

TOMORROW.

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writer

MOEBIUS

colors

PHIL FELIX

letterer

IT'S A SMALL UNIVERSE

MOEBIUS

colors

BILL OAKLEY

letterer

THERE IS A PRINCE CHARMING

ON PHENIXON

MOEBIUS

colors

KEN LOPEZ

letterer

VARIATIONS No. 4027 ON

"THE" THEME

MOEBIUS

ISABELLE LECONTE

colors

JACK MORELLI

letterer



MOEBIUS 4

THELONG
TOMORROW

& OTHER SCIENCE
FICTION STORIES

APPROACHING CENTAURI

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writer

MOEBIUS

GEOFFREY C. EVERTS

colors

PHIL FELIX

letterer

BLACKBEARD

AND THE PIRATE BRAIN

MOEBIUS

GEOFFREY C. EVERTS

colors

GASPAR SALADINO

letterer

CHRISTMAS ON LIPPONIA

MOEBIUS

ISABELLE LECONTE

colors

JOHN WORKMAN

letterer

THE ARTIFACT

MOEBIUS

ISABELLE LECONTE

colors

JOHN WORKMAN

letterer

SPLIT, THE LITTLE

SPACE PIONEER

MOEBIUS

GEOFFREY C. EVERTS

colors

JACK MORELLI

letterer

IS MAN GOOD?

MOEBIUS

colors

PHIL FELIX

letterer

with special thanks to Jean-Pierre Dionnet, Salvador Soldevila, Isabelle Morin, Dale Crain & Edward Magalong



MOEBIUS 1

UPON A STAR

MOEBIUS 2

ARZACH & OTHER FANTASY STORIES

MOEBIUS 3

THE AIRTIGHT GARAGE

MOEBIUS 4

THE LONG TOMORROW & OTHER SCIENCE FICTION STORIES

OTHER MOEBIUS GRAPHIC NOVELS

MOEBIUS 5

THE GARDENS OF AEDENA

MOEBIUS 6

PHARAGONESIA & OTHER STRANGE STORIES

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THE MINDSCAPES OF SCIENCE FICTION

A new planet slowly comes into view of a massive starship.

A lonely private eye stalks the teeming throngs of an impossible metropolis.

A heavily armored spaceman cautiously explores the craggy landscape of an alien world.

Today, all these images, and more, have become familiar to us through a number of big budget, special effects laden science fiction pictures, such as **Star Wars, Blade Runner**, the **Star Trek** series, **Alien, Aliens** and **Enemy Mine**.

But, in reality, it all began with the written word. In science fiction magazines such as "Amazing," "Astounding," "F & SF," "Startling Stories" and "Galaxy," such giants as Isaac Asimov, Robert Heinlein, Clifford D. Simak, Jack Vance and Robert Sheckley used the power of the written word to take us on the exploration of unimaginable new vistas. In essence, these men, and many others, were creating the first mindscapes of science fiction.

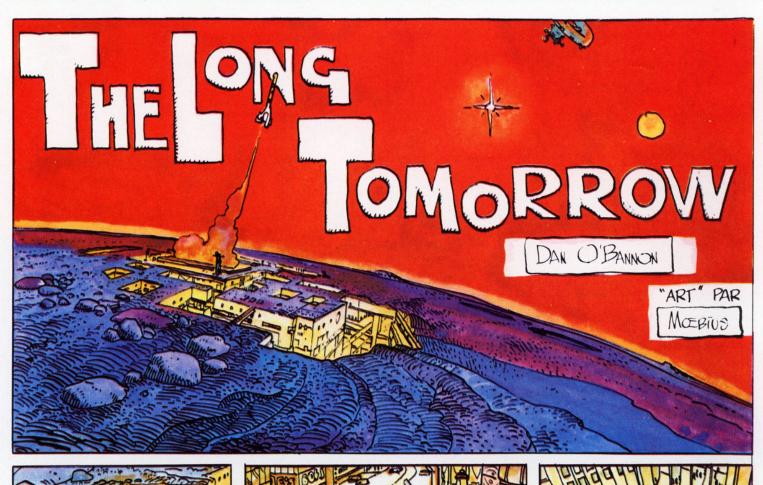
They were ably assisted in their tasks by a bevy of incredibly talented illustrators, such as Frank R. Paul, one of the first and one of the best, Virgil Finlay, Ed Emshwiller, Frank Kelly Freas, etcetera. These artists were the first to visualize the mindscapes of science fiction.

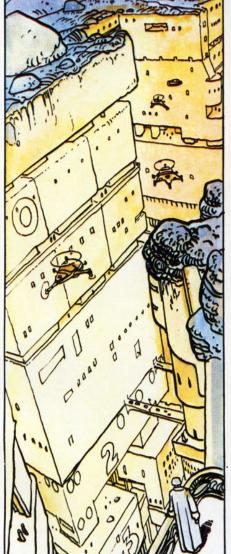
The stories collected in this volume were originally published in the early 1970's. Some of them are presented here in color for the very first time. But they all owe a great debt to these pioneers. Indeed, they represent a sort of link, or transition, between their mindscapes and today's updated versions, popularized by the films listed above.

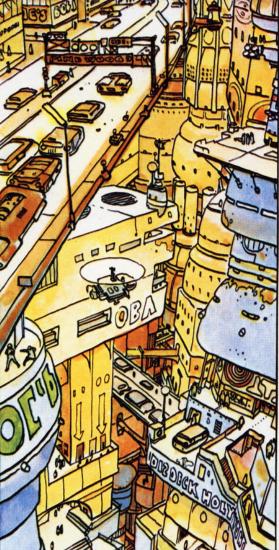
For example, in **Blade Runner** you will find more than mere echoes of **The Long Tomorrow**. And, if you look closely at the first panel of page eleven of that same story, somewhere in the background, you will discover the inspiration for the Imperial probe of **The Empire Strikes Back**.

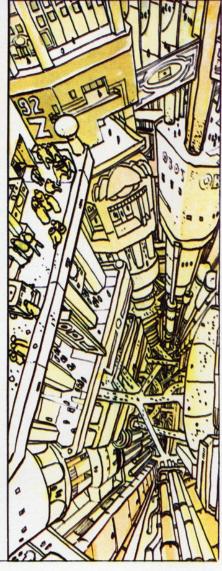
Each generation thus contributes to the overall enrichment of the mindscapes of science fiction.

