

LEGION OF SUPER-HEROES

ISSUE #48

**Enemy Manifest
Part 3**

“The Edge of Doom”

**Script for 21 pages by
Jim Shooter**

**Michael Marts
Editor**

DC COMICS

April 27, 2008

PAGE ONE:

Panel 1 (FULL PAGE SPLASH):

Scene: A beautiful PLAZA in the UNITED PLANETS GOVERNMENT COMPLEX in the heart of Metropolis. Specifically, this Plaza should be outside the magnificent DEPARTMENT OF DIPLOMACY Building, which, by the way, is where Princess Projectra met with Sydne Ardeen and Nimra LaFong in issue #37.

Secretary of Diplomacy NIMRA C. LaFONG stands at the head of a large WELCOMING COMMITTEE composed of DIPLOMATS from various U.P. worlds. Remember, the beings on most worlds are absolutely human. A few of the Diplomats should be humanoid, fewer still humanoid-alien and only one or two totally alien. Try to make at least some of the Diplomats look like they're from worlds we have already established—for instance, there should be a blue-skinned, elf-eared Diplomat from Talok VIII. All the Diplomats should be dressed very formally, in keeping with their own worlds' customs. Again, for instance, the Talok VIII Diplomat should be wearing the kind of slightly Medieval-looking clothes that Kitson established in issue #23 (and you continued in #40, though you didn't get to draw any fancy-dressed folks).

This is a very formal, important State Occasion. It should appear to be very proper, dignified, organized and impressive.

If any Science Police or U.P. Military are seen, they would be in full dress uniforms. *No guns!* Or if so, only ceremonial side arms that remain in their holsters.

There are, of course, heavily-armed, combat-ready troops deployed discreetly not too far away.

No need to show the combat troops. I'm just letting you know they're there in case you were worried about LaFong's safety! :))

There are plenty of Secret Service Agents close to the Welcoming Committee, but they're very discreetly positioned. They're also discreetly armed to the teeth. Please show at least two SECRET SERVICE AGENTS, human or humanoid, both male.

This being the future, they wouldn't have those clunky earpiece/throat mic radios shown below—however, we've got to make it clear that they're Agents, so if you had one of them doing the familiar hand-to-the-ear gesture that screams "Secret Service," that would be good. They should also probably dress in a futurized version of the Agent-style dark suit, tie and dark glasses. AGENT 1 speaks.



A delegation of INTRUDER PLANET INHABITANTS—presumably their diplomats—are arriving. They *seem* to be teleporting in, but the effect should be different from Transmattering and Wormhole-conduit teleporting. I picture it a little like the Star Trek transporter in the sense that the traveler starts appearing as crackly sparkles that gradually become the solid person.

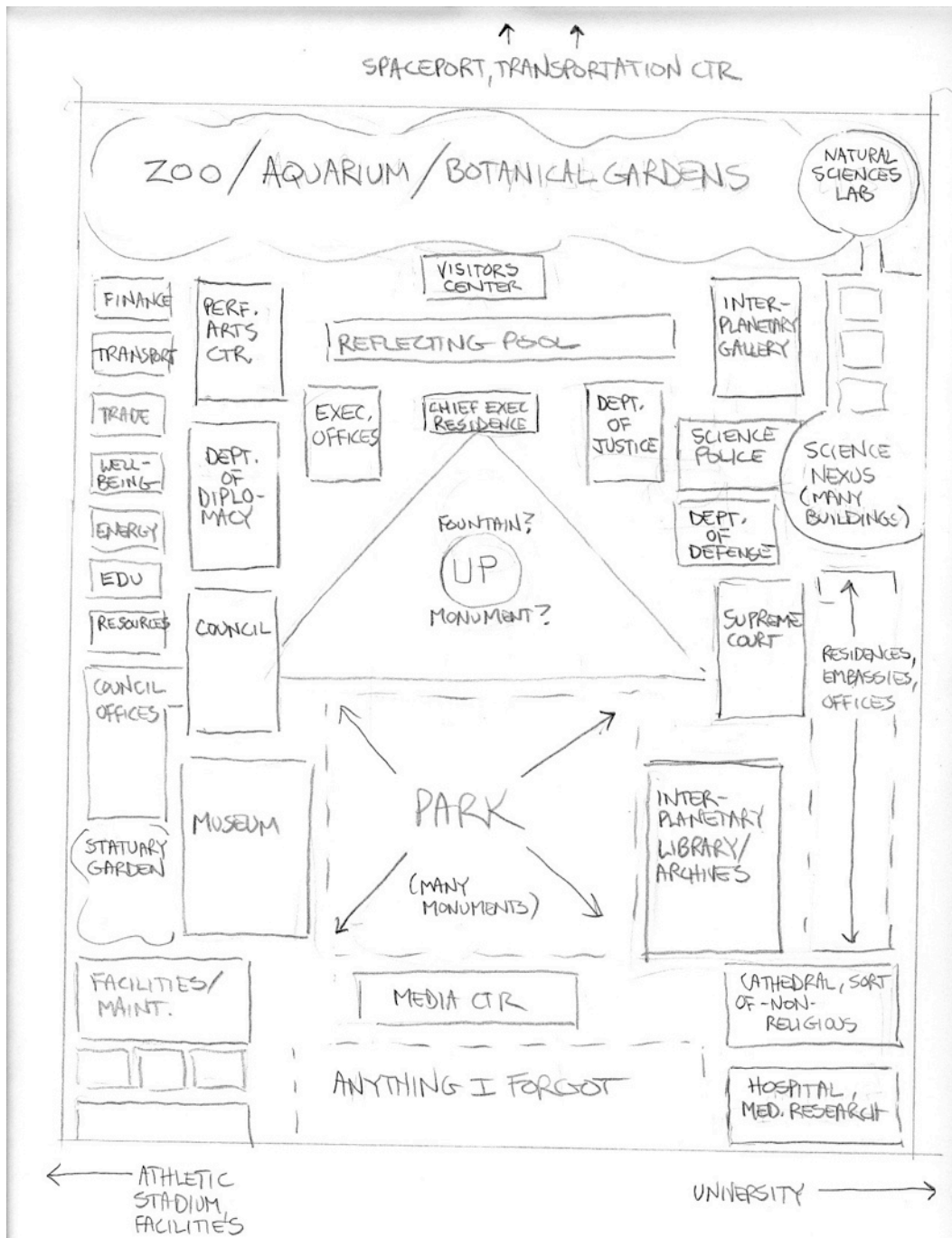
Two of the Intruder Planet Inhabitants have already fully arrived, i.e., they're solid and complete. Two or so more are partially arrived in various degrees—one almost complete, the other(s) less so. At least one is just beginning to arrive, still all crackles.

NOTE: If the “crackles” could look a little BIT-MAPPED, that would be ideal. The deal is this—the “IP Inhabitants” aren't real beings—they're computer-created *physical avatars*—empty, soulless shells or golems. The real IP Inhabitants, as we'll later learn, exist only *virtually* inside their Universe-spanning INFINITY NET.

The IP Inhabitants are, surprisingly, humanoid, that is, they may have some small differences from Earth-humans, but only small ones. For instance, I see them as being a variety of *pastel colors*. (←JD – NOTE!) They're also surprisingly beautiful! And very tall—maybe eight feet on average. They're dressed oddly. Their clothes seem to be very simple, very plain, un-detailed, generic versions of the types of everyday clothing worn by U.P. humans and humanoids.

One of the IP Inhabitant females, call her PINKIE, is exceptionally beautiful and sexily dressed. Her skin is PINK. (←JD – NOTE!)

(NOTE TO FRANCIS: Someday we may do the definitive, overall establishing shot of the U.P. Government Complex, but not this issue. However, I put together the following crude map/sketch for my own purposes, and I figured it might be useful to you while you're designing shots in this sequence. Or at least, it couldn't hurt. This is just a *possible* general layout, by the way! Nothing graven in stone. I was just trying to figure out what would be there, and what things made sense to be close together. It's totally changeable or ignore-able!)



NOTE: This is not to scale! The rectangles are not meant to suggest the sizes or shapes of the buildings—just the general area where they would be found. Despite the closeness of my rectangles, I think there should be considerable space between buildings—big lawns in front of some, etc. The whole complex would be park-like, lots of trees, small gardens, fountains, statues, etc. It need not/should not be all level ground. There could be hills and dales. Many of these buildings could/should be futuristic skyscrapers. There might be some anti-grav floating structures, creating a multi-level situation in some areas. I didn't indicate any boulevards, streets or walkways, but obviously they would be there.

LOGO

The Legion of Super-Heroes

CAPTION

The 31st Century.

CAPTION (2nd)

The United Planets Government Complex. The Plaza of Peace.

CAPTION (3rd)

Days ago, a mysterious **new planet** suddenly appeared in the heart of the Solar System causing massive **gravitational disruptions** that threatened to **shatter worlds**.

CAPTION (4th)

Three **Legionnaires** nullified the threat by trapping the new planet in a **gravity stasis-field**.

CAPTION (5th)

Contact was made. A halting **dialogue** began. Now, a **delegation** from the **Intruder Planet** is arriving on Earth.

CAPTION (6th)

Plenipotentiaries representing all United Planets worlds await, headed by **U.P. Secretary of Diplomacy**, the Honorable **Nimra C. LaFong**.

CAPTION (7th)

Security is discreet but **formidable**.

AGENT 1

(small, whispered as if to a throat mic)

...remain out of sight, be ready for anything.

TITLE

Enemy Manifest

Part 3

The Edge of Doom

CREDITS

Jim Shooter – writer
Francis Manapul – penciler
Livesay – inker
JD Smith – colorist
Steve Wands, I hope – letterer
Jeanine Schaefer – associate editor
Mike Marts – editor

Cover by Francis Manapul, Livesay and JD Smith

PAGE TWO:

Panel 1:

Scene: Cut to the BRIDGE at LEGION HQ. Lightning Lad is quick-flying in, fastening up his shirt, as we've seen him do before—it's another signature bit of his. PHANTOM GIRL is in the Command Chair—it's her turn on Monitor Duty—but she's already starting to rise to give way to Lightning Lad. She's also pointing at the MAIN SCREEN, on which we see the same scene as on the splash page—a stat, unless you *want* to draw another angle on it. There will be copy on the Main Screen to help clarify things.

CAPTION

The **Headquarters** of the **Legion of Super-Heroes**. The **Bridge**, communications and command center.

SFX
(ambient)

VREET-VREET-VREET....

CAPTION

Phantom Girl

Home dimension: Bgztl

Ghostlike intangibility

CAPTION

(near Lightning Lad)

Lightning Lad, Legion Leader

Homeworld: Winath

Hurls thunderbolts

LIGHTNING LAD

Why the **Scramble-siren**, Phant'?

