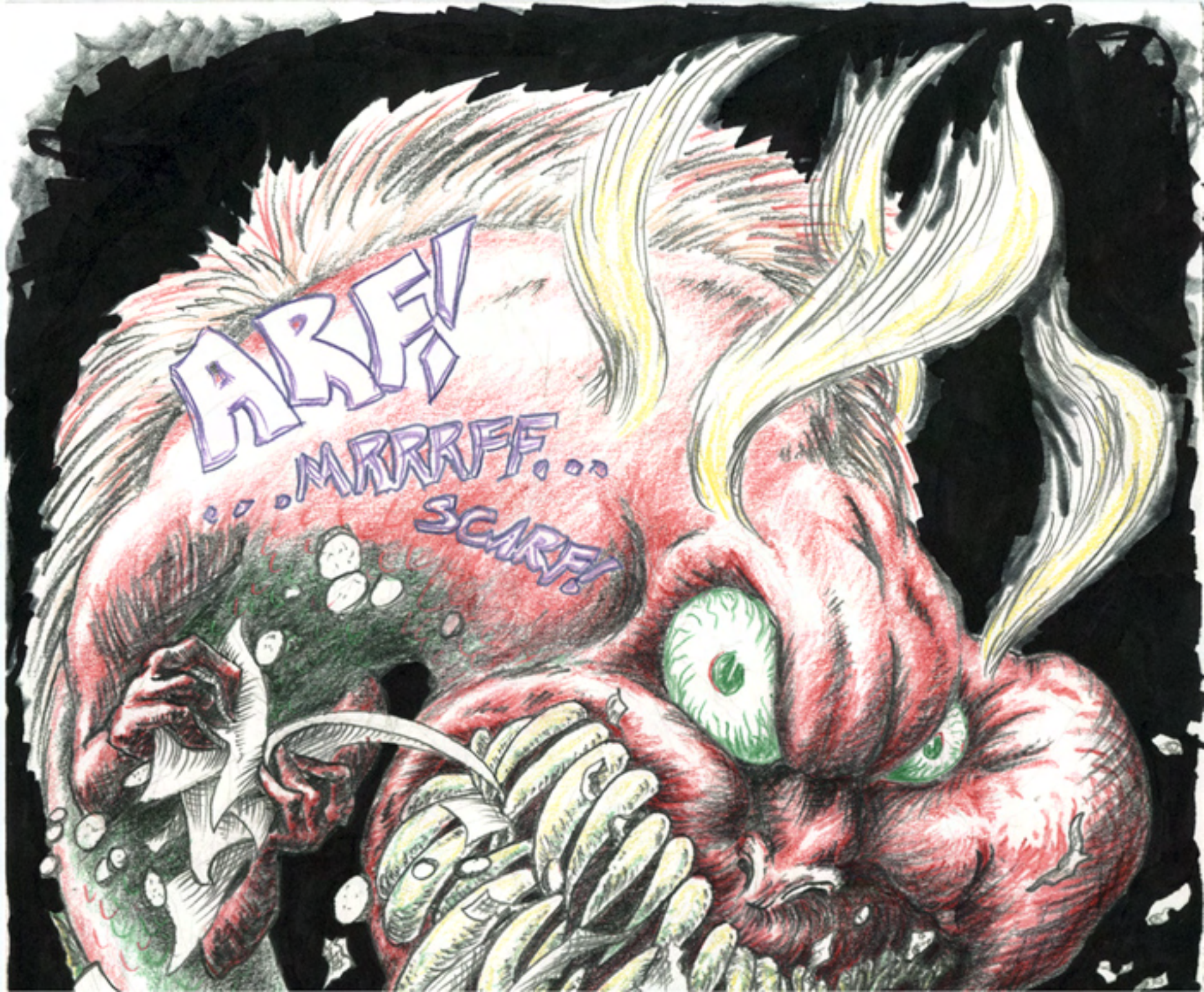


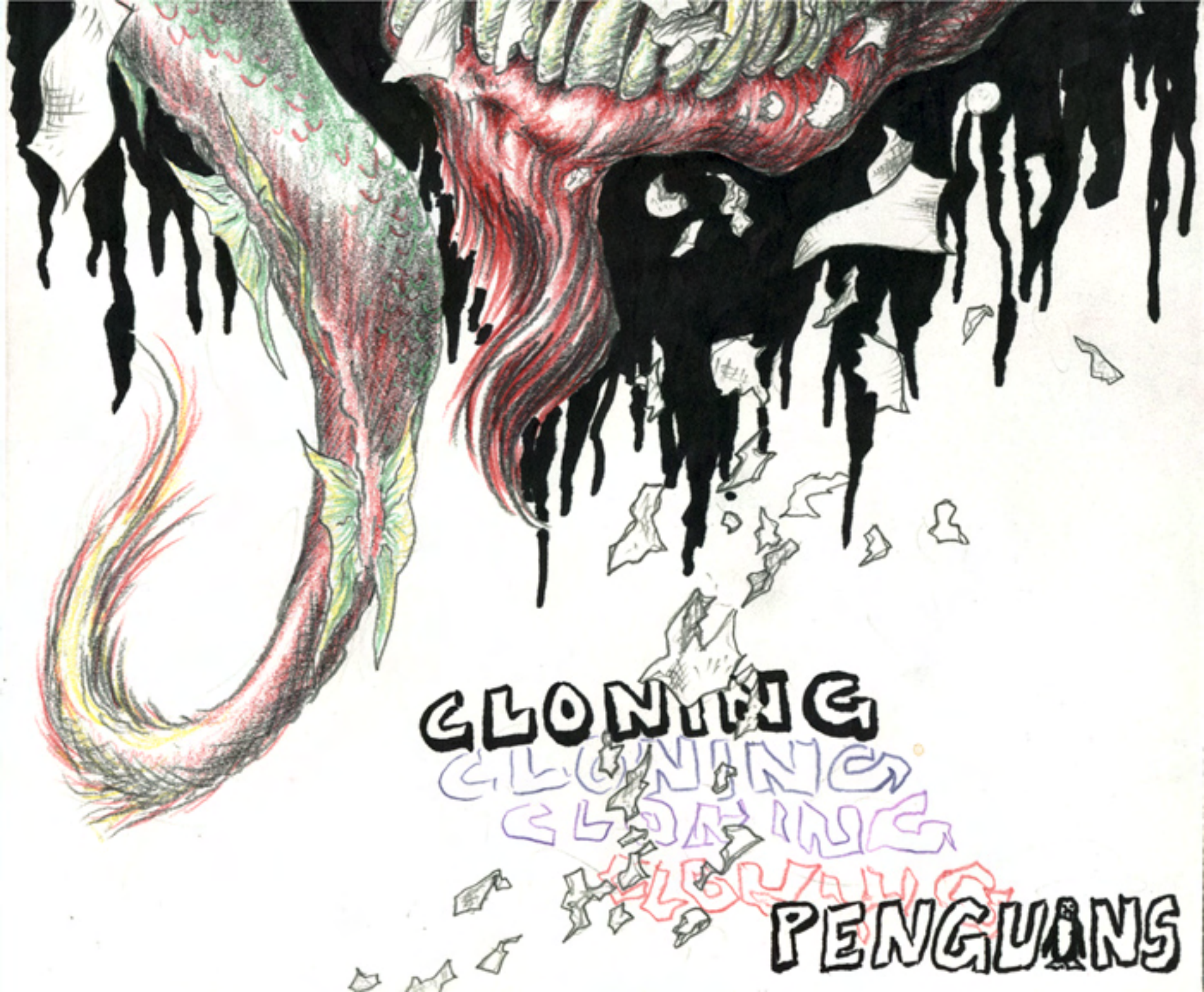


CLONING

Penguins

ARE!
...MRRRFF...
SCARE!





CLONING

CLONING

CLONING

CLONING

PENGUINS

It is a chill night
in the forest...

