



BLACKED

#1

OUT

**THE CURRAN
BROS**



BLACKED OUT

Story: Peter, Daniel, and Eric Curran

Art: Eric Curran

A slow series of events led to the exposure that an alien race of reptilian humanoids, known as the Draconians, controlled the human race behind the scenes through most of the world's governments. Their numbers were less in the beginning, but once the Draconian conspiracy was brought to light, they invaded in full force. Humans were no match for their power.

The Draconians seized humans from their indigenous roots and created a melting pot, relocating people from differing nationalities into territories that were foreign to most of the prisoners. This was to create a divided sense of patriotism.

In each territory, large ziggurats were dropped from the Draconian ships and burrowed thier way into Earth from large drills at their base. The towers stand enormous in every territory and are the overseeing outposts of the Draconian might.

It was easy to see that many jumped at the oppurtunity to become servants of the Draconians, rather than be stuck in inhospitable conditions, as slaves. The humans that fought back tried in many ways to maintain a resistance, but thier efforts were futile. The resistance never ended, but went into remission, focusing on helping their fellow humans escape from the territories. It has now been 150 years since the Draconian exposure, and the resistance is making a comeback.

Throughout the universe, the Draconains are one race in league with many other races seeking to dominate. There is another resistance to that force. A group of races, known as the Alignment, have succeeded in ousting the Draconian alliances from their home-worlds. Although uncertain how long this conflict has been happening, secret members of the Alignment have been working on Earth to help humans. The tides are about to change.

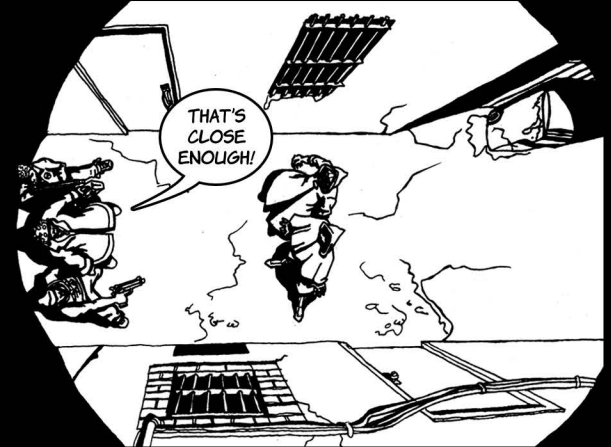
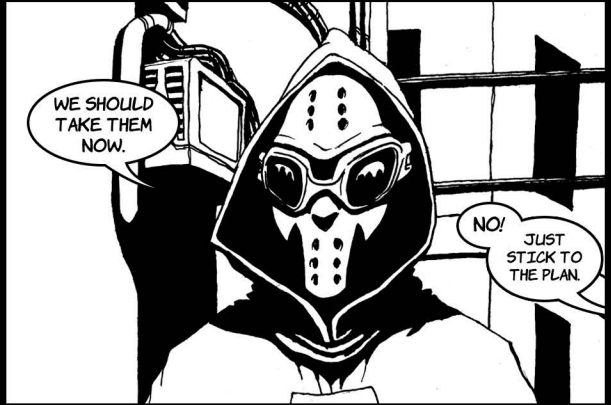


TERRITORY: 256-H3..

...WHAT A
SHITHOLE.

I WAS TRYING TO GET
MYSELF OUT OF THAT DUMP
EVER SINCE I GOT THERE.

BUT I MADE NEW FRIENDS
AND I COULDN'T JUST
ABANDON THEM.



Name: Marcus Brown (aka: Middle Man)

Age: 29 (E.V.) **Height:** 6' 1" **Weight:** 230 Lbs.

