

CH. 1: THE ONUS

Story and Script: Eric, Daniel, And Peter Curran

Character Designs and Character Pencils: Eric and Daniel Curran

Background Designs and Background Pencils: Daniel Curran

Colors: Eric and Daniel Curran

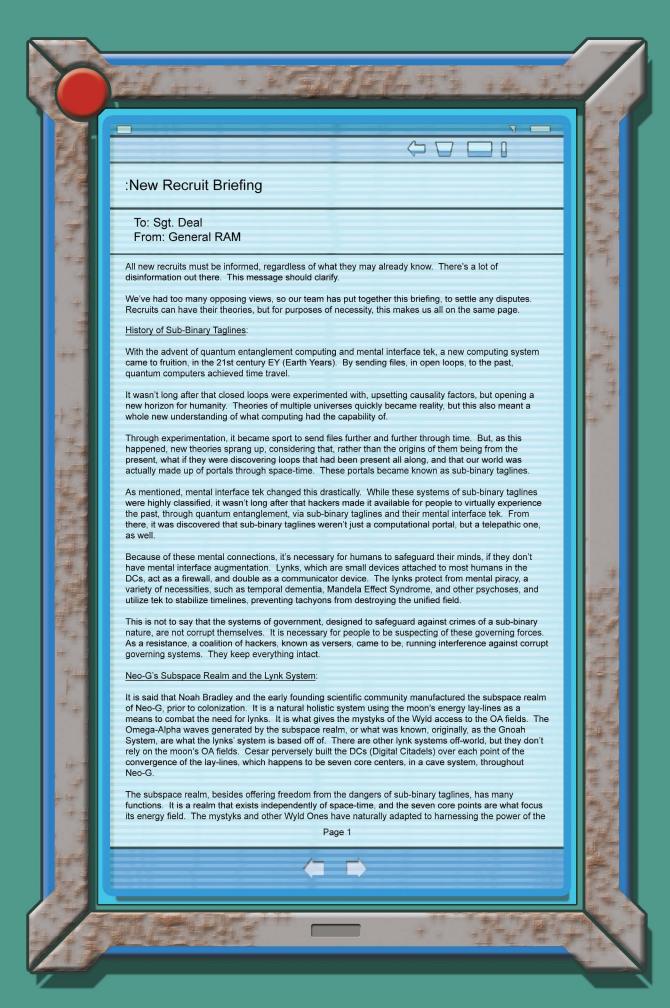
Editting: Eric, Daniel, and Peter Curran

with Special Thanks to:

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The Compound

and all of those that helped along the way that believe in the dream







:New Recruit Briefing

To: Sgt. Deal From: General RAM

The Re-Tek have taken refuge in the wastelands, developing military outposts underneath. There are networks of tunnels running from the surface deep into the underbelly, which allow for cover, but the Re-Tek are constantly on the move, evading jrones that seek to usurp the hideouts.

The Re-Tek started recruiting Wyld Ones, at first, and training them in the ways of tek. Once their force grew in numbers and knowledge, guerilla tactics were employed, destroying specific locations vital to the DC's system operations. This earned the soldiers the title of Re-Tek, which was a slander, coined by news broadcasts, but the soldiers took it, as a badge of honor. Hard to trace, the hunt for the Re-Tek was on.

The Re-Tek have become well known throughout Neo-G. Their networks allow them to move in and out of the DCs with ease, employing DC citizens, and mostly cyber-junkies, to help with the internal fight. Over time, though, their focus shifted from attacks on the cities, and more on protecting the Wyld. The DCP constantly break peace negotiations with the Wyld, as they see fit, and the Re-Tek have become like a police force, intervening where necessary.



Welcome to the Re-Tek. The fyght is with you now.