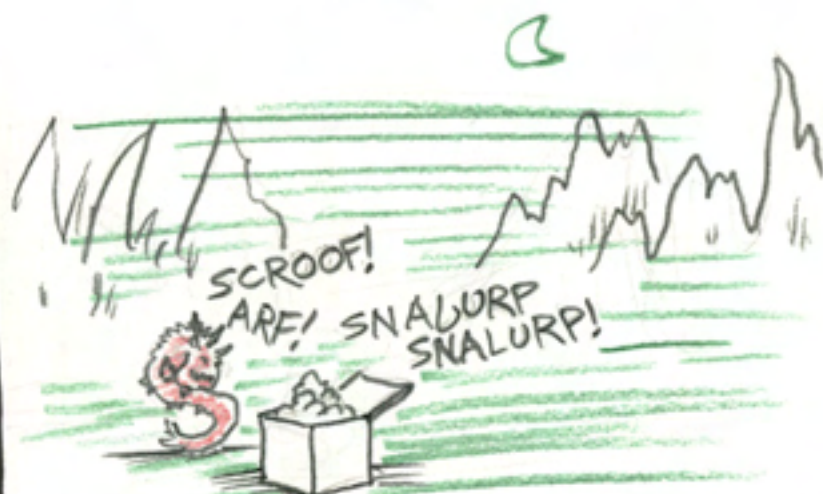
CRUNCH
MUNCH



SNARF



THESE VILLAGERS ARE GETTING
EVEN BETTER AT MAKING TASTY
MONEY. LOTSA SALT. YUM!



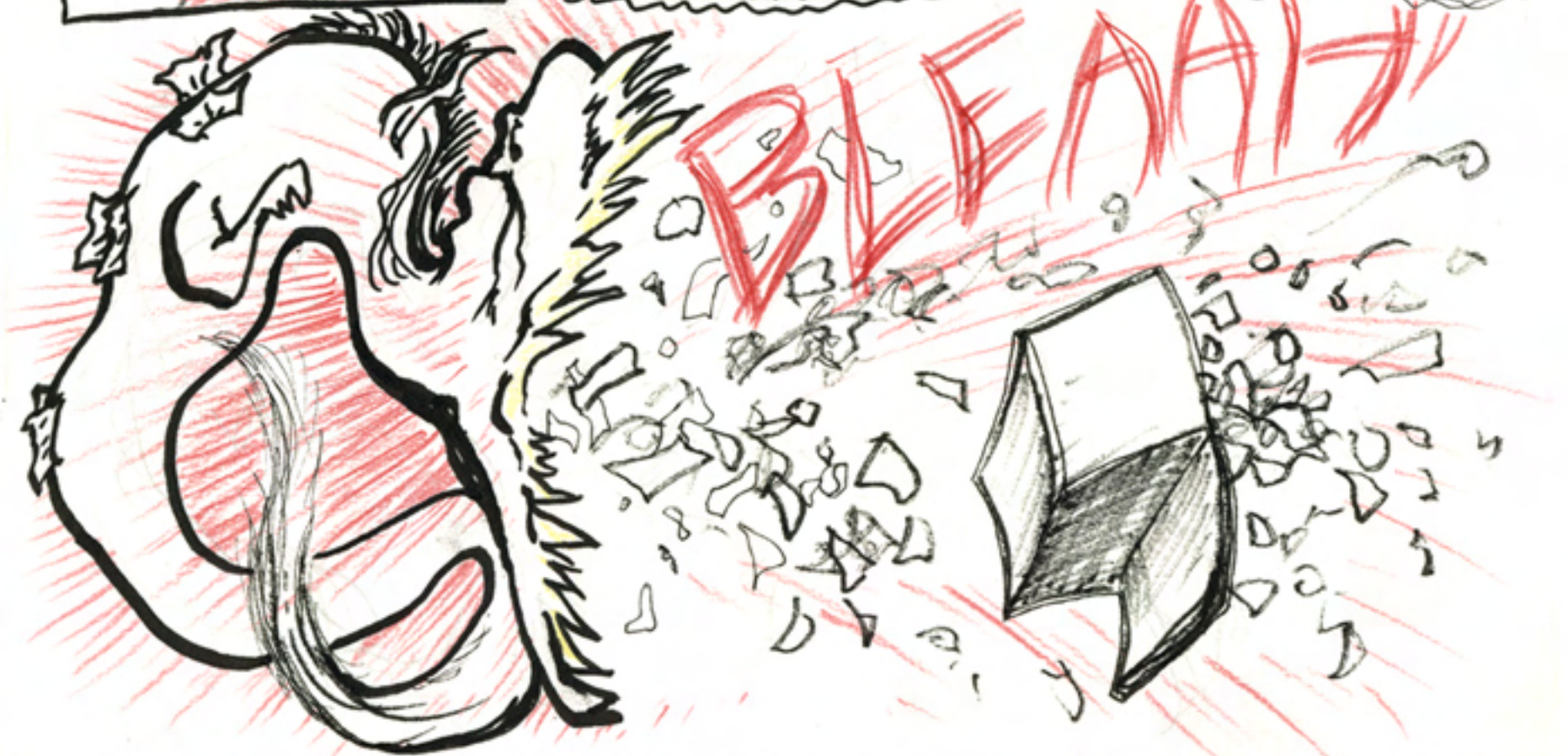
LOTSA SLUG!