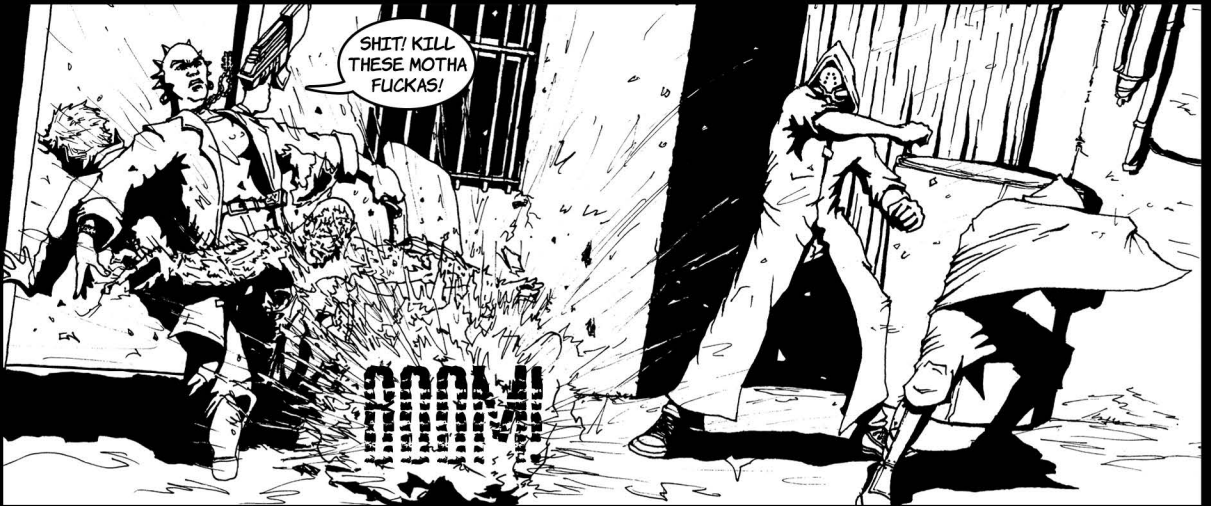
Proficiencies: Handguns, Boxing, Shit Talking, and Killing.

Bio: From the slums of Territory: 256-H3, Middle Man took to gang life to make his buck. His only mission, besides the bottle and bitches, is killing and making money.

After proving himself time and time again, he was promoted to overlord of 256-H3 by Mr. Director himself.







Name: Zephinus Trya (aka Zeph)

Age: 23 (E.V.) **Height:** 5' 11" **Weight:** 170 lbs.

Proficiencies: Combat Training, Martial Arts, Weapons Training, Tactical Warfare, Recon, Infiltration, Thievery, Acrobatics, Stealth, Medical Arts, and Aviation.

Bio: As a child, his parents were arrested by the Draconian Overseers for being associated with the WLF (World Liberation Front). He was then shipped off to an Overseer academy, where he spent most of his life. He was placed in the human recon program where he was teamed with five other humans. They would stay together through every campaign, never replacing falling comrades. But, to the eyes of the Overseers, they were expendable, so he escaped before being sent to war.

After being on the run, in search of the WLF, he found himself in Territory: 256-H3, where he met Zoey. They soon became like family, and together promised each other a better life no matter what.



Name: Trillengockenot (aka: Trill)