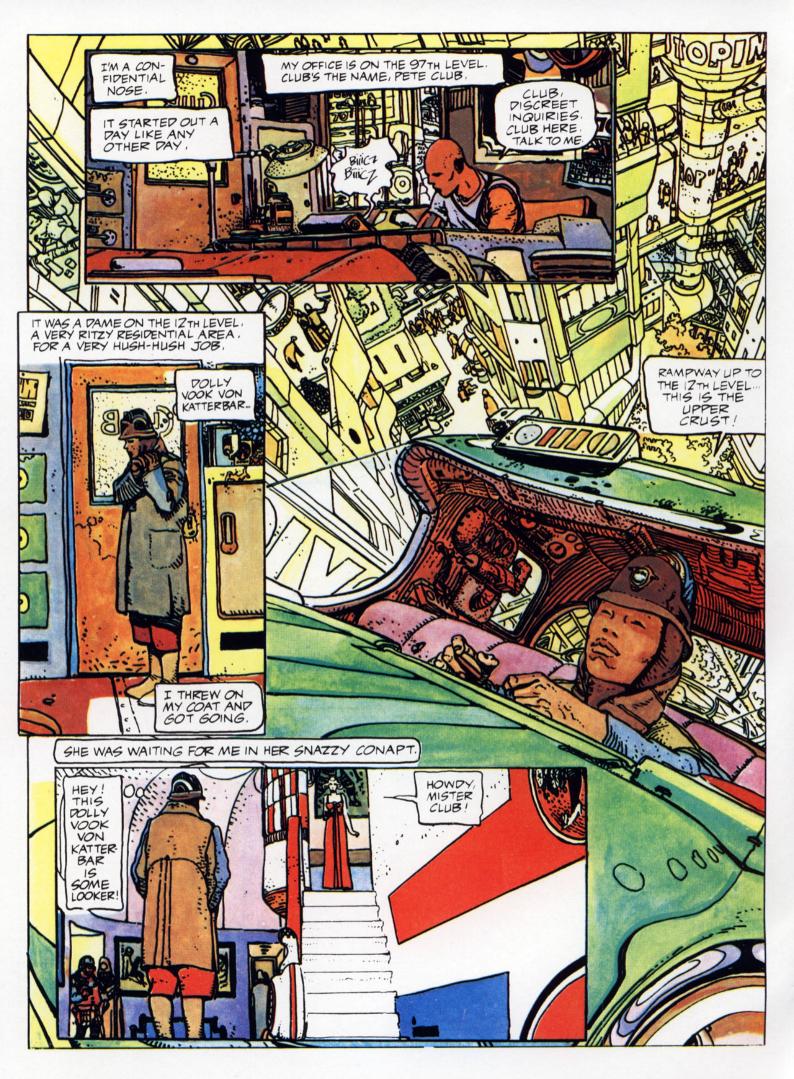
Jean. Man a Roundy bollicien

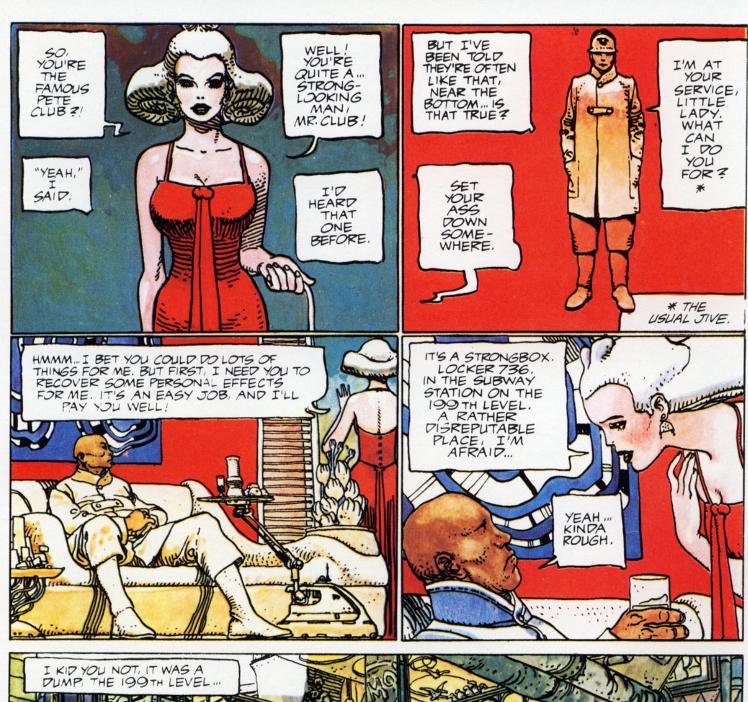


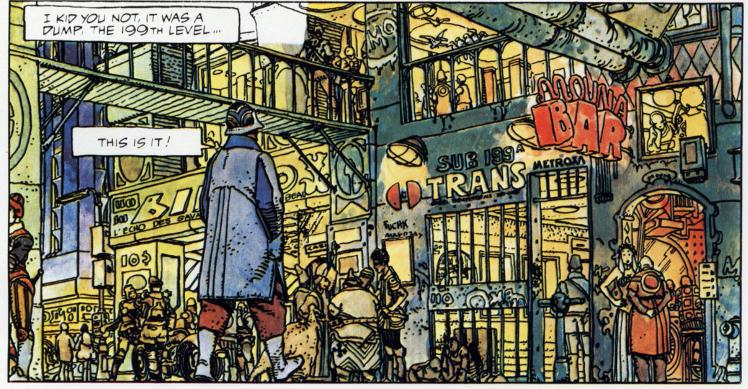


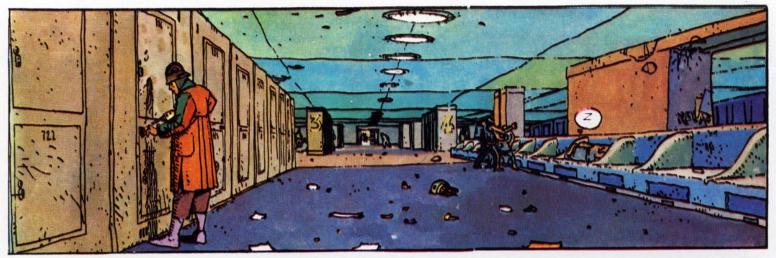








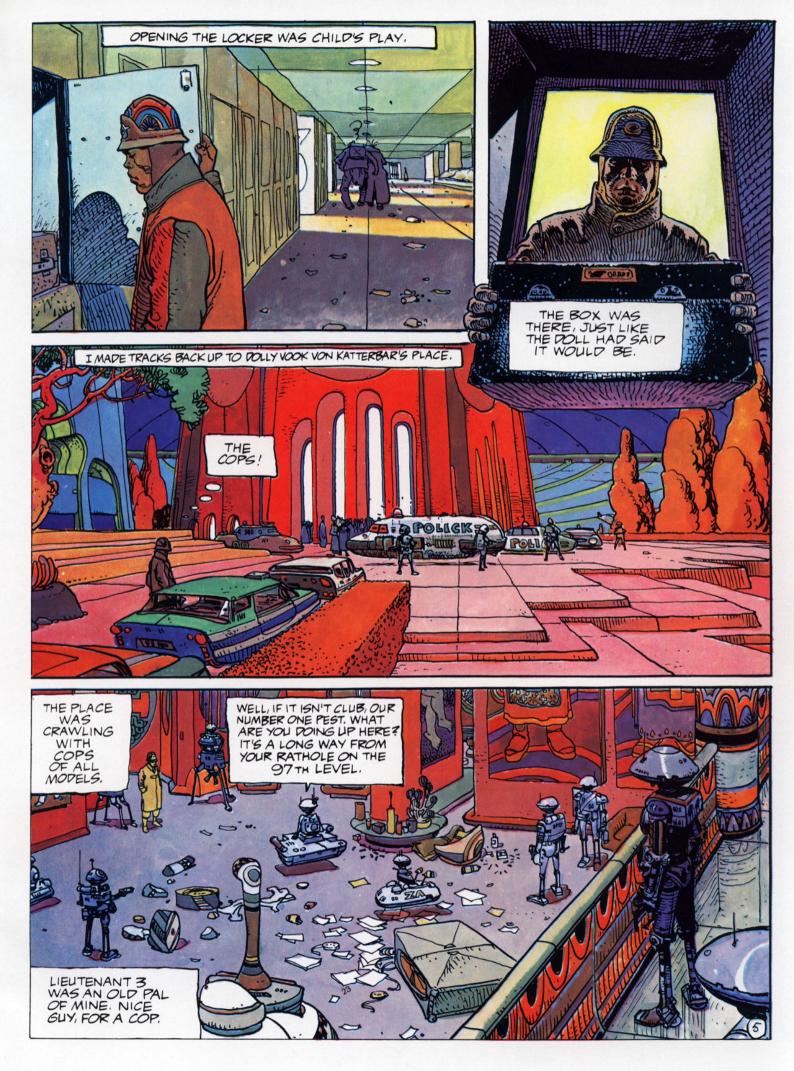


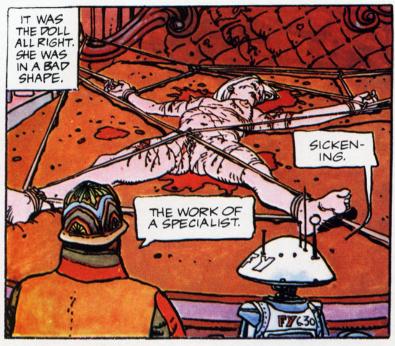




















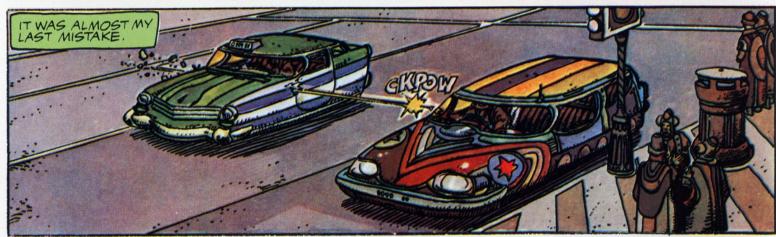
AND THE GIRLY HOW DID SHE GET MIXED UP IN ALL THIS ?

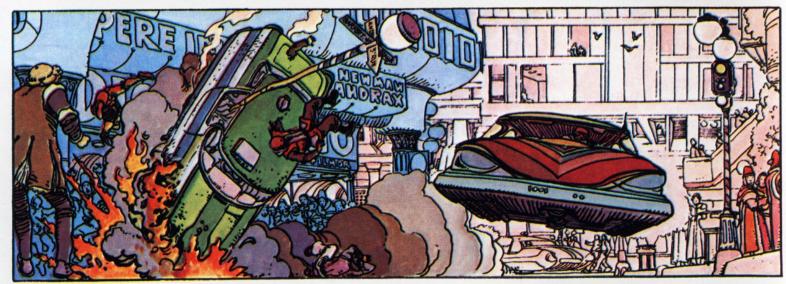
THE PRESIDENT WAS HAVING AN AFFAIR WITH HER. SHE MUST HAVE KNOWN TOO MUCH.



