

**60 PAGE
SPECTACULAR**

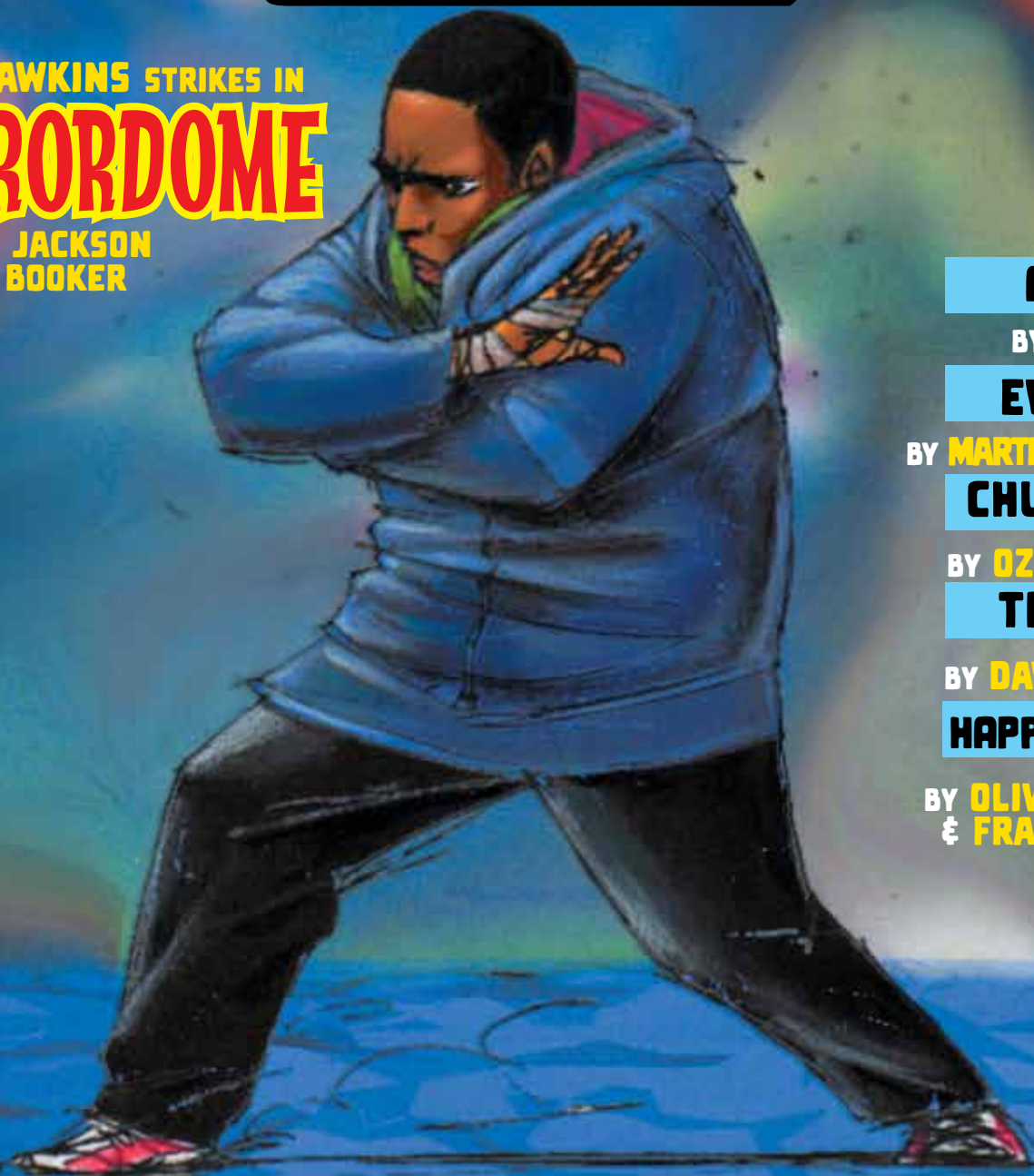
**FALL 2012
ISSUE# 0**

\$6.95



**RAHIM HAWKINS STRIKES IN
TERRORDOME**

**BY JUSTIN JACKSON
& EUGENE BOOKER**



ANGST

BY ROB MORAN

EVASION

BY MARTIN LARREATEGUI

CHUPACABRA

BY OZZY LONGORIA

TRUSTING

BY DAVID SWALLOW

HAPPY BIRTHDAY

**BY OLIVER LEE ARCE
& FRANCISCO ARCE**

ALSO IN THIS ISSUE

ARTICLE AND INTERVIEWS BY:

ER MIXON

RICHARD VASSEUR

facebook.com/AbbotComics

Signature
5/07

Eugene Booker

D.I.Y. DO IT YOURSELF ANTHOLOGY



Issue: 0, Fall 2012

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Publisher

Eugene Booker

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Pre-Press & Designs

Wilson Ramos-Jr of Section 8 Comics

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facebook.com/URBANTRIXSTA1

facebook.com/AbbotComics





LADIES AND
GENTLEMEN,
THIS IS THE
MATCH OF THE
CENTURY!



**DON'T LET THE NEW BLOOD
BEAT YOU, MARCO!**

BREAK HIM TO A BLOODY PULP!

KICK HIS ASS!

**HE'S NO GRAPPLING
KING!**



OH MY GOD -
WE CAN **FEEL**
THAT!



I HAVE TO KEEP PUSHING IT,
SOMETHING DEEP INSIDE ME.



CHICAGO IS WATCHING...

THE WHOLE
WORLD IS
WATCHING...



I CAN FEEL MYSELF BLACKING OUT.

MY SIFU, IT ALL STARTED SO SIMPLY...







LET'S
JUST TAKE
IT EASY,
OKAY?

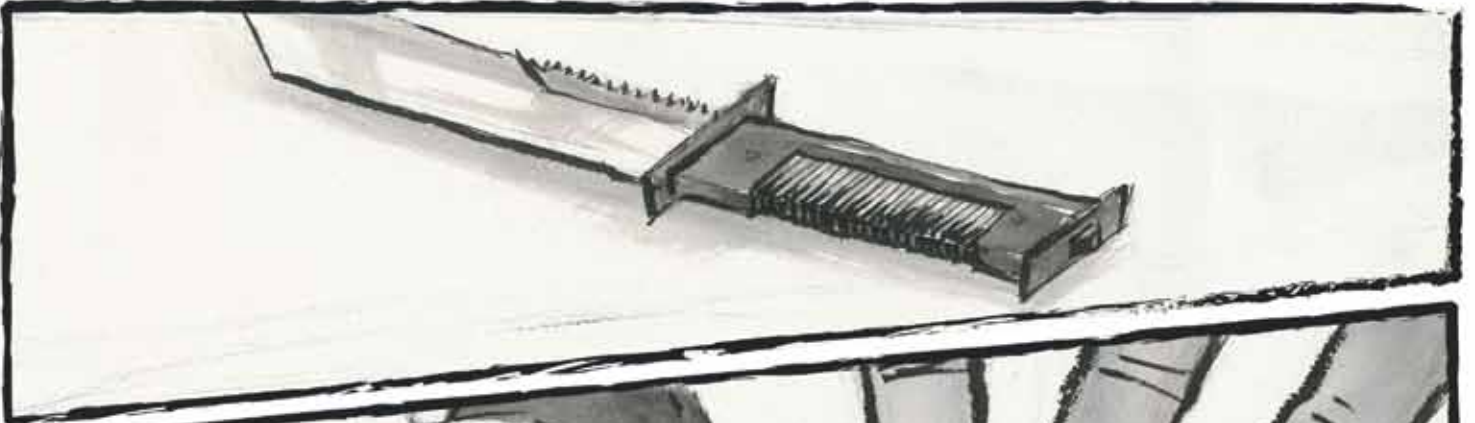
HERE IN MY BUILDING,
THOUGH, THINGS HAVEN'T
CHANGED ONE BIT.

HEY - IF
THE GUY
BLEEDS,
YOU'LL HAVE
A MESS
ON YOUR
HANDS, AND
YOU'LL HAVE
TO CLEAN IT
UP.