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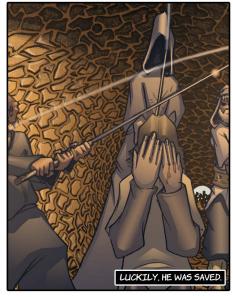


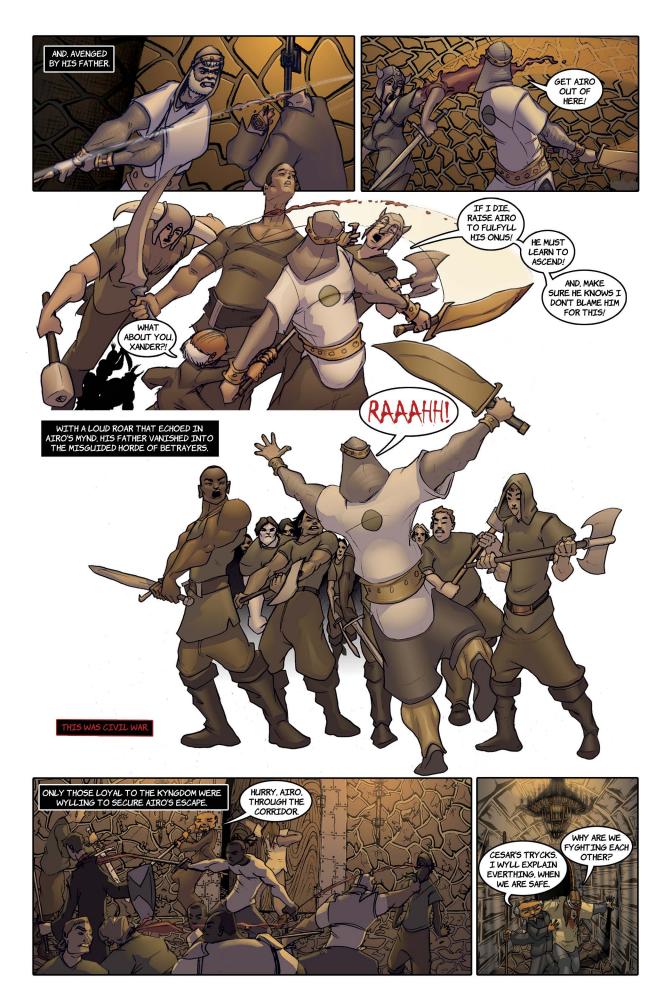






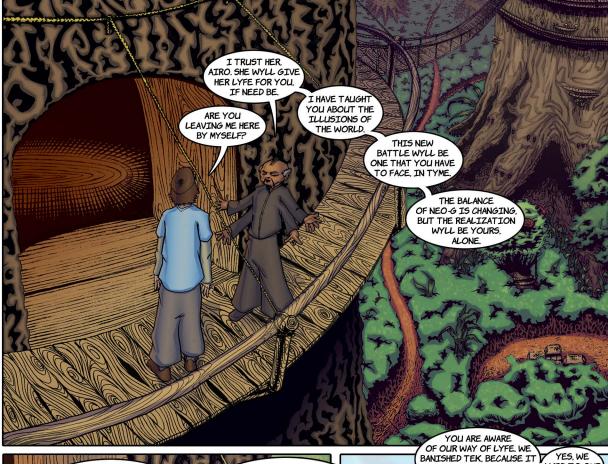


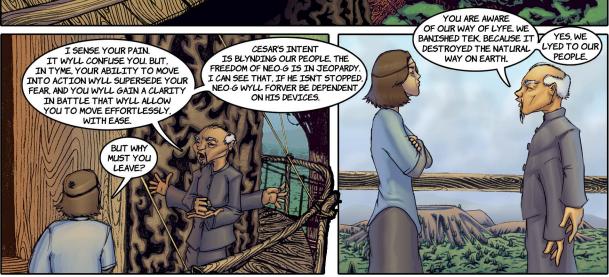










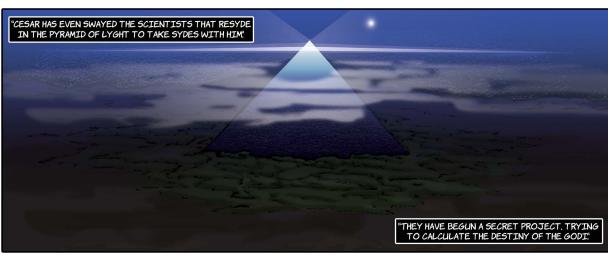


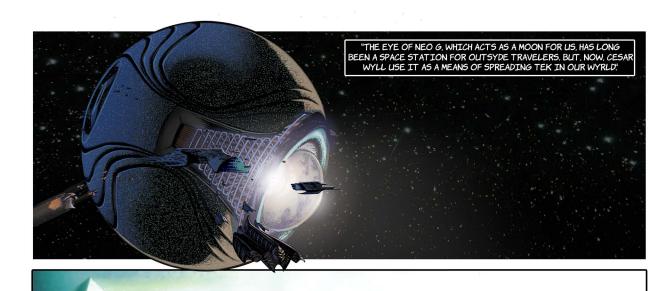






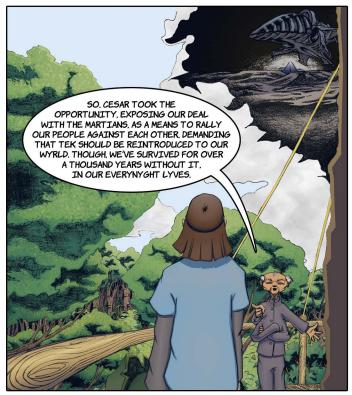






"EVEN THE SOLAR TOWERS, WHICH ARE OVERSEEN BY THE PYRAMID OF LYGHT, WILL BE UNDER CESAR'S CONTROL. AND THEY ARE WHAT POWER ALL OF THESE FACILITIES."

"YOU SEE, OUR WYRLD WAS ALWAYS DIVIDED, BETWEEN THOSE WHO THOUGHT WE SHOULD KEEP USING TEK, AND THOSE WHO DIDN'T. DESPITE THE LYES WE TOLD ABOUT ITS INOPERATIVE ABILITY. THE MAJORITY ACCEPTED THE LYE, BECAUSE THE TEK WAS MINIMAL AND NECESSARY."