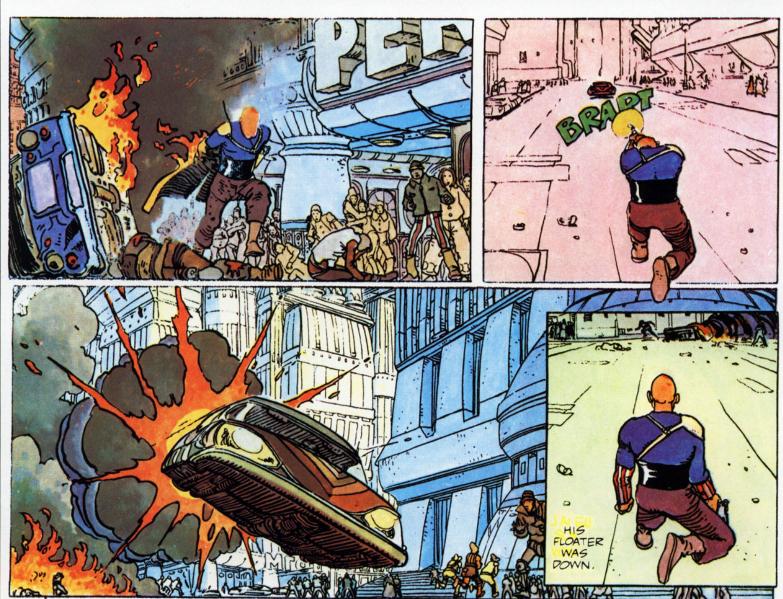


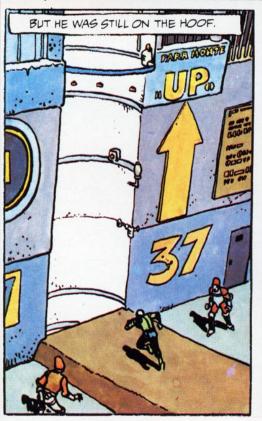


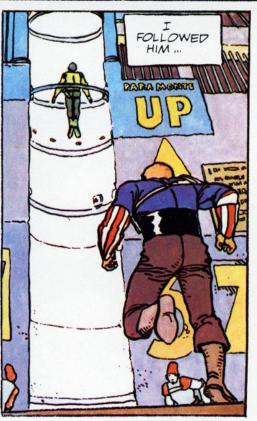
















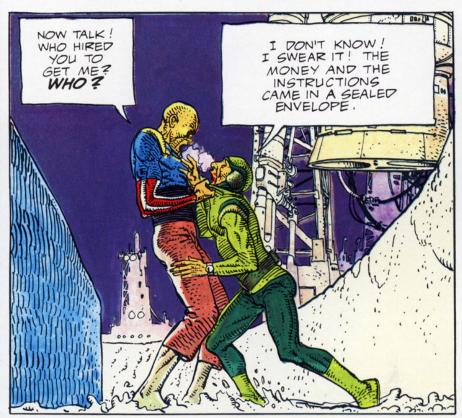




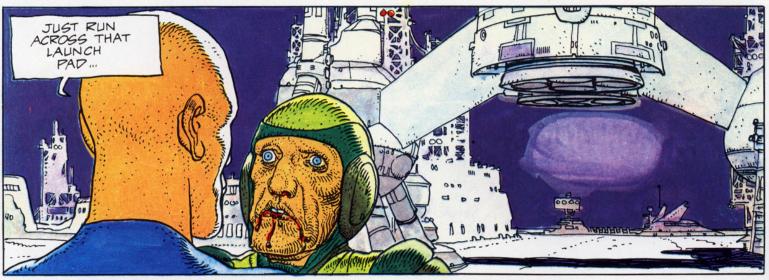






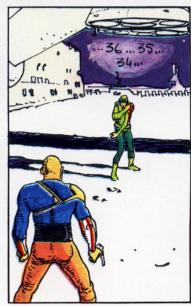






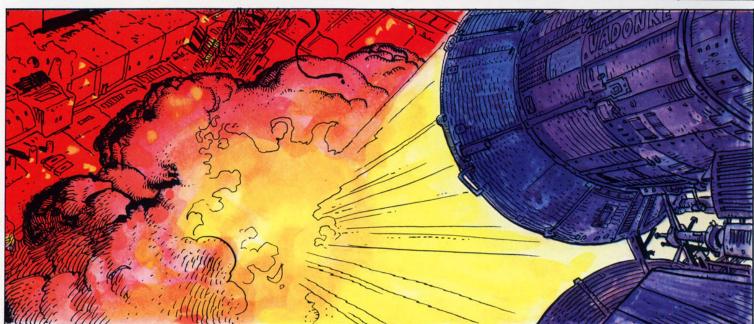


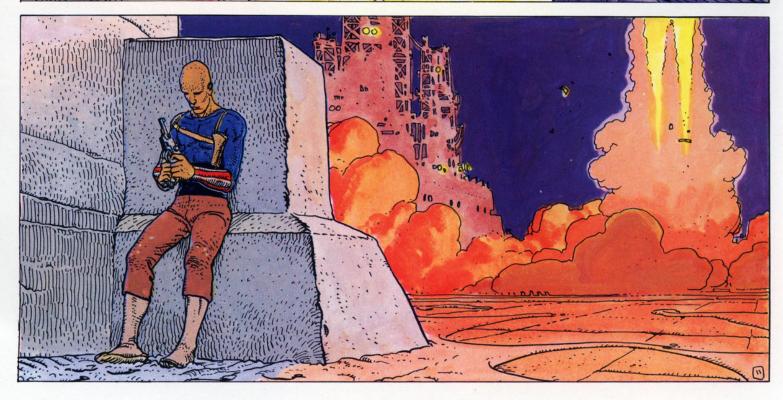


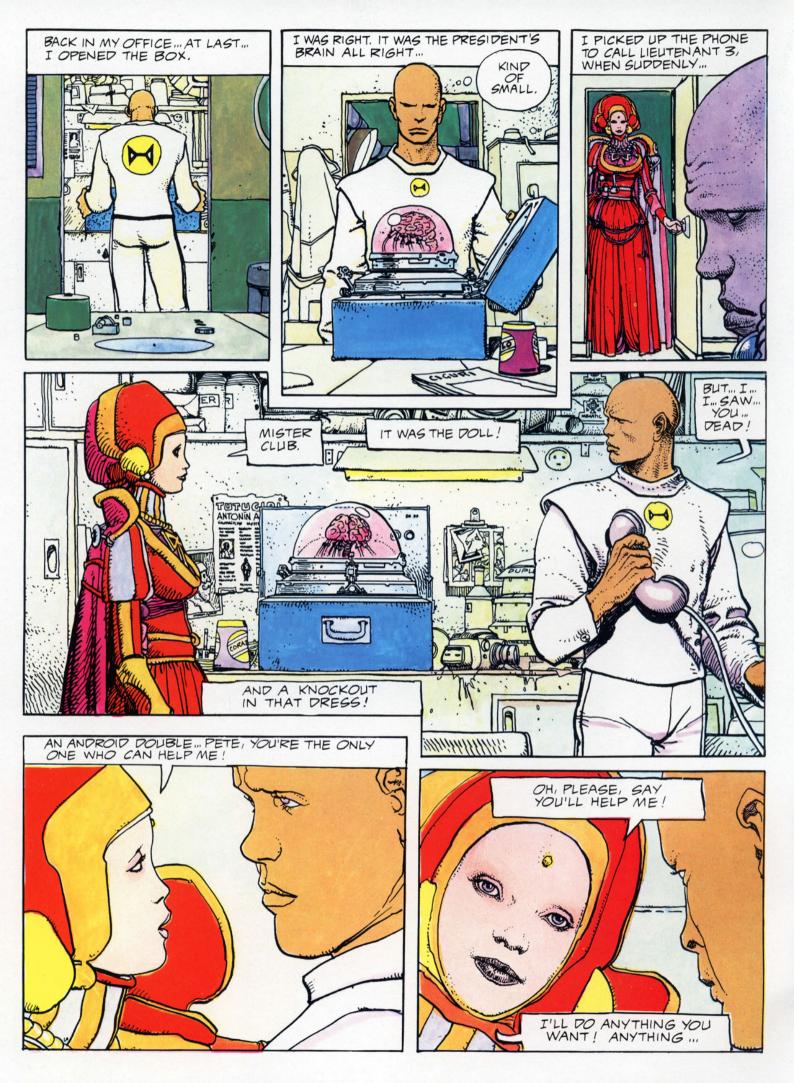












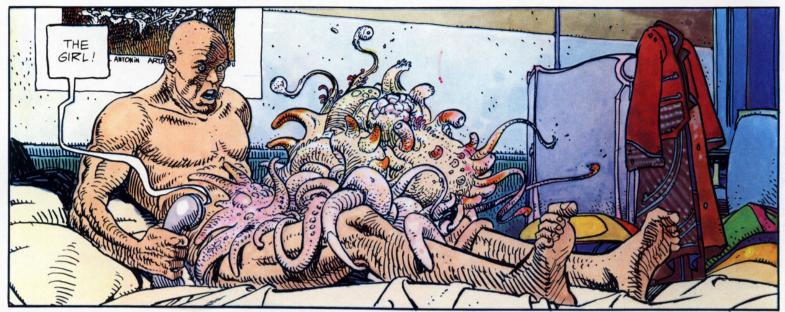


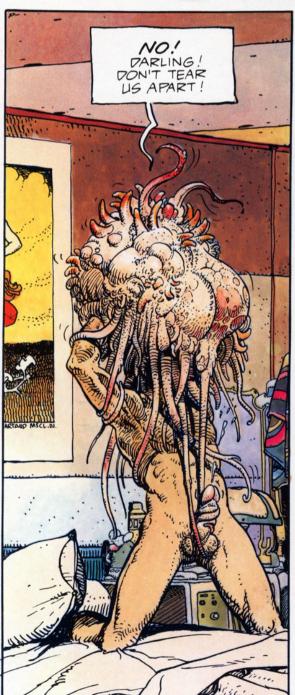






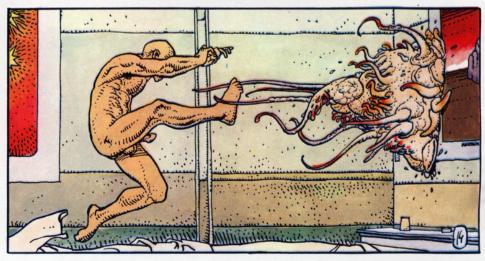






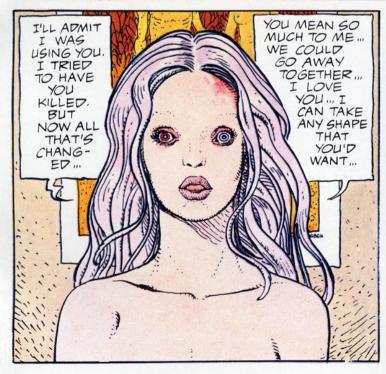


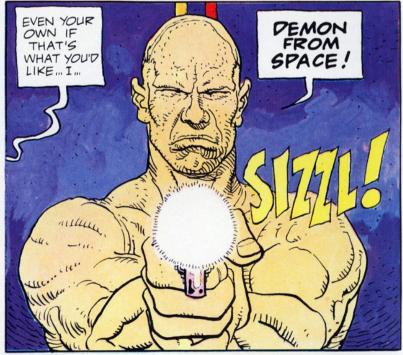


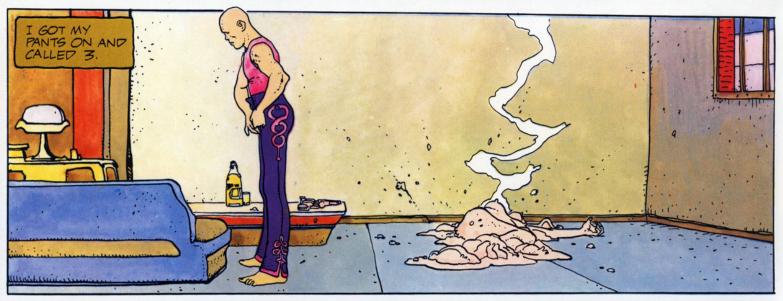




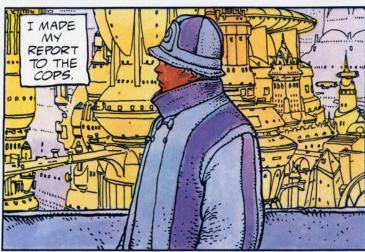




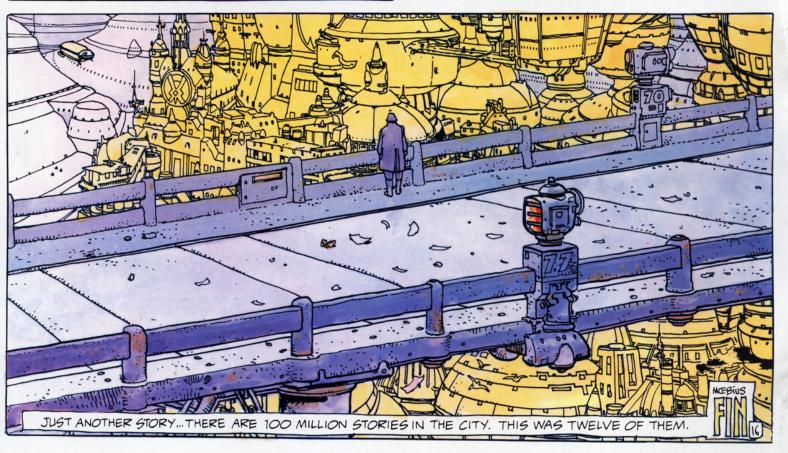








ONE MORE CASE FOR THE FILES ... THAT'S ALL ...



by MOEBIUS



he Long Tomorrow is part of the period when I was working on the film version of **Dune**, that Alexandro Jodorowsky tried to put together in 1975 and 1976. Alexandro had hired Dan O'Bannon to be in charge of the special effects. Originally, Alexandro and I had gone to Los Angeles to talk to Douglas Trumbull, but for some reason, things didn't work out, and Dan was hired instead.

Dan had come to stay in Paris, but he did not have much to do, since we were still busy working on the concepts and the designs of the film. So, to keep himself busy, he was drawing stories. In fact, Dan is a very good artist. He could have become a great comic artist with more practice. At the time, he had done many things. He had acted and directed in **Dark Star**, with John Carpenter. He knew special effects. He wrote and he drew. He did many things.

So, one day, he showed me a story that he had just finished drawing. It was **The Long Tomorrow**, a kind of clasic detective story, but set in the future. I immediately became enthusiastic. I loved the way he had handled it. When we try to do stories like that in Europe, parodies or imitations of the Golden Age American detective story, it always looks fake. If the French are doing it, it looks French. If the Italians do it, it looks Italian. Somehow, the national peculiarities always come back to haunt the final product. But in **The Long Tomorrow**, there was no such thing. It was pure. Suddenly, I was reading a pastiche that was not a pastiche, but something even more original than the original source material.

In attempting to do a parody, Dan had in fact ended up creating something that was not parodying but reusing and developing the same classic themes. **The Long Tomorrow** may be a short story but, in my opinion, it is as good as Chandler.

Because it was a very strong story, I felt right away that it would enable me to do some really crazy and wonderful things. The artist has a great deal more freedom, in terms of designing costumes, characters, decors, etcetera, when he deals with a very solid story. Then, one does not have to worry about adding visual elements, whose only purpose is to further the plot. One can concentrate exclusively on the art.

That is what I did with **The Long Tomorrow**. I was able to do things that went beyond the traditional conventions of the genre. For example, Pete Club's costume may seem almost ridiculous. Instead of going back to the classical, dark look of the private eye, the Bogart-style of trenchcoat, I chose to give Club a very colorful and fancy costume. I could do that, because the story was strong enough to let me get away with it. And I did basically the same with all the visual elements of the story. I freely injected a very personal sense of aesthetics into the whole thing.

I faithfully followed Dan's story. He had drawn it in its entirety, almost like a storyboard. In fact, someday, I would like to print the two versions of **The Long Tomorrow** side by side. The story carried me so much that I did not feel time go by. It was great. Then, suddenly, I reached the end, and it was over.

Everyone loved **The Long Tomorrow**, so I asked Dan to write me a sequel, which he did. But when it came, I did not have a good feel for it. It was not as powerful as the first story. It was just another adventure. So I never drew it. There was, however, another sequel of sorts.

After **Dune** folded, Dan went on to work on **Alien** and he called me to do some designs. So, I met the director, Ridley Scott. Later, Ridley asked me to work on **Blade Runner**, but at the time, I was going to work on another film, **The Time Masters**, so I could not. Now, I'm a bit sorry that I did not, because I love **Blade Runner**. But I am very happy, touched even, that my collaboration with Dan became one of the visual references of the film.

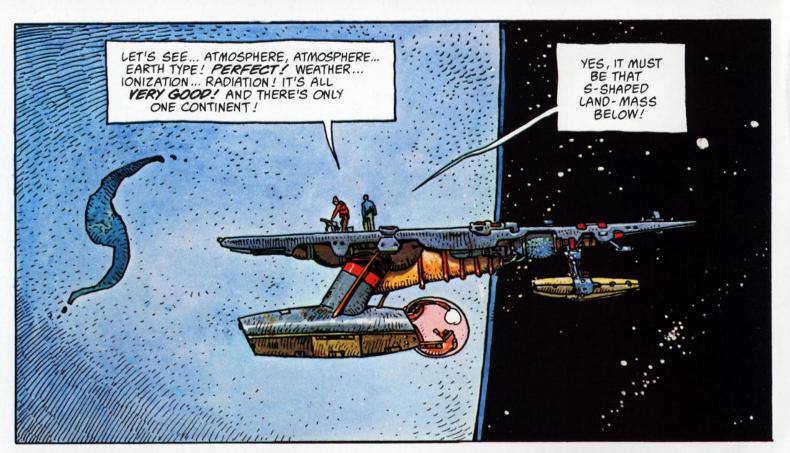
SMAGE WILL SE MOEBI

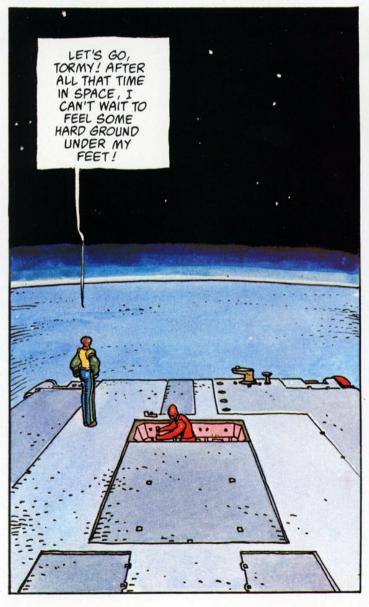
FANTASTIC! IT'S EXACTLY THE TYPE OF PLANET WE'VE BEEN LOOKING FOR!



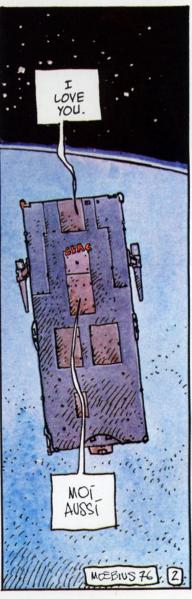
WHAT DOES THE SCROLL READER SAY, HONEY?

