



A group of scientists, bored with the scientific community, ventured off on their own. Funded by a clandestine intelligence agency, they explored realms outside of the "Hnown Universe". By using secret technology, they've designed a machine that allows them to travel, or port, through different universes. They've discovered that much of our ancient history wasn't myth, and the worlds described in ancient text are found in these other universes.

Story & Script Eric Curran Peter Curran <u>Pencils &</u>
<u>Color</u>

<u>Eric Curran</u>

<u>Inks</u> Eric Curran Joseph Tenney

Special thanks to all those that showed love, support, and interest during the creation of Rogue Science.

More thanks go to Dieselbou for producing 'Project Human'.

Rogue Science is evidence that dedication, determination, and discipline can make any dream become a reality.

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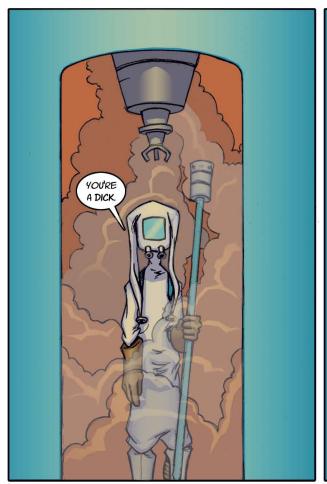










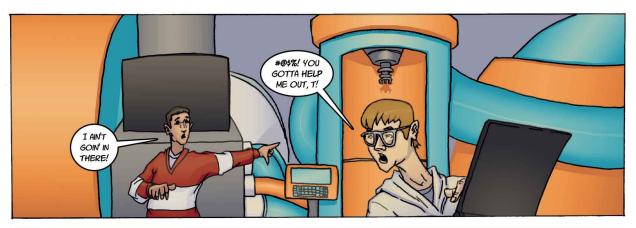








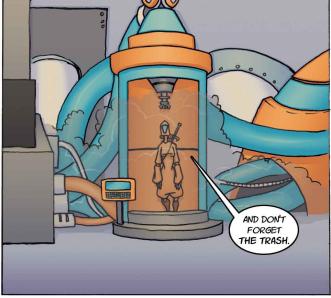










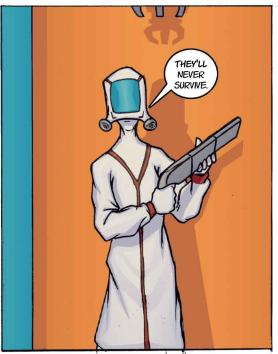




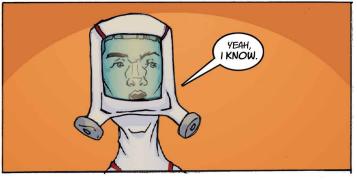


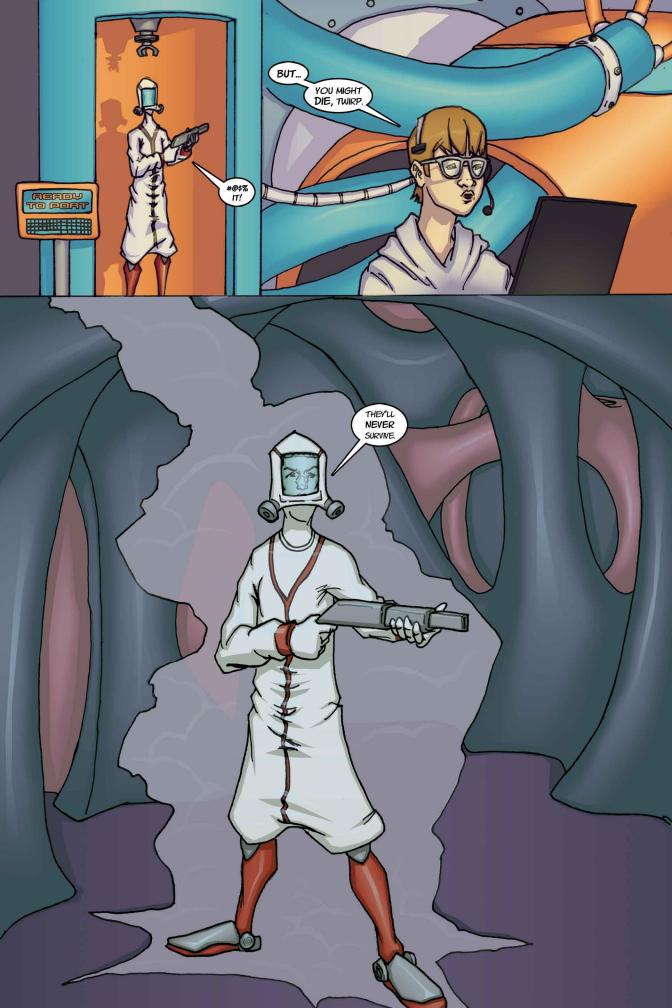






































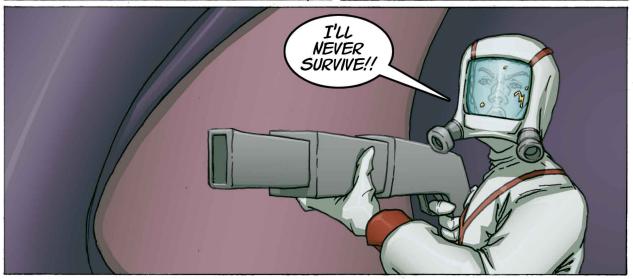


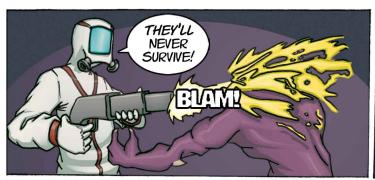
























































June 27, 2010

Today, I finished Rogue Science. It was a long difficult journey. Many obstacles got in my way since 2006 or 2007 when I first illustrated six issues of it. Not only did I work on Rogue Science, but I also worked on several other titles that, as of yet, are still not finished. I'm easily distracted by all kinds of ideas that come my way, and, unfortunately. Rogue Science is all that has been completed so far.

Rogue Science started as an illustrated series with no script. I had a general idea of illustration as I went. But, most of it I just pulled out of my ass, throwing in whatever I felt like drawing or considered cool. From that, Rogue Science was born. This issue was actually the last drawn in the series which it was meant to be an origin issue.

thith the help of my brother. Peter, Later on, after abandoning the series, we went back and created an ad-lib script that we found fairly humorous. We rearranged some things and created the beginning of what will hopefully be a barrel of laughs. The point was to have the same kind of fun that I had white making the story up as I went. There isn't a whole lot of description of events in the script which we betieved added to the humor. All in all, we had fun with it, and that's my hopes for you. Thanks for being a part of the creative process, and, Again...

I hope it was as fun for you as it was for us.

Sinceretu,

Eric Curran

Send your replies to: imajik@live.com or visit us at versethesustemstudios.com