PLANET OF THE APES

APE BATTLES MUTANT ON A DYING PLANET!

ALL NEW!

“A TASTE OF MUTANT HATE!”
BATTLE FOR THE
PLANET OF THE APES
PART III: "A TASTE OF MUTANT HATE"
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Battle for the Planet of the Apes

This was once a thriving city...a bustling metropolis, a hectic testament to the progress of human civilization...

But call it what you will. No one will hear you. What was has now passed away.

The towering skyscrapers melted one day. That day was Doomsday. Humanity's Great Armageddon...

Yet, is the melted city completely deserted? Is it not possible that some survived, some who have been changed by the shock of radiation and intelligent apes? Yes, they are our mutant cousins, and indeed, they do live here...if their existence may be called life!

The quagmire of liquid steel and concrete and glass and plastic has long since cooled. Now the city resembles nothing so much as a glacier of destruction sheathed in a green glow of lingering radiation. The civilization of man is shattered...a new civilization rises up—one comprised, incredible, of apes!
THEY prop as one hideously mutated attackers lunging from shadows... and as MacDonald whirls to the sound of their assault...

WHAT THE--?!!

IN THE NAME OF THE CREATOR, CAESAR... WHAT ARE THEY? NOT APES... OR HUMANS... WHAT ARE THEY...?

I DON'T KNOW... BUT THEY'RE ARMED... AND YET THEY'RE NOT FIRING!

THEY MUST WANT TO TAKE US ALIVE...

MACDONALD... YOU'VE GOT TO BREAK FREE!!

WE CAN'T HELP UNTIL YOU GET AWAY FROM THEM--!!

BREAK FREE... HUH...?

WELL, THERE'S ONLY ONE WAY TO DO THAT... AND IT'S TO--

--BLAST FREE!!

Break-AK-AK-AK-AK-AK
At the sound of Breck's hysterically shrieking voice, Alma and Mendez exchange an ominous glance. He is their leader... but even leaders may go insane...

...but the assumption is wrong.

All right, McNamara... we've lost them!

But which way to get out of here?

Straight ahead is the way I know! If there's any other way, I don't...

Blam!

Quick, Virgil--drag him into this corridor...

Bi-blam! Bi-blam!
P-chow--brak-ak-ak-ak-ak
WOUND'S NOT SERIOUS, MACDONALD. THE BULLET WENT ALL THE WAY THROUGH YOUR SHOULDER....

BUT WE'VE STILL GOT TO GET OUT OF HERE.... THE RADIATION....

I'LL TAKE A LOOK DOWN THIS CORRIDOR; VIRGIL! THEY'VE STOPPED FIRING, BUT STAY ON GUARD....

AND BE READY TO MOVE--FAST!

WHICH OPENS ONTO A SEETHING MOTTLED RADIATION.

SHIELDING HIS EYES FROM THE LURID GREEN GLARE....

CAESAR ENTERS, AND PRESSES FORWARD THROUGH THE SWIRLING RADIATION.

A TERRIFYING DOOR OPENS, LEADING TO DEATH....

WHICH COMES OUT SOON!

OUT TO DIE!

TO DIE!
TO DIE!

WE CAN'T STAY HERE FOREVER! ONE OF THOSE BULLETS IS BOUND TO RICOCHET OFF THE WALL AND HIT US... SOONER OR LATER!

WHERE'S CAESAR...? WHAT'S KEEPING HIM...?

I DON'T KNOW, VIRGIL...

"BUT I HOPE HE SHOWS UP SOON."

HE DOES, GLOWING GREEN.

...AND BLASTING DEATH INTO THE RANKS OF SHOCKED MUTANTS.

...MOST FALL IMMEDIATELY... BUT AT LEAST ONE VANISHES AROUND THE CORNER.

BRAK-AR-AH

THAT MUST BE CAESAR CAUSING ALL THE RUCKUS...!

THIS CORRIDOR MUST DOUBLE AROUND AND LEAD BACK TO THE MUTANTS... WHICH MEANS CAESAR MAY BE IN BIG TROUBLE...!
UNFORTUNATELY, CAESAR IS UNAWARE OF THAT TROUBLE...

THANKS, MACDONALD! THIS ISN'T THE FIRST TIME YOU'VE...

FORGET IT, CAESAR! THERE'S NO TIME FOR THAT NOW...

ALL FORCES INTO EXIT LEVEL THREE! REPEAT: ALL FORCES INTO EXIT LEVEL THREE--

THEY'RE GETTING AWAY--!

CAN WE MAKE IT, MACDONALD?

THE EXITS NOT FAR NOW-- WE'LL MAKE AS LONG AS WE DON'T RUN INTO ANY MORE OF THOSE--
DAMN! ME AND MY BIG MOUTH...!

FIRE!!

COME ON-- BLAST RIGHT THROUGH THEM! THE DOOR'S JUST AHEAD--!

COME ON, CAESAR ... COME ON...!

NOT YET!

BRAK-AK-AK-AK
I think that will keep them occupied for a little while...

Of course! It wouldn't do to have them know the direction we took...

This will be the end of peace for Ape City!

Peace, Virgil? I hadn't notice all that much peace in Ape City...

But then, I was looking at it from a human viewpoint!

You had a hundred armed men and you know the corridors down to every last bolt and nut...!

They were fast... and smart, Governor...

The Ape surprised us...

The Ape surprised you...

How could they escape...?!!
**CONQUEST OF THE PLANET OF THE APES**

**ISSUE 23 THROUGH 28 OF THE MAGAZINE EDITION.**

---

**MENDEZ**—I want you to organize scout parties and supply them with equipment that'll work! We're going to find those animals once and for all.

---

**Breck** turns away, presuming his papers will enrage Mendez. Mendez does not move. Breck's glance of confusion within the office window is met by his frowning face. Perhaps the horror he has been experiencing becomes now causes him to think twice about certain actions...

