



About the author

KatieLynne alternately grew up in the middle of a field or the middle of a forest. Somehow, this imbued her with creativity... evidently having nothing to stare at other than the clouds or the trees for decades gets your creative juices going, who knew? I began building things from the get-go, getting my foundations from my dad, who constantly had little gadgets and inventions around the house, or random creative endeavours such as an intricate lamp made entirely out of steel welding, or innovations to improve ready-use things. Always in the basement surrounded by jars of bolts, nails, screws, tools, and just about everything a tinkerer could want. Of course, I helped him in his workshop, or repairing the car engine, or rebuilding a 1950's tractor, or just puttering around.

From this humble start came my own creations, a chainmaille glove made entirely from coathanger wire, using nothing but a picture in my mind and two pairs of needlenose pliers. Prior to that though, and foretelling of my future skills, I was already writing simple Basic programs on the Vic20, following through to writing my own levels for Qbasic Nibbles on Windows 3.1. I wrote many a story, from back in elementary school to on the old typewriter, to every step along the way, creating, programming, writing, building, always in a state of creation. And when the creativity didn't beckon, the outdoors did.

Living in a field was unusual. There was technically other houses around, but we would see our neighbours themselves maybe... 3 times a year, from 100 yards away. You wave and go back to your own thing, it was more a gathering of homesteads than a village (technically a hamlet). My grandmother, where we spent any summers or holidays off from school, was even more secluded in the middle of a forest, with the nearest neighbour being a quarter mile away, and like all country folk (hayseeds like to I call us), trying to identify who is inside of each vehicle you see on the road, on the rare occasion you see one.

And at some point, I came up with Planet Zebeth. Amidst playing my favourite video game series (Return of Samus is the best, go spider ball!), my mind conjured up a storyline that it knew would take over a decade to create. And, on Windows 95 at the time, we began our quest, still running by way of the ongoing epilogue. The trials and tribulations of life, computer crashes, and friendships and marriages all take place in this comic, now over 20 years running, and it continues to document my life and art. And no lol, I still have no plans to change from making the comic 8-bit, that's here to stay. Embrace the pixel!

KatieLynne / Kabutroid / K.T.

