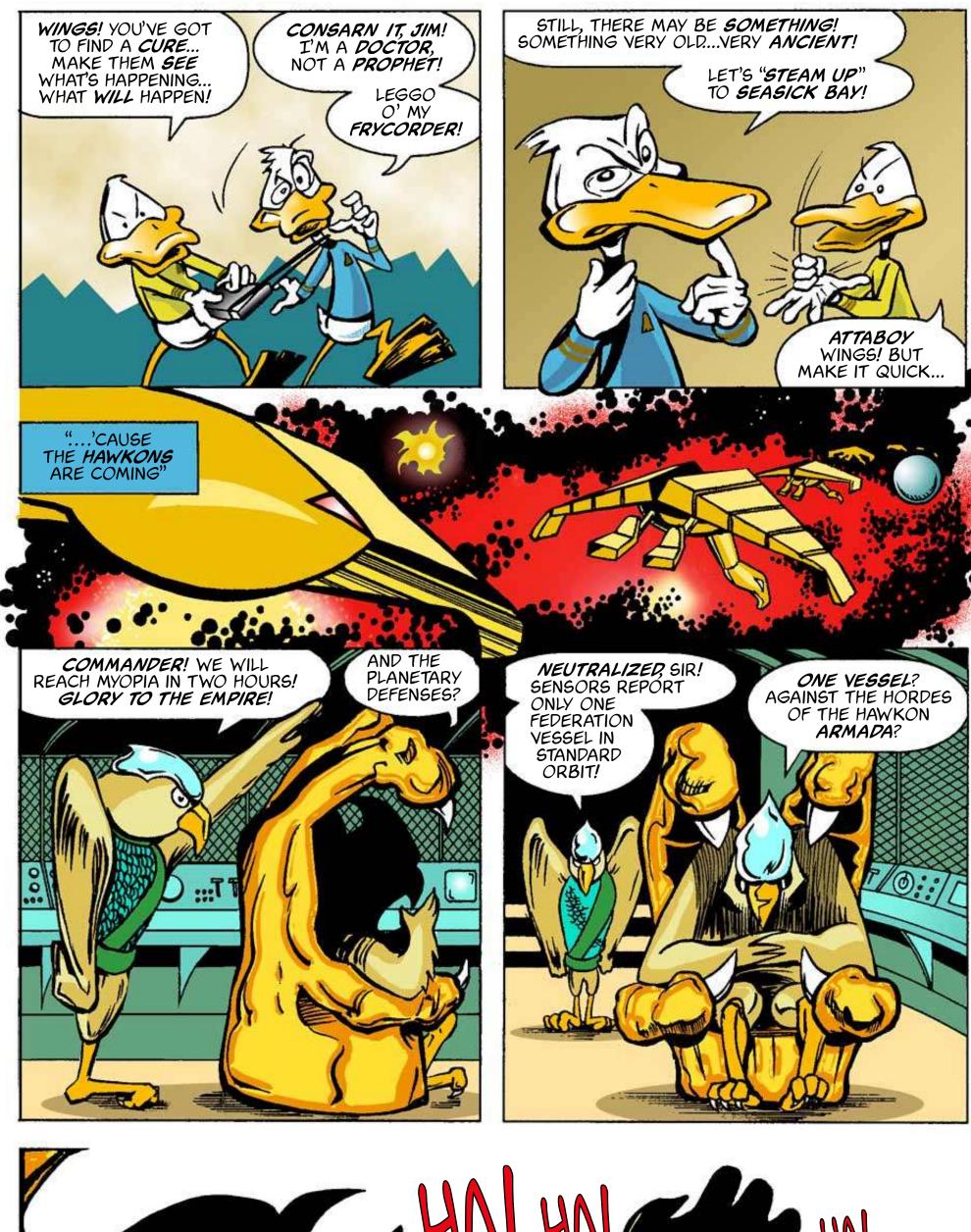




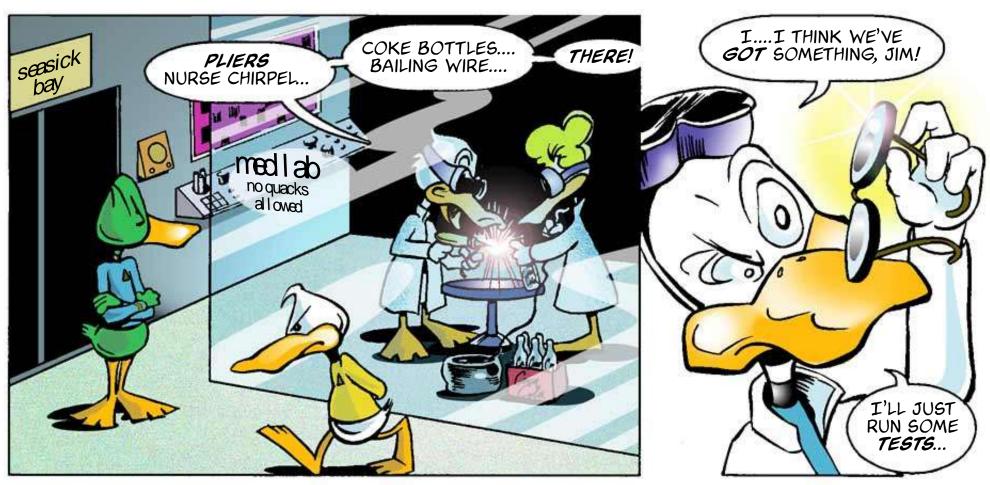


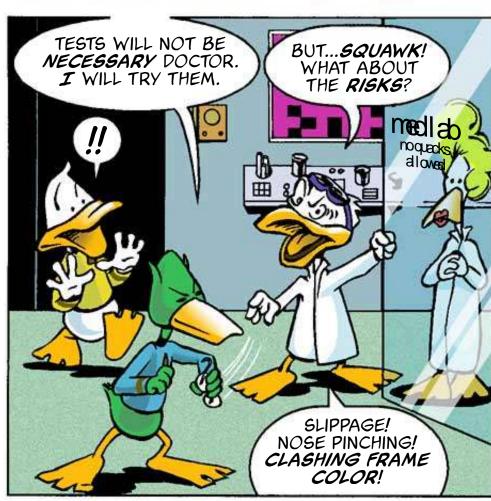






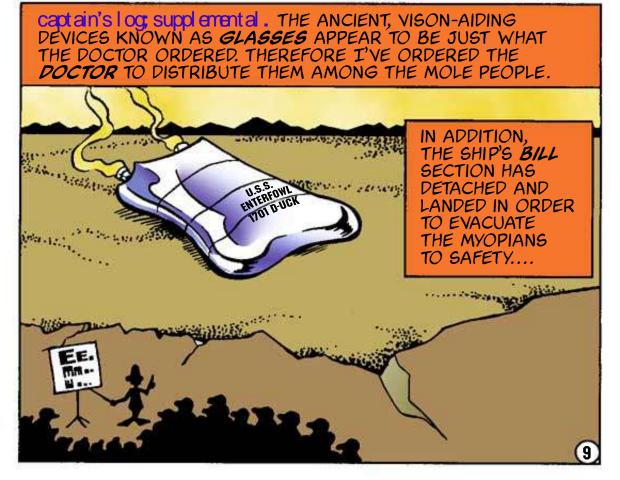


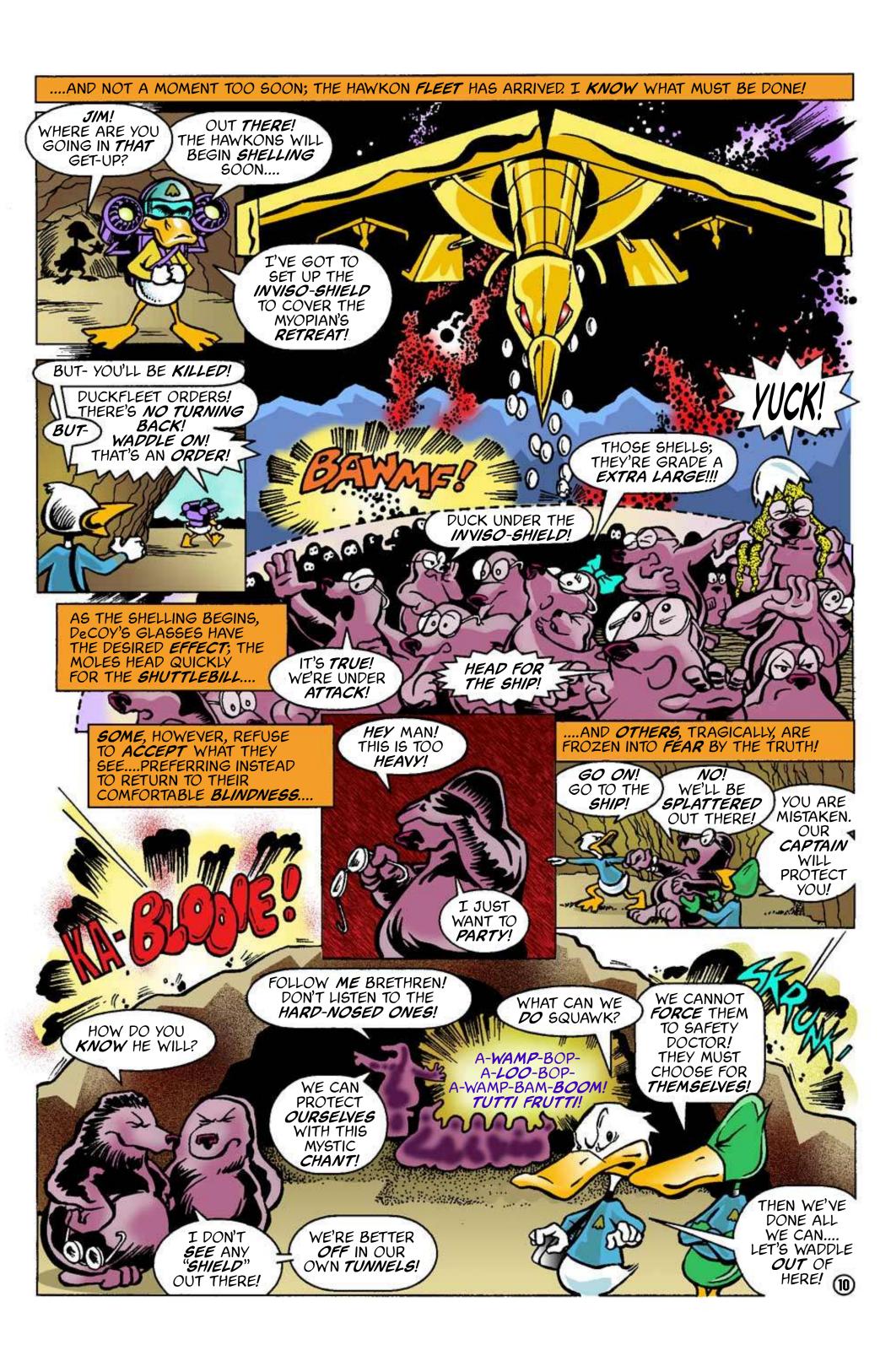




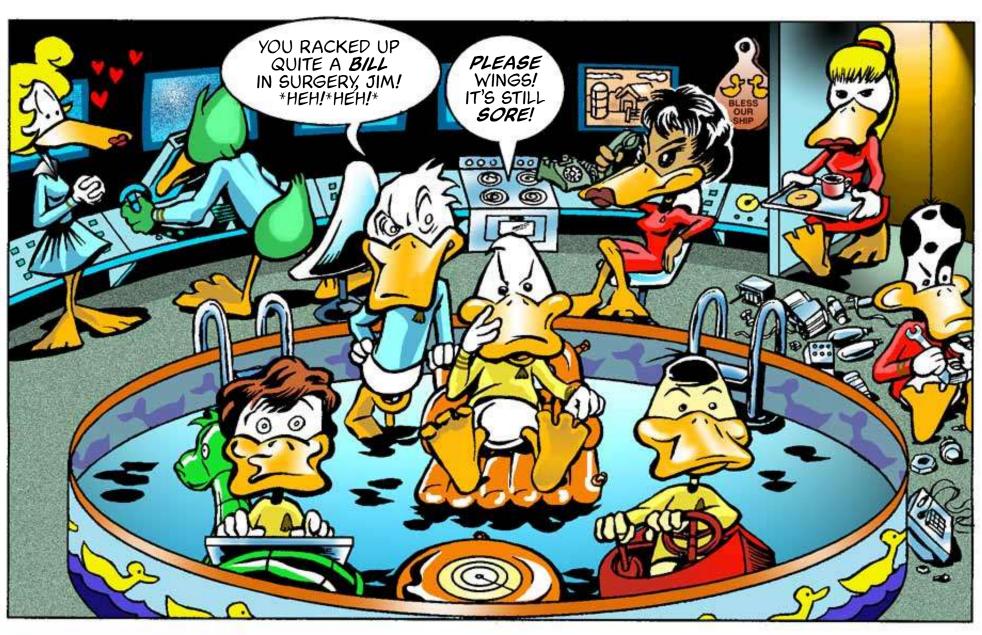




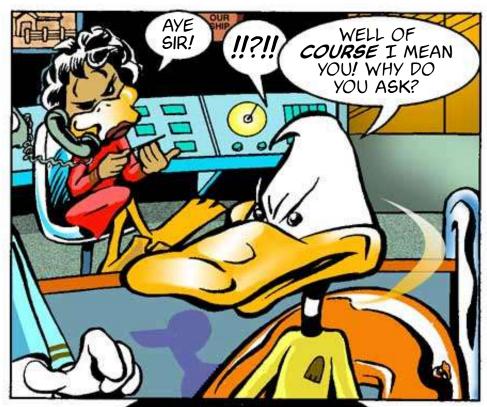


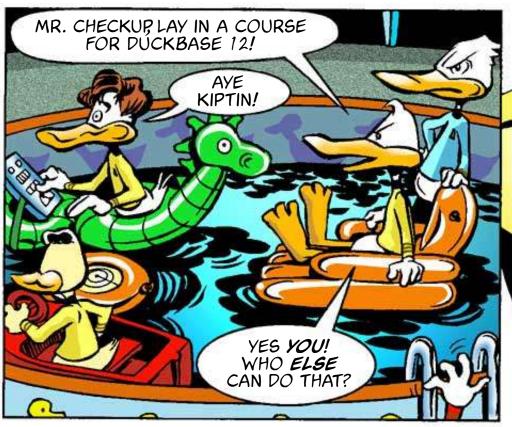














captain's log, duckdate 1312.1