---

**WHY--? So we can exterminate them, of course... why else?**

---

**Still confused, Mendez** mumbles. He is led off to obey the order, as if his question had been answered with just reason. Instead of shouted down with anger.
The ridge dividing bleak desert from lush valley where an outpost of gorilla sentries guard the treacherous ape city from attack...

The speaker is Aldo, he who commands the loyalty of every gorilla in the city... and the enmity of most humans...

Well, it sure will be good to see the grass on the other side of this ridge again! I never realized how bleak and barren...

Hey... what the...? ! Stop, you fools!!
IT'S US--IT'S CAESAR--!

Well, if that wasn't a nice welcome home!

I imagine Aldo was rather hoping we would!

Forever!

Why you out there? Forbidden!

What?

I had to go to the city. Aldo... to look for something.

Maybe we should have stayed in the city with all those ugly mutants...

I went looking for my past...

But I found our future!

Aldo grunts and frowns at these mysterious words. He is sensitive to the fact that Caesar is smarter than he is... and suspects insults in Caesar's every word...
AND SO THE GREAT GORILLA DEMANDS...
EXPLAIN!
YOU EXPLAIN TO ALDO!

BUT CAESAR IS TIRED OF BEING INTERROGATED...
YOU WOULDN'T UNDERSTAND!

THUS, EVEN IF HIS INTELLIGENCE IS INFERIOR TO THAT WIELDING BY CAESAR, ALDO NEVER THELESS RECOGNIZES THE INSULT AND IS ANGERED BY IT...

AND ALDO'S SUSPICIONS ARE CONFIRMED.

ALDO MAKE FUTURE...

...WITH THIS!!

CAESAR TURNS AND FOR A MOMENT IT SEEMS THAT ALDO'S SHOW OF POWER MUST LEAD TO A CONFRONTATION...

BUT THEN...

...THE SOUND OF APPROACHING NOOFBEATS...

AND CAESAR SWINGS...

...WITH MY SON CORMELIUS AND HIS HUMAN FRIEND...

...THE FUTURE IS WITH THEM...

NO, ALDO...

...AND ALL THE OTHERS LIKE THEM, TOO YOUNG TO UNDERSTAND HATE!
SILENCE, THEN, AS CAESAR MOUNTS HIS HORSE... 

AND RIDES AWAY FROM A CONFRONTATION.

SILENCE, IN WHICH ALPO BROODS...

AND UNTIL ALPO SPEAKS...

ALPO CAN STOP THAT FUTURE!

ALPO WILL STOP THAT FUTURE!

MOTHER HAS BEEN WAITING FOR YOU THE WHOLE TIME, FATHER!

I KNOW, CORNELIUS.... AND I HAVE BEEN WAITING TO RETURN!
THREE DAYS LATER, AT THE COUNCIL CHAMBER WITHIN THE TREEHOUSE CITY...

...WHERE REPRESENTATIVES OF EACH OF THE THREE APE SPECIES GATHER FOR A MEETING TO DISCUSS THE FUTURE...

...IT IS A WEARY AND PERHAPS ALL CAESAR WHO MAKES HIS FIRST PUBLIC APPEARANCE FOLLOWING HIS RETURN FROM THE DESTROYED HUMAN CITY.

WITH HIM ARE HIS WIFE LISA--

--WHO JOINS THE AUDIENCE OF CHIMPANZEE REPRESENTATIVES--

...AND HIS SON CORNELIUS, WHO REMAINS AT HIS SIDE BEHIND THE PRESIDING Dais.

BUT EVEN WITH SUCH SUPPORT THERE IS A CERTAIN WEAKNESS IN CAESAR'S AUTHORITY THIS DAY.

WOK WOK WOK

Perhaps the change is attributable to the very subject of this day's meeting...and his prolonged exposure to the city's lingering radiation, whose effects already manifest themselves in a considerable loss of facial hair...

My friends, I have asked you to come to this special meeting of the council so that I could report on my recent...scouting expedition to the city...
VIRTUALLY ALL OF THE CONGREGATED REPRESENTATIVES EVIDENCE CONCERN FOR THEIR LEADER'S ALTERED ASPECT AND MIND... BUT NOWHERE IS THAT CONCERN MORE CONCENTRATED THAN IN THE HEART OF CAESAR'S WIFE, LISA... SHE WHO HAD BEGUN HIM NOT TO GO TO THE CITY...

--AND ALL OF THAT AREA MUST STILL BE FORBIDDEN!

BUT WE...

THE RADIATION IS STILL INTENSE...

THAT IS, VIRILUS MACDONALD AND I... FOUND A DANGER FAR WORSE THAN RADIATION...

INJURED, AND PERHAPS MUTATED--CERTAINLY CRAZED--HUMANS STILL INHABIT THE CITY!

A MURMUR OF CONSTERNATION SWEEPS THROUGH ALL THREE SECTIONS OF THE AUDIENCE... BUT IT IS FROM THE GORILLAS THAT A REPRESENTATIVE RISES TO SPEAK.

“HERE...?”

NO, I DON'T THINK SO! BUT WE HAVE TO PLAN FOR THE TIME WHEN THEY DO COME OUT OF THE CITY... WHEN THEY DO FIND US!

WE SHOULD CONSIDER BUILDING DEFENCES, TRAINING A MILITIA, AND ISSUING GUNS!

AS HE KNEW IT WOULD CAESAR'S LAST WORD FALLS ON THE CONGREGATION WITH DISAPPROVAL AND SHOCK...
WE HAVE BUILT OUR COMMUNITY WITHOUT GUNS. DEVOTING OUR FULL TIME TO RAISING FAMILIES AND FOOD.

AND NOW YOU TELL US WE MUST SACRIFICE ALL THIS TO THE CAUSE OF WAR AND DEATH.

THE HUMANS IN THE CITY ARE... STILL INSANE, LISA. THEY DIDN'T GIVE US A CHANCE TO TALK WITH THEM!

THEY JUST ATTACKED US AND... LET US IN!!!