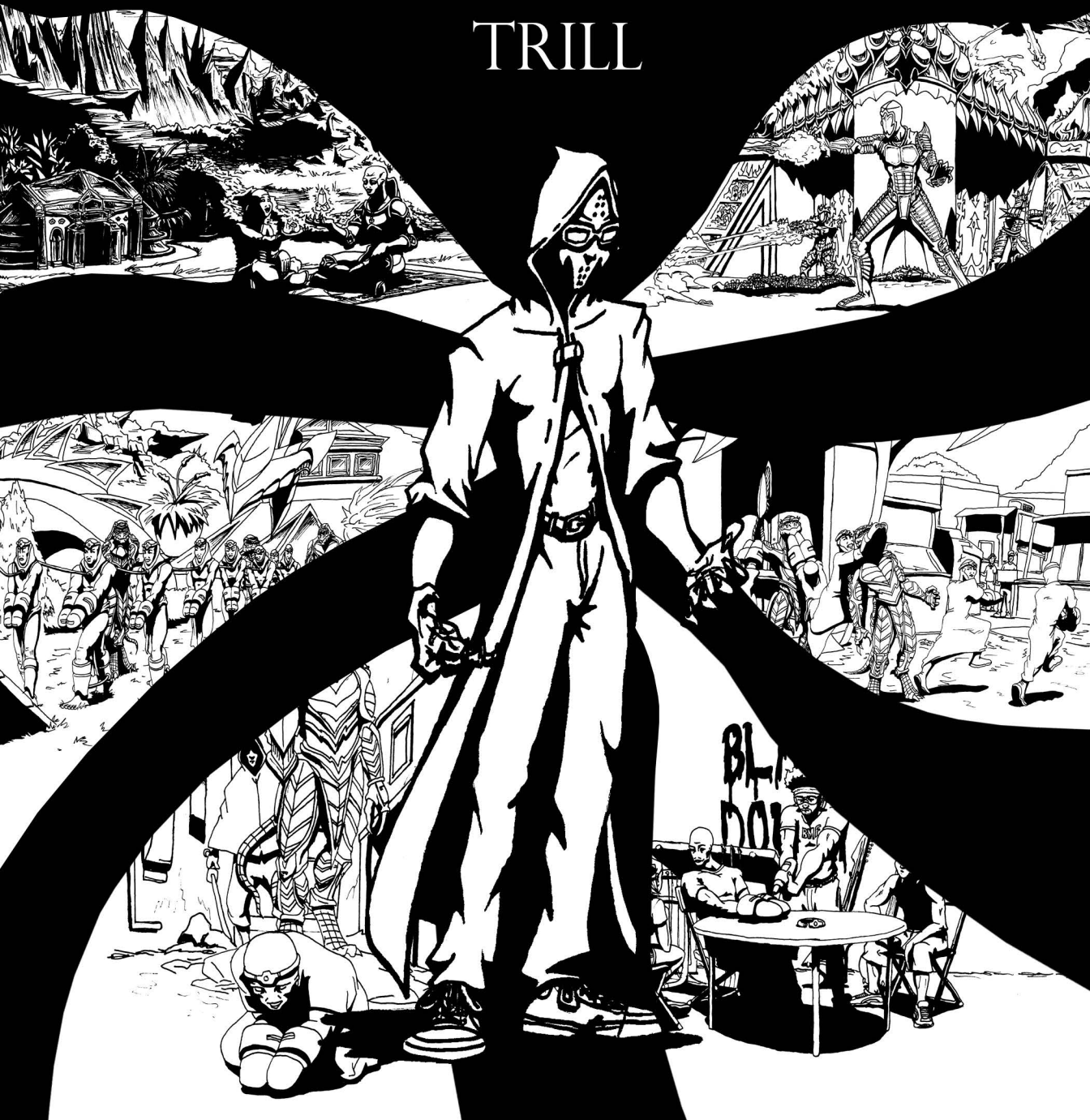
Age: Unknown (E.V.) **Height:** 6' **Weight:** 190 LBS.

Proficiencies: Alien Weaponry and Technology, ESP, Harnessing Energy, Alien Martial Arts, Espionage, Mathematics, Universal Linguistics, and Regeneration.

Bio: Born on the alien planet, Notus, which was also invaded by the Draconian Overseers, Trill was thrown into slavery and used for his telepathic abilities in a variety of means, including translation and mental suggestion.

Apon arriving on Earth, he and several other Noti tried to escape into the slums of Territory: 256-H3. While fleeing, the others were killed, but Trill was rescued by Zeph. To honor his people's traditions, Trill vowed a life debt to Zeph for saving him, Zeph and Trill soon became like brothers.

