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PLANET OF THE APES #\_\_  
FUTURE HISTORY CHRONICLES VI  
"THE CAPTIVE OF THE CANALS"  
Plot for 18 Pages

TOM: Hubris or not, I think this is the most imaginative one yet -- a great relief to me after fearing it would be a tad too derivative of KING KONG. All such fears -- on my behalf, anyway -- are now dispelled, thank Ghod.

Conforming to more-or-less new policy, Tom, I've broken the plot down page-by-page. Should be a pretty good indication of how the plot should progress. However, if you want to fudge a little & shuffle -- expand, condense, etc. -- certain sequences, the freedom is still there for you to do it so...just as long as everything comes out in the wash at the end.

PAGE ONE: Splash with three small panels along the bottom.

Splash: Overview of SEXXTANN -- the six-sided, sexagon fortress of the "Industrialists" -- with huge airships moored to corners & with the contained jungle in center, bordered by six sides of SEXXTANN. ((The name SEXXTANN is ~~SEXEX~~ a potshot at EXXON, since inhabitants are Industrialists, but the "Sex-" prefix, of course, refers to its sexagonal nature.)) Our heroes -- ALARIC, GRAYMALKYN, REENA, & STARKOR up in the tree/vine complex, looking down on this from their vantage point. Alaric is using some wishful thinking to speculate that the inhabitants could be friendly -- even tho they shot us down in the Cloud Swarm (balloon)

LOGO LETTERED OVER SPLASH: FUTURE  
HISTORY CHRONICLES VI (NO TITLE YET.)

First inset panel, Graymalkyn is demurring, saying he doubts it. Alaric saying I suppose I do, too, but it is possible -- after all, Reena attacked them first -- by hurling axe. They could've been approaching us outta mere curiosity...

Second Inset Panel: Reena takes matters into her hands by starting to climb or swing down toward ground, saying: Well, there's only one way to find out...

Third Inset Panel: The ~~X~~ four of them reaching ground & standing before the huge, imposing ~~X~~ fortress (which is 42 stories -- or levels -- high, altho levels cannot be gauged by the flat blank facade). Up above, the crew of one of the moored airships is emerging, climbing down rope-ladder from airship to top of wall. Reena is saying: Gotta approach them & ask if they're friendly. Starkor ruefully/sarcastically says: Hope we hear the right answer -- cuz if it's the wrong answer, we won't ~~XXXX~~ be ~~MYXXXX~~ hearing anything. ((TOM: Crew of airship, now probably unrecognizable by distance alone, are dressed in concealing airship outfits, gloves, goggles, & face coverings...when seen in closeup...))

PAGE TWO: ...in first panel of this page, for instance. We've cut up to ~~XXXXXX~~ top of the six-sided structure for a close or medium shot of the crew debarking via rope ladder from airship to flat top of fortress -- turning now as they touch the roof, hearing Reena's voice from below.

Standing 42 levels down on ground, Alaric interrupts Reena to take over the palaver scene. Tells the crewmen that they were the ones in the Cloud Swarm -- the balloon you shot down -- but we attacked you out of fear, not aggression -- looking for a place of peace -- wanna be friends.

Dubious exchange among the still-concealed airship crew in ~~XXXXXXXXXX~~

reaction to this bold approach by "four like them." Should we let 'em up--? Yeah -- might as well -- it's not our decision.

So they throw down a long, long rope ladder -- since there are no outside entrances (or inside entrances, for that matter, either -- only means of entrance is from the top -- the roof).

Our heroes scale side of Sexxtann via rope ladder.

Alaric first, reaching top, is greeted by a cropped HUMAN BLACK'S HAND, reaching down from off-panel to help him up. (I.e. one of the crewmen has taken off his gloves.) Alaric startled.

Reaching roof, all four of our heroes are increasingly startled as the airship crewmen remove goggles & masks. All are blacks -- in fact, everyone in Sexxtann is black. And our heroes have never seen a black before. One of the crewmen says: Whatsamatter--? Never seen an Industrialist before--? Alaric sez: Uh...no, never seen anyone like...

One flashback shot from previous story of Cannibal Chief on giant frog saying: ...do not presume to understand what humans like you are doing here... (Meaning whites.)

