

LEGION OF SUPER-HEROES

ISSUE #47

**Dream Wedding
Part 1**

“Blind Love”

**Script for 23 pages by
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Editor**

DC COMICS

March 10, 2008

NOTE TO RICK: I'm delighted that you're drawing these two special issues. They're fill-ins, yes, but not your usual treading-water fill-ins. They're in continuity, designed so that the average reader won't notice (I hope) that they're fill-ins, and they're also hugely significant in Legion history. They tell the story of the wedding of two Legionnaires. A landmark! Who knows, we might even sell a few copies.

I have these requests: You know me—the clearer the storytelling, the happier I am, so please strive for Kirby-level clarity (without losing any of *your* groovy *je ne sais quoi*). Please keep the panel layout simple and rectilinear, and avoid overlapping/interlocking/inset panels. Use the grid! And—I would never ask you to “ghost” anyone except for this—please stick to what Francis has established with regard to the general looks and physiotypes of the characters.

Speaking of Francis, he was happy to hear that you're drawing these issues. He loves your stuff and remembers it fondly from “when he was a kid.” :) Does that make you feel old? Imagine how it makes me feel. I've been in this biz 15 years longer than you! (Okay, okay, I know I'm only six or seven years older than you, but I can't help still thinking as you as one of the genius young turks....)

If anything called for herein requires clarification, don't hesitate to call or e-mail. I'll be happy to try to untangle whatever. If an ugly-but-possibly-informative scribble-sketch might help, I will cheerfully provide one. Actually, I do a crude little sketch of nearly every panel for myself, anyway.

Lastly, I don't know how familiar you are with working from full scripts, so—you probably already know this, but—please PLAN FOR THE COPY! It's all there, you know what it is, so allow space for the balloons and captions. Fake in the lettering if you have to, to make sure that there's room and that it will read in the order intended—generally, first speakers on the left, last speakers on the right, or work out some way that the copy can be read in order that doesn't involve tortuous pointers and crazy tricks.

PAGE ONE:

Panel 1 (FULL PAGE SPLASH):

Scene: In the LAB COMPLEX at LEGION HQ. BRAINIAC 5 is busily working on building a replica of a DATA RIPPER. Data Rippers are instruments that look like weapons but are actually *analysis tools* that are wielded by certain ALIEN DESTROYERS—the mysterious monsters that have been menacing the galaxy since issue #37.

(NOTE TO MIKE: Francis has established the Data Ripper, but in fairly small shots, I think. The Data Ripper isn't really featured till issue #42, which hasn't been drawn yet, so it might be necessary to ask Francis for a clear sketch for reference.)

On a BIG SCREEN, background, we see an “autopsy photo” of the Alien Destroyer dissected in #41 that clearly shows the Alien Destroyer and the Data Ripper with which it was equipped. There aren't any appropriate images from that issue that could be statted and pasted in—sorry, Rick—and, by the way, that issue was drawn by someone other than Francis, and I don't recommend anything therein as reference. You should probably read the script, though, to get the drift of the autopsy sequence and what is being represented here. (←MIKE?)

This particular type of Alien Destroyer (they evolve) was first seen on Page Thirteen of issue #37 and thereafter through the end of issue #38. Maybe Francis has a nice, clear design sketch we could send you (←MIKE?).

B-5 is middle ground. Foreground, not far away from B-5, DREAM GIRL is lounging around, not necessarily on something meant to be lounged upon. God, she's sexy. She's idly amusing herself with a large-ish snow globe-type item, henceforth the WEATHER GLOBE—maybe the size of a bowling ball, or even bigger, say, the size of a small beach ball. Unlike our lame 21st Century snow globes, this one has *real weather* inside, a testament to B-5's miniaturization technology. DG isn't paying a lot of attention to B-5 here.

Full figures, please, no cropping. Establishing shot. Make it clear.

Rick, this is a quiet scene that's going to rely entirely on your ability to make it moody, spooky and ominous-seeming—and, possibly, your playing up the sexiness of Dream Girl—to make it worthy of being a splash page. Don't think about the pressure.

Oh, by the way, this scene is actually a DREAM that Brainiac 5 is having! If you can, add some *surreality* to the scene. I dunno—a little bit of a Doctor Frankenstein's lab motif? A few anachronisms? Or melting timepieces ala *The Persistence of Memory*? Dunno. Whatever. C'mon, you smart, creative genius Dartmouth boy...! Bust a move! :)

LOGO

The Legion of Super-Heroes

CAPTION

The 31st Century.

CAPTION 2

Planet **Earth**. The **Headquarters** of the **Legion of Super-Heroes**.

CAPTION 3

The **Lab Complex**.

CAPTION 4
(near Brainiac 5)

Brainiac 5
Homeworld: Colu
Super intelligence

CAPTION 5
(near Dream Girl)

Dream Girl
Homeworld: Naltor
Precognition

BRAINIAC 5

...**looks** like a weapon, but it's actually an **analysis tool**. A **Data-Ripper**.

BRAINIAC 5 (2nd)

Why **Alien Destroyers** bent on wiping out all life carry these I don't know. Yet.

DREAM GIRL

I **love** this thing! It's really **snowing** inside!

TITLE

Dream Wedding
Part 1

Blind Love

CREDITS

Jim Shooter – writer
Rick Leonardi – penciller
X – inker
X – colorist
X – letterer
Mike Marts – editor

Cover by Francis Manapul, Livesay and JD Smith

PAGE TWO:

Panel 1:

Scene: In the close foreground, show the Weather Globe in Dream Girl's hands, so we get a really good look at it. Background, we see Brainiac 5 looking up from his work and over his shoulder at DG and the Weather Globe.

BRAINIAC 5

Hm? Oh, that.

BRAINIAC 5 (2nd)

I had an hour to spare one day, so I figured out how to miniaturize weather.

BRAINIAC 5 (3rd)

But **this** is difficult. **Techno organics**...! Very complex.

DREAM GIRL

Your mind is **amazing**...! You can do **anything**!

Panel 2:

Scene: Angle to show Brainiac 5, foreground, returning to his work on the Data-Ripper and background, Dream Girl who is focused on the Weather Globe and more or less ignoring B-5's lecture. Behind DG is ANOTHER BIG SCREEN that features a headshot of CHAMELEON with his antennae deployed and wiggling, which indicates, to the aficionados, at least, that he's scanning a form. Others will catch up eventually. I don't care whether Another Big Screen would logically be behind Dream Girl. This is a dream and the landscape is inconstant. Chameleon's name appears above or below his image on the screen to insure idiot-proof identification.

ANOTHER BIG SCREEN
(above or below the image of Chameleon)

Chameleon

BRAINIAC 5

On Rimbor, **Chameleon** scanned a Destroyer and its Data-Ripper. Once Cham "learns" a form, he can duplicate it atom by atom and assume all its **physical** properties.

DREAM GIRL

Ooh! Now it's clearing up!

Panel 3:

Scene: Another angle to feature Brainiac 5.

BRAINIAC 5

However, so that he doesn't actually **become** the thing he's mimicking, his body autonomously introduces **quantum-level variants** that restrict **energy transfers**.

BRAINIAC 5 (2nd)

It's a **necessary inhibition** for shape-shifters, to maintain their own identities.

Panel 4:

Scene: Angle to show Brainiac 5, at work on the Data-Ripper, obviously continuing the lecture that Dream Girl isn't listening to, and Dream Girl, fascinated by the Weather Globe.

BRAINIAC 5

For example, he could become a **furdlurk** in every physical sense, but he could **not** emit Q-rays.

BRAINIAC 5 (2nd)

Similarly, his duplicate Data-Ripper won't process energy. It doesn't actually **work**.

DREAM GIRL

Uh-oh. Looks like a **hurricane's** coming!

Panel 5:

Scene: Another angle to feature one of the Big Screens that is showing Chameleon, normal, except that one of his arms is morphed, starting about halfway down the forearm, into an Alien Destroyer's forearm and hand that is holding a Data Ripper! Meanwhile, on-screen Brainiac 5 is holding a big, wicked-looking, futuristic knife or other chopping instrument, and he's rearing back, poised to CHOP OFF Cham's Data-Ripper hand. It would probably be good to have Cham's Data-Ripper hand supported somehow, say, resting on a metal table or something—an ad hoc chopping block, as it were. If we were privy to what the on-screen B-5 was saying, it would be, "This won't hurt a bit." On-screen Cham, naively suckered into this surprise amputation, just catching on to what B-5 is doing—too late—would be saying, "Wh-what...?"

NOTE: Don't forget the size difference. Alien Destroyers are huge (10-20' tall), so Cham's Data-Ripper hand is proportionately big.

Show real (as real as one is in a dream) Brainiac 5 and Dream Girl, but feature what's on the screen. Real B-5 and DG can be small, cropped, possibly even silhouettes. Real B-5 is matter-of-fact about the amputation, real Dream Girl is shocked and appalled.

BRAINIAC 5

So, when I found out he had learned the form of the Data-Ripper, I had him mimic it, and...

BRAINIAC 5 (2nd)

...I excised it....

DREAM GIRL

You **chopped his hand off**?!

Panel 6:

Scene: Another angle to feature the same screen. On-screen Chameleon is shrieking and hopping around in tremendous pain. His Data-Ripper arm has been chopped off at mid-forearm. On-screen B-5 is examining his prize, totally oblivious to Cham's discomfort. There is no blood, no gore! Durlan shape-shifters like Cham don't bleed. Again, show real B-5, small, perhaps silhouette. No need to show Dream Girl.

