



Cover

## The Survival of the Pulp: A Tale of Four Nations

If you walk into a German train station today, you can still buy a brand-new adventure of a ghost hunter or a space traveler for a few Euros. To an American or a Frenchman, this feels like a time machine. While the "Pulp" era began as a global movement, each country took a different path into the 21st century.

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French readers are among the world's biggest consumers of serialized manga and fantasy novels. French readers are among the world's biggest consumers of serialized manga and fantasy novels. French readers are among the world's biggest consumers of serialized manga and fantasy novels. French readers are among the world's biggest consumers of serialized manga and fantasy novels. French readers are among the world's biggest consumers of serialized manga and fantasy novels.

France: From "Feuilletons" to High Fantasy

France has a long history of "serial fiction", but they were the first to "elevate" it from cheap booklets into something more permanent. The Past: France invented the feuilleton—stores published chapter-by-chapter in daily newspapers. Legends like Fantomas (the masked criminal) were the French equivalent of pulp heroes. In the mid-20th century, new possibilities in the classic 10x15cm format to satisfy collectors who miss the grittiness, fast-paced style of the old days.

**Spain: The Era of the "Bolsillobro"** In Spain, the pulp tradition was defined by the *Bolsillobro*—tiny, pocket-sized books that were often traded in barbershops or street markets. The Past: During the 1950s and 60s, publishers like Editorial Bruguera dominated the Spanish-speaking world. Authors like Corin Tellado (the queen of romance) and George H. White (sci-fi) wrote at a lightning pace. These were "swamp-culture" books; you'd

## **USA: The Birthplace of the “Pulp”**

The United States is where it all began with the Dime Novel and the Pulp Magazine, but it is also where the original format died the hardest.

**The Past:** In the 1930s, characters like The Shadow, Doc Savage, and Conan the Barbarian ruled the newsstands. These were printed on "pulp" (cheap wood-pulp paper), hence the name. They were the direct ancestors of the modern superhero comic book.

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The Present: By the 1950s, the "Pulp Magazine" was replaced by the mass-market paperback and television. Today, the US "Pulp" scene is almost entirely digital or high-end. While you can't buy a weekly Doc Savage booklet at a gas station anymore, the stories have moved to Hollywood—nearly every major Marvel or DC movie is just a high-budget version of a 1930s pulp story.

## **Summary: Where to find the “Soul” of the Pulp today?**

- Germany: At the Kiosk (The last place where the thin booklet is king).
- Spain: At Second-hand markets or specialty "Pulp" boutiques.
- France: In the BD (Graphic Novel) section of the bookstore.
- USA: In the Cinema or on a Kindle.

## Anatomy of a Pulp Booklet

These booklets have very specific "blueprints" that make them recognizable instantly. Whether they are the Heftromanes you saw in the German cigarette shops or the Bolsilibros of Spain, they are designed for "pulp speed"—fast to write, fast to read, and cheap to buy.

Here is the breakdown of their physical and literary "anatomy."

- Cortin Tellelado: The "Queen of Romance".
- She wrote over 4,000 novels and is listed in the Guinness World Records.
- Francisco González Ledesma (Silver Kane): A high-profile lawyer and journalist by day, he wrote hundreds of gritty Westerns and crime stories by night to support his family.
- Antonio Vera Ramírez (Lou Carrigan): Wrote hundreds of gritty Westerns and crime stories for the Brigade Central series and was famous for the other pulps.
- over 1,000 other pulps.

- These were much smaller than the German ones—literally designed to fit into a worker's jacket pocket.
- Dimensions: Usually 10.5 x 15 cm. They looked like tiny, thick bricks rather than thin magazines.
- Word Count: About 20,000 to 30,000 words, spanning roughly 96 to 128 small pages.

- Helmut Releberg (Jason Dark): The creator of John Sinclair. He wrote over 1,000 of these books personally.
- K.H. Scherzer & Clark Darlton: The architects of Perry Rhodan. They created a "series bible" so complex it has its own fan-run encyclopedia (Perrypedia).
- Heinz Weimer Huber: The most prolific writer for Jerry Cotton. He once calculated he had written over 200 "Cotton" novels.