Back to Alaric finishing: ...like...like you...before. And as he's finishing this, one of the other blacks (crewmen) is opening trap-door in roof -- stairway leading down. He's saying: Well, come on -- down into Sexxtann...where you'll see a lot more like us...

So, ushered by the black Industrialists/crewmen, our four heroes are led down thru trapdoor, down stairway...

PAGES THREE AND FOUR: ...into our double-page spread of the issue.

Halfway down the stairs from trapdoor in ceiling, our heroes (and we) are stun-boggled by this first glimpse of the interior of Sexxtann. The top -- ~~XIX~~ 42nd -- level of Sexxtann. And get set for another longwinded detailed description, Tom...cuz this's gotta be a real number.

First, in this double-page spread, we should be able to partially see around two of ~~XXI~~ the six corners in this sexagon structure. And from this necessarily limited view, we should get the intimation of what the whole thing looks like -- i.e. if seen from above in outaway view of all six sides. I will describe the thing from that overall perspective, so you'll get a grasp of the thing & can then draw the logically realistic (but necessarily limited) partial view -- i.e. of one complete section of the six connected sections & partial views of two others around the two corners.

The interior of all six sides is bisected by one long six-sided continuous canal -- a canal 42 levels deep, stretching all the down to base of Sexxtam, where it is fed by underground springs -- coaxed by the Industrialists' hydraulic pumps, of course. Okay; this one long continuous bisecting canal has SIX STRAIGHT SIDES -- i.e. canal runs parallel to the walls of Sexxtam...and runs thru the exact CENTER of those walls. The canal sections (all six connected, remember, in one continuously flowing six-sided "circle") are approximately as wide as an 8-lane superhighway...with two flanking -- parallel -- "strips" of mini-castle-type-dwellings-packed-as-densely-as-tenements-in-a-slum on either side of each section. Thus, there are twelve "strips" of dense castle dwellings -- two to each of the six sections of sexagon. The two flanking "strips" of castle dwellings are of equal width, each strip about 4 blocks wide and thus 40 or 50 blocks long. Looking down on any one of the six straight sections of the sexagon, then, we would see a 4-block wide strip of castle-dwellings on one side...an 8-lane wide canal in the middle...and another 4-block wide strip of castle-dwellings on the other side.

And since there are 42 levels to this thing, it makes for quite a sizable city. City populated exclusively with Industrialists -- all



blacks. No white. No apes. Our heroes, then -- three white humans & one gorilla -- will stand out like sore thumbs.

The castle-dwellings: Architecture combination British medieval... rococo Italian...and with little flourishes, embellishments suggesting African-black cultural motifs. But mostly we're doing a takeoff on Venice, Italy -- with obvious geometric overtones. Castles can also have a touch of neverwhen Fantasy architecture. Weird -- and densely packed. Each level with tall, tall ceilings -- so castles can have a jumble of upthrusting towers & nooks & crannies & maybe elevated causeways leading from one dwelling to another -- suspended alleyways, in other words.

The centralized canal system: The obvious function of waterway seen here & now is that of transportation (tho we'll later see that the water system has many purposes). Since the top, 42nd, level is the only level at which the canal system has a surface, it is also the only level which sports DA VINCI type weirdo GONDOLAS...and there's a considerable amount of traffic flowing along the 6-sided centralized canal system. Canal gondolas are only way to reach opposite side(s) of SEXXTANN. Since there are no bridges spanning over the jungle contained in the center of this six-sided fortress, inhabitants have to go the long way around on canal.

Okay; what with all the castles, canal system, weirdo gondolas, & so forth...you oughtta have enough to fill the double-page spread.

((Oh yeah; the stairway our heroes are descending is only one of many -- each of the six sections has two stairways up to ceiling/roof -- for access to moored airships.)) *TITLE ACROSS DOUBLE-SPREAD:  
"THE CAPTIVE OF THE CANALS"*

PAGE FIVE: After our heroes are thru gosh-wowling, their hosts lead them down stairway to canal docking platform. Get aboard gondola...

...take a little trip on gondola, first leg of guided tour during which black hosts describe some of the stuff I've already described for double-spread.

