

# **STAN LEE presents**



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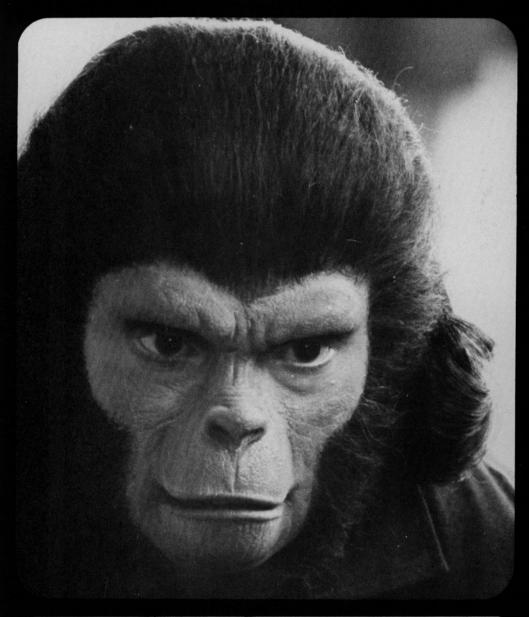
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TERROR ON THE PLANET OF THE APES:
"APES OF IRON!"
Beneath the heart of a ravaged city lurk—the gorilloids!

By Doug Moench and Herb Trimpe Page 3

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APE VINE! Page 24

"APE MOVEMENTS!"
Step-by-step
instructions on how
to walk like an ape!

By Jim Whitmore Page 26

BATTLE FOR THE PLANET OF THE APES PART VI: "Conquest of Blood!"

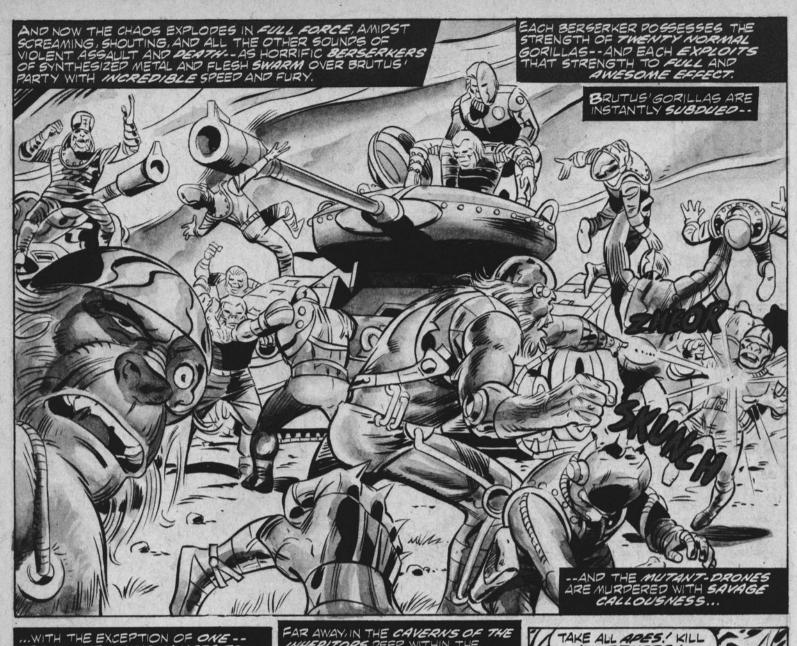
By Doug Moench and Virgil Redondo Page 31

## TERROR ON THE PLANET OF THE APES!



Story: Doug Moench Art: Herb Trimpe B-165















WELP, SEEMS THE
ASSISIMIANS ARE ON THE
WARPATH IN THESE HERE PARTS,
JASON, SO ME IN PAN ARE USIN'
THE RIVERBOAT SIMIAN TUH
TRANSPORT SUPPLIES AN' WEAPON'S TUH TH' STOCKADE POWNRIVER -- AN' I RECKON YOU-ALL'D BETTER COME WITH US. GETTIN' PURTY PARK.













































ID SO, THE FEAST ENDS RATHER ABRUPTLY --LEAST FOR A CERTAIN FIVE ERTSWHILE PARTICIPANTS...

THERE'S NO
TIME TO LOSE!
MAYBE YOU CAN
SAVE THE
LAWGIVER WITH
YOUR APVANCED
KNOWLEDGE,
LIGHTSMITH!

YEAH, BUT I SURE WISH
I STILL HAD MY WONDER
WAGON--NO TELLIN'
WHAT'S IN THERE THAT
MIGHT COME IN MANDY.

GUNPOWDER JULIUS AND STEELY OAN HAVE AGREED TO FOLLOW WITH THE ASSISIMIANS LATER, WHEREUPON ALL WILL JOIN TO HUNT DOWN BRUTUS...