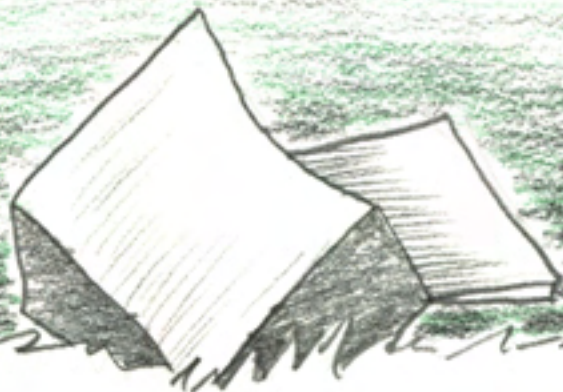
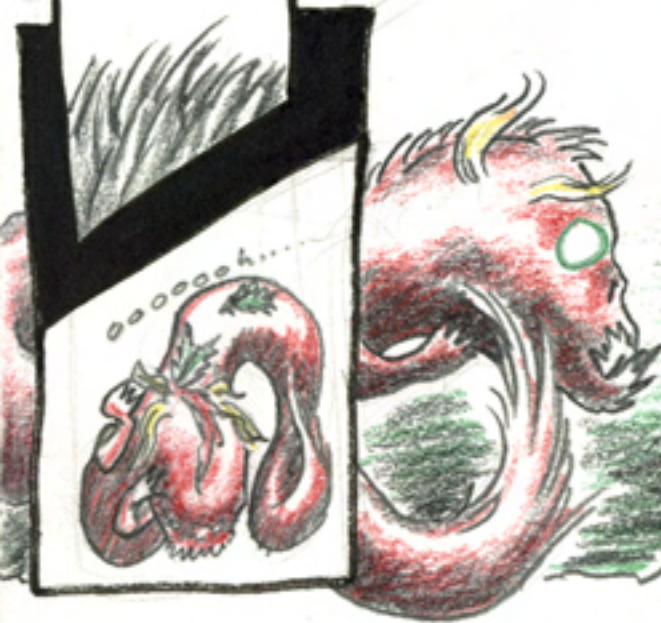
GOTTA DO A
HAPPY DANCE

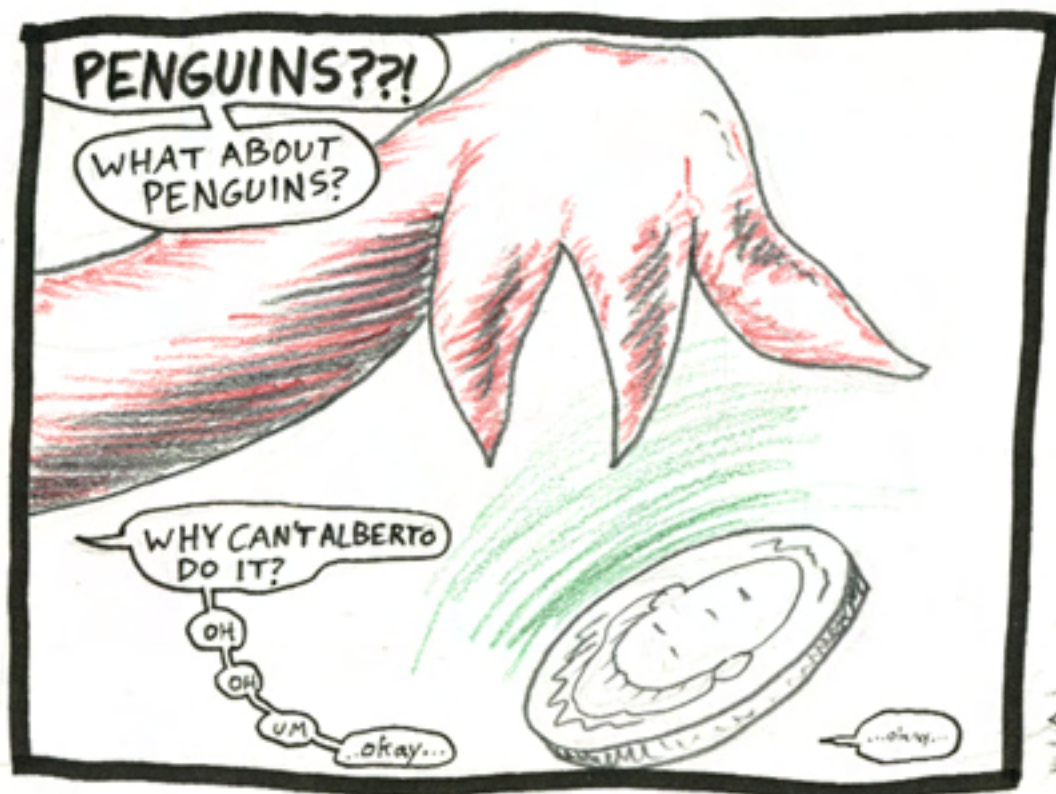
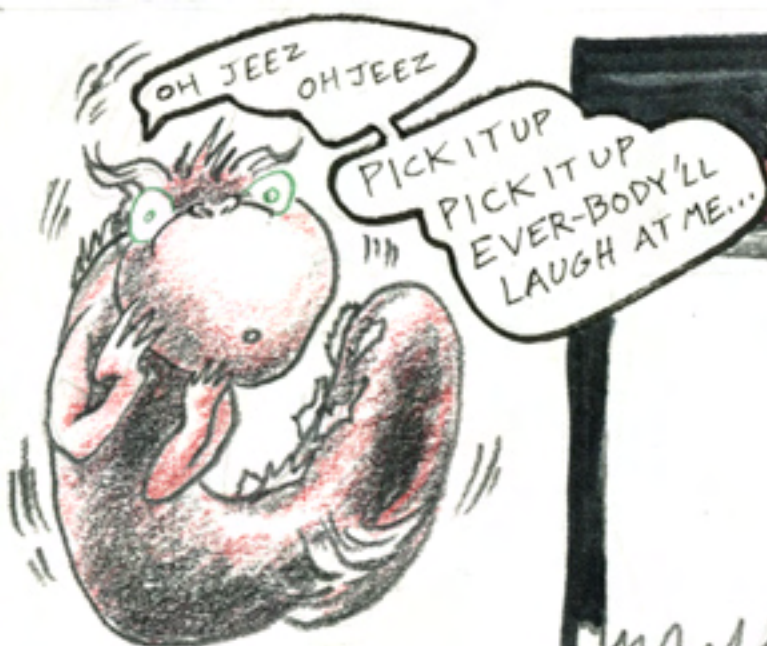


LOTSA....