I AGREE, CAESAR, AS YOU KNOW. ARE GUNS REALLY NECESSARY? ISN'T IT POSSIBLE THAT THE HUMANS WILL STAY IN THE CITY AND LEAVE US IN PEACE?

LISA, I WISH I COULD TELL YOU IT IS POSSIBLE, BUT...

WELL, VARGAN, WAS THERE. PERHAPS HE CAN TELL YOU HIS EXPERIENCE.

GET YOUR HANDS OFF ME!!!

RELEASE THEM!!

NO!!!

NO HUMANS IN COUNCIL!!
They are here because I sent for them, Aldo!

Now that we know the danger in the city, we need their help. Their counsel!

No, no, nooo!!

No, no, nooooo!!

And in the face of the frenzied uproar, Caesar slowly... calmly rises...

No, no, nooo!!

Yes!

Silence fills the chamber.

Two of the three sections nod in that silence. Clearly support. Into Caesar's decision... and more importantly, his authority...

...while the leader of the third faction realizes he has been defeated... at least temporarily... and voices his contempt.

You no ape! Hair gone!

You more human now--!
AND WE NOT LISTEN TO OTHER HUMANS!

THIS COUNCIL FOR US NO MORE!!

A NEW GROUP ENTERS... FOR THE FIRST TIME.

THUS, AS ALDO AND GORILLAS LEAVE THE COUNCIL CHAMBER FOR THE LAST TIME...

THANK YOU, CAESAR!

WELCOME, MACDONALD!

NOW THAT THE GORILLAS HAVE OCCUPIED THEIR POSITIONS IN THE COUNCIL, YOU MAKE THEM TAKE THEIR SEATS!

NOW, LET US REASON TOGETHER... AND MAKE PLANS...

AMEN--AND WE CERTAINLY DON'T NEED THE GORILLAS FOR THAT!
THE CONTROL ROOM OF THE OLD COMMAND POST – WHERE A TWISTED BRECK REINES PROFANE MEMORIES – AND MENDEZ WORKS TO CONNECT THE CABLES WHICH WILL RESTORE THOSE MEMORIES TO LIFE...

...AND THE APEs DESTROYED IT ALL! BUT WE'LL REVERSE THAT NOW...

...THIS WAS WHERE THE HEART OF THE CITY POUNDED... TEN MILLION HUMAN BEINGS WERE GUIDED FROM HERE...

...CONTROLLED FROM HERE...

GOOD, MENDEZ.
EXCELLENT! YOU'VE RESTORED THE ELECTRICITY TO MY CONTROL ROOM. THE POWER, MENDEZ. THE POWER!!

WE WERE THE ONES WHO USED THE NUCLEAR WEAPONS WHEN THE WAR STARTED...

GOVERNOR. THE APEs ONLY FUGHT FOR THEIR FREEDOM...

AND THE WAR WOULDN'T HAVE STARTED IF THE STINKING APEs HADN'T BEEN DISLOYAL TO THEIR MASTERS!

THEY WEAKENED US. MENDEZ -- INVITED OUR ATTACK...

EXCUSE ME, SIR. GOVERNOR-SIR...

WHAT DO YOU WANT, CAPTAIN--? I DO NOT LIKE BEING INTERRUPTED!

BUT WE FOUND IT, GOVERNOR-SIR! A VALLEY... A GREEN PLACE... A REAL GREEN PLACE...

WHY DIDN'T YOU SAY SO? GIVE ME YOUR REPORT THEN ARE THERE MORE OF THEM--?

YES, GOVERNOR-SIR... LOTS MORE...
HUNDREDS OF THEM / BIG ONES AND BABY ONES! IT'S GROWING OUT THERE, THEIR CITY!

AND THEIR GREEN THINGS, THEIR ORCHARDS AND FIELDS, ARE COVERING THE HILLS! I'M SMART, AND I KNOW...

THEY'LL BE COMING FOR US ONE DAY! YOU BET!

NO... BECAUSE WE'RE GOING FOR THEM NOW...

GET READY, CAPTAIN! INFORM YOUR MEN! BE PREPARED!

MENDEZ... YOU'LL BE IN CHARGE OF LOGISTICS! HOW MANY MEN CAN WE TRANSPORT TO --

MENDEZ... WHAT'S WRONG...

GOVERNOR... COULDN'T WE JUST DEFEND THE CITY? THE WAR WAS SO... TERRIBLE...

SO MANY DIED! WE CAN'T START THAT AGAIN... CAN WE...?

BUT THEN SOMETHING FORCES HIM TO RECONSIDER AND TO REACH A RATHERFUL DECISION...

ALL RIGHT. MENDEZ, YOU MAY REMAIN HERE!

BUT THERE'S STILL A JOB FOR YOU HERE! FOLLOW ME!

FOR A MOMENT, BRECK'S RAGE THREATENS TO EXPLODE...
YOU SEE, MENDEZ, WE HAVE TO CAGE THE BEASTS...

...OR DESTROY THE ZOO!

COME ON, MENDEZ -- IN HERE...

I'LL GIVE YOU YOUR INSTRUCTIONS NOW!

THERE, MENDEZ... THERE IS OUR ONLY SALVATION!

IS THAT THE WAY IT HAS TO BE...

IT IS, MENDEZ... IT MOST DEFINITELY IS!

IF SOMEHOW OUR ATTACK SHOULD FAIL, YOU ARE TO FIRE THAT MISSILE DIRECTLY INTO THE APE CITY!

IF WE CANNOT REMOVE THE QUESTION MARK FROM HUMAN HISTORY...

THEN WE'LL PUT A PERIOD AT THE END OF APE HISTORY!

BY SLAUGHTERING EACH AND EVERY ONE OF THE HAIRY BEASTS!