...BUT RIGHT NOW, JASON, ALEX, MALAGUEÑA, IGHTSMITH AND GILBERT FRANTICALLY PILE INTO THE NORTHLANDS



--AND PLY THE EARLY MORNING RIVER MISTS TOWARD THE CYTY. AFTER ALL, THE LAWGIVER'S LIFE IS AT STAKE...





















# MONKEY BUSINESS IN THE EDITORIAL OFFICES.

ello. It has now been a little over a year since L this page last appeared in this magazine. I think that's a mistake. That does not mean I think an editorial page should be included in every issue-I don't always have that much to say that couldn't be incorporated into the letters pages via armadillo, and I'd rather see extra space devoted to photos and features. However, I think that a magazine needs an editorial page from time to time. For one thing, it gives the magazine just a bit more personality. For another thing, it allows a much more direct line of communication between reader and editorial staff than in letter columns (although, it should be pointed out, that, once a month, I sit down and read through most of the letters for all the black-and-whites).

Although we are nearing the end (next issue featuring the conclusion), I'd like to say a few words on our adaptation of BATTLE FOR THE PLANET OF THE APES. Obviously, this was something of a departure and, as such, was the most controversial of our simian serializations of the Fox films. And, while it would be misleading to say we've gotten no objections from Apes fans who would prefer a more purist approach, most of the reactions to the adaptation have been favorable.

Well, just for the record, I'd like to say that I agree with Doug's approach to the BATTLE adaptation. However, I would like to reiterate exactly how this adaptation (and, for that matter, all the Apes adaptations) were done.

All of the Apes adaptations done for this magazine were done from the shooting scripts. For those of you who might be unfamiliar with the term, it refers to the script as it stands at the time principal photography is begun on a film. In most cases, changes are made by the time the film is complete, both by the director or actors

while the film is being "shot" and in the editing room where the film is put together. But, under most circumstances, these changes are minimal, which accounts for the slight variations in our first four adaptations.

But then we come to BATTLE, in which the difference between our adaptation and the 20th Century Fox film are something more than "minimal". Well, friends, the first thing you should know is that neither Doug Moench nor anyone at Marvel Comics made those changes. Doug added nothing of his own to the script. What you have been reading is a nearly verbatim adaptation of the shooting script provided by Fox. Why the final film was so completely altered, I don't know. But it was. It would have proved very hard to adapt the film as it appeared without a matching script, which could not be provided.

In other words Breck was in the original shooting script and Kolp was just a flunky. At the end of the CONQUEST shooting script, Breck was indeed killed by Caesar. However, in the actual film, as released, he was not (MacDonald stopped Caesar) (this was, incidentally, where we used the film rather than the shooting script in our adaptation. We had to keep Breck alive, like the film, for BATTLE). Why Breck was then cut from the final film remains a mystery.

Also in the BATTLE shooting script, MacDonald is the same MacDonald that was in CONQUEST, and many of the lines that were spoken by him in the script were given to Virgil in the final film. Virgil had a very minor part in the script, lacking both the lines and the flair which Paul Williams seemed to give the part in the final film.

And now, before we run out of room entirely, I'd like to take a moment to discuss the future of this magazine, which should answer a few other inquiries from readers.

First, what are we going to do

when we finish up BATTLE? We are not going to adapt the T.V. series, nor the animated series. The reason for this is fairly simple-we don't have the rights nor the source material we would need. We are not authorized to do them. Therefore we will be creating a third new series, which we don't have a title for vet. It will feature Derek Zane (from our KINGDOM and BEAST original stories), but the story-line will be completely different from what he's been involved with before. We don't want to give too much away, but he will return to his original quest for Taylor & Brent and . . . awww, that would be telling. We'll also take a look back at the Earth he left behind to find out what happened when NASA discovered Zane's time machine actually worked! But even before that gets started, in our titantic 30th issue, we will be featuring a novel-length, double-size TERROR novel complete in that issue. This is going to be a turning point in the series, which will redefine the direction of the series. I think you'll be both pleased and impressed with what Doug has in store!

And, now, one last final note. We've gotten a large number of requests for Apes photos we haven't used, especially of Taylor. Frankly, we'd love to comply, but we can't, It is really impossible to explain in such limited space, but we are not allowed to publish any photo materials from the Apes films that have humans in them (with the exception of Jim Naughton and Ron Harper)- including Apes actors with their make-up off. Needless to say, this limits our photo material somewhat. Still, we do have a good number of photos and we try to avoid reruns.

All in all, I'm pretty pleased with what we're producing here. Naturally, I hope you are too. I hope you'll write and let me know.

-JOHN WARNER, EDITOR.



