Cold Fusion Comic Book Releasing Soon

There have been many cold fusion publications since the 1989 announcement of Martin Fleischmann and Stanley Pons, including magazines and journals (and the papers published within them) and scientific books. With the upcoming publication of *Discover Cold Fusion: A Comic Book Based on True Events*, author Ruby Carat and artist Matt Howarth hope to broaden the audience familiar with and interested in cold fusion science by using the popular comic book medium to reach a mainstream audience, including young people.

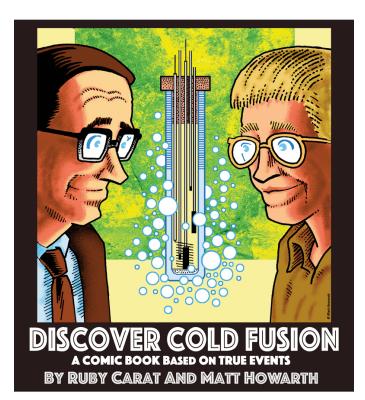
The 32-page comic book is completed and will be released later this year. Watch the website DiscoverColdFusion.com for ordering details.

Author Ruby Carat provided in-depth background about the project to *Infinite Energy*:

What made you want to put a comic book about cold fusion science together?

About ten years ago, I got activated to promote cold fusion as an answer to our energy dilemma. The BP Gulf Oil catastrophe had just occurred and I was making myself sick over the wildlife that was suffering. I had in the back of my mind what my friend and McLuhan scholar Bob Dobbs had surprised me with back in 2004, "Don't worry about peak oil because we're going to get cold fusion." So I started investigating where things were, and saw that out of all the breakthrough energy possibilities, cold fusion was the closest to being developed into a technology.

I started the Cold Fusion Now! Collective in 2010. In addi-



tion to our online presence, we did tabling at local events, kid workshops, made stickers, t-shirts, calendars, and commissioned art on the topic. We gathered signatures from the public and sent letters to the Department of Energy about funding. We worked with James Martinez and posted his audio conversations with cold fusion scientists on our blog coldfusionnow.org. I started to make movies and do a podcast—all kinds of activities to increase awareness and support. Over time, as we became more deeply involved, our efforts became more directed at sharing material for insiders. We weren't reaching outside the community.

I called up an old pal Matt Howarth, a tremendous sci-fi graphic artist, to see if he was interested in a project, and he was down to do it. So I put the story together, and Matt illustrated it, and the comic book was born. It's a story about the discovery of cold fusion, showing the promise it holds for a green tech future for every body and every living thing on this planet. We're in the process of getting this comic book out-the-door, and then I will start a documentary movie on the field for the general public. I'm really excited about that.

How did you narrow down the focus for the text?

Well, as you know, the story of cold fusion is as complicated as it gets. And it's a global tale, with every continent involved. I could never hope to tell the comprehensive story of cold fusion in one 32-page comic book; that description will take many people over the years to come. This is but one stream of that narrative and it closely follows Drs. Martin Fleischmann and Stanley Pons as they conceived the idea, conducted the research, made the announcement and suffered the consequences. It does end with reasons to hope that we will have a technology, and what is at stake if we don't.

I can't say I wrote the story because many of the statements are actual quotes taken from the literature. The scenes chosen to depict are straight from books like *Fire from Ice* by Eugene Mallove, *Excess Heat* by Charles Beaudette, *Nuclear Transmutation* by Tadahiko Mizuno. I have a whole list of books that were used as reference on the website DiscoverColdFusion.com. Also, I had made the History of Cold Fusion Calendar for a couple of years, and had a partial chronological record of events from that project. I took key events from the history, and with that we managed to piece together a description that was sufficiently linear it would tell a "story" that would provide readers a better understanding of what happened, and why we're not living the LENR lifestyle now.

Did you consult with any of the scientists in the field about the text you settled on?

It was really important to me that this narrative be true to the history that a lot of cold fusion scientists lived. The effort for this project is towards outreach, but with an account of this episode from the perspective of the scientists' who actually did research in this field. There's been "popular" books written with a such a bias against cold fusion, and the rancor has damaged the research, all because of ideology as opposed to a real evaluation of the science.

I approached Drs. Michael McKubre and Melvin Miles to be consultants for the project. I had interviewed Melvin Miles for a couple of documentaries, and his experience is compelling. I took his perspective for a number of scenes in the comic, so we wanted to have him review it for accuracy. Michael McKubre is another scientist who has a huge reach in the field from his perspective as chief electrochemist at SRI International, where he had one of the few groups in the field to conduct research with a well-funded team and lab. They were able to perform really good experiments that provided reliable data.

