

## HORNYGOOF

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with special thanks to Bruno Lecigne, Isabelle Morin, Michel Baverey, Margaret Clark & Marie Javins



## MOEBIUS 0 THE HORNY GOOF & OTHER UNDERGROUND STORIES

OTHER MOEBIUS GRAPHIC NOVELS

THE ART OF MOEBIUS

MOEBIUS 1

**UPON A STAR** 

MOEBIUS 2

ARZACH &

OTHER FANTASY STORIES

MOEBIUS 3

THE AIRTIGHT GARAGE

MOEBIUS 4

THE LONG TOMORROW & OTHER SCIENCE FICTION STORIES

MOEBIUS 5

THE GARDENS OF AEDENA

MOEBIUS 6

PHARAGONESIA & OTHER STRANGE STORIES

MOEBIUS 7

THE GODDESS

OTHER MOEBIUS GRAPHIC NOVELS - WITH JODOROWSKY

THE INCAL 1
THE INCAL 2

OTHER MOEBIUS GRAPHIC NOVELS - WITH CHARLIER

CHIHUAHUA PEARL

BLUEBERRY 2

BALLAD FOR A COFFIN

BLUEBERRY 3

**ANGEL FACE** 

BLUEBERRY 4

THE GHOST TRIBE

BLUEBERRY 5

THE END OF THE TRAIL

MOEBIUS 8

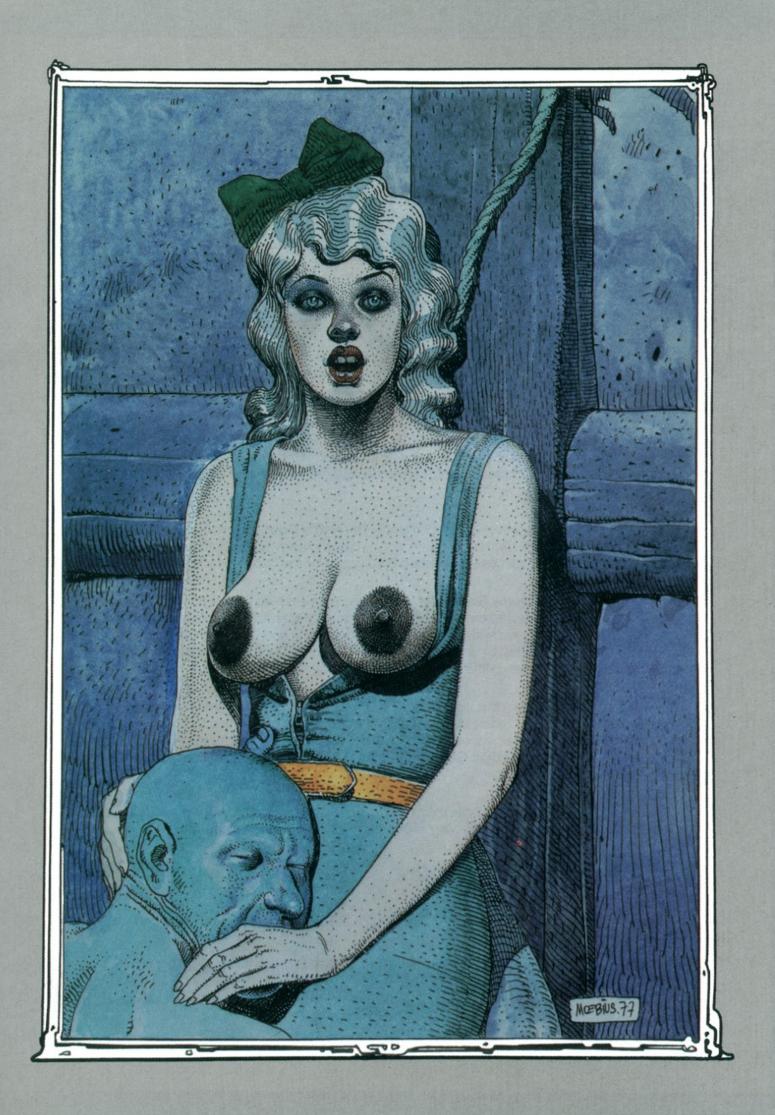
MISSISSIPPI RIVER

OTHER MOEBIUS GRAPHIC NOVELS - WITH STANLEE

THE SILVER SURFER: PARABLE

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## UNDER THE SURFACE OF THINGS TO COME

At last, in this volume, we are able to present some of Moebius's better-known "underground" stories. They display the influence of the American Underground, especially Robert Crumb, whose work had just reached France in the early 1970s. The stories were all published in various French magazines, just before the creation of the famous **Metal Hurlant** magazine in 1975.

The most famous of these stories is undoubtedly **The Horny Goof**. As with **The Airtight Garage**, we have chosen to retain the title by which this story is best known in America, although a better translation of its original French title (**Le Bandard Fou**) would be the "Wild Horny Pecker."

Whatever its title, **The Horny Goof** is interesting on several levels: its combination of bawdy humor and fairly sophisticated science-fiction is a rare one, a style best done by Philip Jose Farmer. Those who love comics in-jokes will delight in finding, on pages 11 and 12, an homage to the pirate **Red-Beard**, a character created by Jean-Michel Charlier and Victor Hubinon, but also known for his hilarious, disastrous encounters with the indomitable **Asterix** and **Obelix**.

Last but not least is the fact that the story is a prequel of sorts to **The Airtight Garage**. Flower, the artificially-expanded pleasure asteroid which we discover at the end, eventually becomes the first level of Major Grubert's private creation. For this, and more about Lady Kowalsky, read **The Airtight Garage**, pages 92 seq., and **Airtight Garage** spin-off comic-book series, such as **The Elsewhere**. **Prince**, **The Onyx Overlord**, etc.

Sixteen years ago, few guessed that the relative "bang" caused in France by the original publication of **The Horny Goof** was also the "big bang" of the creation of the Moebius Universe.

Which is still expanding today.

Jean. Man a Romby bollicien

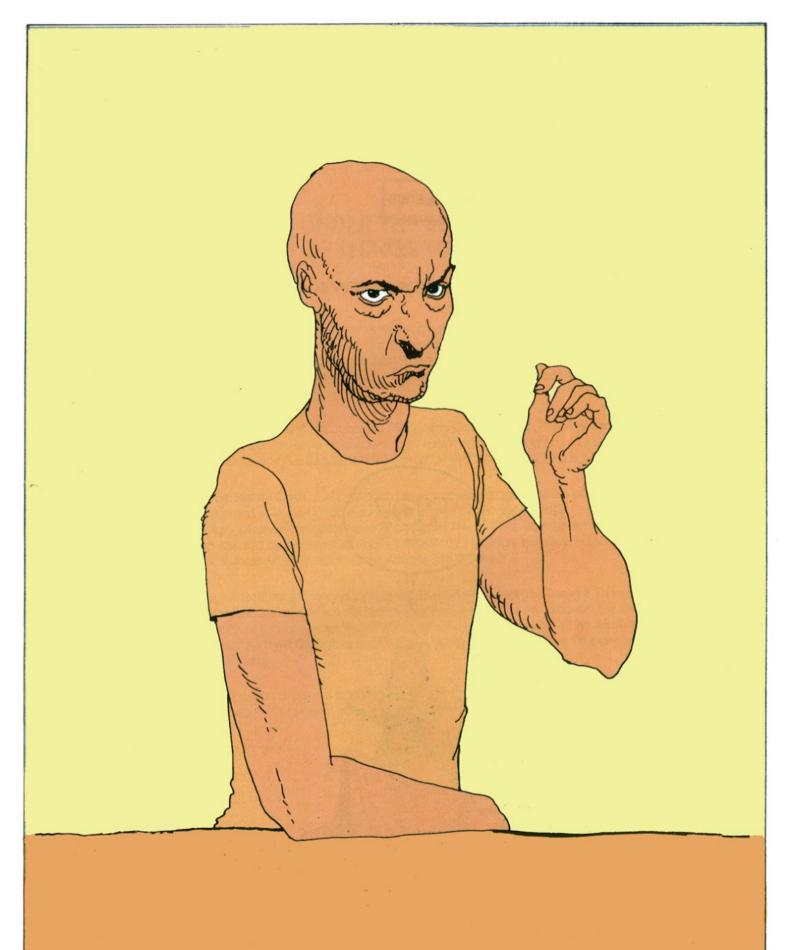


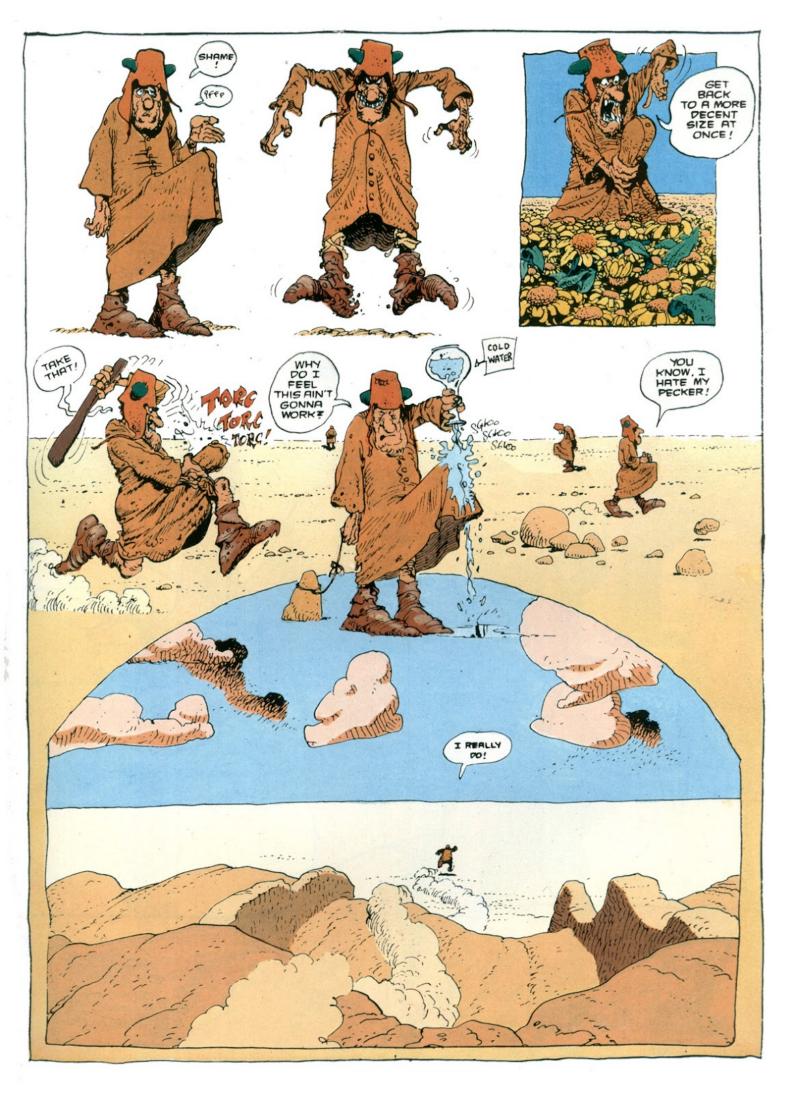
MOEBIUS

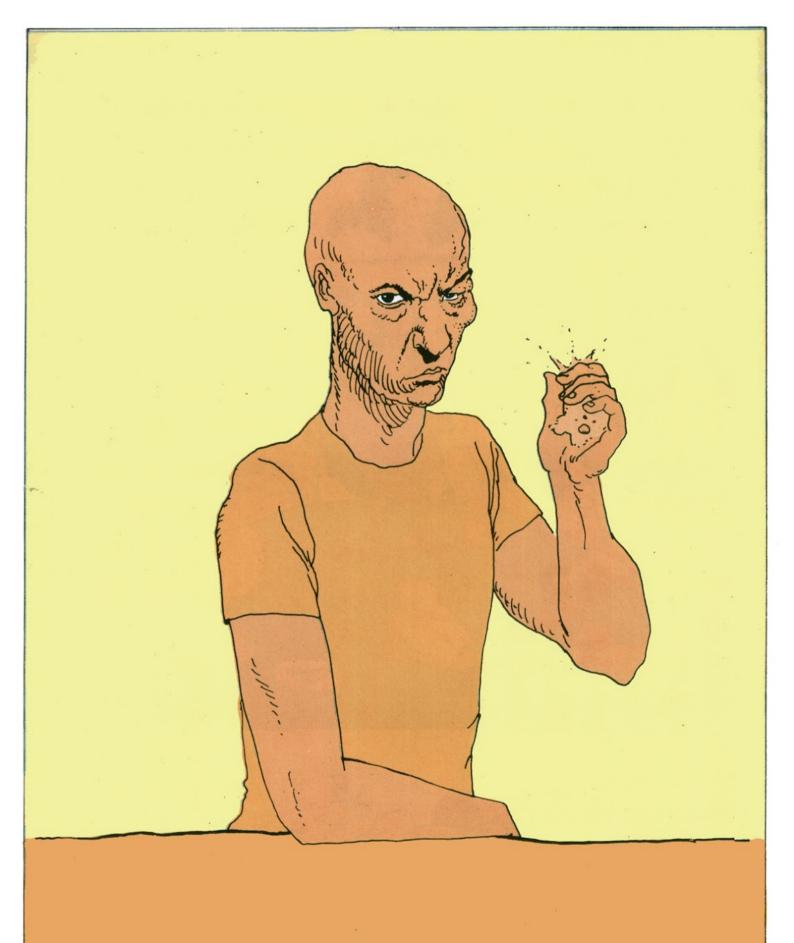
## THE DEVILISHLY CLEVER STORY OF A SYLDANIAN WILD PECKER