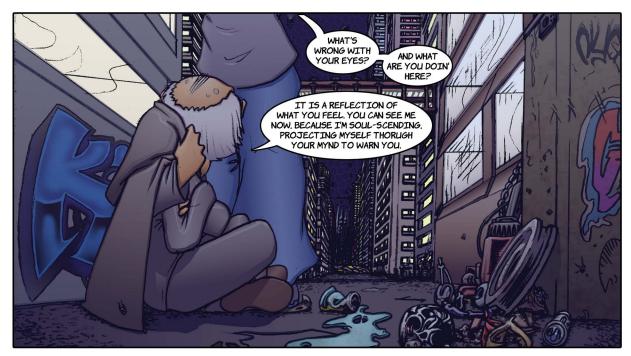


















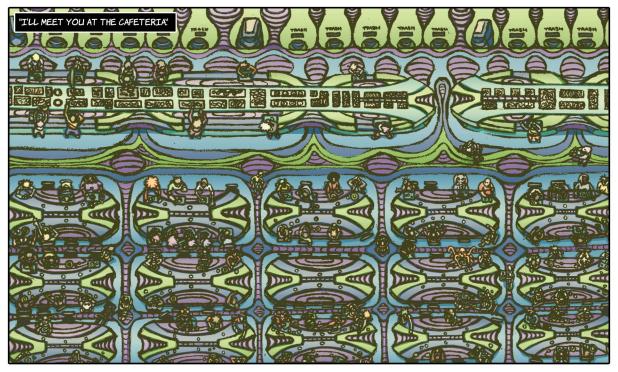






















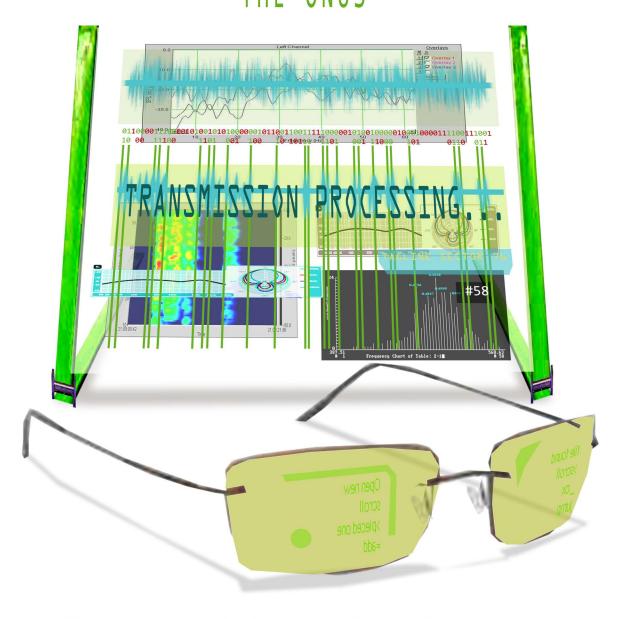




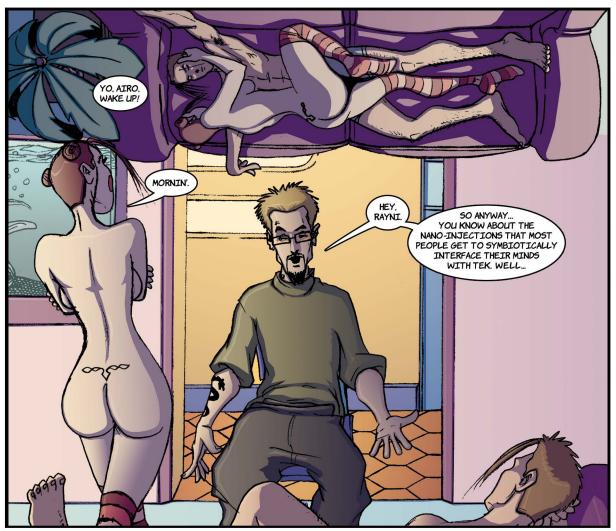


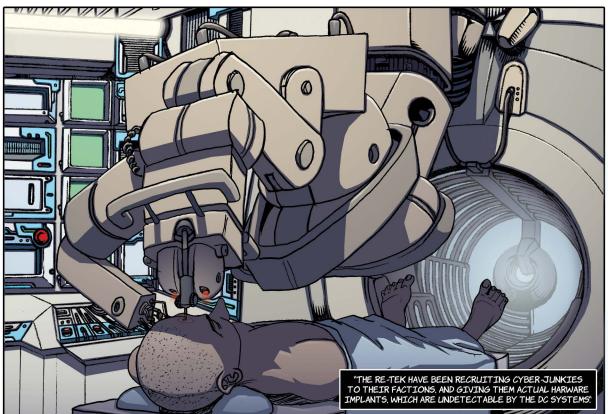


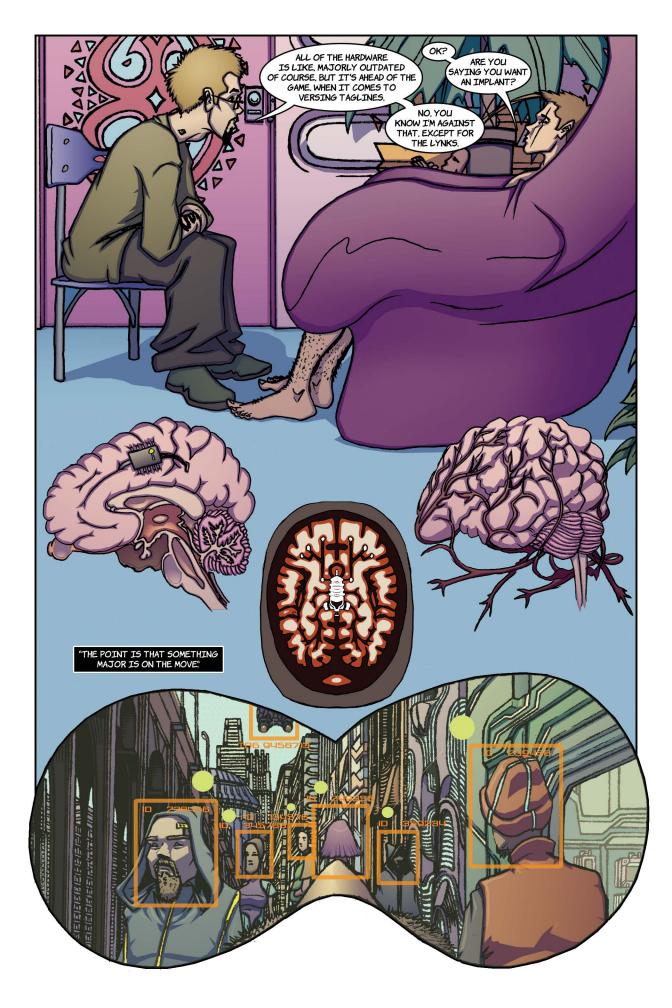




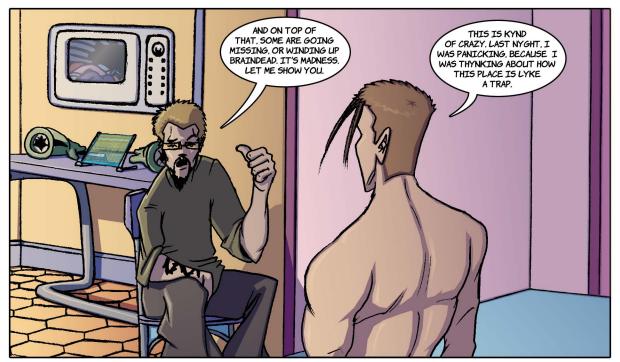
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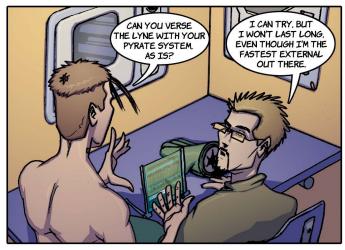






















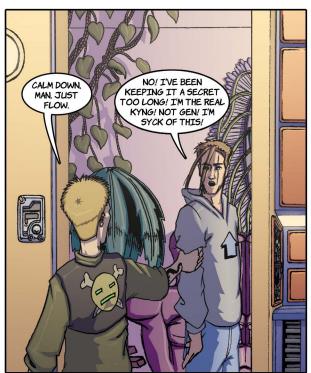














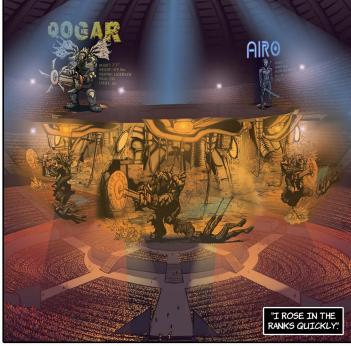










































Dear Reader,

When I finally started the graphic novel, I was uncertain of what direction to take. I had dreamt of this story since about ninth grade, which would've been '94-'95, and it's now 2017. I spent the years in between perfecting my artistic talents, hoping that someday I'd have the ability to accomplish the magnum opus. I enrolled in art schools and colleges, after high school, trying to build a vision for it. Then, in '05, I had a mental breakdown, fearing the idea that I might die, before I ever saw the day that 'Neo-G' would see the lyght of day. That propelled me into a spree of trying to make it become a reality.