THE IMPOSSIBLE HAS HAPPENED. I'M WINNING MY FAVORITE GAME AGAINST MY SCIENCE OFFICER, MR. SQUAWK.









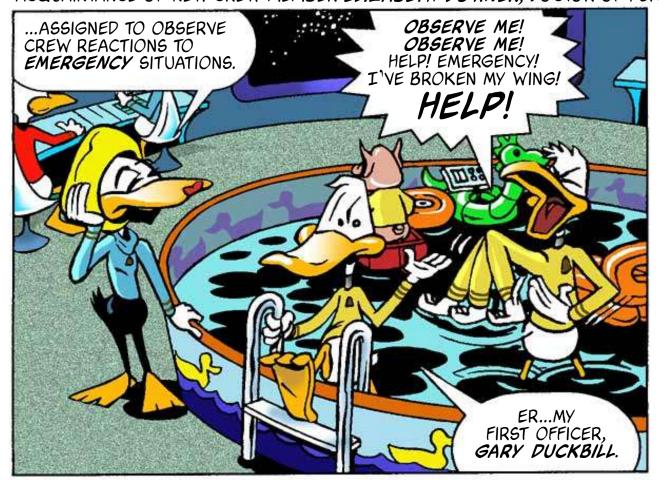




A STAR QUACK CLASSIC; THE FIRST IN A SERIES OF TALES WHICH SHOULD SEEM VAGUELY FAMILIAR

where no duck has wadd ed before!

captain's log supplemental. While squawk analyzes the violent's recorded message, I'm making