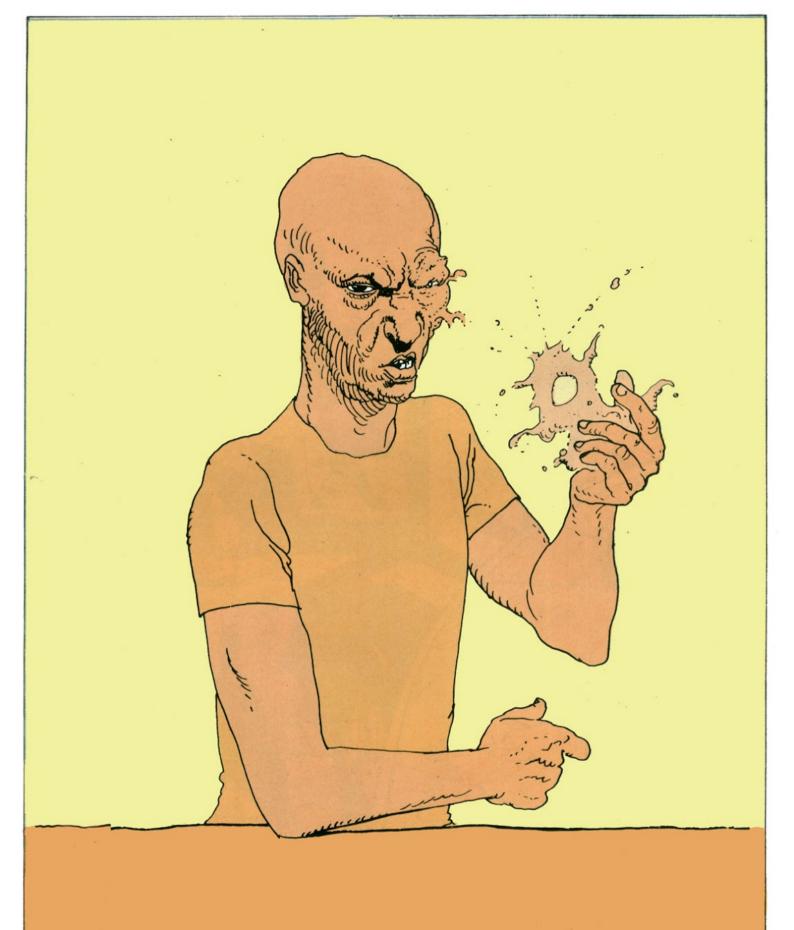
















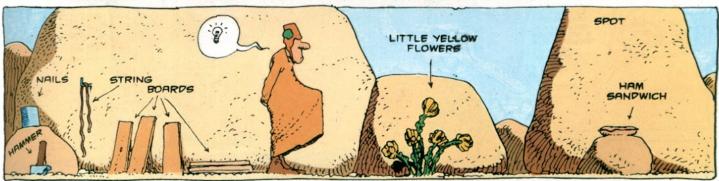








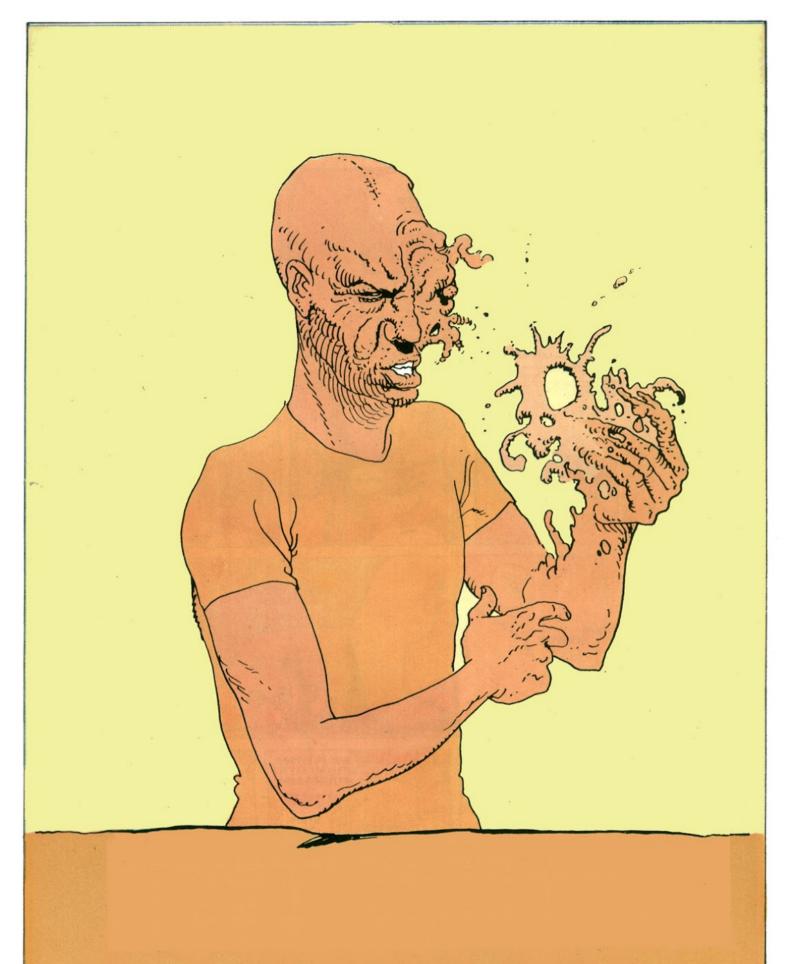




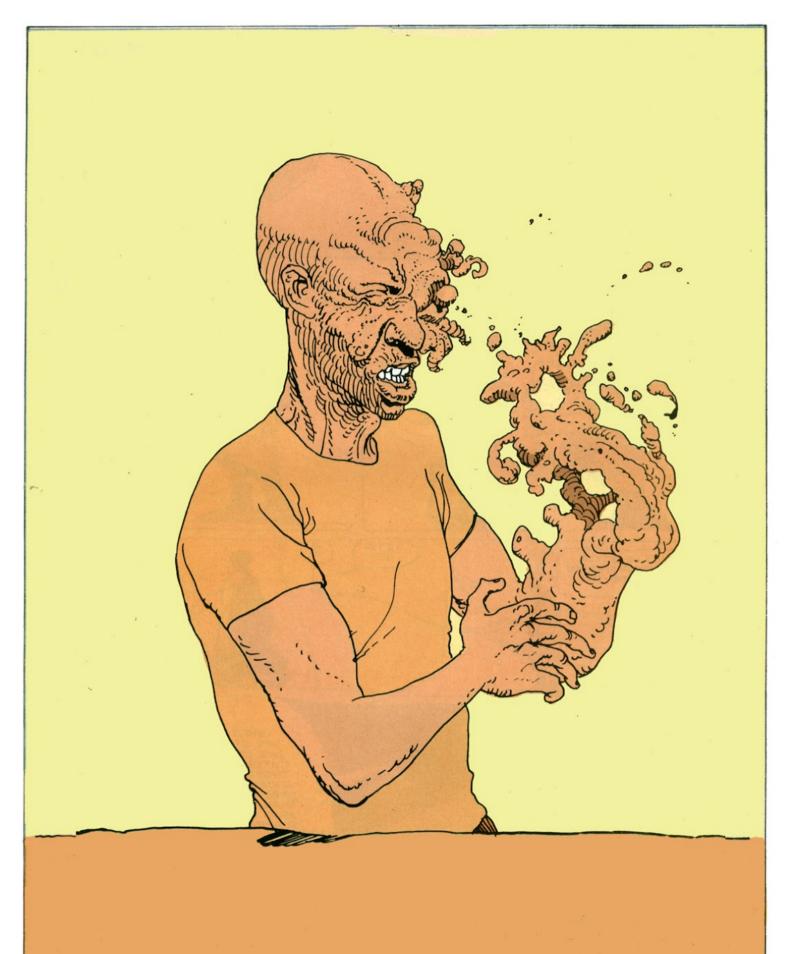


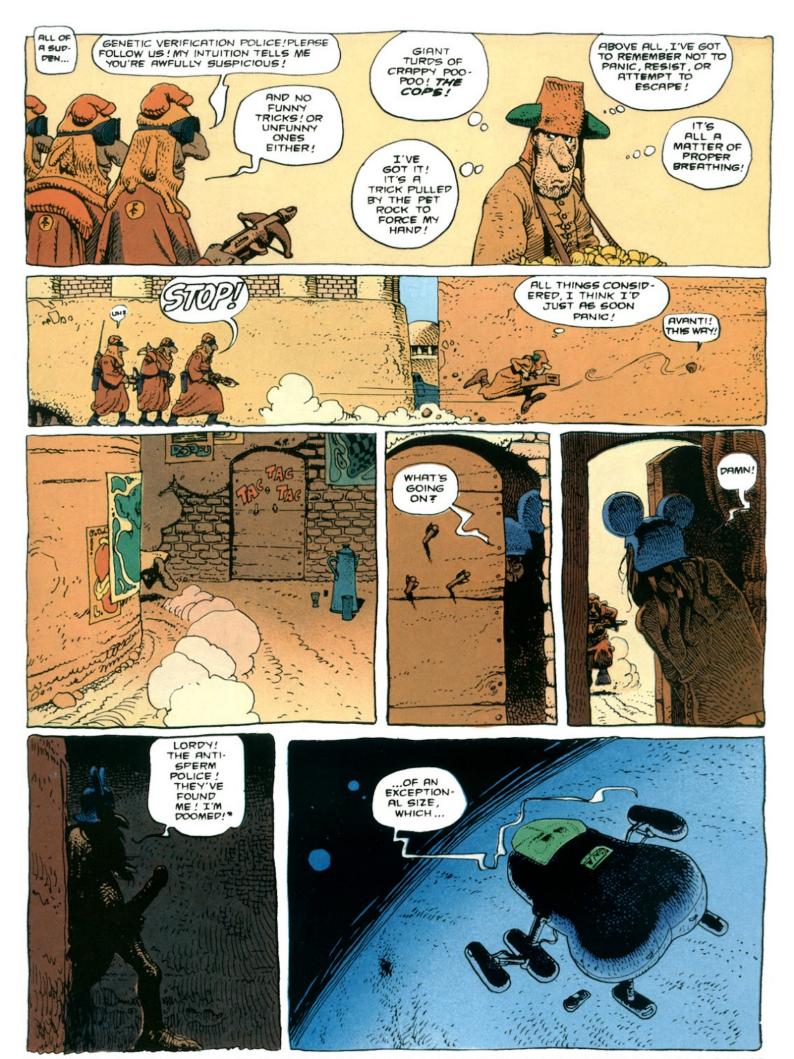






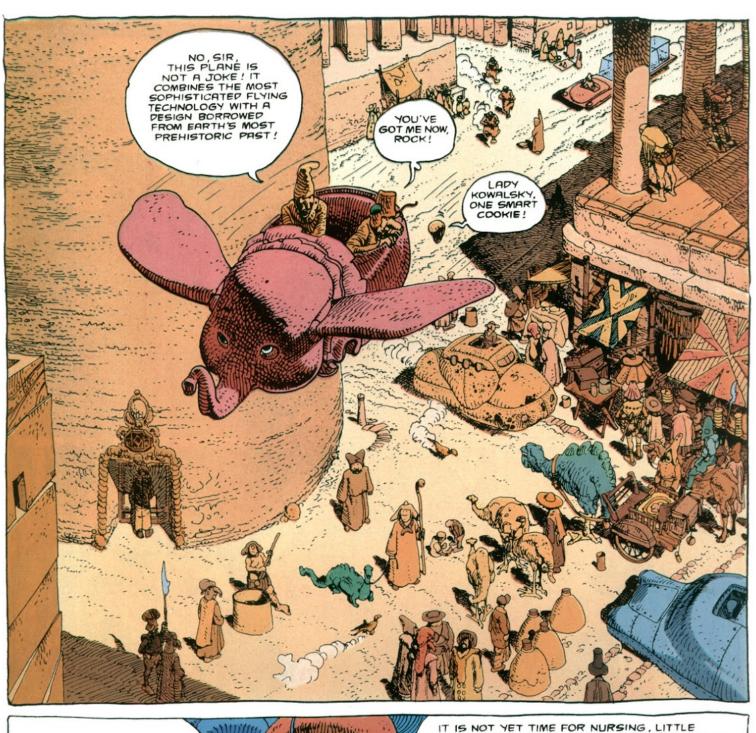




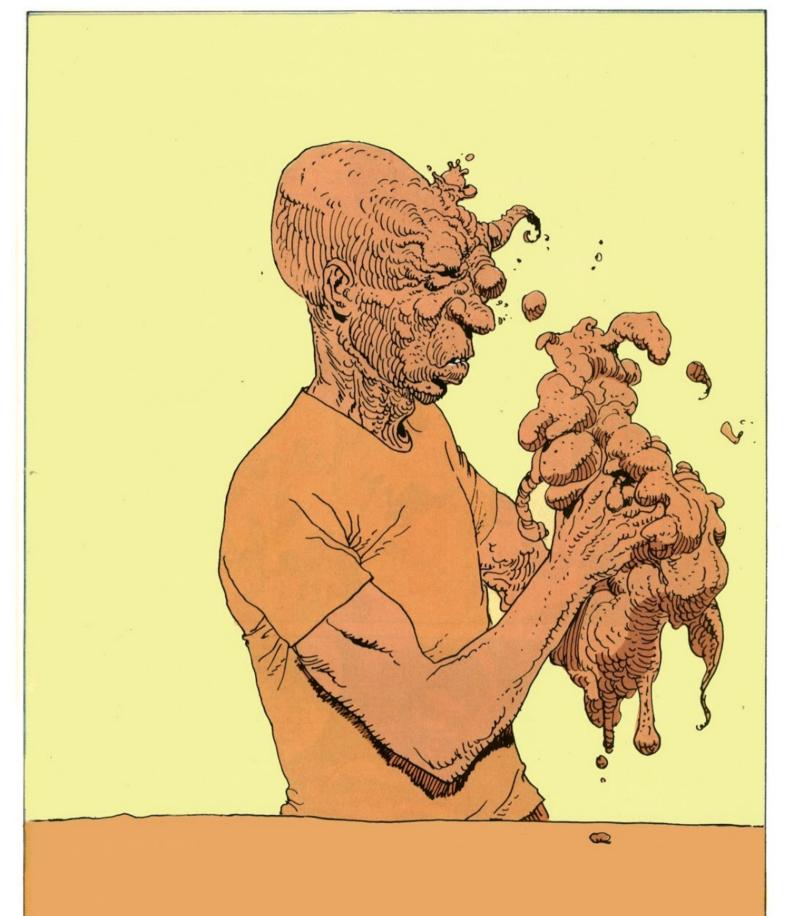


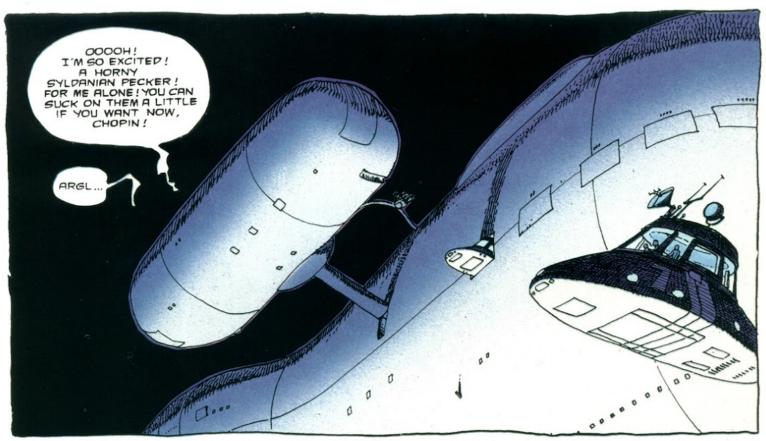
\* A DRAMATIC MISTAKE! ANOTHER WILD PECKER, BELIEVING HIMSELF TO HAVE BEEN SPOTTED, IS GOING TO ESCAPE ACROSS THE ROOFTOPS. HE IS THEN GOING TO EMBARK ON ALL SORTS OF INCREDIBLE ADVENTURES, AND WILL EVEN-TUALLY END UP LIVING A MISERABLE EXISTENCE ON ANOTHER PLANET, IN ANOTHER TIME. WORKING FOR ANOTHER PUBLISHER.