Gray looks down thru water & sees vaguely disquieting moving shapes down there. Black sez: Yes, those are the stars of our main form of vicarium -- amusement.

But what are they--? Fish?

No...you'll see when we reach one of the lower levels...

...which is where we're going right now, he sez, as he debarks from gondola onto another platform...

...leads them up stairs...

...into castle-dwelling section...

...and up to a JULES VERNE TYPE ELEVATOR TUBE in the midst of ~~EEEE~~ rococco-African-British-Italian-Fantasy castles.

PAGE SIX: They take weirdo hydraulic-driven elevator (see? another use for the waterway) down to, say, the 24th level...

...emerge to see that, instead of a canal bisecting this lower level (and all lower levels) there is a HUGE floor to ceiling glass wall -- like a gigantic aquarium with ~~XXXXXXXX~~ six sides bisecting all lower levels. This is Industrialists' main source of amusement -- their version of TV sets. Those castle-dwelling which look directly onto the "aquarium" -- i.e. those directly flanking the two glass walls which contain the massive "submerged-canal/aquarium" -- go for highest premium. Status. Prestige, etc. The amusement factor derives from fact that the "aquarium" is stocked with GIANT FROGS, NEWTS, SALAMANDERS, "HAIRY FROGS OF CAMEROON" (see Encyclopedia), and other AMPHIBIANS. No fish, no reptiles. Nothing but AMPHIBIANS, and for good symbolic reason

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to come.

But aquarium serves more than a purpose of amusement. Like the canal-system above (actually it's a portion of the same system, except on lower levels the "canal" is "submerged"), this glass-walled waterway serves a function of transportation. But instead of open-topped gondolas, the lower levels are forced to employ BIZARRE VICTORIAN-TYPE SUBMARINES -- and, again, there is a considerable traffic-flow of them, cruising along among the frolicking giant amphibians.

Suitably appropriate & weirdfangled exit/entry airlocks -- submarine boarding & docking stations -- intermittently spaced along the glass walls of the ~~XXXXXXXXXX~~ six-sided "aquarium/submerged-canal" system. Thus, again, (and I'm probably beating this into the ground, but I want to make sure this whacko idea is fully understood), only on the very top level of Sexxtann, the 42nd, where the water has a SURFACE, is the waterway a system of TRUE "canals."

Optional: If you wanna have underwater mock-castles or merely porous-grotto rock formations for amphibs to play in & subs to cruise thru, it's fine with me -- like X people put in goldfish bowls -- but if so, they should be affixed to/<sup>inner</sup>sides of glass walls, to prevent them from sinking all the way down to bottom level.

All the above stuff is explained by blacks (who are none too friendly, incidentally) to our awed heroes.

Then Starkor wants to know: Is it...sea water...?

Black pontificates in reply: Oh, no no no -- of course not. One cannot bathe in sea water without feeling slimy...one cannot launder one's apparel ~~WAXXXXXX~~ in sea water without making it feel coarse & stiff...one cannot employ sea water in hydraulic industrialization without inviting constant corrosion of the machinery...and, most of all, one cannot drink sea water without making one's thirst even more severe...

You see...and he turns to indicate a spigot & other plumbing fixtures leading from glass walls of "aquarium" to the mini-castle dwellings...our canal/aquarium complex serves a purpose more vital than transportation & vicarious spectatorship combined -- it is our source of sustenance -- supplies all of Sexxtann with its water supply -- siphoned from underground freshwater springs in the Great Without.

He then stops to indicate an open structure unlike the surrounding castles -- it's an engine room with hydraulic pumps inside. He says: Automatic hydraulic pumps maintain constant level of water in canal/aquarium system...~~EXPLAINING~~ immediately replenishing whatever amount of water is consumed by normal industrial & household use thruout the complex. This here is just one of the auxiliary pumps -- each of the 42 levels in Sexxtann has one of its own -- but the main pumps are located at the bottom level, at the source of the underground springs.

PAGE SEVEN: Black flourishes a hand at the floor-to-ceiling glass wall, indicating the amphibians, submarines, and -- most of all, the WATER. He says: WATER IS OUR LIFE. WE CONTROL, CONTAIN, AND ACCOMPLISH EVERYTHING WE DO THRU THE USE OF ALMIGHTY WATER. WATER IS OUR...POWER.