Dear Marvel,

Truly interesting and near-perfect. That's what I have to say about PDTA #27. The highlight was your Future History Chronicless IV, "The Shadows of Haunted Cathedrasius." It was well written and excepted. The pilot was good, the best that Doug Moench has dreamed up yet for this new series. I rigul you'v decided to end the stories in this strip on a sort of a cliffhanger, like you do in your Terror strip. Some seenes of I'm Southor's artwork were bit hard to make out (i.e. the indoor garden, pp. 49), but I have to say it was your best achievement in some time.

The article Reflections in an Imperfect Mirror-Part I was interesting, but in spite of a lot of information I already knew, Sam Maronie did a good job anyway. Can't wait for its procleusion.

The Doomsday Spawn was carried out differently from the film, which I like. Doug and Alfredo Alcala did a fine job in the adaptation, making it a lot better than the finished movie. Too bad you couldn't have done it for the other adaptations.

One thing that I've had on my mind. , your poil stated the evenous field GREATH heets than BATILE, but even BERATH was not one of the top films for Ape fans. I thank you concerned ages except at the end. I mean, apes were hardy in it, right? The plot was good science feltion and Paul Dehnh and a good lide for a different movie, not not to be woven in as a sequel to the FLART OF The APTS. The fice of radiotion-carrent mounters workploping a disconstally benth would make a next movie, but still, in BADE of the APTS. The fice of radiotion-carrent mounters workploping a disconstally benth would make a next movie, but still, in BADE of the APTS. The fice of radiotion examined that workploping has been been a mind the plant of the paid to the plant of the plant in the plant of the

Apes scheme of things, but it would have made a good movie without apes in it, too.

When does your first volume of issues end, and the second volume begin? You've had 24 issues now, and the first volume hasn't ended yet!

Good! You got the NEXT ISSUE page back! I hope permanently. I hope you were serious about bringing the two-page lettercol back.

I like the new format now. After ten issues, it has to grow on you, right?

grow on you, right?

Have fun, don't get discouraged! Even though you get bad criticism, those critics still buy POTA.

Jeff Heine 5616 Grandview Blvd. Mound, MN 55364

Bad or good, we've never objected to criticism, Jeff, and never will. All we ask here at the Ape Vine is that you give us a chance before throwing in the towel. There are always a great number of opinions to be sifted through before any changes are made, but you can be sure each and every one is given everal weight?

equal weight.
Glad to hear you enjoyed the most recent Future
Histories. We were quite curious about the reader
reaction to a cliffhanger ending for that serial, and
we're happy to report most of your fellow

Apeophiles gave it the affirmative nod.

We hope to squeeze the *next issue* page in as

we nope to squeeze the next issue page in as often as possible, as so many of you have been requesting. Unfortunately, it's often a case of there being just too much to fit in the limited amount of pages we have and so something has to go. Rather than cut our comics or article features, we feel next issue ad can be more easily sacrificed on those occasions.

Dear Apes, Humans, and assorted Mutants:

I'm still meditating on the meaning of Brutus's statement in the letter col of issue 24. The term "or else" could mean anything from mutant mindblocks to armed gorilla troops coming to take away my latest issue of P.O. T.A.I

I liked issue 24. Wy letters to you are few and far between and I never expect to see my letters primate anyway, but lewanted to write and tell you my opinions on your present format. Ilbe in a six it, so yould keep the articles and the comics as they are. With an average of the pages for articles and il pages of concile, it seems balanced to me having a good articles! in between two good stories. It is not if page stars want more articles, however, you could come out with Ages Specials, but with the fasted starshopping price, it woolshop it has a with the fasted starshopping price, it woolshop it has a with the fasted starshopping price, it woolshop it has a with the fasted starshopping price, it woolshop it is a way.

BATTLE part II was pretty good on art and plot. I also liked *Fature Ristory Chronicles* part IV. It had an ice, lot but I had he can be stored to the carbon the carbon that the carbon that the structure and the carbon that carbon that carbon the carbon that car

I hear that you have a third series coming up. How do you do it? I wish you could do adaptations from the live-action TV series. I'd love to see them. You should also try to do adaptations from the Return to the Planet of the Apes. Ballantine Books has had William Arrow do the hook adaptations. And desnite the fact that I was a little disappointed in the cartoon series, the Return books are very well written. Arrow has paid attention to plot development and adding extra details in the background area of the show. If anyone out there was disappointed by the cartoon series, you'll at least like the books. I'd recommend them! I think I'll knock off pounding away at this typewriter. There's been suspicious gorilla patrol activity centered around where I live. It must've leaked out that I have the latest ish of PLANET OF THE APES. As they're now pounding away at my door, I must bid a hasty farewell.....

Yours in SF, Bill Bryan 1711 South Street Lexington, MO 64067

Thanks for sending along your much needed opinions, Bill, but please don't use as a criteria for writing what you might consider the distant possibility of seeing your letter in print. You have the

same chance as the next guy for making it into this page, so let's hear from you a bit more often, okay?