The ones you see at the kiosk are almost always in DIN A5 or DIN A4 (magazine) format. Dimensions: Usually 15,5 x 22,5 cm (standard) or 21 x 29,7 cm (large format). They are very thin, usually just 64 pages. Word Count: Between 20,000 and 25,000 words. A professional author is expected to write one entire booklet in a week.

## Famous Authors:

### **Spain: The Bolílibro (The "Pocket**

## Famous Authors:

<p><b>USA: The Classic Pulps</b></p> <p>The American pulps were larger and more like thick magazines before they transitioned to the "mass-market paperback."</p> <p>Dimensions: The "Standard Pulp" was 7 x 10 inches (approx. 18 x 25 cm). They were thick, often 128 pages.</p> <p>Word Count: A single pulp magazine often contained one "Lead Novel" of 30,000–40,000 words, plus several short stories, totaling about 65,000 words per issue.</p>	<p><b>Famous Authors:</b></p> <p>Lester Dent (Kenneth Robeson): The man behind Doc Savage. He had a famous "Master Fiction Plot" formula for writing 6,000 words a day.</p> <p>Robert E. Howard: The creator of Conan the Barbarian. He sent his stories from a small town in Texas to the big pulp magazines in New York.</p>	<p>France: Fleuve Noir &amp; Anticipation France preferred a slightly more "elegant" paperback look even for their cheap thrillers.</p> <p>Dimensions: 11 x 17.5 cm (The "Petit Format").</p> <p>Word Count: Usually longer than the German booklets, ranging from 35,000 to 45,000 words.</p>	<p><b>Famous Authors:</b></p> <p>Stefan Wul: A dentist by profession who wrote some of the most imaginative French Sci-Fi pulps like Oms en série (which became the film Fantastic Planet).</p> <p>Jean-Gaston Vandel: A pseudonym for two brothers who wrote over 80 Sci-Fi novels for the famous Anticipation line.</p>
<p>17</p>	<p>18</p>	<p>19</p>	<p>20</p>
<p>For the "Big Two," the pay structure is a bit more prestigious because these authors are often part of a permanent "Autorenteam".</p> <p>(writing team).</p> <p><b>Sinclair's "Tier"</b></p> <p>The "Perry Rhodan" or "John Sinclair" booklets every 5 to 10 days. If an author writes two booklets a month, they are earning a steady, albeit modest, freelance income.</p>	<p><b>The Standard Fee</b></p> <p>Writing for the German Heftroman market is a very specific type of "blue-collar" writing. Unlike traditional novels where you get a tyically lengthy review: 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €800 to €1,200 per booklet.</p> <p>For a standard 64-page booklet (approx. 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €400 to €700 per booklet.</p> <p>Newer/Standard Authors: €400 to €700 per booklet.</p> <p>Unlike traditional novels where you get a tyically lengthy review: 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €800 to €1,200 per booklet.</p>	<p>21</p>	<p><b>The "Pulp Speed" Comparison</b></p> <p>Writing for the German Pulp Market is a very specific type of "blue-collar" writing. Unlike traditional novels where you get a tyically lengthy review: 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €800 to €1,200 per booklet.</p> <p>For a standard 64-page booklet (approx. 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €400 to €700 per booklet.</p> <p>Newer/Standard Authors: €400 to €700 per booklet.</p> <p>Unlike traditional novels where you get a tyically lengthy review: 20,000 to 25,000 words), a freelance author Estabilished/Lead Authors: €800 to €1,200 per booklet.</p>
<p>Higher Base Pay: Authors on these flagship series can earn on the higher end of the scale (around €1,000+ per issue).</p> <p>Longevity: Since these series are guaranteed to sell, being on the team provides a very rare thing in the writing world: job security.</p> <p>Secondary Rights: Some contracts allow authors to earn extra if their specific story is later republished in a "Silberband" (hardcover edition) or turned into an audio drama (Hörspiel).</p>	<p><b>The Workload Reality</b></p> <p>To make a "middle-class" living solely from Heftroman, an author has to be a machine.</p> <p>Word Count: 25,000 words in a week is a grueling pace (about 3,500 words/day).</p> <p>Pseudonyms: Many authors write for 3 or 4 different series at once (e.g., a Western, a Romance, and a Horror story) using different names so they don't "saturate" the market with one name.</p>	<p><b>VG Wort: The "Secret" Bonus</b></p> <p>In Germany, authors get a significant "hidden" paycheck once a year from VG Wort (a collecting society).</p> <p>Because these booklets are stocked in libraries and sold in high volumes, the VG Wort payout for a prolific Heftroman author can be several thousand Euros extra at the end of the year, sometimes making up 20% of their total income.</p>	<p><b>Summary of the "Cigarette Shop" Economy</b></p> <p>The publishers (Bastei Lübbe, Pabel-Moewig) keep the margins tight. The booklets usually cost between €2.20 and €3.50 at the kiosk.</p> <p>Retailer &amp; Distributor: Take about 50%.</p> <p>Printing &amp; Paper: Takes about 20–25%.</p> <p>Author: Takes about 3–5% of the total cover price (baked into that flat fee).</p>