TRILL



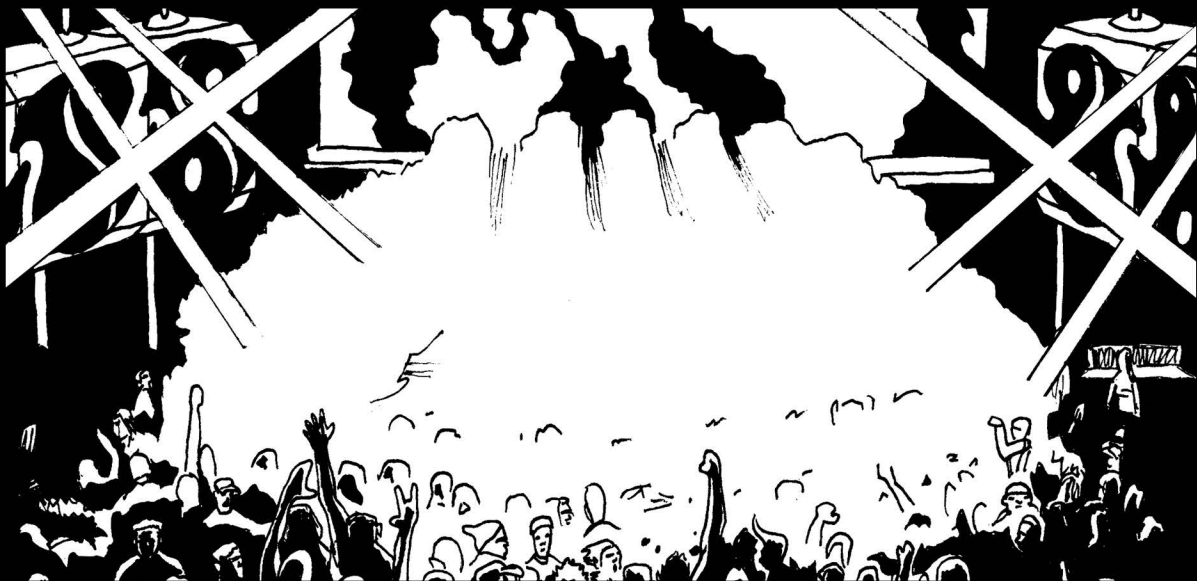
Name: Zoey Nima

Age: 19 **Height:** 5' 5" **Weight:** 101 Lbs.

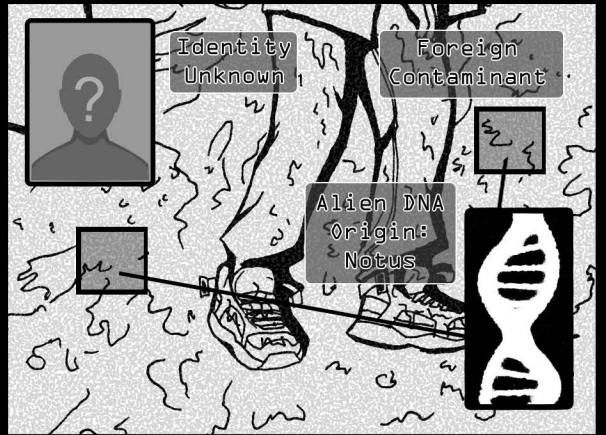
Proficiencies: Mechanics, Demolitions, Booby Traps, Thievery, Make-up Artist, Fashion Design, Swindling, Gambling, Singing, Guitar, Burlesque, and Street Fighting.

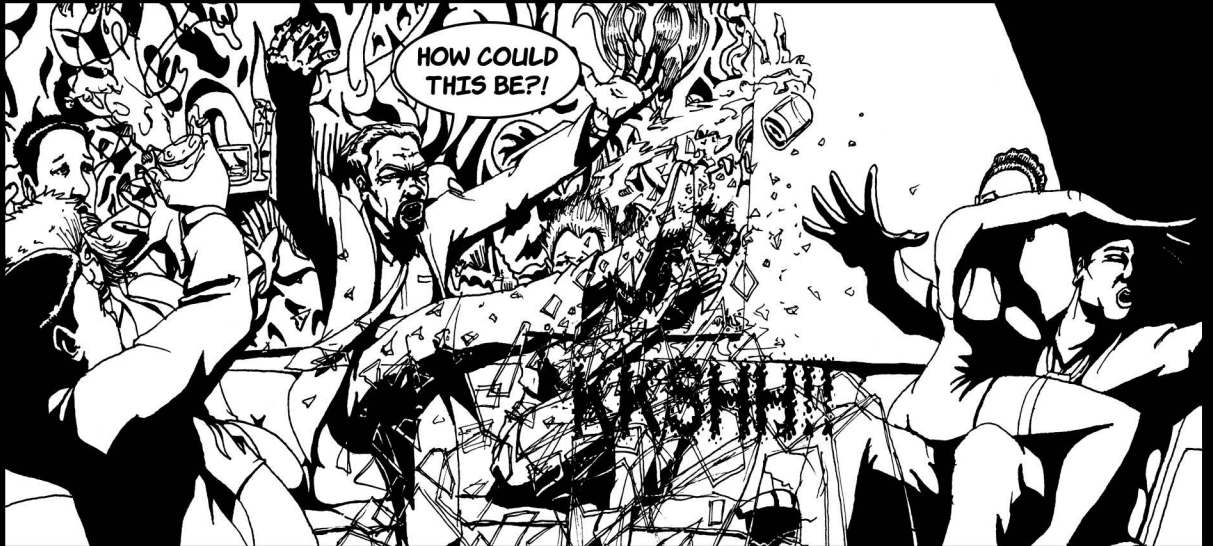
Bio: Born in the slums of Territory: 256-H3, surrounded by drug abuse and prostitution, Zoey ran away from home and never looked back. She eventually met Xen and Hade, who took her in. They taught her new skills, while she learned many for herself. A couple years later, she met Zeph and Trill. With her family now complete, together they promised each other a new life.