In answer to the many of you who've wondered about this, we have no plans for the near future to start adapting scripts from either the television series or the animated version of Planet of the Apes. But we don't think you'll be missing them for long when you get an ape-eyeful of our fantabulous third, all-new series that'll be swinging your way in just a few short issues. Watch for it.

ear Marvel.

This month's issue of PLANET OF THE APES was okay. The cover stood out – too far out. Before, you always used the "neon color effect", this is hy ou used a background all one color; yellow. It catches the eye but I doesn't keep it there long enough. I almost completely overlooked it. The picture was alright but the gorilla looked like he was taking a swig of monshine.

The Dominator Summ wears I quite up to par. Like on page 3 it shows a goille senige a banna. According to "Zin in ESSAPE", apes "loath and detest" bannas. Throughout the whole desplation the Bertal tion page 6. Casars looked just like he did in the movie. The worst rat though is on the motatist. The very Affecta drow them this status is the very they should have been drawn in this status is the very they should have been drawn in this status is the very they should have been drawn in this status. The should have been drawn in Six should be king which is no command. Also many loss were deleted, mainly Veryll's; either that or exchanged with MacDouald's.

Reflections in an Imperfect Mirror was boring. It read like one of my school textbooks. Maybe part two will be better

The Stadower of Haunted Cathedraulus was fast spaced and earlien, In coal deality her in Yerold Connoister. At the end, though I became confused. The material results are spars that failure, feesing, Grymalley, and Stake are all being changed into materials. Once that if they don't get of the ship soon there's no hope. So how come the app ending the ship soon there's no hope. So how come the app materials of the ship soon there is no hope. So how cannot be appeared to the ship soon there is no hope. So how there have swarf a familiar flawfor her was not a soon of the ship. Where there wasn't enough rediation. But, if that's time then all our larects have to do is to move to another part of the ship. Wried half?

If you can't put more articles in, then at least keep the same amount. If you take them out then the mag will get a little boning. Besides, except for *Reflections*, they've all been interesting.

Now to help you brighten up your articles section why don't you use some of the special effects scenes like Taylor's spaceship in the lake, or Cornelius and Taylor on opposite sides of the crevasse, from PLANET.

Or you could use some of the action shots like Comelius falling off the ship, from ESCAPE, or Adds falling out of the tree, from BATTLE... Now I'd like to comment on a certain George that writes to the POTA lettercol most from the state that says there are 13 talking 6 thinking gorillas and that he is one of them. Yet he falls to tell us that there are 8 talking 6 thinking chimbis and 2 talking 6 thinking orangutans, of which I am of the former. He says that PDTA magazines is anti-gorilla, and that all apes should be treated equal, yet when he says this he says it in such a manner that he himself is being anti-chimparzee and anti-orangutan. I hope that in future letters he chances this.

Felfoitas!! Harry 2107 Carolin Dr. Duncan, Okla. 73533

Issue 42% sover seemed to have elicited a great member of comments, with many saying they liked the overal effect, but that individual things about it knuch as the home appearing to be a finishing device didn't get with their aesthetic tastes. The creation of an appealing cover is one of the most difficult and uscertain aspects of any magazine's production. Most readers seem pruty satisfied with the run of covers we've bed up till eave, but if you think those were something, where you to serve something, where you do say to coming up that we'll definitely catch the university eye of any assess and the will definitely catch the university eye of any assess.

Innovation has been the Marvel hallmark for some fifteen years, and we don't intend to slack off now, though we need your participation in the quest for excellence as much now as ever. Don't let us down,

D. . . M . . . . . .

After 24 issues of pure excellence in magazine achievement, I have decided to finally write you men of Marvel, out yonder toward New York way.

On issue #24:

The cover art was superb, as always. Mr. Larkin is by far the best POTA cover artist on your staff. However, feel it was a bit out of place for the content of #24. It would have been better off on the cover of one of the issues featuring the original adaptation of PLANET OF THE APES.

Your despations have been following a fine line of quality, but im my opinion that line was cut when you started doing BATTLE. I read £28 hoping to find somewhat of an improvement on your line desplation of BATTLE. There was more. Perhaps in basing the latter conclusion on my opinion of the more. The set was all the set of the set of the set of the set of I railty didn't like of A.A.'s graphics was in the way he portraped the mattants Brack. Alm., and Mendza'-in was absolutely sick. They should have looked just a little bit discitoried, as portraped in the more.

The article was not all that interesting, but the stills from the series were fantastic. I really lost hope for the articles since you changed the format of the magazine a few months ago.

I do not like your Future History Chronicles at all. They are hard to follow, and the continuity does not seem to fit with a lot that was already been established. Still, I think Tom Sutton is the most talented artist on your creative staff.

I enjoy your magazine immensely. Please keep up the good work and take my comments seriously and into consideration.