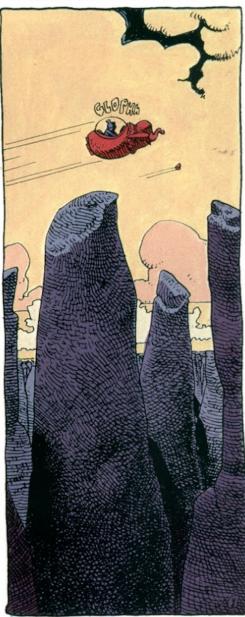


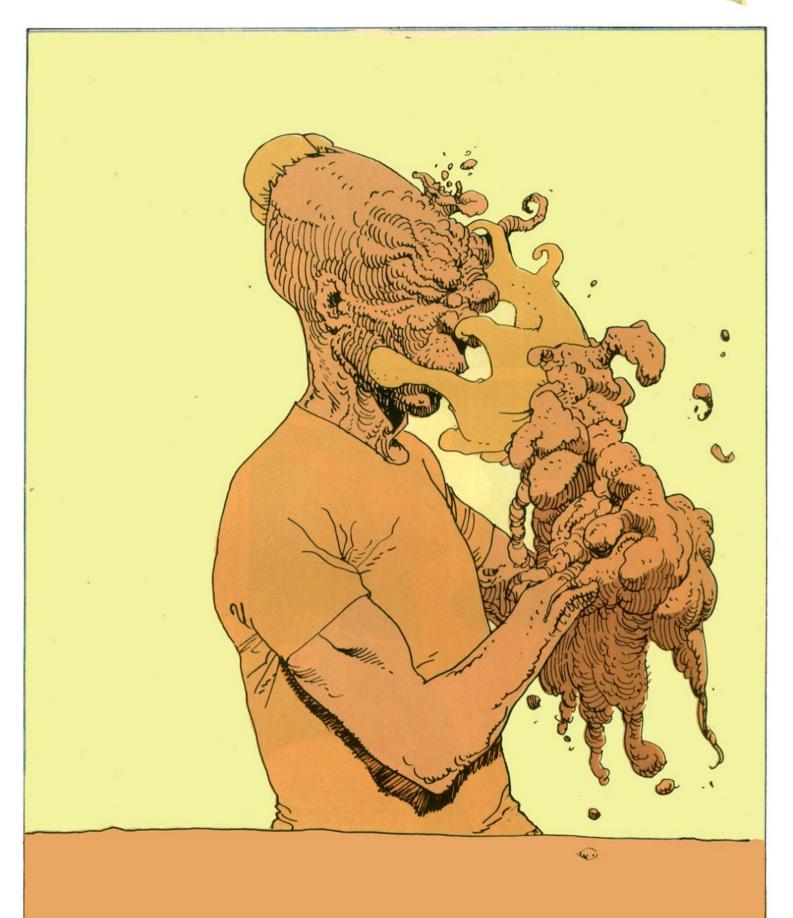




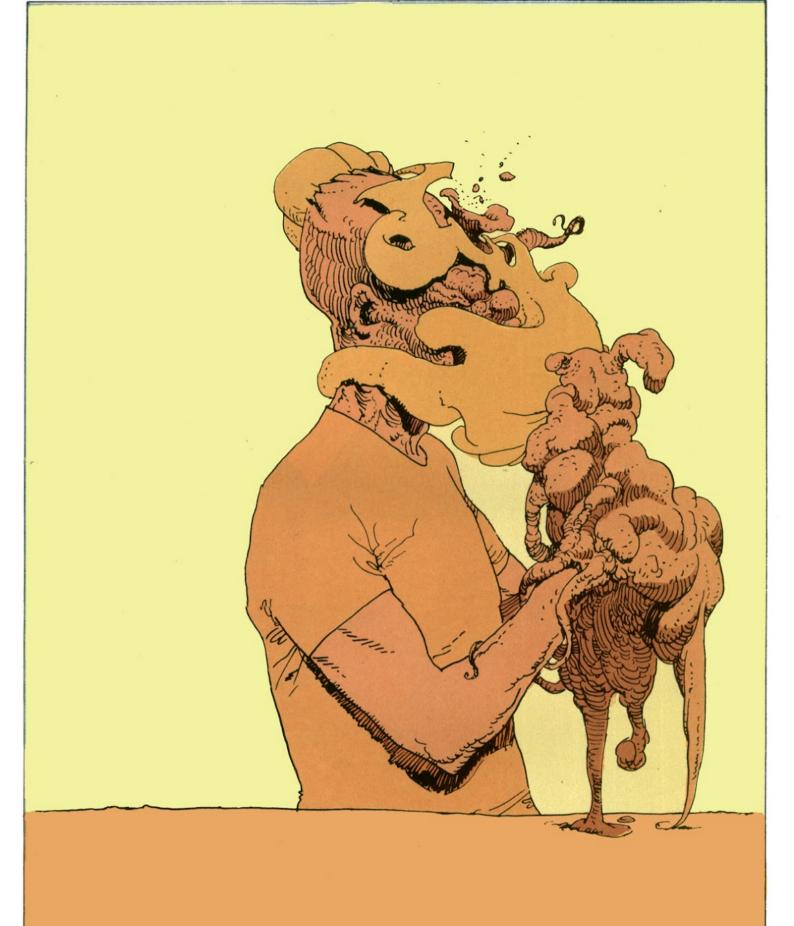








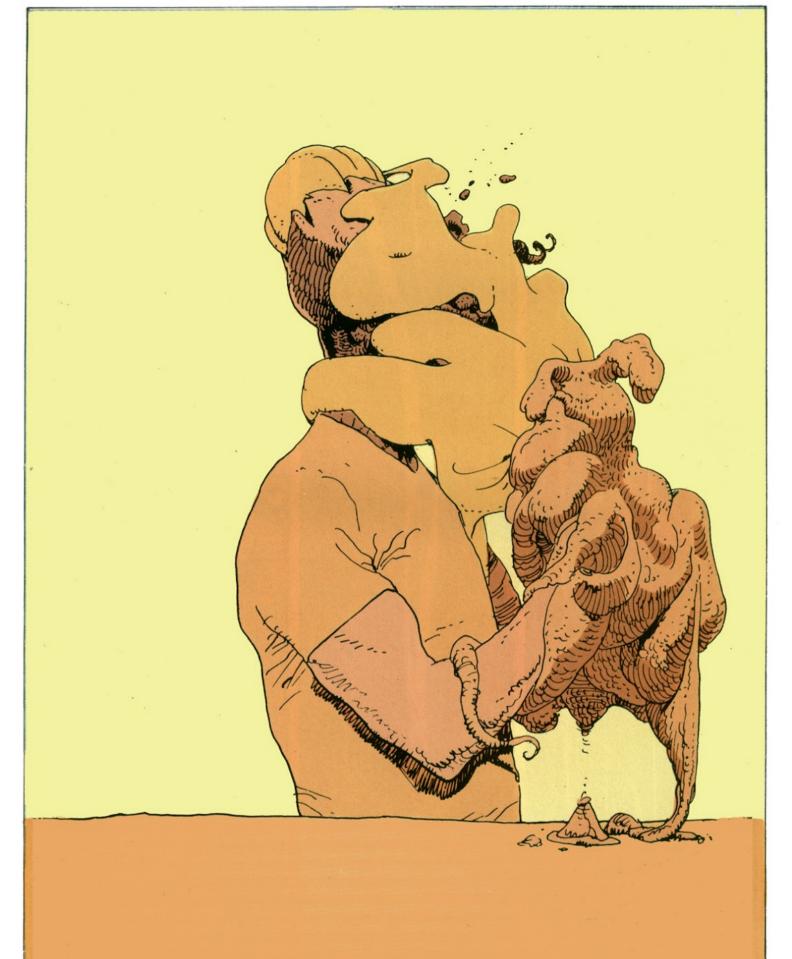






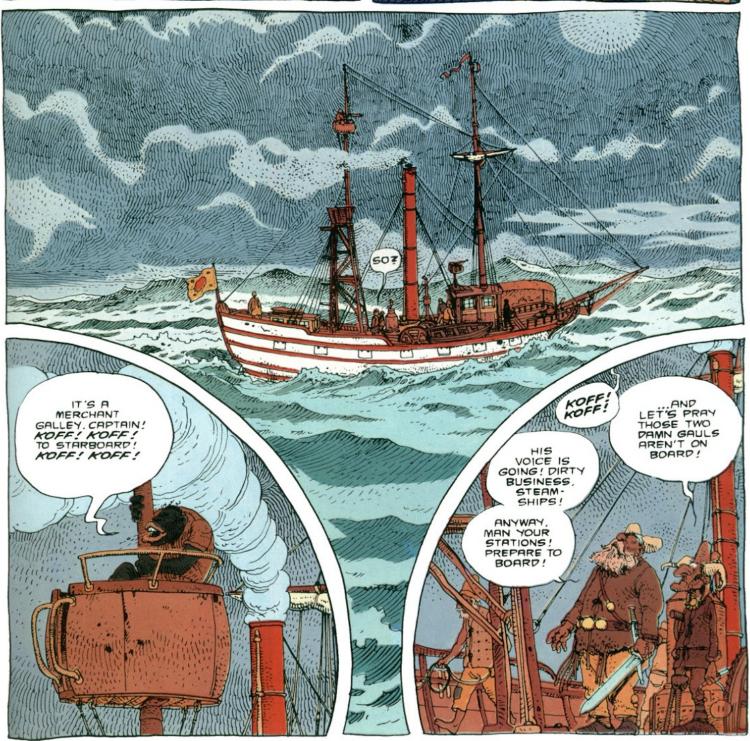


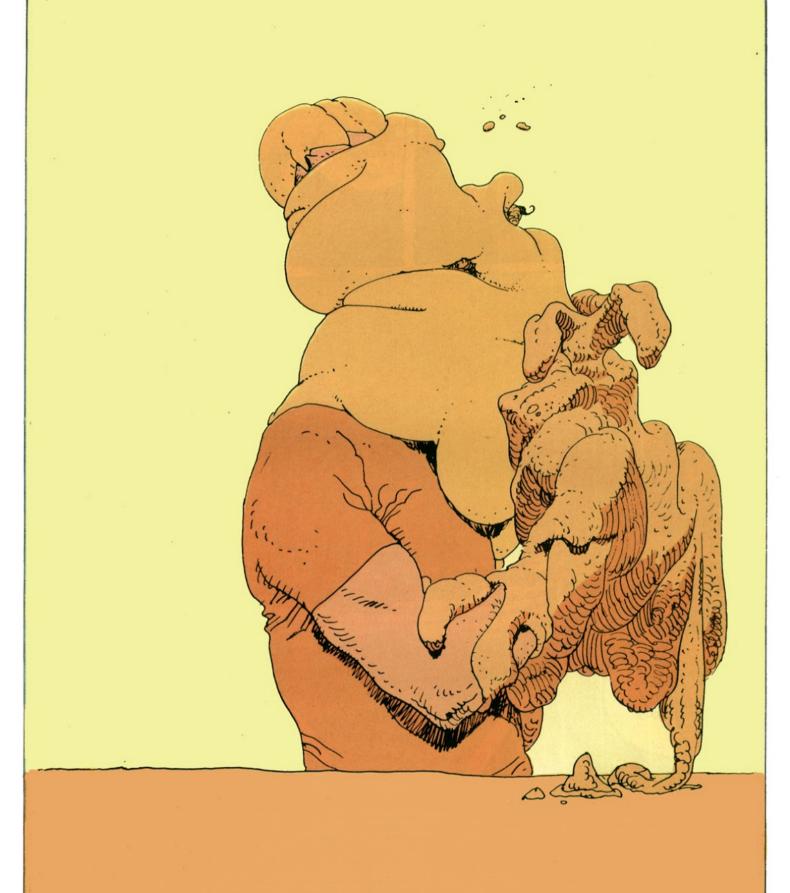






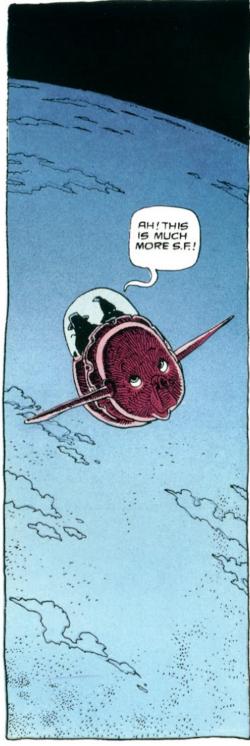