the acquaintance of New Crew member *Elizabeth Downer*, doctor of psychology.





THEY ENCOUNTERED A COSMIC BUCKSHOT STORM, SIR! IT APPEARS THE S.S. VIOLENT WAS THROWN OUTSIDE THE PERIMETER OF THE GALACTIC PRESERVE AND REENTERED HERE!



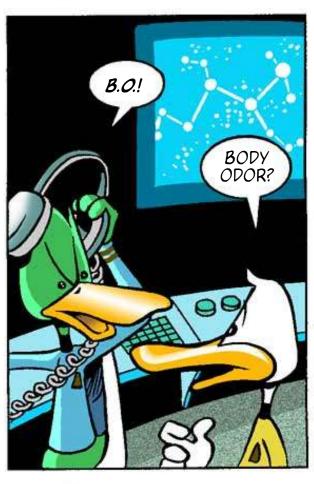
CASUALTIES....SEVEN DEAD.

NO. MAKE THAT SIX!

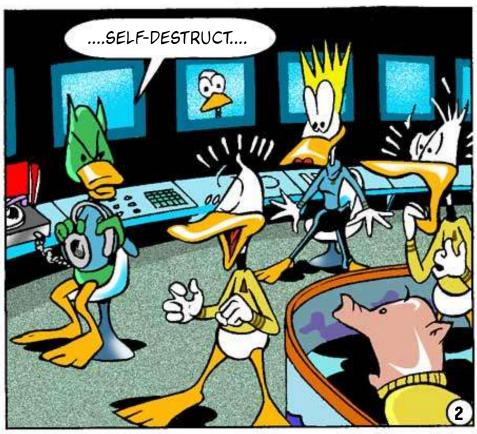
ONE RECOVERED!