Carl Adam Carriere 2310 W. 114 St. Chicago, III 60643

That we will, Carl, just as we take all our letter-hack's copent comments seriously. It's a little difficult reconciling your opinion on Future History. Chronicles as being hard to follow with your assessment of Tom Sutton as the most talented arists we've got. It seems to us that much of the charm of that decidely offbeat series arises from the standingial yields effects. Titatult 'Fom creates, Although his artwork is not in the traditional superior rocem-so-cem modd, he is an unequalled master of mood and texture. We consider him a major asset to this magazine. And if his art is

approached in a receptive frame of mind, you'll find he's a natural storyteller of the highest caliber.

Dear Marvel Ape-adillos,

Despite the "more art vs. more articles" controversy, your new format is still appealing (our intended.) Personally, If like to see more articles, as yell as more pictures. Contray owhat some might think, your articles are well written, and provide interesting behind-thesences insight to the Ages phenomenon. They are also quite necessary to your format for this reason. PLANET OF HEAPES is a magazier, not a come on. PLANET OF HEAPES is a magazier, not a come of provided that the provided is a provided or articles. Takes TOTA "comic magazier."

If rader opinion turns out to be as evenly divided on the issue as you say it is, then how about a compromise? How about a new, dollar-size PLANET OF THE APES ANNUAL, devoted entirely to articles, while leaving the "Schangazine to its regular format (What the hey-About 85% of POTA contains art, anyway). This should satisfy high sides of the side of the side of the side of the potential of the side of the side of the side of the potential of the side of side side

Term on the Planet of the Apes will take a turn for the better now that you have a new, permanent artist on the scene. Herb Trimpe has always been one of my favorites, and he will provide a fresh new look to a series that was beginning to get stale. His rendition of Beast on the Planet of the Apes was impressive; it gives this "Apes" fan something to look forward to.

I've noticed you'll be starting yet another original series after BATTE, but was hoping you'd adapt the I'V shows first. If you ever decide to do the I'V shows, could you. Olough write an ending to both series? Better yet, how about an interview with the producers and/or the story editors of both live action and similared shows, to find the verticed entired the story existing the story existing the story exists and the story exists and the story exists of the st

Here's wishing all of you the best of luck on whatever you decide, and hoping that PLANET OF THE APES magazine, unlike the TV shows, will never be cancelled.

Bob Miller 1966 Brent Lane Fayetteville, AR 72701

And so "Battle for the Articles on the Apes" continues unabated, threatening to turn the Apes offices here on Madison Avenue into a virtual Forbidden Zone. As of the present moment, we have not formulated any ultra-firm policy regarding their placement here. There are several article features lined up in near future issues, if and when space allows. But our comics features (including original series and movie adaptations) receive top priority, as always. It's not easy striking a balance between articles and comics, but as long as we do run articles, we will attempt to make them as interesting and informative as possible. Still, we doubt whether this little paragraph is going to quell the legion of critics on both sides who've joined this growing controversy. And we wouldn't have it any other way. Consensus is what we're striving for, though controversy makes getting there all the fun.

Dear Sir

PLANET OF THE APES #24 had several appealing aspects. I would allow myself to comment on them.

Although I now find Mr. Larkin's cover appealing (this

issue's brightness somehow startlingly different), I didn't notice it's place on my local magazine rack until after perceiving other b&ms which were located behind it. Doug Moench has handled the worst of the Ape films in

the best manner possible. Increased captions. Besides the obvious, these extra ti-bits lend a look into the characters totally lacking from the film. I find this gratifying. Kudos, Mr. Moench. I have often harshly criticized this man's talent but I must now revoke any previous statements. The Doomsday Spawm was a piece

I like Alfredo Alcala's art. Despite what other P.O.T.A. readers have commented ("undramatic" and "lacking"), I

honestly feel his ability is underiably superh. However, he pensists in adding haps to many of the open. Only orangutars possess those hanging hairs over the of the www. Zins loaked relicious to the devining of the videntaged part of her during her intensive by the despirable FL Bassian and the Commission. Note: Vigil, McDonald & Classiar entered the city by foot and not by horse and the underground populates had only begun their horbite mutation. Mr. Alcala had them as they were in BENEATH THE PLANTE OF THE APRS: T.ch.

I heartily disagree with M. Biegel. Articles are definitly an intergral part of this magazine, as is the case with above publication. If I wanted straight comics then I would purchase a four-colored comic. I understand an issue or two without articles (as is the case with extra-long illustrated features), but not their total withdrawal.

I do like the articles, as a whole. Still, recently their content has been repetitive, broin, emotonous. Sain Maronie's article only echoed what has been said so many times before in this book. I couldn't help but be reminded of the Escape Front the Battle for the Conquest Beneath the Plant of the Apes article which appeared in issue #1. Whatever happened to interviews and the like?