ALRIGHT, NOW, PAY ATTENTION.

I'VE MODIFIED OUR NEW CHIPS, DISABLING THEM FROM SYNCHING WITH THE NANOS HARDWIRED TO OUR GENETIC CODE.

BUT IT'S DONE IN A WAY THAT STILL ALLOWS FOR US TO PASS THROUGH ANY DETECTION DEVICES UNNOTICED.



SO, ALL WE NEED TO DO IS MAKE THE INCISION HIGH ON THE FOREARM, SO IT DOESN'T APPEAR AS IF WE TAMPERED WITH THE OLD ID IMPLANTS.

THEN I'LL USE THIS BABY TO GO DOWN AND SWITCH THEM OUT FOR THE NEW ONES.

IT SHOULD BE PRETTY PAINLESS, SO DON'T WORRY ABOUT IT.

- 1. Insert
- 2. Surgical Arm
- 3. Remove Old Chip
- 4. Replace Chip

RFID

Central Processor

CAUTION ZOMBIES



CAUTION ZOMBIES

DID YOU GET ALL OF THAT, KADE?!



YEAH..YEAH... INCISIONS, IDS.

Name: Xender Gibson (aka: Xen)

Age: 24 (E.V.) **Height:** 5' 8" **Weight:** 152 LBS.

Proficiencies: Computer Programming, Engineering, Electronics, Communications, Medicine, Surgical Procedures, Thievery, Musical Instruments, and Graffiti.

Bio: As a child, Xen lived a very sheltered life, and from a young age, his parents exploited his brilliance for their own means.

At the age of fifteen, his first design for a mentally linked computer interface drew the attention of the Overseers, who forcefully enlisted him.

On his way to an Overseer academy, his transport was destroyed, and with the help of Hade, he managed to escape.

With their combined talents, they survived the streets of Territory: 256-H3, avoiding detection at all costs. They soon met Zoey, then Trill and Zeph, and formed a new family of their own.

XEN



Name: Haden Vega (aka: Hade)

Age: 25 (E.V.) **Height:** 6' 3" **Weight:** 219 lbs.