PHANTOM GIRL

Look!

MAIN SCREEN

INTRUDER PLANET EMISSARIES ARRIVE

Panel 2:

Scene: LIGHT LASS and ELEMENT LAD come rushing in. Show just enough environs so that there's no question that this is the same locale.

CAPTION

(near Light Lass)

Light Lass

Homeworld: Winath

Nullifies gravity

LIGHT LASS

Why didn't somebody give us a **heads up**?

CAPTION

(near Element Lad)

Element Lad

Homeworld: Trom
Transmutes elements

ELEMENT LAD

Because **Diplomacy Secretary LaFong** is one of the biggest **Legion-haters** in the government.

Panel 3:

Scene: More Legionnaires are arriving/have arrived. Except for STAR BOY and INVISIBLE KID, who are at the head of the pack, the arrivals are only background, here, so no worries. FYI, the rest of them are ATOM GIRL and COLOSSAL BOY (together, but not overtly a couple), PRINCESS PROJECTRA and TIMBER WOLF (together, a couple), CHAMELEON, SATURN GIRL, SHADOW LASS and ULTRA BOY.

We should be able to see Star Boy, Invisible Kid and the Main Screen clearly. On the Main screen is a bust-depth shot of the hot, sexy IP Inhabitant PINKIE. Star Boy is wowed by Pinkie's sexy beauty. Invisible Kid is disdainful.

CAPTION
(near Star Boy)

Star Boy

Homeworld: Xanthu
Increases gravity

CAPTION (2nd)
(near Invisible Kid)

Invisible Kid

Homeworld: Earth
Invisibility and imperceptibility

STAR BOY

They look...**friendly**. I **hope** they're friendly.

INVISIBLE KID

Get a **grip**, Starry. They almost wiped out the Solar System.

Panel 4:

Scene: Close up, two-shot of Star Boy (still ga-ga over Pinkie) and Invisible Kid.

STAR BOY

Maybe it was a mistake. An **accident**.

INVISIBLE KID

Nobody with the technology to teleport a **planet** destroys an inhabited system by **accident**. They **meant** it.

Panel 5:

Scene: Angle to include Phantom Girl, foreground, and Brainiac 5, background, entering. He'd be entering through the door nearer to the Lab Complex, opposite the door everyone else entered through. PG is still excited by the arrival of the IP Inhabitants. B-5 looks disgruntled.

PHANTOM GIRL

Brainy! The IP has sent a **delegation!**

CAPTION
(near Brainiac 5)

Brainiac 5
Homeworld: Colu
Super intelligence

BRAINIAC 5

You **woke me up**...for **that?! I** was in the middle of something **important!**

PAGE THREE:

Panel 1:

Scene: Angle to include Phantom Girl, who's defensive, Light Lass, who's pitching in to help her and irritated Brainiac 5.

PHANTOM GIRL

In your **sleep**?

LIGHT LASS

But, Brainy, they might be **up** to something!

BRAINIAC 5

Of **course** they're "up to something," moron! Why do you think we're on **priority-alpha alert**?

Panel 2:

Scene: Brainiac 5 storms off, back the way he came. Light Lass, very irate that Brainiac 5 called her a moron, is angrily firing back.

BRAINIAC 5

There's nothing we can do while that nitwit **LaFong** thinks "diplomacy" is accomplishing anything. Call me when something **significant** happens.

LIGHT LASS
(seething)

Ooh, does cranky **baby-ac** need another **nappy-poo**?

Panel 3:

Scene: Light Lass pours it on. Star Boy cautions her. He remembers Brainiac 5 threatening to "recolor his quarks" in #46. B-5 just keeps going on his way, smoldering, grumbling under his breath. I'd put B-5 close up, cropped, foreground, with L Lass and Star Boy background.

LIGHT LASS

What's **wrong**, Brainy, did we interrupt your latest **slumber-chat** with the ghost of **Dream Girl**?

STAR BOY

Watch it. He's **touchy** about that!

BRAINIAC 5

(small, muttering to himself)

See if **you** idiots get invited to the wedding....

Panel 4:

Scene: Focus on and feature Phantom Girl, but show Light Lass and a few others, behind her. PG isn't sure she heard Brainiac 5's muttered comment correctly. Same with the others shown.

PHANTOM GIRL

Did he say...**wedding**?

Panel 5:

Scene: Pull back, reset. M'RISSEY enters from the non-Lab Complex side. M'rissey carries a DISTINCTIVE FUTURISTIC CLIPBOARD—good luck. :) The Clipboard is going to be standard equipment for M'rissey from now on, so give it a little thought. Hey, Thor has his hammer, M'rissey has his clipboard. :))

By now, Lightning Lad is sitting in the Command Chair. Show LLad, Colossal Boy and Star Boy, for sure, and, depending on the angle you choose, any other Legionnaires who would logically appear.

M'RISSEY

H'lo, everybody.

COLOSSAL BOY

Hey, ho, it's **Business Boy**!

STAR BOY

No, **Manager Lad**...or, how about **Administrative Kid**?

LIGHTNING LAD

M'rissey. What's doing?

Panel 6:

Scene: Close up of M'rissey.

M'RISSEY

I was thinking that, well, these are dangerous times and we're a little **short-handed....**

M'RISSEY (2nd)

...so, maybe **try-outs** for new Legionnaires would be a good idea.

Panel 7:

Scene: Two-shot of M'rissey and Lightning Lad, favoring LLad.

LIGHTNING LAD

Yeah, Brainy, IK and me were talking about that before. So, should we make an announcement? Advertise? How long do you think it'll take...?

M'RISSEY

The candidates are waiting in the **Amphitheater Green Room....**

PAGE FOUR:

Panel 1:

Scene: Cut to the ASTROPHYSICS AND CELESTIAL MECHANICS BUILDING in the SCIENCE NEXUS precinct of the UNITED PLANETS GOVERNMENT COMPLEX—the same building you established starting in Panel 6 of Page Seven of issue #45.

Two choices:

1. As of this writing, you haven't drawn Panel 6, Page Seven of issue #45, so I'm not sure this would work, but if possible, if you wish, you could use a stat of that panel with a patch!

2. If for some reason that isn't possible or suitable, here's a description for a new scene:

We're in a GRAND CHAMBER, almost like an exhibit hall in a museum. As with Panel 6, Page Seven of #45, there would be an astrophysics/celestial mechanics motif. That stuff is just to provide a little background and décor, so don't sweat it.

Either way....

Nimra LaFong is leading the IP Inhabitants Delegation on a tour of this building. Several Secret Service Agents follow along at a discreet distance. There should also be one AIDE, a female secretarial type, tagging along close to LaFong. There won't be any copy except her generally deferential dialogue to tell people the Aide is a secretary, so try to make her look like one. Good luck. :)

If you need reference on famous astronomers and celestial stuff, just let me know. I have a bunch of it.

IP INHABITANT 1, who would appear to be the leader, IP INHABITANT 2 and PINKIE speak.

CAPTION

Meanwhile.

CAPTION (2nd)

The **Science Nexus** precinct of the U.P. Government Complex. The **Astrophysics and Celestial Mechanics Building**.

LaFONG

...building dedicated to our continuing study of the universe.

IP INHABITANT 1
(weird, alien symbols, weird balloon)

┌┐┐┐

PINKIE

Peace wanderer planet nomad peace.

(NOTE TO THE LETTERER [STEVE?]: Don't feel obligated to try to match the symbols I used above for the IP Inhabitants' speech. Do something groovier, if you can—but, please use only two different symbols! It's a subtle thing that no one will grok, important to no one but me, but they're speaking in a *binary, mathematical code*—i.e., one of the two symbols means *zero* and the other means *one*.)

Panel 2:

Scene: Close up, two-shot of LaFong and the Aide as they quietly confer. Show a bit of the nearest IP Inhabitants.

LaFONG
(small, an aside)

Have our decrypters made any progress deciphering their language?

AIDE
(small, an aside)

No, ma'am. And it would seem that our guests' command of **Interlac** is still rudimentary at best...

Panel 3:

Scene: Another angle to show the Aide and LaFong, close up, but also to include Pinkie's face seen past them. The mission, here is to suggest that Pinkie *overheard* the exchange between the Aide and LaFong, and to subtly suggest in her expression that, indeed, she understands, but is not letting on. Pinkie is behind the Aide and LaFong, remember, and around two feet taller, so this is probably a slight upshot. I'd do it from a three-quarters side angle so we get some of that sinister-upshot in Pinkie's expression as she looks sidelong at LaFong and the Aide.

The image below isn't perfect, but it's pretty close to the desired expression. And the chick ain't bad, either:



AIDE
(small, an aside)

...but, personally, I think they understand a **lot** more than they let on.

Panel 4:

Scene: Moments later, the tour group is in another chamber that's a futuristic version of a Planetarium—let's call it the COSMODOME till I think of something better. Like a Planetarium, it's a big, dark, domed chamber. We won't be able to tell that from this picture though, because overhead we don't see the dome—what we see is a vast section of space is represented holographically—a deep-space star field, a few galaxies and maybe a nebula or two. Maybe there's a strange planet with moons in the “foreground.” It all looks very real.

I know you didn't major in astronomy—neither did I—but I've done enough research on this stuff by now, so that if you need a sketch, I can scribble you up one. There are tons of public domain photos of star fields, galaxies, stars, planets and nebulae, by the way, so don't waste time trying to draw those things. Just design, allow space and JD or production can drop in the images. I have images! Available on request! They're too big to paste in here.

Because it's dark in here, we won't be able to see LaFong and the tour group well, but they're all here, with LaFong still playing tour guide.

CAPTION

Moments later.

LaFONG
(gesturing toward the

holographic heavens above)

...here in the **Cosmodome**, we can holographically simulate all known regions of the universe.

Panel 5:

Scene: Angle to include LaFong, IP Inhabitant 1, IP Inhabitant 2 and Pinkie. Also show *some* of what's being holographically displayed overhead. No need to try to show it all, and in fact, figuring it all out now would probably kill me, so just show a *hint* of what LaFong is talking about. IP Inhabitants 1 and 2 and Pinkie seem a bit excited.

LaFONG

For instance, this is a view of **our** galaxy, showing the locations of **all 57 United Planets systems**.

IP INHABITANT 1

(weird, alien symbols, weird balloon; extra big type)

┐┐┐┐┐!

IP INHABITANT 2

(weird, alien symbols, weird balloon; extra big type)

┐┐┐┐┐!

