An evil queen.
A clueless king.
Thousands of illiterate peasants.

All in a day's roork, really.



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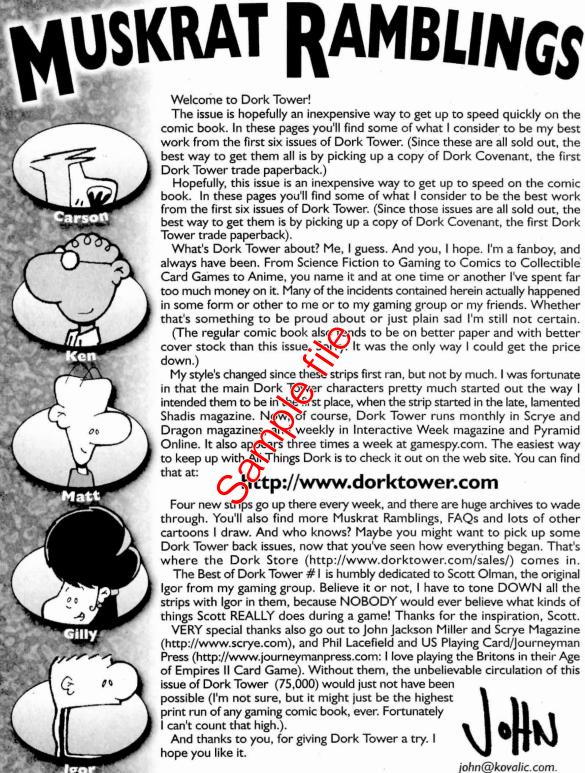
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Welcome to Dork Tower!

The issue is hopefully an inexpensive way to get up to speed quickly on the comic book. In these pages you'll find some of what I consider to be my best work from the first six issues of Dork Tower. (Since these are all sold out, the best way to get them all is by picking up a copy of Dork Covenant, the first Dork Tower trade paperback.)

Hopefully, this issue is an inexpensive way to get up to speed on the comic book. In these pages you'll find some of what I consider to be the best work from the first six issues of Dork Tower. (Since those issues are all sold out, the best way to get them is by picking up a copy of Dork Covenant, the first Dork

Tower trade paperback).

What's Dork Tower about? Me, I guess. And you, I hope. I'm a fanboy, and always have been. From Science Fiction to Gaming to Comics to Collectible Card Games to Anime, you name it and at one time or another I've spent far too much money on it. Many of the incidents contained herein actually happened in some form or other to me or to my gaming group or my friends. Whether that's something to be proud about or just plain sad I'm still not certain.

(The regular comic book also and so be on better paper and with better cover stock than this issue. It was the only way I could get the price

down.)

My style's changed since these strips first ran, but not by much. I was fortunate in that the main Dork Toyer characters pretty much started out the way I intended them to be in the est place, when the strip started in the late, lamented Shadis magazine. Now of course, Dork Tower runs monthly in Scrye and Dragon magazines and weekly in Interactive Week magazine and Pyramid Online. It also appears three times a week at gamespy.com. The easiest way to keep up with An Things Dork is to check it out on the web site. You can find that at: http://www.dorktower.com

Four new strips go up there every week, and there are huge archives to wade through. You'll also find more Muskrat Ramblings, FAQs and lots of other cartoons I draw. And who knows? Maybe you might want to pick up some Dork Tower back issues, now that you've seen how everything began. That's where the Dork Store (http://www.dorktower.com/sales/) comes in.

The Best of Dork Tower #1 is humbly dedicated to Scott Olman, the original Igor from my gaming group. Believe it or not, I have to tone DOWN all the strips with Igor in them, because NOBODY would ever believe what kinds of things Scott REALLY does during a game! Thanks for the inspiration, Scott.