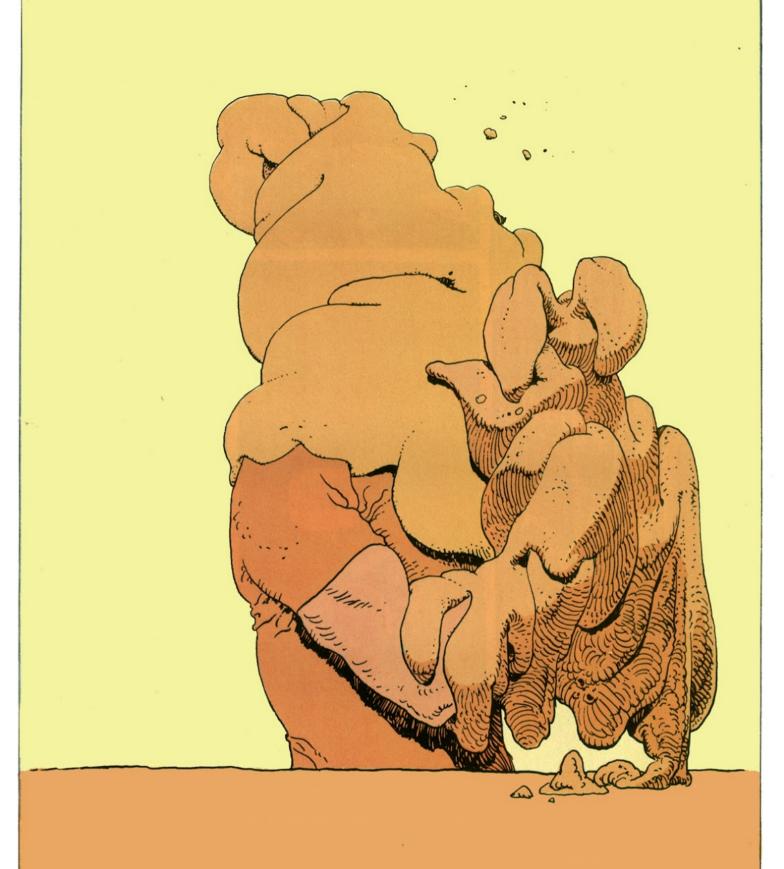




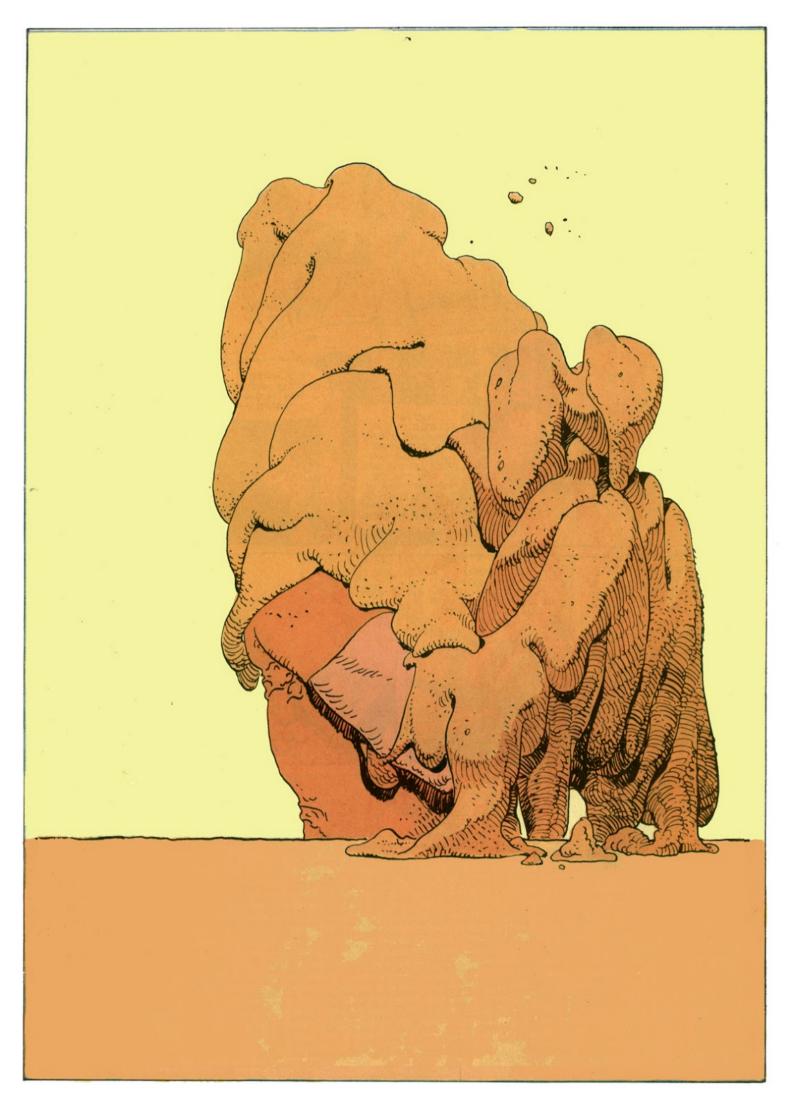


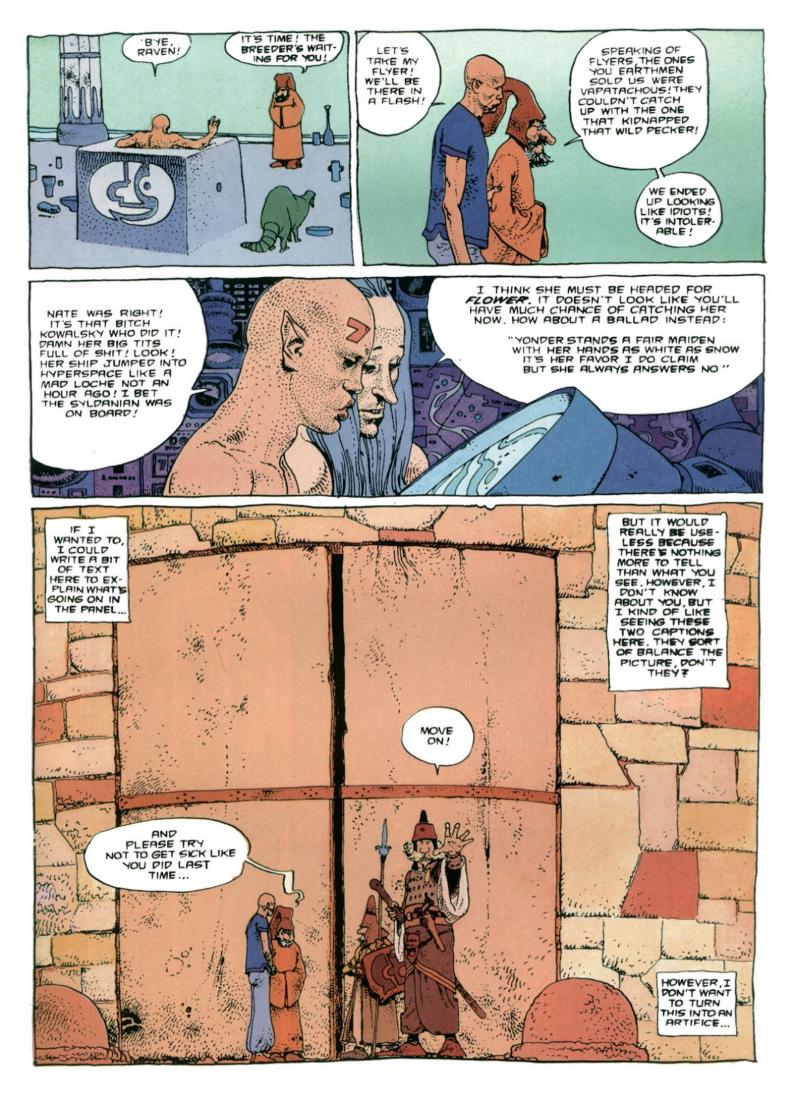


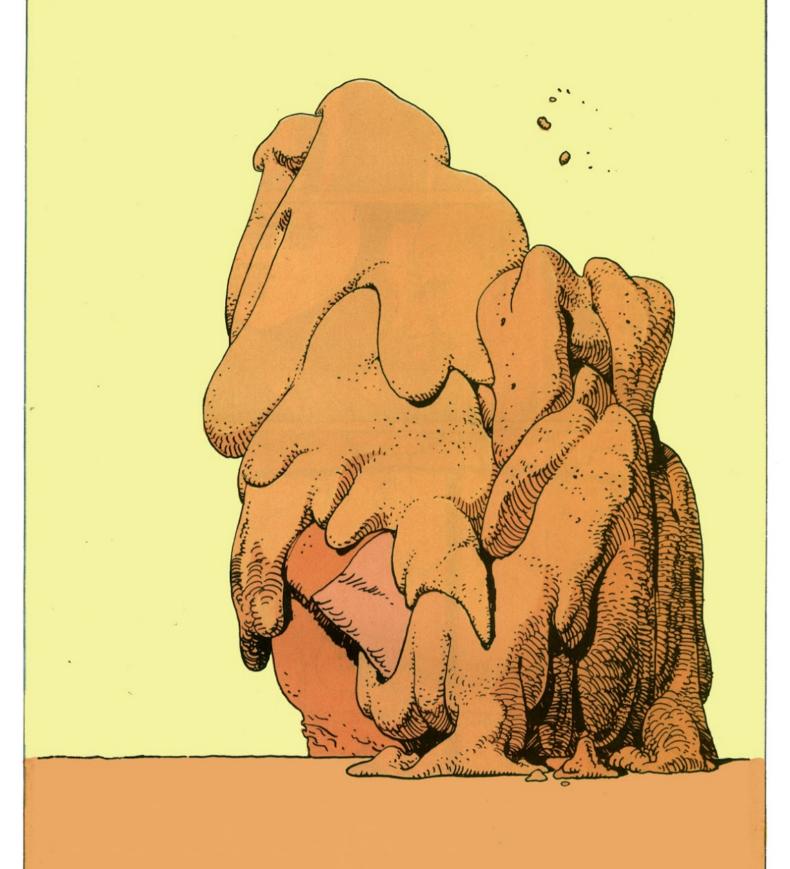








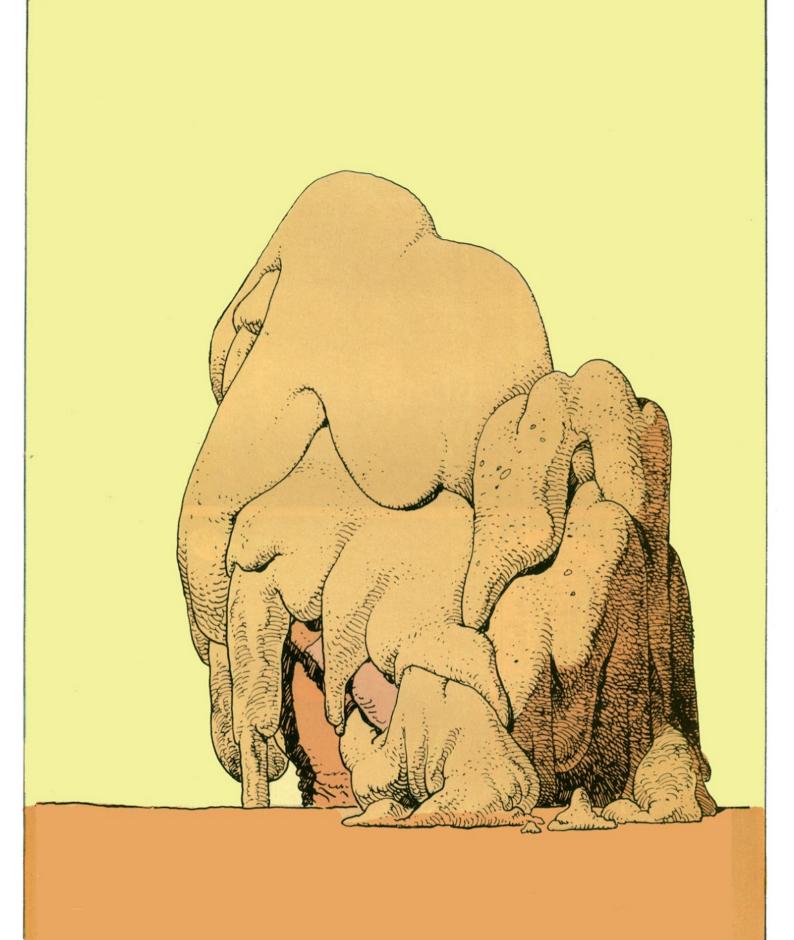












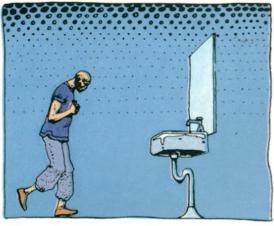


