(QUARTERLY)





Editorial

So from a single idea, two issues of comics have come together with the help of a lot of talented indie creators, and an audience has been found.

This was the point in my original plan where I began to introduce a monetary aspect... But if you're reading this you'll notice you didn't have to pay for a download. A few weeks ago I had a small rethink in the direction of how the comic should be released. This was the message I put out to my current contributors:

All the way along I've said I'll start charging a fee for issue 2 onwards. In the hope that any income generated can be used to fund a collected print edition once a year. It's sound enough reasoning, but I've begun to have doubts that this plays too strongly against something that has emerged in the process of making the comic. Something really important, and unexpected.

It's not always easy to find contributors, or more specifically the RIGHT contributors. I'm not being a dick, honest, but there are some creators that just want to get their stuff published, they aren't interested in the process or really about the larger idea behind the anthology. Don't get me wrong, if a piece still fits, I'll take it. Contributors can be as involved as they want to be.

The unexpected by-product of making this anthology has been finding a group of creators that are primarily interested in making comics... to make comics. To tell a story, to communicate an idea. Publication in the anthology is just an antenna.

So,with these thoughts swirling around my head I had a small epiphany this morning. Since Issue #1 was made available nearly 3 months ago we've had over 300 downloads, and who really knows how many others have read it on the site? That's a much larger number than I ever could have expected. Now with my original plan, I'm going to cut that number off at the knees. It's a fair assumption that those same 300 people will not pay a small fee for a similar product.

The problem I'm having is my commitment to you guys. The people that make the comics. I know how long it takes to make a single comic page. It's a commitment. It can be driven by passion or pleasure, but it's still hours of life. To stymie the amount of eyes that can possibly land on the results of all your efforts is beginning to feel like a disservice to your support of my strange idea.

Bottom line, I tried to set up this anthology without any monetary rewards for contributors but to make the best efforts to provide some sort of upside. This has included a platform on the site for promotion, a free lettering service, digital and eventually a print contributors copy. So to now limit the readership is beginning to feel like a wrong move.

The result of which is... Sliced will remain free as a digital product, and will be collected once a year into a print edition that will be crowd funded. It's the best compromise I can come up with in regards to the current state of comics publishing and it's economic repercussions, while at the same time trying to make sure everything that is included in Sliced gets to be read by as many people as possible.

Ken Reynolds Editor



ISSUE #2



Cover

Art by
Łukasz
Kowalczuk



I am
Script by
Ben Peter Johnson
Art by Freja Steele



Uncolorform *By* Łukasz Kowalczuk



Wall Cats

By Kathryn Briggs



We DanceScript by David Thomas
Art by Denis Vermesse



Spotlight on Installation

By Ben Peter Johnson



Misenabym Script by Daniel Ableev Art by Bob Schroeder



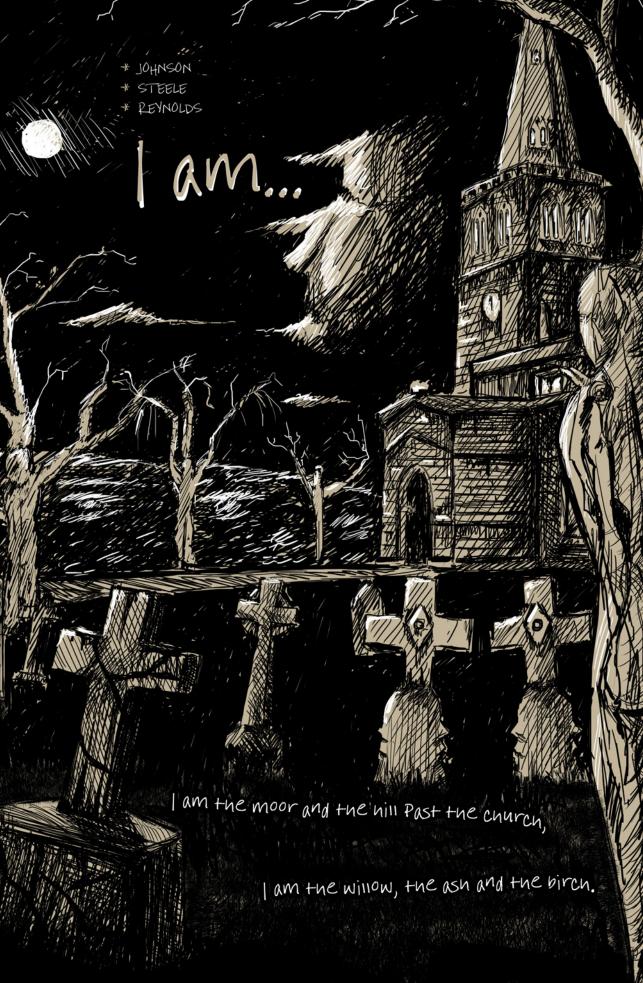
Aphrodite Rescuer/ Greek Gods at War By Saffron Knight