PAGE FIVE:

Panel 1:

Scene: Pinkie is aiming an object that looks like a MINI-DATA-RIPPER (which it is) up at the map of the U.P. worlds LaFong has stupidly provided and is snagging the image. Please give the Mini-Data-Ripper a mini version of the DATA-RIPPING EFFECT used in Panel of Page Sixteen of issue #42. No need to show the “map,” Pinkie is the star here. Pinkie must have pulled the Mini-Data-Ripper from a pocket or futuristic purse, if you gave her one, so please show the pocket or whatever.

SFX

(from the Mini-Data-Ripper; small)

whiinn

Panel 2:

Scene: Angle to show LaFong and Pinkie, perhaps with some suggestion of the others. Pinkie is putting the Mini-Data-Ripper back in her pocket or purse. LaFong is noticing that, but choosing to ignore it. She's probably thinking the Mini-Data-Ripper is their equivalent of a camera, and what's the harm in a picture? They are tourists, sort of. Show the navigational tools LaFong is talking about, which I envision as some kind of floating-in-mid-air holographic control panel. She's pointing at the control panel.

LaFONG

I have activated the Cosmodome's navigational tools. Please, use them to show us where **you** come from.

Panel 3:

Scene: Another angle on the group that features LaFong, the Aide and Pinkie. Pinkie, and all the IP Inhabitants, play dumb/pretend they don't understand. Pinkie has a big smile. LaFong looks frustrated and the Aide looks sympathetic.

PINKIE
(cheerfully)

Wanderer planet nomad peace.

LaFONG
(to herself)

This may take a while....

Panel 4:

Scene: Cut to Legion HQ, specifically the AMPHITHEATER. This location has never been seen before, but it will show up with fair frequency from now on. This is the place where try-outs for prospective new Legionnaires take place, among other things. I figure the performance floor is circular, about 50 feet in diameter. There is a ten-foot-high wall around the performance floor, and behind the wall are two or three tiers of spectator seats, including a special area for the Legion Leader (as there was in the Roman Colosseum for the Emperor).

There's a holographic PROJECTOR suspended over the center of the performance floor, something like the multi-faced scoreboards that are suspended over the playing surfaces of hockey rinks, basketball courts, etc., that will generate DATA-SCREENS. These Data-Screens will appear behind or near the Candidates as, in turn, they step forward to demonstrate their powers.

Lightning Lad is sitting in the Leader's chair and seated nearby are the rest of the Legionnaires, everybody but Dreamer. He's getting the boot next issue, BTW. Here's the list: Atom Girl, Brainiac 5, Chameleon, Colossal Boy, Element Lad, Invisible Kid, Light Lass, Lightning Lad, Phantom Girl, Princess Projectra, Saturn Girl, Shadow Lass, Star Boy, Timber Wolf and Ultra Boy.

IMPORTANT! Saturn Girl and Ultra Boy sit as far away from each other and as far away from Lightning Lad as possible. Timber Wolf and Princess Projectra sit together as a couple. Atom Girl and Colossal Boy sit beside each other, just friends, so far. Star Boy must be next to Invisible Kid. If I were arranging them in two tiers, I'd do it this way:

UB Shady PG TW/PP Starry IK
Cham EL LLass **LLad** B-5 AG/ColB SG
(performance floor ↓)

NOTE: They don't have to be sitting all neatly in rows like grade-schoolers. They can be spread out a bit, empty seats between them and sitting as their individual personalities would suggest—that is, Princess Projectra would be sitting upright and proper, Shadow Lass would sit in a Conan-like pose, Ultra Boy would be flopped into his seat with his feet up somewhere you're not supposed to put your feet up, etc.

IMPORTANT: In front of every Legionnaire is a small, floating HOLOGRAPHIC NAMEPLATE identifying them. They'll probably be too small to read in this panel, but indicate that they're there, please.

IMPORTANT: Anytime during this sequence that you show a Legionnaire from an angle such that their Nameplate would logically be visible, show their Nameplate!

M'rissey is on the performance floor, looking up at the Legionnaires. He still has his Futuristic Clipboard in his hand.

CAPTION

Legion HQ. The **Amphitheater**.

M'RISSEY

...**four** candidates, all **pre-screened**. Their test scores and dossiers will appear on the holo-screens.

M'RISSEY (2nd)

Okay...all right, then. **You** take it from here. I'll be in the office.

Panel 5:

Scene: Focus on Lightning Lad. This could be an inset. If so, please don't let it cover anything important.

LIGHTNING LAD

Candidates! Enter and present yourselves.

PAGE SIX:

Panel 1:

Scene: Like gladiators entering the Colosseum, our four CANDIDATES enter the performance floor of the Amphitheater. Good, full-figure establishing shot of them, please, and please show the door. They are, left-to-right, TURTLE, SIZZLE, NIGHT GIRL and GAZELLE. Turtle, Sizzle and Night Girl were briefly established in Panel 1 of Page Ten of issue #45. This is how they were described there:

- *Night Girl* is human, black-haired, very pale-skinned and exotically beautiful. She's wearing futuristic civvies, not necessarily wearing what she will wear eventually, as a LEGION RESERVIST. Her clothes should be mostly dark or black, being that she's, well, a night person. She wears very *feminine* clothes that are super-sexy (because she's *in* them, rather than because they're risqué). Remember, as originally conceived, Night girl was the one LSH female character who wore her hair up, earrings and high heels! Night Girl is super strong, but only at night. Her *distinctive physiotype* is this—she's built like *Dolly Parton*. Literally, exactly, with the sole exception that she's a few inches taller, say, 5'5" to Dolly's 5' and a smidge. As drawn in ancient days, Night Girl was always the curviest, bustiest heroine in the book, accentuated by the black catsuit. I want our version to be similarly hot/distinctive. She should be *very large breasted*—as much or *more so* than Power Girl. Seriously. Please draw a young Dolly Parton (not the face, just the body). She should be an *extremely attractive* young woman,

but attractive in a unique way; a girl who will stand out from the willowy B-cup crowd at a glance. Make the adolescents sweat, Francis, please.

- *Sizzle* is a humanoid girl, very attractive, but, again, a distinctive physiotype. She's very *short*—about five feet tall, smaller than Atom Girl—and a little stocky. Her being shorter than Atom Girl is important—and we'll exploit it later. Though she's a little stocky, she's *curvy*! She's busty enough, tiny-waisted and wide-hipped. The result, again, should be very sexy/appealing in a different way than the usual. Sizzle is hot! *Heh*. She wears *very little*—I'm thinking string bikini, no, *really*, and some kind of sexy, high-heeled do-me boots. Sizzle can transform energy from one form to another—sound into light, gamma rays into electricity, etc. Normally, she has red skin, like Sinestro, but when she's using her power (“sizzling”), her skin color changes from red to orange to yellow to yellow-white, depending on how “hot” she gets—that is, how much energy she's processing. Whatever other difference there is between her and 100% human should be very small—*slightly* unusual eyes or hair, ears or somesuch.
- *Turtle* is from planet Doopa, a humanoid, same as the tourists, CHWALIBOG and JADWIGA, who appeared at the end of issue # 40 and the beginning of #41—designed, unfortunately, by Lopresti, before you got to them in your issue. Sigh. Anyway, Turtle is an attractive one of his kind, a little shorter than average height, heavysset, strong-looking, solid and sincere. He wears clothes of the same general style as Chwalibog and Jadwiga's.



Dolly Parton—note the tiny waist, full hips, and she has a round, curvy butt, trust me. I assume you can see the bust without my prompting. :)



Dolly Parton—all natural, or so the legend goes—high, full breasts that rise from just under the collarbones (with help from the bra). Go for it Francis!

And, just for good measure, here's another shot of Dolly Parton—please draw Night Girl's body exactly like hers:



(NOTE TO FRANCIS: The Candidates should be wearing different clothing than they wore in issue #45, several days earlier—in fact, what they're wearing should be *pretty close* to what they'll wear as Legionnaires or Legion Reservists. You'll get one more shot to refine their costumes when they get their official CARMINE'S CUSTOM ACTIONWEAR, permanent (till we change 'em) uniforms next issue. You're the super-designer, so don't be limited by this, but in my opinion:

- Night Girl should wear a very sexy, form-fitting black outfit. She should wear boots or shoes with heels! Not absurd six-inch spike heels, or anything—but feminine, girly-girl heels. She should also wear earrings, maybe other jewelry, and have her hair up in some coiffed, girly-girl way.

She *could* be the only Legionnaire to wear a (short) *skirt*, possibly slit. Or not. She could have exposed garters and stockings. Your challenge would be to make that look futuristic, classy and *not* hooker-ish. Or, forget my perverted ideas and just do it your way. Whatever. Really. We need an elegant, classy, sexxy outfit —*your* way!

Interesting take on garters and stockings:



This idea may be useful sometime down the road, if not here.



Groovy, huh? Possibly inspirational for some costume, someday.



I don't like this look, but as the basis for developing something of our own, it has possibilities....

- Sizzle should show waaay more skin than any other Legionnaire. Though she's short and a bit stocky, she should be sexxy. And, I'm thinking, maybe she has a tattoo or two or twenty—which might look interesting when she “sizzles.” Piercings, too? As you wish.
- I don't have a clear picture of Turtle in mind, but here's one thought—what if he had a front panel on his costume *vaguely* reminiscent of a real turtle's lower, belly-guarding shell-part (the *plastron*) and a panel on the back *vaguely* reminiscent of a turtle's upper shell-part (the *carapace*). He doesn't need any real armor, so these would just be *non-literal* (!) *graphic design elements* on the costume. Okay, that might be stupid....
- Gazelle should *not* be wearing her UPYH uniform! Please give her clothes that are close to what you want her to wear as a Legionnaire. The only part of the UPYH uniform that might be incorporated here, if you wish, is the wonderfully groovy Gazelle-emblem you created. Remember, she's a bit of a *bad girl*, Francis—her outfit should be futuristic counterculture, tuff, gangsta, whatever, but very, very sexxy.

Anyway....

Turtle presents himself proudly, boldly. He's a solid, centered, well-planted type, personality-wise.

Sizzle is exuberant and brassy. She's a little trailer-trashy—but good-hearted and good-spirited underneath.

Night Girl is classy, well-mannered, ladylike, feminine.

Gazelle, you know already. She's a little embarrassed to be here, though, after declaring herself a Legion-hater to Saturn Girl.

TURTLE

They call me **Turtle**.

SIZZLE

Hey, everybody, I'm **Sizzle**!

NIGHT GIRL

Hello. I'm **Night Girl**.

GAZELLE

Gazelle.

Panel 2:

(NOTE TO FRANCIS: This and the three panels following have light copy and only two or three characters, one of whom is invisible. They can be small, I think, to allow space for Panels 1 and 6, which require more room.)