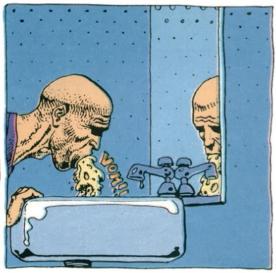


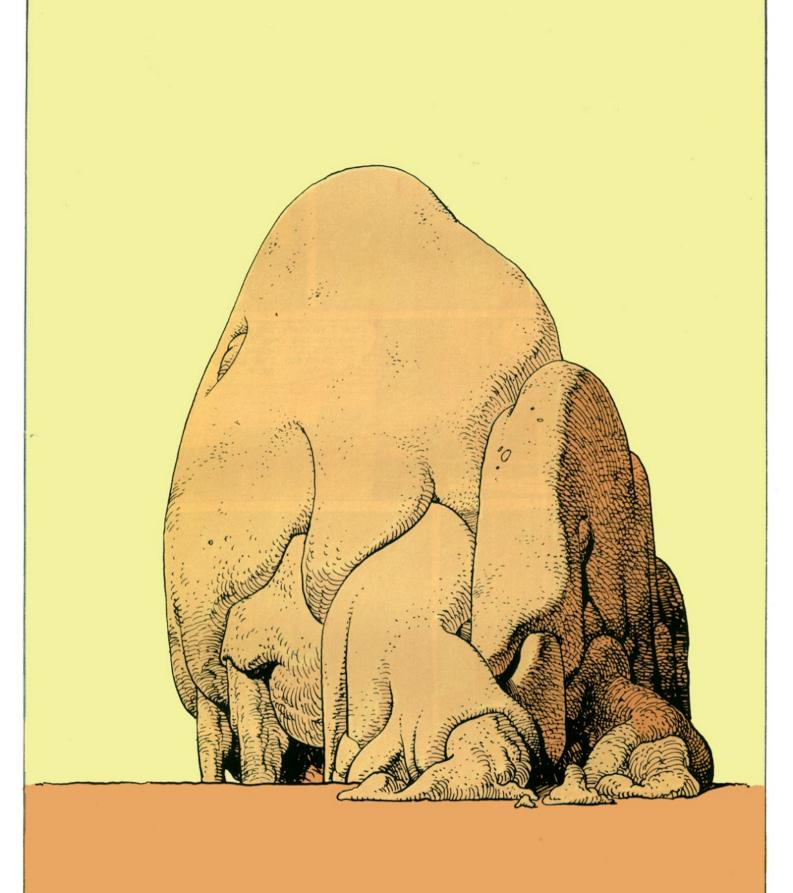










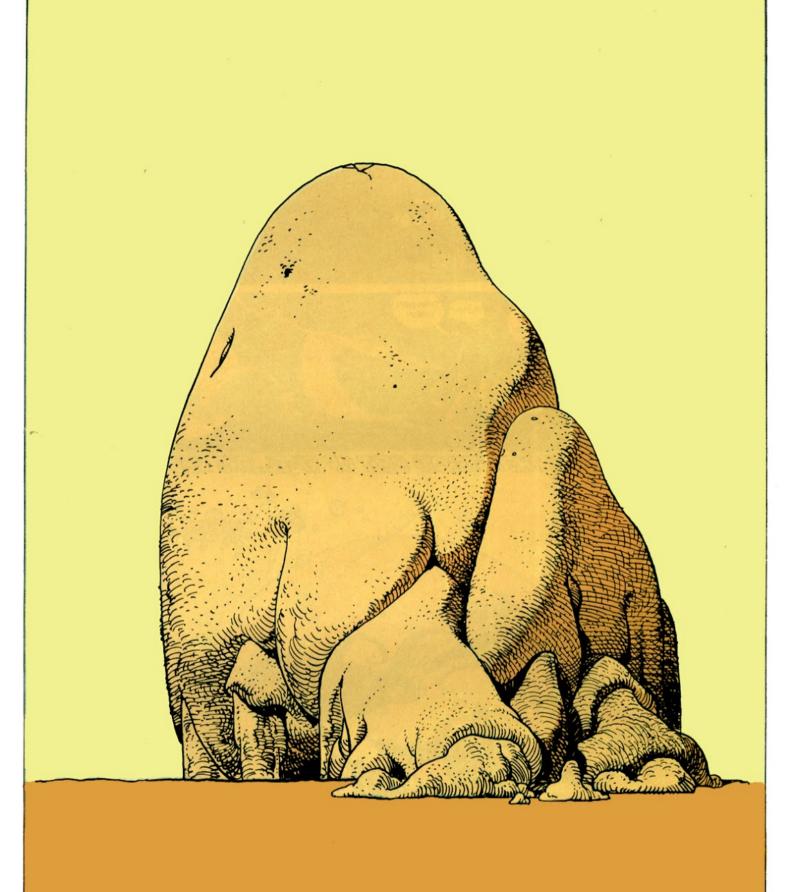


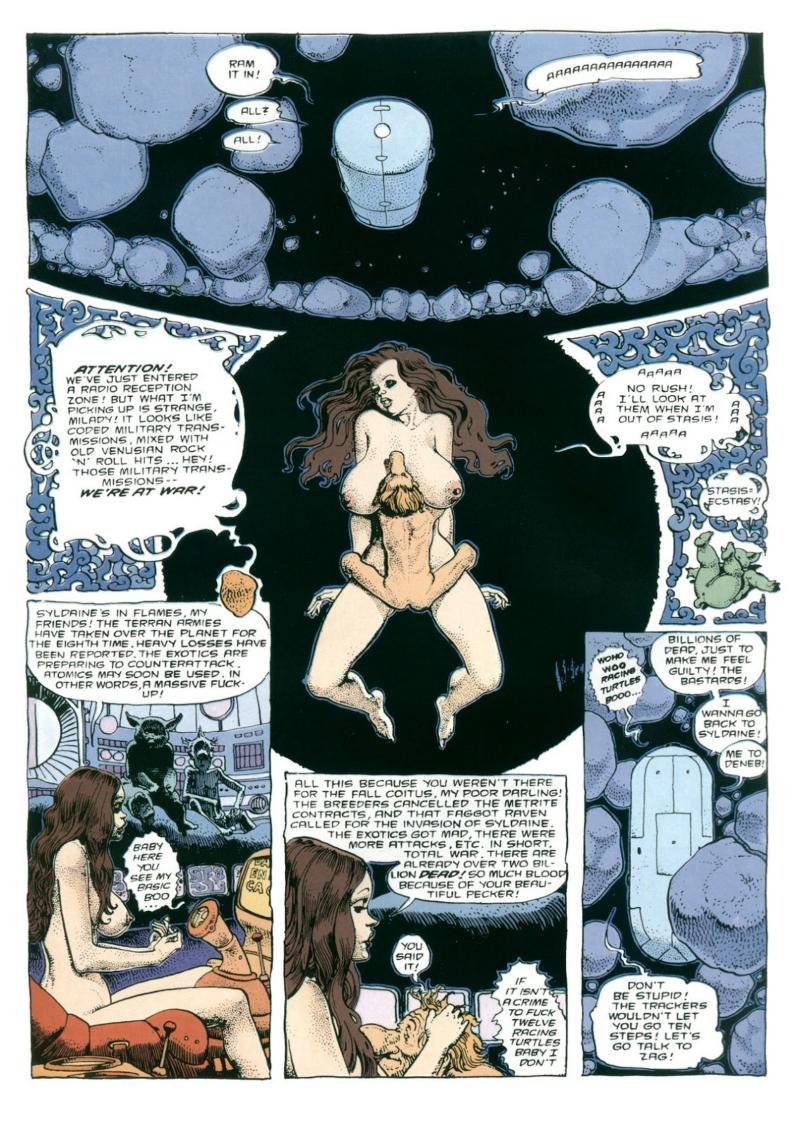


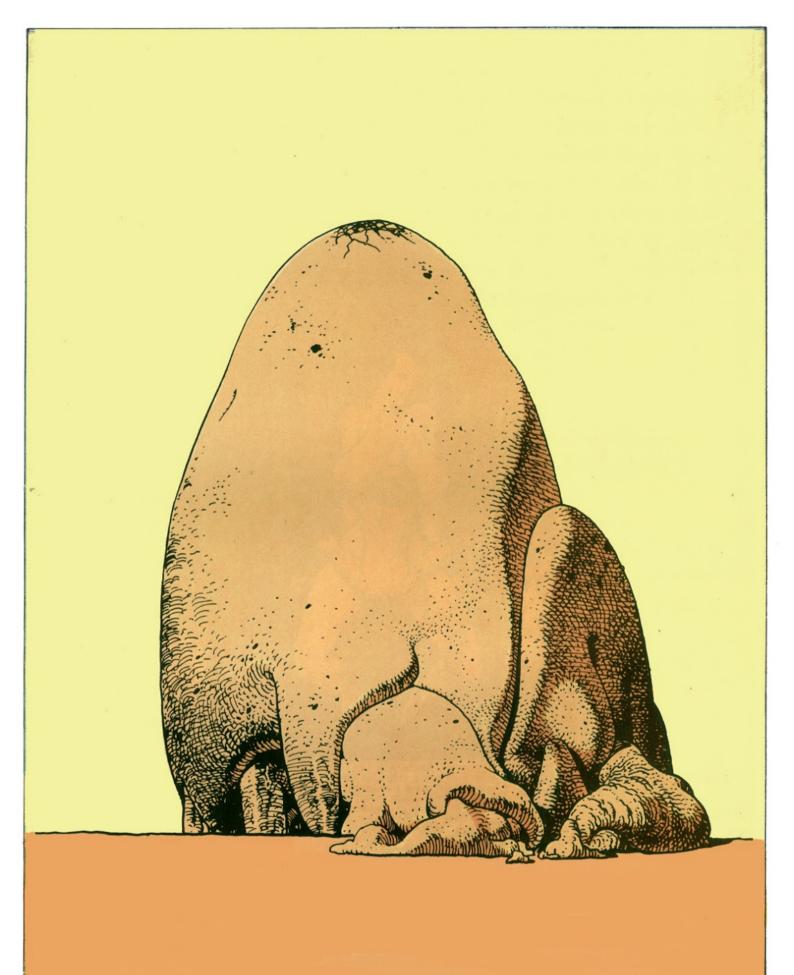


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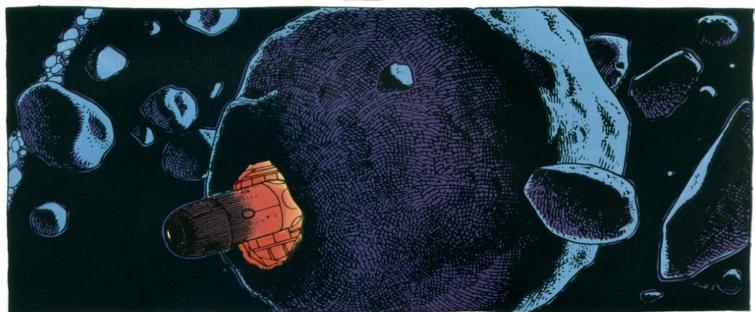


