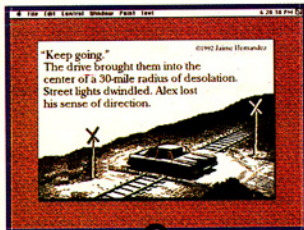


pulp

our recommendations for
your personal library



A) AMBULANCE

One generally prefers to avoid this gruesome form of transportation. But as of immediately, thanks to pioneer publishers Electronic Hollywood, ambulance-riding becomes something to savor. And your ticket to ride isn't grievous bodily harm, but an Apple computer.

After sending Electronic Hollywood \$16.95 via mail carrier, you receive a small box containing a 3.5-inch computer disc. On that disc is *Ambulance*, an electronic novel programmed by Jamie Levy, a twentysomething LA computer freak who's already made her mark in the electronic publishing world as creator of the electronic 'zines *Cyber Rag* and *Electronic Hollywood*. Jack *Ambulance* into your disc drive and the screen begins pulsing with music (soundtrack by Mike Watt of FIREHOSE), images (by Jaime Hernandez, infamous *Love & Rockets* comic co-creator) and text (by Monica Moran, who runs the *très chic* underground Sinistry Press).

Ambulance is a book program (Macromind Director, for those tech-heads out there), meaning you pop it in and just start reading without any troublesome page-turning. But it's also interactive—you choose your own digital route through the book: Read it straight through or stop and explore. The storyline concerns five young LA urbanities who, after a car crash, are picked up by a serial killer masquerading as an ambulance driver. So let's say you want to track what happens to one character rather than follow several, or see what happened prior to certain events—simply click on the appropriate screen, of which there are over 400 to choose from. The program also allows you into more obscure places—for instance, you can click into characters' heads to find out what they're thinking.

So what we've got here is a package that draws from the appeal of graphic novels (long-format comics with lavish illustrations), TV (sound and movement), video games (you're part of the plot) and, of course, that age-old gratification, reading. Publishing-wise, it's also very cool because "printing" is done the same way you might tape a copy of your new Cypress Hill CD for a friend. When 'zinemakers grasp this technology, Kinko's will probably go out of business.

Currently there are ads for other independently produced electronic books in hyperculture mags like *Mondo 2000* or *Boing-Boing*, and with major publishers like Random House, Simon and Schuster and Penguin exploring the electronic print field as well, it won't be long before this stuff is everywhere. Soon you'll even be able to order and receive books or magazines by modem, eliminating paper. Will this extinguish the need for libraries and bookstores? Let's hope not.

By the by, if you felt left out because you're not computer literate, it is the 1990s. The price of electronics is dropping (you can get a fully equipped Apple Macintosh for the price of a decent stereo) and the capabilities are astounding. These machines will take you places. Make your check/money order out to Electronic Hollywood: P.O. Box 2966, Hollywood, CA 90078. Lew

B) GOOD GARBAGE

As we stroll into the '90s—our planet heating up, its human population constantly swelling—it's easy to get frustrated or apathetic. But another word also comes to mind. A word that becomes all the more important when we realize that massive corporate machines and world governments will not (or cannot) change fast enough. The word I'm thinking of is a powerful one—**Responsibility**: being accountable for something within one's power, and accepting the obligation.

If large corporations and world governments will not assume responsibility, the burden falls on us—the individuals.

"But what can I do, I'm just one person?" Well, imagine if each of us took responsibility for our own small worlds, the ones that surround every one of our daily lives. Imagine if we each took the path to responsibility—education. Education and commitment equal power. Enough individuals with the power of knowledge can move the corporate machines and world governments.

Whoa, let me get off this soapbox and back to you, the individual *DIRT* reader. In the world of pulp there is *Garbage*, a magazine with the subhead *The Practical Journal for the Environment*. In other words, an excellent tool for expanding your "green" knowledge. Each issue is jammed with practical ways to become individually responsible, from tips on making your car less harmful to the environment and managing a backyard compost heap to an energy-efficient lightbulb guide and an exposé on the costs and problems involved in burying our dead. It's also dotted with statistics that make you realize the extent of our problem. Like, you have to drive a car 200 miles to produce the same amount of pollution as running a chain saw for one hour. *Garbage* is also a great reference for environmentally correct products, organizations and other green journals and books. And if this isn't enough for you, there's even a comprehensive article (January/February '92 issue) on getting a job in the environmental field. Pick up *Garbage* at your local newsstand, or write them at Two Main St., Gloucester, MA 01930. Mel Bend

C) BROTHERMAN

Walking into a comic book store is kind of like slipping on a wet diving board and falling into a pool. Disorientation. The struggle to figure out which section you want to be in is not unlike the struggle for air—sometimes you luck out and happen upon good stuff, other times you just get wet. And can-i-help-you are no good—you fell in, remember? My belief is that there's so much to choose from that if you hold your breath long enough you're bound to find something to your taste. A black superhero pulled me out of the pool after my last trip—*Brotherman: Dictator of Discipline*, a true anomaly in the comic waters.

Brotherman is about a fictional but multifaceted African-American named Antonio Valor who's built like a brick house, works as a public defender by day and becomes a fighter of evil named Brotherman