Rat
By Simon Mackie



Small Press Preview
Sunnyvale Blues
Team B Comics
Script by Iconnu James
Art by Tom Merke







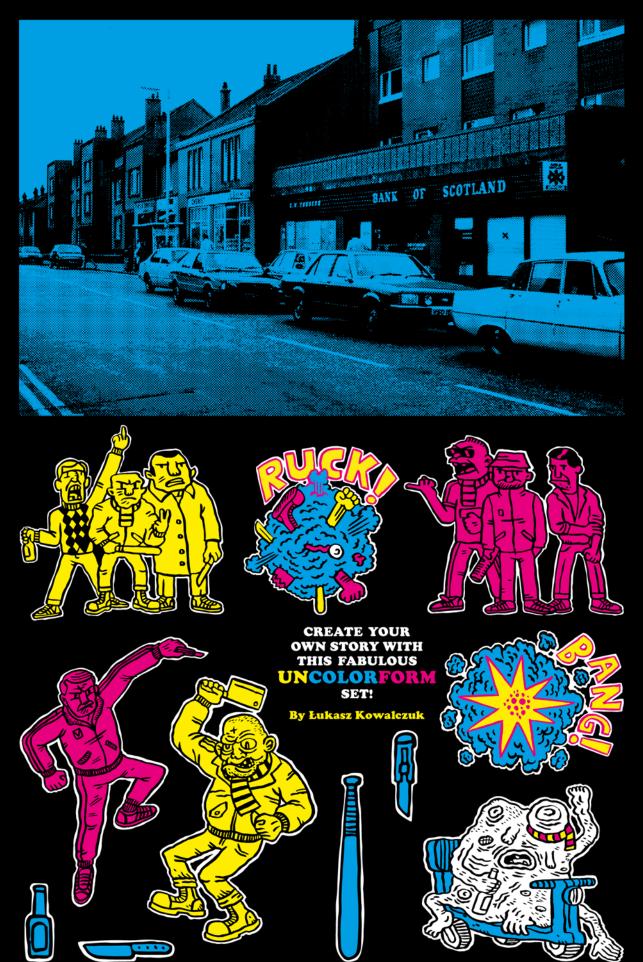


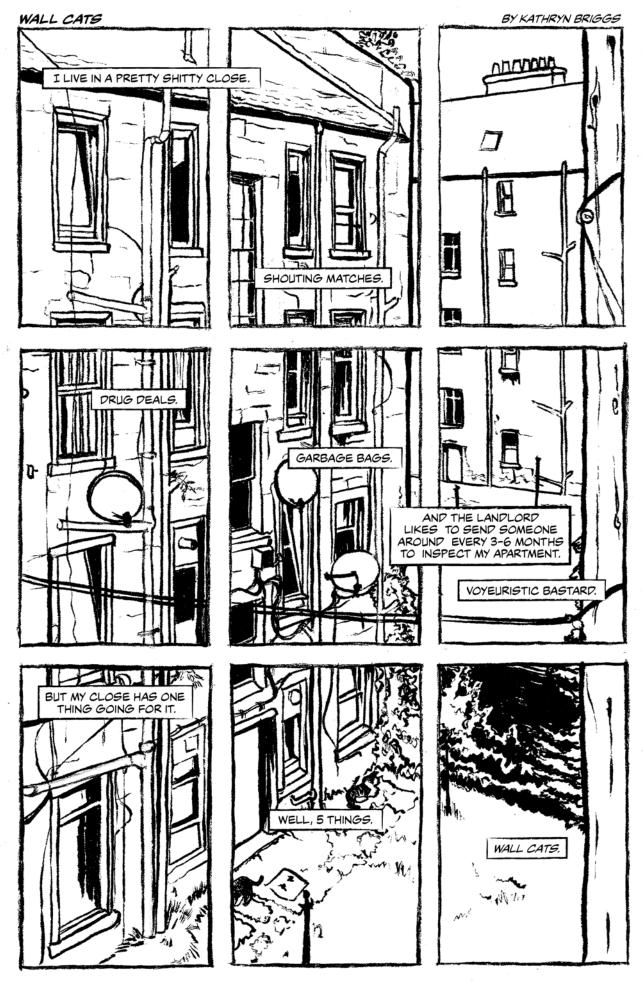