Scene: Cut to the part of the spectator area where Star Boy and Invisible Kid are sitting. Starry turns to talk to IK—but IK has gone invisible! (FYI, as soon as IK saw Gazelle, he vanished. He has really intense feelings about her and really strong feelings of inadequacy about himself—so the moment she entered he became invisible!) Please, clearly show the nameplates!

HOLO-NAMEPLATE 1
(in front of Star Boy)

STAR BOY

HOLO-NAMEPLATE 2
(in front of where Invisible Kid
would be, if we could see him)

INVISIBLE KID

STAR BOY

Gazelle...? Hey, IK, isn't she the girl from Triton you have a crush...on?

INVISIBLE KID
(pointer to where he would
be, if we could see
him; small, whispered)

Shhh!

INVISIBLE KID (2nd)
(pointer to where he would
be, if we could see
him; small, whispered)

I don't think she saw me.

Panel 3:

Scene: Closer on Star Boy and the seemingly empty seat where Invisible Kid is sitting.

STAR BOY

What? What's **wrong** with you?

INVISIBLE KID
(pointer to where he would
be, if we could see
him; small, whispered)

I...I'm just not ready for her to **see** me yet, okay? So, *shhh!*

Panel 4:

Scene: Another angle on Star Boy and Invisible Kid's seat.

STAR BOY
(whisper)

You're a **Legionnaire**, you foob! She **knows** what you look like. **Every** under-ager does.

INVISIBLE KID
(pointer to where he would
be, if we could see
him; small, whispered)

Maybe not. I've gone **invisible** every time we've had a group vid-pic taken. No one ever even noticed I was missing....

Panel 5:

Scene: Angle to show the space where Invisible Kid is, Star Boy, and past them, Lightning Lad. It's not as tricky as it sounds. Starry is looking at where he supposes IK's face is. The fact that he thinks IK is a nut-job should be evident in his expression. Lightning Lad is addressing the Candidates, but no need to show them.

INVISIBLE KID

(pointer to where he would
be, if we could see
him; small, whispered)

I don't **like** vid-pics. I don't like people **seeing** me. I don't like seeing **myself**.

LIGHTNING LAD

Okay, let's get started...alphabetical order...**Gazelle**, front and center.
Prove yourself.

Panel 6:

Scene: Angle to show Gazelle and, featured, the Main Screen behind her (but not significantly blocked by her), which shows her dossier and scores.

(NOTE TO WHOMEVER: The copy on the Main Screen must be readable! Please do it using simple, dark type on a very light "holo-screen" background. Here's an example of such from the Waid/Kitson issues. The Main Screen here need not be done to exactly match this—feel free to make it better—but it please make it readable!)



NOTE: Much of the copy above is meant to be encrypted.

MAIN SCREEN

Name: **GAZELLE (Giselle Smith)**
 Home moon: **Triton**
 Nature: **Human, Gen-engineering Anomaly**
 Height: **5' 8"**
 Weight **121 lbs.**
 Eyes: **Azure**
 Hair: **Vivid orange**
 Intelligence Quotient: **6th lev, 87th percentile**
 Courage Quotient: **136**
 Willpower Index: **99**
 Powers: **Conscious Metabolic Control**
 Range: **Deathlike dormancy to grade 100 physicality (Timber Wolf class)**
 Limitations: **Available muscular glycogen**

Maximum Glycogen Reserves: **17,000 kcal**
Maximum Burn Rate: **33.62 kcal/second**

(NOTE: The line “Maximum Burn Rate: 33.62 kcal/second” should bleed off the bottom of the holo-screen to suggest that there’s more info if one were to scroll down.)

GAZELLE

I can slow my metabolism down and **hibernate**, but that’s pretty boring,
so...

GAZELLE (2nd)

...can I have a **practice-bot**?

PAGE SEVEN:

Panel 1:

Scene: Angle to show, background, a COMBAT PRACTICE ROBOT entering the arena—show the portal—storming toward Gazelle, foreground, close, cropped. She’s starting to *heat up*. The words “Combat Practice” are on the Robot’s chest and/or back in **STENCIL** type. *Don’t* force it, but if possible, if it’s easy, contrive for the words to be readable somewhere in this short sequence.

NOTE: In issue #37, Panel 1 of Page Eleven, I described Giselle/Gazelle’s “heating up” effect thus: “The air is shimmering around Giselle as she ‘heats up...’” I was picturing it as one of those heat mirages you see while driving, but....whatever. Do the air-shimmering-around-her effect better if possible. (←JD?!) She need not be looking at the Combat Practice Robot.

The Combat Practice Robot should look powerful, tough, fast, capable, dangerous—nothing clunky and slow-looking, please—make it seem like something that would be a challenge for Karate Kid, Timber Wolf or any physical fighter. It should look durable, armored, hard to break—something intended to be re-used many times

GAZELLE

When I **heat up** my metabolism...

Panel 2:

Scene: Big shot. The Combat Practice Robot attacks, physically and firing some kind of heavy-duty concussion-type rays—more of the Cyclops’ eye-beam/Iron Man repulsor Ray ilk than disintegrators or lasers. Okay to do a *little* damage to the Amphitheater, though, presumably it’s built to (mostly) withstand such punishment.

Gazelle dodges the attacks spectacularly, leaping spinning, flipping in her incredibly graceful, combat-ballerina way. Please do a multiple-image shot, ala Steve Ditko’s wonderful Spider-Man multiple-image shots. There was a great one in the “Secrets of Spider-Man” feature in the *Amazing Spider-Man Annual* #1, which I don’t have a copy or reprint of, unfortunately. Maybe you do, or can find one.

The Ditko multiple-image shots were cool because the action tracked logically from image to image—you could easily imagine the in-betweens. Other artists, even Romita, who did multiple-image shots never bothered to figure out the transitions between the images. They made no sense.

The only Ditko multiple-image shot I can lay hands on is this, possibly the lamest one he ever did—but at least it makes some sense, and might give you the drift:



Gazelle should be clearly on her way to ending up *behind* the Combat Practice Robot.

(no copy)

Panel 3:

Scene: Aha! Time for one of your incredibly powerful, dramatic close-ups of extreme violence, Francis, as Gazelle *smashes* the Combat Practice Robot—maybe a shot something like the shot of Ultra Boy that didn't make it into issue #42:



SFX

KKRK-KLNNG

Panel 4:

Scene: Pull back, show Gazelle, the remains of the obliterated Robot, and, in the background, Lightning Lad and a portion of the spectator area and the Legionnaires seated there. To the extent we can tell from their body language, they're impressed.

GAZELLE
(deadpan)

...I'm **really** fast and **really** strong.

Panel 5:

Scene: Angle to include Gazelle, Brainiac 5, Timber Wolf and Lightning Lad. TW is rising out of his seat in response to Gazelle's bravado.

BRAINIAC 5

What about **endurance**?

GAZELLE

If I'm totally stoked up with glyco, I can run six marathons in ten minutes and still have enough left to kick **Timber Wolf's** scut.

TIMBER WOLF

Try me, batwitch....

LIGHTNING LAD

Chill, Wolf.

LIGHTNING LAD (2nd)

Night Girl, front and center.

PAGE EIGHT:

Panel 1:

Scene: Shot similar to Panel 6 of Page Six, an angle to show Night Girl and, featured, the Main Screen behind her (but readable), which shows her dossier and scores.

MAIN SCREEN

Name: **NIGHT GIRL (Lydda Jath)**

Homeworld: **Kathoon**

Nature: **Humanus ad Astra**

Height: **5' 5"**

Weight **120 lbs.**

Eyes: **Violet**

Hair: **Black**

Intelligence Quotient: **6th lev, 99th percentile**

Courage Quotient: **134**

Willpower Index: **98**

Powers: **Super strength (grade off scale)**

Limitations: **Visible spectrum light diminishes strength**

Agility: **Commensurate with strength**

(NOTE: The line “Agility: Commensurate with strength” should bleed off the bottom of the holo-screen to suggest that there’s more info if one were to scroll down.)

NIGHT GIRL

Lights off and **pseudo-illuminate**, please.

Panel 2:

Scene: The light in the room has shifted from normal, visible-spectrum light to PSEUDO-LIGHT.

(NOTE TO FRANCIS, JOHN and JD: What the florg is “Pseudo-light?” Dunno. A new kind of non-light, harmless radiation that human eyes can detect? Whatever, but I hope you guys can come up with something really groovy, a very strange lighting effect—probably a lot dimmer than the regular light, and weird. We should be able to see everything clearly, especially the characters, but it should all look very unusual. Please don’t do an infra-red goggles type thing. Something new. I don’t ask much....)

Focus on Night Girl. As the light changed over, power began to rise within her. Imagine the feeling of going from normal, human strength to off-the-scale, mountain-lifting strength in seconds! She’s not doing anything here—not yet—but her attitude, her pose should speak volumes about the advent of this awesome power. It’s as if she has gone from being an ordinary (if super-curvy) mortal to being a goddess. The Goddess of *Night and Might*. Draw *that*, Super-Francis!

NIGHT GIRL
(dead serious)

In darkness, or in cold, **pseudo-light** like this, I’m one of the strongest beings in the **galaxy**.

NIGHT GIRL (2nd)

As strong or stronger than **Ultra Boy**.

Panel 3:

Scene: Angle to show Lightning Lad and Ultra Boy, and whoever/whatever else would logically be seen. Lightning Lad *does not look* at Ultra Boy, who he hates right now. Ultra Boy is still sprawled or lounging in his seat, not yet reacting.

LIGHTNING LAD

You going to make her **prove** that, UB?

ULTRA BOY
(languidly)

Sure. Let's pudding-wrestle.

Panel 4:

Scene: Angle to include Night Girl, who's in a ready-for-combat stance, doing the classic, Bruce Lee "come on" gesture, and Ultra Boy who's Flight-Ring levitating himself onto the performance floor. He's supremely calm and confident.

(NOTE TO FRANCIS: I couldn't easily find a photo of Bruce Lee doing the gesture. If you don't know what I'm talking about, I'll send you a scribble.)

NIGHT GIRL

No, let's just wrestle.

Panel 5:

Scene: As Francis drew it, ignoring the script. What else is new?

ULTRA BOY
(nonchalant)

You asked for it.

Panel 6:

Scene: Night Girl and Ultra Boy slam together, grappling, super-straining, super-intense. It should be clear that Night Girl is the aggressor and immediately has the superior initial position—much to Ultra Boy's stunned surprise! Initially, it appears that she's stronger!

Throughout this fight, give them expressions that show the strain, the pain, and the madness fighting evokes.

Also, and this is very important—while these two are at peak super-strength, the world around them might as well be made of that crunchy meringue stuff they put strawberries

in. Where their feet are pushing against the floor, the floor cracks and crumbles. If they bump into a wall or anything, it shatters. It should look like the whole building, maybe the whole *city* is shaking as they clash super-hard.