NEXT: PART IV THE WAR MACHINE!
BEGINNING ON PAGE 29 OF THIS ISSUE!
Apology on the Planet of the Apes:

If you happened to have thumbed through this issue with any degree of perception, you've probably noticed that we have the next two parts of our mildly magnificent adaptation of BATTLE FOR THE PLANET OF THE APES present, instead of the regularly scheduled one part. This issue we were to begin a brand new series of adventures with our introdip duo, Jason and Alexander, as "Terror on the Planet of the Apes" continued. The reasons for their lack of appearance are many and varied—and not too exciting. Suffice to say, while the first installment was written, drawn, and ready to go, a few problems (none serious) cropped up with the second part, holding up its production, and thereby leaving open the possibility of an extended time lapse between the presentation of the two parts, which as you all know does wonders for continuity. Sooo, rather than start things off on the wrong paw, we've decided to wait until next issue when all the little bugsabugs will have been ironed out, and then begin the new Jason and Alexander serial, which will hopefully run for as many continuous issues as possible. Now that we've had our long-winded say, it's time to let you have yours...

Dear armchair anthropoids,

P.O.T.A. #22 was an exceptional issue!

It started out with an eye-catching cover with excellent art, continued with an ingeniously scripted story with acceptable art, which was followed by a thought provoking letters page, leading to an interesting but hardly pertinent feature on apes, accompanied by an informative article on M. Evans, and climaxing the issue was the exciting conclusion of "Quest."

What more could any Ape ask for? Nothing, except that you keep up the good work!

Mike Thompson
30 Stonybrook Road
Gales Ferry, Ct. 06335

Doug, Rico, & Alfredo,

Issue #22, being the first all original edition published thus far, was highly interesting. Earl Norem has supplied Apses with (I believe) his second cover; however, I do feel this one lacks originality.

The story, "Quest for the Planet of the Asps," was one of the finest drafts Doug Moench has delivered for this magazine. Not only was it a bridge between CONQUEST and BATTLE, but it stood on its own as an independent work of entertainment. Doug's use of captions has improved excellently and the dialogue fits appropriately with the characters.

I have several comments on "Seeds of Future Deaths" and "The Keeper of Future Death" which comprise the story, "Quest." Off-hand, although I'm glad the artists haven't conceived any of the outlandish costumes off-times displayed in the likes of "Terror" and "Future Chronicles," no explanation was given as to how, after a mere two years, the Apses have come into possession of their standard attire. Also, on page 10, McDonald comments: "I'm beginning to think you never should have taught Aldo to talk, Caesar..." Although Aldo's vocabulary is limited, it is still far too advanced after only two years since the revolution. Perhaps genetic mutations in the apes accompanied by scientific testing conducted by the once-preservers of Ape Management and other simian-oriented programs gave Aldo and the other apes the potential to speak, along with the ability. Remember: in CONQUEST OF THE PLANET OF THE APES there is mention of rising ape intelligence to a considerable degree.

Here, I would like to mention that you edited from the adaptation of CONQUEST a scene of much importance. When Caesar is busy articulating in front of the ruined Ape Management Building while the city behind him is in flames, Lisa speaks: She says, quite simply after a sort of mental struggle, "No." Hmm...

Comment: The most sacred of the ape laws is that Ape Shall Never Kill Ape. I believe they've considered this true even before it was declared by Caesar. In the five films there is evidence to support this hypothesis. Man destroys man, apes do not kill apes. On page 15 Aldo attempts to kill Caesar which I thought was unnecessary and put in only to add action to a slower-paced part of the story. Besides this, it lessens the dramatic effect of the two scenes in BATTLE FOR THE PLANET OF THE APES concerning Aldo, Caesar, and Cornelius.

I felt that Mendumus, Breck, Alima, and the other characters were fitted perfectly to the story's structure. Indeed, this has been a helluva good issue.

Before closing I would like to mention that the articles were excellent, though short. Also, I realize you have production costs to consider but couldn't you manage another interview or two. How about Kim Hunter?

Rory Keogh Gibbons
209 Aippian Way
Union City, Ca. 94587

Rory, thanks for the cognit commentary, but re-
ferring to your first paragraph, we wonder how you could call issue #22 "the first all-original edition" and then turn around and say that Earl Norem's cover "lacks originality."

You're definitely correct in your assumption that in the Apses' society, a cardinal rule is that "Ape Shall Never Kill Ape." However, you must understand that the late Aldo harbored for Caesar trans-
cended even the basic underpinnings of their culture, and thus made Aldo the virulent adversary he was, and it's precisely that which Doug Moench was attempting to convey with his interpretation of Aldo's personality. But Aldo's attempt to kill Caesar was most emphatically not added merely to include

more action. Characterizations are an integral part of the Apses' existence; are we to sacrifice them for the sake of a few moments of ac-
tion, would be something we simply would not do. Comprende amigo?

Dear Simian Fodderist

I feel sorry for Clark J. Holloway who had his letter in issue #22. He is an intelligent apes fan, but he is so confused trying to link everything together into one time-
line as Jim Whitmore did with his 'Chronology' article. Whitmore's article was good and showed great imagination, but what he, Holloway, and others don't realize is that each APES series is an island unto itself. The film series is one island. The TV series is another, the cartoon series another, and Marvel's original stories still another. Each is a concept based on Pierre Bouille's novel, which is the grandaddy island of them all, and should not be linked up with one another as if they take place in chronological order or in the same dimension for that matter.

One more thing, I disagree with your statements that CONQUEST and BATTLE took place in the San Francisco area. It just doesn't make sense that these mutants in BATTLE, which were clearly the ancestors of the mutants in BENEATH, got from San Francisco to New York. The films never made any mention of the city being San Francisco, and whatever is in the novel adaptations was cut out of the scripts for the finished films because it just didn't jibe. It's very pretentious to come up with far-out theories on how they (the Mandrak dynasty) made a trek across the country to New York, and took the bomb with them.

I think that CONQUEST took place in a megalopolis that stretched from Boston to Washington, D.C., and that most of the story took place around the D.C. area. The city the Caesar, Virgil, and MacDonald went to in BATTLE was part of Washington, D.C., and they went to a branch of the National Archives. The mutants probably took themselves, and the bomb, up the subways to Manhattan.