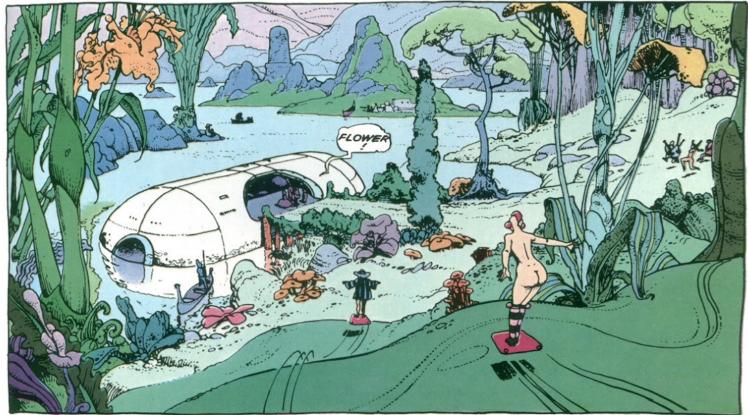




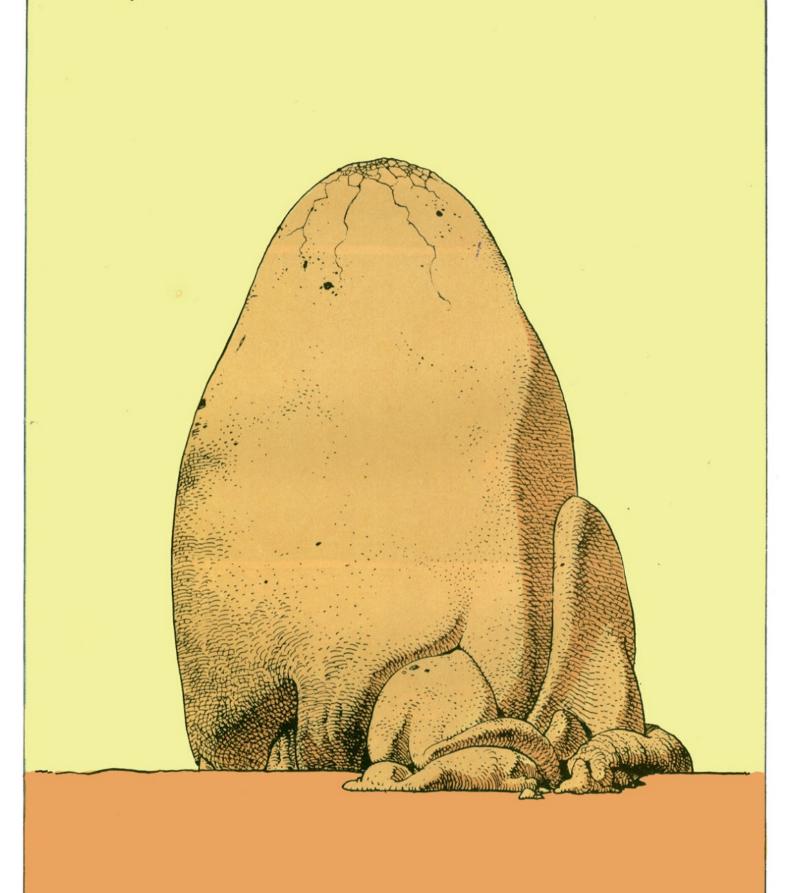








THE INSIDE OF FLOWER HAS BEEN ARTIFICIALLY EXPANDED BY TWENTY-THREE GENERATORS INSTALLED BY MAJOR GRUBERT! SIMPLE, NO?



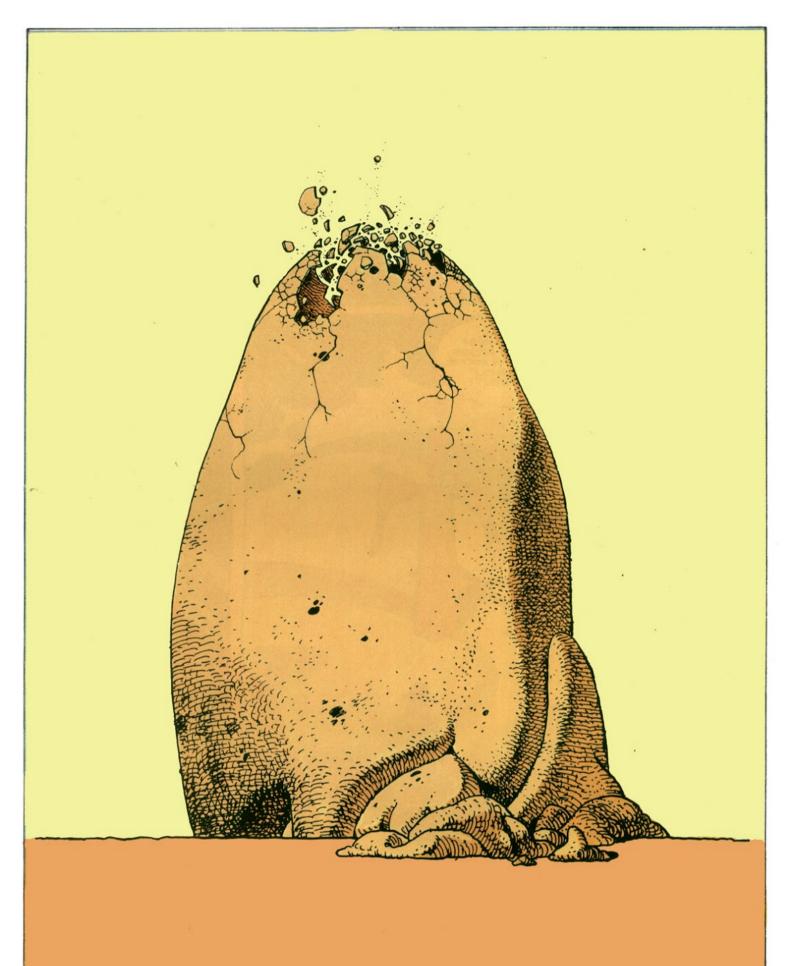




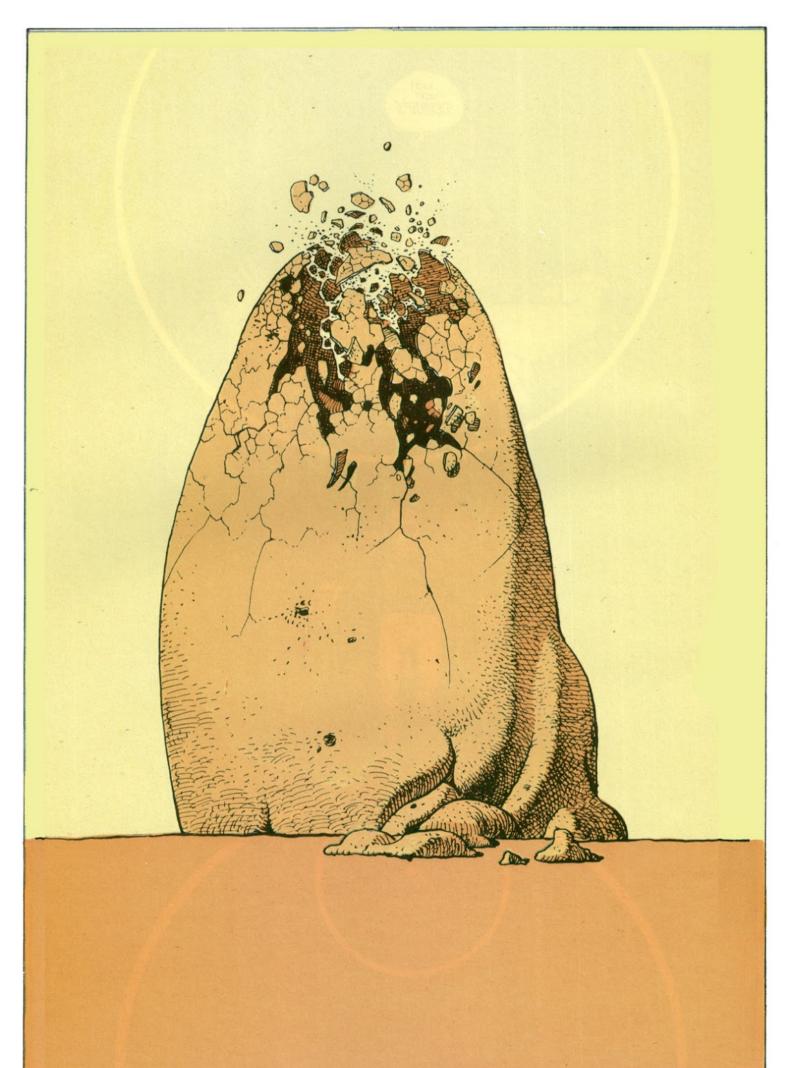




\* HOLO 3-P, OF COURSE! (EP.)