IMPORTANT: Don't forget the damage previously done to the arena by Gazelle's demonstration, though it's relatively light compared to what UB and NG are causing.

IMPORTANT, TOO: Wherever Ultra Boy's super-powerful hands grab Night Girl, the cloth of her clothing tears! It might as well be made of flimsiest gossamer. Wherever it's caught between his super-strong fingers and her super-powerful body, it shreds like a silk scarf caught between the train tracks and a locomotive's wheels. Picture a normal person in a knock-down-drag-out fight wearing a tissue paper outfit.

Of course, he's not grabbing her in any areas where severe loss of coverage will get us arrested. So far.

Ultra Boy's uniform, being a Carmine's Custom Actionwear special, does *not* similarly disintegrate under contact!

ULTRA BOY

Unnnng!

PAGE NINE:

Panel 1:

Scene: Night Girl body-slams Ultra Boy to the floor hard! The floor cracks! Shards fly! The city shakes! There is more damage to Night Girl's costume! Even *her* contact with *him*, and the strain her *own movements* put on that fragile cloth cause seams to split, fasteners to pop. One of her heels is broken off!

Again, no exposure that will get us arrested, Francis, but don't be *too* coy. Show some skin and a bit of her futuristic bra and other dainties (which would also shred eventually, if the fight went on).

The idea here is not to do a strip-tease, but to demonstrate what would really happen (sort of) to ordinary clothes worn by a high-level super-person in a fight, making our Carmine's suits seem all the more wonderful. And, okay, it *is* a strip-tease, a little.

This should be a *historically* sexy scene...without ever crossing the line. The tattering of Night Girl's clothes should seem logical and realistic rather than just trumped-up for pandering's sake. Make this something that will be talked about for a long time.

NIGHT GIRL

Grhh!

ULTRA BOY

AKKH!

Panel 2:

Scene: Very near the wall—about an arm's length away—Ultra Boy is face down on the cracked, crumbled, ruined floor. Night Girl is atop him, kneeling, straddling him. She's got him by the hair with one hand, yanking his head back. With her other hand, she's twisting one of his arms behind his back! It looks painful and, let's face it, humiliating. But...of course, he has *one hand free*, which he's bracing against the floor, as if in position to begin a push-up! This should be Ultra Boy's hand that's on the side *away* from the wall (because he's going to flip her *into* the wall).

(NOTE TO FRANCIS: The reason they have to be close to the wall is to reinforce the fact that Ultra Boy is accomplishing his escape/reversal without "cheating" by using his Flight Ring. I want it to be absolutely clear that, next panel, he's smashing Night Girl against the wall via *strength alone!* IMPORTANT!)

The surprise factor has long since worn off. Ultra Boy is in full life-or-death combat mode here. The grimace on his face is more rage than pain.

Night Girl's clothes, at this point are dangerously, tantalizingly tattered! Make most of the boys and some of the girls out there all sweaty and twitterpated, Francis. All right, all right, *I'll* take the fall. If you make this so hot that somebody's gotta pay, I'm willing to go to jail!

ULTRA BOY

AUHH!

Panel 3:

Scene: Pushing off with unbelievable force with his free hand, Ultra Boy drives Night Girl into the super-strong Amphitheater wall! The wall shatters in a major way. For that

matter, the floor where Ultra Boy's hand pushed against it cracks and crumbles! It's a devastating blow. Night Girl isn't going to be out of it, but she's going to be stunned and hurtin'.

(NOTE TO FRANCIS: In my own humble scribble, Ultra Boy's leg on the same side as his push-off hand was also helping drive Night Girl into the wall. It's so hard to explain this stuff. If you grok and can rock it, groovy, if you need to see a pathetic scrawl to help you get it, just ask.)

SFX

THBMMM

Panel 4:

Scene: Ultra Boy is on his feet, poised and ready to fight. He's making the same Bruce Lee "come on" gesture that Night Girl did a few panels ago! Night Girl is staggering to her feet, a little wobbly, but still game. Her clothes are *really* torn up now. Even her industrial-strength bra straps are broken. She's holding what's left of her top up with one hand, i.e., if she let go, her *enormous* breasts would be exposed. I want every sexually aware reader in the world to be begging for this fight to go on just another panel or two! The final outcome is still in doubt. Angle this to feature prominently Night Girl and her precariously covered, enormous breasts; secondly Ultra Boy; and thirdly, Lightning Lad, in the background, along with whatever/whoever else would logically appear. Scribble available.

By the way, Ultra Boy's uniform is still undamaged.

LIGHTNING LAD

Okay, **stop** before you level the HQ.

ULTRA BOY

(eyes fixated on his opponent, growling)

No!

ULTRA BOY (2nd)

(ditto)

Come on. Come **on!**

Panel 5:

Scene: Feature Lightning Lad, but show the combatants. LLad is intense. Night Girl and Ultra Boy are cooling out now, standing down from kill-each-other intensity. The regular lights are coming back on.

(NOTE TO FRANCIS, JOHN and JD: If you can do some kind of “transition” lighting effect here, that would be extra-fancy!)

LIGHTNING LAD

I said **stop** it. She’s shown us **enough**. I mean...you know.

LIGHTNING LAD (2nd)

Lights on.

LIGHTNING LAD (3rd)

Sizzle and **Turtle**, front and center.

PAGE TEN:

Panel 1:

Scene: Sizzle and Turtle step forward. Please do this as a reset/re-establish panel, showing not only our next two Candidates stepping forward, but Ultra Boy Flight-Ring levitating—a little reluctantly—back to his seat, and Night Girl, a little wobbly (given that she has cobwebs in her head and one missing heel), staggering back to the rear of the performance floor. She might have one hand against the wall for support. The other is busy desperately holding her top up, thereby disappointing every adolescent and perv like me in the free world. Not all small figures, please. I’d angle this to feature Night Girl. But then again, I’m a perv.

SIZZLE

Wow. Hard to follow **that** act. I’ve never felt so...**flat**.

TURTLE

We thought we’d do this as a team.

Panel 2:

Scene: Feature Sizzle and Turtle with their screens behind them. Again, don't obstruct the copy on the screens too much—a little is okay. Lightning Lad speaks off panel.

MAIN SCREEN 1

Name: **SIZZLE** (Teela Spuunvll)
Homeworld: **Abaddonus**
Nature: **Humanoid**
Height: **4' 10"**
Weight **96 lbs.**
Eyes: **Amber**
Hair: **Yellow**
Intelligence Quotient: **6th lev, 91st percentile**
Courage Quotient: **129**
Willpower Index: **93**
Powers: **Energy capacitor and transducer**
Limitations: **Maximum capacity: unknown; maximum transduction rate: unknown**
Physicality: **Grade .72 (Athletic human class)**

(NOTE: The line "Physicality: Grade .72 (Athletic human class)" should bleed off the bottom of the holo-screen to suggest that there's more info if one were to scroll down.)

(ANOTHER NOTE: Sizzle will eventually get the nicknames "Spoonful," "Teaspoon" and "Teaspoonful" based on her real name and her size.)

MAIN SCREEN 2

Name: **TURTLE** (Bogdan Tarka)
Homeworld: **Doopa**
Nature: **Humanoid alien**
Height: **5' 10"**
Weight **346 lbs.**
Eyes: **Black**
Hair: **Black**
Intelligence Quotient: **6th lev, 79th percentile**
Courage Quotient: **140**
Willpower Index: **85**
Powers: **Extreme durability**
Limitations: **Unknown**
Physicality: **Grade 2.5 (Karate Kid class)**

(NOTE: The line “Physicality: Grade 2.5 (Karate Kid class)” should bleed off the bottom of the holo-screen to suggest that there’s more info if one were to scroll down.)

SIZZLE

I’m **Sizzle**! I absorb energy and change it from one form to another...!
You know, sound to light, gamma rays to electricity, radio waves to....

LIGHTNING LAD
(off panel)

Yeah, we get it.

(NOTE: Eventually, we’ll do these DOSSIER/SCORES screens—expanded, even—for *all* of the Legionnaires! The faithful will love it!)

Panel 3:

Scene: Angle to show, foreground, shadowed, shooting from $\frac{3}{4}$ behind him, a MYSTERIOUS FIGURE entering the performance floor through the same door the Candidates did. FYI, the “Mysterious Figure” is SUN BOY. You included him on the cover to #37, Francis, so I figure it’s time we brought him in.

Background, we see at least Turtle—and whoever whatever else is logical. No need for more than Turtle—up to you.

TURTLE

Okay, *um...* **my** thing is that **nothing** can hurt me. So, to start, we need someone to throw some radiant energy at Sizz.

SUN BOY

You want **radiant energy**...?

Panel 4:

Scene: Focus on Sun Boy, stepping into the Amphitheater. Good introduction shot. Remember, he still has his old costume!

CAPTION

Sun Boy

Homeworld: Earth

Radiates solar energy

SUN BOY

Leave it to me.

LIGHTNING LAD

(off panel)

Sun Boy!

Panel 5:

Scene: Focus on the Legionnaires in the spectator seats reacting to the return of Sun Boy. The most excited are: Chameleon, Colossal Boy, Light Lass, Phantom Girl, Star Boy (and Invisible Kid, who, of course, can't be seen). They stand, cheer, etc.

Chameleon is “wearing” a pair of those goofy OVERSIZED SUN GLASSES (via clever shape-shifting) and has turned one hand into a FAN with which he's fanning himself. It can be either the old-fashioned type of handheld paper fan, or an old fashioned electric fan.



Equally happy, but more reserved, befitting their personalities are: Atom Girl, Brainiac 5, Element Lad, Shadow Lass, and Timber Wolf.

Lightning Lad is thrilled, but striving to maintain the dignity he thinks a Leader ought to have.

Saturn Girl and Ultra Boy would fit in the “equally happy but more reserved” group, but they’re both generally subdued because of their transgression—and UB is still stewing over the mauling he took from Night Girl—so they don’t react very much.

Princess Projectra is furious. Here’s why:

Sun Boy, as you may recall, became the leader of TERROR FIRMA after former leader ElySION and his boss, Praetor Lemnos, were defeated. Terror Firma was the “terrorist group” that destroyed Orando! They also committed other heinous crimes! Once Praetor Lemnos and ElySION were dealt with, Sun Boy thought he could provide leadership and guidance to the poor, troubled rank-and-file of Terror Firma, and mold them into a force for good. For reasons unknown to me, the Terror Firma members never faced any charges for their heinous terrorist acts—possibly because they were pardoned for their (small) contribution to the defeat of the Dominators—but, whatever. They’re still bad guys in Princess Projectra’s mind. And mine.