GOT
YO'
ASS!

OKAY...





TO BE CONTINUED...

THE UNIVERSE OF URBAN STYLE COMICS IS HERE

FROM CREATOR/ WRITER:

ANDRE L. BATTS



BLACKWATCH
DREADLOCKS

JIHAD A.D.

MIZZRAIM

NUBIAN X

PHAROHN

THIRD EYE

SHEBA

QUEEN NUBIA

www.urbanstylecomics.com

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WWW.URBANSTYLECOMICS.COM

WWW.MYSPACE.COM/URBANSTYLECOMICS











WHY ARE YOU HOME SO SOON?



I GOT SICK, MOM. I GOTTA GO TO THE BATHROOM.



COME ON, MAN. PICK UP YOUR DAMN PHONE!



THIS IS DEREK'S PHONE. I AIN'T THERE SO LEAVE A MESSAGE.

JUST GREAT.



TRAVIS, HONEY. SOMEONE'S HERE TO SEE YOU.



I'M GONNA KICK THAT GUY'S ASS FOR NOT ANSWERING HIS PHONE!



OH NO.

SURPRISED
TO SEE ME?



I DON'T USUALLY
MAKE PERSONAL VISITS, BUT
TRAVIS IS AN *EXCEPTIONAL*
STUDENT AND I'D HATE TO SEE
HIM WALKING DOWN THE
WRONG PATH.

WRONG
PATH?

HE'S HANGING
AROUND WITH THE
WRONG CROWD.

WE CAUGHT
HIM WITH DEREK
WILLIAMS TODAY.
THE TWO WERE
SMOKING.

I SUGGEST YOU HAVE A TALK WITH
HIM. LET HIM KNOW WHO HE SHOULD
AND SHOULDN'T BE FRIENDS WITH.
HE'S JUST LUCKY I'M NOT
SUSPENDING HIM. I THOUGHT A
PUNISHMENT FROM HIS PARENTS
WOULD BE WORSE THAN
WHATEVER I COULD DO.

OH MY!

IT WAS A
PLEASURE MEETING
YOU FOLKS. COME AND
MEET ME IN MY OFFICE
TOMORROW. WE CAN
TALK MORE.

I CAN'T THANK YOU
ENOUGH, PRINCIPLE
MCDONALD.

WE WILL
LOOK INTO
THINGS.







I DIDN'T KNOW IF THEY WERE ALIENS, EVIL ROBOTS FROM THE FUTURE OR JUST SOME NIGHTMARE I WAS HAVING.



NOW I JUST WISHED IT WAS THE LAST ONE.



Later that night.

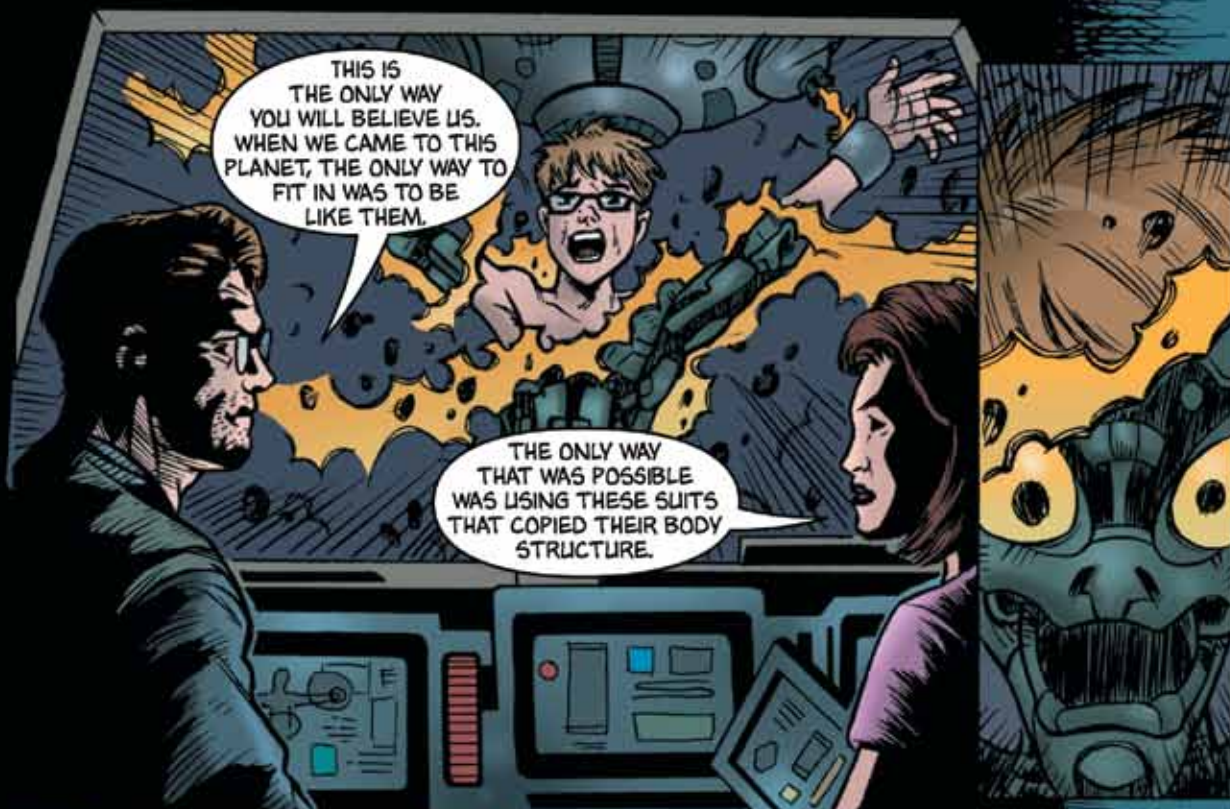












THIS IS THE ONLY WAY YOU WILL BELIEVE US. WHEN WE CAME TO THIS PLANET, THE ONLY WAY TO FIT IN WAS TO BE LIKE THEM.

THE ONLY WAY THAT WAS POSSIBLE WAS USING THESE SUITS THAT COPIED THEIR BODY STRUCTURE.

WE INTEGRATE THEIR THOUGHTS AND MEMORIES WITH OURS IN ORDER TO BLEND IN MORE EFFECTIVELY. WE KNOW EVERYTHING THE ORIGINAL DID. WE EVEN THINK LIKE THEM. IT IS EASIER TO FIT IN THAT WAY.

SEEMS LIKE THERE WAS A MALFUNCTION IN THE MACHINE.

INSTEAD OF INTEGRATING THE MEMORIES OF THE HUMAN, IT ERASED YOUR REAL THOUGHTS AND ONLY LEFT THE HUMAN THOUGHT PATTERNS.

IT HAPPENS EVERY NOW AND THEN.



THIS IS A NIGHTMARE. IT CAN'T BE TRUE.

THE REAL NIGHTMARE IS WHAT THE COUNCIL WILL DO TO YOU, SON.

IT'S OUT OF MY HANDS NOW.





ANGST

Written by **RAPHAEL MORAN**
Pencils by **RTUL BAKSHI**
Inks by **ED WATSON**
Colors by **TIM TILLEY**
Letters by **E.T. DOLLMAN**

THE END

A feast for the creative senses!

Smorgasbord

PRODUCTIONS

May we take
your order?