The Shadows of Haunted Cathedrals (FVH IV) was tolerable in itself. I have never been ecstatic about them and I can say little about the quality (or lack of it) in Tom Sutton's art now.

You had stated that there would be an increase in the

tou has stated that there would be an increase in the letters page from 1 to 2 pages. But I see only an advertisement for the forthcoming issue and a plea for subscriptions.

Ah-yes. BATTLE FOR THE FLANET OF THE APES is going to be over shortly and you have "yet a third original series in the works". I don't think that it will be capable of replacing those adaptations that have been running 2% years. Wouldn't it be possible to daget persodes of the Apes short-lived t.v. series? Even the cartoon, heaven forbid?

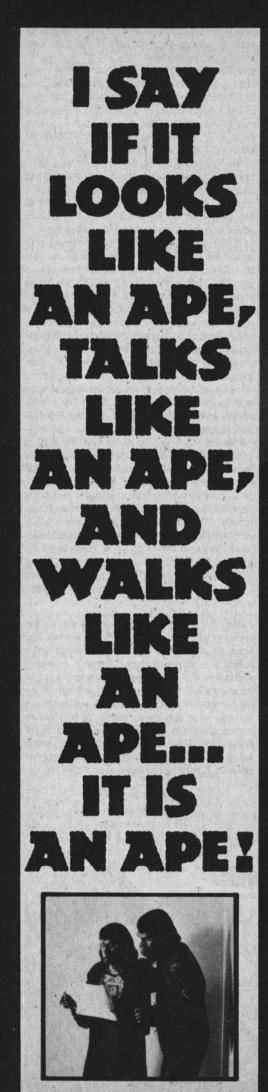
You've managed though. And a helluva lot better than I thought possible a couple of Junes back. Rory Keoch Gibbons

208 Appian Way Union City, Ca 94587

Well, we've managed to swring down to the bottom of vel another in a series of Vavicious Ape bottom of vel another in a series of Vavicious Ape Vines. All of your letters on #28 were passed along to Bottust in the Psychedrome Before it exploded who said he was demanding a stand-in for the action scenes and #36 vel the gress profits before he'd lay any more words of wisdom onus. So, we sought set the only other aper whose subtle persuasiveness social gently entice, you indoined aper fanatics to put the only other apen to apen. Alloc — Take it away: "Ulbh. me goman and #28 pen to apen. Alloc — Take it away: "Ulbh. me goman seriestive. Send all sprathlips and excratches to:

PLANET OF THE APES Marvel Magazine Group 575 Madison Avenue New York, NY 10022







a photo primer, written by JIM WHITMORE (suggested and modeled by William Blake and Paula Crist) photos by Freff

n the spring of 1974 I got to see, for the first time, Bill Blake and Paula Crist in performance as Zira and Cornelius. The events of that day were amply recounted in POTA 13 and 14. But one thing struck me then that I felt was worth pursuing. You see, they had the *motions* right. Obviously they'd spent a great deal of time studying not only the films, but also the movements of real chimpanzees, gorillas, etc.

Now, it's an easy thing to hunker over and chitter, if that's the extent of your idea of what apes do ... but to know the postures, the walks, the way the hands and arms are articulated, and to use these to create a wholly convincing illustration, *that's* impressive!

When asked, Bill and Paula were more than willing to present a few of the basics. These are printed here with notes by yours truly, who is feeling more round-shouldered already.







figure 1

figure 2

### **SECTION ONE: STANCE**

Male: Figures 1 and 2 show Bill in human normal stance, as he was in the photo at the bottom of page one. It ruined the effect of the costume, of course, and is what will happen to you if you try and walk through the part of an ape instead of becoming one. In figures 3 and 4 Bill has assumed basic posture: feet angled outwards, knees bent a bit, bottom back and back curved. This curve includes the head and neck. The shoulders are rounded down and forward, and hands become more limply curved while elbows are drawn outward. This stance was that used in the movies, and you can see in Figures 5 and 6 how effectively it adds to the costume design. There was also the stance used in the TV show, when apes were less evolved — Bill shows the posture in Figures 7 and 8. Arms curve more and hands are pulled closer to the stomach. Back is bent even lower to the ground. Your weight should be as much on the balls of your feet as possible, which will be tiring at first. Figure 9 demonstrates how the legs also bend more, to bring the whole body lower.



figure 3

figure 4



flaure E



figure 6



figure 7



figure 8

Female: As Paula shows in her human to ape to ape-in-costume photos (Figures 11 through 16) the female transition is much the same as the male. The back need not be bent quite as much as the male, and the legs turn out a touch more. Note, in the costume, the way the dress angles off the back of the hips to increase the illusion of an ape spine.



