

## First Contact

Mecha

No. 5

October, 1988

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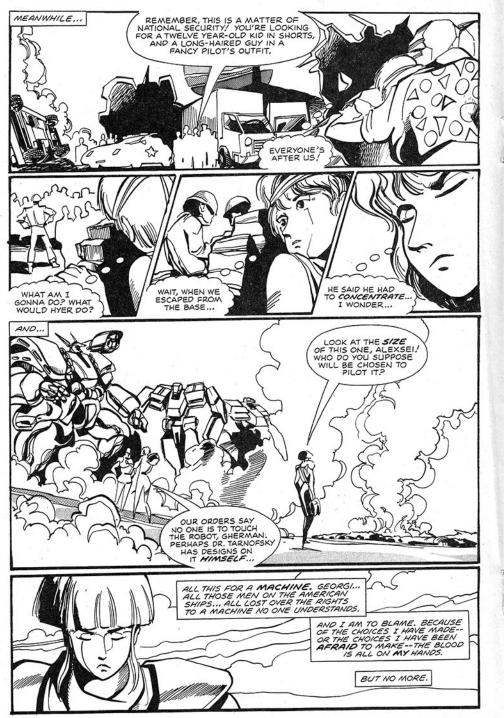




















## Random Data

Send your comments c/o Dark Horse Comics, 2008 Monroe, Milwaukie, OR 97222

Well, here we are again. As you can see by the new title at the top of this page, we have a new name for this letter column. and it's time to announce the winner of our contest that was begun way back in issue #2 (nearly a year ago!). Our winner, who will receive the wonderful prize we offered (Just what was the prize? Anyone remember?) is Douglas Lent of Wareham, Massachusetts! Congratulations, Doug! The rest of you who entered, but didn't win can take comfort, however. Douglas' winning entry has only one more issue to reign before the Mecha saga comes to a close. Yes, sadly, Mecha will end next issue. Not officially cancelled, mind you, just on hiatus until we can think of new horrors to subject our cast of characters to-and new ways to get more of you to purchase the book. Truth to tell, Mecha generates more mail and fan response than its print run warrants, and Harrison and I want to thank all of you for your support. I've said it before-you Mecha fans are a loyal and vocal bunch. We salute you.

Dear Mecha People,

Just a short letter to say congratulations on what has to be one of the most intelligent and original of the "giant robot" genre books in the American market. The mecha are interesting and well-designed, but not direct rip-offs of any anime shows I am aware of. Well done, Harrison!

The move to black-and-white will not upset me too much. The art is generally clean enough, but in some panels the art does not always show the events the dialogue seems to indicate. Issue #3 seemed to need color, but I suspect that future issues will do just fine without it.

One feature I'd like to see return is the description of the capabilities of the various mecha, preferably in the pilot's own words. Maybe if there isn't room enough for it in the regular book you could do an Annual and recap the various mecha that appeared in the past year as a back-up feature.

I can't figure Colonel Merek's logic in waxing Keene and taking "Unit 2" to go after Hyer and Terry. The best outcome he can hope for is to cripple Iron Maiden-more likely destroy it—and risk losing America's remaining mecha in the process. Merek has zero practical experience, whereas Hver has had his mecha for at least two years and knows more about the capabilities than anyone else seems to. I think Merek secretly envies the pilots and decided to take Keene's for his won. Scuttlebutt gets around in the military, and Keene's buddies are gonna be waiting to return the favor to Merek. Not to mention the certain Court of Inquiry and probable Court Martial that ought to come up as a reaction by Merek's superiors. Colonels can't make decisions like that. Disobedience of an order to kill a child and a civilian (or fellow soldier) is within all soldier's rights. I look forward to future events on this subject.

Make mine *Mecha*!

Mark A. Faulkner

Texas

Mecha readers are not only loyal, but smart, too! You were the first (but by no means last), Mark, to pick up on the fact that Merek had offed Keene back in issue #3. Wrong (and illegal) as Merek's actions may have been, however, he made his decision in a moment of crisis and made the choice he thought was best for his country. And, you must admit, it's pretty difficult for Keene to protest his treatment now that he's dead. Perhaps Merek does secretly envy the mecha pilots, and perhaps he will suffer the censure of his superiors and fellow officers, but I think he made his decision based on the most expedient means of preventing a "mecha gap" with the Soviets-consequences be damned. Strangely enough, Merek's action caught even me by surprise. Originally I'd planned for both Merek and Keene to be continuing characters in the story, but when it came time to script issue #3 I took one look at Merek's face and knew that he wasn't going to put up with any hesitation on Keene's part. And

you thought this was only a comic book.