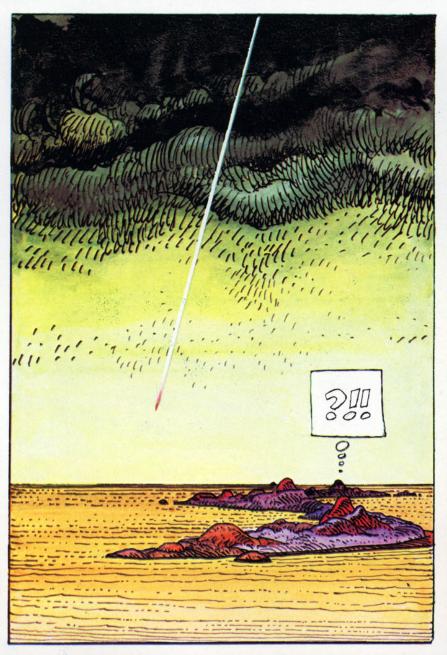


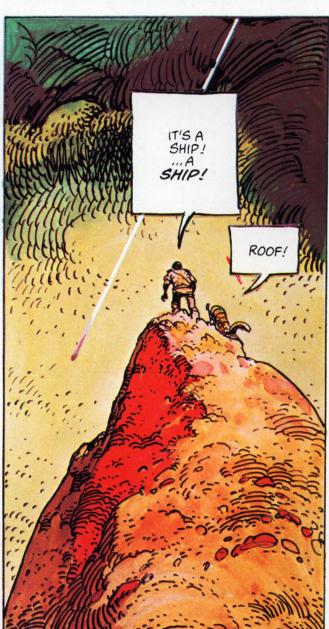


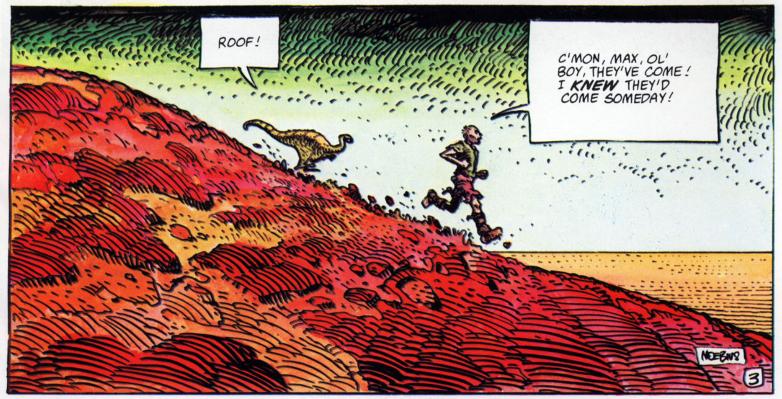


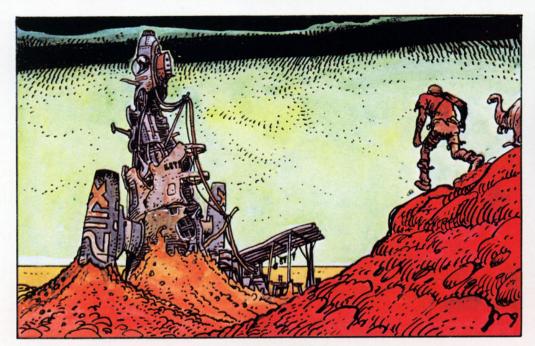




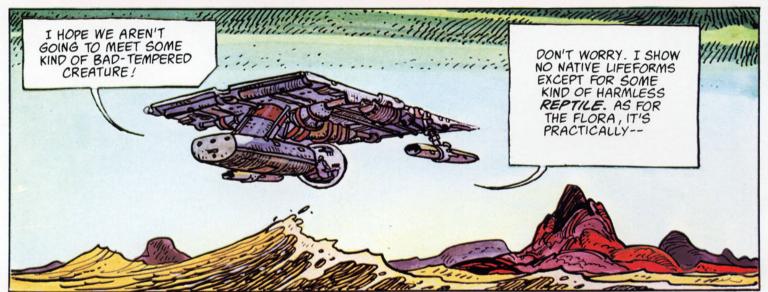


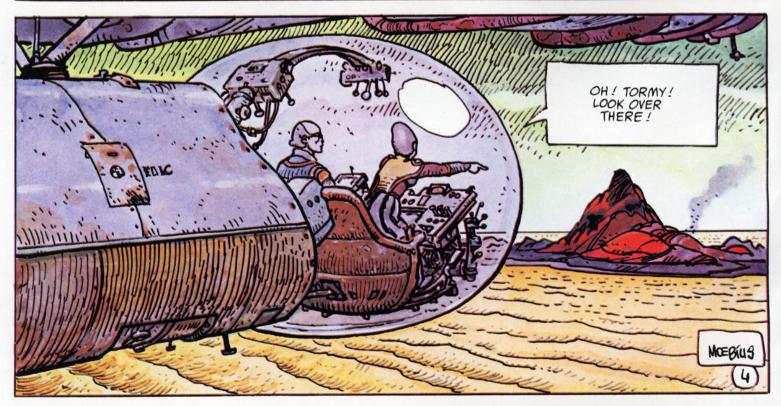


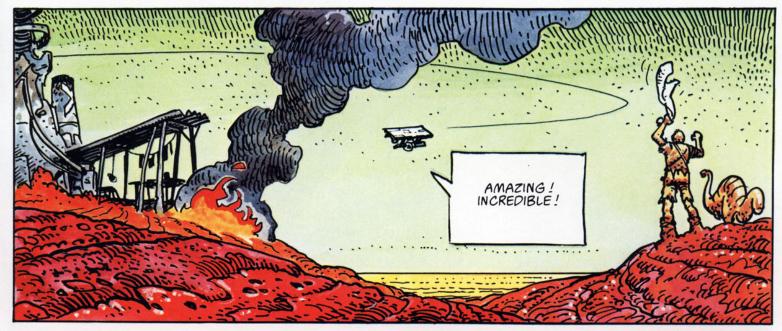


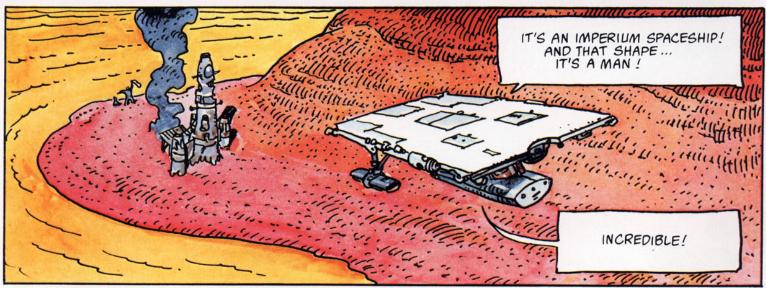


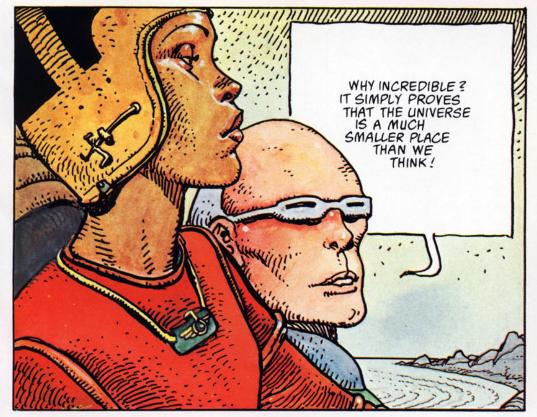


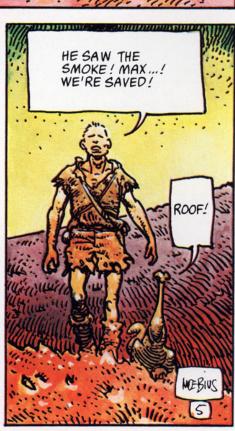


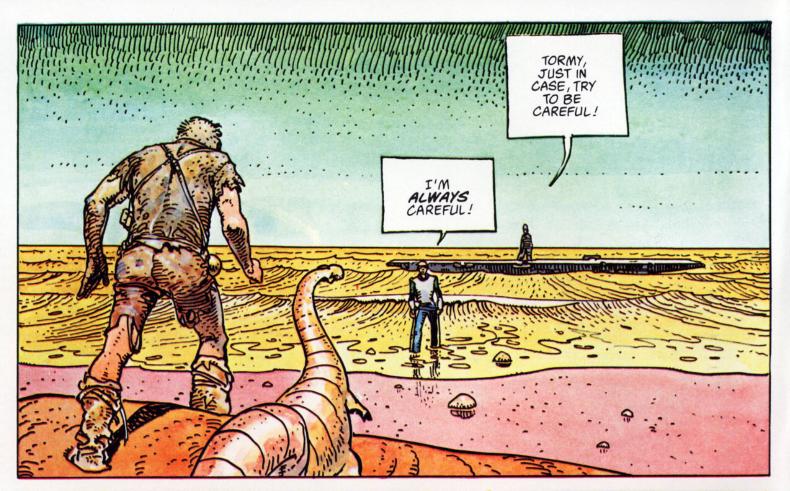


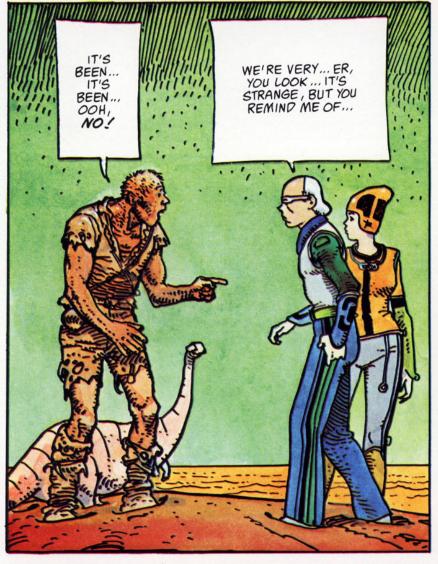




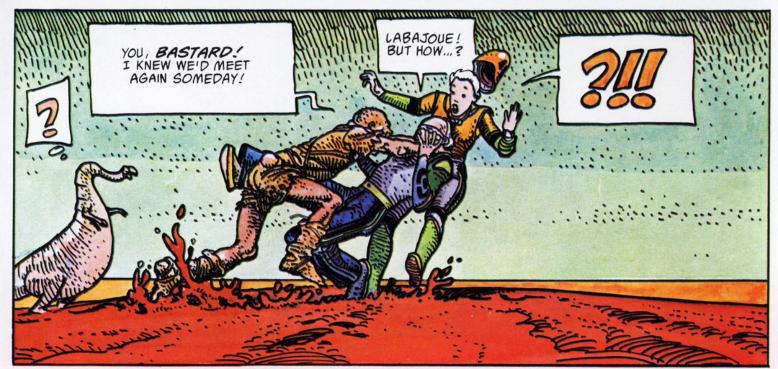


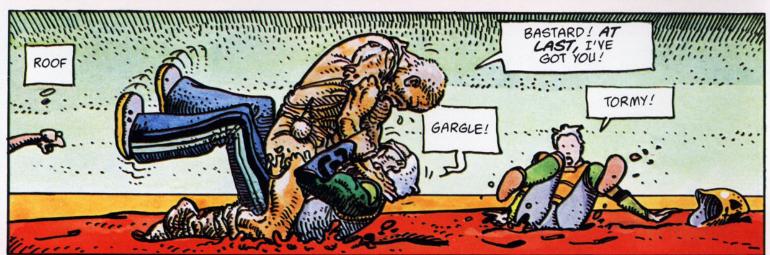


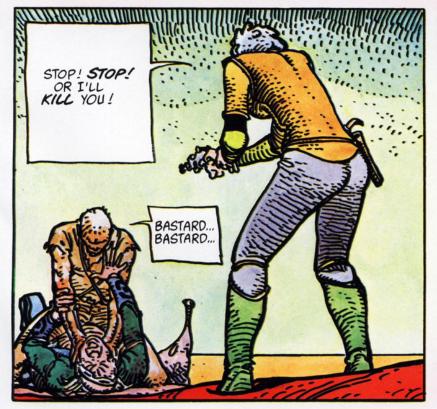


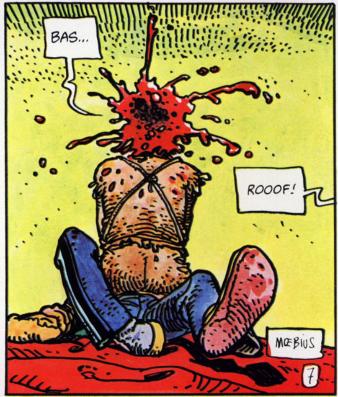


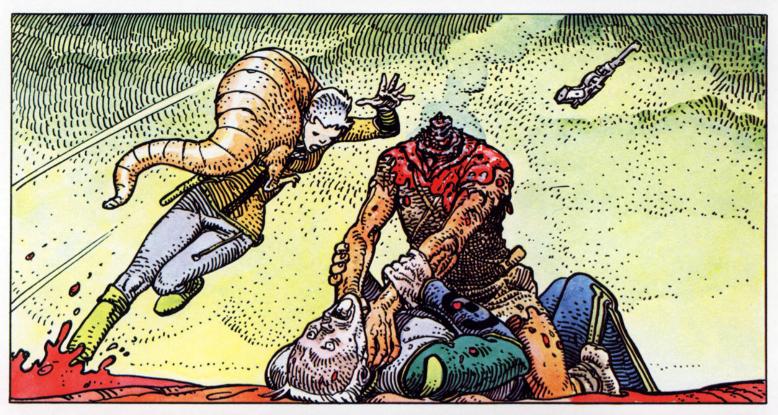


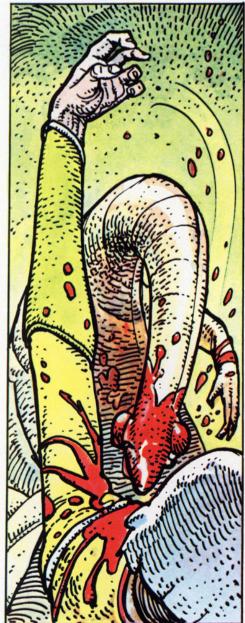


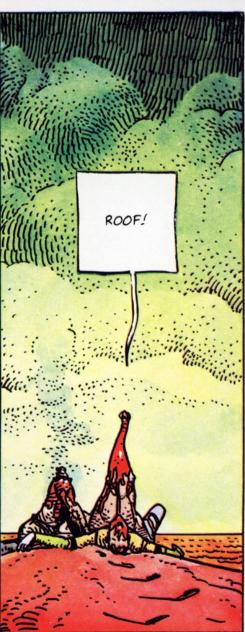


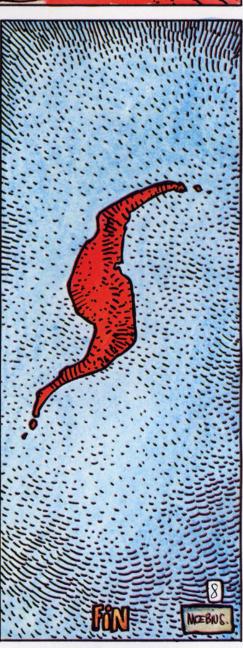




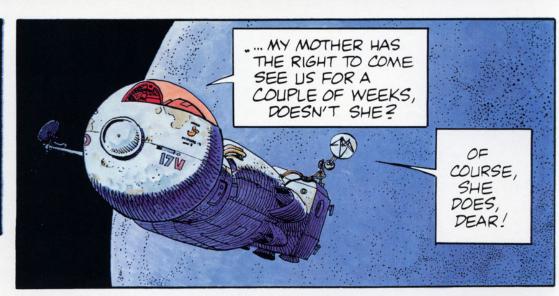








THE 'STAR GULPER", AN OUTMODED ION-POWERED LIGHT SHIP, ARRIVES NEAR PHENIXON, A SMALL, YELLOW PLANET IN THE XERES STAR-SECTOR...