Animation

Graphic Design-

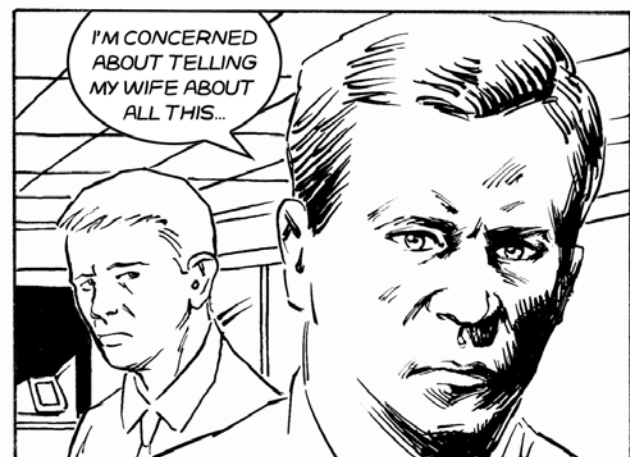
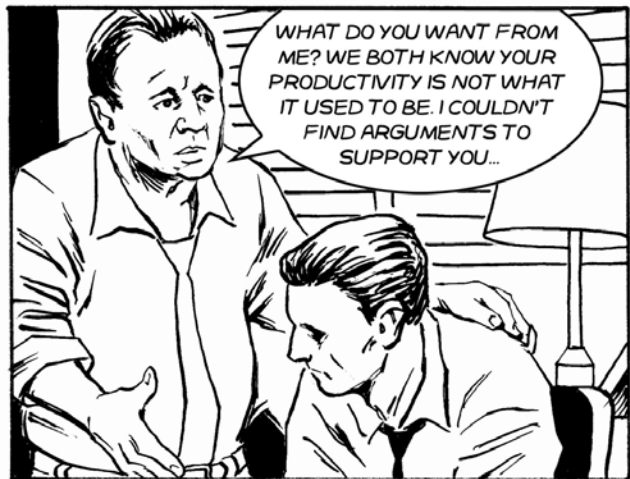
Film/TV Production-Storyboards-Websites- logos-

www.SmorgasbordProductions.com

EVASION

BY MARTÍN LARREATEGUI













EVERY...

...ALERT... ALERT... ALERT...



WE'RE UNDER
ATTACK. ON YOUR
FEET, SOLDIER!

JUST WHEN
I WAS TRYING TO
RELAX USING THE
VIRTUAL REALITY
DEVICE. IT'S
NOT FAIR!



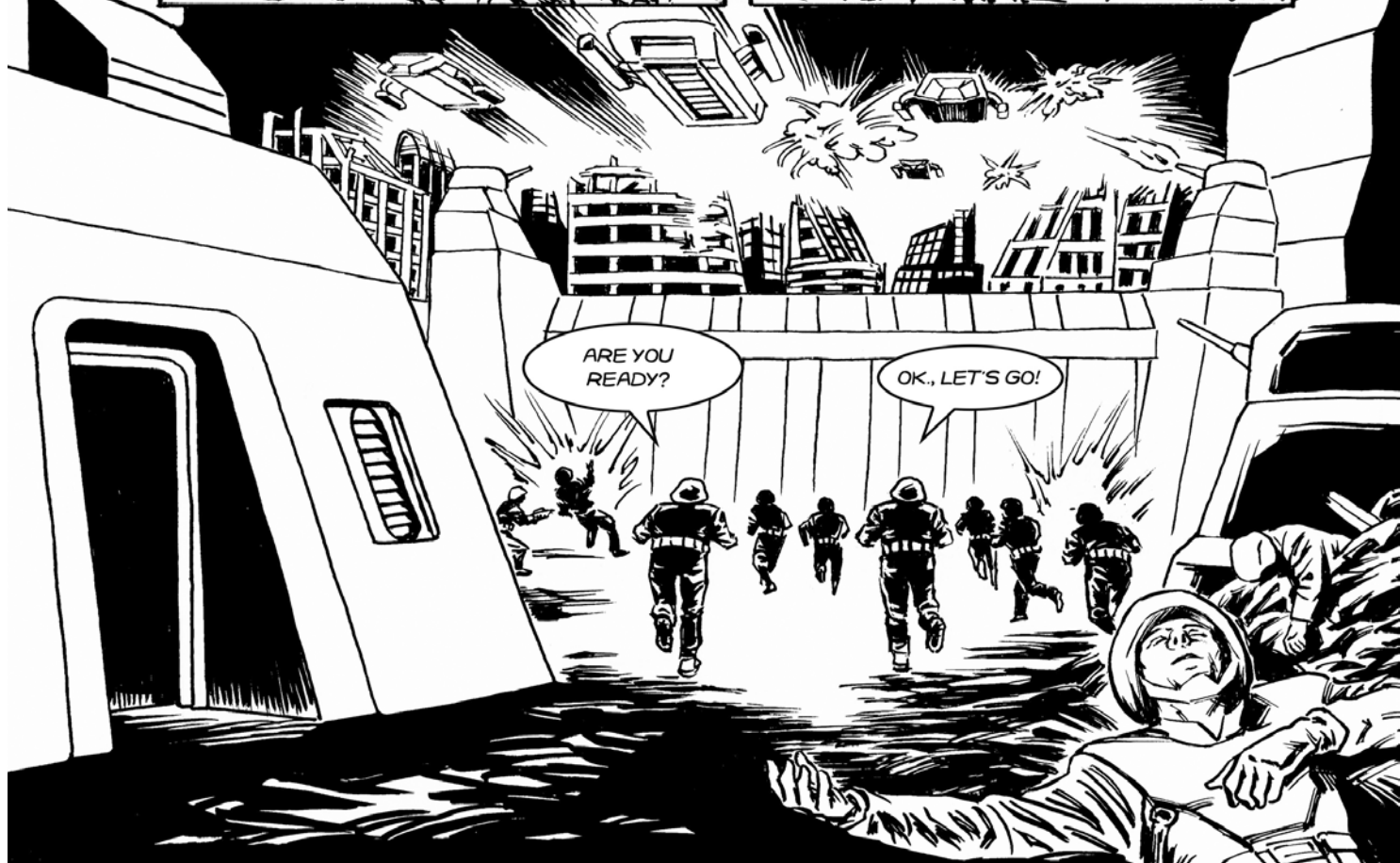
THAT AGAIN, HUH? THOSE
XXI CENTURY FANTASIES
ARE GOING TO MELT
YOUR BRAIN!

WHAT'S WRONG
WITH IT? ONE NEEDS
TO EVADE A LITTLE
SOMETIMES.



YOUR VIRTUAL WORLDS ARE ONLY
A WASTE OF TIME. I KEEP TELLING
YOU, THERE'S ONLY ONE REALITY.
THIS REALITY IS THE ONLY
ONE THERE IS.

DON'T
REMIND ME
THAT!



ARE YOU
READY?

OK., LET'S GO!

BADASS COMICS

By ER Mixon

“As I stood there, waiting for him, two of my work colleagues came in. They asked what I was doing, and I told them I was waiting for a guy I’d met on the Internet.” Circe O. Woessner didn’t know what her contact looked like but she knew what she wanted from him. She told herself she was there to help her son but there was a part of her that needed to do this as much or perhaps more than he did. Her contact was Peter Ziomek, indie comic artist. Woessner was there to learn from him how illustrate a comic that her son had scripted. “Over breakfast, he showed me how to draw thumbnails and how to make a story board. We looked over my son’s story and broke down the first paragraphs into chunks. That was pretty much introduction to the process.”

Ziomek and Woessner are two of many New Mexico based comic creators drawn into a not-so-secret society known as Seven Thousand B.C. This creator’s community is charged with a mission not only to create and promote their own graphic works but also to teach others about the importance of comics. “We strive to educate about the value and significance of this unique art form,” says Bram Meehan a founding member. “Through workshops and demonstrations we teach people how to make their own.” A mission now made more legitimate by their recently gained status as a tax exempt non-profit organization. They hold events in schools, libraries and bookstores hoping to

spread their message. They also visit conventions across the nation such as Ape(in San Francisco), Denver Comic Con and Albuquerque Comic Expo among many others.

“The first meeting was fun. We really enjoyed drawing, talking and drinking beer together.” Enrique “Ryk” Martinez, a founding member says. Seven Thousand B.C. began in 2004 at True Believers Comics and Gallery in Santa Fe. The shop was hosting an annual event known as 24-Hour Comic Day, in which creators are encouraged to produce a twenty four page comic book in twenty four consecutive hours. That particular 24-hour comic day was special however as it brought together the three individuals most important to the evolution of independent comics in New Mexico. Enrique “Ryk” Martinez, Jarrett “Jett Boy” Boynton and Tyrrell Cummings were those three first members. Realizing that the indie creators of NM had a lot in common and worked well together they put out an open call to all local comic creators. The turnout was good and it didn’t take long for the membership to grow. “soon everyone realized the value of pooling resources to gain broader exposure for the independent comics creators of northern New Mexico,” Meehan says of those early days. “The original name was Sweet 7,000 Baaaadasss comics.” Martinez says, explaining how the name was inspired by a film called

“Sweet Sweetback’s Baaaadasss Revenge”.