Originally, before the breakdown, I thought that I would have to hire a writer to do the task, but every attempt at working with someone else failed. After all of those scenearios, I realized I'd have to write it myself. I had no idea what I was doing, and I was fearful through the whole process.

My first attempts were messy. I had a great vision in mind, in my early adult years, but after the breakdown, I lost a lot of what it originally meant, and how the story would play out. I tried writing it as a novel first, but those were the messy parts. At one point, I was on medication that thrashed my mind, and came up with some vague, distorted outline, which was garbage. I was losing hope that I'd ever have the wherewithal or the ability to write it. By the time I started what came to be this final version, I was so fed up with the whole process, I dawned an attitude of determination, and just went with what came to mind. I wrote in a variety of means: on paper, by computer, with the TV or music playing, in drawing spells, through musical recordings, while employed, in between jobs, and in the hospital. I had, at one point, created an atmospheric soundtrack, which I used to help me envision what the world would look like. I needed to go as deep and as far as I could.

In '98-'99, when I first started taking the creation of it seriously, I was stumped. I wanted the story to revolve around transcedence. I heard from some unkown source that the universe consisted of twelve dimensions, and I spent the next ten years trying to imagine what transcending those dimensions would be like. That was the main hangup preventing me from starting it, before the breakdown. I just couldn't see where the story went, after a certain point. Losing my mind helped me to stop caring about where it would go, and drove me to just start completing it. It's been the longest and most emotional experience I've ever had to face.

Once the writing process was started, then there was the task of drawing it. As I said, medication impaired many of my abilities, and I feared that I lost that ability, too. Luckily, Dan backed me up, suggesting I draw the characters, and he'd design the backgrounds. That saved the process, but finding the time was a whole new challenege.

Now... Here we are. It's the start of what I imagine will take about fourteen to twenty-one years to complete. I don't know if that's in my bank to get there, but I'm gonna die tryin'. All I can ask is that the fans bear with me, and see where this goes. I know it's going to be a crazy ride, which it's already been. But... I'm game.

Later.

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