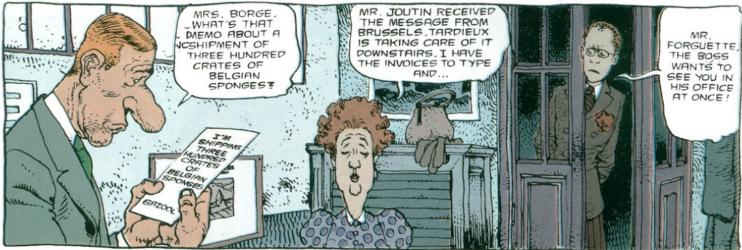




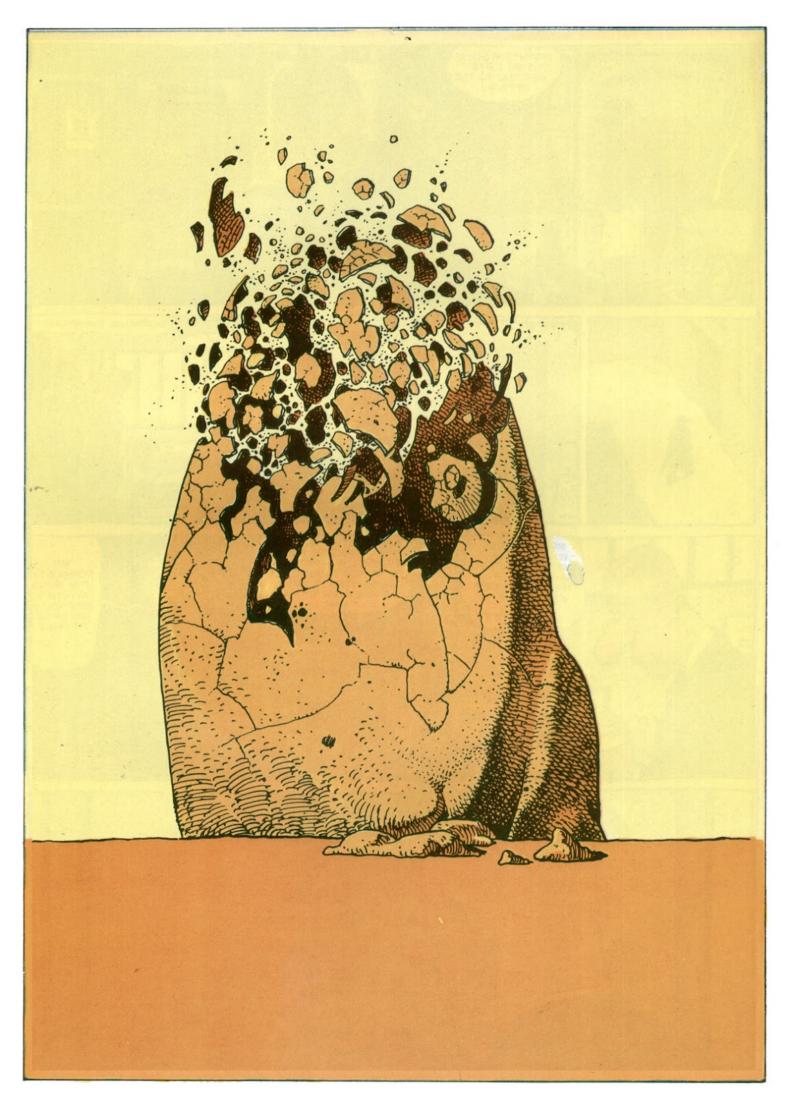


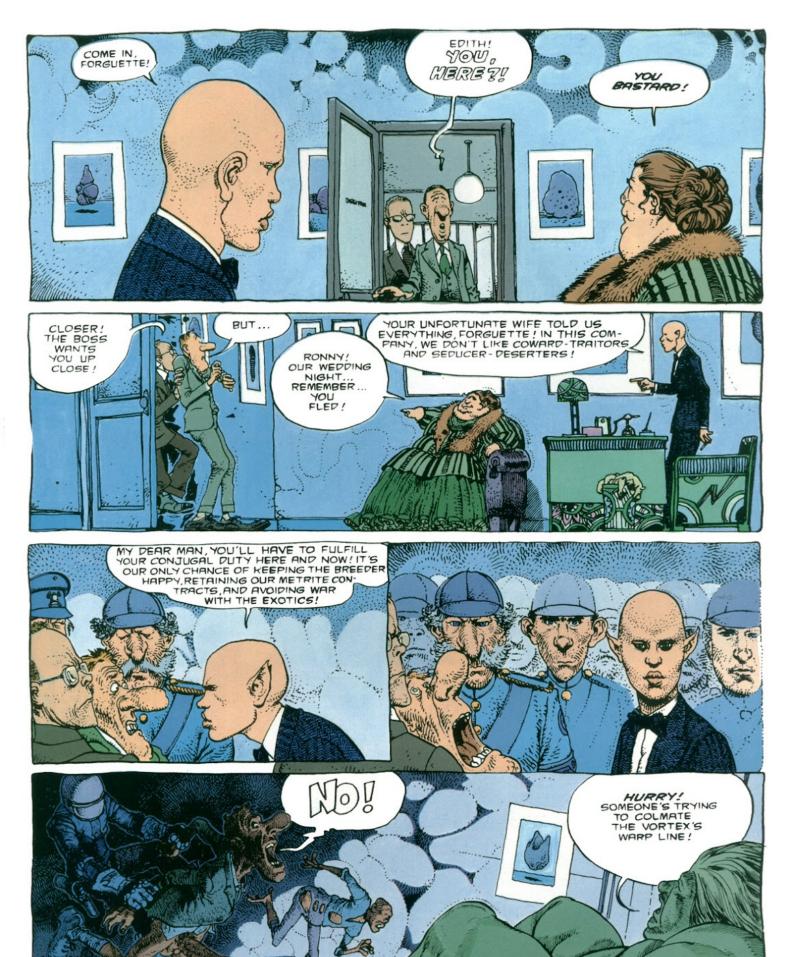


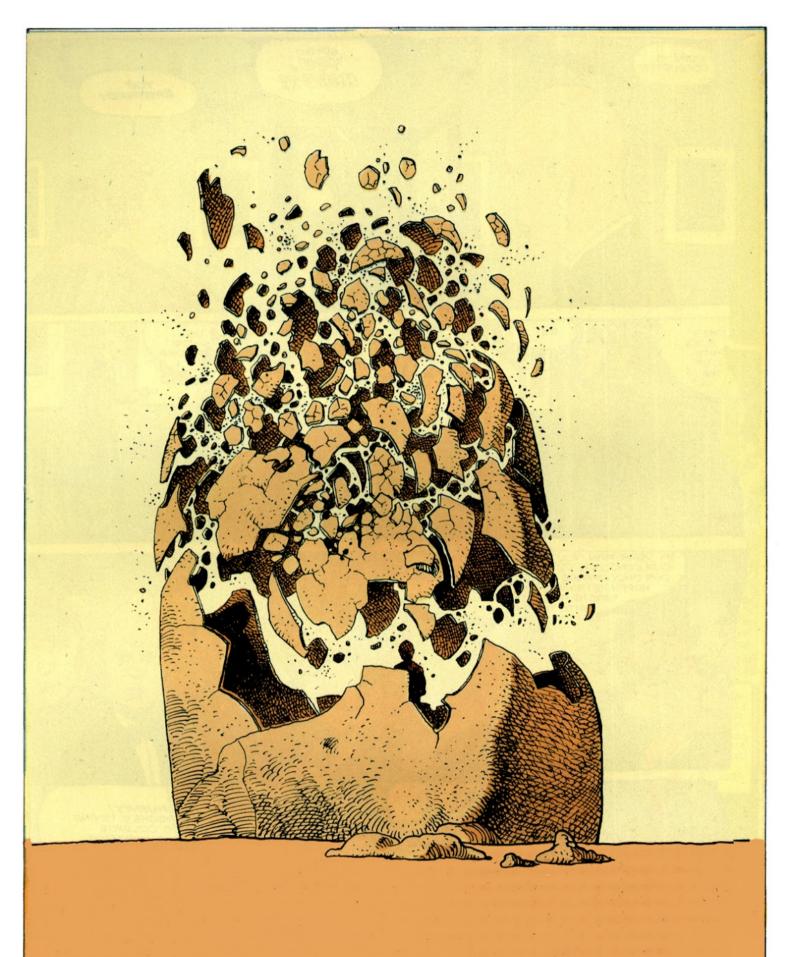


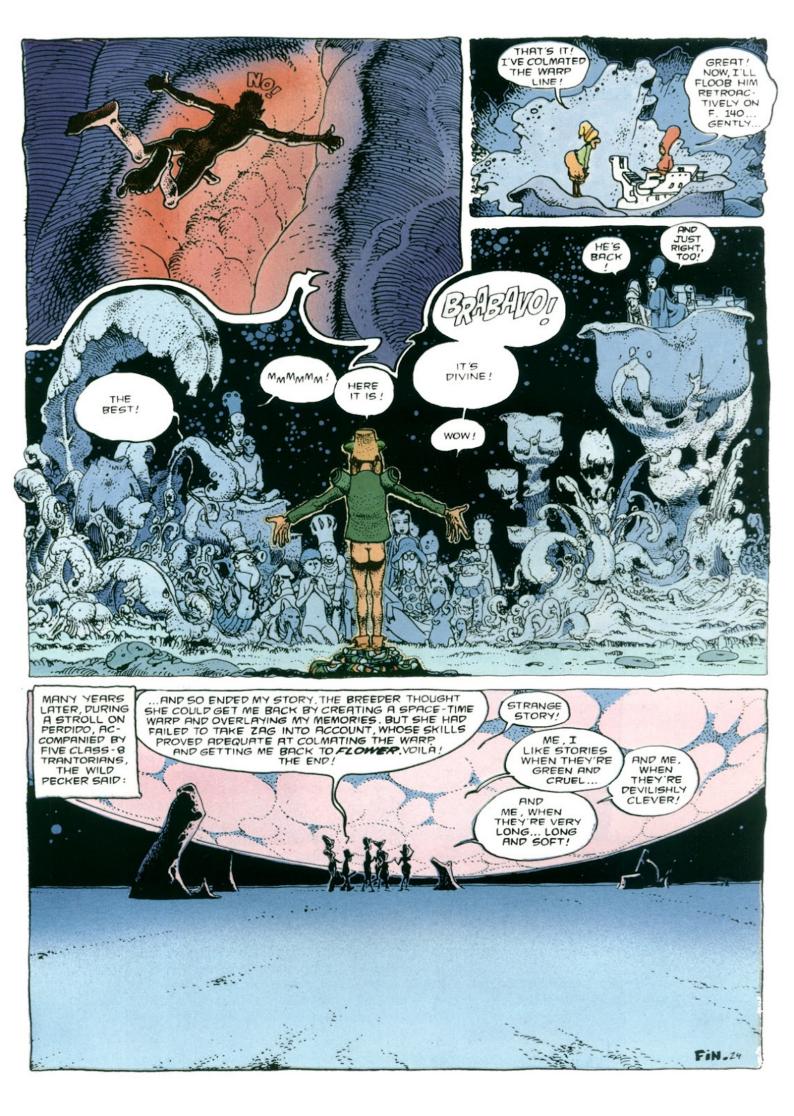


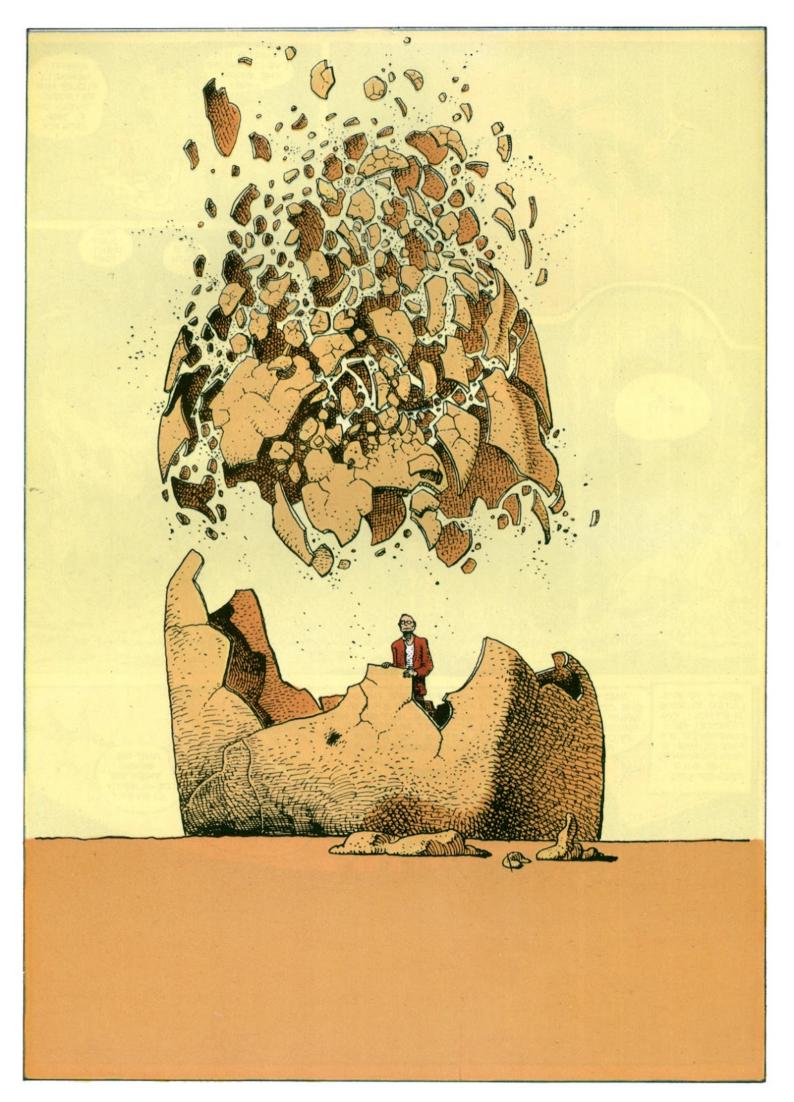






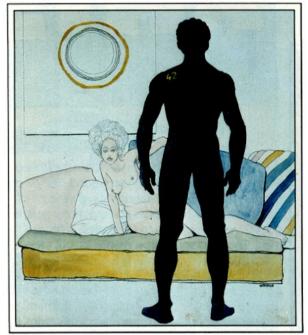






## AFTERWORD TO "THE HORNY GOOF"

## by MOEBIUS



t is important to place **The Horny Goof** in its context. It was first published in
1974 by the same folks who were putting
out the magazine **L'Echo des Savanes**. It
therefore comes just before **Arzach**, **The Airtight Garage**, and even the creation of **Metal Hurlant**.

People usually consider my story **The Detour**, which appeared in **Pilote** in 1973, the first Moebius-style story, but it was signed "Gir" and was more like a statement of intention, a manifesto, if you wish. **The Horny Goof**, done the following year, is the tangible product of that manifesto, the first real, full-length, adult Moebius story.