Princess Projectra is standing, glowering at Sun Boy. The only reason she doesn’t lash out at him is because she doesn’t want to compromise her big plans....

No need to show Sunny in this panel. I’d shoot it head-on at the gallery.

CHAMELEON

Is it **hot** in here, or is it just **Sun Boy**?!

PHANTOM GIRL

Good to see you, Dirk!

LIGHTNING LAD

You’re **back**?

PAGE ELEVEN:

Panel 1:

Scene: Focus on Sun Boy, holding up his hand to display his Flight Ring.

SUN BOY

I never really left **all** the way. I kept my **Flight Ring**, remember...?
Which is how I was able to get in here.

Panel 2:

Scene: Focus on Sun Boy and Sizzle.

SUN BOY

So, **Sizzle**...you want **energy**? How much can you **take**?

SIZZLE

All you **got**, Sunshine!

SUN BOY (2nd)

All right. But I'll ramp up **slowly**...just in case.

Panel 3:

Scene: Angle to include Sun Boy and Sizzle. Sunny is bigtime, *spectacularly* radiating sun-energy at Sizzle, emitting tremendous heat, radiation and blinding light. Sizzle, whose body language—what we can see of it in this blinding light—tells us she's feeling overwhelmed, maybe staggering back a bit. Sizzle's skin is YELLOW-ORANGE here.
(← JD)

SUN BOY

How are you **doing**, Sizzle?

SIZZLE

*Ummm...oka-a-ay...I guess...I feel k-kinda **full**, actually....*

SUN BOY (2nd)

Then, that's **enough**.

Panel 4:

Scene: Angle to feature Sizzle, but include Turtle and Sun Boy. Sizzle is “sizzling.” Her skin is WHITE WITH YELLOW “SHADING.” (← JD) Turtle is confident, unafraid, bracing himself for an onslaught. Sun Boy is mostly cooled down.

SIZZLE

*Wow...I’ve never absorbed **this** much energy before! I...I’m all right...I think. **Maybe** I could handle more...but...*wow!**

SIZZLE (2nd)

I’m turning it into **electricity**. You **sure** you’re up to this, Turtle?

TURTLE

Fire away!

Panel 5:

Scene: Sizzle unleashes a bolt of electricity at Turtle that would make Lightning Lad proud. It knocks him back, vaporizes his shirt and—there should be some suspense here. Did it kill him?

SFX

KRKK-OOOM

Panel 6:

Scene: Sizzle stands over the fallen, smoldering, stunned Turtle. She’s worried that she really hurt him. He’s a bit scorched, and probably in more pain than he’s ever been in his life, but...he’ll live. If possible, show a bit of the gallery of Legionnaires.

(NOTE: If you’re wondering why Turtle’s shirt was vaporized and I haven’t mentioned Sizzle’s miniscule outfit being damaged, the reason is this: Sizzle presumably processes vast amounts of energy regularly, and it’s normal for her kind. They’d make clothes that can take it. Turtle has *never* had so much energy thrown at him, and is probably wearing fairly normal clothes.

SIZZLE

Are you okay?

TURTLE

F-fine....

TURTLE

Oww....

PAGE TWELVE:

Panel 1:

Scene: Focus on Lightning Lad, but make the shot wide enough to the right to include Saturn Girl.

LIGHTNING LAD

Thanks, Candidates...and Sun Boy.

LIGHTNING LAD (2nd)

We'll need a moment to deliberate...then we'll vote.

LIGHTNING LAD (3rd)

Saturn Girl, link us up so we can talk among ourselves privately.

Panel 2:

Scene: This sequence takes place in a “conference room” of Saturn Girl’s creation—a telepathic space, basically, all-white with no backgrounds. There was a similar scene between SG and her mother in issue #41. All the Legionnaires are there except Princess Projectra. Again, those present are: Atom Girl, Brainiac 5, Chameleon, Colossal Boy, Element Lad, Invisible Kid, Light Lass, Lightning Lad, Phantom Girl, Saturn Girl, Shadow Lass, Star Boy, Timber Wolf, and Ultra Boy. Sun Boy is also here! Saturn Girl, Phantom Girl and Timber Wolf talk, so feature them. The others are merely background.

SATURN GIRL
(NO telepathic balloon!)

...an-n-n-d...**there!** Telepathic link **complete**. We're all here.

PHANTOM GIRL
(looking around)

Except **Princess Projectra**. Where **is** she?

TIMBER WOLF
(grimly)

She **left**...

Panel 3:

Scene: Timber Wolf points at Sun Boy. Include Chameleon, who's reacting with surprise.

TIMBER WOLF

...because of **him**.

CHAMELEON
(surprised)

Sun Boy?

Panel 4:

Scene: Angle to feature Timber Wolf and Sun Boy. Include whoever else would logically be seen. TW is accusatory, Sunny is defensive. Onlookers are concerned.

TIMBER WOLF

Yeah, **Sun Boy**, new leader of **Terror Firma**...the terrorist gang that destroyed the Princess's homeworld.

SUN BOY

ElySION did the heavy lifting there. And he's in prison.

Panel 5:

Scene: Angle to include at least Timber Wolf and Sun Boy.

TIMBER WOLF
(angry)

The rest of them were **there**. They **helped**. They're as guilty as he is.

SUN BOY

They were duped and used by **Elysion** and his boss, **Praetor Lemnos**.
After we took **those** two down...

Panel 6:

Scene: Focus on Sun Boy.

SUN BOY

...I thought I could **help** those kids...teach them **honor** and **responsibility**. I even thought they might someday become **Legionnaires**.

PAGE THIRTEEN:

Panel 1:

Scene: Another angle.

SUN BOY

They got conditional **pardons** for helping fight the Dominator War...

SUN BOY (2nd)

...but they kept getting in **more** trouble. They just can't stop thinking that, because they've had crappy lives, somehow laws and rules don't apply to them.

Panel 2:

Scene: Another angle.

SUN BOY

I guess I found out that no matter what your excuses are, at some point, you make a **choice**. And then, it's on **you**.

SUN BOY (2nd)

They're all in **jail** now. I **put** them there.

Panel 3:

Scene: Last panel of the all-white, no-background sequence. Angle on Sun Boy, but include some Legionnaires, moved by his speech. Timber Wolf isn't. He remains skeptical.

SUN BOY

I wanted to do something on my **own**. Be the star of my own show. I was an **idiot**.

SUN BOY (2nd)

This is where I belong. This is where I can make a **difference**. I choose to be a **Legionnaire**, if you'll have me.

Panel 4:

Scene: Cut back to reality. Reset the Amphitheater, show the Candidates standing before the gallery of Legionnaires. Show all four Candidates and Sun Boy, but no need to show all the Legionnaires. Lightning Lad should be seen. Night Girl now wears a plain, simple ROBE (sort of like a short bathrobe, not fuzzy, please) over her tattered clothing. We'll assume the robot attendants provided it. NG is still sexxy.

CAPTION

Moments later.

LIGHTNING LAD

All right, we've made our decisions.

Panel 5:

Scene: Focus on Gazelle. We see her and a VOTE TALLY SCREEN, positioned so she can see it. Lightning Lad speaks off panel.

LIGHTNING LAD
(off panel)

Gazelle. You're **in**.

VOTE TALLY SCREEN

GAZELLE—APPROVED 8-6

YES • ATOM GIRL
NO • BRAINIAC 5
YES • CHAMELEON
YES • COLOSSAL BOY
NO • ELEMENT LAD
YES • INVISIBLE KID
NO • LIGHT LASS
NO • LIGHTNING LAD
YES • PHANTOM GIRL
ABSTAIN PRINCESS PROJECTRA
NO • SATURN GIRL
YES • SHADOW LASS
YES • STAR BOY
NO • TIMBER WOLF
YES • ULTRA BOY

Panel 6:

Scene: Focus on Sun Boy and his Vote Tally Screen.

LIGHTNING LAD
(off panel)

Sun Boy, because you insisted, we put your return to a vote, too. You're **in**.

VOTE TALLY SCREEN

SUN BOY—APPROVED 13-1

YES • ATOM GIRL
YES • BRAINIAC 5
YES • CHAMELEON
YES • COLOSSAL BOY
YES • ELEMENT LAD
YES • INVISIBLE KID
YES • LIGHT LASS
YES • LIGHTNING LAD
YES • PHANTOM GIRL
ABSTAIN PRINCESS PROJECTRA
YES • SATURN GIRL
YES • SHADOW LASS
YES • STAR BOY
NO • TIMBER WOLF
YES • ULTRA BOY

PAGE FOURTEEN:

Panel 1:

Scene: Focus on Turtle and his Vote Tally Screen.

LIGHTNING LAD
(off panel)

Turtle, you're **exceptionally** durable, even for a **Doopan**. But you have no **offensive** capabilities. Sorry.

VOTE TALLY SCREEN

TURTLE—REJECTED 5-9

NO • ATOM GIRL
NO • BRAINIAC 5
YES • CHAMELEON
NO • COLOSSAL BOY
NO • ELEMENT LAD
YES • INVISIBLE KID
NO • LIGHT LASS
NO • LIGHTNING LAD

YES • PHANTOM GIRL
ABSTAIN PRINCESS PROJECTRA
YES • SATURN GIRL
NO • SHADOW LASS
YES • STAR BOY
NO • TIMBER WOLF
NO • ULTRA BOY

Panel 2:

Scene: Focus on Sizzle and her Vote Tally Screen.

LIGHTNING LAD
(off panel)

Sizzle, if you have an energy source, you're dangerous, but **without** one...
well, if someone fairly strong, like Turtle, just **punched** you....

SIZZLE
(disappointed)

I'd need a **bushel** of Bio-Repair, hon.

VOTE TALLY SCREEN

SIZZLE—REJECTED 6-8

NO • ATOM GIRL
YES • BRAINIAC 5
YES • CHAMELEON
NO • COLOSSAL BOY
NO • ELEMENT LAD
YES • INVISIBLE KID
NO • LIGHT LASS
YES • LIGHTNING LAD
YES • PHANTOM GIRL
ABSTAIN PRINCESS PROJECTRA
NO • SATURN GIRL
NO • SHADOW LASS
YES • STAR BOY
NO • TIMBER WOLF

NO • ULTRA BOY

Panel 3:

Scene: Focus on Night Girl and her Vote Tally Screen.

LIGHTNING LAD
(off panel)

Night Girl, all somebody has to do is switch on the lights and your power goes away. Sorry.