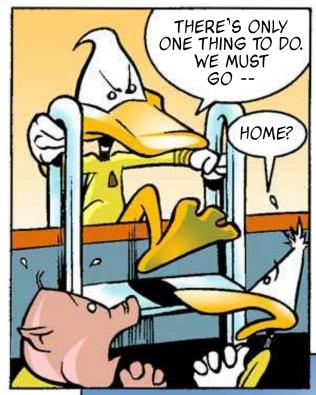
NOW ... FRANTIC INQUIRIES
INTO THE SHIP'S COMPUTER
ON THE SUBJECT OF...



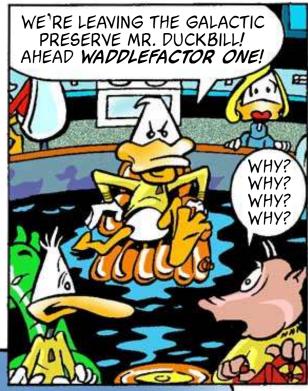


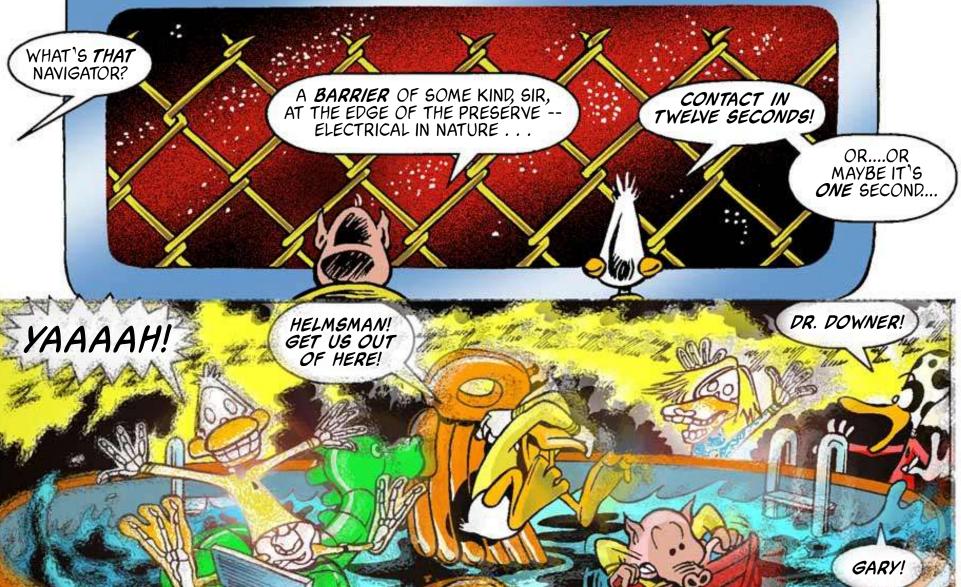


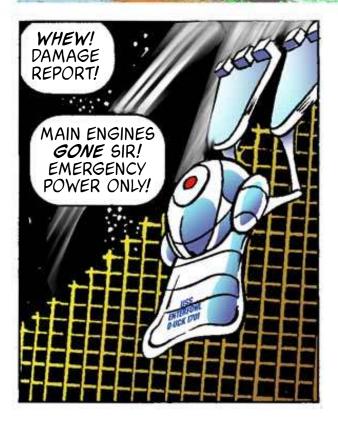
















Captain's log again: We are limping back to federation space on auxiliary power only, and the *Ladies Auxiliary* is none too pleased. The Question to be answered now is, what destroyed the *Violent*? They survived the galactic barrier just as we did. And what has happened to *Gary Duckbill*?



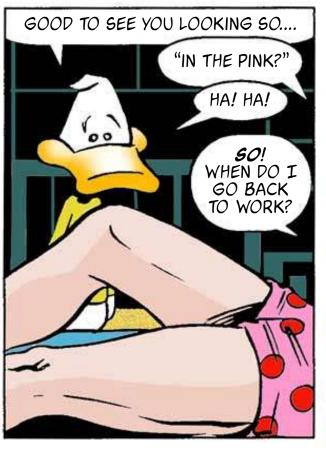
HERE'S THE AUTOPSY REPORT, CAPTAIN. APPARENTLY, ONLY THOSE WITH A HIGH DEGREE OF **B.O.** WERE AFFECTED BY THE BARRIER.