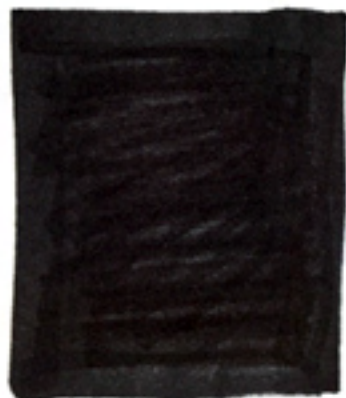


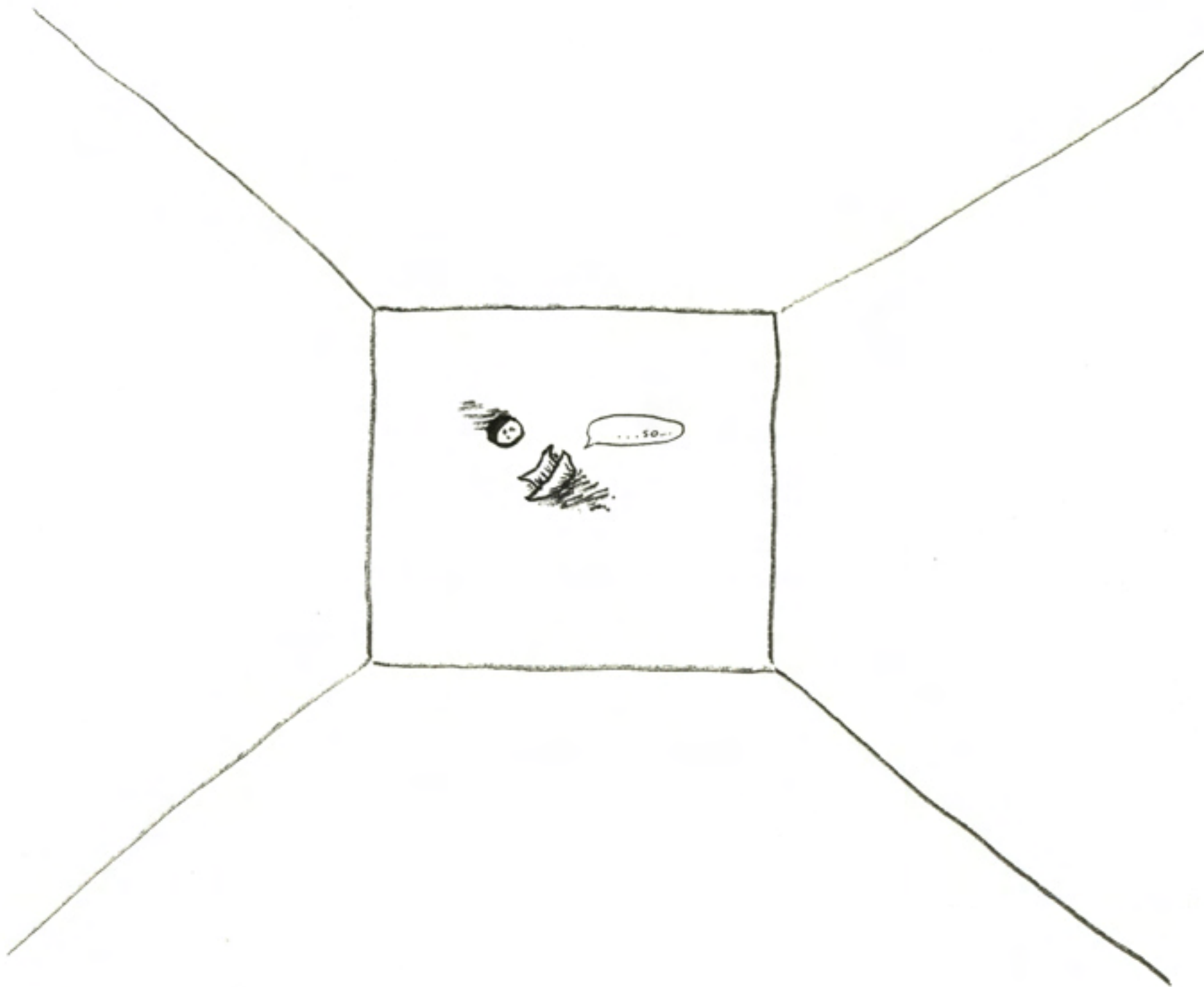
PLOP!











THAT'S WAY
UP THERE.

sure is.



I...UM...NOT THAT I'M...
UM...WELL...