BRAINIAC 5

No big deal. He's a shape-shifter. He formed a new hand a minute later. Besides, it only hurt a little.

PAGE THREE:

Panel 1:

Scene: Angle to feature, foreground, Chameleon's severed Data-Ripper hand in or on some big, futuristic specimen holder. There are a few probes and sensors stuck onto and into it, and analysis equipment around it—devices that presumably see into it and analyze its microstructures, blah, blah, blah. Be sure to show the stumpy part where it was cut off! It's not gory! It's a clean cut, and there's very little anatomical detail visible—maybe just a hint of shape-shifter pseudo-bones, but nothing too icky.

Also show, background, the working Data-Ripper that Brainiac 5 is just about finished assembling. He's back to work on it. Dream Girl should also be visible here, still holding the Weather Globe, but the chopping-off the hand thing got her attention. She's looking at Cham's severed Data-Ripper hand with an I-can't-believe-you-did-that expression. Good luck. :)

BRAINIAC 5

At any rate, using Cham's non-functional copy as a template, I'm creating a **working** Data-Ripper, **exactly** like the original.

DREAM GIRL

I can't believe you did that.

Panel 2:

Scene: Close up, focus on Dream Girl. She's getting one of her flash-glimpses of the future. Angle this to show a bit of Brainiac 5, background, eager for a prediction involving the Alien Destroyers.

DREAM GIRL

Hmm...! I'm getting one of my glimpses....

BRAINIAC 5

Is it about the Alien Destroyers?

Panel 3:

Scene: Reverse the previous angle. Dream Girl is still receiving her vision. Brainiac 5 looks disappointed and a little miffed. What she's saying sounds ridiculous. Is she just fooling around?

DREAM GIRL

No. You're going to be **traveling** somewhere very soon, love. It looks like...you're going into the **past**, into an **ancient time**!

BRAINIAC 5

Not likely. Time travel isn't feasible...yet.

Panel 4:

Scene: Favor Dream Girl again. Now she's having a hot, delicious, yummy vision of steamy sex, which is reflected in her body language. Hoo-hah!

DREAM GIRL

Well, I've got another one. I see us **making love**. Real...physical...and *ooh-la-la*, so intense!

BRAINIAC 5
(busy, preoccupied)

Uh-huh.

Panel 5:

Scene: Angle on Brainiac 5 and Dream Girl, probably featuring her—I'd show her off as much as possible. B-5 is completing the working Data-Ripper. Dream Girl thinks he's a pill.

DREAM GIRL

"Uh-huh." You are **such a grindwump!** You're always **working**, even when you're....

BRAINIAC 5

Done! It's finished!

Panel 6:

Scene: Focus on Brainiac 5 and his now-completed, working Data-Ripper. It's powering up, maybe glowing a little (Alien Destroyers in general, and this device in particular, absorb ambient energy from across the entire electromagnetic spectrum). B-5 is elated, but...starting to suspect that something's wrong. In fact, the Data-Ripper is (just) starting to grow a new ALIEN DESTROYER to go with it! Please suggest that, but be subtle.

BRAINIAC 5

It's absorbing ambient energy! Powering up! It's functional! It's **perfect!**

BRAINIAC 5

It's...growing...?

PAGE FOUR:

Panel 1:

Scene: Big shot. The Data-Ripper is almost finished sprouting a new Alien Destroyer body to wield it. The still-forming Alien Destroyer already looks hostile, dangerous and threatening. Brainiac 5 is scrambling back away from the Alien Destroyer. Dream Girl is also reacting, dropping the Weather Globe, which is breaking—and *the hurricane inside is starting to escape!*

BRAINIAC 5

It's regenerating a **body**...!

DREAM GIRL

Ohh!

SFX

KRSSSH

Panel 2:

Scene: Another big shot. The now-fully-formed Alien Destroyer lashes out at Brainiac 5 with its *real* weaponry. The Data-Ripper, not a weapon, is still in its “hand,” of course. Brainiac 5's personal force field (see #40) auto-deploys, protecting him from the Destroyer's onslaught.

Meanwhile, the hurricane blasting out of the broken Weather Globe is wreaking havoc on the Lab, its fierce winds sending poor Dream Girl staggering or even tumbling back, if you can make that look not silly. The Alien Destroyer is too big and heavy to be affected by the winds and Brainiac 5 is protected by his force field.

BRAINIAC 5

There must have been de-differentiated pseudo-cells in the proximal tissue mass! I...I didn't realize...!

DREAM GIRL

Querl...!

Panel 3:

Scene: The hurricane is quickly dissipating—hey, it was a *miniature* hurricane, okay? The Alien Destroyer has abandoned its futile attack on Brainiac 5 and is charging toward

Dream Girl, who is down and stunned/woozy, having been slammed by the fierce, miniature winds into a wall or furniture item.

BRAINIAC 5

Nura! Get up! Run!

Panel 4:

Scene: The Alien Destroyer leaps upon Dream Girl in a flurry of teeth and talons. Lots of ways to shoot this, pick a dramatic, horrifying one. No way she's surviving this. Not *too* graphic with the gore, though.

DREAM GIRL
(off panel)

AAAHH!

BRAINIAC 5

Nura...!

PAGE FIVE:

Panel 1:

Scene: Having scrambled to reach some Kirby-ish piece of equipment that, in my mind, looks like a heavy-duty oven door, Brainiac 5 opens a portal to the heart of a star unleashing a beam of searing, raw energy at the Alien Destroyer. The beam is doing its job, flash-vaporizing much of the Alien Destroyer. Action and result, same panel, very Kirby-esque. (And very Lucas/Spielberg/Kurasowa-esque, for that matter.) Do it. Use the Force. There is no try. :)

Speaking of “no try,” I’m not even going to try to explain this on panel, so make sure the picture tells the story! How *would* Kirby do this?

All right, all right, I’ll give you a *little* copy-support. There is a digital READOUT above the “oven door” portal that identifies it.

READOUT

WORMHOLE PORTAL

Current Terminus:
SOLAR CORE

NOTE: I can hear you thinking: “He’s lost it. He’s drinking too much. He’s mad.” True enough, but irrelevant. This is a *comic book*, and furthermore, this is a *dream sequence in a comic book*. I can do anything I want. Who can stop me? I’m like a force of nature...! BWA-HA-HAAA!

Panel 2:

Scene: Near the smoldering, partial remains of the Alien Destroyer, Brainiac 5 kneels weeping over a blood-puddle, all that remains, apparently, of Dream Girl.

BRAINIAC 5
(small, to himself)

What have I done?

Panel 3:

Scene: Calf-level POV. Close foreground we see Dream Girl’s lower legs and feet (she’s standing). Past those, we see Brainiac 5 on his knees, hunched over a puddle of what he believes to be Dream Girl’s blood, looking up in shock/amazement at the person attached to the foreground feet.

DREAM GIRL

It’s okay, love. I’m fine.

BRAINIAC 5

Nura!

Panel 4:

Scene: Pull back, give us a good look at both Dream Girl and Brainiac 5 as he scrambles to his feet. He’s puzzled but thrilled that DG is whole. Her arms are open to hug and comfort her lover.

BRAINIAC 5

My **force field** protected me, but how did you...?

DREAM GIRL

This is a **dream**, my love! **Your** dream. It's all in your mind...literally.

Panel 5:

Scene: Dream Girl and Brainiac 5 hug, clinging desperately to each other.

DREAM GIRL

Nothing can hurt me here...

DREAM GIRL (2nd)

...except...well...**you**.

PAGE SIX:

Panel 1:

Scene: Out of the dream and in reality now. Establishing shot, please, of the same area of the lab that we've been seeing in Brainiac 5's dream, but without surreal touches and, of course, entirely undamaged. B-5 was sleeping on a cot, and here, he's waking up, sitting up.

The real versions of Cham's severed Data Ripper hand, the working Data-Ripper B-5's been building and the intact Weather Globe are in view (all pretty much as seen in the dream). B-5 is not wearing his uniform. I figure the green skin and blond hair will be powerful enough visual clues that this is the same guy, so put him in futuristic underwear, please. He'd wear something pretty straight-laced—good luck.

BRAINIAC 5
(small, to himself)

Grife!

(NOTE TO RICK: I see the above as a 1/3 page horizontal and the next three panels as 1/9 of a page shots that comprise the second tier. That would make the fifth panel a 1/3 page horizontal. But, whatever, make it work.)

Panel 2:

Scene: Moments later. Cut to Brainiac 5 in his futuristic bathroom taking a futuristic shower. Good luck. Actually, I figure that in the 31st Century a “shower” might be different—some type of non-water mist or vapor that leaves you dry and spring-fresh, or, if it was water, the same unit would probably also dry you off. Could be a regular water shower, though—the Legionnaires are into retro 21st Century stuff. Here’s the deal—you have one panel to communicate that he’s taking as futuristic-looking a shower as you can manage. :)

I picture this as being shot from outside the shower so we’re seeing Brainiac 5 blurredly through the fogged or frosted glass shower door (or futuristic equivalent). Therefore, we’d also see a bit of the rest of the bathroom.

If we see the toilet, it is also sleek and futuristic—no water involved. It probably disintegrates waste and recycles the energy.

Don’t forget the futuristic sink and mirror. Should I mention the futuristic bathroom scale? Nah. :)

(no copy)

Panel 3:

Scene: Moments later. Brainiac 5 is almost dressed and ready to go. Maybe his tunic isn’t quite done up all the way, or he doesn’t have his belt on yet. Whatever. Here, he’s opening a futuristic cabinet of a kind that might store small scientific devices and instruments and reaching inside to get something.