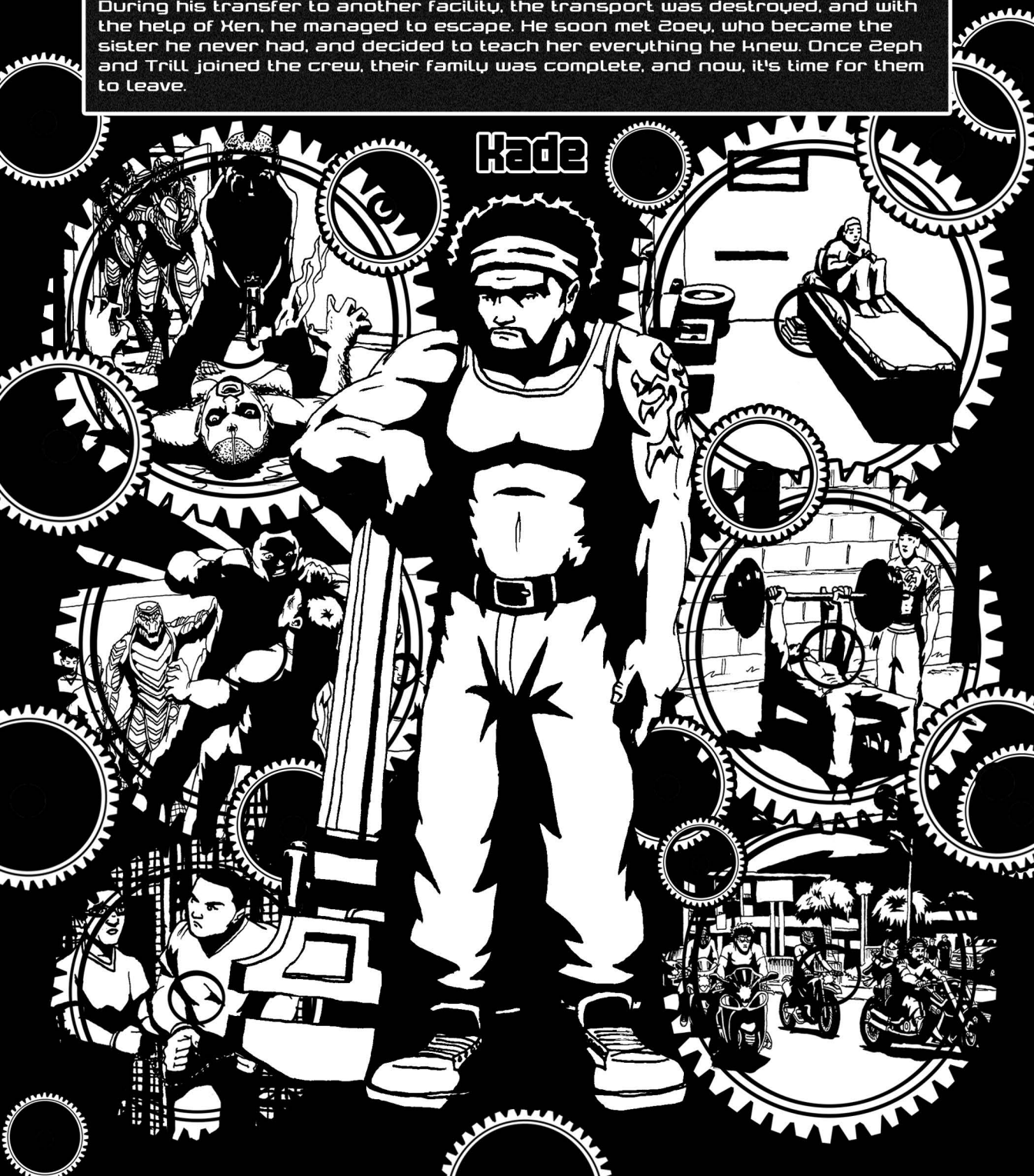
Proficiencies: Heavy Weapons, Demolitions, Mechanics, Video Games, Drums, Hustling, Street Fighting, Gambling, Tailoring, and Fitness and Nutrition.

Bio: Hade was raised in a brutally abusive environment, and learned early in life, the power of the gun.

In prison, he applied his mind and body to acquire the skills he needed to survive. His skill with fixing machines caught the eye of the Overseers, who thought his talents would be better suited elsewhere.

During his transfer to another facility, the transport was destroyed, and with the help of Xen, he managed to escape. He soon met Zoey, who became the sister he never had, and decided to teach her everything he knew. Once Zeph and Trill joined the crew, their family was complete, and now, it's time for them to leave.

Hade





Name: C.R.A.B. mk. IV/ M-94 (Cybernetic Reconnaissance and Assault Bot)