Dear Randy,

I just finished reading **Mecha** #4, and I have two problems with it.

1) I liked it better in color. When it was in color, the story was easier to follow and color adds a lot to the action of the story. Color is just better than black-and-white for this comic, so please bring it back, even if you have to go bi-monthly acadin.

2) Who's flying Jolly Green (Unit One)?! You killed Keene in # 4 (actually, he met his end, albeit off-panel, in #3—Randy), but left a black hole. Some of my friends that read **Mecha** think that someone not introduced in earlier issues is flying it, but most of us think that Merek is the new pilot. Who's right?

Otherwise, last issue was pretty good. But get Terry back to his mecha. And where is the suicidal Japanese girl? Sincerely,

Fred Rotinski Vancouver, WA

Well, by now you know the answers to just about everything, don't you Fred? Color, at least for the remaining issue of Mecha, is out of the question. I agree with you that this book looks better in color, but our budget thinks it looks better in black-and-white. You also know now that you were right about Merek taking over the controls of Jolly Green (Did someone really think I resort to having it be a character that hadn't previously been introduced? Thanks for the vote of confidence, buddy!). Well, other than that, I hope you're happy, Fred. Terry's back with his mecha, and as for the 'suicidal Japanese girl," read on...

Dear Randy and Harrison,

I picked up the second issue of *Mecha* in October (?) and quickly hunted down a copy of the first. I was amazed by the unbellevable clarity of the colors, the raw, yet attractive quality of Mr. Fong's work, and the inking. I waited for a month, then two, and suddenly, after what seemed like an eternity,

Mecha #3 was here!

Now for some comments and questions on the story so far:

1) Is the pilot of the space-faring mecha (first seen in issue #2) the Japanese woman who attempted suicide? The pilot's thought patterns seem to point to her—poetic, self-reflective, and remembering a time when she (or he) tried to escape destiny.

2) It seems to me that Professor Bjornseth happened upon that underwater structure when she lost contact with her crew on the ship (Issue #1). The "mecha bonding" must have happened inside. Is her base the source of the mecha (a long-downed ship or something)?

3) I'm glad you didn't kill off Terry's parents; the vengeful orphan has been so overdone that there isn't much more you can get from it. Besides, it would make a much better story if he had to deal with the responsible protection of his parents and friends rather than simply cope with their deaths.

4) Just what abilities does the man/machine link provide? Hyer seems to have external control over Iron Maiden. Hana Rezkova seems to be able to open up the engine housings and weapons of her mecha (How else can the Russians be building duplicates?), and the exclusive acceptance of a single pilot seems to appears to be a common trait to all of them.

5) Keene doesn't seem to be the "Let's kill anyone we find inconvenient" type, so did Merek kill him and take his mecha, or is he planning a double cross? Keene doesn't seem to know the abilities of his own mecha. Is he holding back some information like Hyer did? I'd hate to think he just took Hyer's word for granted. He may have a stupid haircut, but he struck me as an intelligent man.

The story is unfolding at a tantalizing (almost painful) rate, however, I'm concerned. What's going to happen when there aren't anymore big secrets to keep the readers enthralled? You might want to hold out a biggie to be the capstone of the series.

Also, the black-and-white format is fine as far as I'm concerned. My only complaint is that it makes the mecha a little harder to define visually.

However, all the mecha together, each a different color, could be a little obnoxious.

Finally, I really like the way the robots have been presented. You have managed to achieve a fine balance of plot elements and characters. Though the mecha are unique and powerful, they are still just machinesnever more than an extension of the pilot. I'd appreciate it if you brought back the mecha descriptions in the back of the book, but not if they'd give us too much information prematurely. I hope that you'll consider making a graphic novel out of Mecha because I can't keep an issue in mint condition. Thanks for three issues of sheer brilliance (well worth the seven month wait, I should add) and for making Mecha monthly.

Emery E. Calame Austin, TX

You know, Production Manager Chris Chalenor noted that the people who write to Mecha ask a lot of questions—and like to number their questions. Yeah,

Anyway, to answer your questions, Emery:

1) Yes, now it can be told. The pilot of the space-going mecha is indeed the "suicidal Japanese girl." Harrison and I had big plans for her. What will happen now? We shall see...

2) It's always been my feeling that Marte Bjornseth linked up with her mecha, Manta, first and then discovered the "underwater structure" during one of her dives in Manta. But, hey, it all happened off-panel in Issue #1, so I can't be sure. Can you?

3) Kill Terry's parents? I guarantee that is absolutely the last thing I'd ever think of doing. Of course, Keene was going to be a major continuing character too...