(no copy)

Panel 4:

Scene: Show, close up, what Brainiac 5 is retrieving from the cabinet—an interesting-looking SMALL GADGET, about the size of a deck of cards that will easily fit in his pocket. FYI this thing will later be revealed as some sort of disguise-o-matic device that alters one’s appearance.

(no copy)

Panel 5:

Scene: Cut to the Bridge, the Legion’s communications and command center, seen in pretty much every issue so far. Establishing shot, please. LIGHTNING LAD is sitting in

the COMMAND CHAIR, well established previously in most scenes taking place on the Bridge. LLad is noticing Brainiac 5 entering. Please show the door.

On the TWO SCREENS displayed before LLad we see these images:

- The INTRUDER PLANET—show the whole thing, please—with a few U.P. MILITARY SHIPS in high orbit around it. (NOTE: Francis has done sketches of U.P. military ships and the Intruder Planet)
- The DUTY ROSTER

LABEL 1 will help identify the Intruder Planet. The U.P. Military Ships will be identified in dialogue.

Francis has established the Bridge's screens as floating projections of some sort that sometimes overlap. This panel isn't big enough to show both of the above images well, so feature the Intruder Planet screen. Show just enough of the Duty Roster so that we get an idea of what it is. We'll see it well soon enough.

The Duty Roster, by the way, is NOTHING LIKE what was shown in issues #37 and #38. It's a LIST. I'm hoping that by the time you draw this better reference will be available—not that it affects you all that much. I gather that the colorist/production person inserts such things—but you will have to place it and plan for it, at least.

CAPTION

The **Bridge**, communications and command center.

CAPTION (2nd)
(near Lightning Lad)

Lightning Lad, Legion Leader
Homeworld: Winath
Hurls thunderbolts

LIGHTNING LAD

Hey, ho, Brainy. Have a nice nap?

BRAINIAC 5

It was productive. While sleeping, I identified a potential danger to be avoided in my reconstruction of the Data-Ripper.

LABEL 1

(type on the image of the Intruder Planet)

INTRUDER PLANET

DUTY ROSTER

(probably mostly hidden here)

DUTY ROSTER (←header atop that looks like it's part of the Duty Roster, please)

- Atom Girl—HQ – Rec Room
- Brainiac 5—HQ – Bridge
- Chameleon—HQ – Quarters
- Colossal Boy—HQ – Rec Room
- Element Lad—HQ – Quarters
- Invisible Kid—HQ – Quarters
- Light Lass—HQ – Salon
- Lightning Lad, Leader in Command—HQ – Bridge
- Phantom Girl—HQ – Rec Room
- Princess Projectra—HQ – Rec Room
- Saturn Girl—HQ – Quarters
- Shadow Lass—HQ – Quarters
- Star Boy—HQ – Quarters
- Timber Wolf—HQ – Training Ctr, Combat Sim
- Ultra Boy—HQ – Quarters

(NOTE TO THE LETTERER OR PRODUCTION PERSON: The DUTY ROSTER copy usually includes Legionnaires ON LEAVE. I have deliberately omitted them this time to save space.)

PAGE SEVEN:

Panel 1:

Scene: Brainiac 5 is now standing beside the Command Chair. Focus on B-5 and Lightning Lad looking up at the screens, i.e., the screens are off panel behind our POV, camera close enough to the Legionnaires—bust depth?—so we get a good look at them to introduce them. LLad is making a droll, deadpan joke. B-5 is not amused.

LIGHTNING LAD

Get another sleepy-time visitation from **Dream Ghost?**

BRAINIAC 5

Try to restrain your idiocy. Any developments?

LIGHTNING LAD (2nd)

Stalemate...still. The **Intruder Planet** is still contained in the gravity field you created...

LIGHTNING LAD (3rd)

...its **planetary defensive shields** are still up...the **U.P. Seventh Fleet** is deployed around it...

Panel 2:

Scene: Angle to feature the screen showing the United Planets Military Ships and the Intruder Planet, but show a bit of Brainiac 5 and Lightning Lad (possibly his hand pointing at the screen).

LIGHTNING LAD

You still think the Intruder Planet beings are the source of the **Alien Destroyers**?

BRAINIAC 5

Any moron excluding present company could deduce that from a simple examination of their shields. The technological signature is **unmistakable**.

Panel 3:

Scene: Feature the DUTY ROSTER. It was largely hidden in Panel 5 of Page Six, so this is our first good look at it. Show at least a bit of Lightning Lad. If possible, contrive this shot to indicate that LLad is *causing* the screen to pop up by passing his hand over a control. (NOTE: There's an example of someone similarly activating a screen in Panel 2 of Page Six of issue #39.)

LIGHTNING LAD

Well...anyway, if something happens, we're ready. Every Legionnaire is available and on alert.

BRAINIAC 5

Why not send in the **Espionage Squad** and **Saturn Girl**? She might be able to acquire valuable data **telepathically**....

DUTY ROSTER

DUTY ROSTER (←header atop that looks like it's part of the Duty Roster, please)

- Atom Girl—HQ – Rec Room
- Brainiac 5—HQ – Bridge
- Chameleon—HQ – Quarters
- Colossal Boy—HQ – Rec Room
- Element Lad—HQ – Quarters
- Invisible Kid—HQ – Quarters
- Light Lass—HQ – Salon
- Lightning Lad, Leader in Command—HQ – Bridge
- Phantom Girl—HQ – Rec Room
- Princess Projectra—HQ – Rec Room
- Saturn Girl—HQ – Quarters
- Shadow Lass—HQ – Quarters
- Star Boy—HQ – Quarters
- Timber Wolf—HQ – Training Ctr, Combat Sim
- Ultra Boy—HQ – Quarters

Panel 4:

Scene: Two-shot of Brainiac 5 and Lightning Lad. LLad looks uncomfortable with B-5's idea.

LIGHTNING LAD

Can't. That Diplomacy lady, whatsername **LaFong**, says no overt action while she's "negotiating" with who-or-whatever's there...

LIGHTNING LAD (2nd)

...though they just keep saying "peace, peace, peace" in broken Interlac.

Panel 5:

Scene: Another angle on Lightning Lad and Brainiac 5. LLad looks even more uncomfortable and disturbed by the thought of actually speaking with Saturn Girl, who cheated on him. B-5 looks intense.

LIGHTNING LAD

Besides...since her little fling with **Ultra Boy**, Saturn Girl and I aren't exactly on speaking terms.

BRAINIAC 5

First, they're **stalling**. Second, **florg** LaFong. Third, you **cannot** let personal considerations interfere with duty.

Panel 6:

Scene: Brainiac 5 slow-flies away (presumably toward the door), getting in a last, pointed dig. Lightning Lad is verklempt, weighing his own problem vs. the universe's problem—and struggling with that....

(NOTE TO RICK: Re: FLYING: When a Legionnaire is slow-flying, say at a walking pace, I think that naturally they'd stay in an upright posture. As their speed increases, they might lean into it a little, but I still think they'd tend to stay as upright as possible—I would—until they were going really, really fast and sheer aerodynamics forced them into that classic, head-first super-hero flying pose. Even then, I doubt that they'd do the arms-extended-in-front thing.)

LIGHTNING LAD

Yeah, I know. All right, I'll think about it.

BRAINIAC 5

The notion of your attempting to "think" fills me with dread.

BRAINIAC 5 (2nd)

I have an errand to run. I'll be back soon.

PAGE EIGHT:

Panel 1:

Scene: Cut to the RECREATION ROOM, Pages 19 and 20 of issue #39 and again on Page Fourteen of issue #40. Establishing shot. Present are PRINCESS PROJECTRA, ATOM GIRL, COLOSSAL BOY and PHANTOM GIRL. Background, Atom Girl and Colossal Boy are playing Mini-Magno-Ball, a sort of super-futuristic foosball. The Mini-Magno-Ball table was also established on Page 19 of issue #39—Light Lass was practicing on it. AG, by the way, is *clobbering* Colossal Boy, which should be evident in body language. Feature Princess Projectra sitting regally, as if on a throne, in some chair. She had been looking at the pictures in a comic book, specifically *Action Comics* #242, the first appearance of BRAINIAC, but here she's looking up, noticing Phantom Girl arriving, phasing through the floor or wall.

(NOTE TO RICK: Please contrive to show the cover of *Action Comics* #242 clearly, at least once, in Panels 2-6.)

(ANOTHER NOTE TO RICK: Through the windows, when visible, we can see that it's daytime.)

CAPTION

The **Recreation Room**.

PRINCESS PROJECTRA

Phantom Girl! There you are. Read this to me.

PHANTOM GIRL

I've read it to you a **zillion** times, Princess...! Learn **ancient English** so you can read it yourself.



Panel 2:

Scene: Focus on Princess Projectra and Phantom Girl, a two-shot, maybe. PP is annoyed, imperious—didn't this *commoner* hear her command? PG has had enough of putting up with/humoring PP.

PRINCESS PROJECTRA

Read it **again!**

PHANTOM GIRL

Look, it must be **horrible** to have your home planet wiped out and not be a Princess anymore, and I **feel** for you...but I'm **not** your handmaiden.

Panel 3:

Scene: Another angle on Princess Projectra and Phantom Girl. PP is contrite, or realizing that she has to act that way to get what she wants. PG had almost successfully walked away, but PP's apparent contrition and her question cause her to pause.

PRINCESS PROJECTRA

Forgive me, I...apologize. But, tell me...is the story **true**?