<p>25</p>	<p>26</p>	<p>27</p>	<p>28</p>
<p>The pages are blank, but they "seal" the souls of anyone who touches them.</p> <p>The Twist: The villain is an ancient "Sciptor", demon who feeds on human imagination. He is using the high-traffic kiosk to harvest souls by turning their lives into "disposable fiction".</p>	<p><b>2. The Synopsis (The Story)</b></p> <p>The Inciting Incident: A kiosk owner in Berlin-Alexanderplatz is found dead, but his body is made of internal paper and printer's ink.</p> <p>The Investigation: John Sinclair and his partner Skoo arrive. They find a rare, ancient "Heftroman" that wasn't published by Baseli.</p>	<p><b>1. The Logline (The "Hook")</b></p> <p>A string of bizarre details at a historic railway newsstand leads John Sinclair to a forgotten newspaper archive in Berlin. The investigation leads John Sinclair to a forgotten newspaper archive in Berlin. The investigation leads John Sinclair to a forgotten newspaper archive in Berlin.</p>	<p><b>The "Baseli" Pitch Formula</b></p> <p>A pitch usually consists of a logline (the hook), a synopsis (the plot), and the key</p>
<p>To write for a series like John Sinclair or Perry Rhodan, you can't just "wing it." These publishers use a Series Bible and a strict "Dramaturgy" (formula). Let's look at how a professional author would pitch a John Sinclair story to an editor at Baseli Lübbe.</p>	<p>Working Title: Der Fluch des Kiosks (The Curse of the Kiosk) Series: Geisterjäger John Sinclair Estimated Length: 22,000 words / 64 pages</p>	<p>Victims aren't just dying, they are being</p>	<p>Action Beats.</p>
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<h3>Why the "Exposé-Autor" is the Real Boss</h3> <p>In large series like Perry Rhodan, there is a specific person called the Exposé-Autor (Lead Storyteller). They don't write the 64-page booklets. Instead, they write a 5-10 page summary (the Exposé) for every single issue. They send this to the "working author." The author's job is to "flesh out" that summary into 22,000 words.</p>	<p>The result? A seamless story that feels like it was written by one person for 60 years, even though hundreds of authors have contributed.</p> <p>To give you a real feel for how a professional author stays "in character," here is a reconstruction of a Series Bible Character Sheet for John Sinclair.</p> <p>In the German publishing house (Bastei Lübbe), this sheet acts as a checklist. If an author writes a scene where John loses his cool or uses a sniper rifle, the editor will</p>	<p>highlight it in red and say: "See the Bible—John doesn't do this!"</p> <p><b>Character Profile: John Sinclair Series</b></p> <p><b>Title:</b> Geisterjäger (Ghost Hunter)</p> <p><b>Status:</b> Chief Inspector, Scotland Yard (Special Division)</p> <p><b>Physical Appearance &amp; Vibe</b></p> <p><b>Age:</b> Perpetually in his mid-30s.</p> <p><b>Build:</b> Tall, athletic, but "wiry" rather than a bodybuilder.</p>	<p>Hair: Blonde (often described as "dark blonde").</p> <p>Eyes: Sea-gray/Blue.</p> <p>Clothing: Usually a trench coat, well-tailored but practical suit, or a leather jacket for "fieldwork."</p> <p>The "Aura": He radiates a calm, natural authority. He is the "Knight in a Suit."</p>
<p>49</p> <p>56</p> <p>NO Smoking: Unlike 1950s pulp heroes, John is modern and fit.</p> <p>NO Sweating: He might say "Damn!" or "Good Lord!", but he never uses vulgar language. (This keeps the age rating "Good for All".)</p> <p>NO Permanent Love: He has lots of interests accessible for younger readers at the kiosk. (like Jane Collins), but they are often crass, or "unavailable". The</p> <p><b>Typical "Bible" Prohibitions (The No-Gos)</b></p>	<p>50</p> <p>55</p> <p>"preacher." His faith is a tool, like his gun.</p> <p>Religion: He is a believer, but not a hypocrite. John always drops his weapon or walks into a trap to save them.</p> <p>Weakeness: His deep sense of responsibility, undestated. He uses wit to mask his fears.