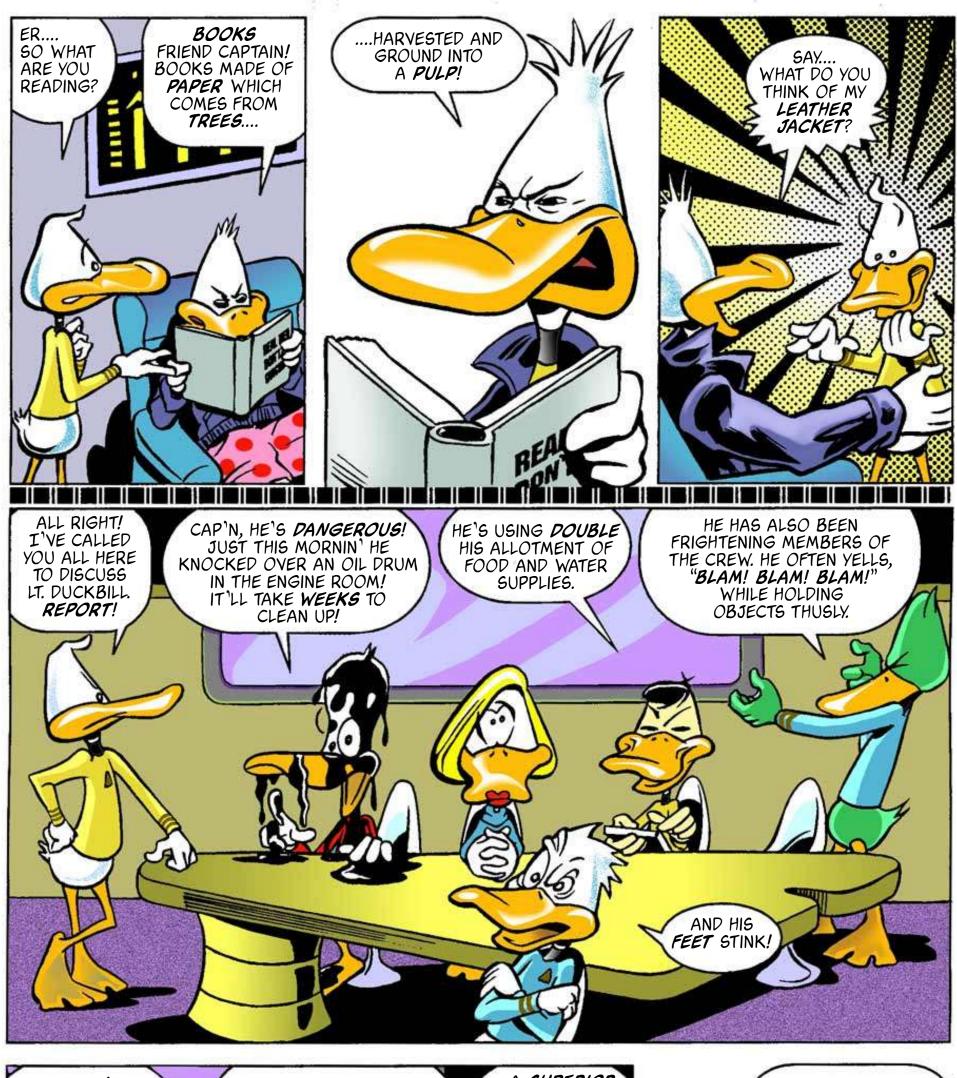


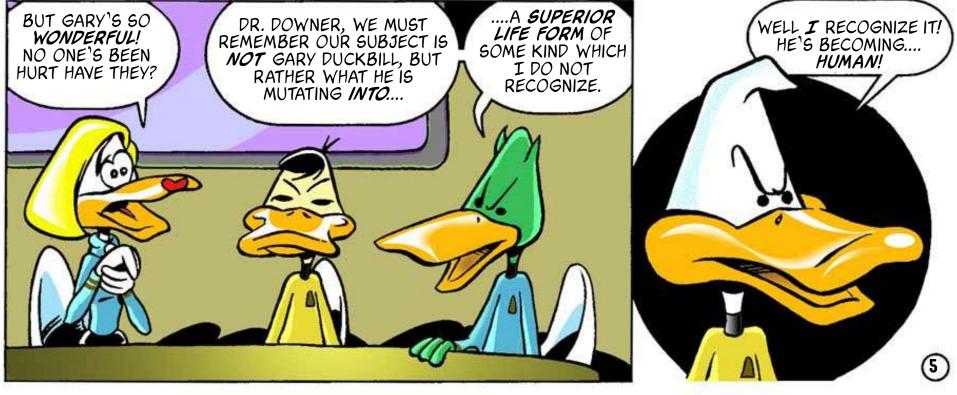


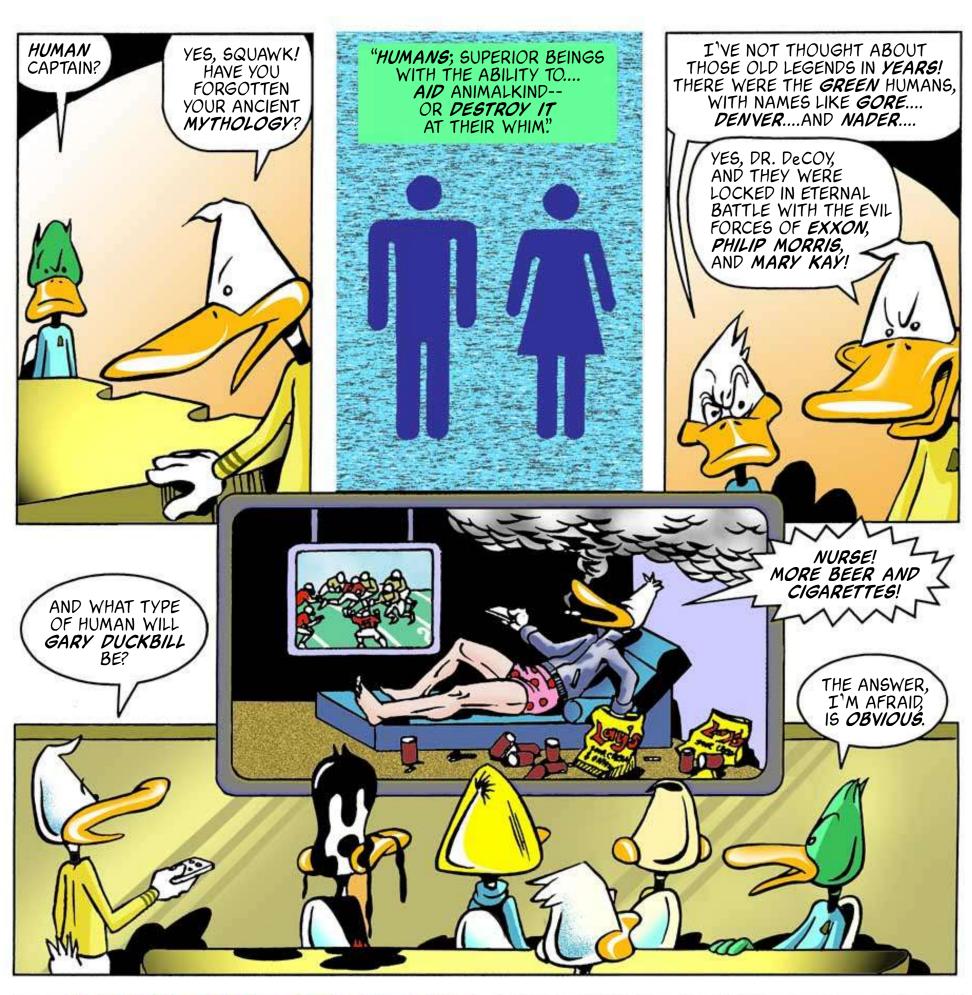


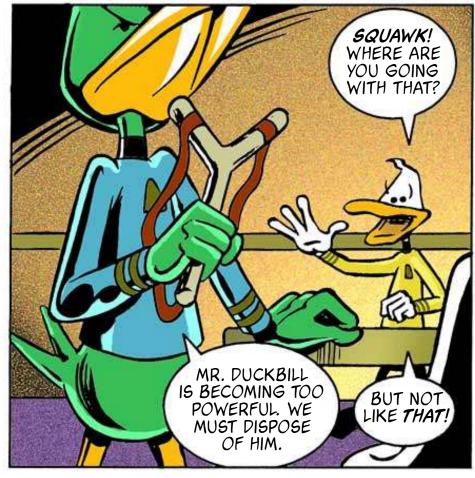


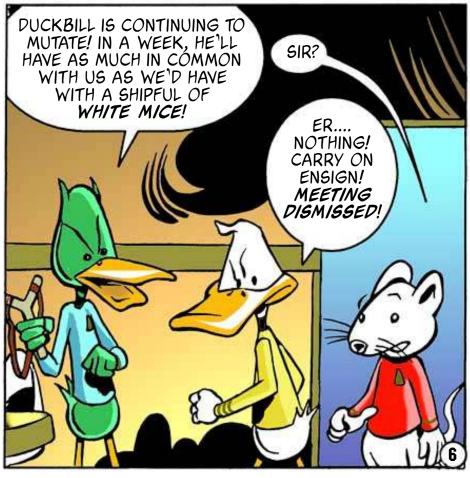




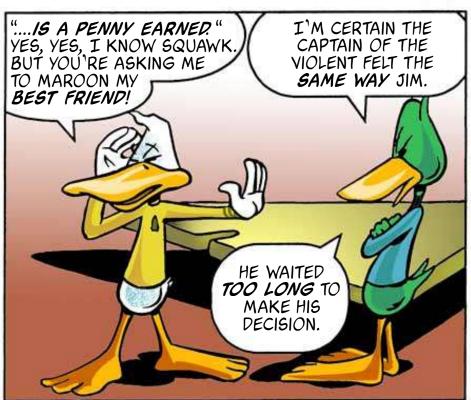


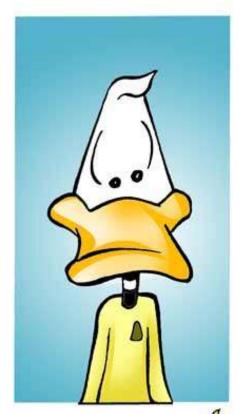


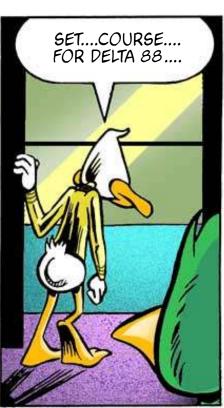


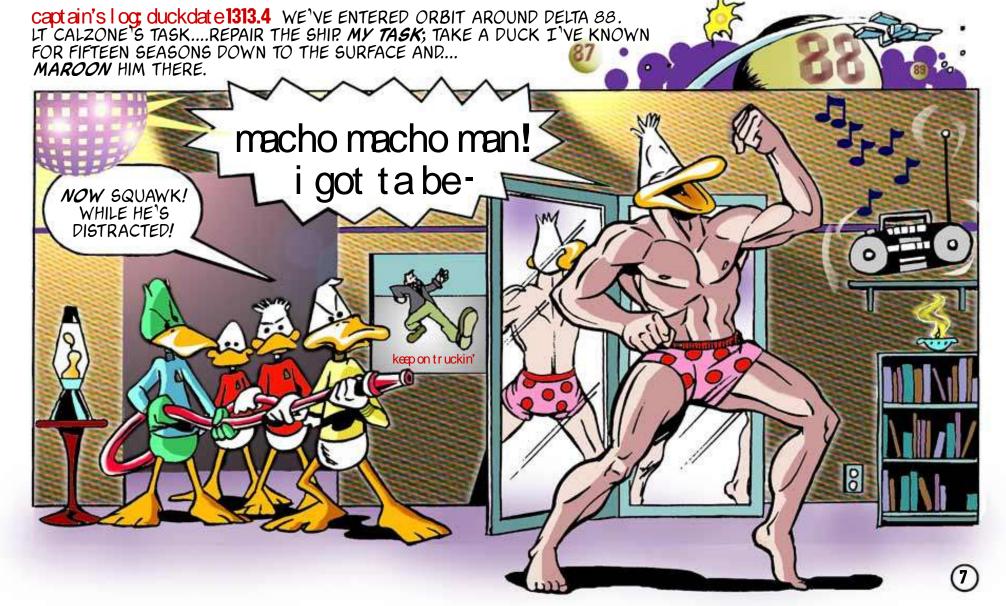








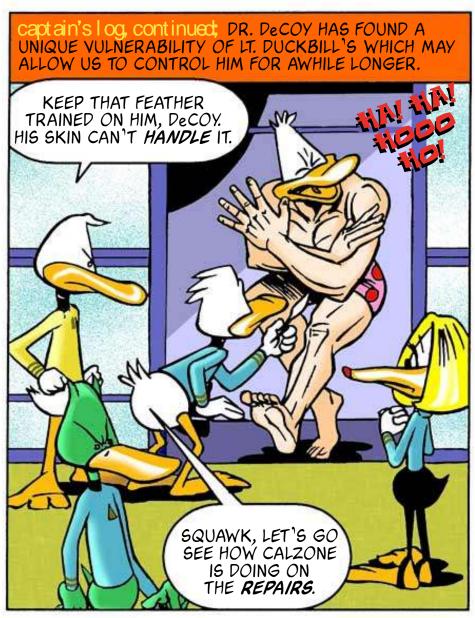


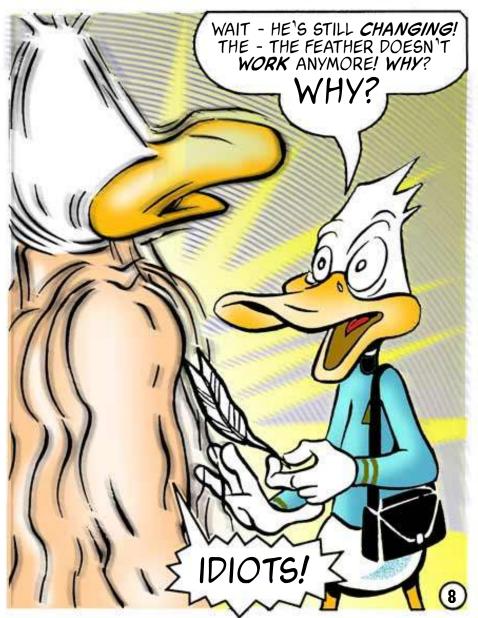


















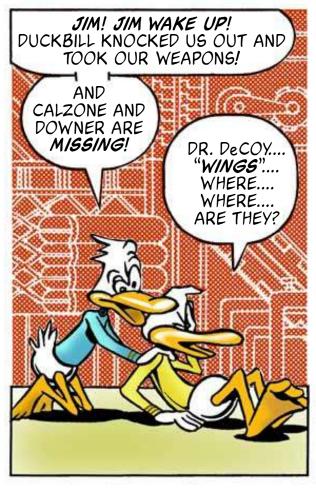








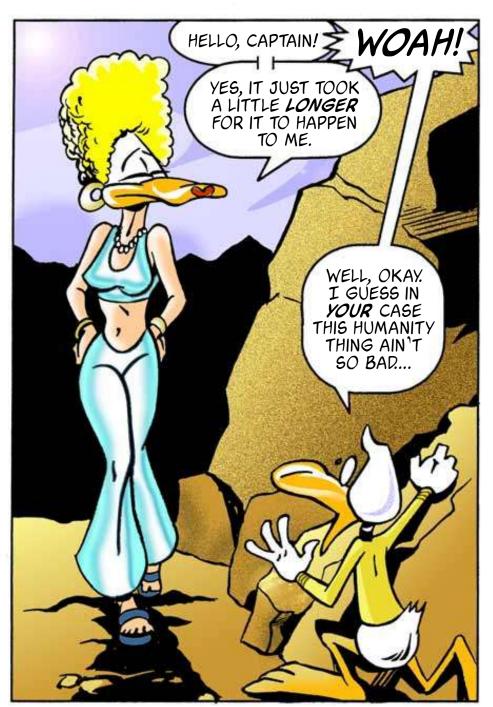


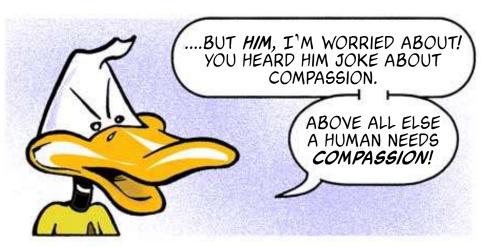


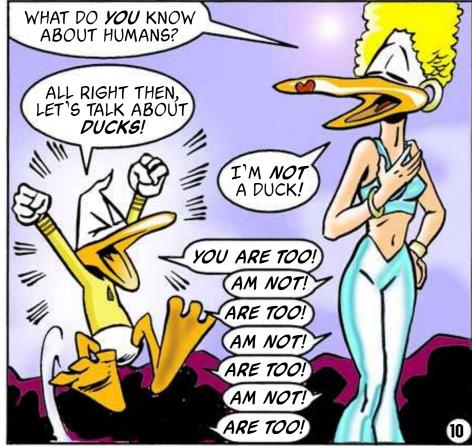


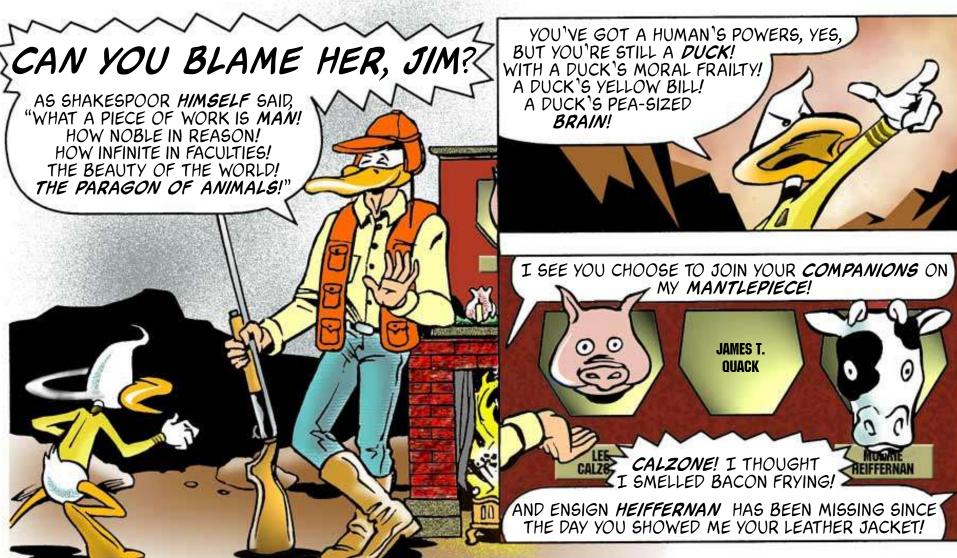














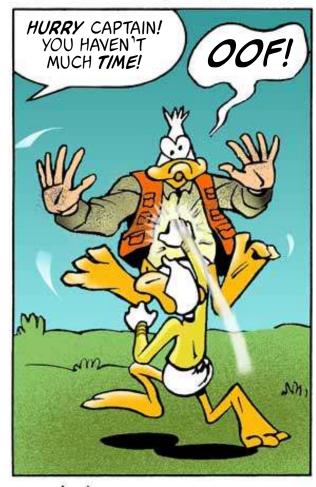


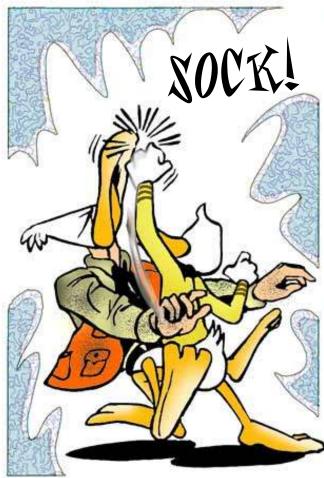






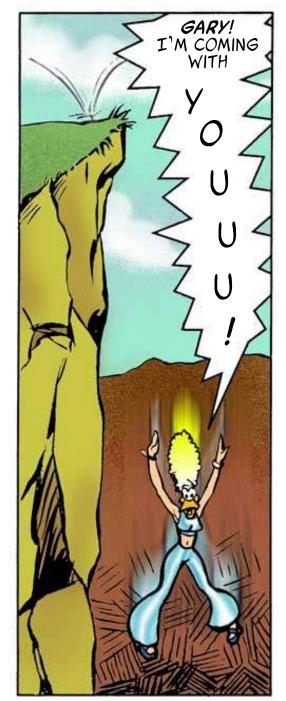




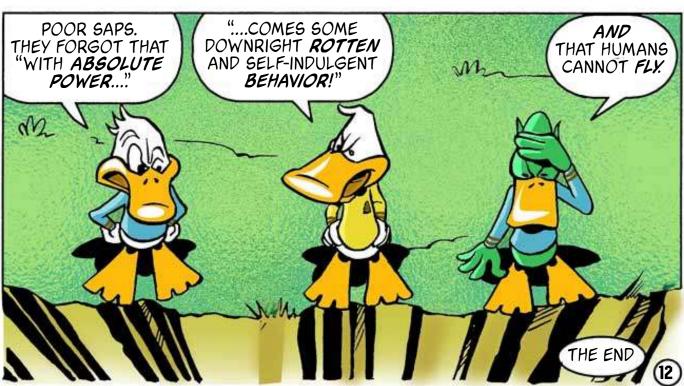














Frequently Asked Questions About Star Quack

Well, okay. No one's actually asking ANY questions about Star Quack yet since this is the first issue, but what follows are some questions I would ask if I weren't me! Hopefully by issue #3 we can replace this with an actual letters page. (Hint; write some letters to mikejonesjr@hotmail.com)

1. Where did Star Quack come from?