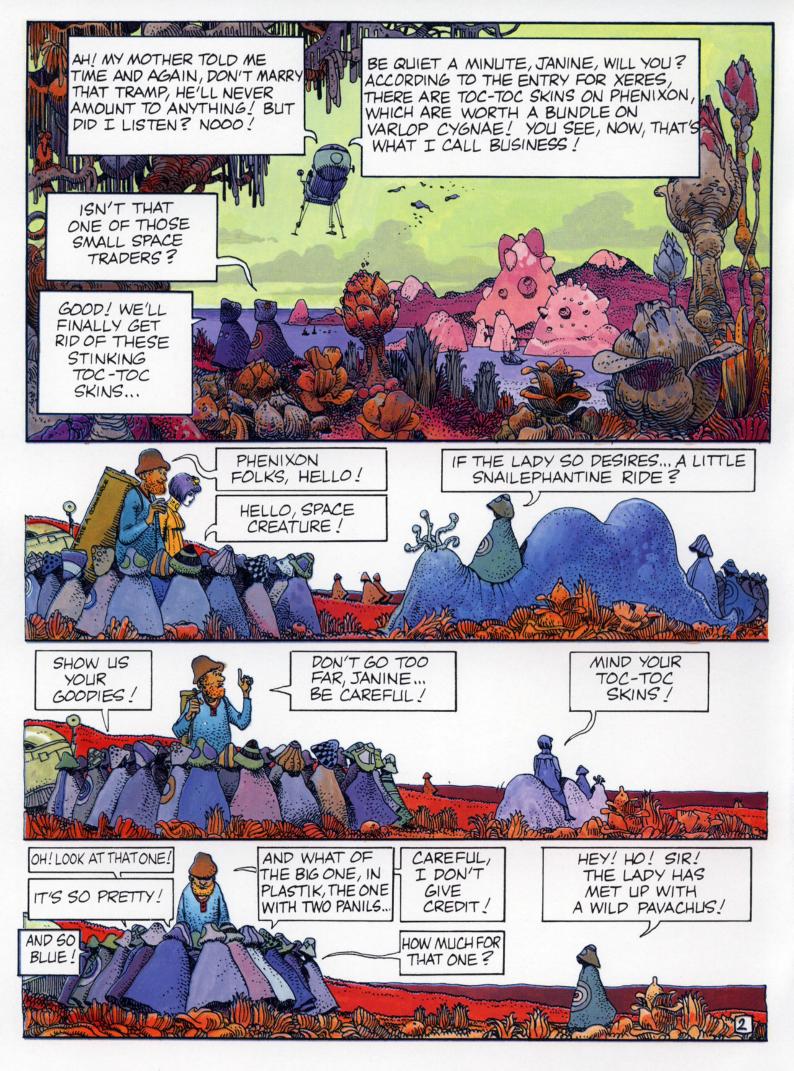


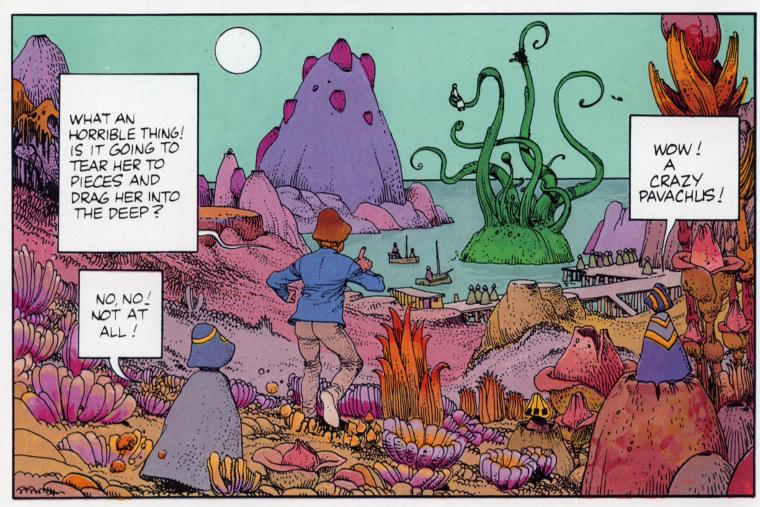


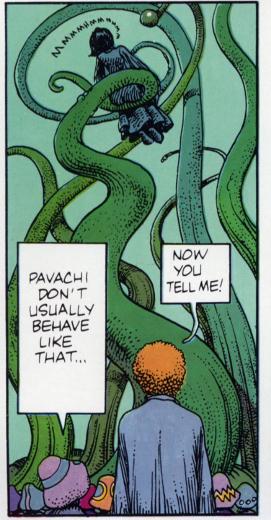


THERE IS
A PRINCE
CHARMING
ON PHENIXON

STORY AND ART BY MISTER MOEBILIS





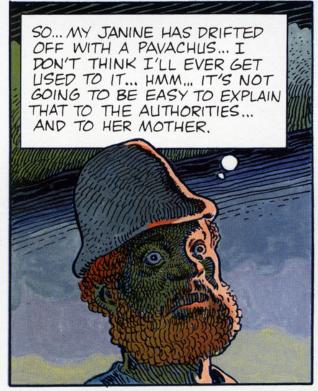




MY HUSBAND!
HE'S FOUND
OUT ABOUT
US! BALUTIN,
MY LOVE,
TAKE ME
AWAY!



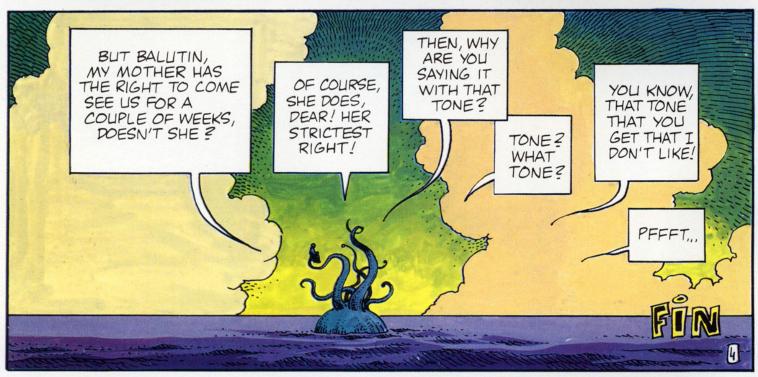


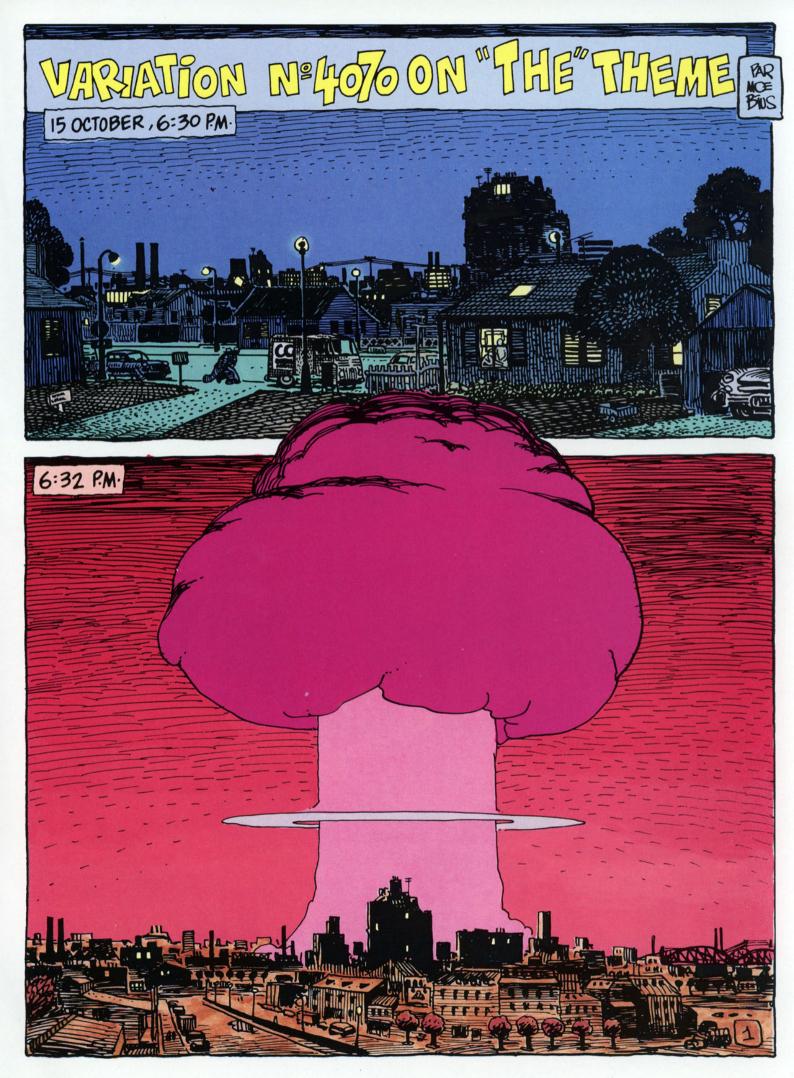


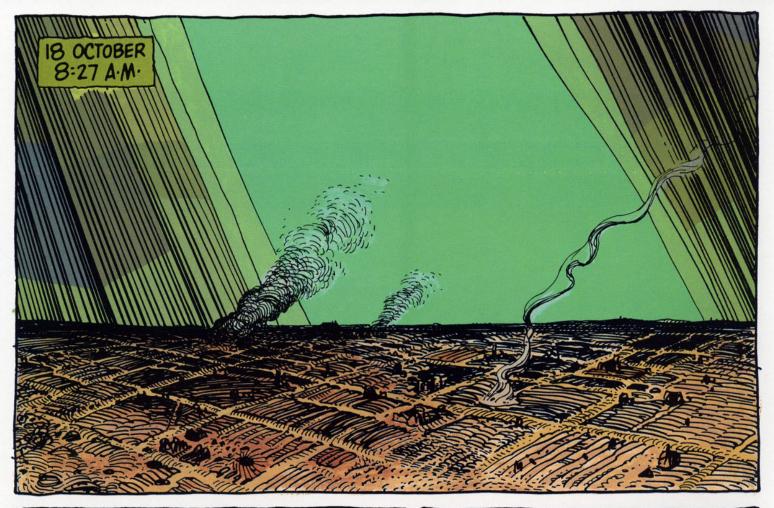
GOOD-BYE, EARTHMAN! AND DON'T WORRY
ABOUT THE LADY. SHE'S NOW AFLOAT ON
THE WINGS OF LOVE, ON THE GOLDEN
OCEANS OF PHENIXON. THE WOMAN WILL
BE THE HAPPIEST OF WOMEN AND THE
PAVACHUS THE HAPPIEST OF PAVACH!!

GOOD-BYE!









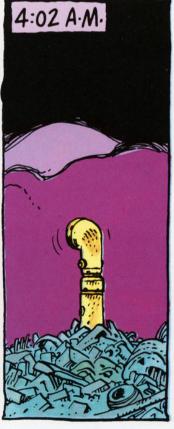










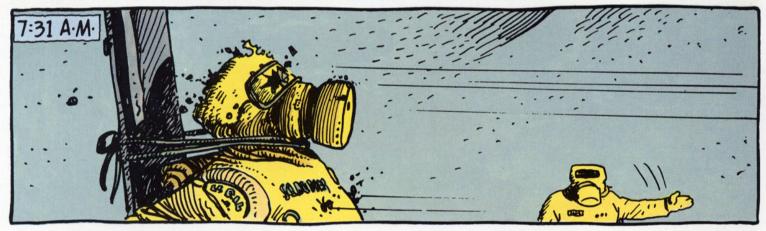


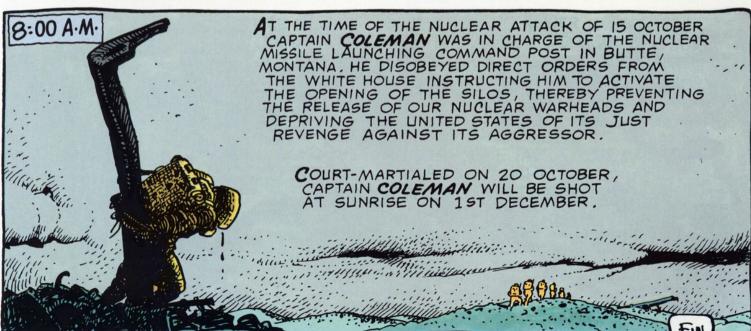




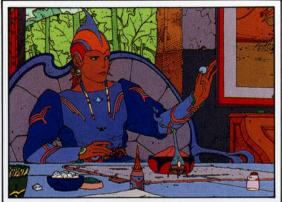








STORY NOTES by MOEBIUS



magazine and American writers such as Robert Sheckley.

and **Metal Hurlant** were gently pressuring me to produce more stories. Since they were extraordinarily receptive to new ideas, I did a number of short science fiction stories in the tradition of **Galaxy**

Writing that kind of short story is rather difficult, especially for a Frenchman, because it goes against a kind of literary tradition that exists in France, where few people produce this kind of material; unlike in the English speaking countries, where the short story is not only an art form, but also a publishing staple.