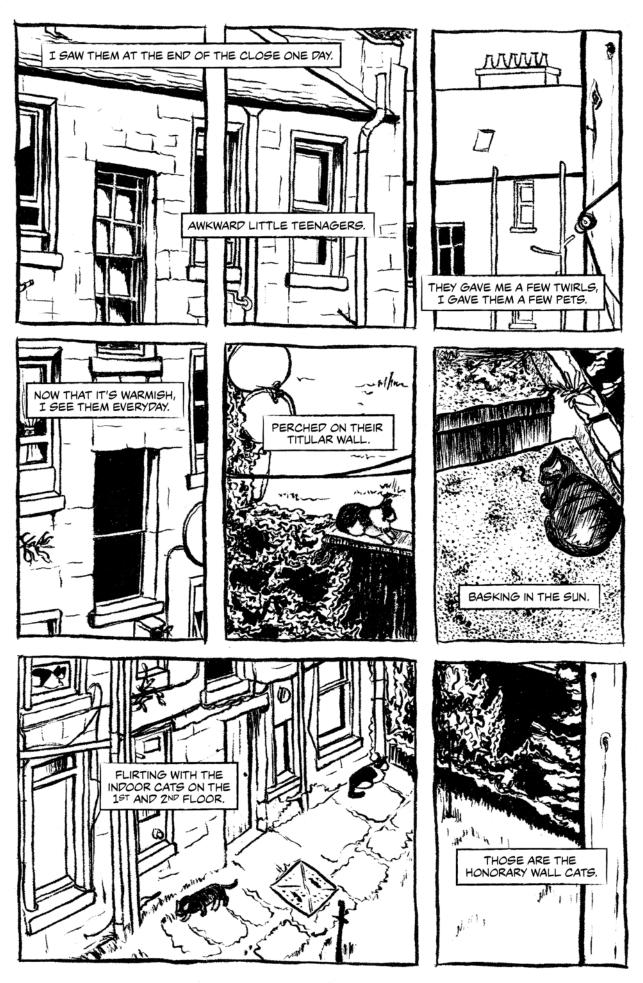


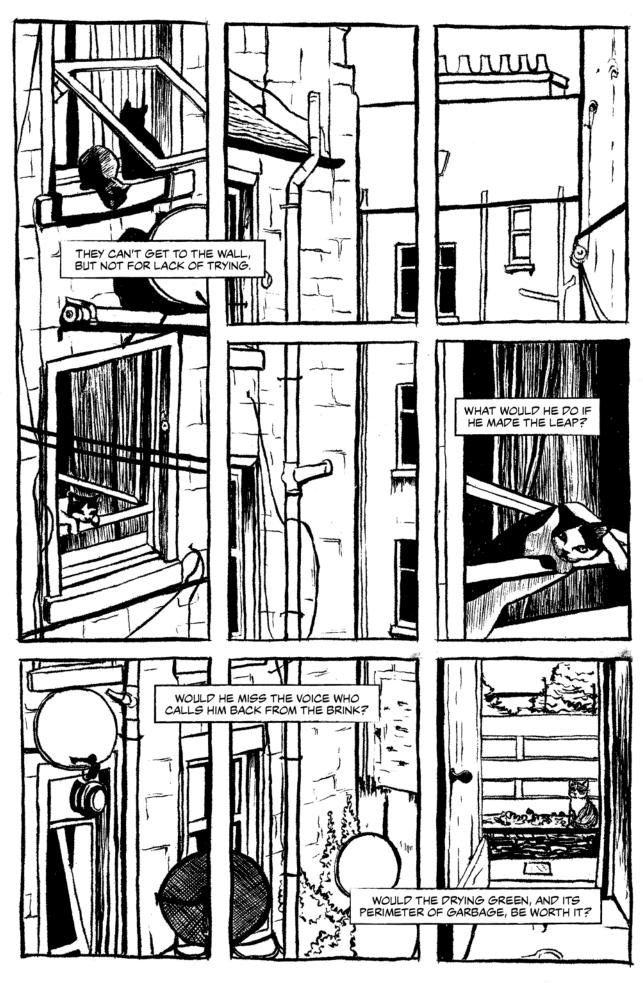








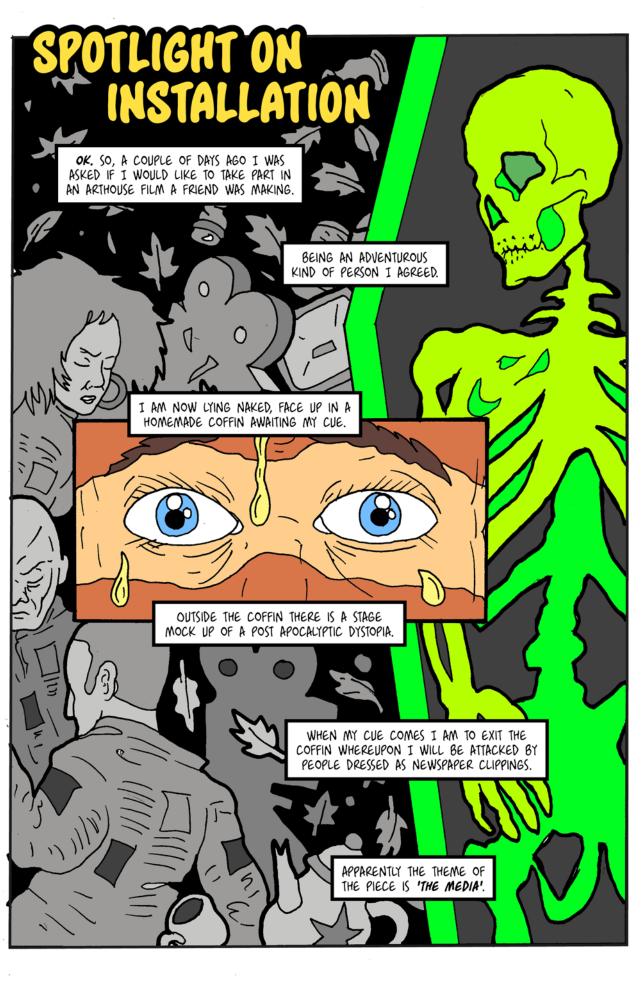








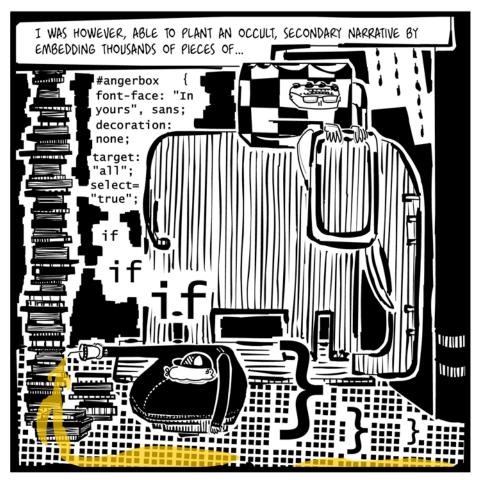


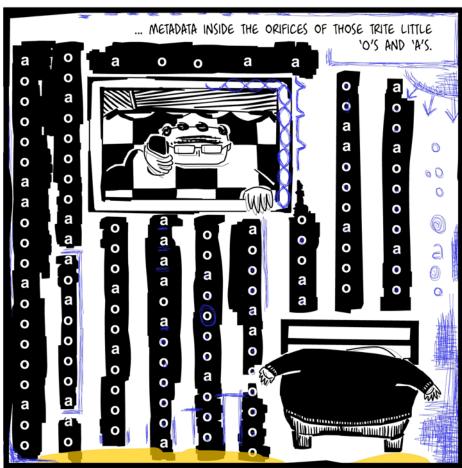