All this has to be seen in the context of the spirit of May 1968. In France, the events of May '68 started a cultural explosion, which found its way into the comics. The new state of mind was openness, awareness, the desire to explore new roads, to tell new stories, to create new patterns, to look for other types of societies. The first comic artists to take the leap were Gotlib, Mandryka, and Claire Bretecher who decided to leave **Pilote** at the peak of its success and, in 1973, started their own self-published magazine, **L'Echo des Savanes**. Philippe Druillet and I were champing at the bit and, a year later, with Jean-Pierre Dionnet, we started our own magazine too, **Metal Hurlant**.

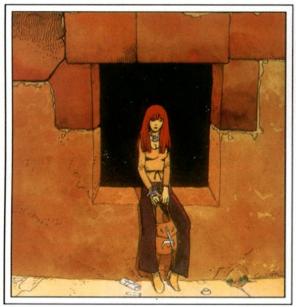
The Horny Goof was drawn during that incubating period, just before the creation of Metal remember that my inspiration came after an evening spent in the company of other comic artists, most especially Gotlib. I drew that story at night, in small increments, while I was doing Blueberry and other jobs during the day. The story came in a state of complete spontaneity—some would say irresponsibility! To that extent, it anticipates Arzach and especially The Airtight Garage, to which it is an unplanned prequel, in particular in its mixture of SF, humor, and the purposefully-kept-mysterious threads of the story.

**The Horny Goof** is my first "adult" story. To me, "adult" means to be free in spirit, to know no bounds, to accept no moral restrictions, especially those imposed by somebody else. Only the artist himself can impose his own restrictions, and therefore assume full responsibility for his art. That is what it means to be an "adult."

I believe that to become an "adult" is ultimately the only way for a comic artist not to become bored to death. If you have to draw the same characters day after day, with the same faces, the same costumes, if you can't express anything personal, if you have to illustrate the same stories, often given to you by people you don't know or don't respect, you can very well go mad, or start drinking in order to compensate, or maybe even kill yourself. It's a nightmare. The only way to stay alive is to stay fresh and have fun doing what you're doing.

The Horny Goof was one of the first stories I did in that spirit of freedom. It was something incredible. It expresses an emotion, like "I don't know what I've done, but I must continue. I don't know where I'm going, but I must go on." I think the reader feels that. I was not seeking to deliberately put these theories into practice. I was only doing it because I experienced great pleasure doing so. But it just happened that it fit. When you open a door, you don't know what you're going to find behind it.

## STORY NOTES by MOEBIUS



States with the American Underground. They were the first in the world to use comics as a means of communication, to express real emotions. Before, comics were used only to do stories, entertainment. They had some great moments, but they were all very conventional. The American Underground showed us in Europe how to express true feelings, how to tell something to the reader through the comics. They blew the mind of the few professionals in Europe who saw them. It showed us the way, helped us create our own

stories, express our own emotions. The answer from the public was phenomenal, first in France, then throughout Europe.

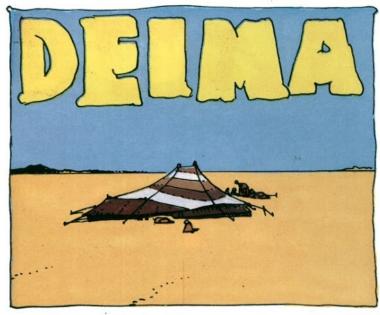
Regarding the use of sex and violence in "adult" comics, I would first remark that sex and violence should not be intrinsically taboo for adult readers. There are ways for even sex and violence to be portrayed in rich and, I would say, moral ways. I mean, in ways that are not shocking but that can help in spiritual growth and development. I agree that, more often than not, sex and violence are portrayed in negative ways—especially sex, because as a society, we tend to have more problems with it—but it doesn't have to be that way. I, for one, have strived to express both in the former.

Sometimes, I see books which are not good because they exploit the violence and sex in ways that I think are disgusting. Usually, I don't buy these books or read them. But if I do, I see the sickness in the mind of the artist who drew them and I feel compassion for him. I may even understand what problems he has that made him choose to express himself that way. Because I firmly believe that if somebody has a problem with sex and violence in a comic book, the problem is not in the comic book but in the person who is reading it.

If someone didn't already have problems with his own sexuality or violent nature, he couldn't be harmed by the existence of that book. On the other hand, if he does have a problem, then he will see that problem reflected in the book, which is, of course, what he cannot stand. He'll become furious, and even call the law. When you have a problem you don't want to face, the fear is very powerful and can make you want to fight and behave in crazy ways.

**Deima** was drawn in 1975 as an attempt to do a really "chic" metaphysical fantasy story à la Philip Jose Farmer, one of my favorite SF authors (especially his **Riverworld** series). That's why these three pages look unself-conscious and charming.

One late evening, in 1974, I came home in a great emotional state, though now I remember my condition but I forget what it was all about. That's when I drew **You're The Object Of This And That.** It looks very clumsy to me now, but I feel a solidarity with all my past, including my moments of clumsiness—and audacity.













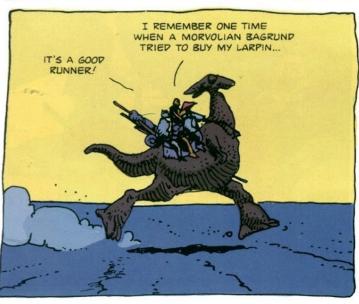




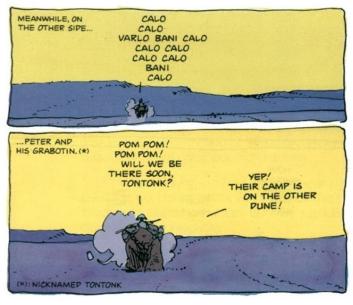














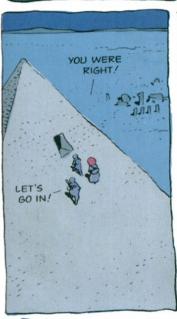


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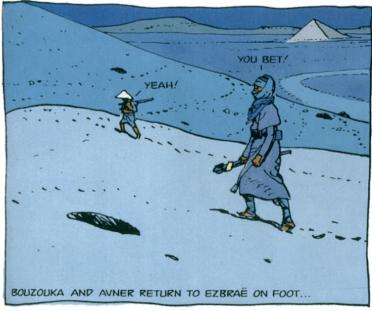




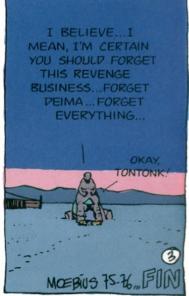
























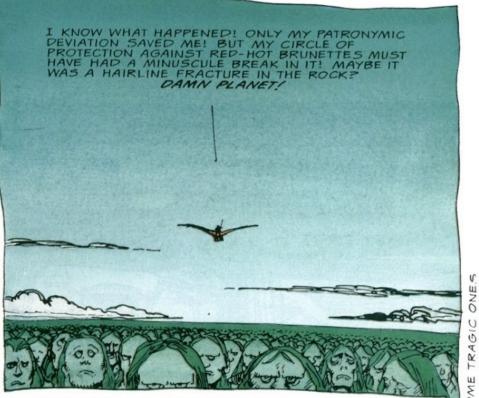






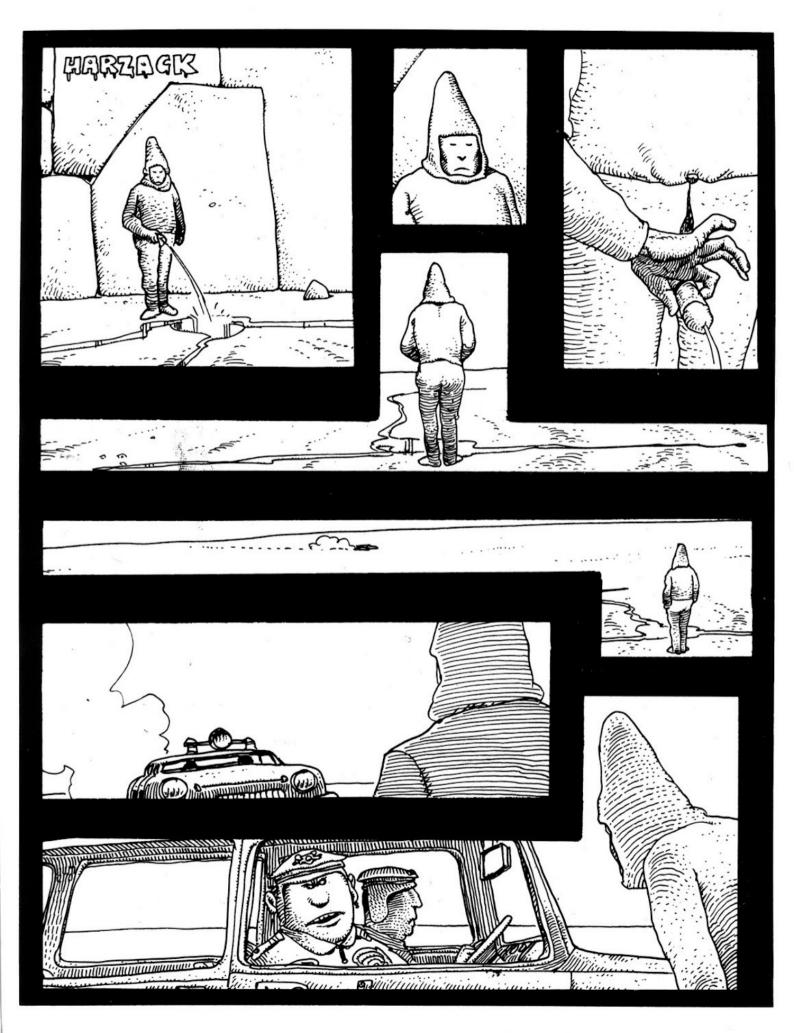


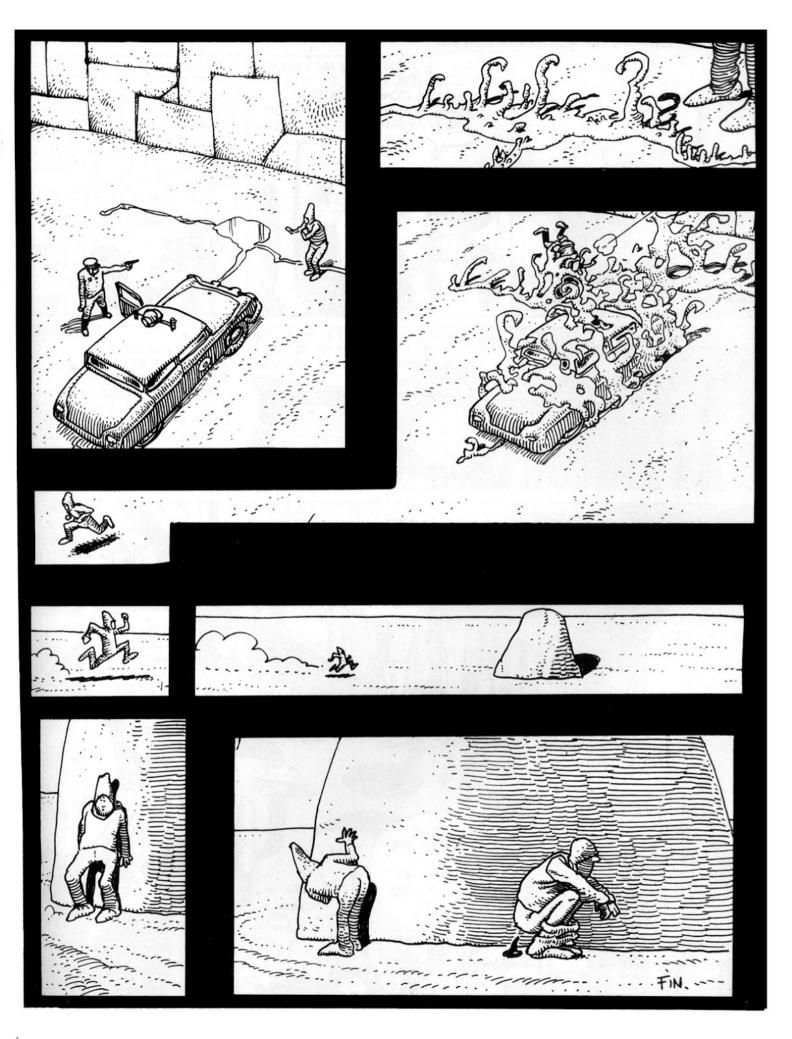




ONE

POOR GARBUR IS NOT AT THE END OF HIS TROUBLES YET, AND NEITHER IS HIS VULTURE! WILL HE SUCCEED IN ESCAPING FROM THE BRUNETTES OR THE TAILLESS DOGS? WILL HE EVER FIND HIS BRETZEL? YOU'LL LEARN THE ANSWERS TO ALL THESE QUESTIONS BY READING THE 173831d EPISODE OF: YOU'RE THE OBJECT OF THIS AND THAT, ON SALE NEXT CENTURY IN ALL FINE COMIC STORES, AND EVEN





## THE INVAIDERS