Seven Thousand B.C. began their efforts to raise money and awareness with small shows which they themselves would organize. There they drew people in with live music and showcased and sold their comics for the first time. After gaining some needed experience they decided to travel out of state and tried their hand at a big convention in San Francisco, the previously mentioned “Ape”. At “Ape” they had their first real con experience, “We had little money and had to sleep on people’s floor ... but that was a small price to pay for doing what we love.” Martinez recalled.

Many members and affiliates of the group have produced full comics and graphic novels at a rate much higher then they ordinarily might without the group’s support. For instance one member, Todd Bernardy has completed three full issues of his comic since he joined. “The feedback that I got at the meetings made my work better,” Bernardy says. Most members agree with this sentiment but there are some whose experience was not as positive. Henry Valdez, a comic writer from Santa Fe for instance didn’t find what he was looking for. “I’ve only been to one 7000bc meeting but didn’t find the group very helpful or open.” He joined seeking a quick rout to an artist collaborator but was met coolly. Valdez left without

an artist and chose not to go back. However if nothing else Seven Thousand B.C. seems to be a place of constructive encouragement. Beginners tend to have access to experienced pros and are given a chance to bring their work up to that level while simultaneously gaining a reasonable amount of exposure.

“We do what we can to expose comics readers to the incredible talents in New Mexico,” says Bram Meehan. They get this exposure not only from the many conventions which the group now attends but also directly from the group. The String anthology is created in house and distributed both online and to local comic venders and at conventions. This anthology is designed to sample the current works of every northern New Mexico comic creator and make it widely available to the public. The other way in which the group aims to enhance the reputations of its members is by hosting links on their website. Every member is allowed to either distribute or sell their material to a wider audience via we blink.

The group has a wide and growing make up. Some of its members and affiliates are more notable than others but they are all deeply committed to the medium. “In what’s a sad reflection of the general comic-reading public, **we have few women**,” Meehan says. Still the numbers are growing.

VIPER COMICS & GEMINI COMICS PRESENTS:

THE MYTH OF THE CHIPACABRAS

OKAY, I'VE GOT
ONE FOR YOU.

HELL, LUCAS. WE DON'T GOT TIME
FOR NO TALL TALE OF YOURS.

JUST SHUT UP, OSCAR. THIS WAS TOLD
TO ME BY A NAVAJO MEDICINE MAN.

SEEMS THERE'S THIS GUY
KNOWN ONLY AS *THE WALKER*.
HE'S EASY TO RECOGNIZE
CAUSE HE LOOKS LIKE HE
FELL DOWN IN FRONT OF A
STAMPEDE.

ONLY HAS ONE EYE, BIG
SCAR DOWN HIS FACE
AND DOESN'T HAVE A
RIGHT HAND.


OZZY LONGORIA - CRISMAN STRUNK - MARCO ANTONIO NÁJERA

STORY, PENCILS AND INKS

SCRIPT


LETTERS

COLORS: DARIO REYES



BUT EVEN AS BEAT UP AS HE LOOKS, THE NAVAJO WON'T MESS WITH HIM IF THEY SEE HIM ON THE PLAINS.

CAUSE THE WALKER, HE'S ON A MISSION.



SEEMS THE SAME CREATURE THAT TOOK THE WALKER'S HAND, TOOK HIS WHOLE FAMILY.

AND THE WALKER, HE'S FOLLOWING THIS CREATURE, THIS *CHUPACABRA*.

FOLLOWING THE THING'S *BLOODY* TRAIL FROM TOWN TO TOWN.

CAUSE HE AIMS TO GET HIS REVENGE.



OR TO DIE TRYING.

"DÍA DE LOS MUERTOS"



MESILLA, NEW MEXICO. 1854

¡HA!, LUCAS, FOR A LAWMAN,
YOU SURE DO LIKE TO TELL
SOME BIG ONES.



THAT'S THE WAY THE
MEDICINE MAN TOLD ME
THE STORY, I SWEAR.

OH, COME ON, HARRY. EVERYBODY'S HEARD THE STORY OF THE WALKER AND THE *CHUPACABRA*

YOU NEED TO GET SOME NEW MATERIAL.

WHAT ABOUT IF I TOLD YOU THAT YOU'RE THE *PRETTIEST WOMAN* IN THE WHOLE STATE OF NEW MEXICO?

BUT I'D ALSO ADMIT THAT YOU SURE DO HAVE A WAY WITH THE WORDS.

I'VE GOT ALL SORTS OF SKILLS, MA'AM.

I'D SAY YOU'D BETTER WATCH HOW YOU TALK IN FRONT OF MY FATHER.

I'M SURE YOU...

OH NO! C'MON, WE'VE GOT TO GET THE SKULLS.

SKULLS?

I MADE SOME LITTLE CANDY SKULLS FOR THE KIDS.

I THOUGHT YOU SAID THIS HOLIDAY WASN'T LIKE HALLOWEEN.

IT ISN'T. IT'S CERTAINLY NOT MEANT TO BE...

... SCARY.



BAD STORM
OUT THERE.

GOOD NIGHT FOR
SOME WHISKEY.



SO, STRANGER. YOU IN TOWN
FOR THE DAY OF THE DEAD?



HA! YOU
COULD SAY
THAT.

I'M IN FOR A LITTLE
WHISKEY, A LITTLE FUN.

I HOPE IT'S THE
RIGHT KIND OF
FUN, MISTER.

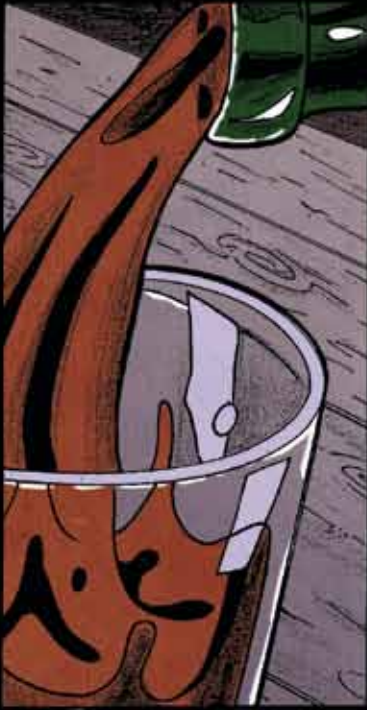


THAT'S AN AWFUL
BIG HOG LEG
YOU'RE PACKING.



I DON'T PLAN
TO USE THE
GUN, SHERIFF.

IF THAT SWEET,
LITTLE THING THERE
WILL KEEP THE
WHISKEY COMING,
I'LL JUST SIT HERE
QUIETLY.



NOW, THAT'S
SOME MIGHTY
FINE WHISKEY.



NOW, DON'T LET ME INTERRUPT. GO ON
WITH WHAT YOU WERE TALKING ABOUT.



WE WEREN'T TALKING ABOUT
NOTHING, STRANGER. LUCAS WAS
JUST TELLING US THAT OLD
WIVES' TELL ABOUT THE WALKER

AH, YES.
THE WALKER.
HE'LL NEVER
KILL THAT
CHUPACABRA,
YOU KNOW.



AND WHAT MAKES YOU
SAY THAT, STRANGER?



**BECAUSE
I'M HIM**



HOLY...



SHRUUCCKK



LUCAS!

I DON'T KNOW WHAT HELL YOU CAME FROM, BUT I'M SENDING YOU BACK.



BLAM



YOU'RE GONNA HAVE TO DO BETTER THAN THAT, OLD MAN.

I CAN DO BETTER.





BUT YOU ARE
A DEMON.

THIS IS AN
AZTEC SUN MEDALLION,
BLESSED BY A PRIEST AND
A NAVAJO SHAMAN.