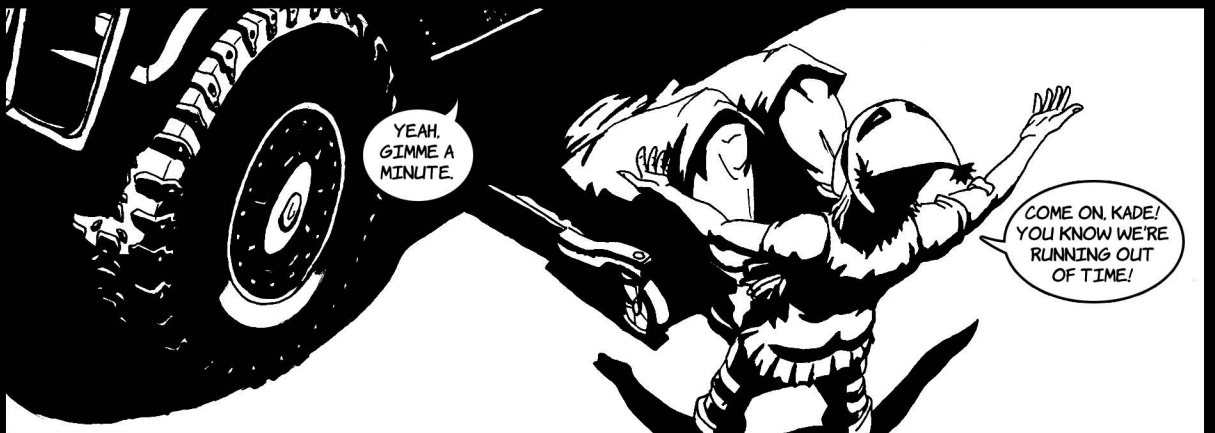
Age: N/A **Height:** 5.5-11 ft. **Weight:** Aprox. 2000 lbs. (1 ton)

Proficiencies: Heavy Assault Tactics, Recon and Stealth Abilities, Long Range Sensory, Evasive Maneuvering, Search and Destroy Directives, and Combat Shielding.

Bio: The human engineered C.R.A.B. mk. IV is the latest in military A.I. and combat technology. It far surpasses its predecessor, the mk. III, in all areas, and particularly reconnaissance and stealth. Deployed on battlefields across the universe, it proved its worth as a killing machine, and demand for the mk. IV went on a steady rise. Model number M-94 and many like it were sold to Mr. Director through his liaison associate high up in the Draconian Overseer military, and was presented to Middle Man, as a reward for his years of loyalty and service. Although it was rarely needed, the C.R.A.B. became a symbol of Middle Man's power and dominance over Territory 256-H3.

THE C.R.A.B.







SO, DID IT HURT?

NO, NOT REALLY. WHY? YA SCARED?



SO OUR BOMB REALLY KILLED THE DUDE?

THAT SOUNDS AWESOME!

YEAH, IT BLEW HIM HALFWAY ACROSS THE ALLEYWAY AND INTO MIDDLE MAN! IT WAS CRAZY!



SO THEN ZEPH AND TRILL KILLED THE OTHER GUYS? AND TRILL GOT SHOT?

YEAH, BUT HE HEALED HIMSELF. HE'S PERFECTLY FINE, NOW.



I CAN'T BELIEVE TRILL GOT SHOT AGAIN. I BET HE WAS PISSED.

YEAH, HE TRIED TO PLAY IT COOL, BUT YOU COULD TOTALLY TELL.



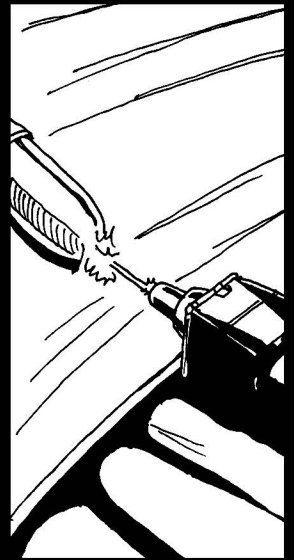
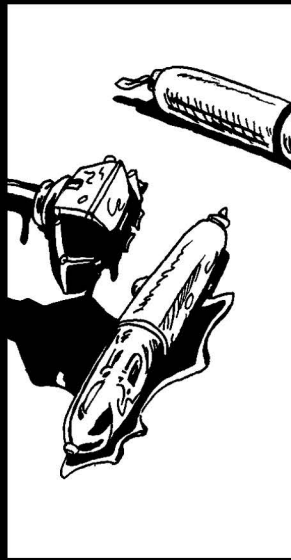
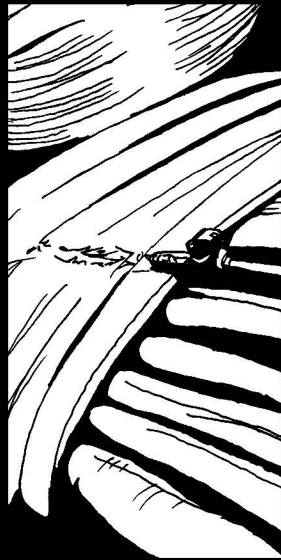
SO, YOU SURE IT DOESN'T HURT?