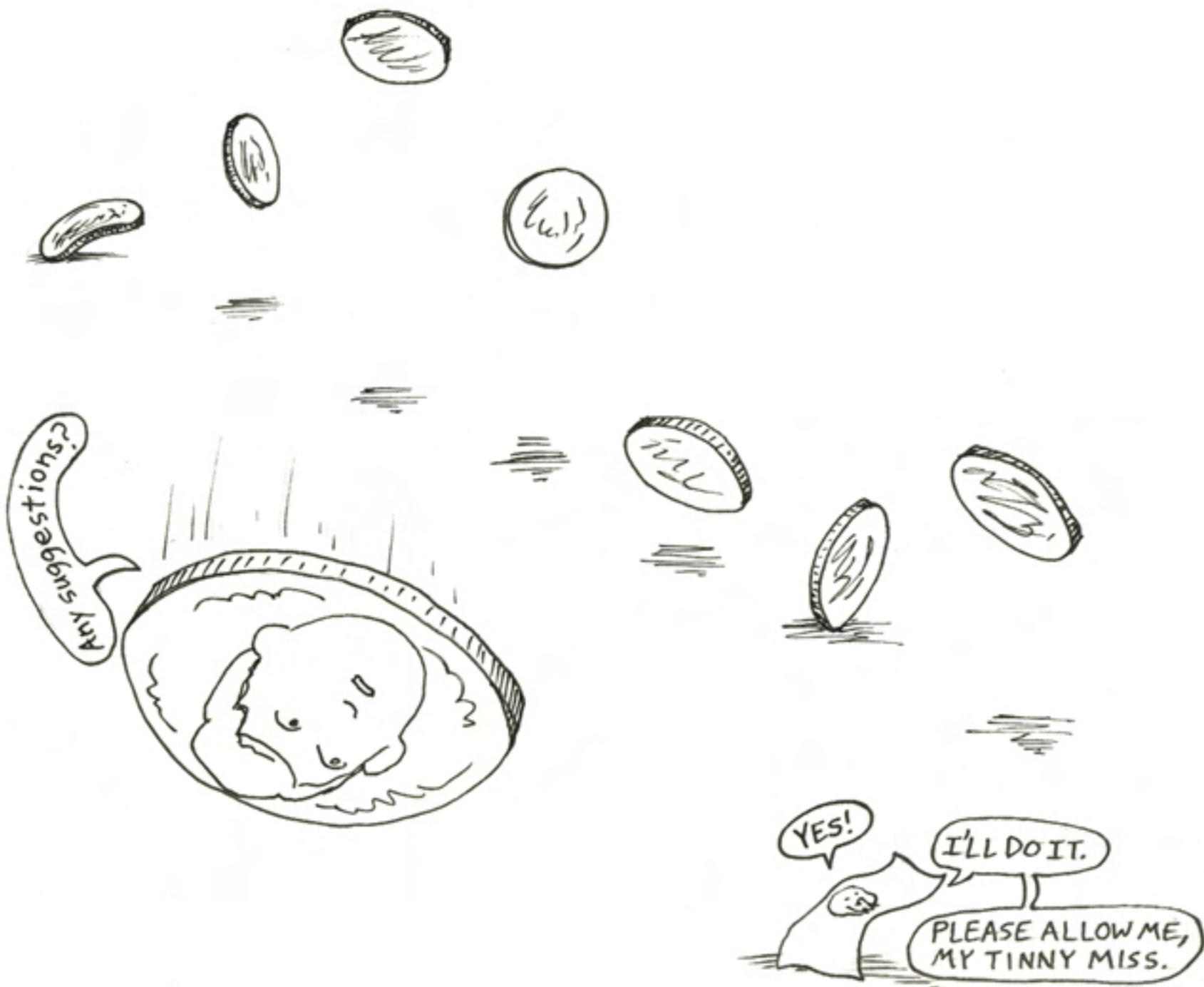
I'M NOT SCARED,
NOT AT ALL.

BUT...UM...

I understand.

I BELIEVE WE
SHOULD ATTEMPT TO

TOGETHER!



I'm not tin!



I am....



ALUMINUM!



OF COURSE, MY
ALUMINUMY MISS.

NOW, TO EXIT,
THIS WILL REQUIRE
SOME PLANNING.
SOME FORETHOUGHT.



FIRST!

I WILL MOVE ACROSS
THE PLANAR
SURFACE TO AN
OPTIMAL
LOCATION.



YOU WILL
FOLLOW. TO
THE OPTIMAL
LOCATION.



FROM THERE
YOU WILL MOVE
IN THE DIRECTION
FROM WHICH YOU
BEGAN.



YOU WILL STOP AT
17 PACES, THEN
TURN TO FACE ME.



FROM THERE, YOU WILL
RUN FOR 13 PACES.



ON THE 14TH
PACE, YOU WILL
LEAP INTO THE
AIR!



UPON WHICH
CUE I WILL
TWIST TO
PREPARE TO
CATCH YOU
MID-ASCENT.





UPON CATCHING,
I SHALL
VIGOROUSLY
BOOST YOUR
ASCENT!



QUITE HUMBLY,
HEROICALLY,

I MIGHT
ADD.



AND AS YOU LIFT
FREEDOMWARD,
YOU SHALL PUSH
FORTH YOUR
RIDGED
EDGE...

THUS PROCURING
THE CORNER OF THE
CUBE. AND THEREBY...



SECURING OUR
RELEASE!



ANY QUESTIONS?



Questions, no...
Comments...



Cubes don't have any corners.



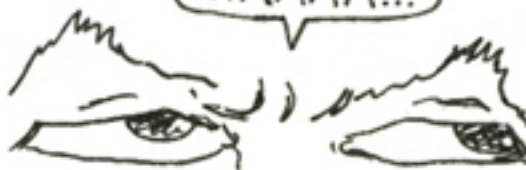
UH...



...MMMM...