AAARRRGHHH!



OH MY GOD.



YOU!
YOU DID THIS.

YOU'RE THE REASON
LUCAS IS DEAD.



I GOT HERE
TOO LATE TO SAVE HIM.
BUT IT'S OVER.

WE'RE ALL SAFE NOW.



END? I DON'T THINK SO!

FIGHT-MAN



HIGH KICKIN'
ACTION!



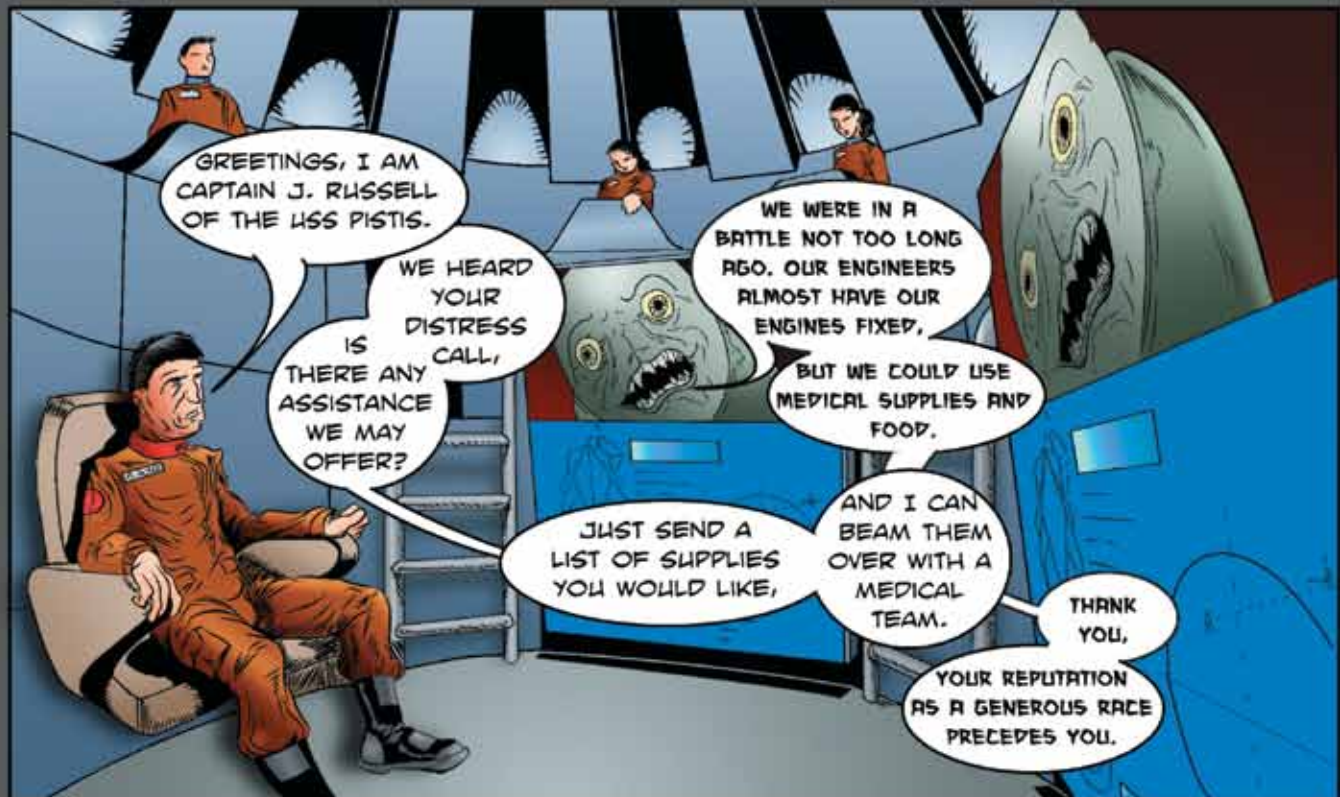
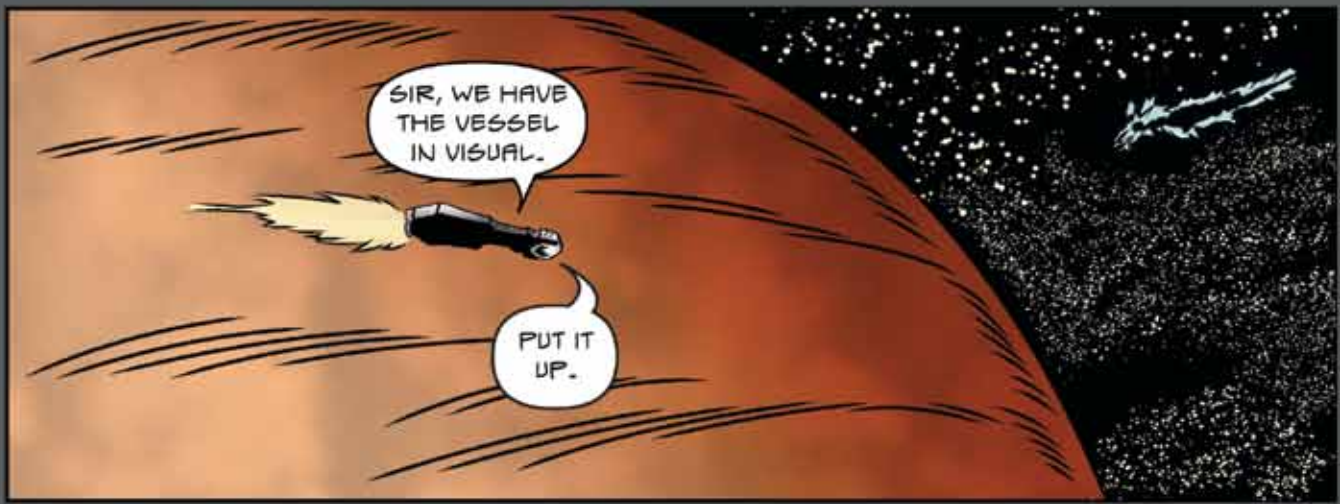
THE PROOF
BATTLE IN THE COLISEUM



THE ULTIMATE CHOP SOCKY MA YHEW!

ADMITTANCE
RESTRICTED
TO PERSONS
16 YEARS OF AGE OR OVER

GIMETZCO!







OUR INTEREST WAS PIQUED WHEN WE HEARD OF SUCH A TRUSTING RACE.

WE HAD NO IDEA YOU WERE AS TECHNOLOGICALLY ADVANCED AS YOU ARE.



WE WILL TAKE GREAT PLEASURE IN RAPING YOUR WORLD OF ITS RESOURCES.

YOU'LL NEVER MAKE IT THAT FAR.



I WAS GOING TO DESTROY YOUR VESSEL QUICKLY...



NOW I WILL TAKE PLEASURE IN SEEING YOU WORK THE MINES FOR THE REST OF YOUR LIFE. HOWEVER SHORT THAT MAY BE!

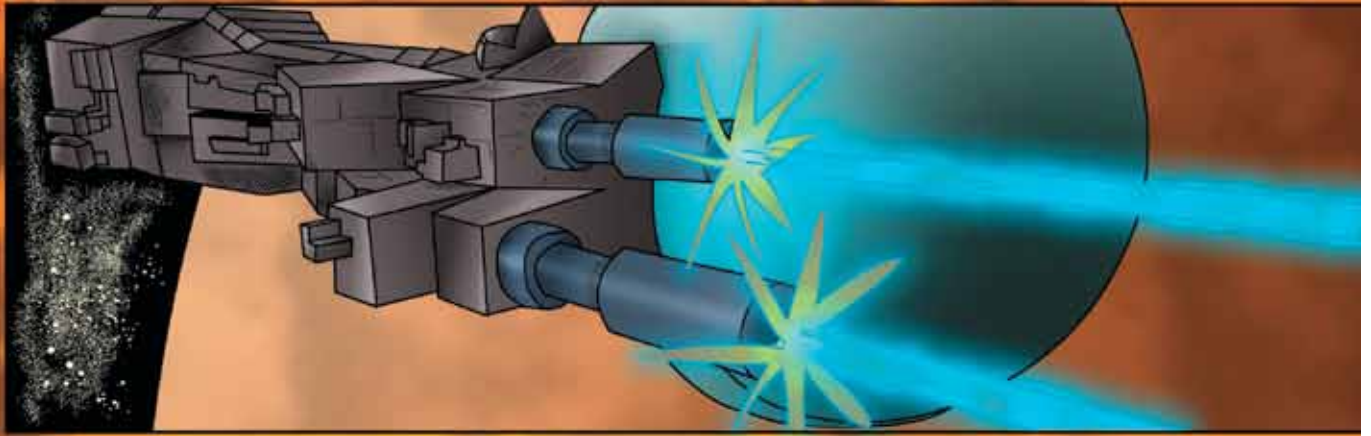


EXCELLENT, SEND EVERYONE BACK.