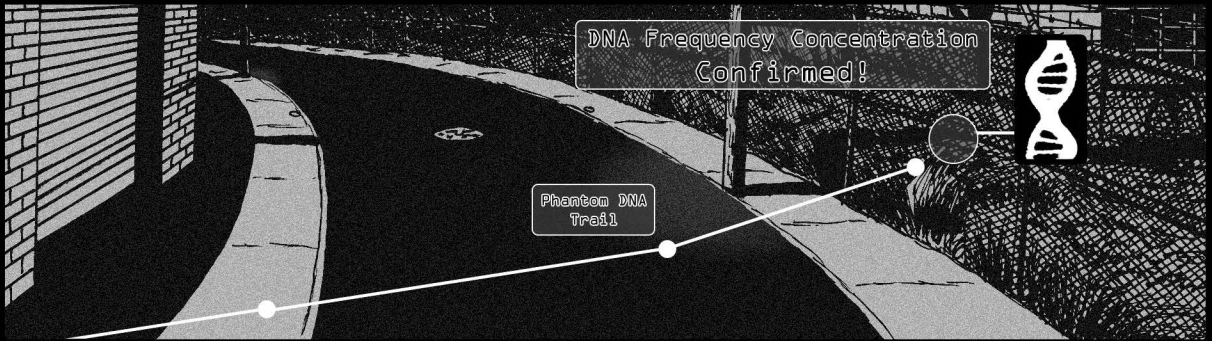
YEAH, DON'T BE SUCH A LITTLE GIRL ABOUT IT.



IT'S 'BOUT TIME YOU GOT HERE.

YEAH, WELL, I'M HERE. LET'S JUST DO THIS





Transmissions from the Alignment

'Blacked Out' started as an ashcan comic idea, and grew into this book. Pete and I started writing it back in 2011. My original intention was to do a martial arts, action adventure theme. After asking Pete to help with the writing, we went into a much broader scheme.

When we came up with the idea for 'Blacked Out', I was big into underground rap, and particularly lyrics involving spiritual concepts. I was into Lost Children of Babylon, Atma, Cosmic Crusader, and some other groups as well. I was inspired by the track, Holographic Universe, and that gave me insight into the mythology of the Draconians. Apart from that, it was already part of the plan to introduce the Dracs into the REALM universe, I just wasn't as aware of their lore until that song.

Credo Mutwa and David Icke had been heavy influences on the inspiration of the Draconians as villains. And Dan had intended for the exposure of Dracs working behind the scenes as an element in the REALM universe. There's another title idea that we have which will include one of the characters from the 'Blacked Out' series. When we'll get around to making that is uncertain.

So, after starting this title with a different agenda, it grew into a REALM Comics title.

A lot happened after we started writing, and it was put on the backburner for awhile. I didn't get around to finishing the drawing 'til 2018. I had a lot planned for it, but those plans changed. It's hitting now, 'cause I was kinda lazy. Really though, my focus was elsewhere.

I don't know about the concept of the Dracs anymore than what's been said. There's a lot of debate, but whether they're real is undeterminable. I definitely think there's something different than what's portrayed as the established Western religious paradigm, but what exactly is the agenda of an alien scheme is still a mystery to me.

Do I think there's an alien threat? Most definitely. What are they? I don't think any of the commnfolk will ever really know. Could be the Saturnian Hack and the saboteurs. But, I think that most of the mythology is psychological in nature. Dan thinks it's more sinister. Pete was always on the fence. He takes things at face value, but includes his imagination to fill in the gaps. To him, there's evidence of an honest relationship with aliens in our past, but not our present. To him, knowledge is never gained, only remembered. Therefore, he thinks the truth is what we make it.

This being said, I hope the severity of the comic and the knoweldge sparks the interest of the reader to start their own journey into seeking knowledge for themselves, wherever it may lead them. That is the journey. What you do with it is up to you.



NEO-G

CH. 1: THE ONUS



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