PHANTOM GIRL

*Uhm...*no one really knows.

PHANTOM GIRL (2nd)

Brainiac 5 is supposedly a **descendant** of Brainiac's adopted son. That's where his LSH **name** comes from...but I think it's all just a **legend**.

Panel 4:

Scene: Another angle on Phantom Girl and Princess Projectra.

PRINCESS PROJECTRA

Would you at least **tell** me the story?

PHANTOM GIRL
(exasperated)

Grife! Oh, all **right**...!

PHANTOM GIRL (2nd)

Brainiac was a King whose people were all wiped out by a great plague.

Panel 5:

Scene: Angle on Princess Projectra and Phantom Girl. PG is somewhat impatiently rattling off a super-condensed version of the story. PP is fascinated, hanging on every word.

(NOTE TO MIKE: I'm writing the little story synopsis below from my memory. I last read this comic 50 years ago. Wikipedia wasn't much help re: useful details. Is there any way somebody could check and see if I'm misremembering it? I miss E. Nelson Bridwell.)

PHANTOM GIRL

Grief drove him mad. He set out to **repopulate** his world by stealing cities from other planets...because a ruler needs **subjects**.

PHANTOM GIRL (2nd)

When he tried to steal **Earth** cities, **Superman** stopped him and restored all the stolen cities, except for....

PRINCESS PROJECTRA

No...! Change the ending! Tell it so that Brainiac **succeeds**...!

CAPTION
(near Phantom Girl)

Phantom Girl
Home dimension: Bgztl
Ghostlike intangibility

CAPTION
(near Princess Projectra)

Princess Projectra
Homeworld: Orando
Illusion-caster

Panel 6:

Scene: Somewhat spooked, Phantom Girl acquiesces. I'd show just her.

PHANTOM GIRL

Um...okay....

PHANTOM GIRL (2nd)

Superman **tried** to stop him, but Brainiac **escaped**...and repopulated his planet...and justly ruled his new people...and lived happily ever after.

Panel 7:

Scene: Angle again on Phantom Girl and Princess Projectra. PG, still spooked, is sort of backing away from PP. PP is honestly grateful.

PRINCESS PROJECTRA

Thank you.

PHANTOM GIRL

O-o-okay, Princess, I'm going to go take a turn at Mini-Magno-Ball now.
Bye.

PAGE NINE:

Panel 1:

Scene: Still in the Recreation Room, Princess Projectra stands alone at the window, thinking deep, dark thoughts.

(no copy)

Panel 2:

Scene: Cut to outside. Brainiac 5 is Flight-Ring-flying off on his "errand." Make it apparent that Princess Projectra, background, standing at the window, can see him.

(no copy)

Panel 3:

Scene: Close up of Princess Projectra, looking troubled (still watching Brainiac 5, off-panel, fly into the distance). Over her shoulder, background, we see Atom Girl, who is now thrashing Phantom Girl at Mini-Magno-Ball.

PRINCESS PROJECTRA

I shall be in my apartments.

ATOM GIRL

Alert the media! The Princess is going to her room!

Panel 4:

Scene: Cut to a TRANSMATTER DEPOT (a teleportation center), in NEW ORLEANS. I see it as a sort of futuristic train station, except that the gates don't lead to platforms by

the tracks, rather they instantly transport you to wherever you're going as you step through. I'd do this a bit above eye-level, with big scope/lots of environs, so we can get a good look at the place. Show various gates with SIGNS above them, indicating destinations, and a few people on line waiting for their turn to step through. In the foreground, full figure, we see a distinguished-looking OLDER MAN stepping out of a gate. As in any train station, there are (futuristic) ADVERTISEMENTS and kiosks selling things. The most PROMINENT ADVERTISEMENT, detailed below, is for "Officially Licensed Authentic LEGION FLIGHT RINGS." A ROBOT VENDOR "mans" the kiosk selling these.

(NOTE TO RICK: The Legion licensed the rights to a stripped-down Flight Ring a couple of issues back to make some money.)

(ANOTHER NOTE TO RICK: Transmatter gates are pretty much free-floating. They don't have to be "anchored" to walls. See Pages Two and Four of issue #37.)

CAPTION

The New Orleans Union Transmatter Terminal.

SIGNS

(over gates—no need to use them
all—use as many or few as you need)

Metropolis (over the gate out of which the OLDER MAN is stepping)

PROMINENT ADVERTISEMENT

Officially Licensed Authentic
LEGION FLIGHT RINGS
Fly like a Legionnaire!
See Robo-vendor for details!

ROBOT VENDOR

...hottest selling item in the **galaxy!** Fly with a **Legion Flight Ring!**

OLDER MAN
(dismissively)

Why would I want a bare-bones **copy?** **All** it does is fly.

Panel 5:

Scene: Establishing shot of a street in the French Quarter. The French Quarter is, in the 31st Century, preserved exactly as it is now—an oasis of antiquity in this fantastic future. It's sort of like Colonial Williamsburg. The super-futuristic spires of modern New Orleans loom in the background. The Older Man is a passenger in a HORSEDRAWN CARRIAGE with a human DRIVER. Here are some pictures that may be informative:









Lots more easily found on the web.

CAPTION

The Historic **French Quarter**.

DRIVER

...so the regular sky taxis aren't even allowed in here.

DRIVER (2nd)

Yessir, everything's preserved here like it was in **ancient** days. Just like **traveling back in time!**

Panel 6:

Scene: The Older Man stands before a run-down building. A faded, PEELING SIGN identifies the business housed there. Please design the look of the sign, though I guess

the Production Person will actually execute it. If possible, show a bit of the Carriage clip-clopping away. The Sign is the real star here.

CAPTION

Soon.

PEELING SIGN

(this copy, artfully arranged)

The Marvelous

MEANDER

Spiritualist & Sheet Metal Repair

“Enlightenment and Spot Welding.”

Dreams • Tarot • Astrology • Auras • Meditation • Afterlife Coach

and now Feng Shui! (←a bumper-sticker sized, pasted-on, recent addition)

PAGE TEN:

Panel 1:

Scene: Establishing shot of the large-ish room that is Meander’s workplace. It’s more like a garage than a spiritualist’s atelier—there is a fortune-teller-style table and some spiritualist/tarot/astrologist/etc. paraphernalia around, yes, but there’s more space devoted to the sheet metal welding part of her biz. MEANDER is spot welding the fender of a 1956 Thunderbird. Other antique sheet metal items—more auto body parts, appliances, ductwork, etc., are lying around awaiting repair. The Older Man is entering.

Oh, by the way, on the table is a small item that looks a bit like a Staples “Easy Button” that is a “Pay-Port.” Pass your hand over it, it reads your biometrics and charges your account. I’m sure it won’t be meaningfully visible here, but I thought you ought to know about it. :)

1956 Thunderbirds:





MEANDER

Hi. I'm **Meander**. I'll be with you in a nano-tik.

MEANDER

50 creds up front, please. The pay-port is on the table.

Panel 2:

Scene: The Older Man, seated at the table passes his hand over the Pay-Port, which glows, indicating activity. Meander is just pulling back her chair to sit down.

MEANDER

Sorry. Not much call for spiritualism in this "scientific" age. Gotta make a living any which way. So, what's the problem?

OLDER MAN

Well...I've been seeing this girl....

MEANDER (2nd)

How long has she been **dead**?

(NOTE TO MIKE: The above exchange isn't the result of over-compression. I purposely wanted the line "How long has she been dead?" to matter-of-fact-ly pop out like that in the midst of Meander's chatter and bustling around.)

(NOTE TO RICK: The following bunch of panels features, basically, two people talking. I think you'll be able to suss out their gestures and expressions from the dialogue. If you nail the "acting" and my copy doesn't suck, this will actually be an entertaining sequence.)

Panel 3:

Scene: Both seated now.

OLDER MAN

What?! How did you know...?!

MEANDER

Because the **girl** just told me. She also said she's **Nura Nal**. You Legionnaires call her "**Dream Girl**." And you're **Brainiac 5**.

Panel 4:

Scene: Pressing a button on the Small Gadget introduced in Panel 4 of Page Six, the Older Man morphs back to his real self, Brainiac 5. He's also sort of glancing around, as if he might see Dream Girl. Angle to feature the Small Gadget, big enough so that it can be identified. Tricky shot. Want a scribble-sketch?

SFX
(from the Small Gadget)

Clk

BRAINIAC 5

You're saying...she's **here**?

MEANDER

Yeah, but you can't see her because you're *awake*. And not in touch with reality, like me.

BRAINIAC 5 (2nd)

No one is more in touch with reality than I am!

Panel 5:

Scene: Meander, standing, pulls down one of those window shade charts—I'm picturing the big map mounted above the blackboard that my fourth grade teacher would pull down. This simple CHART shows the FIVE LEVELS OF REALITY.

MEANDER

Oh, sure, **this** level. What about the **other** four?

MEANDER (2nd)
(small, under her breath)

...though some say there are seven...or 32...or....

CHART

The Beyond

The Spirit Plane

The Dreamtime

The Mundane World

The Substratum

BRAINIAC 5

This is **absurd**!

Panel 6:

Scene: Brainiac 5 gets up to leave.

BRAINIAC 5

I don't know how you work your scam...

BRAINIAC 5 (2nd)

...but "spiritualism" is bunk. I shouldn't have come here.

MEANDER

Why **did** you come here? No, wait, let **me** tell **you**.

PAGE ELEVEN:

Panel 1:

Scene: Focus on Meander.