Reena is a little awed by this, says to Alaric she doesn't know if she likes this. It's fabulous, sure -- awesome -- but it's also a little frightening. All her life she's known water as the thing which contained her -- on city-ships, etc. -- and she can't quite cope with the concept of humans turning the table & containing water...even if they are on land. I...I just don't know if I could...live here, Alaric...

Hearing this, one of their guides turns, incredulous. Live here--? It hasn't even been decided yet whether you'll be permitted to live at all -- anywhere.

Hotheaded Starkor starts to rake his sword outta scabbard. Alarie stops him, telling him not to be an idiot -- we can't fight everyone in this entire...city.

Then Alarie turns to black & says What do you mean it hasn't been decided yet, Who will decide...and where--? Black replies: The Council for the Advancement of Sexxtann's Industry will decide...

...in the Council Chamber. We've cut to a shot of a spherical BATHYSCAPHE suspended in the "aquarium/canal system"-- between the glass walls. Bathyscaphe is either all glass or a metallic Jules Verne type thing with ~~XXXX~~ large round glass portholes. Council of black "judges" gathered in circle within this Council Chamber/bathyscaphe -- with the "accused" (our heroes) standing in the center of the ring of judges.

Then out inside bathyscaphe -- thru the glass walls or portholes we see passing submarines & curious amphibians -- as black judges gravely censure our heroes (without maliciousness or vindictiveness -- just matter-of-fact pronouncements) for being born as what they are. Judges announce that white humans & apes screwed everything up. Just when we (i.e. Third World Black African Nations) were getting our act together & emerging as industrial nations of power, the idiot white humans & apes had to go & blow everything up with the bomb. Therefore, white humans & apes are a menace & better off put out of the way where they can't ~~XXXXXX~~ muck up progress again...

PAGE EIGHT: So, despite Starkor's heated protests, the main judge announces (as a quizzical giant frog presses its goofy face against glass wall or porthole behind judge -- sorta mocking the graveness of the occasion) that our heroes are hereby condemned to "controlled containment by the canals of Sexxtann."

and wants to know what in Hell that doubletalk means...

Next panel he finds out -- along with the other three -- as we cut to interior of one of the giant airships (tho we don't yet know what interior we've cut to) & black crewmen say Jump! to our heroes who are now rigged up in weird contraptions (which'll turn out to be para-chutes of a weird kind) and who are standing by an open doorway, with the black crewmen holding weapons to their backs -- adding tangible impetus to the verbal "Jump!" order.

So they jump. Out the doorway.

We cut outside for exterior aerial shot -- showing ~~KMX~~ our heroes jumping from the giant airship which is hovering high above the jungle contained by the six sides of Sexxtann. The jungle, then, is gonna be their prison -- and the walls of Sexxtann enclosing the jungle will be the "bars" of that prison. ((This jungle in the center of the sexagon, by the way, is symbollic of the Industrialists' control of their environment -- just like any garden is symbollic of men's order imposed on the forces of nature. Maybe Alaric's thoughts will muse: (They contain the water, demonstrating their mastery over it -- and they use the water to contain & control this jungle, to demonstrate complete mastery over their environment.) Thus the sentence: "...controlled containment by the canals of Sexxtann."))

So they pull the ripcords, as ordered, not knowing what to expect...

...as weirdo parachutes open up -- maybe shaped like stars or an exaggeratedly rib-webbed umbrella...

...and they land semi-softly in treetops -- with parachutes tangling all over them.

PAGE NINE: Freeing themselves of chutes, they climb down trees to

ground & grumble: So much for they might be friendly, you dumbshit, Alario -- you wildeyed dreamer you -- always with stars in your eyes, etc.

Then they notice a shadow on ground in front of them -- growing in size.

Look up to see a bundle hurtling down from still hovering airship-juggernaut.

FWANKT! Hits ground. They open it to find their weapons. What in the--? Maybe they know something we don't -- such as we'll be needing our weapons down here...

Next panel, we find the conjecture is absolutely right -- as a GIANT SALAMANDER attacks them. YOW!!