</p> <p>Sense of Humor: Dry, British, and shoulderers.</p> <p>carries the weight of the world on his shoulders.</p> <p>Constrains: John only shoots to protect, he never "executes" a human, only demons.</p> <p>The Sinclair-Team Ring: A silver ring with a skull and crossbones. It allows him to communicate with his partner, Suko.</p> <p>"Dramaturgic" Rules</p> <p><b>Psychological Profile (The</b></p>	<p>51</p> <p>54</p> <p>friends (Suko, Bill Connolly, Sir James), but he "Lone" Paradox: John has many</p> <p>usage rule: It glows when evil is near. It can emit a "cleaning light." It must be used with a specific Latin or English prayer.</p> <p>The Silver Cross: His primary weapon, it's not just a symbol, it's an ancient Alatenean artifact.</p> <p>Items are the "Brand" of the series.</p> <p>The Bible is extremely strict here. These items are the "Brand" of the series.</p> <p><b>The Arsenal (The "Magic" Items)</b></p>	<p>52</p> <p>53</p> <p>With silver bullets.</p> <p>The Beretta: A standard 9mm, but loaded with a bullet a "cleaning light". It must be used with silver bullets.</p> <p>Usage Rule: It glows when evil is near. It can just be a symbol, it's an ancient Alatenean artifact.</p> <p>The Silver Cross: His primary weapon, it's not just a symbol, it's an ancient Alatenean artifact.</p> <p>Items are the "Brand" of the series.</p> <p>The Bible is extremely strict here. These items are the "Brand" of the series.</p> <p><b>The Arsenal (The "Magic" Items)</b></p>
<p>Bible dictates that John must remain "The Hero on the Move."</p> <p><b>Relationships (The Supporting Cast)</b></p> <p>The Bible tracks "Who knows what".</p> <p>Suko: His Chinese partner and best friend. He is a master of martial arts and possesses the "Whip of Demons."</p>	<p>Sir James Powell: The boss. Provides the "Official" cover for John's supernatural work. He is the "M" to John's "James Bond."</p> <p>The Arch-Enemy: The Black Death (Der Schwarze Tod) or Asmodina. The Bible tracks exactly how many times they have fought and why they haven't died yet.</p> <p>Why this exists: The "Cigarette Shop" Consistency When a reader buys a Sinclair booklet at a Lotto-Laden in Hamburg or a Kiosk in Munich, they are buying a "comfort</p>	<p>product." They know exactly what they are getting.</p> <p>If John Sinclair suddenly started acting like a gritty, swearing anti-hero (like The Witcher or The Punisher), the core "Kiosk" audience would feel betrayed. The Series Bible prevents "Creative Drift."</p> <p>While the John Sinclair Bible is about atmosphere and morality, the Perry Rhodan Bible is a massive technical manual. Because it has run for 65 years without a reboot, the "Pseudo-Science" must be consistent. If a</p>	<p>ship travels at 50% the speed of light in 1970, it can't suddenly do 500% in 1971 without a "technological breakthrough" issue to explain it.</p> <p><b>Tech Sheet for the most iconic ship in sci-fi history: the Kugelraumer (Sphere Ship).</b></p> <p><b>Tech Sheet: The Sphere Spaceship (Kugelraumer) Series: Perry Rhodan Model Type: Stardust Class / Ultra-Exploration Vessel</b></p>
<p>57</p> <p>64</p> <p>The HUB-SHield: Hochenergie-Uberlast-Überzugungs-Bolzen). A glowing blue energy bubble.</p> <p>Constrain: The shield absorbs energy and "vents" it into hyperspace. If it takes too much fire, the vents "overload"—a classic "venting" source of tension in the stories.</p> <p>Transformers-Kanonen: The primary weapon. source of tension in the stories.</p> <p>Relationships: His Chinese partner and best friend. He is a master of martial arts and possesses the "Whip of Demons."</p> <p><b>Dense &amp; Difensive Systems</b></p>	<p>58</p> <p>63</p> <p>Geography.</p> <p>Sub-Light: Impulstriebewerk (Impulse Drive), Uses nuclear fusion.</p> <p>Authors must use the correct terminology for the ship's movement: Sub-Light, Impulstriebewerk (Impulse Drive), Uses nuclear fusion.</p> <p><b>Propulsion Systems (The Formula for the Author)</b></p>	<p>59</p> <p>62</p> <p>Authors must use the correct terminology for the ship's movement: Sub-Light, Impulstriebewerk (Impulse Drive), Uses nuclear fusion.</p> <p><b>Physical Specifications (The Hard States)</b></p>	<p>60</p> <p>69</p> <p>Ring Bead: A distinctive "ring" around the eductor containing the landing gear and sub-Battleships).</p> <p>Diameter: 800 meters (The Bible lists sizes from 30m "Space-Jets" to 1500m "Super-Battleships").</p> <p>Shape: Perfect Sphere (to maximize structural integrity in hyperspace).</p> <p>Light engines.</p>