MEANDER

You wanted me to be a **fake**. You were hoping to debunk the **truth** and score a comforting reaffirmation of your pinched little worldview!

MEANDER (2nd)

You should have gone to the **Amazing Ambrose**. He **is** a fraud.

Panel 2:

Scene: Focus on Brainiac 5 but show Meander, possibly over his shoulder. B-5 is not necessarily facing Meander. He's struggling with this, talking to himself, here, really.

BRAINIAC 5

This **cannot** be real. My subconscious mind must calculate probabilities, come up with predictions and cloak them in the guise of Dream Girl...
or....

MEANDER

Time's up. Another 50 creds, please.

Panel 3:

Scene: Brainiac 5 ponders.

Panel 4:

Scene: Brainiac 5 pays.

BRAINIAC 5

Tell me what to do.

MEANDER

Do you **love** her? I know the answer. Do **you**?

Panel 5:

Scene: Two shot.

BRAINIAC 5

Yes.

MEANDER

How sweet. Does she **inflame** you?

Panel 6:

Scene: B-5 sputters.

BRAINIAC 5

Well, I'm only **humanoid**! Of **course**, I...*um*...have the **hots** for her.

MEANDER

Careful with those **id-urges**. They can be **nasty** and **dangerous** to her...
no matter how nice a person you are consciously.

MEANDER

On the **Spirit Plane**, nothing can hurt her...

Panel 7:

Scene: Meander refers to the Chart, indicating the Dreamtime.

MEANDER

...and if she chose to enter the **Beyond**, well, that's **Nirvana-licious**, or so it's said. But entering your dreams makes her vulnerable to...let's call them your **demons**. Gotta keep them **contained**.

BRAINIAC 5

No problem. My mind is **disciplined**.

PAGE TWELVE:

Panel 1:

Scene: Meander produces a desktop SHINGLE—sort of like an executive's desktop nameplate, but bigger.

SHINGLE

WEDDING PLANNER

MEANDER

So, ask her to **marry** you.

BRAINIAC 5

But she's **dead**!

Panel 2:

Scene: Meander puts away the Wedding Planner shingle and replaces it with SHINGLE 2.

SHINGLE 2

RELATIONSHIP ADVISER

MEANDER

You're right. You two need to get to know each other better first. You need to go out on a **date**.

BRAINIAC 5

How? Dream up some dinner and candlelight?

Panel 3:

Scene: Close up of Meander, looking conspiratorial.

MEANDER

If she's willing, there **is** a way...but it costs a **lot** extra.

Panel 4:

Scene: Cut to the interior of the opulent home BARON BIEHLER, somewhere in Metropolis. Baron Biehler is an extremely wealthy businessman, one of the very few Orandoans who was off-world when Orando was destroyed.

As far as I know, Orando was never shown in the current continuity begun by Mark Waid, but it was characterized as a strange mixture of modern, medieval and mystic—sort of *31st Century futuristic* meets *Camelot* meets *Doctor Strange*. The only hint of things Orandoan shown was Princess Projectra's home seen toward the end of the *Teenage Revolution* trade paperback.

I see Baron Biehler's home as futuristic—after all, he's a man of the galaxy—but with some medieval and mystic-looking artifacts around, Orandoan items that Biehler has collected. For instance, on the futuristic coffee table is a CRYSTAL BALL.

Princess Projectra is entering. All present (all of whom are Orandoan survivors) are bowing, including BARON BIEHLER, the SHAMAN HENRIK, the ALCHEMIST MUNN (a female), and several others, including a few servants. Baron Biehler, Shaman Henrik and Alchemist Munn appear in #46, which hasn't been drawn yet, so you're establishing them here.

Baron Biehler is a big bear of a guy—think Penn Jillette of Penn & Teller—with red hair, a carefully groomed moustache and short beard. He dresses well in typical 31st Century style and looks rich.

Shaman Henrik is a small, thin, 40-ish, weasel-y guy, shaved head, no facial hair and *glasses*—unusual in the 31st Century, but not on Orando—I’m picturing wire-rims.... He wears medieval-looking, traditional Orandan clothes. He looks like a Shaman—a slightly devious worm of a Shaman.

Alchemist Munn is a thin, short, 60-ish woman with long, straight blonde hair. She might have been attractive in her younger days, but now she’s a harsh-looking, bitter- looking harpy. She also wears traditional, medieval-looking Orandoan clothing.

Baron Biehler, Shaman Henrik and Alchemist Munn are Orandoan, which is to say, human. Orandoans are in general sort of Germanic/Scandinavian looking.

(NOTE TO RICK: Don’t make a big deal of it, but Princess Projectra has on what *appears* to be a Legion Flight Ring. Next panel it will be revealed as a Galacticorp imitation.)

(ANOTHER NOTE TO RICK: If we can see out through any windows, it’s dusk.)

CAPTION

The home of **Baron Biehler**.

PRINCESS PROJECTRA

Baron, Shaman Henrik, my fellow, few Orandoan survivors...! Good evening.

BARON BIEHLER

Welcome, your Majesty. You are certain that the Legion does not know your whereabouts?

Panel 5:

Scene: Princess Projectra indicates the Flight Ring on her finger. No need to show anyone else.

PRINCESS PROJECTRA

The locator system tracks Legionnaires by their **Flight Rings**. My **real** ring is in my quarters.

PRINCESS PROJECTRA (2nd)

This is one of the commercial imitations. It has no **telemetrics**.

Panel 6:

Scene: Princess Projectra, Baron Biehler, Shaman Henrik and Alchemist Munn sit around a futuristic coffee table. Don't forget the Crystal Ball. Servants bring them refreshments. If others are seen, they merely stand at a respectful distance, attending.

PRINCESS PROJECTRA

I called this council because there is talk that **Brainiac 5** is visited nightly by the ghost of **Dream Girl**. Other Legionnaires **joke** about it...

PRINCESS PROJECTRA (2nd)

...but I sensed her spirit **accompanying** him as he passed by today.

Panel 7:

Scene: Focus on Princess Projectra.

PRINCESS PROJECTRA

I fear she might **predict**, and warn Brainiac 5, of our plans to exact **retribution** from those who failed to prevent the destruction of Orlando...

PRINCESS PROJECTRA (2nd)

...the **United Planets**...and the **Legion**.

PAGE THIRTEEN:

Panel 1:

Scene: Focus on Shaman Henrik.

SHAMAN HENRIK

Your highness is wise in the ways of the unseen. Clearly, Dream Girl's spirit must be **destroyed** or forced to enter the **Beyond**, from which there is no return. She must be attacked where she is at **risk**...in his **dreams**.

Panel 2:

Scene: Focus on Princess Projectra and Shaman Henrik.

PRINCESS PROJECTRA

It would be difficult to **arrange** that without such a well-ordered mind sensing interference. And Dream Girl watches over him constantly.

SHAMAN HENRIK

These two are in **love**?

PRINCESS PROJECTRA (2nd)

It is **palpable** to me.

Panel 3:

Scene: Feature Shaman Henrik. The Crystal Ball, which Shaman Henrik is mystically gesturing toward, is now on the table. In the Crystal Ball, we can see Brainiac 5!

SHAMAN HENRIK

Love **blinds** one on so many levels. We shall begin keeping close watch. Perhaps **opportunity** will arise....

Panel 4:

Scene: Cut to Legion HQ, specifically, to the Bridge. The Command Chair is empty. Light Lass is standing beside it, keeping an eye on the screens. Phantom Girl is phasing in through a wall.

CAPTION

The **Bridge**.

CAPTION (2nd)

Light Lass

Homeworld: Winath

Nullifies Gravity

PHANTOM GIRL

Hey, ho, Alya. What's up?

LIGHT LASS

Just minding things while my dear brother goes to the loo-doo. What's abuzz?

Panel 5:

Scene: Phantom Girl checks the Duty Roster. No need to show the whole thing—but clearly show Princess Projectra's entry. Show a bit of Light Lass, who's thinking that PG is a total softie.

PHANTOM GIRL

I just wanted to see if the Princess is still in her room. I kind of...owe her an apology. I was a little hard on her before.

Panel 6:

Scene: Cut to Princess Projectra's dormitory apartment, specifically, the SOLARIUM. Phantom Girl is rising through the floor. Princess Projectra is sitting on a futuristic chair or loveseat, apparently just relaxing. She is not acknowledging PG in any way (FYI, that's because "PP" is an ILLUSION). On a small, futuristic table beside "Princess Projectra," FYI, are the previously seen copy of *Action Comics* #242 and PP's Flight Ring. These may not necessarily be visible here, but will figure in this sequence. It's dark out, and there are no lights on here (or anywhere in PP's apartment).

(NOTE TO RICK: Illusory Princess Projectra never moves. You probably knew that.)

(ANOTHER NOTE TO RICK: Legionnaires' apartments in the Living Quarters section of the HQ complex are probably Spartan by 31st Century standards, but pretty fancy by, say, my standards. They all have several spacious rooms, and some, like PP's have Solaria, terraces or other refinements. So far, we've seen a bit Phantom Girl's apartment in issue #37, a bit of Lightning Lad's in issue # 40, which you should check out to get the

general drift, though the inside of PP's apartment won't be seen this issue. This being the far future, they're all super-futuristic and not cookie-cutter dupes. Each one is somewhat different.)

CAPTION

Princess Projectra's apartment. The Solarium.

PHANTOM GIRL

Princess! I door-beeped, I zeezeed you...! No answer! Then, from the hallway window I noticed you sitting out here in the dark.