FIGHT WITH GIANT SALAMANDER -- HACK, SLICE, STAB, etc!!

((NOTE: Besides the giant ape which we'll soon see, the only denizens of this contained jungle are <sup>giant</sup> also/AMPHIBIANS -- exactly the same creatures as were contained by the "aquarium/canal" system. Giant frogs, newts, salamanders, etc. ((More symbolism, Tom: These amphibians can survive in both "worlds" -- in contrast to limitations of those who keep them captive, who cannot live in either world without artificial aids of shelter & industry, etc.))

PAGE TEN: Fight with giant SALAMANDER spills over onto this page, where it concludes with salamander dead & our heroes triumphant.

Cut to night; fire & campsite; Starkor & Graymalkyn cooking the giant salamander carcass over the campfire. Reena & Alario eating -- ugh, sez Reena, tastes horrible -- and discussing next move.

Alario admits he's at a loss for next move -- doesn't seem to be any way out unless we can find a way to fly. Starkor grumps & gripes.

And Graymalkyn puts an end to the scene by saying: Far as I'm concerned the only "next move" possible is to get some--

--sleep. All now sleeping around remnants of campfire.

Zero in on slumbering Graymalkyn...

...as a GIANT APE HAND PROTRUDES FROM SURROUNDING JUNGLE & GRABS HIM, ONE GIANT FINGER COVERING HIS MOUTH.

He struggles & lets out with muffled sounds -- but nothing loud,-- as hand pulls ~~XXXXXX~~ him into concealment of jungle.

The other three still sleeping -- unaware that Gray has just been snatched.

PAGE ELEVEN: Cut to scenic spot in jungle; still night. Poignant full-page dialogue sequence <sup>UNDER MOONLIGHT</sup> between Graymalkyn and GIANT FEMALE APE. She's maybe 40 feet tall. And she's a moron. Pathetically stupid. But very touching & poignant. She doesn't understand much, but she remembers bits & pieces of her past. She's sorta like the main character from Keyes' FLOWERS FOR ALGERNON -- as far as intellectual capacity goes.

Thus, to an awed Gray, she explains (in broken, mispronounced English) that she took him ~~EX~~ cuz it's been so long since she last saw one of her own kind -- she's all alone here. <sup>SHE DOESN'T UNDERSTAND WHY.</sup> And she remembers enough about the past to reveal that her name is: "Her Midgitsy" and that the reason she's here is because her people got in battle with Industrialists in attempt to stop them from destroying trees and plants. She was captured & Gray deduces thru her broken & rudimentary soliloquy that the Industrialists experimented on her like a Nazi on a Jew -- deliberate genetic experimentation & perhaps radiation mutation, resulting in both the giantism of body & the crippling of brain. Increased her physical size but drastically reduced her mental size.

Last panel of page, as she gently pets Gray with her gigantic



hand/paw, and soothingly tells him she didn't mean to scare him or hurt him...she was just lonesome...she saw him and she had to...have him... doesn't know why...but seeing him made her feel...funny inside...empty, but full again at the same time... And Graymalkyn is obviously extremely touched by this display of primitive love & longing.

PAGE TWELVE: Cut to the three others -- ALARIC, REENA, & STARKOR -- waking up at MORNING...

...to find GRAYMALKYN GONE!! Holy shit!!

~~THEYXXXXXXXXXXXX~~ Maybe he just went to hunt for some food. They call him. No response.

Naw, that doesn't make sense, sez Reena -- there's still plenty of meat left on that salamander carcass. He must be in trouble.

So they grab weapons & set out in search of Gray...

Cut to Gray peacefully, blissfully sleeping -- snuggled/cradled against giant apess' breast. ((Gray, incidentally, pronounces "Her Midgitsy" as "Hermijisee" -- not yet realizing the connection.)) Unlike Kong's love for Fay Wray, this scene suggests a maternal affection on giant apess' behalf -- ~~XXXXXX~~ mothering Graymalkyn protectively.

She abruptly bolts upright, awakening Gray, as she hears approaching thrashing sounds from jungle.

She grabs Gray & starts to flee as <sup>our</sup> ~~xxxxx~~ other three heroes break into clearing & see them. YOW!! A GIANT APE -- AND HE -- OR SHE -- GOT GRAY!!