The charm of these stories lies in the surprise ending. The approach is always the same. The story will show someone who wants something very much. Then, at the end of the story, when he gets what he wants, the trick is for the writer to somehow find a way to take it away.

I did these stories by drawing a series of little sketches, like a very rough storyboard, on a notepad. It was quite a thrill, because when I started, I never knew what was going to happen.

Most of my stories start in a very classical fashion, usually with a starship, or a new planet. But it is precisely because the beginnings are so pedestrian that my imagination goes into some form of overdrive. Suddenly, I get submerged under a flow of ideas. I then reach a stage of consciousness where my mind goes through all the possibilities at super-speed, accepting or rejecting ideas, until I finally get my story.

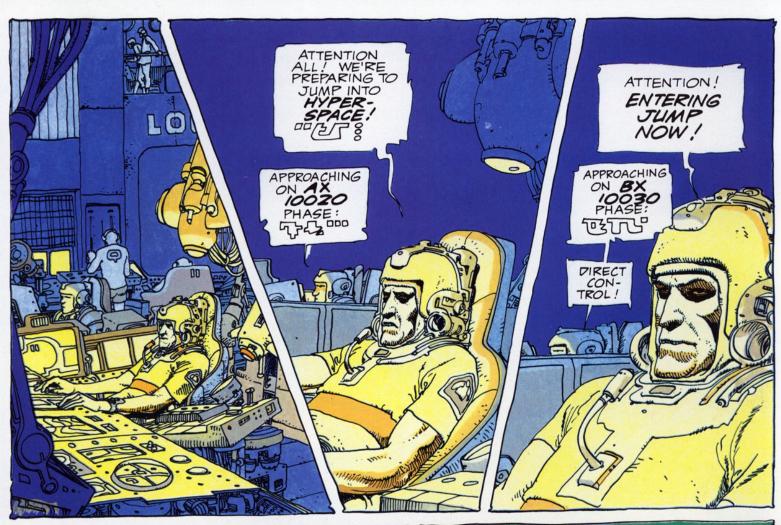
Visually, these stories were done in a style very reminiscent of the illustrators of **Galaxy**, in particular Emsch and Virgil Finlay, whom I greatly admire.

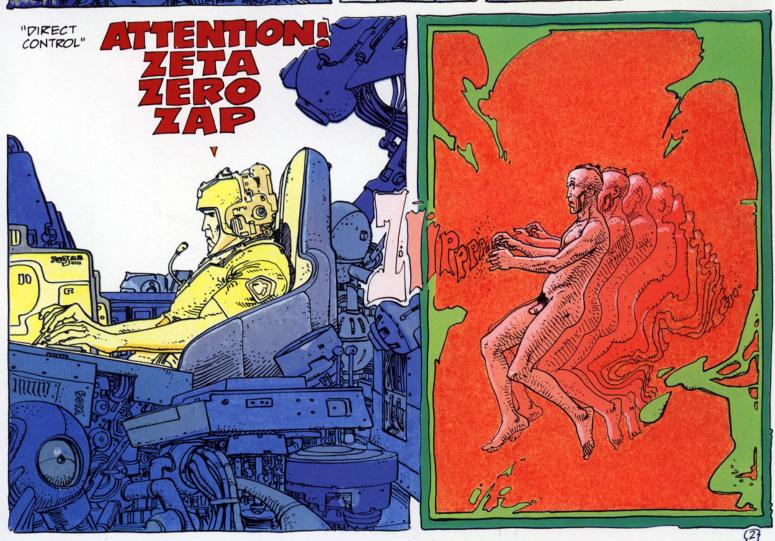
It's A Small Universe

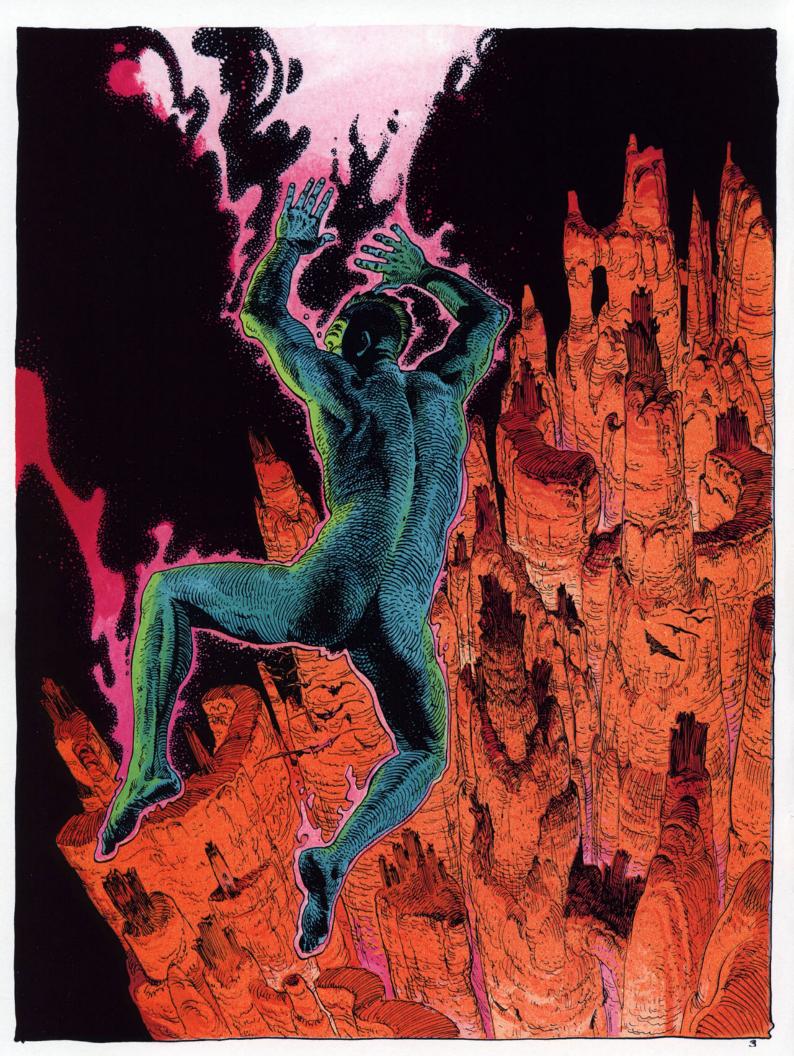
The rather dark, yet funny, ending of this story happened in a totally spontaneous fashion. It was completely unplanned. I believe this sort of thing was the result of the kind of life I was living at the time. As I changed, going more towards a lifestyle more oriented towards health, meditation, and spiritual concerns, I began to notice that the endings of my stories changed too.

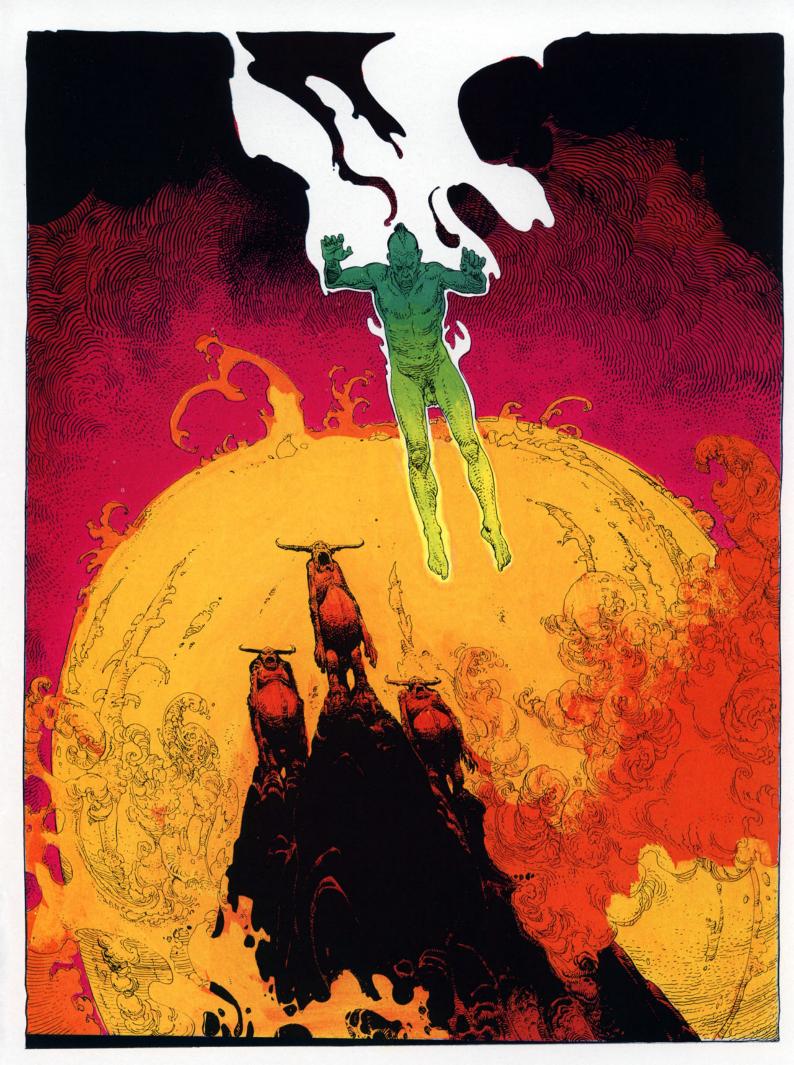
They went from showing the often violent death of the characters to showing a physical or spiritual transformation. Of course, in the end, it is the same thing, except that a transformation is seen from a different, more spiritual plane. So, now, when I do a story, I do not show death, just the transformation itself, which is often symbolised by a character taking flight. In my more recent stories, a lot of my characters seem to either fly away, or turn into light! I try not to be that systematic, but it is the way things seem to work.