I'LL BE A MINUTE AS I GATHER A FEW MORE PRIZES...

THE TRANSFER IS COMPLETE.





FIRE!

MANY HAVE CALLED
OUR RACE OVERLY
TRUSTING.

WE HAVE IN FACT BEEN
BURNED MANY TIMES BY
THIS, AND IF IT'S TAUGHT
US ANYTHING...

IT'S HOW TO BUILD
REALLY GOOD
FUCKING WEAPONS.

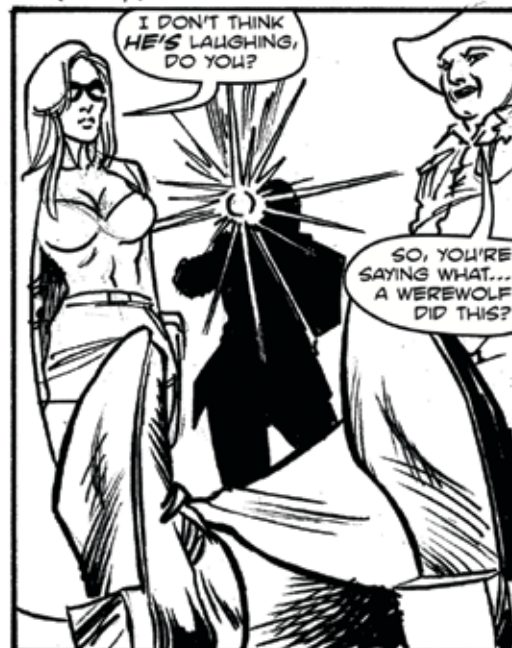


NO...
HOW...

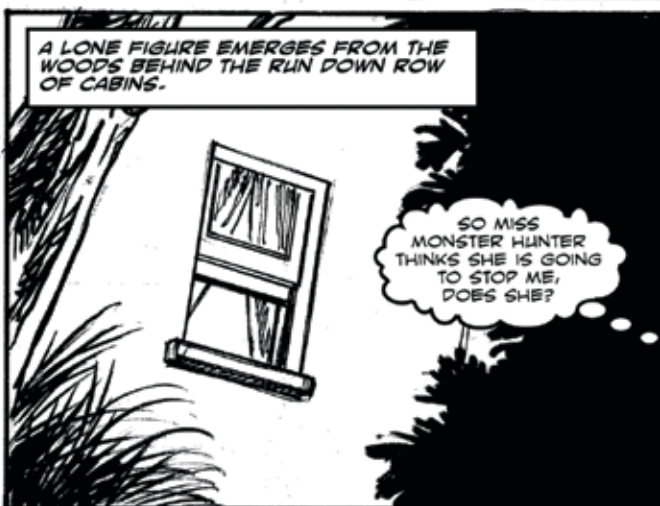


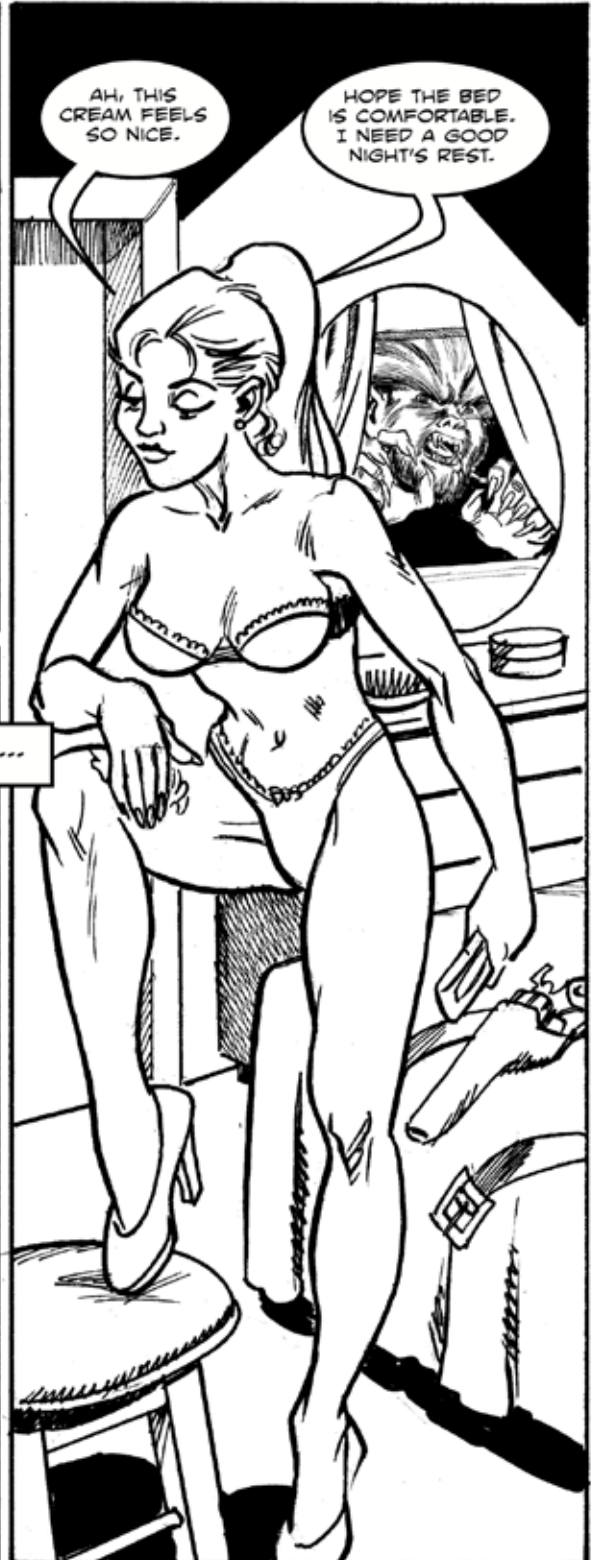
SO IF YOU
WANT TO
"RAPE OUR
WORLD"...

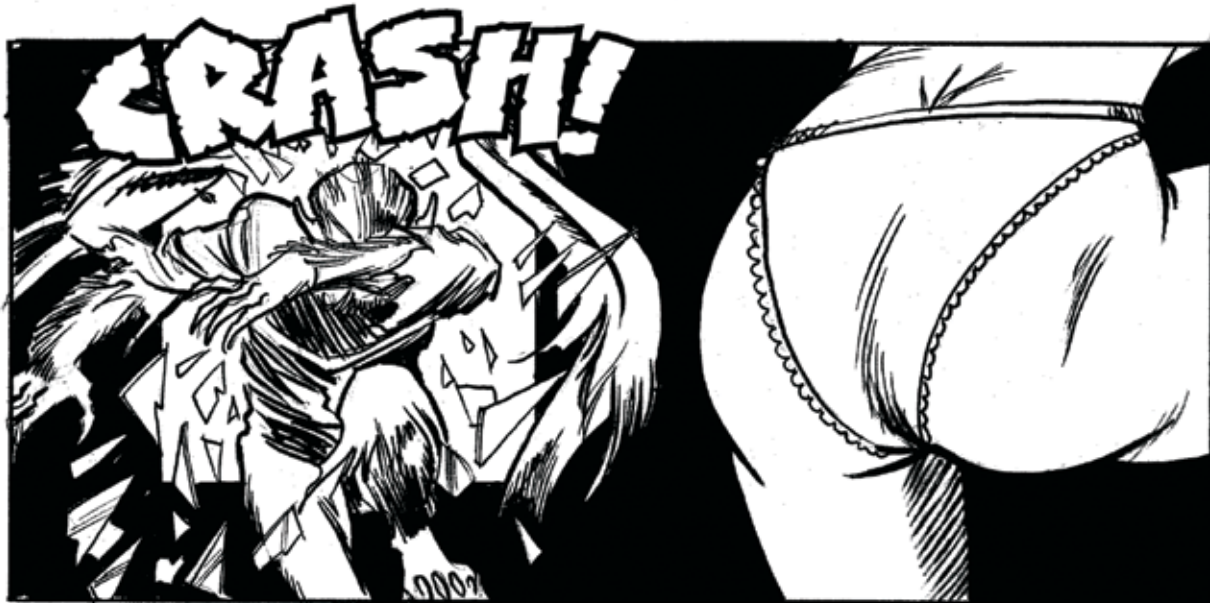
I SAY
BRING IT.