figure 9





figure 17

### THE WALK

Male: The actual walk has to be convincing or everything is ruined. Figures 17-19 show the movie walk as it looks beneath the costume. Figure 17 shows that, while walking, you also have to maintain the basic back form. All of your motions roll around that curved spine. Figure 18 shows the first step. The right leg lifts up on the toe, knee bending outward, the other leg straightening some but not completely. The right arm is lifted up and a little back, the head tilts away from the lifting leg, and the left arm straightens and drops forward slightly. When walking forward your body weight should be pulling you ahead a bit. In Figure 19 we see the next step, which shows just the opposite. Thus, the walk should be a loose-jointed swinging around the spine, as said before. Back and forth, but controlled. Figures 20 and 21 show the effect in costume. The TV walk, as demonstrated in Figures 22-25, is only a more exaggerated version. The steps are wider apart and there is more leaning involved.



figure 18



figure 19



figure 20



figure 21



figure 22



figure 23



figure 24



figure 25

Female: The female walk is vastly different, as Figures 26-28 demonstrate. The hands themselves do less moving. It is the entire arm, leading with the elbow, that rocks slightly from side to side. Because of the hobbling nature of the skirt, steps are taken from the knee instead of hip — or, at least, mostly from the knee. This causes a sway from side to side that you might want to accentuate by leaning into it a bit, but keeping your head close to level.



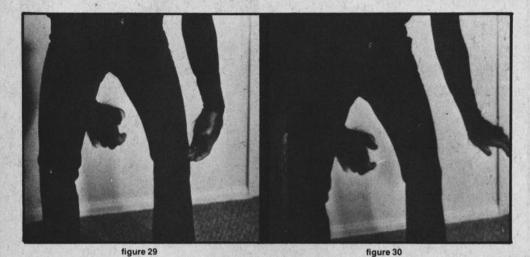




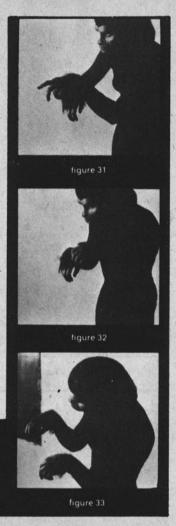
### HAND AND ARM ARTICULATIONS

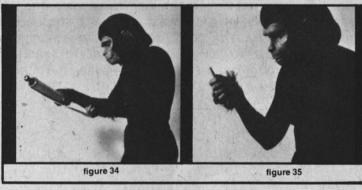
It's the small details of motion as well as the large patterns that will make your ape imitation a roaring success — or a crashing failure, if they aren't there. The hands and arms become particularly important because apes have very distinct methods of using their hands, and they use them a lot. So will you.

In figures 29 and 30 Bill demonstrates the way the wrist swings, and about how far. Usually it is kept bent inward.

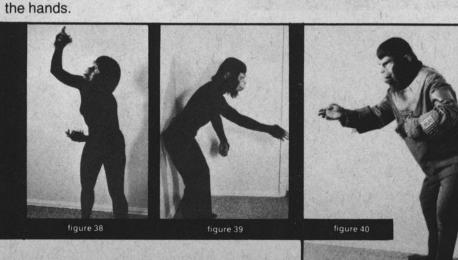


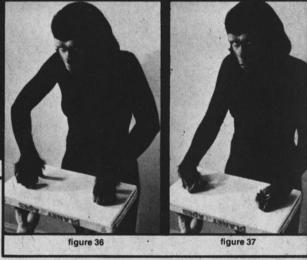
Now Paula demonstrates how real apes will hold their hands and shift their fingers in common situations. The wrist is limp by human standards, because the entire hand is more flexible. Note in Figure 31, especially: the fingers do not completely straighten. Ape hands are designed to *grasp*, and that effects the way you must hold them. Always be ready to grasp.



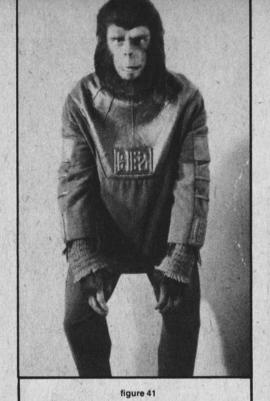


And when you do grasp, grasp right — overhand. Note that Paula holds both parts of the scroll the same way, as an ape would, in Figure 34. Figure 35 shows the simple act of holding a pen, and the fingers are all wrapped tightly around it, doing most of the holding instead of the thumb. All ape hand movements make more use of the fingers, and less of the opposable thumb, than we do. Figures 36 and 37 show two different ways that an ape would rest his or her hands on a surface — either with the weight on the flat part of the fingers beneath the second knuckle, or more languidly, on the back of the hands.