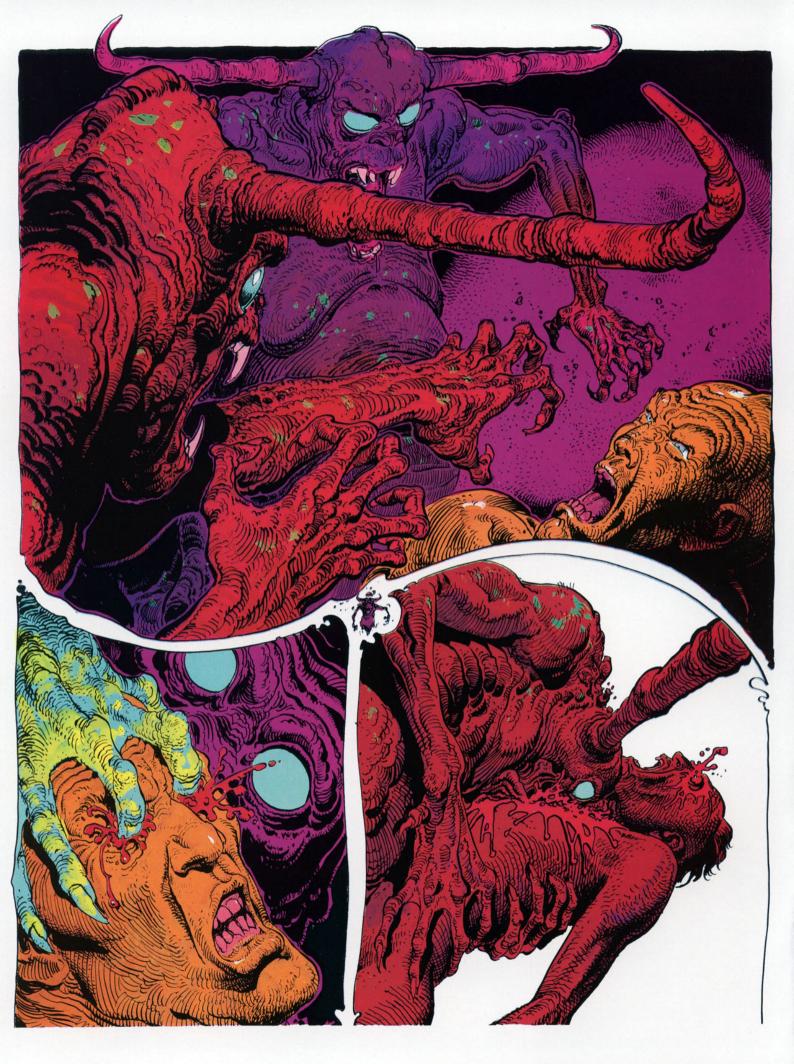


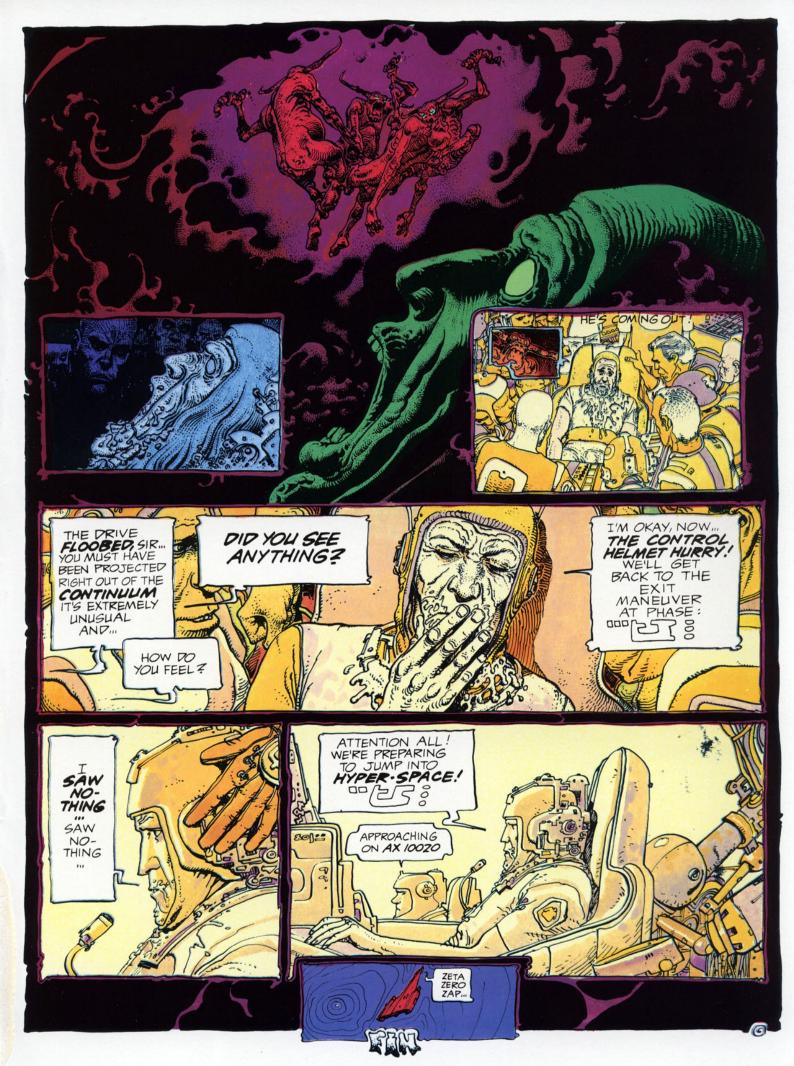


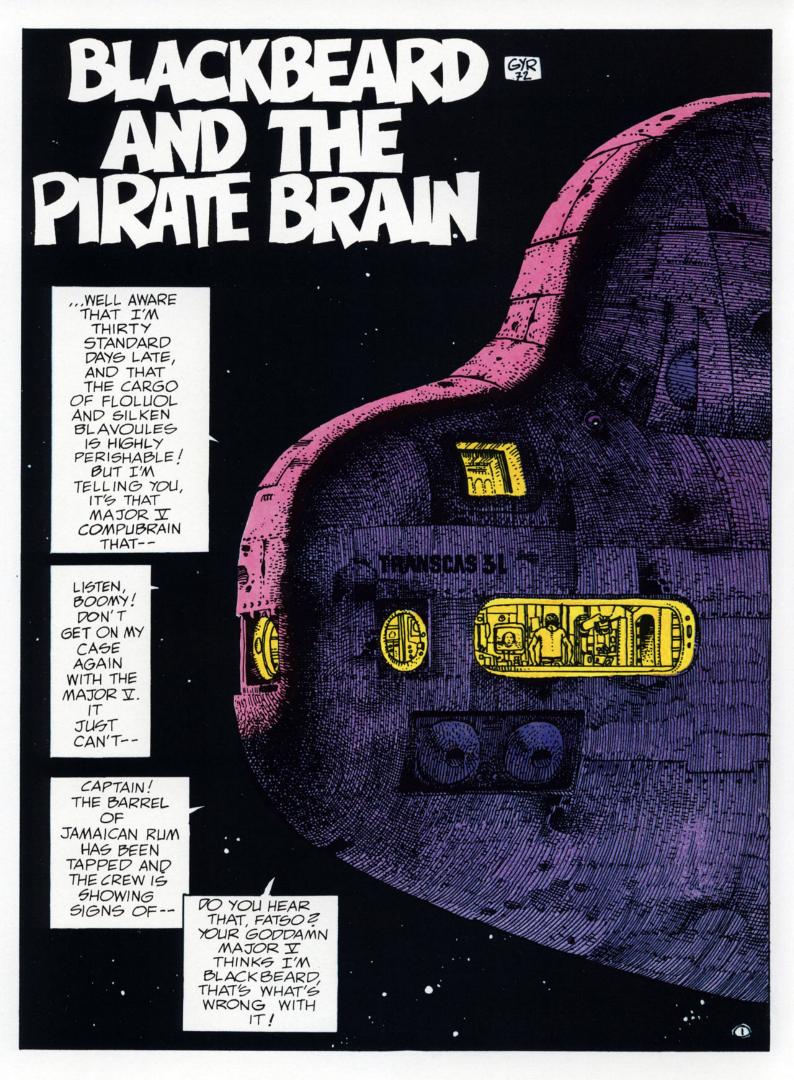


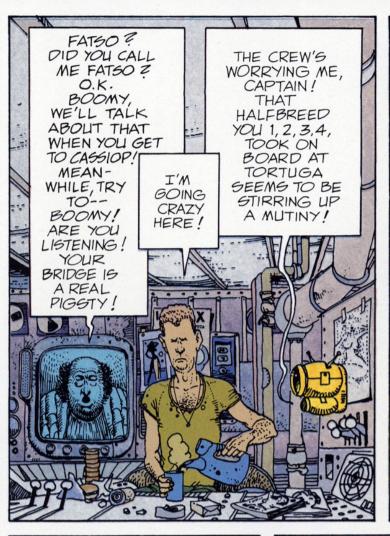




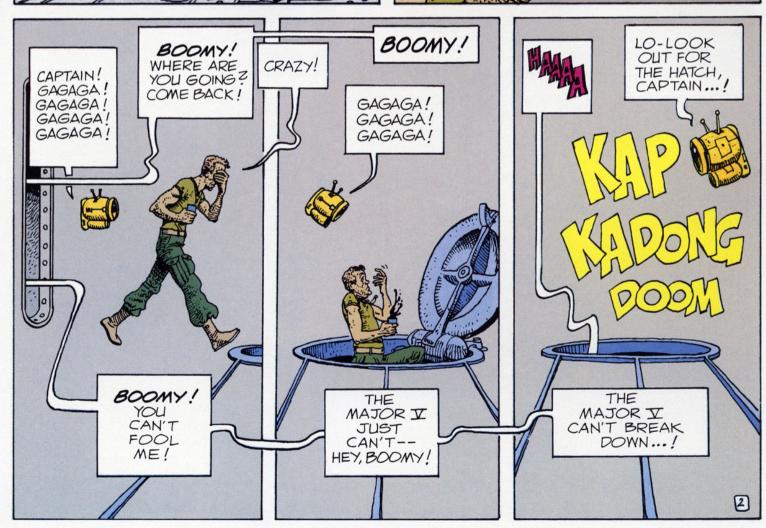


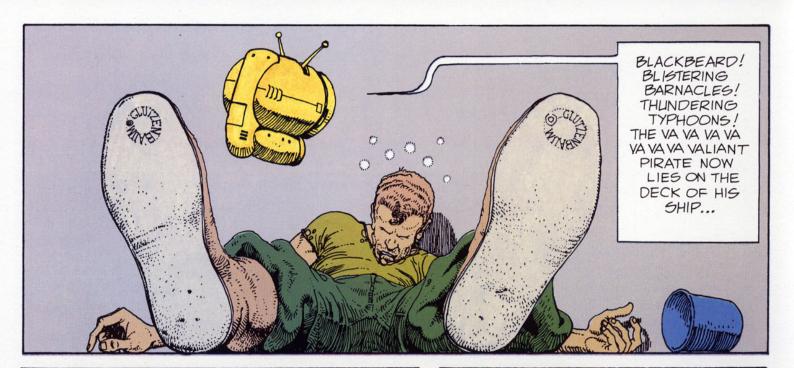












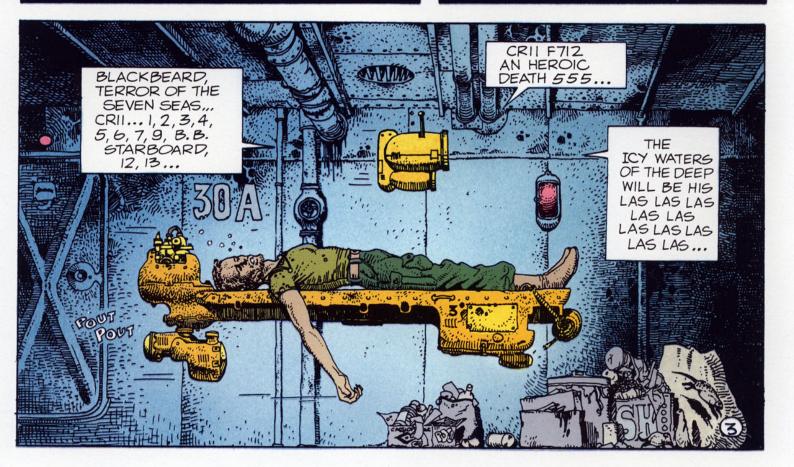


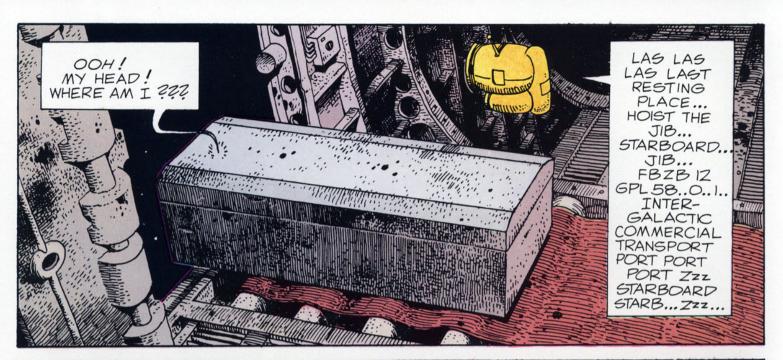
BOOMY!

WHERE HAS
THAT BUM GONE?
HE CALLED
ME, FATSO,
YOU HEAR THAT,
DLEE? MAKE
A NOTE.
AS SOON AS
HE ARRIVES ON
CASSIOP, HE'S
FIRED! MAKE A
NOTE OF THAT,
DLEE...!



STILL
NOTHING!
DLEE,
SEE IF YOU
CAN
REACH
MOINAR,
AT G.I.M.,
I'VE
GOT A
QUESTION
FOR
HIM...







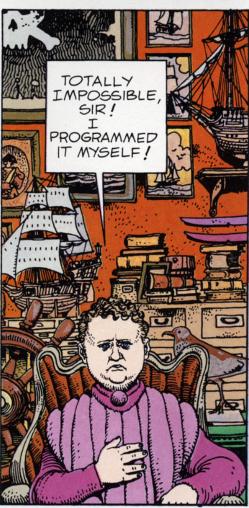


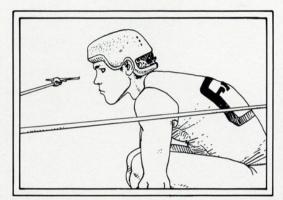












There Is A Prince Charming On Phenixon

drew it when I was on holiday on the

Island of Re, on the West Coast of France. It is an absolutely beautiful place, and the art here perfectly reflects the beauty of the place and state of mind in which I was at the time.

The story also has its own music. It is very influenced by two of my favorite authors, who both had a wonderful way with words, names, places, etcetera. One is French writer Boris Vian, and the other is science fiction writer Jack Vance. Both have something in common, which is that they show what seems to me incredible courtesy in their way of addressing the reader.

Variations No. 4027 On "The" Theme

French writer Jacques Lob had asked me for a story on the theme of nuclear war for a special issue of **Metal Hurlant**. It worked out rather well, since I had had that theme in my mind for a while. My idea was to show the total disproportion between things such as national pride, rules and regulations, chauvinism, etcetera, and the overwhelming power of destruction contained in the world's nuclear armaments.

What you see here is the total absurdity of a situation based on laws and principles that have been made completely obsolete by the sheer devastation of a nuclear war. It is a little like in the movie **War Games**; there are no winners, only losers.

When I had drawn the story, I had been shaking inside myself. I had shivered. And yet, when it appeared in print, it did not elicit any reacton at all. Not one single comment, which in itself was remarkable, since my stories always got some reaction. It was a completely, unanimous silence. I am still puzzled by this. Perhaps it is because comics are still perceived as a kind of clown, whose purpose is to entertain, not to scare.