VOTE TALLY SCREEN

NIGHT GIRL—REJECTED 6-8

YES • ATOM GIRL

NO • BRAINIAC 5

YES • CHAMELEON

NO • COLOSSAL BOY

YES • ELEMENT LAD

NO • INVISIBLE KID

YES • LIGHT LASS

NO • LIGHTNING LAD

YES • PHANTOM GIRL

ABSTAIN PRINCESS PROJECTRA

NO • SATURN GIRL

YES • SHADOW LASS

NO • STAR BOY

NO • TIMBER WOLF

NO • ULTRA BOY

Panel 4:

Scene: Angle on Lightning Lad.

LIGHTNING LAD

All three of you who were rejected are still pretty **impressive**. Under the right circumstances, each of you could be a tremendous asset.

LIGHTNING LAD

Night girl, for instance...**Shadow Lass** pointed out that if you were teamed with **her**...

Panel 5:

Scene: Angle to include Lightning Lad and Shadow Lass. If you like, if you can come up with the right angle, include Night Girl. Or not.

LIGHTNING LAD

...when you needed to be strong she could **make** it dark.

SHADOW LASS

I like your **mien**, girl. You **look** soft...but you're a **warrior**.

SHADOW LASS (2nd)

You should rethink the **outfit**, though.

Panel 6:

Scene: Angle to include Brainiac 5, Light Lass and Lightning Lad. Show whoever/ whatever else is logical. No need to show the Candidates.

BRAINIAC 5

We would like you three to become the charter members of a new **auxiliary** organization....

LIGHT LASS

We'll call it the **Legion Reserves**.

LIGHTNING LAD

You'll undergo **Legion training**. You'll be issued **Flight Rings** and custom **uniforms**. Which are, *um*, far more durable than regular clothes, Night Girl.

PAGE FIFTEEN:

Panel 1:

Scene: Angle to show Light Lass and Lightning Lad.

LIGHT LASS

You'll be on **standby status**. When we need your particular abilities, you'll be called up to active duty, with the full rights and privileges of a **Legionnaire**.

LIGHTNING LAD

What do you say?

Panel 2:

Scene: Focus on Night Girl, Turtle and Sizzle, reacting as their dialogue would suggest.

TURTLE

Sure!

NIGHT GIRL

Thank you.

SIZZLE

Wha-hoo-hoo!

Panel 3:

Scene: Angle to show at least Lightning Lad, Brainiac 5 and Sizzle.

LIGHTNING LAD

Great. A couple of **comments**....

LIGHTNING LAD (2nd)

We prefer names like **Element Lad**, **Shadow Lass**...a **power-descriptive** then **gender**. It's customary.

BRAINIAC 5

Though exceptions **are** made.

SIZZLE
(wryly)

All right, but “**Sizzle Lass**” is **out**. **Think** about it.

Panel 4:

Scene: Focus on Saturn Girl.

SATURN GIRL
(telepathic balloon)

Gazelle, we’re aware of your **criminal record**. We also know that most of it stemmed from the persecution you’ve suffered for being **different**. Believe me, we **understand**.

SATURN GIRL (2nd)
(telepathic balloon)

Only **one thing** bothers me....

Panel 5:

Scene: Focus on Saturn Girl, show Gazelle, if possible. This could be a shot over Saturn Girl’s shoulder, facing Gazelle. Scribble available. To the extent we can see her expression and body language, Saturn Girl is serious, almost accusatory. Gazelle is averting her eyes, looking down, whatever—feeling contrite.

SATURN GIRL
(telepathic balloon)

When I met you on Triton, you said you **hated** the **United Planets** and **us**, their “lackeys.”

SATURN GIRL (2nd)
(telepathic balloon)

Yet, you joined the **U.P. Young Heroes** for a while and now you're here.
Why?

Panel 6:

Scene: Angle to feature Gazelle, still contrite, looking away and down—which should enable you to cheat her toward the camera a little so we can see her expression, foreground, and still show Saturn Girl, background. Saturn Girl looks a little smugly satisfied.

GAZELLE

The U.P. promised to **cure** me. Make me **normal**.

GAZELLE (2nd)

I found out that they're lying **scum**...and that the **Legion**...isn't what I thought.

Panel 7:

Scene: Feature Lightning Lad, adjourning the council.

LIGHTNING LAD

Good! Newbies, **Light Lass** will give you the tour and introduce you to **M'rissey** who will get you set up.

LIGHTNING LAD (2nd)

This council is **adjourned**.

PAGE SIXTEEN:

Panel 1:

Scene: Cut to the BRIDGE, some time later. The DUTY ROSTER is deployed, but more importantly, Princess Projectra's DUTY ROSTER DETAIL is displayed. It isn't important to show all of the Duty Roster. In fact, it would be a bad thing. Just show enough of it so that readers have a chance to grok what it is. Doesn't matter how much of the Duty Roster is covered by the Duty Roster Detail—or whatever else.

However, show PP's Duty Roster Detail clearly, please! It says, among other things detailed below, that Princess Projectra is in her quarters. There is a HEADSHOT of PP on her Duty Roster Detail.

Saturn Girl is sitting in the Command Chair. Phantom Girl is phasing in through a wall. Saturn Girl sees her entering and is eager to hear what she has to say. PG looks worried.

CAPTION

The **Bridge**.

DUTY ROSTER

(partially hidden—just show enough
so that people generally grok what it is!)

DUTY ROSTER (← Header atop)

- Atom Girl—HQ – Training Ctr
- Brainiac 5—HQ – Lab Complex
- Chameleon—HQ – Quarters
- Colossal Boy—HQ – Quarters
- Element Lad—HQ – Quarters
- Invisible Kid—HQ – Lab Complex
- Light Lass—HQ – Facilities tour – Armory
 - Gazelle
 - Night Girl
 - Sizzle
 - Turtle
- Lightning Lad, Leader in Command—HQ – Intelligence Ctr
- Phantom Girl—HQ – Bridge
- Princess Projectra—HQ – Quarters
- Saturn Girl—HQ – Bridge, monitor duty
- Shadow Lass—HQ – Training Ctr
- Star Boy—HQ – Quarters
- Sun Boy—HQ – Commissary
- Timber Wolf—HQ – Training Ctr, Combat Sim
- Ultra Boy—HQ – Quarters

DUTY ROSTER DETAIL

Princess Projectra—HQ, Personal quarters
AVAILABILITY: Emergency only

SATURN GIRL
(telepathic balloon)

Phantom Girl...! Well...?

PHANTOM GIRL

Just like I thought. The Princess is **not** in her room...

Panel 2:

Scene: Two-shot of Phantom Girl and Saturn Girl. PG is pointing at, or otherwise indicating Princess Projectra's Duty Roster Detail. No need to show the whole thing, just enough so we know what it is.

PHANTOM GIRL

...but her **Flight Ring** is...which is why the Duty Roster says she's there. She sneaked out **again**.

SATURN GIRL
(telepathic balloon)

It's **creepy-freaky**. Where does she **go**? What is she **up** to?

Panel 3:

Scene: Another angle on Phantom Girl and Saturn Girl.

PHANTOM GIRL

Did you see how she fritzed out when **Sun Boy** walked in? And the way she keeps insisting that I tell her that **story**...!

SATURN GIRL
(telepathic balloon)

Story...? What story?

Panel 4:

Scene: Close up of Phantom Girl.

PHANTOM GIRL

It's from an old **Superman** comic. The bad guy is a **king** whose people were all **killed**, and he has an evil plan to **restore** his world....

PHANTOM GIRL

She insists that I change the ending so that he **wins**.

Panel 5:

Scene: Close up of Saturn Girl, or, if you prefer, pull back to a longer shot of the two, as in a movie, when the camera dollies out to end a scene.

SATURN GIRL
(telepathic balloon)

Well...I don't know what she's up to, but...

SATURN GIRL (2nd)
(telepathic balloon)

...all we can do is keep an eye on her till we come up with something **concrete** that we can take to Lightning Lad.

Panel 6:

Scene: Cut to the U.P. Government Complex. The "tour" being conducted by Nimra LaFong is continuing. The same group we saw in the Cosmodome is now in a robot-driven TOUR VEHICLE. I see this vehicle as an open-air, flying platform sort of thing. Please put the Tour Vehicle in the foreground so the readers have a reasonable chance of seeing that the tour group is aboard. The Tour Vehicle is high in the air, affording the Tour Group (and the readers) a grand view of the large, spectacular, futuristic INTERPLANETARY HEADQUARTERS OF THE SCIENCE POLICE and the U.P. DEPARTMENT OF DEFENSE buildings, which are adjacent. Nimra LaFong is pointing out the S.P. HQ and the DOD buildings. IP Inhabitant 1 is excitedly giving Pinkie an order.

CAPTION

Meanwhile.

CAPTION (2nd)

High above the **U.P. Government Complex**.

LaFONG

...and that is the **U.P. Department of Defense Building**...and next to it,
the **Interplanetary Headquarters of the Science Police**.

IP INHABITANT 1

┌┐ ┌┐ ┌┌┌!

PAGE SEVENTEEN:

Panel 1:

Scene: Pinkie uses the Mini-Data-Ripper to take a scan of the two buildings. Again, LaFong notices, but doesn't object.

SFX

(from the Mini-Data-Ripper; small)

whiinn

Panel 2:

Scene: Focus on IP Inhabitant 1 and LaFong. She's a little appalled that he wants to see the LSH HQ.

IP INHABITANT 1

┐┐ ┌┌┌┐┐ ┌ ...Legion Heroes place building?

LaFONG

You...want to see the **Legion HQ**?

LaFONG (2nd)

Very well...I suppose....

(NOTE TO FRANCIS: The next couple of pages have a lot of talk and explanation—though I managed to work in a few groovy visuals, IMHO. Nonetheless, I thought you might find the following useful. It's WALLY WOOD's 22 PANELS THAT ALWAYS WORK. This is a cleaned up version someone made, actually. I have an early-generation photocopy of the original, too, but trust me, this is clearer. Maybe you already have this, or have already seen it, but just in case.... It's something no comic book artist should be without.)

WALLY WOOD'S 22 PANELS THAT ALWAYS WORK!!

OR SOME INTERESTING WAYS TO GET SOME VARIETY INTO THOSE BORING PANELS WHERE SOME DUMB WRITER HAS A BUNCH OF LAME CHARACTERS SITTING AROUND AND TALKING FOR PAGE AFTER PAGE!

WHAT'S NEW?

THE ORIGINAL MADE REFERENCE TO BEN DAY SCREENS, WHICH LATER WERE CALLED ZIP-A-TONE.

THE 21st CENTURY DIGITAL EQUIVALENT CAN BE FOUND IN THE ADOBE ILLUSTRATOR CD IN THE ILLUSTRATOR EXTRAS FOLDER, THEN THE PATTERN & TEXTURE LIBRARIES, THEN DOTS, LINES & GRADATIONS

IN PHOTOSHOP YOU CAN USE THE GRADIENT AND HALFTONE FILTERS.