PHANTOM GIRL (2nd)

What's going on? Are you **okay**?

Panel 7:

Scene: Phantom Girl, solid now, tries to tap Princess Projectra on the shoulder—but her hand goes right through the illusory PP. PG is nonplussed.

PHANTOM GIRL

Princess...? *Whoa!*

PHANTOM GIRL (2nd)

Okay, **I'm** the one goes ghosty...and I'm **not**, now...

PAGE FOURTEEN:

Panel 1-4:

Scene: Phantom Girl notices the Flight Ring and the comic book on the Table. Please contrive to show these things unmistakably. PG is pondering all this, and it's dawning on her what it means.

PHANTOM GIRL

...so you're an **illusion**!

PHANTOM GIRL

But...why would...?

Panel 5:

Scene: Cut to an exterior view of the Solarium. Princess Projectra is flying toward it. Her illusory self may be visible inside, but Phantom Girl isn't.

CAPTION

Soon.

Panel 6:

Scene: Inside the Solarium. Princess Projectra is just entering through a window, or, if you prefer, is already inside, with an open window behind her, accounting for how she got in. With her distinctive, illusion-dismissing gesture, Princess Projectra is DISPELLING the illusory PP.

(NOTE TO RICK: This gesture was supposed to be established in issue #39. It was called for three times there, but Francis missed the point a little, and so all three are instances are too small, not really good ref. Look at them anyway, Page Four, Panel 1, Page Five, Panel 2, and Page Twenty-Three, Panel 5, but FYI, here's the original description:

Angle on Princess Projectra and Sydne Ardeen as the opulence all around them becomes translucent en route to fading away. PP is making a *distinctive, one-handed gesture* to dispel the illusion. If this were a movie, it might be snapping her fingers, but I'm told that's near impossible to draw. Maybe a dainty little wave with her wrist cocked back? Whatever. Please try to make it clear that this is her signature illusion-go-away gesture. We'll be seeing it a lot and it will be a *very* good tool for drama. The illusion going all ghostly is spooky enough to weird out SA a bit—things that seemed so solid and real a second ago are well on their way to nothingness.

Feel free to take a little liberty with what Francis sort of did. Make it work. There should be a little shimmer of illusion power energy around PP's gesturing hand, which may help.)

(no copy)

Panel 7:

Scene: Princess Projectra is taking off her Galacticorp imitation Flight Ring. Angle to show clearly the real Flight Ring lying on the table, please. Presumably, she'll put the real one back on.

SFX

snap

Panel 8:

Scene: Angle to show Phantom Girl stealthily watching Princess Projectra from the aforementioned window in the hallway. To the extent we can see what PP is doing here, she's putting the real Flight Ring back on and heading inside.

(no copy)

Panel 9:

Scene: Cut to the Living Room of SATURN GIRL's apartment. Phantom Girl is sitting with Saturn Girl, telling SG what she saw, and conveying her tale of Princess Projectra's suspicious activities.

SG's apartment would be the most basic and Spartan of the Legionnaires' quarters. Everything is functional, orderly, neat, and minimalistic. Vid-pics on the walls might include her MOTHER, Councilwoman SYDNE ARDEEN (see Pages Three and Four of issue #39); perhaps a Titan landscape with Saturn rising; and a still life. There should also be a SPACE where it looks like a picture had been and ought to be. Before their breakup, a pic of Lightning Lad and Saturn Girl occupied the Space.

(NOTE TO RICK: No, I don't expect you to cram all that into this panel. I'm just sayin' that's what's on the walls. If/when backgrounds are visible in this sequence, the above *may* be seen.)

(NOTE: Every time Councilwoman Sydne Ardeen has been seen since early in the Waid run, she's had on the same clothes. WHY?! It's crazy. IF you show her image, PLEASE draw her wearing something else that's dignified.)

CAPTION

Soon. **Saturn Girl's** apartment.

CAPTION (2nd)

(near Saturn Girl)

Saturn Girl

Home moon: Titan

Telepath

PHANTOM GIRL

...and I think the Princess is **definitely** up to something.

PHANTOM GIRL (2nd)

I tried talking to Lightning Lad, but he's preoccupied with that **Intruder Planet** business. He just shrugged and said she's **always** been weird.

PHANTOM GIRL (3rd)

He'd **listen** to you!

Panel 10:

Scene: Angle on the two to feature Saturn Girl. She looks deeply troubled, head down a bit, still ashamed of her infidelity.

SATURN GIRL
(telepathic balloon)

I agree, the way the Princess has been acting lately is...disturbing.

SATURN GIRL (2nd)
(telepathic balloon)

But...I'm just not ready to face...Garth...Lightning Lad...yet.

PAGE FIFTEEN:

Panel 1:

Scene: Close up of Saturn Girl.

SATURN GIRL
(telepathic balloon)

Tell Brainy. He has Lightning Lad's ear.

Panel 2:

Scene: Cut to the FOYER, which first appears in issue #43, which Francis hasn't drawn yet. Don't try to establish it here, just suggest that this is an entrance area. Brainiac 5 is entering, carrying a big bag of AMWAY products. The bag has the futuristic Amway logo that you designed on it. B-5 is in a hurry. Phantom Girl is phasing through a wall, trying to get his attention. (Presumably, she located him via his Flight Ring, but we don't have to get into that here.)

CAPTION

The **Foyer**.

PHANTOM GIRL

Brainy! I need to talk to you!

Panel 3:

Scene: Brainiac 5 brushes right past Phantom Girl. (NOTE: It's not only that B-5 is preoccupied with his own business right now. He's pretty sure that Phantom Girl, who he regards as a dim bulb in a low-wattage string couldn't possibly have anything of real importance to say.)

BRAINIAC 5

Sorry. Busy. Tomorrow.

PHANTOM GIRL

But...Brainy...!

Panel 4:

Scene: Cut to Metropolis's Entertainment District, a part of the city rife with bistros, restaurants, nightclubs, shops and futuristic entertainments of all types. The view here is spectacular. There are many establishments on terraces, along the pedestrian boulevards, even floating in mid air. There are waterfalls, gardens, sculptures...it's beautiful.

(NOTE TO RICK: This area was first depicted in issue #41, but not well. In fact, there, it looked like the food court in a mall. Bleh. Ignore that.)

Feature Meander and Brainiac 5, as described below, but show a lot of environs.

Meander is standing on a walkway, awaiting Brainiac 5, who is flying in via Flight Ring, about to land beside Meander. Meander is wearing an *incredibly sexy dress*—but looking awkward and uncomfortable in it, futilely tugging at her daring décolletage. She isn't used to such revealing attire. Seriously, Rick, make her outfit as sexy and daring as you can without getting us arrested.

Brainiac 5 is wearing *not* his uniform, but a futuristic dress suit! If it looked a little like a futuristic tailcoat tux, I wouldn't be unhappy. There's a reason for that....

CAPTION

Later, in Metropolis's **Entertainment District**.

MEANDER

Took you long enough!

BRAINIAC 5

I had to rent a suit. I don't own one.

BRAINIAC 5

Meander, you look...**really** skinny and unappealing.

MEANDER

I didn't pick this dress. **She** did.

Panel 5:

Scene: Brainiac 5 and Meander regard each other awkwardly, uncomfortably. Meander looks really uncomfortable in what she's wearing. She's still trying to tug up her decent-by-a-sixteenth-of-an-inch top.

MEANDER

Shut up and let me **give way** to her.

Panel 6:

Scene: Close up of Meander as the spirit of Dream Girl possesses her body.

MEANDER

Spirits can't possess living people without their cooperation, unless they're like the legendary **Deadman**, who...

MEANDER (2nd)

uhk...!

Panel 7:

Scene: Now possessed, Meander's entire demeanor and expression change dramatically. Boy, I'm glad you're doing this, because I know you can pull this off. Suddenly, MEANDER/DREAM GIRL is totally comfortable in her clothes, totally *sexy* in her clothes, totally graceful, totally confident and is looking at Brainiac 5 with bedroom eyes. Rock it, Rick.

MEANDER

Hello, love.

BRAINIAC 5

Nura...?

PAGE SIXTEEN:

Panel 1:

Scene: Cut to the Living Room of Baron Biehler. Shaman Henrik is peering into the crystal ball. He sees, and we see Meander/Dream Girl and Brainiac 5 as in the preceding panel—a stat? He looks evilly pleased.

CAPTION

Meanwhile.

SHAMAN HENRIK

Luck is with us! Opportunity **hastens** to accommodate our need!

SHAMAN HENRIK (2nd)

Inform the Princess.

Panel 2:

Scene: Cut to Brainiac 5 and Meander/Dream Girl in a beautiful, super-fancy, futuristic restaurant. Meander/Dream Girl is all smiles, perfectly relaxed and comfortable, enjoying herself immensely. Brainiac 5 is still a little tentative, slowly getting adjusted to the idea that this is really Dream Girl—inside, anyway.

CAPTION

Chez Jondeau.

MEANDER/DREAM GIRL

...almost **always** with you, watching over you, love. I'm so **proud** of you.

BRAINIAC 5

Nura...it really **is** you, isn't it?

Panel 3:

Scene: Brainiac 5 and Meander/Dream Girl are on a high overlook with a spectacular, beautiful view. It's so romantic. They're holding each other close, in range for the kiss coming next panel.

CAPTION

Later.

BRAINIAC 5

What about the future, Nura? Our future. What do you see?

MEANDER/DREAM GIRL

I can't get glimpses while I'm...borrowing...someone...