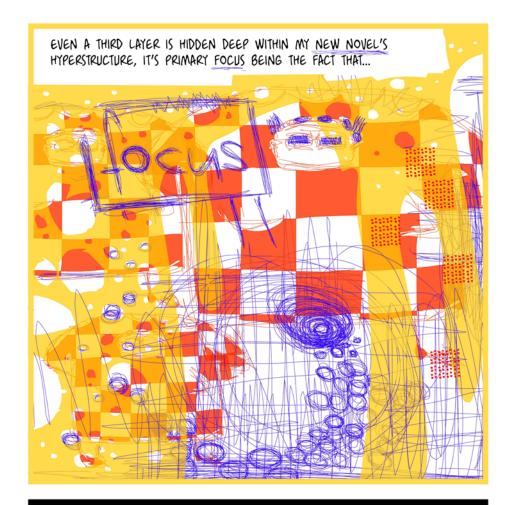


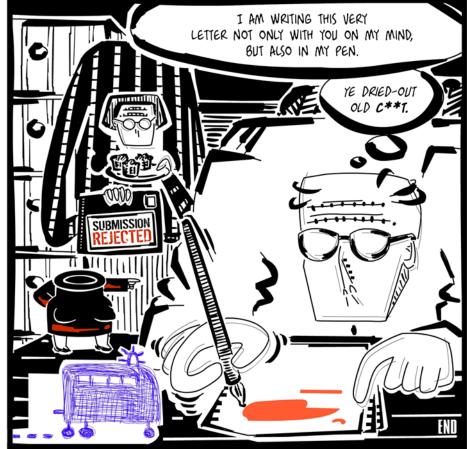




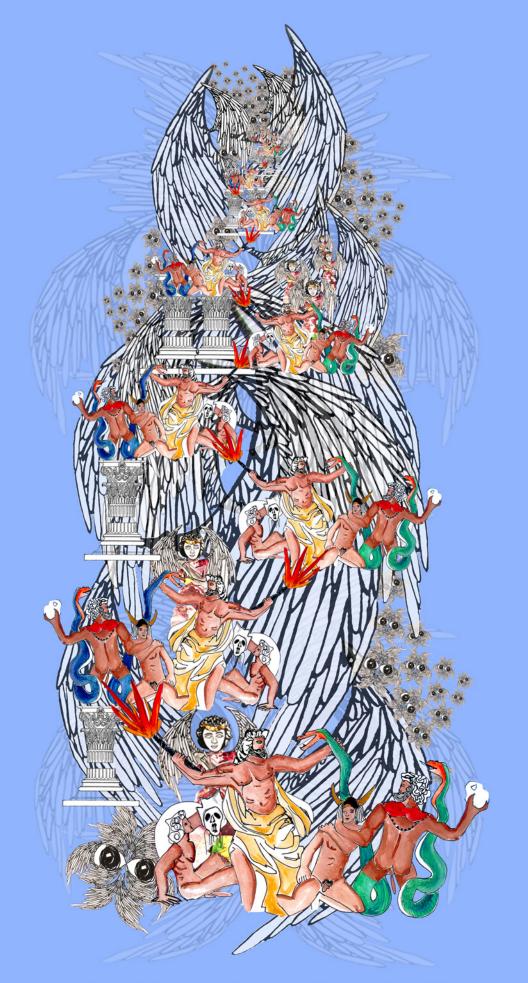


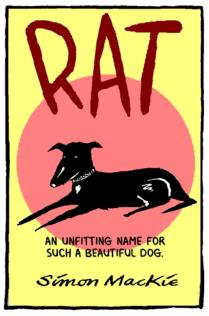












I WAS TOLD THAT MY GRANDMOTHER NAMED HER AFTER THE CHARACTER 'RATTIE' FROM 'WIND IN THE WILLOWS'.

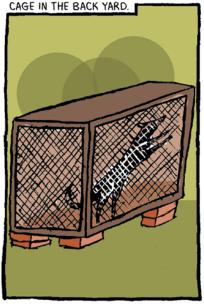


IT MIGHT HAVE HAD SOMETHING TO DO WITH THE SIZE OF HER VERY LONG SNOUT.