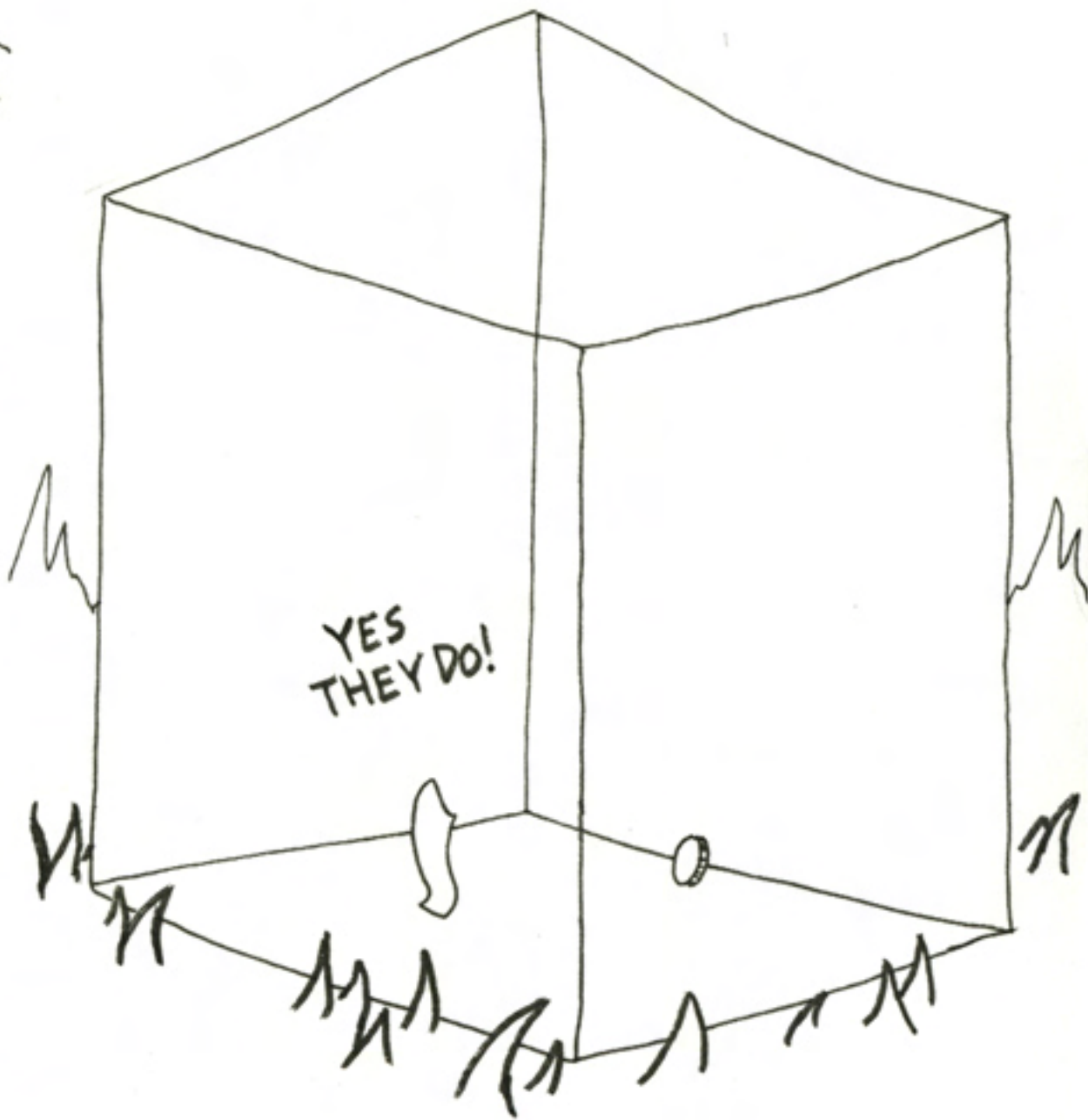
...MMMM...



OH!



YES
THEY DO!



nature of the hallway.
Now, a cube, such as
we are currently
in, does not allow



will have
defined a
corner. A shift
in the essential



Well, no, they don't.



Cause, see, a corner
is a shift in the
essential nature



of an object. Take,
for instance, a hallway.
When you roll along



a hallway, you will
eventually either hit
a wall or exit the

for a shift in the essential nature
of the cube. No matter which direction
we move, the cube continues