MEANDER/DREAM GIRL (2nd)

... but right now is so wonderful...it's all I care about.

Panel 4:

Scene: They kiss.

(no copy)

Panel 5:

Scene: Pull back to reveal that from a hidden vantage point, Princess Projectra is watching them, smiling wickedly! Show her, close up, very sinister, and them in the background, please.

(no copy)

Panel 6:

Scene: Close up, head on, of evil, sinister Princess Projectra. There's a bit of a shimmer in the air around her, and maybe a subtle glow from her eyes as she invades Brainiac 5's id!

PRINCESS PROJECTRA
(small, quietly to herself)

Now!

(NOTE TO RICK: I may have failed to mention this before, but Princess Projectra has acquired new powers recently, including the id-invading thingie she's about to pull.)

PAGE SEVENTEEN

Panel 1:

Scene: Inside Brainiac 5's id. I see this as a futuristic lockdown—a long row of super-heavy-duty cells with vault-like doors, maybe at an angle like the door to a storm cellar.

Everything is pure white, clean and pristine. Princess Projectra is entering right through a wall—but we have to do it in a way that looks distinctively different from the way Phantom Girl phases through a wall. I’m thinking that the wall has become permeable and “solid” Princess Projectra (actually an id-avatar) is striding through. Or the wall is somehow opening to admit her. Or something. Throw me a rope, Rick. PP is slipping into B-5’s id in some kind of dramatic way.

PRINCESS PROJECTRA

Ah! In!



Panel 2:

Scene: Princess Projectra eyes the many cells, pondering. Which ones to pick?

PRINCESS PROJECTRA

Let's see...

PRINCESS PROJECTRA (2nd)

...which ones?

Panel 3:

Scene: With terrifying super strength, Princess Projectra rips one of the immense, massive vault doors completely off.

PRINCESS PROJECTRA

You.

Panel 4:

Scene: Princess Projectra rips a second door off.

PRINCESS PROJECTRA

And you three.

Panel 5:

Scene: Princess Projectra leaves as she arrived, quickly. Something horrible looking—BITER—is stirring in one of the ripped-open cells. If I were me, I'd shoot this from inside the horrible, nasty, filthy, grungy pit of a cell, which is a total contrast to the pristine whiteness outside, and show the little bit of Biter we see as a scary silhouette.

(no copy)

Panel 6:

Scene: Cut to reality again, focus on Brainiac 5 and Meander/Dream Girl, their kiss having ended. Brainiac 5 looks as if he senses something wrong, but...can't put his finger on it. Meander/Dream Girl looks concerned.

MEANDER/DREAM GIRL

What's wrong?

BRAINIAC 5

I...don't know.

BRAINIAC 5 (2nd)

Nothing. It's nothing.

PAGE EIGHTEEN:

Panel 1:

Scene: Cut to Legion HQ the next morning. Brainiac 5 is slow-flying in, still wearing his rented suit. It's a little rumpled, the tie, if any, is untied, a couple of collar buttons (or the futuristic equivalent) are undone. B-5 looks happy! He's smiling! This is rare! From the background, Phantom Girl is approaching, for once not phasing through anything.

CAPTION

The next morning. **Legion HQ.**

PHANTOM GIRL

Brainy! I really need to talk to you!

BRAINIAC 5

Good morning, Phantom Girl!

BRAINIAC 5 (2nd)

I'd **love** to chat, but I'm a little behind on my work and I just don't have time now.

BRAINIAC 5 (3rd)

Have a **wonderful** day!

PHANTOM GIRL (2nd)

But....

Panel 2:

Scene: Cut to a posh HOTEL ROOM. Meander has just awakened, hung over and... well, a little sore. She sits on the edge of the bed holding her head with one hand and picking up a mostly empty champagne bottle (as if checking to see how much she drank) from the futuristic equivalent of an ice bucket with the other. The bedclothes are a tangled mess. Meander still has the dress on, but it's rumpled, askew, disarranged. Her hair is disheveled, her makeup is smeared. Somewhere, scattered around the room we see her shoes, some racy panties, a garter belt and stockings. Hmmm!

CAPTION

The **Regency Hotel**.

MEANDER
(small)

Oh...ohhh...ow.

MEANDER

Guess they must have had a good time. And **I** end up with the headache.

MEANDER (2nd)

He must be an animal. Who'd'a thought.

MEANDER (3rd)

Go home. Take a bath....

Panel 3:

Scene: Cut to Brainiac's Lab. Yawning and stretching, he's starting to make his way from the Data-Ripper he'd been working on toward his cot. Try to make what's happening here clear.

CAPTION

Hours later. Legion HQ. The **Lab Complex**.

BRAINIAC 5

Hohh-hmm. Time for a **nap**. Here I come, lover....

Panel 4:

Scene: In the DREAM LAB, once more, but this time, no surreal or nightmarish touches. Instead, there are flowers everywhere and pretty things. Brainiac 5 stands beside his dream cot. Dream Girl is greeting him. IMPORTANT: The WEATHER GLOBE should be clearly in evidence.

DREAM GIRL

Hello, Querl. I missed you **so**!

BRAINIAC 5

I couldn't **wait** to fall asleep, Nura...

PAGE NINETEEN:

Panel 1:

Scene: On one knee, Brainiac 5 offers Dream Girl a spectacular diamond engagement ring. I'd ordinarily say "futuristic," but no, I think this should be the standard, old-fashioned, solitaire kind.

BRAINIAC 5

...so I could offer you **this**...and ask you to **marry** me.

DREAM GIRL

Yes! Yes! I **love** you! **Yes**!

Panel 2:

Scene: Close up as they embrace, about to kiss, but Dream Girl is still admiring the ring, now on her hand.

DREAM GIRL

You dreamed up such a **beautiful** ring!

BRAINIAC 5

I've been thinking about it all day.

Panel 3:

Scene: Suddenly, taken totally by surprise, Brainiac 5 and Dream Girl are blasted by a tremendous energy explosion! That's gotta hurt....

(NOTE TO RICK: Dream Girl's clothes might be torn up a little but Brainiac 5's would not be. Though this is a dream, B-5 is dreaming of himself wearing the new, incredibly indestructible costume that he got in issue #42, and it's damage resistant even in dreamland.

BRAINIAC 5

I decided to go with the **Earth** custom, rather than the traditional Coluan exchange of wreathes. This is so much more ro....

BRAINIAC 5 (2nd)
(closely connected)

UHH!

SFX

THRKKRKK

Panel 4:

Scene: Brainiac 5 lies in a crumpled heap, hurtin'. Some distance away, separated from B-5 by the blast, lies Dream Girl, barely conscious. Looming over B-5 is IDJIT, the sum of all evil id-urges. Idjit's hands crackle with the same sort of energy that comprised the explosion last panel. Looming near Dream Girl, background, are BEATER, BITER and LAFF, Idjit's hench-demons.

The environment has distinctly changed! The flowers are wilted and dead. The "pretty things" previously seen are messed up somehow. Whatever. It's gotten ugly in here, all of a sudden. Hellish.

The "landscape" is inconstant. The vision of Hell may change a bit as we go along. Feel free.

Also, Idjit becomes more monstrous and devilish as this sequence continues—see the character description!

Again, please plant the Weather Globe.

(NOTE TO RICK: Throughout this sequence, I picture IDJIT as sort of flouncing through the action, waaaaay overacting, very perverted/oversexed/weird-looking—Frankenfurter from *Rocky Horror* meets Xander Cage from *xXx*.)

IDJIT

Ah! I hear you **thinking** - - in fact, here inside your head, that's **all** one hears, except for your **batwitch's** prattlings. She's the only **outsider**.

IDJIT (2nd)

Speaking of “witch,” **sic** her, boys!

IDJIT (3rd)
(singing)

Do do the doo-doo that you do so well-l-l-l!

BEATER

Beater!

BITER

Biter!

LAFF

Laff!

PAGE TWENTY:

Panel 1:

Scene: Idjit brutally super-kicks Brainiac 5, who goes flying. In the background, Beater, Biter and Laff viciously attack Dream Girl. We don't see the violence clearly—just them piling on/throwing down on her—but it should be obvious that she's being beaten/bitten/clawed horribly, as if to death, if she weren't already dead.

IDJIT

You're wondering why your force-shield didn't auto-deploy?

IDJIT (2nd)

Stupid! **We-are-you-are-us**, and that thing doesn't protect against **self-abuse**...

IDJIT (3rd)

heh. Lucky for you till last night.

DREAM GIRL

Auhhhh!

BRAINIAC 5

This is just a dream...you can't really hurt her...! It's just a **dream**...!

BRAINIAC 5 (2nd)

UFF!

Panel 2:

Scene: Again, Idjit hammers Brainiac 5.

IDJIT

Dream **on!**

IDJIT (2nd)

This is a dream, but **we** aren't! We're **you**...more precisely, every shameful, lustful, violent, nasty urge that ever scuttled across your lizard brain.

Panel 3:

Scene: Feature, foreground, the gut-wrenchingly-implied-but-not-graphically-shown violence being wreaked upon Dream Girl. Background, we see more violence being wreaked upon Brainiac 5.

IDJIT

Don't feel special. **Everybody's** got some vile stuff crawling around back there.

IDJIT (2nd)

Anyway...the spirit girl offers the opportunity to do some **really** nasty things...!

IDJIT (3rd)

Besides...we don't **want** her here. She's so nice she cramps our vice.

BEATER

Beater!

BITER

Biter!

LAFF

Laff !