IN PAINTER USE GRADIENTS AND PATTERNS IN ART MATERIALS.



Panel 3:

Scene: Cut to the LAB COMPLEX at Legion HQ, the same location previously seen in issues #46 and 47, where Brainiac 5 has been working on recreating a DATA-RIPPER. No need to show the severed-arm duplicate/template that Chameleon “provided.” It isn’t necessary and would take too long to explain. B-5, Lightning Lad and Invisible Kid are present. Brainiac 5 is pointing at or otherwise indicating the Data-Ripper. I want readers to recognize this thing as a bigger version of what Pinkie is using, so try to make that apparent. In the background throughout this sequence, please show images on screens from the Alien Destroyer dissection that took place in issue #41. The best shots are the ones you drew, Francis, in issue #42. Also, please show a few clear shots of whole, active ADs wreaking havoc on screens here and there. All stats, I would think.

NOTE TO FRANCIS: This is serious business, so Lightning Lad really is trying to pay attention and get it. No mid-air lounging this time, please. :)

CAPTION

Legion HQ. The **Lab Complex**. Fifteen minutes later.

LIGHTNING LAD

All right, I’m **stupid**. Walk me through it again.

BRAINIAC 5

Pay **attention** this time.

BRAINIAC 5 (2nd)

This is a **Data-Ripper**. Many of the mysterious **Destroyers** that have been terrorizing the galaxy recently were equipped with these.

Panel 4:

Scene: Another angle, closer, on Brainiac 5, Invisible Kid, Lightning Lad and the Data-Ripper. IK is trying to be helpful by explaining what B-5 is saying to LLad. LLad still isn’t grokking. B-5 looks mildly annoyed with IK for “interpreting.”

BRAINIAC 5

My analysis shows that these Data-Rippers capture **perfect digital emulations** of whatever they’re “fired” at.

INVISIBLE KID

That's an **exact copy** but in **virtual space** - - you know, in a **computer**.

BRAINIAC 5
(sarcastically)

Thank you, dumb-it-down interpreter.

Panel 5:

Scene: Another angle on Invisible Kid, Brainiac 5, Lightning Lad and the Data-Ripper.

BRAINIAC 5

Ten minutes ago, a Data-Ripper like this one...a new generation, much smaller...was used by a member of the Intruder Planet delegation to scan **our HQ**.

BRAINIAC 5 (2nd)

The **picket-line sensors** I've deployed around the building detected it.

PAGE EIGHTEEN:

Panel 1:

Scene: Another angle on the three Legionnaires.

BRAINIAC 5

That erases **any doubt** that the Destroyers and the Intruder Planet are related.

LIGHTNING LAD

So...they have a computer copy of our HQ? And...**us**?

BRAINIAC 5 (2nd)

Just the building. Apparently, their Data-Rippers have to be at very **close range** to capture emulations of **life-forms**.

Panel 2:

Scene: Feature Brainiac 5 and Lightning Lad.

BRAINIAC 5

Of course, **I** can see right away how to easily **overcome** that limitation. Lucky for us **they** haven't figured it out yet.

LIGHTNING LAD

Why?

Panel 3:

Scene: Close up of grim Brainiac 5.

BRAINIAC 5

Because when used on a life-form, a Data-Ripper captures not only an emulation, but also the **life force**...the **spirit**.

BRAINIAC 5 (2nd)

All living things are **energy-field generators**. The spark, the **essence**, that separates being **alive** from being **dead** exists in that **energy field**.

Panel 4:

Scene: Pull back, re-establish, reset.

BRAINIAC 5

Somehow their Data-Rippers compel the energy field to **desert** the real living thing and "**follow**" the emulation.

BRAINIAC 5 (2nd)

...leaving a **dead, empty shell**.

LIGHTNING LAD

W-what are they **doing**? Making a **zoo** in virtual space?

Panel 5:

Scene: Two-shot, Brainiac 5 and Lightning Lad. LLad looks totally confused.

BRAINIAC 5

More or less. They're trying to totally **randomize** the physical universe... but they're keeping **copies** of things here and there that **interest** them.

BRAINIAC 5 (2nd)

Which suggests that the enemy **doesn't exist** in the physical universe.

LIGHTNING LAD

Huh?

Panel 6:

Scene: Close up of Brainiac 5. If you want to, over his shoulder, on a screen, you might show an image of the "PEELING SIGN" seen outside Meander's atelier, Page Nine, Panel six of issue #47; and/or a HEADSHOT of Meander. Totally optional.

PEELING SIGN (OPTIONAL)
(from #47, Page Ten, Panel 6—if part
of the sign is covered by foreground
elements, that's okay, as long as some
of it, especially, "The Marvelous
Meander" can be seen)

The Marvelous
MEANDER
Spiritualist & Sheet Metal Repair
"Enlightenment and Spot Welding."

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

and now Feng Shui!

BRAINIAC 5

I believe that the “real” aliens live in **virtual space**. The Destroyers and these “IP delegates” are **avatars** - - unliving, physical representations they manipulate.

BRAINIAC 5 (2nd)

To test my theory, I hired a consultant...a **spiritualist** named **Meander**.

PAGE NINETEEN:

Panel 1:

Scene: Tricky shot. Show Brainiac 5 cropped or small, and, behind him, two big screens: one shows a “Secret Service Man” morphing into MEANDER. The “Small Gadget” seen in Panel 4 of Page Ten of issue #47 is in the Secret Service Man/Meander’s hand. Try to show it reasonably clearly. It’s a detail, but the continuity freaks will groove. The other screen shows Meander close up, “reporting” to B-5.

BRAINIAC 5

Using a **cloaking device** I gave her, she was able to get close enough to the IP Delegation to get a reading. Here is her report.

MEANDER
 (“electronic” balloon
 from the second screen)

These guys are **empty shells**...! No spirits, no **nothing** in ‘em!

Panel 2:

Scene: Two-shot, Invisible Kid, who’s flabbergasted, and Brainiac 5.

INVISIBLE KID

You...hired a **spiritualist**?!

BRAINIAC 5

Kid, a few days ago, I would have had no use for spiritualism, but...let's just say I've come across some **new information**.

Panel 3:

Scene: Two-shot of Lightning Lad and Brainiac 5.

LIGHTNING LAD

R-r-right. So, we need to find the big computer these weirdoes live in and firewall it off.

BRAINIAC 5

That might have been possible a few million years ago. Since then, their technology has **advanced**....

Panel 4:

Scene: Close up of Brainiac 5.

BRAINIAC 5

I've been analyzing the IP "delegates." I can't detect the source of the **opcode commands** that animate them. They seem to come from nowhere...or, maybe...**everywhere**.

Panel 5:

Scene: Angle on the three.

BRAINIAC 5

If so, that means they've found a way to turn the **entire universe** into their "computer." Their operating system is written into the **interstellar radiation field**...

INVISIBLE KID
(quiet aside to Lightning Lad)

Free energy in the universe....

Panel 6:

Scene: Another angle on the three.

BRAINIAC 5

...their memory hierarchy is contained in the **interstellar medium**...

INVISIBLE KID

(quiet aside to Lightning Lad)

Gas, dust and trace-matter in outer space. Did you know that a hydrogen atom can hold a megabyte of data?

PAGE TWENTY:

Panel 1:

Scene: Another angle on the three.

BRAINIAC 5

... and it's all linked together by a **tachyonic field**.

INVISIBLE KID

(quiet aside to Lightning Lad; shrugging)

Beats me.

Panel 2:

Scene: Focus on Brainiac 5 and Lightning Lad.

BRAINIAC 5

Their tactics have **changed** with their technology. Now, they manifest an "Intruder Planet" in inhabited system, let gravitational chaos **soften up** their targets, then, I suppose, send in Destroyers to **finish** the job.

LIGHTNING LAD

Okay. Let's go to the IP and kick some virtual butt.

Panel 3:

Scene: Another angle.

BRAINIAC 5

You're not **getting** it. That's **not** a **planet**. It's an **artifact** created by a **computer program** that the "weirdos" are using to play their deadly game here in reality.

BRAINIAC 5 (2nd)

The "players" are in the **computer** and the "game" is **here**. **Get** it?

LIGHTNING LAD

No.

Panel 4:

Scene: Another angle.

BRAINIAC 5

You can't **fight** them here in reality! You can destroy all the avatars you want, but they'll just **make more**.

LIGHTNING LAD
(as if he has a headache)

Just tell me what we should do.

BRAINIAC 5 (2nd)

I...don't know yet. I'm working on it.

Panel 5:

Scene: Lightning Lad, throwing his hands up, heads for the exit. Show Brainiac 5.

LIGHTNING LAD

When you figure it out, call me...but **don't** explain it, okay?

Panel 6:

Scene: Two-shot. Invisible Kid and Brainiac 5. IK is pointing to the data on the screens from the AD dissection. B-5 is holding up the HEADGEAR first seen in Panel 4 of Page Three of issue #43.

INVISIBLE KID

Brainy...? One question...isn't that the **Destroyer autopsy data** that was **impounded** by the Science Police?

BRAINIAC 5

Yes, but before they seized the data-wafer, I used **this** device to input information into my brain. After they left, I re-downloaded it to the computer.

PAGE TWENTY-ONE:

Panel 1:

Scene: Two-shot of astounded Invisible Kid and blasé Brainiac 5.

INVISIBLE KID

You stored all that data in your **mind** ?! You **memorized...all that?!**

BRAINIAC 5

As easily as you memorized your Flight Ring activation codes.

BRAINIAC 5 (2nd)

Now, leave me alone. I have work to do.

Panel 2:

Scene: Cut to the Plaza of Peace. By now, it's late evening. Presumably, the tour, the day's events are over, and this is the good-bye between the IP delegation and LaFong and company. Pinkie is pointing the Mini-Data-Ripper at Nimra LaFong! Do the effect.

CAPTION

The **Plaza of Peace**.

AIDE

Ma'am, she's pointing that thing at **you**! Should we...?

LaFONG

I'm sure it's their equivalent of a vid-pic camera. It's flattering that they want to take my picture.

SFX

Whiinn

Panel 3:

Scene: The IP Inhabitants disappear in bit-mapped sparkles. LaFong looks like she's *just* beginning to crumple limply to the ground! The Aide is reacting.

(no copy)

Panel 4:

Scene: LaFong falls limply, heavily to the ground. The Aide is reacting bigtime!

AIDE

Madame Secretary...!

Panel 5:

Scene: LaFong lies in a heap on the ground. The panic-stricken Aide kneels over her. Secret Service agents race toward them from the background, weapons drawn, looking around, talking frantically on their Secret Service communicators.

AIDE

She's **dead**!

FIN