shift your actions
in any way. Thus,



hallway. Now if you
exit the hallway, you
will not have had to

an extension
of the hallway,
a continuous

the exit could
be understood
as merely



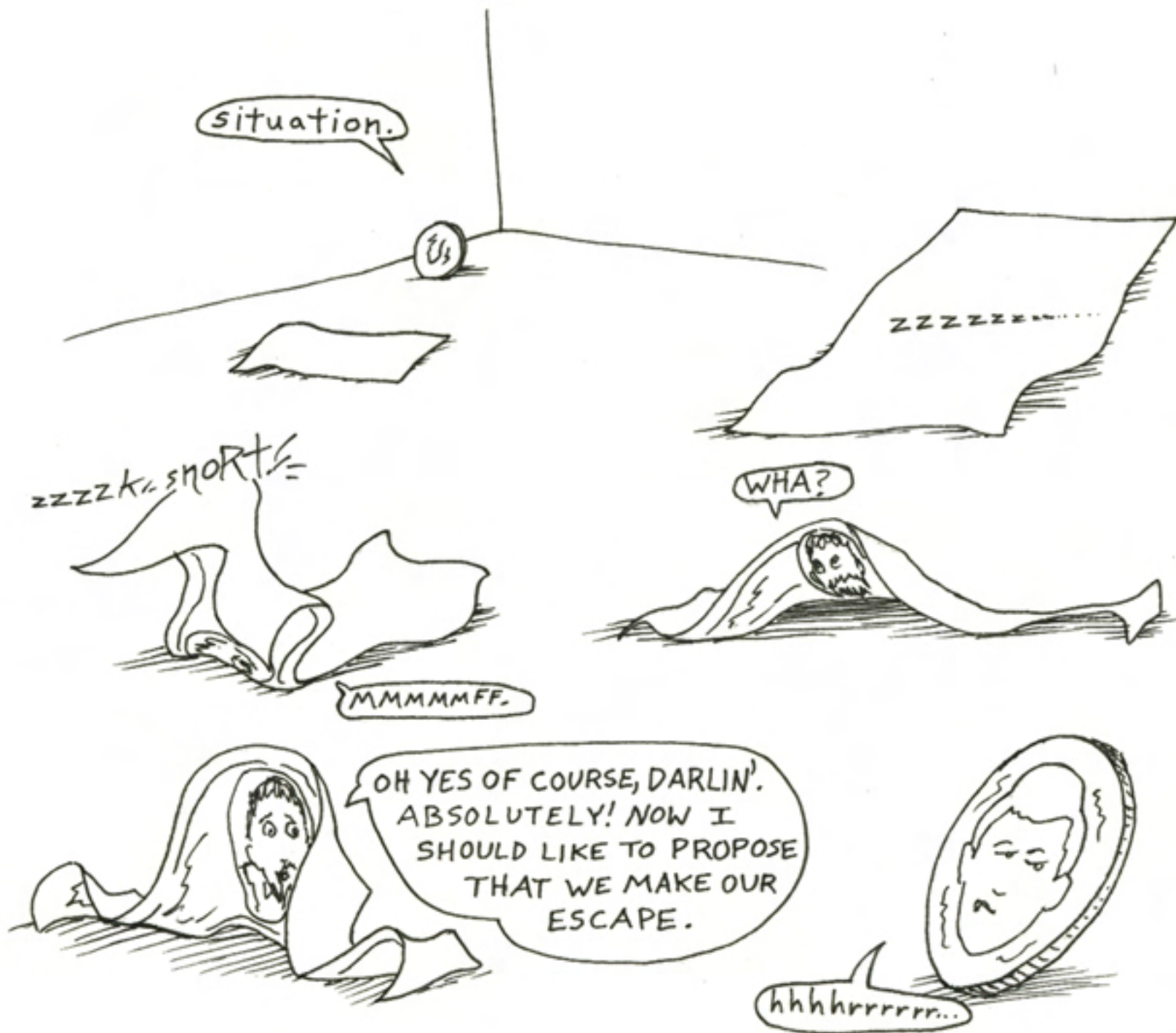
you hit the wall, and
would have been



shifting your direction
of motion, then you

able to avoid the
inevitable stop, which
the wall induced, by

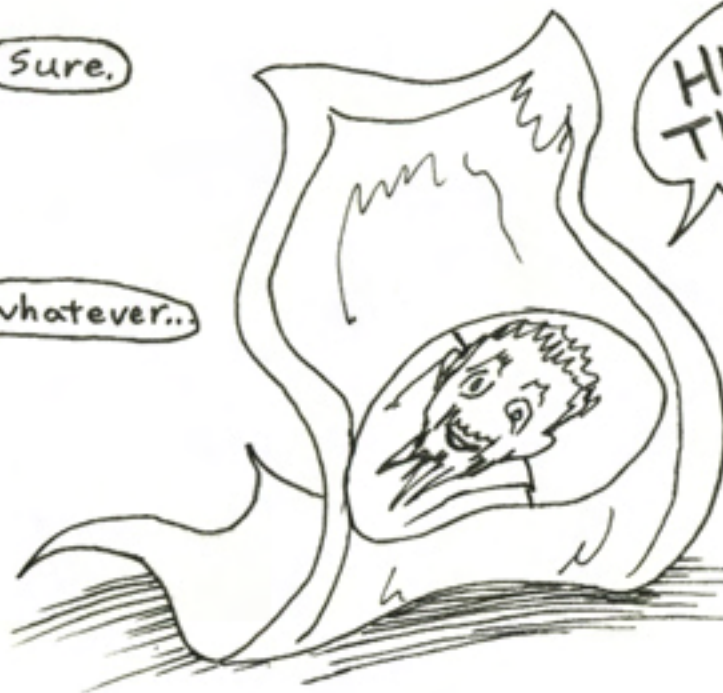
expression of the said
hallway. If however





Sure.

whatever...



HUP!
THAT'S THE
SPIRIT!

TO PLACES!

HUP!
HUP!
LET'S GO!
HUP!



HUP! HUP!
TWO! TWO!
ONE! TWO!

Yeah, yeah,
coming,
coming.





STEP FORWARD.
STEP FORWARD.



A LITTLE MORE.
STEP FORWARD.



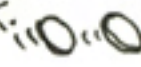
A LITTLE MORE.
A LITTLE MO-STOP!



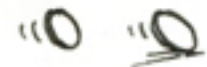
OKAY NOW.
STEP BACK.



WHAT'S THAT?
OKAY, STEP BACK.
STEP BACK.



STEP BACK.
STEP BA-STOP!





OKAY. OKAY NOW.

I'M IN POSITION
AND. OKAY. 1. 2.

MY FAULT.
MY FAULT.



I APOLOGIZE.
YOU NEED TO
START ON 3.

I DIDN'T CLARIFY
THAT EARLIER. MY
FAULT. I APOLOGIZE.



STOP!

What? What?
What happened?

What?