They chase...

PAGE THIRTEEN: ...and fight the giant female ape as Gray, still clutched in paw, screams at both giant ape (NO -- DON'T RUN, HERMIJISEE -- THEY'RE MY FRIENDS!!) and at Alaric & others (NO, YOU BLOCKHEADS -- SHE DOESN'T

MEAN ME ANY HARM -- SHE LIKES ME, ETC!!). But no one hears poor Gray & the fight goes on with Starkor & Reena hacking at her ankles & Alaric firing crossbow bolts up into her bod as if it were a pincushion.

Finally, wounded badly, Her Midgitsy involuntarily releases Gray & stumbles off into the jungle -- apparently dying.

Gray is wearily pissed. He calls his friends fools, always too quick to strike with violence when you confront something new -- something unknown -- something you can't understand. All she wanted was the company of a friend...someone who could help her understand what's been done to her & why it was done -- someone who could tell her the world really ain't a crock of shit, when deep down she knows it is, even in the muddled heart of her crippled mind...and now you've inflicted the final indignity on her...you've made sure she would die...but you didn't even give her a clean death...

PAGE FOURTEEN: How true. We've cut to different section of jungle & poor fatally wounded Her Midgitsy is going berserk with an extended rampage of death-throes. Some amphibs watching her thru sleepily uncomprehending but disinterested eyes. Other amphibs (the ones closer to the ruckus she's creating) fleeing/scuttling/hopping off in terror.

And she really kicks up a storm, too -- you'd never know she was X on her last leg. Thrashes & kicks & busts trees like matchsticks, etc...

...finally precipitating the appearance of all ~~the~~ <sup>but one or two of the</sup> giant airships above. They've come to investigate the ruckus.

Cut to interior of one of the descending airships; the black crewmen (now wearing gloves & goggles & whatnot) are saying: Figured it hadda be her -- almost forgot about her, it's been so long since we

hadda contain her in here...but I guess we should've killed her in the first place -- would've saved us the trouble of doing it now. And he hits a control button...

Cut to exterior shot of the descending airships. From the lead ship, in response to the pressed button, a geyser of ~~XIMMXXX~~ flame -- FWOOSH! -- shotting out/down to scorch the trees near Her Midgitsy.

The other ships similarly open up with their flame-throwers...and start a JUNGLE FIRE!!

Cut to distant spot of jungle -- our heroes looking at the airships in distance and the jungle fire they're starting. They're alarmed by fire, and remember...

Cut to flashback shot of the gorilla CANNIBAL CHIEF accusing his captives hung upside down over the cooking pot. saying: ...starting a jungle fire -- guilty of a crime previously perpetrated only by the reckless & irresponsible Industrialists...

Back to present: JUNGLE FIRE NOW RAGING UNCONTROLLED.

PAGE FIFTEEN: As fire spreads -- wildly, unchecked -- thruout the six-sided contained jungle, we have a crazy mass "stampede" of the giant AMPHIBIANS...along with our panicking heroes...

...who are ultimately painted into a corner -- backed up against one of the interior walls of the sexagon...

...with the fire in front of them, coming closer & closer & nowhere to go.

Reena sez we gotta do something -- can't just stand here & wait for the fire to burn us up!! Starkor says: What did you have in mind -- hurrying it up by going to the fire rather than waiting for the fire to come to us? And Alario, fumbling around with his rope & making a makeshift grappling hook out've crossbow arrows, says: It's no good -- even if it

holds, it's too short...

He looks up the 42-level high wall, saying: ...about 50 feet too short...

...coincidentally enough, the height of the appearing fatally-wounded Her Midgitsy (if she stretches her arm up). Seeing her (she's also been driven into this "corner" by the approaching fire), Gray blurts: **XAGE HERMIJISEE--!!**

PAGE SIXTEEN: Gray tells her she's gotta help them -- pick them up & lift them as high as she can. Thry haze of pain & confusion, Her Midgitsy says **XXXXX** she'll help Gray -- she likes Gray.

Gray says: No -- all of us -- you gotta help all us -- will you please Hermijisee, will you do that for me--? We'll try to help you if you do...