SHE WAS A LURCHER - HALF COLLIE, HALF WHIPPET. SHE WAS SLEEK, INTELLIGENT AND GRACEFUL.



AND MY GRANDMOTHER PUT HER IN A CAGE IN THE BACK YARD.



SHE WAS KEPT WITH A COUPLE OF OTHER DOGS AND THEY WERE ROUTINELY TAKEN OUT OF THEIR CAGES AND WHIPPED WITH A STRAP. THIS WAS MY GRANDMOTHER'S



HOLIDAYS WERE ALWAYS SPENT WITH OUR GRANDMOTHER IN SCOTLAND. MY ELDER BROTHER HUGH WOULD SNEAK INTO HER BACK YARD, RELEASE RAT FROM HER CAGE



AND ONE DAY HUGH APPROACHED MY MOTHER ...



MY GRANDMOTHER HAD SEVERAL DOGS. SHE WAS NOT UNHAPPY TO SEE ONE OF THEM GO AND SO WE TOOK RAT BACK TO ENGLAND TO LIVE WITH US.



I MUST HAVE BEEN AROUND TWO YEARS OLD WHEN WE FIRST TOOK HER IN. SHE WOULD HAVE BEEN ONE YEAR YOUNGER THAN ME. ALL I REMEMBER WAS THE BOUNDLESS ENERGY SHE HAD, DARTING AROUND TO AND FRO IN EVERY DIRECTION. SO HAPPY TO BE A VERY IMPORTANT NEW ADDITION TO OUR FAMILY.



DOGS MATURE SO MUCH MORE QUICKLY THAN THEIR HUMAN COUNTERPARTS. SHE OUTGREW THE YOUNGER MEMBERS OF OUR LARGE FAMILY AND SOON SHE BECAME LIKE OUR WISE, CONCERNED AUNT.



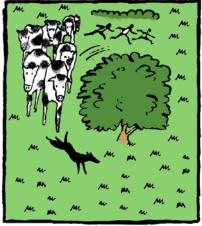
SHE TOLERATED MY YOUNGER SISTER DRAGGING HER AROUND BY HER COLLAR ...



... AND THE TIMES WE DRESSED HER UP



WE WERE FORTUNATE ENOUGH TO LIVE IN WONDERFUL, SAFE COUNTRY SURROUNDINGS. OUR ONLY REAL FEAR WAS THE COWS THAT ROAMED THE NEARBY FIELDS.



RAT WOULD DISTRACT THE COWS AND HAVE THEM FOLLOW HER IN ORDER FOR US TO MAKE GOOD OUR ESCAPE.

SHE JOINED IN ON ALL OUR OUTDOOR GAMES. I USED HER FOR HIDE AND SEEK. I KEPT HER ON A LEAD AND SHE WAS ALWAYS ABLE TO SEEK OUT MY BROTHERS.



SHE HAD A TREMENDOUS FEAR OF WATER.



WITH DREAD. THOUGH, I'M ASHAMED TO SAY, THEY GAVE US GREAT AMUSEMENT.

WE TOOK HER TO A NEARBY BEACH ONE DAY. WE WATCHED FROM A SAND DUNE AS



HOW WE LAUGHED WHEN A HUGE WAVE CRASHED DOWN ONTO HER, GIVING HER A COMPLETE DRENCHING.



WE CONTINUED LAUGHING AS SHE STOOD UNATTENDED AND SHIVERING.



I REALLY HOPE THAT SHE FORGAVE US.

SHE WAS SO FAST. I ONCE TOOK HER FOR A WALK WITH HER CHASING AFTER ME ON MY BICYCLE. FOR THE FIRST TIME I WAS ABLE TO KEEP AHEAD OF HER.



WITH MY ELDER BROTHERS AWAY AT UNIVERSITY, RAT SPENT MORE TIME IN MY BEDROOM.



MY PARENTS WENT 'SCOTTISH COUNTRY DANCING' EVERY FRIDAY NIGHT. AS MY ELDER BROTHERSWERE NO LONGER AROUND DURING TERM TIME, I HAD TO



BARKED FURIOUSLY. I NEVER DID IT AGAIN.