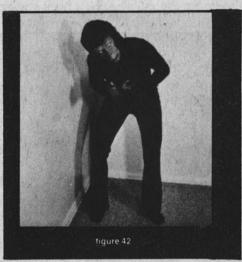
The relationship of the arm to the body is shown here in three lifting poses. In figure 38 we see that the arm can go fairly high, but it means bending the head and body too, or at least the body. The actual angle at the shoulder is not very high. See how the fingers remain curled? 39 and 40 show Bill in and out of costume, reaching for something. Note limpness of thumb, slight curvature of arms, and that much of the reach is done by pushing the shoulder forward. Arm does not lift much higher at the shoulder than Paula's did in Figure 38.



The last thing to note in dealing with arms is that the shoulders are extremely rounded, the arms as far down in the socket as possible. Combined with the costume's tailoring, as in Figure 41, the effect is very convincing. Also take a good look at the hands, and how the line of the hand from wrist to second knuckle is straighter than a human's. This is managed by holding the slightly-curved fingers back, all at the same time, to create that line. Keep it in mind when reaching for things.

### DIFFERENT CHARACTERIZATIONS:

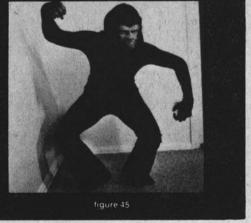
Curiosity is simple enough. Bring the hands together, as Bill does in Figure 42, at the knuckles, bend a bit more forward ... but keep one shoulder up and the head tilted even more upwards. Lifted eyebrows helps too, and perhaps a sniffing of the air.





Anger and hostility are harder, and can involve a sequence of events. Figure 43 shows an ape poised to respond. The knees are off the ground; all weight is supported on the balls of the feet and the thumb/second knuckle combination. Arms curve a bit, but less than usual because an angry ape is tensing. Figure 44 extends that; the ape is attacking, or at least making an attack display. That curved arm that mad apes swing with (nails at the end ready to gouge) is lifting, and weight shifting to the leap up. Figure 45 shows the attack display at full peak. Both arms are swinging now, up and down, and if this were a movie Bill would be bouncing up and down on the springy bow his legs form. Head is crouched between the hunched shoulders.





### AND, IN CLOSING ...

Some models just aren't capable of lasting out a session. But for those who want to know how an intelligent ape would curl up to sleep ... here it is!

Other models have more stamina. In a pose characteristic of Zira from the movie version of PLANET, Paula gives up on waking Bill, and another Mighty Marvel pictorial comes to a close!





# OF THEAPES! THE STUPID BEASTS HAVE ERECTED A BARRICADE! BWOOM











































































































































































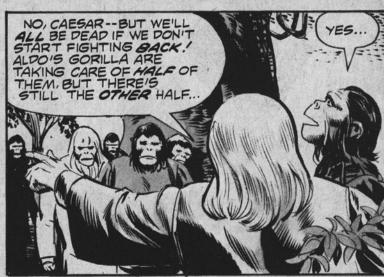
































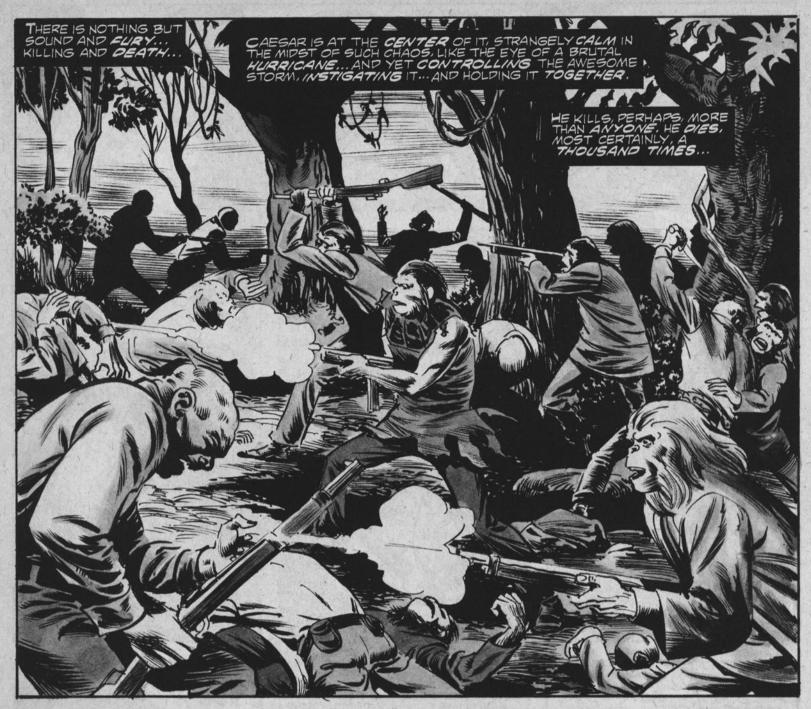






























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