GROWL!!!

AH, I WAS
WONDERING
WHEN YOU'D
GET HERE.



THE WEREWOLF APPROACHED SLOWLY...

...RELISHING THE MOMENT OF THE KILL.



DAMMIT...
HAVE TO GET
TO MY GUN.

BUT SCARLET JUSTICE
WAS A PRO...

STOP!

GRR..HUH?

...WITH A PLAN.

LOOK
WHAT I
HAVE FOR
YOU.

RRR...WUF!

RRUFF!

MM...
GRRR..MM...
GRRR...

STUPID
DOG!

BLAM!
BLAM!

THE END



TODAY IS MY 13TH BIRTHDAY.
¡QUÉ A TODA MADRE!

HAPPY BIRTHDAY!

— STORY: FRANCISCO ARCE - DANIEL CHÁVEZ ART: RUBÉN DARÍO

MY MOM'S DOWNSTAIRS
FIXING THE PLACE UP
FOR MY B-DAY PARTY.

MY MOM IS THE
GREATEST!

MI 'APA TOLD ME THAT
I'LL STOP BEING A LITTLE
KID TODAY.





MI'JOJO,
HURRY UP,
YOUR DAD IS
HERE.



I'M COMING
RIGHT DOWN,
MOM!



BE CAREFUL
OUT THERE.
POR LA SEÑAL
DE LA SANTA
CRUZ...



SÚBASE MI'JO
AND GET A
BEER, CUZ
TODAY IS
YOUR DAY!



THAT'S MY
BOY!



DON'T
BE A JOTO!
DRINK UP AND
QUIT MAKING
THOSE FACES.



THAT'S
MY BOY,
CHINGADO!



SO WHERE
ARE WE GOING,
DAD?

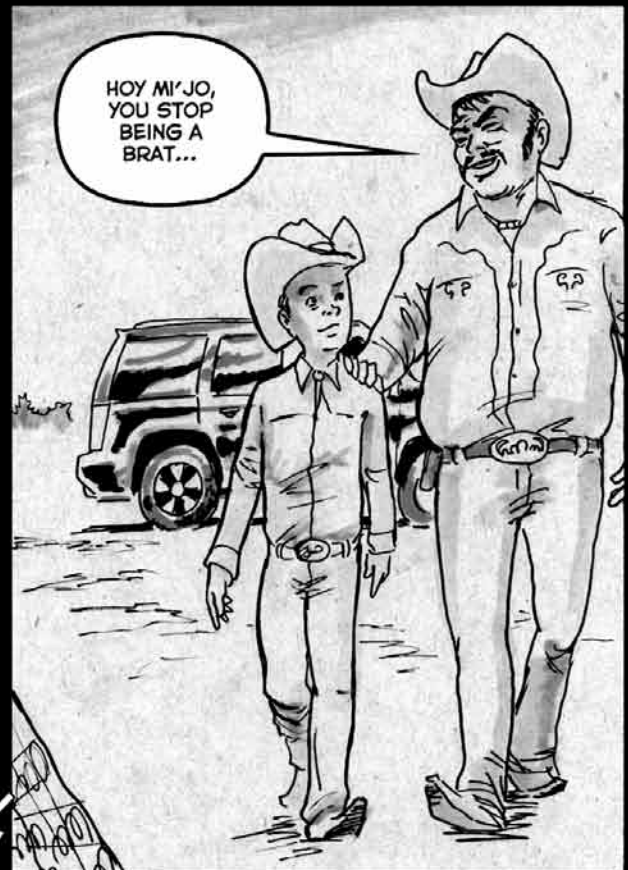
YOU'LL SEE
SOON ENOUGH,
MI'JO. TENGA,
DRINK ANOTHER
ONE.