Way back in the late eighties, I was in graduate school at Louisiana Tech University in the graphic design program. One of my most enjoyable experiences there was being a teaching assistant in a class on cartooning taught by then Tech photography professor and comics connoisseur Dan Younger. The culmination of the class was the actual printing of a 32 page black and white comic book with a color cover entitled "Burn This Comic". Most people took the title literally, and so few of the original 1000 copies exist today.

Each member of the class contributed pages and my contribution was a 4-page story entitled "Star Quack". This story was a much-abbreviated version of "None Are So (Duck) Blind" which is featured in this very issue. If you want to know what was different, imagine pages 1,2,3,6, and 9 deleted, and the other sequences crammed together in a very tight 4 pages. Needing an idea quickly, I had started with the pun of "Dr. DeCoy" and progressed from there in a fevered frenzy of creation until Star Quack was born.

This was in early 1988, and there weren't many Star Trek parodies yet. In fact, the only ones I knew of were the Saturday Night Live version and "Pigs in Space". Since then, of course, there have been more parodies created than can be counted, some even involving ducks (much to my heartache and sorrow). These parodies include episodes of Duckman, Tiny Toon Adventures, and a very funny web comic called Melonpool.

I went on to follow my career of being a college professor of graphic design when in 1993 a contest in Animation Magazine caught my eye. It was the first annual Cartoon Network/Animation Magazine Storyboard Contest, open to both professional animators and amateurs alike. I thought it would be a good chance to build up my storyboarding skills and revisit a concept I loved, so I revamped my original 4-page story, adding in new sequences. Out of over 700 entries, Star Quack won one of the 7 honorable mentions. Star Quack was also awarded the highest individual score by any one judge, so I felt encouraged to develop the idea further.

Other projects got in the way for several years, but I eventually completed a black and white version of this entire issue with the intention of self-publishing. Then I read **Reinventing Comics** by Scott McCloud and everything changed. If you haven't read this book yet, please do so. I also recommend Scott's first book, **Understanding Comics**. They are the most scholarly works on the art form of comics yet produced.

Anyway, **Reinventing Comics** got me excited about the possibilities of online publication of Star Quack. I had decided that self-publishing was a fairly expensive and risky proposition and Scott's vision of the future of the comics industry online was very enticing. The internet, with almost no overhead costs or financial risk, offered the capability of working in color, and seemed a perfect home for Star Quack. In his references McCloud mentioned a site called Comicon.com, which I explored and there discovered a link to something called **Unbound Comics**. Amazingly, here was a company actually trying to implement some of McCloud's visions of comics' future; diversity of genre, direct connection between creators and readers, and low financial risk. I submitted my work to them and the result is what you are now reading on your monitor screen!

I'm very excited about the issues to come. If you've read this far, you can see that I've had 13 years for story ideas to percolate in my brain! I really think that the story possibilities for Star Quack are endless and I can't wait to spring them on you! Boldly waddle with me in the upcoming months to see worlds and phenomena that no waterfowl has yet imagined.....

Well, my space is up and I've only answered one of my questions. But there's so much more I want to know! Next issue I'll tackle a few more "FAQ's". I promise to have shorter responses and cover more ground. See you in January 2002!

MIKE

mikejonesjr@hotmail.com

Next issue on sale, January 2002! Featuring the tales "POLARIZATION" and "BALANCE OF ERROR" DON'T MISS IT!

Send letters about STAR QUACK to mikejonesjr@hotmail.com. Your letter could appear in issue #3!

THE END

Find more Star Quack and over 100 eBook editions of other great comic books at www.UnboundComics.com

eBook edition produced by Unbound Comics

untaundcamics.com