4) The limits of a pilot's control over his or her mecha is limited to how willing the pilot is to open his or her mind to the automatic input from the mecha. But, as I think became apparent last Issue, Hana Rezkova doesn't have the ability to "open her engine housings." The "duplicates" the Soviets are producing, while sophisticated by Earthly standards, are far inferior to the "real" mecha.

5) Keene, as you now know, never got the chance to double cross Merek. As for Keene's control over his mecha, perhaps he did simply take Hyer's Last Fall,
ALAN MOORE
was asked,
"...is there work out
there that you have
to have?"

He mentioned Love & Rockets, Neat Stuff, Wierdo, Marshal Law, Journey and



Here's what he said:

"Getting closer to the mainstream super-hero market, I think that Paul Chadwick's Concrete is certainly one to watch. It's a wonder, a really nice, charming little story. Some of the episodes, hardly anything happens. There's not any of the same sense of inflated melodrama that typifies so much of the medium, just really nice little stories that make you feel good."\*

Thanks, Alan!





ROACHMIL!

To save a beautiful exotic dancer from the clutches of a viscious mutant biker gang, Roachmill must enter the most dangerous region in the world—New York's Central Park!

Roachmill's only companion: His arch-rival Zoolou!



word for the limits of the the mecha. Being a by-the-book kind of guy, why wouldn't he? After ail, Hyer more or less wrote the book on mecha control and handling. How was Keene to know that Hyer was less than honest in his revelations?

Dear Mecha Team,

I just started my Mecha collection with Issue #4, and I thought it was great. I'm a big Japanimation fan and love robots. Everything about this comic is great. The mecha designs by Harrison are absolutely marvelous. Give that man a cigar!

One more thing: Could you please print my full address? I'm looking for a pen pal who is interested in *Mecha*, Japanimation and comic books.

Thanks, and send me the bill for the cigar (just kidding).

Eddie Welch 1529 West Pampa Mesa, AZ 85202

Happy to oblige, Eddie. As a matter of fact, anyone else who'd like to receive mail from other Mecha and/or Japanimation fans—this is your chance. Next issue I'll run the full address of all who request it so that you readers can keep in touch even after Mecha is just a memory. Who knows, maybe if enough of you band together and form a fan club...

Dear Mecha,

Hey! Somebody sucked all of the color out of my *Mecha* comic! C'mon, Randy, I'd rather have it in color, even if it had to go back to bi-monthly, because everything else (even some of the ads) between the covers is fantastic! I believe your observation that, "Good black-and-white comics do sell," is very true, but color is an improvement to any comic.

Robert Caracol's inks were pretty good; I think he's a lot better on machinery than on people, much different that most artists. Harrison's mecha designs are simply a wonder to behold! It's so rare to see a robot that looks like someone put some thought into it.

For me, however, the plot is really the thing that keeps me glued to the set. Thanks for not talking down to me and explaining why whoever is doing whatever; I'll figure it out.

The mysterious "enemy" is vaguely reminiscent of the *Dynamo Joe* story, except they look a little more interesting. I hope you do zillions of issues—every one of them as good as the first four have been.

Tell you what: If you make it to #100, I'll buy two copies. Motivating, huh?

Tiamat Kam'en'ehar Portland, OR

So that's how we get our circulation back up, eh? Okay, you heard it here first: Next issue will be issue #100! Everyone buy two copies! If only all of our problems could be solved so easily. Thanks for the comments on the story, Tiamat. Personally, nothing irritates me more than having the feeling of being 'talked down to'whether it be in a comic, a book, a TV show or a film. I like to be given credit for whatever brains I have, and I'm glad to see others feel the same way. I guess the only thing in your letter I disagree with is the statement that "color is an improvement to any comic." Take a look at Mark A. Nelson's work on Aliens (you just knew I'd work a plug into this letcol somewhere. didn't you?). Would color really be an improvement? If the art is drawn for black-and-white, color is more likely to interfere with the work than enhance It.

Hey, Randy-

I just picked up a copy of *Mecha #4*, and I enjoyed it. So much, in fact, that I now have to try and scout out the first three issues to add to my collection.

This is indeed a Pyrrhic victo-

Unless, of course, you'd be so amazingly kind as to send them to me at no charge.

Elvis Orten Dawson Springs, KY

Sure thing, Elvis. You bet. Right away. Yes, sir. What was that I was just saying about being given credit for whatever brains I have?

Next issue: The world is on the brink of all-out nuclear war, the mecha have disappeared, Terry is trapped inside a computer induced nightmare, Merek makes a decision, so does Jack Pierce, and this storyline concludes! Whew!

-Randy