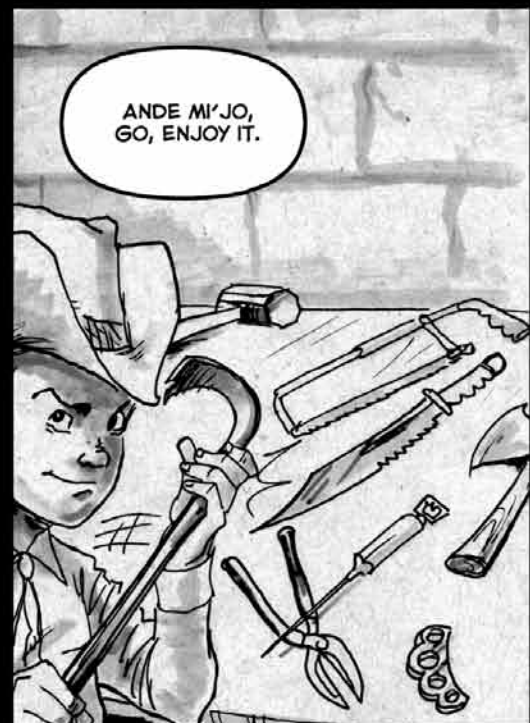
CLAP

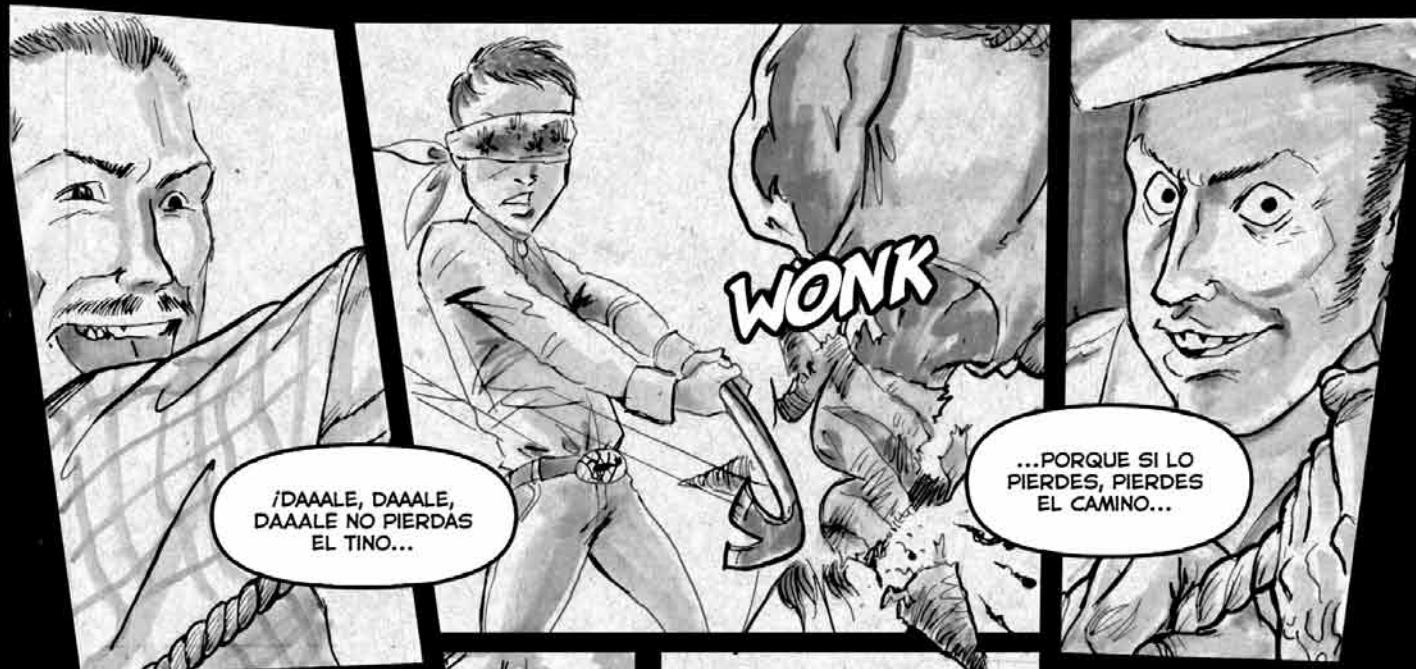


CLANK



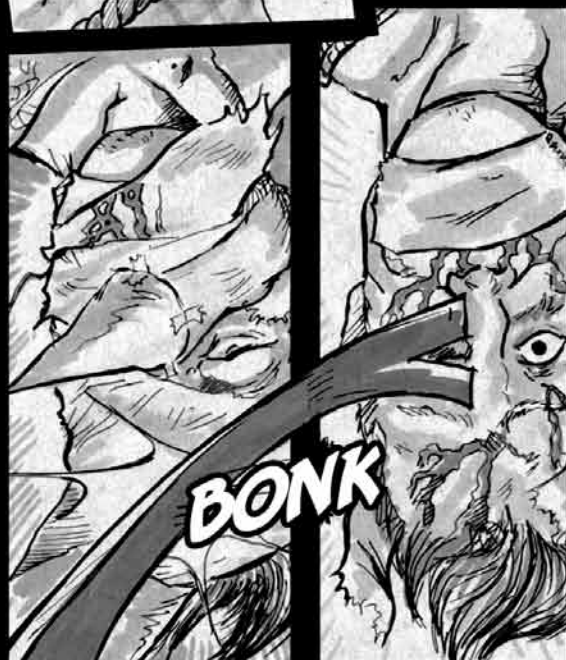
HOY MI'JO,
YOU STOP
BEING A
BRAT...





¡DAAALE, DAAALE,
DAAALE NO PIERDAS
EL TINO...

...PORQUE SI LO
PIERDES, PIERDES
EL CAMINO...



¡1, 2, 3,
SE ACABÓ!

THUD



MI'JO,
HERE'S ANOTHER
LITTLE PRESENT
FOR YOU.

OH COOL,
THANKS 'PA!...

ESPÉRESE,
LET'S END THIS
WITH A BANG.





COLLECTOR VS FAN

By Richard Vassuer

I have been a comic book fan for a long time. About 30 some years and I have over 35,000 comics in my collection. I say fan instead of collector because I have read every comic I own. A collector would buy a comic stick it in a mylar bag with a non acid backing board and put it in a comic book box and than leave it. But a fan, a true comic fan would open up that comic and lovingly read every word of the story and look at every illustration. A fan would enjoy all the work that the creators of that comic put into creating it. The creators especially the Small Press ones but the large companies to, the creators in particular those who created the concept and characters for an original comic they put far more than just hours into it, they put a part of themselves into their creations. All those who work on creating a comic book from the writer, penciler, inker, painter, colorist, letterer, editor. All these people put in an effort and most beyond a forty hour work week when they have the work. A fan appreciates all this work and energy and enjoys it. A collector never even sees all the work that went into it.

So which would you rather be? For me personally I have talked with a number of people who have worked on creating comics anywhere from a one person operation up to marvel and DC comics. Some creator owned ones and others that feature famous main-stream characters such as Superman, Spider-Man and others. As a comic reviewer I do get sent many comics to review, plus I still buy my own comics as well. For me I buy mostly based on characters I like such as Wolverine, Batgirl plus lots more. Now each comic I review I read cover to cover, I read every word and I look not glance at, but take a good look at every illustration. I know and respect all the work that went into making a comic. Even if it is one I do not give a great review to I still respect the effort that went into making it.

I know especially on creator owned comics that it is more than just a job to the person who came up with the idea for this comic. They put a part of themselves into it. A true fan of comics realizes this whereas a collector cares more about whether they think the comic will increase in value or not.

The main difference between a fan and a collector is the fan truly enjoys their purchase to the fullest. A collector enjoys the fact that they own it.

So to me being a fan is much more fun. Comics are meant to be opened. read and enjoyed.

By: Richard Vasseur/Jazma VP

www.jazmaonline.com

Submission Guidelines for Do it Yourself Anthology Magazine (D.I.Y.)



For submissions first send a general query to the submissions email address above. We will send you our full submission guidelines and legal disclaimer required for submissions to be considered. Any submission sent not following our guidelines or not with the disclaimer will be deleted without review. **NO exceptions!**

We are looking for stories of: Dark speculative fiction.

- This includes elements of science fiction Fantasy
- Horror (more fear the better)
- Or any combination, that stands out from the norm
- Alternative histories

Abbot Comics has changed its submission guidelines. We now only look for finished books, meaning a complete stand-alone one-shot, graphic novel, or mini-series that is essentially ready for publication. **Abbot Comics** still will provide editorial guidance on making changes to the book however; we want to see a team effort to get the book done before we will get involved.

However, if you think your story is going to knock our socks off regardless of what we've advised then send it anyway; you never know . . . Also refrain from giving us a load of background - we won't read it and it's just extra baggage in our mail box. By all means say hello but keep it brief. Please don't tell us we're going to like your story - let us judge.

We only accept e-mail submissions. Stories and scripts should be sent in Word doc or rtf format as an e-mail attachment to tankorr2001@yahoo.com with the subject line "SUBMISSION: Story title". Please use standard manuscript format, a sample of good practice can be found [here](#) except for the following: Please avoid putting an additional space after a full stop or period. It isn't necessary to send us a bio with your submission - we'll ask for one when your story is accepted. Significant deviation from these guidelines will result in your submission being rejected. We currently aim to respond to submissions within a month of receipt - query after six weeks.

We are still seeking artists for studio books, but all new artists must be willing to work for high percentage back-end deals. We only provide page rates to artists we know and trust to deliver a finished project.

We don't accept multiple or simultaneous submissions. [Multiple is when we are sent more than one story by the same contributor; simultaneous is when the same story is sent to more than one magazine.]

By submitting your work to **Do It Yourself Anthology Magazine** you are confirming it is your own and that you have full rights to the work. We require first publishing rights. All other rights revert to the creator three months after publication. Work remains the copyright of the creator at all times. It would be a nice gesture, upon republication at any time in the future, to include "originally published in **Do It Yourself Magazine**" with a link to our site, but we're not going to make that obligatory!

Story length

No less than 500 words and no more than 5,000 words (the limit is non negotiable and 5k means 5k - 5,001 is over the limit - we use MS Word to count).

We may consider stories up to 10,000 words if a 250-word synopsis floats our boat. By synopsis we mean the whole story in 250 words - not blurb! Use SUBMISSION SYNOPSIS: Title (word count) as your subject line.

Payment:

2\$ per 500 words or part thereof up to 5\$ for a maximum of 5,000 words

All contributors will receive a credit, brief bio and link, and two free copies (worth at least 14.95\$) of the issue of **D.I.Y.** in which their work appears. Additional copies can be bought at a good discount. We aim to improve on all rates in the future.

Our social networking sites are great ways to stay up to date. By joining one or more of our networks, you ensure all the latest news and updates from **Abbot Comics** will be delivered right to your own profile. These are also great ways to interact with our staff and creators. **We do not accept submissions through any of our ancillary sites, only through our submissions email. Any submissions received through these will be deleted without review. NO exceptions**



**NEXT ISSUE WILL
BE A 100 PAGE
SPECTACULAR OF
SCI FI, FANTASY
AND HORROR
EVENT TO BE
CONTUNIED!!!!**