I WAS REALLY TOO YOUNG TO BE LEFT IN CHARGE (THIS WAS HAPPENING FROM THE AGE OF 11 ONWARDS). WE LIVED OUT IN THE MIDDLE OF NOWHERE IN VICTORIAN THREE-STORIED HOUSE.



I WOULD TAKE MYSELF OFF TO BED AT AROUND 10PM. RAT WOULD BARK TO GO OUT AT AROUND 10.30PM. I SLEPT ON THE TOP FLOOR AND I'D HAVE TO GO ALL THE WAY DOWN TO LET HER OUT.



THEN I'D HAVE TO WAIT AT THE FOOT OF THE STAIRS FOR HER TO BARK TO BE LET BACK IN. SOMETIMES THAT WAIT ETERNITY. WOULD SEEM LIKE AN



I'D ALWAYS HAVE THE SAME DILEMMA: SHOULD I GO BACK UPSTAIRS TO THE COMFORT OF MY BED OR SHOULD I WAIT DOWNSTAIRS TO LET HER BACK IN?

OF COURSE I ALWAYS WAITED FOR HER. I'D BE SO RELIEVED WHEN SHE'D BARK TO COME BACK IN. ONLY THEN WOULD



AT LUNCHTIME SHE WOULD SURREPTITIOUSLY BEG FOR FOOD BY RESTING HER SNOUT ON OUR LAPS UNDERNEATH THE TABLE.



SHE WAS CAREFUL NOT TO BE CAUGHT AND GET ADMONISHED BY MY PARENTS.

ONE DAY I GAVE HER A CHIP UNDER THE TABLE.



SO PLEASED SHE WAS WITH THAT SHE BURIED IT IN THE GARDEN AS SHE MIGHT A BONE, THINKING SHE COULD SAVE IT FOR EATING LATER.

I TOOK HER FOR A WALK MOST DAYS BUT AS THE YEARS PASSED SHE BECAME



ONE NIGHT THERE WAS A GREAT STORM. THE HEAVENS OPENED AND RAIN LASHED

DOWN ONTO OUR ROOF WITH CATACLYSMIC

FORCE.

I THINK, ON A COUPLE OF OCCASIONS, I EVEN HAD TO CARRY HER BACK HOME.



I CAN REMEMBER SO CLEARLY WAITING FOR HER TO BARK TO COME BACK INTO



BARK AND EVENTUALLY I FELL ASLEEP.

BECAUSE OF HER GREAT AGE
SHE WAS VERY FRAIL AND SHE BECAME

IN RAT'S EIGHTEENTH YEAR WE MOVED

TO A NEW HOUSE CLOSER TO THE TOWN.

AT BREAKFAST THE FOLLOWING MORNING MY MOTHER HAD BAD NEWS FOR ME.

DISORIENTATED IN HER NEW SURROUNDINGS.



TORRENTIAL DOWNPOUR RAT BARKED TO BE LET OUTSIDE. MY FATHER OPENED THE DOOR FOR HER AND OUT SHE WENT. RAT WAS FOUND LATER THAT DAY

BY THE SIDE OF THE ROAD. SHE HAD

TRIED TO MAKE HER WAY BACK TO OUR

IN SPITE OF THE



ALTHOUGH WE HAD OTHER PETS WE COULD NEVER REPLACE HER. THERE WAS GRACE AND BEAUTY THAT I KNOW I'LL NEVER SEE IN ANOTHER CREATURE AGAIN.



AND WHEN I GO TO BED AT NIGHT, PART OF ME IS LISTENING OUT FOR THAT





SMALL PRESS PREVIEW



Sunnyvale Blues

from Team B Comics

Team B Comics is a publisher of digital comics that is based out of Sydney, Australia. Founded in 2015 by illustrator Tom Merke, the company aims to produce stories of remarkable and realistic portraits of life that carry a unique tone.

Team B Comics's mission is to bring realistic, meaningful and thought-provoking stories to readers, that they can relate to or can change their point of view on a topic.

Team B Comics' first one-shot comic titled "Sunnyvale Blues" is out now. It's a pulp/crime story about a gambling addict, created by Tom Merke and Iconnu James.