Rory Monteith
1124 N.E. 15th Ave.
Ft. Lauderdale, Fla. 33304

We'd like to disagree for a moment with your assumption that each and every manifestation of the Apses saga is "an island unto itself." Admittedly, one can go too far with attempting to fit every slight det-
tail into a consistent whole, but on the other hand, part of what made all the Apses movies so popular was the feeling of being part of an evolving epic, which did contain numerous and connecting threads of continuity throughout a several thousand year history. If every creative person were to take the Apses concept and simply do exactly what he felt with it, not believing himself bound in any way to what had gone before, contradictions would arise which simply could not be explained away, despite self-serving rationalizations. Variations on a theme—
even bizarre ones, like "Future History Chronicles"
can be effective, providing the roots of the variation are not forgotten. Comments, people?

Sirs:

"Quest on the Planet of the Apes" was an enjoyable story. I was pleased that Doug Moench sewed up the loose ends between CONQUEST and BATTLE the way he did. However, you'll probably receive a lot of letters pointing out the following:

1. Caesar did not choose his name. According to the Ape Chronology, Armanda renamed Cornelius' son sometime between 1937 and 1981. Also, Armanda called him "Caesar" at the beginning of CONQUEST.

2. Governor Breck and his aide, Mr. MacDonald were killed in the nuclear blast. This was briefly mentioned in BATTLE FOR THE PLANET OF THE APES. It was MacDonald's brother that helped Caesar in BATTLE.

3. As all moviegoers who saw CONQUEST would know, Aldo would have been more familiar with a gun, especially since the use of guns by the apes aided them during the rebellion.

4. At the end of BATTLE, Mander, the orangutan, tells us he was keeper of Caesar's armory for 27 years. Utilizing the Chronology, linking "Quest" to BATTLE, he would have had time to manage it for about 8 years. Maybe Mander worked several years in an armory before the Nuclear War, or his memory was lacking.

5. Aldo repeatedly violated the First Law (Ape shall not kill Ape) when he repeatedly tried to kill Caesar, even in front of the other apes. These acts should have kept Aldo from being promoted to General. Even worse, the power-mad gorilla should have been exiled from Ape City.

Perhaps Doug based his adaptation, QUEST, on the original script to BATTLE. Maybe that could explain the above points. The original script probably established the character Breck, not Kopol, as the main villain for BATTLE.

However, don't let details ruin an otherwise entertaining presentation. Despite the discrepancies, this is one story that you can be well proud of.

Oh, and by the way, the art, as well as the articles, was good as usual.

Onward and Apeward!

Bob Miller
1966 Brent Lane
Fayetteville, Ar. 72701

Our appreciation Bob, for summing up in one concise missive, the minor complaints of a number of your fellow apophiles. It's no wonder we have to keep on our collective toes with perceptive readers like yourself around to ply your trade as critics. We may not be perfect, but nobody can ever say we've tried to hide it.

Dear People,

I'm afraid that I have to disagree with Mr. Clark Holloway's letter. Marvel's time-line (as it appeared in Jim Whittmore's article) is essentially correct. My reasoning is based on the following points:

1. The Ape City of the television series was a California based city, and it was not that of the first two APES films, which was New York City.
2. The Ape general in BENEATH was named Ursus; the general in the television series was named Urko.

3. The astronauts to whom television's Dr. Zaius referred could just as easily have been two other astronauts, who landed before the Marvel time-line and not necessarily Taylor and Brant.

4. Although the ship's chronometer may have stopped before Virdon and Burke's time-trip was completed, it could also have been accurate in its 3005 dating.

5. We do not simply have "one, drunken ape's" word that Earth was destroyed at the end of BENEATH. We are told it was by an emiscript narrator.

6. Making the assumption Mr. Holloway's argument is correct, we have no explanation for why humans are talking again in the series.

Now if we could only figure out where to fit in the animated series and the novel.

Robert Bruce Blasey
R.D. 2 Box #148
Liberty Center, Ohio 43532

And we just may find a way to do that yet, Mr. Blasey. Stick around and try us. Meanwhile, take a gander below for some news you're not likely to find in The New York Times.

Next issue, a brand new look is added to a brand new storyline as Devil-May-Care Doug Moench brings us some startling new developments in "Terror on the Planet of the Apes", set the least of which is the premiere appearance of the new, permanent artist on that series, none other than Happy Herb Trimpe, the power-packed penciller of Marvel's color comic, THE INCREDIBLE HULK for about the past zillion years. We've seen the pulsatin' pencils on this one people, and it's well worth the wait, believe us. All that plus our continuing adaptation of BATTLE FOR THE PLANET OF THE APES for you completists out there, not to mention the usual simian schenanigans.

And while you're breathlessly awaiting our next masterpiece to be delivered to your tree—why not slide down your vine and drop us off a line! If they don't evict us, we'll be at:

PLANET OF THE APES
Marvel Magazine Group
575 Madison Avenue
New York, N.Y. 10022

---

ALL NEW! FROM THE MIGHTY MARVEL HOUSE OF IDEAS!

OUT OF THE SCREAMING HEART OF THE ATOM STEPS THE GREATEST LEGEND OF THEM ALL!

THE NEWEST, BOLDEST, MOST FANTASTIC, BLACK & WHITE MAGAZINE EVER!

WATCH FOR IT!

--

25
A Catalogue of The Apes

by Steve Clement

An ape-lish apology from us to you. Or: How to make a monkey out of yourself without really trying.

Last issue (#24) we presented the first of a two-part article focusing on the bizarre relationship between Maa and his simian cousins as shown in the five "Apes" films. Now, with all things being equal and the celestial bodies still their appointed rounds in the night sky, part two of said article should have appeared directly below, detailing an alternate viewpoint on our fascinating little topic by Lee Overstreet. Well, due to unforeseeable circumstances, we postponed to mention some extended comics stories, we simply haven't got the room necessary to present Lee's fine piece without unduly chopping it and thereby risk losing its intent. But cross our paws and hope to die—it will be appearing next issue if we have to trek through the Forbidden Zone ourselves to hunt it down.