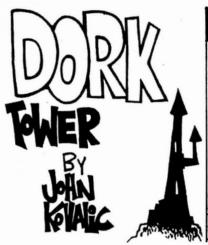
VERY special thanks also go out to John Jackson Miller and Scrye Magazine (http://www.scrye.com), and Phil Lacefield and US Playing Card/Journeyman Press (http://www.journeymanpress.com: I love playing the Britons in their Age of Empires II Card Game). Without them, the unbelievable circulation of this

issue of Dork Tower (75,000) would just not have been possible (I'm not sure, but it might just be the highest print run of any gaming comic book, ever. Fortunately I can't count that high.).

And thanks to you, for giving Dork Tower a try. I hope you like it.

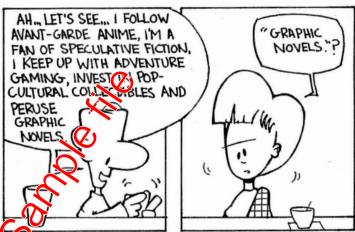
john@kovalic.com.

THE BEST OF DORK TOWER by John Kovalic #1, 2001. Published by Dork Storm Press, PO Box 45063, Madison, WI 53744. Fax: (608) 222-5522. E-mail: john@kovalic.com. Story and art ©2001 John Kovalic (john@kovalic.com). All rights reserved. No portion of this publication save for brief review excerpts may be reproduced without the express consent of the copyright holder. This is a work of fiction: any similarities to any actual persons or muskrats save for the purpose of satire are purely coincidental. ADVERTISING AND SALES: Liz Fulda, sales@DorkStorm.com. Phone: (608) 255-1348, Fax: (608)255-1352. SUBSCRIPTIONS: Subscriptions are \$23 per year. Please contact lory@pegasusgames.com, or call (608) 833-GAME for details All letters to DORK TOWER are assumed intended for publication unless otherwise stated, and becomes the property of the copyright holder. You've always been searching for something... which always seems to be so-so... tightly close your eyes. FIRST PRINTING - May 2001. PRINTED IN CANADA.



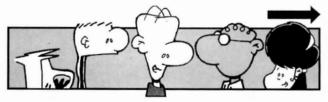


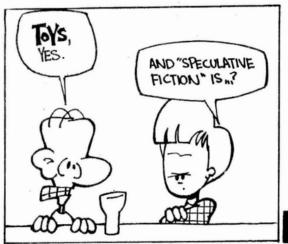




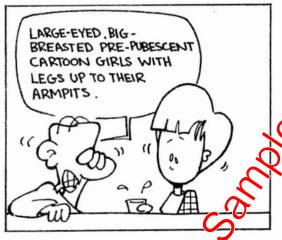


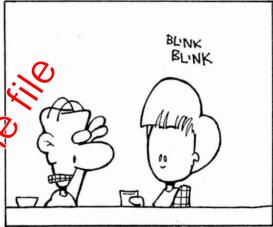


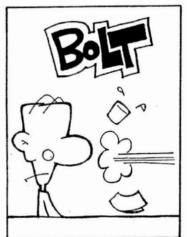


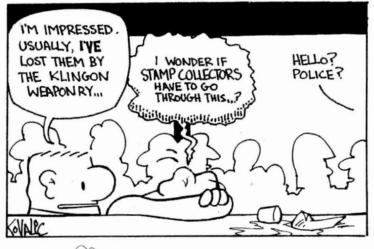




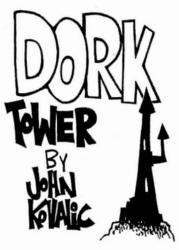








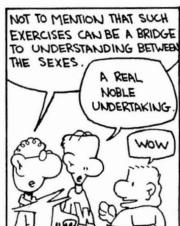




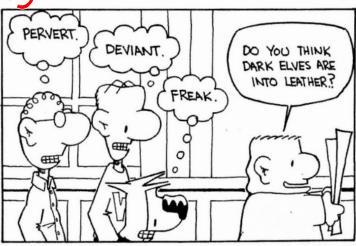














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