Panel 4:

Scene: Part of the floor has turned into a river of disgusting, slimy muck. Idjit hurls Brainiac 5 into it and he's plowing through it face first.

IDJIT

You're so **smart**...! And I'm just an **Idjit!** But once I'm loose to prance and dance you are **putty** in my claws.

BRAINIAC 5

NO! It's all in my mind. **MY** mind!

BRAINIAC 5 (2nd)

UHLK!

Panel 5:

Scene: Brainiac 5 weakly struggles to raise his face out of the muck. He finds himself facing, and inches from the Weather Globe, which has fallen into the muck next to him (it's undamaged). Inside the globe there is a powerful thunderstorm raging. Half conscious (in the dream), he stares at it dazedly, but with realization dawning.

IDJIT

Never **mind** your mind! It's jelly in my belly, a straw in my **hurricane!**

IDJIT (2nd)
(small, singsong, to himself)

Out of control, irrational...sap your will, urge to kill...slave to me, deprav-ity, can't you see, you belong to me?

IDJIT (3rd)

Once I'm **loose**, I got the **juice!** I am in control

BRAINIAC 5

No! My mind...is **amazing**. I can do...**anything**.

Panel 6:

Scene: His will renewed, Brainiac 5 rolls onto one elbow en route to rising out of the muck and turns to face Idjit. He looks fierce, enraged, speaking through gritted teeth—*and he's crackling/glowing with godlike power!* I don't think you need to show Idjit here—you could focus on B-5 only—but as you wish.

BRAINIAC 5

My mind...is **disciplined!** I...am **master** here!

PAGE TWENTY-ONE:

Panel 1:

Scene: Brainiac 5 *casts out* his demon, Idjit! I see B-5 with a raised fist (like shaking your fist at somebody), screaming—and godlike power coruscating around him. I see Idjit being blown like a straw in an F-5 tornado through a PORTAL that is irises open. The Portal wasn't there before, of course—this *is* a dream.

BRAINIAC 5

GET OUT!

IDJIT

(smaller as he zooms away and out)

EEEEEEEEEEEEEEEEeee...!

Panel 2:

Scene: Idjit is gone. The Portal is iris-ing closed. Still godlike, enraged, Brainiac 5 pulling himself up out of the muck and turning to attack Beater, Biter and Laff. They're still beating, biting and clawing at helpless Dream Girl, but Laff is noticing B-5.

IMPORTANT: It *must* seem as though it's going to take B-5 a moment—half a second?—to bring his newfound godlike power to bear against the Hench-demons.

BRAINIAC 5

Hhrrrrhhh...!

BEATER

Beater!

BITER

Biter!

LAFF

Uh-oh....

Panel 3:

Scene: With a maniacal, desperate, vicious look on his demonic face, Laff stabs his claws into Dream Girl's eyes—*deep* into her eyes. VERY IMPORTANT: We *cannot* show this graphically—you knew that. I'd shoot it from behind Dream Girl. Beater and

Biter are still doing their things to Dream Girl, too, but don't feature them. I see this as a medium close shot, showing enough of Dream Girl and Laff to grok what he's doing to her, but maybe, on one side, only the hands of Beater—one with a fistful of DG's hair (thereby holding her still for Laff's horrific eye-thrust), the other in mid-punch; and, on the other side, maybe only (most of) Biter's head as he chomps on one of DG's arms. But, whatever. Do it your way. This should be horrifying—but not Sam Peckinpah-ish.

LAFF

LAFF!

Panel 4:

Scene: With a blast of tremendous energy that bursts forth from his forehead, Brainiac 5 utterly *obliterates* Beater, Biter and Laff!

SFX

THKKKOOOM

Panel 5:

Scene: A few wisps of smoke waft from the places Beater, Biter and Laff were. Brainiac 5 rushes toward Dream Girl's unmoving, savaged form.

BRAINIAC 5

Nura!

PAGE TWENTY-TWO:

-

Panel 1:

Scene: It's over. Brainiac 5's "godlike" glow and power have faded. He has rushed to very badly beaten-up, torn-up Dream Girl's side. He cradles her in his arms. We can't see her eyes here.

BRAINIAC 5

You're **hurt!** I am so **sorry**, Nura...!

BRAINIAC 5 (2nd)

It's all my fault!

DREAM GIRL

No, no...! I **knew** there were risks. I'd face **anything** to be with you.

DREAM GIRL (2nd)

Spirits are **resilient**. **Most** of my wounds...will fade...except...

Panel 2:

Scene: Close up of badly battered, badly ripped-up Dream Girl, in Brainiac 5's arms. Her eyes are closed and there's some blood around them. The trick here, Rick, is to make her look as though she has been savagely beaten/bitten/clawed near to utter destruction, that her eyes have been horrifically damaged, *but* not go over the top with blood or Sam Peckinpah-style horrifying gore.

DREAM GIRL

...when the demon clawed my **eyes**...he...he **blinded** me. He struck **deep**...he took away my **second sight** as well...

DREAM GIRL (2nd)
(small)

...forever.

Panel 3:

Scene: Brainiac 5 is crushed. This is all his fault. His remorse is endless, his grief palpable, his guilt....

BRAINIAC 5

What have I **done**...?!

DREAM GIRL

No! No **guilt**. That's the key to a door that would free more demons.

Panel 4:

Scene: Brainiac 5 is anguished. Dream Girl is calm, comforting *him*!

BRAINIAC 5

But I **failed** you! Those **things**...I let them **out** somehow...!

DREAM GIRL

And you **saved** me from them.

DREAM GIRL (2nd)

It's **over**. The important thing is that we're still together.

Panel 5:

Scene: Dream Girl still comforts Brainiac 5...reaches out to caress his cheek...is overflowing with love, despite everything. B-5, however, is steeling himself here, for what he thinks must be. He's tragically resolute.

DREAM GIRL

Once we're married...**here**...in **spirit**...we'll deal with such things...
together...as **one**.

BRAINIAC 5

I...I think you should you should enter the **Beyond**. From what I hear, you'd be whole, and safe and happy there.

Panel 6:

Scene: Two shot. Tearfully, anguished by the thought that Brainiac 5 will force her to leave, Dream Girl protests. Maybe even does that cliché, 1950's movie girl thing of weakly, harmlessly pounding with her dainty little fists on his manly chest.

DREAM GIRL

Oh, **no**, you don't! You proposed, I accepted, and I'm going to be your **wife**!

DREAM GIRL (2nd)

If you back out, I'll...I'll stay with you **anyway**...! I'll **haunt** you!

Panel 7:

Scene: They kiss.

(no copy)

PAGE TWENTY-THREE:

Panel 1:

Scene: The dream they're in starts to dissolve. Something is waking Brainiac 5 up. He looks horrified. Dream Girl, recovering from her panic attack that stemmed from the thought of being pushed away, is the calmer, more resigned one here.

BRAINIAC 5

Oh, no...! **No!** I'm waking **up!**

DREAM GIRL

I hear the **scramble-siren**. There's an **emergency**.

DREAM GIRL (2nd)

I wish I could tell you what it is...or how things will go....

Panel 2:

Scene: The dream continues to dissolve. Brainiac 5 tries frantically to cling to sleep/Dream Girl. He doesn't want to leave her. She knows that he must go.

BRAINIAC 5

I can't **leave** you!

DREAM GIRL

The Legion **needs** you. I never thought I'd hear myself say these words to you...but **get to work!**

(NOTE TO RICK: I see the preceding two panels as standard 1/6 page panels, and the next four as sequential slivers comprising the second tier. They're all silent except for a SOUND EFFECT. If you choose a different panel configuration, that's okay, but make it work.)

(NOTE: The SOUND EFFECT runs across all four of these panels!)

Panel 3:

Scene: Back in reality, Brainiac 5 is getting up from the cot. He looks upset, as one might expect. He's waking up from a nightmare. I see this as a medium $\frac{3}{4}$ overhead.

SFX

(continues into next panel, right over the gutter)

VREET...

Panel 4:

Scene: Close up of Brainiac 5. The horror of what just happened is washing over him. He's as anguished, distraught and as near to tears as we've ever seen him—or actually crying if that seems better and you can make it work.

SFX

(continues...)

...VREET...

Panel 5:

Scene: Match the angle and depth of the previous panel. Brainiac 5 is regaining control and composure. With difficulty.

SFX

(continues...)

...VREET...

Panel 6:

Scene: Match the angle and depth of Panel 3, i.e., medium, $\frac{3}{4}$ OH. Brainiac 5 is headed for the door, presumably to answer the scramble-siren's call. Back to work.

SFX
(continues from previous panel)

...VREET...

Panel 7:

Scene: In the home of Baron Biehler, Princess Projectra, and the Shaman celebrate their victory, raising glasses, all (evil) smiles, etc.

CAPTION

The home of **Baron Biehler**.

SHAMAN HENRIK

...but **blinded** will do quite nicely!

BARON BIEHLER
(offering a succinct toast)

Success!

Panel 8:

Scene: In a dark alleyway on the lowest level of the city (and remember, this is the future—no battered garbage cans or dumpsters—but, you knew that), IDJIT is pulling himself to his feet, marveling at the solidness of things around him. There's no doubt. He exists in the real world! Cast out, indeed! What to do now...? What to do...?

CAPTION

An **alley**. Ground-lev.

IDJIT

This...must be...the **Mundane World!** Goodness gracious, how **wonderfully** spacious.

IDJIT (2nd)

Cast **out**? Sweeeeet!

Hot-cha-cha...!

BLURB

NEXT: NEW RECRUITS!

FIN