Meanwhile, stalwart Steve Clement came through for us in the pinch and has written an article on the veritable explosion of Apes products that have found a comfortable niche in stores across the country. But enough babbling from us. We let the lifesaving Mr. Clement handle it from here. Take it away Steverino...

Amerindians, when you come right down to it, are a jaded people. We have made entertainment a fine science, seen bombs built that could wipe out coun-

tries at a time, and kicked around on the moon as if it were a walk in the park. Yet every so often, something comes along to catch the attention of the majority, that, for some unknown reason, doesn't fade when its newness wears off. But rather, becomes an almost accepted part of our lifestyle.

In nineteen-sixty-three, a gentleman by the name of Pierre Bouile wrote a book in his native French which was later translated into the book we know as PLANET OF THE APES. It was a tightly-written tale about the future, the writer creating his own "Man's eventual future. While the book was moderately popular, it would have probably remained just another science-fiction novel had not 20th Century Fox decided to create the first in the series of movies from it: PLANET OF THE Apes.

That was eight years ago.

In 1968, when PLANET was released, the studio heads assumed it would have a large youth draw, and perhaps a family-draw in general. No one was more surprised than the studio heads themselves when PLANET not only drew kids and families, but millions of people of all ages, some returning to see it again and again. In 1970, 20th Century Fox released the second in their series, BENEATH THE PLANET OF THE APES. They followed in quick succession with ESCAPE, CONQUEST, and BATTLE, to create a following of Ape-ophiles that no one, in their wildest dreams, could have conceived.

The APES movies have a universal appeal to all ages, perhaps due to the believability of apes actually developing speech and other human traits, and even the possibility of human beings not being the dominant life-form on this planet in the year 3976. But whatever it is, it is a wave of ape-mania swept over the country and business-
men everywhere hopped to meet the swelling demand for APES products.

Not unlike the phenomenon that came about with Star Trek and with the tragic demise of Bruce Lee, there now exists that hard-core group of Ape fans who see the APES movies as something more than just films. They view them as one of the most realistic glimpses into their own future they have ever been exposed to. And for whatever reason, they demanded PLANET OF THE APES products.

And, boy, did they get them!

With the aid of Apéphile researcher Jim McPherson, we began to compile the most extensive list of APES-trademarked items possible. No doubt we will have missed a couple of things since the main wave of the APES fad has passed, and what now remains is an accu-

rate APES cult, but for the most part, here are the results of our studies.

Going to a large metropolitan department store, I re-
duced permission from the store manager to set up a
display of whatever APES items I found on his shelves, and proceeded to take a shopping cart and go up and down every aisle in the toy section to start off with, and what I found surprised even the manager himself.

I came across no less than eighteen individual items in the toy section, consisting of: Caesar, General Alde, Zira, Dr. Zaius, and Cornelius, Dolls: Galen, Burke, Verdon, Gen. Urko, and Gen. Ursus, Fun-Doh Modeling Molds, PLANET of the APES game, Target set with suction-tint darts, Play set (Miniature soldiers), Adventure Set, Galen Puzzle, Colorforms, and a
dangling Rubbert Cornelius to hang from your rear-view mirror.

The prices ranged from 89 cents to $4.99 for the lowest priced item, up to $40.99 for the most expensive. The pleasant surprise was that, as far as I could tell, most of the materials were worth what the manufacturers were charging. The only exception was a punch-molded rubber Cornelius, on which the workmanship was a bit careless.

I also discovered the movie soundtrack for PLANET, a 15 minute soundless clips (in black & white only) from PLANET and BENEATH, and an APES wastebasket.

Having done so well in just a department store, I moved on to a large inter-urban toy store, not quite as large as the Astrodome. Here, even I began to be amazed if at how far the demand for APES material had spread. Besides carrying almost ninety percent of the items in the previous store, this toy shop carried eighteen more individual pieces! Things, such as an entire line of simulated ape-settings and equipment, consisting of Tree house, Action Stalifon, Battering Ram, Catapult and Wagon, Torrress, and Forbidden Zone Trap. All of these ape-settings (put out by one manufacturer) seemed to be really well-designed and creatively stimulating, as if somebody actually cared what the kids might end up playing with. In fact, my only gripe with them all is that the "action figure" dolls are not included with the
different items. Other than that, these items stand far ahead of most of the other products, but their prices are also somewhat higher.

I also found, Riff and Max (plastic set), Bend and Flex figures, a small helicopter, sky-diving parachute, motorcycle, pencil coloring set, fun-slop (7) smaller puzzles, Activity, Cut & Color, and coloring books, Mix and Mold sets, and a Dr. Zaius plastic bank, which was among one of the most attractive items there, using high-gloss blue, orange and yellow plastics. Prices ranged from $2.00 to $12.97.
In time, I feel certain we can look forward to APE-CONS, where thousands of ape-philics will gather to enjoy, study, and dissect the movies and books that will chronicle the life and times of Zira and Cornelius, of Taylor and Jason. And certainly, the Apes movies have influenced the lives of many real people. In a syndicated interview, Charlton Heston was quoted as saying:

"It's amazing! Out of all the films I've done, even ones like SOYLENT GREEN and OMEGA MAN, I've never had a character pursue me so long as when I played Taylor in the first two PLANET OF THE APES movies. Young kids have come up to me in public places and called me 'Taylor' and, for a while, I was having a hard time getting away from being stereo-typed in to more such characters. The Apes movies are the closest thing to a natural phenomenon I've seen in a while."

Professional actor and actress Bill Blake and Paula Crist have made a living out of 'becoming' apes. Touring the country with car shows, their portrayals of Cornelius and Zira fascinate audiences wherever they go, and their schedule is actually booked months in advance.

