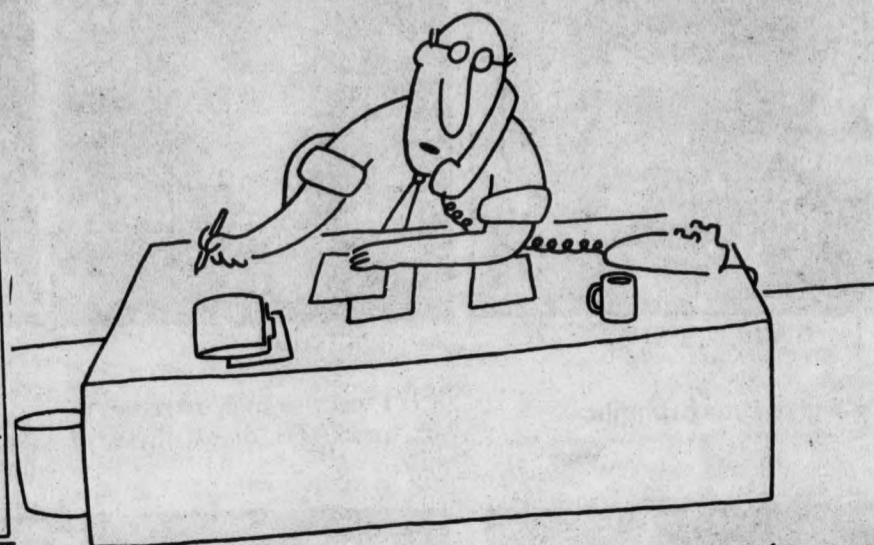


Distractions

White Matter by PAUL WHITE



"Oh, it's you, John. Since when are you J.B.?"

TODAY'S CROSSWORD PUZZLE

- ACROSS
- 1 Wash. bu-reau
 - 4 Flume
 - 9 Worth
 - 14 Alder: Scot.
 - 15 Of a cereal
 - 16 Anoint
 - 17 Debasing
 - 19 Heir
 - 20 Water body
 - 21 Roman deity
 - 22 Panama —
 - 23 Letters
 - 24 Picture transfer
 - 26 Blend
 - 29 N. Amer. Indian
 - 31 New Year's —
 - 32 Beseech
 - 33 Bile acid
 - 36 Appear
 - 38 Fruit drink
 - 39 Noisy snake
 - 41 Insect hitter
 - 43 Halifax time: Abbr.
 - 44 Fibbed
 - 46 Immigrants
 - 47 An attempt
 - 49 Compete
 - 50 Color
 - 51 Hockey's Gordie —
 - 52 Inward
 - 54 Bosom
 - 58 Elec. unit
 - 60 Animal Dr.
 - 61 Usher's post
 - 62 Love: Fr.
 - 64 Have guests
 - 66 Wash
 - 67 Stem
 - 68 Earth: Prefix
 - 69 Colorado park
 - 70 Come to —
 - 71 Be incorrect
- DOWN
- 1 Spanish seaport
 - 2 Peace goddess
 - 3 Corner
 - 4 Garment
 - 5 Owned
 - 6 Serviceable
 - 7 Card holdings
 - 8 Incises
 - 9 Cattle food
 - 10 Bivouac
 - 11 Say again
 - 12 Labor gp.
 - 13 Number
 - 18 Outcome
 - 24 Mislead
 - 25 Downwind
 - 27 Burdened
 - 28 Cleaners and —
 - 30 Money drawer
 - 33 Collide
 - 34 Must: 2 words
 - 35 Can. capital: 2 words
 - 37 Mannish
 - 40 Install again
 - 42 Choice item
 - 45 Relaxation: Fr.
 - 48 Stupefy
 - 53 Essence
 - 55 Custom
 - 56 Foxier
 - 57 Choir voice
 - 59 Exec.
 - 61 Bulky boats
 - 62 Exist
 - 63 Bad: Prefix
 - 65 Slippery —

Solution on page 5

A Comic Reader

The graphic medium in review

Journey, The Adventures of Wolverine MacAlistaire, is one of the best and one of the few comics that defies classification by genre.

The protagonist is Wolverine MacAlistaire, a frontiersman in his early 30's, who travels around the Canadian and American northwest.

For the first two years since Journey began in 1983, MacAlistaire has been trying to deliver a package to a settlement called New Hope. The contents of the package are not revealed and don't have to be. It would actually detract from the story. His "journey" is the story. What he learns and experiences are shown to the reader in great detail and drawn with a vibrancy that is refreshing amid the general schlock that's put out by the major comic companies.



The writing and artwork are done by William Messner-Loebs, who does an excellent job of bringing the late 1700's to life. The stories are interesting; they follow one central character, but are not centered on him. In many instances, the story will be narrated by a secondary character, and may have little to do with MacAlistaire and more to do with what life was

like in the 18th century following the American Revolution. One particularly good issue featured a British officer, who, despite having lost the war, was determined to win a few battles and went about recruiting Canadians to attack the newly formed United States and return it to its rightful position as a colony of Britannia.

He failed, by the way.

If anyone is familiar with the legendary work of Will Eisner she will enjoy Messner-Loebs' artwork; it is developed in the same way, but is more sophisticated in its own fashion so as not to be a rip-off of Eisner.

All in all, Journey is one of the better comics on the market today, and should anyone be interested enough to pick one up, I would ask that she give Journey a chance. The story is already under way and the characterizations are two years old. You can't understand everything with one issue; and for this reason alone, it stands head and shoulders above the rest.

Journey is printed on white paper, an obvious improvement to the recycled newsprint used by the majors. Fantagraphics Books publishes the magazine, among other graphic oriented publications. Journey is only available through subscriptions or a direct sales outlet, meaning a comic shop. In Fredericton, the only place to get direct sales books is at Wilkie's Wonderful World of Comics at the Farmer's Market on George Street every Saturday morning.