The Logic: It teleports a nuclear fusion bomb directly into the enemy ship using a mini-teleporter.

Visual Rule: There is no "beam." The author must describe a "shimmer" and then the explosion inside the target.

### The "Pseudo-Science" Dictionary

The Bible includes a "Leitfaden" (Guide) for how things feel:

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Hyper-Resistance: When Hyperspace is "rough," communication is impossible.  
Paratrans-Technology: Advanced tech that ignores standard shields. (Only for "End-Boss" aliens).

Positronik: The ship's computer. It is not "AI" in the modern sense; it is a logical calculator. It never "feels" emotions unless it's a specific "Biopositronik."

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### The "Math" of the Bible: An Example

In a Perry Rhodan exposé, the Lead Author might give the working author this instruction:

"The ship is 2,000 light-years from Earth. They need to get there in 4 hours because the villain is attacking. Calculate the Linear Factor."

The author then has to do the math:

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2,000 Lj/4 hours = 500 Lj/hour

$500 \times 24 \times 365 = 4,380,000$  (The Linear Factor)

If the author just writes "they flew there really fast," the Perrypedia (the fan encyclopedia) and the editors will catch it. The readers of these booklets are often engineers or scientists who love the "hard" in Hard Sci-Fi.

Why this is in the Cigarette Shop This technical detail is why Perry Rhodan is a

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billion-euro franchise. It creates a "World-Felling" (Weltgerühl). When you buy that €2.50 booklet next to the tobacco, you aren't just buying a story; you are buying a ticket into a simulation that has been running perfectly since 1961.