**

Perhaps Charlton Heston is right. What started out as one man's idea of a possible-if-impossible future has become a world-renown following of the APES and their various off-shoots. Calling it a natural phenomenon is not so far off the mark as we might think.

So next time you're in a store, or reading a comic, or a magazine, such as Marvel's own PLANET OF THE APES, and you see something trademarked 'PLANET OF THE APES', remember: if so many millions of people are so fascinated by the Apes creations, their world, their past, and their future, can you honestly afford to just shrug it off as a long-time fad? I think not.

For something that started out as a doomsday prediction for man somewhere in France, to its present day stature, the PLANET OF THE APES has done a pretty good job of justifying its own existence.

For all the millions of buying public who have in some way been effected by this amazing happening, the APES must show them something very special. Entertainment, perhaps. Amusement? Or perhaps to some, ... it's just a different tomorrow that makes today a little more interesting.

A further example of the surprising simian saleability.

(Photograph by Don Haring)
IN A FIELD BEYOND THE TREEHOUSE CITY, A GROUP OF APES ENACTS A BIZARRE SERIES OF COMBAT MANEUVERS.

ALL OF THE APES, SIGNIFICANTLY, ARE GORILLAS. THEIR LEAPER IS ALDO...

WE NEED GUNS!

PART IV:
THE
WAR
MACHINE!

Script by Doug Moench  Art by Sonny Trinidad & Virgil Redondo.
AS A COMMANDER, ALDO IS SOMEWHAT... SINGLE-MINDED.

WE NEED GUNS!

AND HIS SINGLE OBSESSION IS ONE WHICH HAS POSSESSED MANY COMMANDERS THROUGHOUT THE ANNALS OF ORGANIZED WARFARE... WE NEED GUNS--!!

TO MOLD HIS TROOPS INTO AN UNSTOPPABLE WEDGE OF OFFENSIVE ASSAULT.

HOWEVER, AT A DIFFERENT LOCATION ON THE CITY'S OUTSKIRTS, CAESAR -- THE LEADER OF THE ENTIRE CITY (NOW EXCLUDING THE GORILLAS) -- IS MORE CONCERNED WITH ERECTING A SYSTEM OF DEFENSE...

THAT IS RIGHT-- WEAVE THE BRANCHES TOGETHER TIGHTLY...!

USE VINES TO BIND THEM IF YOU MUST!

GOOD! JUST MAKE CERTAIN YOU CAMOUFLAGE EVERY ONE OF THESE PITS PERFECTLY...

IF THEY NOTICE JUST ONE OF THEM, THEY'LL SUSPECT OTHERS!

RIGHT-- WE WANT TO STOP THIS THING WITHOUT A FIGHT...
Lisa, the future isn't an abstraction!

I'm working to make our city—our world—a safe place for Cornelius to grow up in!

But why isn't the world safe now, Paddy?

Go to bed, Cornelius, and stop asking questions! It's late!

Oh, all right... I'll go to bed...

No fun out here...
CORNELIUS...

GOOD NIGHT, DEAR!

'NIGHT!

EVER SINCE YOU'VE COME BACK FROM THAT CITY, YOU'VE BEEN TIRED!

YES... MOTHER...?

PLEASE, CAESAR, YOU'VE GOT TO GET SOME REST!

LET ALSO TAKE CARE OF DEFENDING OUR CITY FROM THE HUMANS! HE LIKES THAT SORT OF THING!

LISA, DON'T YOU UNDERSTAND...?
Lisa, everyone can see the threat from the crazed humans in the city...

...but the tapes—the voices of my parents—warned me of what I couldn't see!

Alpo and his kind can cause everything we fought and worked for to come to nothing—to total destruction!

But Caesar, why do you have to—

Oh, what's the use...?
UH OH -- DON'T WANT TO BE CAUGHT OUT THIS LATE...

BETTER HIDE...!
YES, BRUCE... I KNOW WHAT WAS SAID IN THE COUNCIL...

HUN...

...BUT THESE PREPARATIONS FOR WAR -- HOW CAN WE COLLABORATE IN KILLING OTHER HUMANS --?

DAD'S FRIEND MACDONALD... AND THE LADY DOCTOR...

OTHER HUMANS? I WONDER IF THEY ARE NOW... AFTER BEING SUBJECTED TO ALL THESE YEARS OF HARD RADIATION...

EVEN MUTANTS ARE HUMAN, BRUCE!

Perhaps... but the apes and we still have a right to defend ourselves! If we don't, we'll be--

EH--?

WHAT WAS THAT--?

WHAT WAS WHAT, BRUCE?

I DON'T KNOW... THOUGHT I SAW SOMEONE IN THE WINDOW... A BLUR...

GUESS IT WAS NOTHING, THOUGH...

...EXCEPT THE WIND... IN THE TREES!
That was close... almost got caught... and by one of Dad's human friends...

But I'm free now---free to stand high above the whole city and...

**Guns!**
**Guns are power!**
We get them---and we keep them...

First we smash humans---all humans! Then, with guns, when humans are finished...

We have army... but no guns...

We strong! Strongest of apes! But we need power...

But who would be burning a fire now...?

**No---!!**
WHO SAY THAT--?!

IT LITTLE ONE-- CAESAR'S SON--?

HIM HEAR US-- TELL CAESAR...

...IF WE NOT STOP HIM--!!

ALDO RIGHT-- MUST STOP LITTLE ONE-- OR CAESAR PUNISH US ALL--!!

UM OH-- I'VE GOT TO MOVE...

AND THE ONLY WAY TO GO IS UP...

--TO THE HIGHEST BRANCH... AND HOPE THAT IT'S TOO THIN TO SUPPORT THEIR WEIGHT....

COME DOWN... YOU COME DOWN...

N-NO... I WON'T COME DOWN... Y-YOU CAN'T MAKE ME...

ALDO CAN MAKE YOU COME DOWN-- COME DOWN HARD!

CHOK
NO.... DADDY...!

DADDY...!!

CHAK!