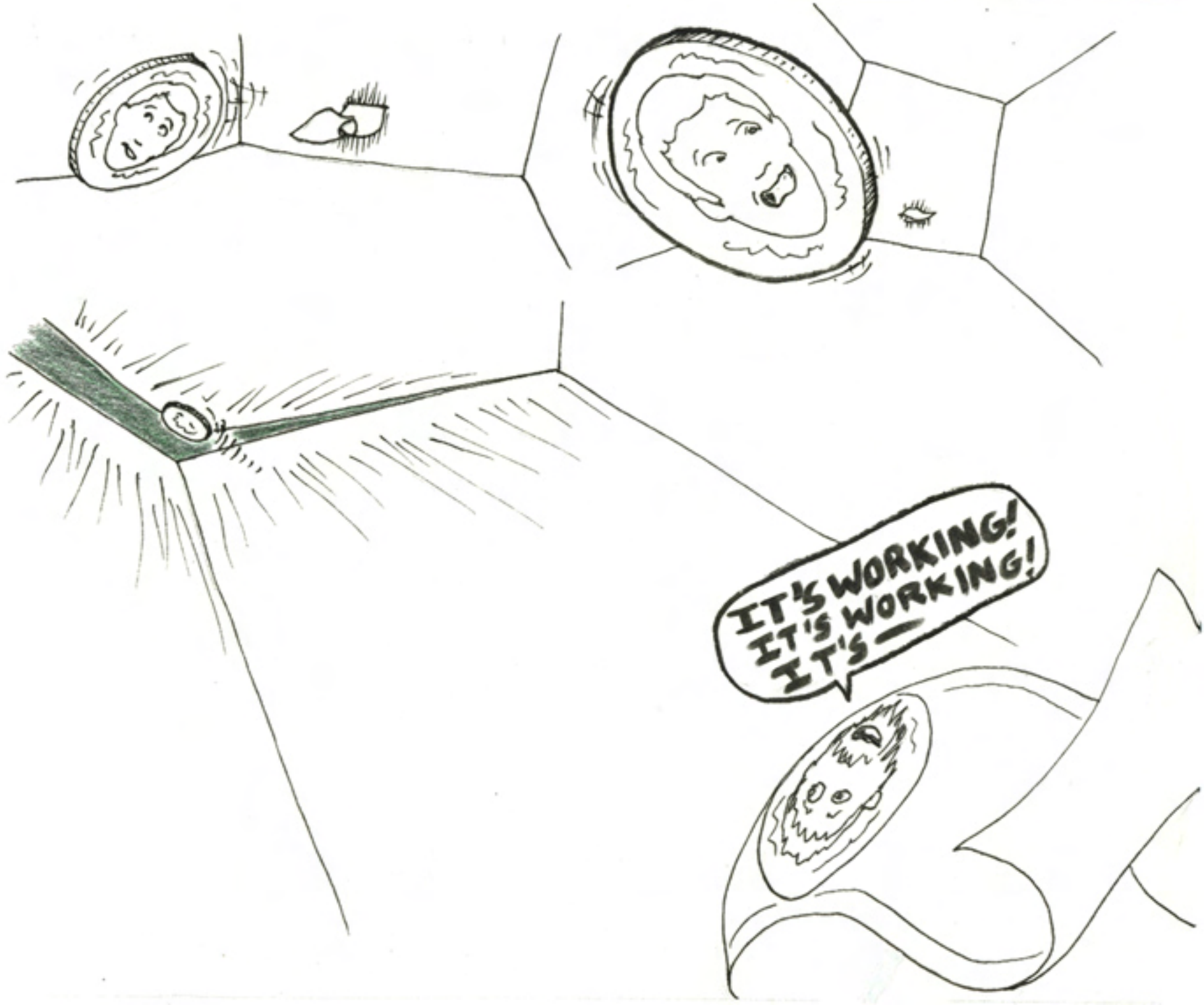


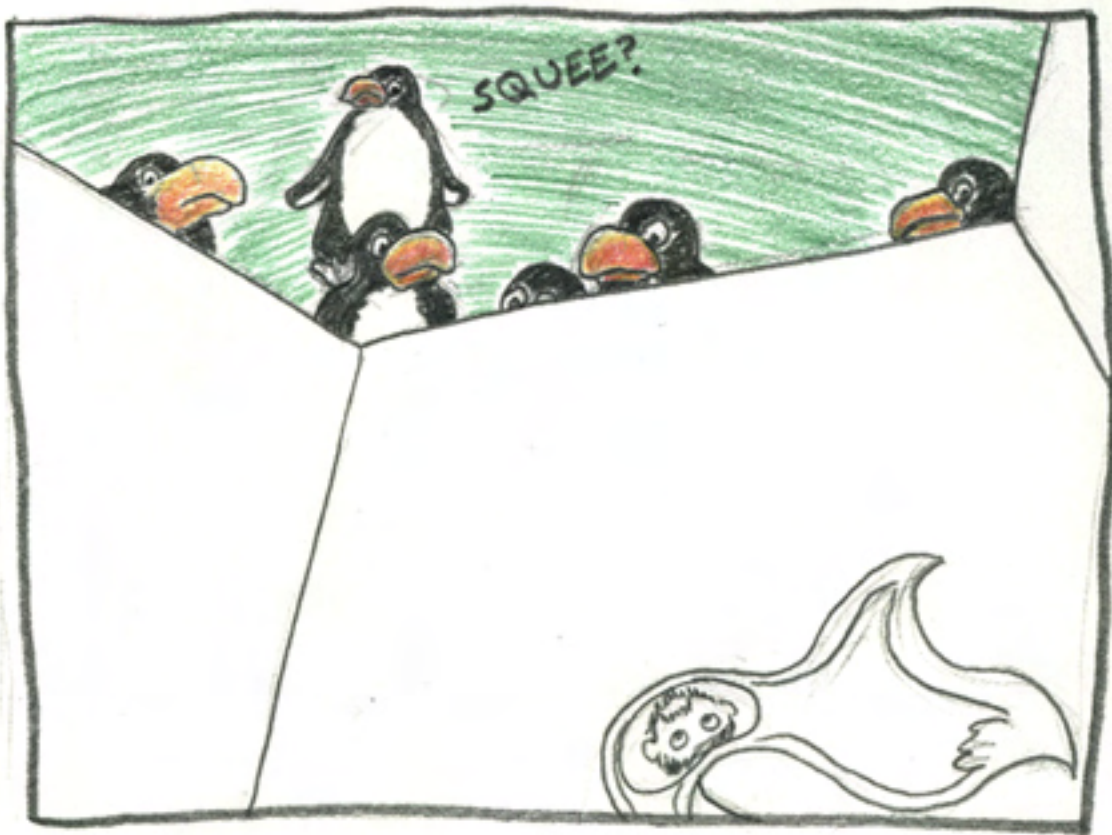
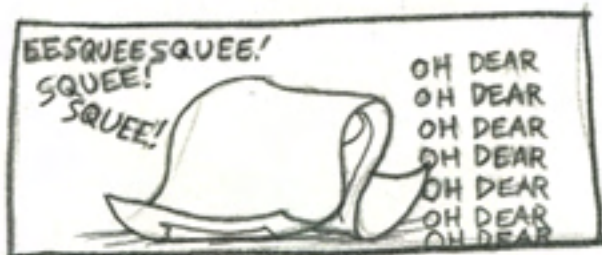
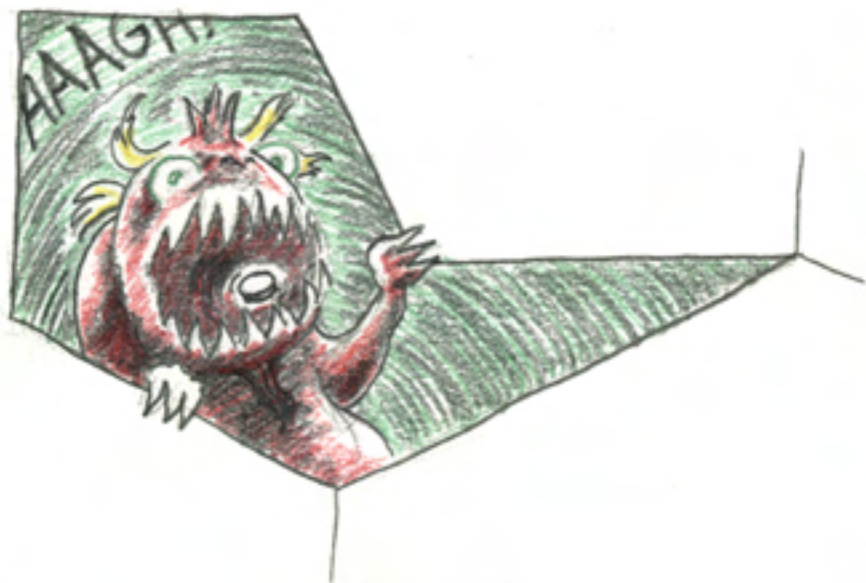
3. Bloody 3. Gotta start on 3.
Sure. Sure. Sure...

Uh huh.









CLONING PENGUINS

Was a 24-Hour Comic
created on Oct 7 & 8 from noon to noon, 2006
during a 24-Hour Comic Day event
cohosted by them folks at
True Believers Comics
& Gallery
Santa Fe, NM
Sweet Seven Thousands
BaaadAsssss Comics
NM's own

5 phrases were pulled from a hat to represent
different aspects of the comic. These were:

general - with two-dimensional
characters - that fake money the chinese use to pay demons
situation - cubes don't have any corners
starting point - getting really really sick
title - cloning penguins

Special thanks to Colette Peavy for the phrases,
Julia and Josh, and the crews of 7000 BC
and True Believers. Clone on!



www.7000bc.org

www.belmondotomato.com

A 24-HOUR COMIC
BY
JEFF BENHAM

OCT. 7-8
2006

GOOD NIGHT.