The story features Dale, who lives precariously on the line between professional expertise and addiction. He finds himself betting on bad odds one too many times and ends up entangled in events where the debt he owes threatens not only his own safety but that of the woman he loves.

The digital version of Sunnyvale Blues is available to download from teambcomics.com or through the "Pulp-Free" app on iOS devices \$1.99 (Australian).

Visit

www.teambcomics.com/comics/sunnyvale-blues for a trailer and further information.

Turn the page for a 5 page preview.

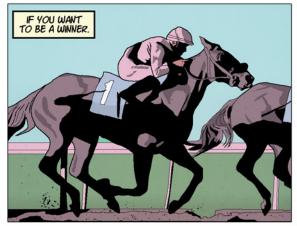
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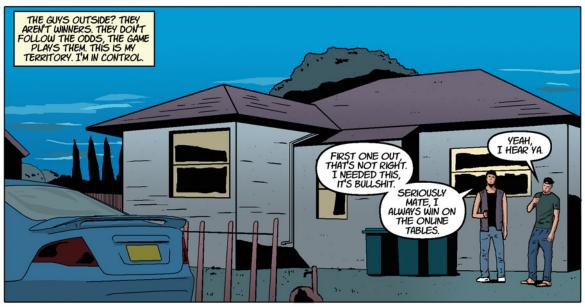








































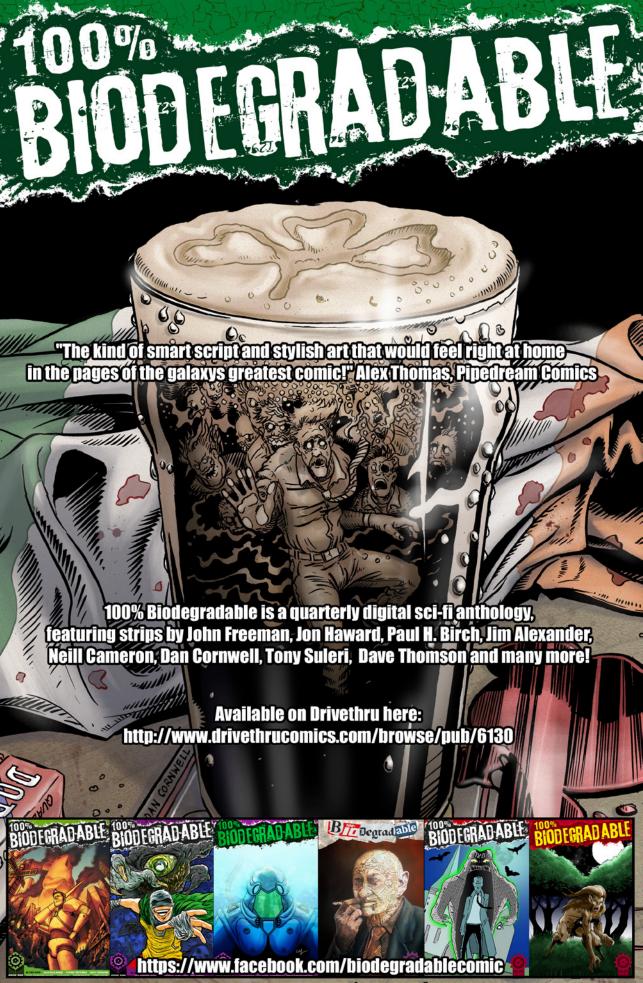












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CREATOR INDEX





Are you a comic creator?

If you've enjoyed this issue, and like what we're all about, get involved. We are running an open submissions policy for future issues.

We're looking for 'slice of life' stories told in experimental and innovative ways, this includes comics, narrative illustrations and infographics. We aren't interested in zombies, vampires, aliens or superheroes; there are plenty of comics that have those bases covered.

We want stories that communicate. They can be funny, serious, moving, thought provoking. You can do whatever you want, as long as it isn't offensive or inappropriate.

We put the spotlight on the narrative potential of comics. **HOW** the story is told is as important as **WHAT** it's about.

Writers, artists, or all-round creators are welcome. We're happy to make creative teams if necessary.

slicedquarterly.co.uk/submissions

Twitter: @slicedquarterly

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