DAD...

THAT SCREAM---!

CORNELIUS....

FREERE

WHUMP!

CORNELIUS---!

HE'S GONE. CAESAR--HE'S GONE!!
Go home now... and wait...

wait for me to tell you what we do next!

Cornelius -- Cornelius, where are you --?

Our baby -- has anyone seen Cornelius?

No, Caesar! We have not seen -- Caesar --!

What's happened, Caesar --?

It's Cornelius -- he's missing, MacDonald...

We heard a scream... it sounded like...

I heard something too... a long way off... couldn't make out any words, but--

He called... Daddy... but I... I...

My baby... noo -- my baby, baby, baby!!
NO!

NO... PLEASE, NO... PLEASE...

HE'S... HURT TERRIBLY, CAESAR... HE... HE...

YES, LISA... I'M AFRAID HE IS SEVERELY INJURED...

HE MUSN'T BE MOVED ROUGHLY -- NO JOLTING OR JARRING...

I THINK WE'D BETTER MAKE A LETTER AND CARRY HIM...
CAN'T YOU TELL ME ANYTHING--?

OH, LISA, WHAT CAN I SAY? HE'S ALL BROKEN UP INSIDE...

IF WE WERE BACK IN THE MODERN CITY--IF I HAD SURGICAL APPARATUS...

OH, DAMN THIS STUPID APS-PARADISE--AND THE HUMAN ANIMALS WHO DESTROYED OUR WORLD--ALL OF IT GONE--THE GOOD WITH THE BAD....

AND HERE WE ARE IN AN EDEN WHERE CHILDREN HAVE TO DIE...BECAUSE WE'VE THROWN AWAY ALL THAT WE KNEW....

OH, LISA, LISA...I'M SORRY...SO SORRY...
A MUTANT CALLED BRECK NOW GOVERNS A GROTESQUE ARMY.

WE'RE READY TO MOVE NOW, MENDEZ!

KEEP THIS CHANNEL AND ALL EMERGENCY CHANNELS OPEN! DO YOU HEAR ME--?

I HEAR YOU, YES--WE'LL KEEP ALL CHANNEL'S OPEN!

GOOD! NOW REMEMBER: IF THINGS SHOULD MISCARRY...IF WE FAIL TO DESTROY THE APES AND THE HUMAN TRAITORS...

YES...? IF YOU SHOULD FAIL...?
AND YOU'LL LAUNCH THE BOMB!
DO YOU UNDERSTAND? YOU ARE TO--

--FIRE THE BOMB!

FIRE... THE... BOMB...

IT IS TOO PRECIOUS TO WASTE!

BUT WAIT FOR MY SIGNAL! THE BOMB MUST NOT BE LAUNCHED UNTIL I SO ORDER...
By noon, the sun beats mercilessly upon the bizarre convoy of antiquated, defective vehicles. Progress is slow...

...The end-product of a technology nearly obliterated by its own progress...

Attrition on the other hand is high... and many vehicles are abandoned, left to steam under the glaring sun...

This, too, is the end-product of the horror once called Man's Superior Achievement.

It is not pretty. Etched as it is in the radiation scarred face of man gone mad...

Where is he?...

Where in hell is that...

SCOUT!

Pll lad you even humans have scouts... like us... but not as good!
YOU RIGHT... HUMAN... NO GOOD... BAD...

HEY-- WE KILL...Huh?

YEAH-- KILL NOW!

HEY! NO FOOLS-- WAIT-- WAIT FOR ALDO BEFORE WE KILL--!

NOT WAIT-- NOT FOR KILL SO EASY--!

WHAT THE--?!

HAGH-K--!
HANA---!!
MINE--
MINE!!

I DID THAT--
I KILL--YOU
SEE...??

BRING THAT
CANNON AROUND
HERE--FAST!!

I GOOD--
GOOD KILL--
HUMANS
WEAK!!

NOT LOOK
GOOD...LOOK
BAD...

FIUERE!!
NOW ALDO BE MAD...
REAL MAD!

TOWARD DUSK,
IN THE TREE-
HOUSE CITY'S
COUNCIL CHAMBER...

VIRGIL --- I
OVER HERE...
HELLO, MACDONALD...

VIRGIL, HOW IS CORNELIUS--DO YOU KNOW?

NO/CAESAR, LISA, AND THE DOCTOR ARE ALL STILL BESIDE HIM! IT WAS A TERRIBLE ACCIDENT...

BUT... BUT WHO WOULD HURT CORNELIUS...

I'M NOT SO SURE IT WAS AN ACCIDENT, VIRGIL!

THE END OF THAT TREE LIMB LOOKED AS IF IT HAD BEEN CUT!

ORDER HERE--YOU LISTEN TO ME--TO ALDO! ALDO TALK NOW!!!

LOOK AT THOSE STARES--AS IF OUR POSITION HERE WEREN'T PRECARIOUS ENOUGH WITHOUT ALDO STIRRING THINGS UP.

SCOUT TELL ME HUMANS ATTACK--KILL FOUR APES!!

WHERE DID THIS HAPPEN?

WE SCOUT ROAD TO CITY--SEE ARMY--THEY KIKE... KILL ALL BUT ME!

I COME--WARN ALDO HE GREAT LEADER!!
HOW LONG WILL IT TAKE THEM TO GET HERE?

NOT KNOW-- BUT SOON!' ALDO SAY....PREPARE NOW!

YES--NOW! TAKE ALL HUMANS OUT--!

LOCK ALL HUMANS UP! GET THEM--

ALDO, YOU CAN’T DO THAT! THESE HUMANS ARE OUR FRIENDS--!

YOU NOT TALK! HUMANS NO FRIEND TO APES!!

ALDO SAY SO!!

BUT YOU ARE ACTING AGAINST CAESAR’S ORDERS--!

CAESAR NOT HERE, ORANGUTAN...

ONLY ALDO IS HERE!

ONLY ALDO GIVE ORDERS... FROM NOW ON!!

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