Interrupted by flamethrower blast from one of the airships -- just barely misses Her Midgitsy & hits wall of Sexxtann, gouging chunk out've the wall -- weakening wall -- cracks appear from edges of gouged chunk, etc.

She grabs our heroes, lifts them up (Alario holding his makeshift grappling hook)...and more blasts X from airships hit the nearby trees -- so that a huge burning tree topples against Her Midgitsy's back.

In heroic agony, her fur now blazing as tree pins her to wall, she holds our heroes up just as high as she possibly can -- long enough for Alario to toss his grappling hook.

Hook catches top of Sexxtann wall & our heroes start climbing line...

...as Her Midgitsy weakly turns & wrenches the burning tree trunk off her back.

She now uses the burning tree trunk as a huge club in her last act of desperation, flailing wildly at the giant airships...

PAGE SEVENTEEN: ...but she misses the airships & unintentionally hits the weakened point on the wall -- where chunk was gouged out -- and breaks completely through wall!!

Cut inside the bottom level of Sexxtann as the castle-dwellings topple like dominoes from force of Her Midgitsy's burning-tree-trunk flailing blow. ...

...until the last castle-domino (one of the highest premium/prestige/status/ringside-seat ones) CRASHES INTO THE GLASS AQUARIUM/CANAL WALL, SHATTERING IT!!

WATER FLOODS OUT INTO THE BURNING JUNGLE -- the jungle-amphibians fleeing fire and the aquarium-amphibians washed out of canal...meet!!

~~NOISE~~ The "tidal wave" hits Her Midgitsy at the ankles/knees... knocks her over as rushing flood of water starts to douse the raging jungle fire.

Up above on roof of Sexxtann, our heroes are busily hijacking one of the remaining (i.e. still-moored) airships -- but they see Her Midgitsy going down as the tidal wave rushes & spreads across the burning jungle, dousing it as it goes. Graymalkyn screams her name in agonized dismay.

Cut to interior shot of Sexxtann's bottom level -- now flooded.

Cut to interior shot of Sexxtann's top level -- gondolas rocking crazy on suddenly-turmoiled surface of canal-system...

PAGE EIGHTEEN: Cut to interior one of the engine rooms -- where hydraulic pumps are abruptly churning overtime. Alarmed Industrialists/blacks/engineers alarmed -- what's going on!!

Another black rushes in with news of flood/leakage -- pumps gonna work like sonsabitches trying to maintain the water level/pressure, until--

--equilibrium is reached. We've out outside; the former jungle is

now a six-sided man (and giant gorilla) made LAKE -- with projecting tree tops still flickering afire -- clouds of smoke...AND HER MIDGITSY'S HAND PROTRUDING ABOVE SURFACE. She has drowned.

((Sexxtarn, thus, has suffered no permanent, catastrophic damage -- but has suffered a tragic, if unfelt, loss.))

Up in the receding/escaping hijacked airship, our heroes looking down on lake & Her Midgitsy's upthrusting hand/paw. We focus primarily on Graymalkyn, who is all misty-eyed, mizzuble, & shook up. He says, quietly, goodbye to Hermijisee...

And then, stunned, says: Wait! Hermijisee...Her...Midgitsy...do you remember what the Cannibal Chief said--?

Flashback shot of Cannibal Chief astride the giant frog which is tongue-lassoing Starkor. Cannibal Chief saying: You can never flee Her Majesty's Cannibal Corps!!

Back to Gray & Alario as ~~XXXXX~~ Alario realizes: Her Midgitsy...Her Majesty--!! Then she was...their leader...

Aye, sez Graymalkyn -- as tears roll from his eyes & as the giant <sup>forever</sup> hand/paw now/sinks under the surface of the newly formed sexagonal lake -- "...their...queen."

END

NOTE TO JOHN-DAVID: As you can see, this will fit into 18 pages...but if you could see it in your sympathetically golden little editorial heart to allow Tom 19...or even 20 pages...in which I'm certain he'd be able to heighten the drama, broaden the scope, increase the sweep, embolden the action, add a ~~XXXXX~~ few more big blockbuster panels for the appropriate scenes, and in general make for a better story...

...we'd both appreciate it. If not, well, you're the boss.