Both of these people knew Martin Fleischmann and Stanley Pons personally, and had insight as to who they were as scientists and people. They reviewed the comic, and made remarks and suggestions. Between science and art, we were able to put together a comic book story that had real events made more real by incorporating the perspective of the scientists' themselves.

What was it like working with artist Matt Howarth? How did he respond to the cold fusion topic?

Matt Howarth is a science fiction graphic artist and writer who has worked with musicians, writers and game developers on all kinds of sci-fi projects, not just comics. He's done album covers for electronic music giants, and is a total connoisseur. I really don't know if anybody knows more about that genre of music than he does. Some of these collaborations can be found on his website at www.matthowarth.com. When I approached him about this project, he was down to do it. Of course, I had to put the text together first, and when I started sending him these heady science panels, he made the art fit the text. Matt illuminated the script, and I just loved it. He learned a lot about this science! And I sure learned a lot about comics, too.

You debuted this project at ICCF22 in Assisi, Italy in 2019. What was the response from the researchers at the conference?

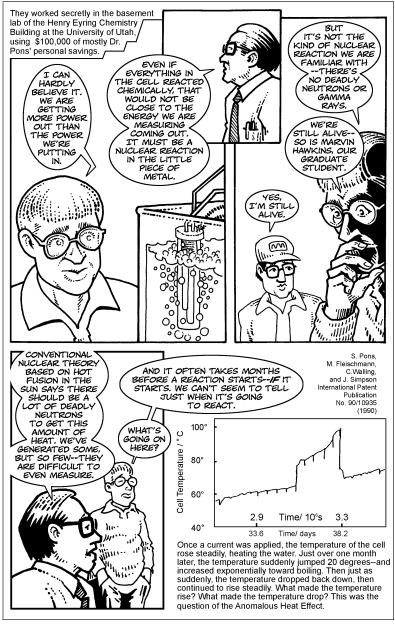
Oh wow, that was so much fun. I was gifted the opportunity to go to that conference by my friends at LENR-forum.com and Bill Collis, the Chief Executive of ISCMNS (International Society of Condensed Matter Nuclear Science, www.iscmns.org) who was hosting the event in Italy. I was never more surprised to have such strong community support, and when I got to the conference, it didn't stop. Everybody who came by the "poster" in the poster session was like, "What? A comic book?" There was a lot of surprise! I mean these are brainiac nuclear scientists who live and breathe research, so it's a little out of the norm for them to see a comic book about their science. But if anybody hated it, I didn't hear about it.

There was a question about using names, and I didn't use anybody's names in the story except for the historical figures like Democritus, Tesla, Einstein—we start out with a little energy history—and Martin Fleischmann, Stanley Pons and Steve Jones. I made all the other characters iconic, distilled amalgams of many scientists through the history;

it's more like Greek tragedy than documentary. There are identifications like "Navy Electrochemist" and "Chief Science Writer." We had to do that, because there were, and still are, so many scientists all over the world working in this field, with many having the same type of experiences.

What do you hope the impact of the comic book will be?

With this type of publication, we do hope to reach out to young people, science students, geeks. Anybody who likes science—or art—is going to really dig this comic. We took this form because most people today do not read books. As Bob Dobbs says, "Print is no longer the dominant form of communication," referring to books and newspapers. But graphic novels are huge, and despite comic book stores disappearing, graphic novels and comics are being sold in other types of venues. So this is the way to get the scientists' viewpoint out to a generation who don't have the biases that a lot of adults do. I hope it resonates, and readers keep cold



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fusion in their mind when talking about new sources of energy.

When will we see this available and who is publishing the comic? After the ICCF22 conference last September, Matt and I made some final changes, and then he started asking around about publishing. The option to self-publish was always there, but we wanted to try to reach further, and hoped to get a bigger distribution outside of the science community. Another researcher who was at the conference tipped me off to Curtis Press Publisher of Science, who might be interested, and when we approached him, he really liked the idea and was totally supportive of the effort. Matt and the publisher are working the details of how it's gonna go right now, and now there's been some changes since the pandemic. We don't have a release date yet, but when it's available, you can go to the website www.DiscoverColdFusion.com to order a copy. I would like to say to all IE readers, I'm hoping you will buy lots of copies, and send them to your friends, your local grade-school libraries, your government representatives and mostly, the kids you know who like science. We can build an army of makers who will bring this research to fruition. As extinction events increase and humans on our planet track a destructive path, we can make the biggest difference with green atomic power from water, and save countless species, including our own.