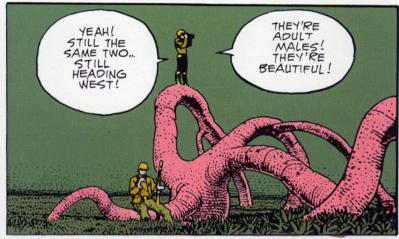
Approaching Centauri

This was based upon a story written by a fellow **Metal Hurlant** artist, Philippe Druillet, the creator of **Lone Sloane**. My intention was to see if I could express the same quality of nightmarish visions that always seemed to come so naturally to Philippe. I even used the same extra-large format of paper that he uses for drawing his stories. At the same time, I wanted to retain my own style, and not copy him. In fact, I had the art of French illustrator Gustave Dore in mind when I started drawing the story.

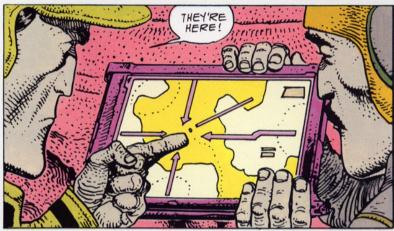
To a large extent, in spite of trying very hard, I was disappointed by the result. I wanted something stronger, much more powerful. Certain parts are very good, such as the first two pages, which show the interior of the spaceship. I was obviously in my universe there. But the monsters look a little too artificial, a little too insincere. To draw truly good monsters without drawing upon the darker zones of your psyche is always difficult, and clearly, I did not carry these inside me. Philippe's nightmares are true. They reach something within us all. In this story, mine did not.

IN THE ENTIRE GALAXY, THERE WAS NO GAME MORE THRILLING TO HUNT THAN THE LIPPON OF BARASCALPOE.









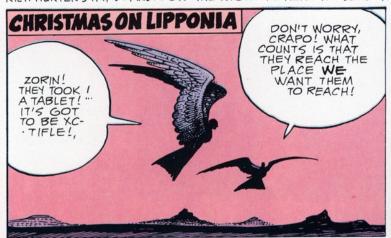








RICH HUNTERS PAY DEARLY FOR THE RIGHT TO HUNT THESE STRANGE LITTLE WINGED CREATURES.









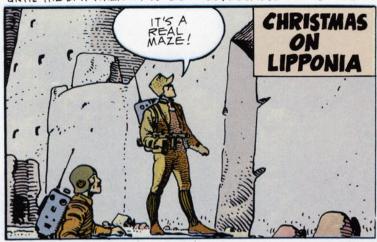








UNTIL THE DAY WHEN IT ALL CHANGED, BECAUSE THINGS CHANGE ON BARASCALPOE AS THEY DO EVERYWHERE ELSE ... URS ...







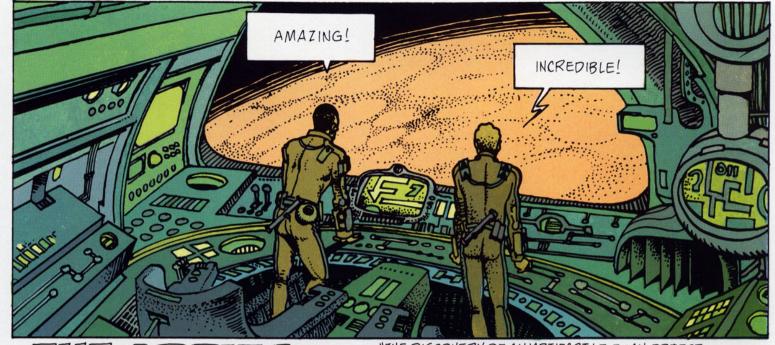












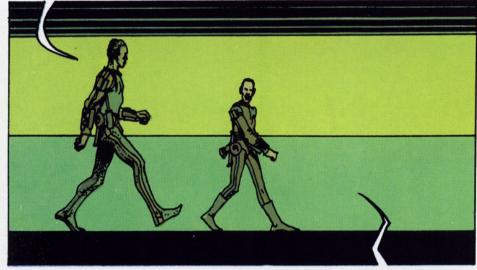
THE ASSESSED

"THE DISCOVERY OF AN 'ARTIFACT,' I.E.:AN OBJECT MANUFACTURED BY ANOTHER INTELLIGENT CINILIZATION, IS OF CONSIDERABLE IMPORTANCE IN INTERSTELL AR EXPLORATION BECAUSE IT IS A SIGN THAT MAN IS NOT ALONE IN THE LINIVERSE."

H.V. VEGANT. "OUR GALAXY" (VOL. 1)



THE PROBE INDICATES HUGE DEPOSITS OF BILLENIUM! WE'RE RICH, NAB!

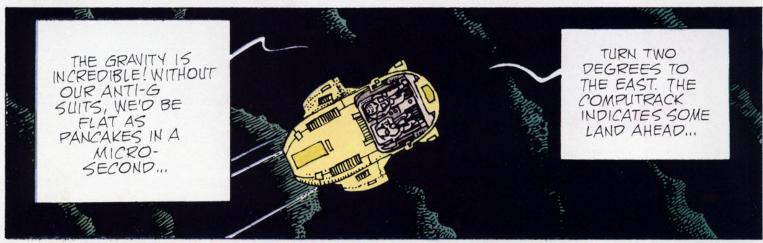


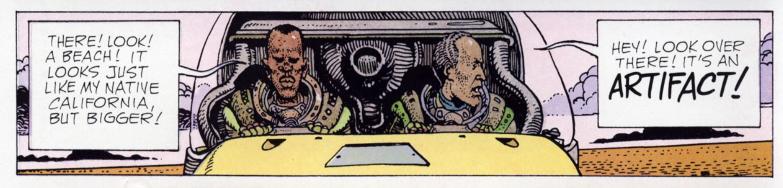
LET'S LEAVE THIS OLD CLINKER IN ORBIT AND USE A SHUTTLE FOR THE PRELIMINARIES ...

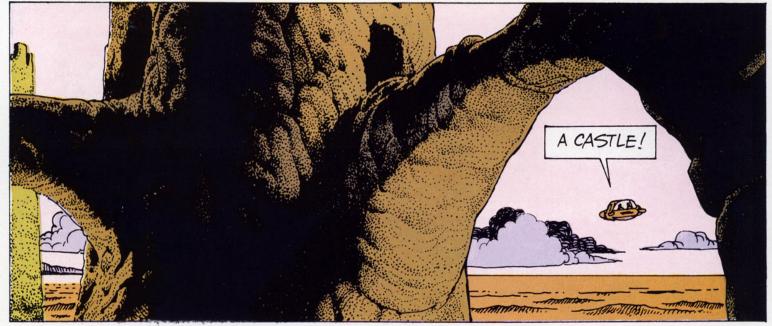


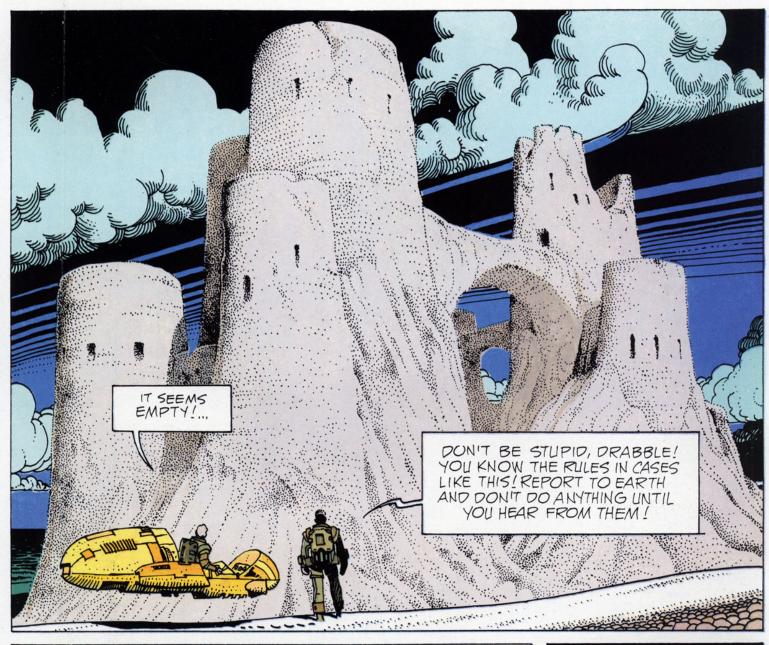






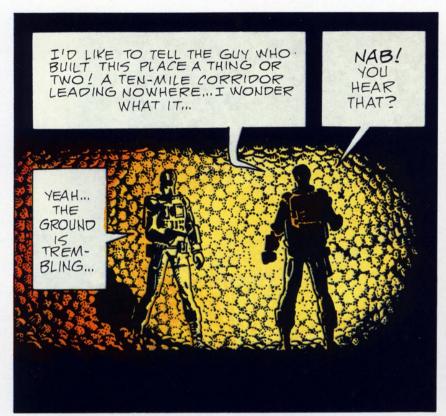


















SPACE PIONEER

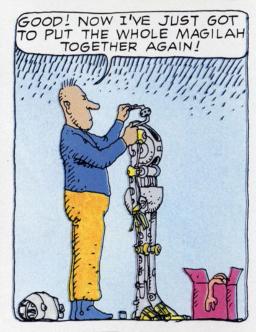
by MOEBIUS

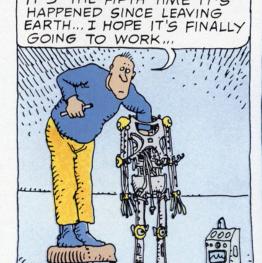












IT'S THE FIFTH TIME IT'S



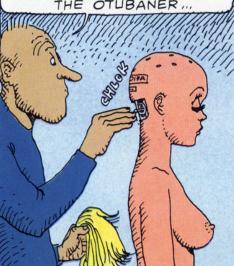
'CAUSE I'VE STILL GOT



FORTUNATELY, I'VE GOT THAT CUTE LITTLE DROID TO KEEP ME COMPANY IN MY ANTI-G BUNK!



AT LEAST WHEN SHE FEELS LIKE WORKING, THE BITCH! THERE ... LET'S CONNECT THE OTUBANER ...



GOOD! NOW LET'S SET IT AT "TORRID PASSION".







YOU BASTARD! YOU FILTHY MALE CHAUVINIST PIG!! I'M GONNA MAKE YOU EAT YOUR BALLS!

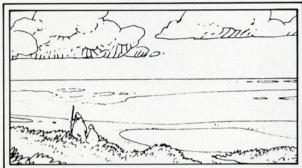


COME BACK HERE, YOU FAGGOT!

HOLEY MOLEY!
IT WASN'T THE BLOOZER!

BACK TO SQUARE ONE AGAIN! MASTURBATION STILL REIGNS SUPREME ON THIS SPACESHIP!





Blackbeard And The Pirate Brain

his is a typical Robert Sheckley inspired story, with a definite Emsch look to it. It is pure American science fiction, the way I thought it was at the time. When I finished the story, I was so happy with myself that it was almost painful.

I tried to put a lot of things in that story. For example, the Compubrain uses the same swear words as Captain Haddock in **Tintin**, and in the French version, the name of the pirate is Redbeard, not Blackbeard. Redbeard is the hero of a famous comic book series of pirate adventures created by Jean-Michel Charlier, who writes **Blueberry**. And, of course, if you don't look closely at the art, you miss the entire ending.

Christmas On Lipponia

Metal Hurlant has asked me for a Christmas story for their December 1977 issue. I started from the theme of the Christmas angels, which led me to think of another kind of winged creature, the turkey, which in France is traditionally eaten at Christmas instead of Thanksgiving. I always considered that a somewhat absurd death for a bird. It is done without thought.

That, in turn, led me to deal with the practice of hunting, which has always revolted me, at least as it is often practiced in France, where they raise birds to release them just to die under the hunters' guns. I wanted to show a story where the birds revolt and no deaths occur. Of course, in the story, deaths did occur—the hunters'. If I was to do this story again today, instead of opening the hunters' heads literally, with a stake, I would open them spiritually.

The Artifact

Yet another story that I did in the Island of Re, on vacation, in a pure **Galaxy** style. The idea came to me walking on the beach. I found a lot of my ideas walking on beaches—**Celestial Venice, The Gold Digger,** etcetera.

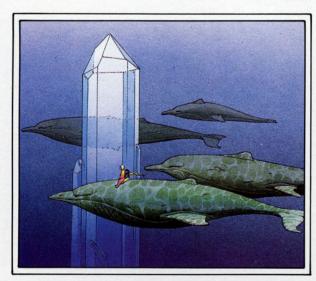
Beaches are very interesting from a symbolical standpoint. They are what lies between the sea, which is a representation of our unconscious mind, and the land, our conscious mind. What you find on the beach are things dragged up from your unconscious mind, dream artifacts if you wish. That is probably why there are so many beaches in science fiction: **Vermilion Sands, Dune,** and **On The Beach.**

Split, The Little Space Pioneer

This is an attempt to do something funny. I think it turned out rather well, although I don't think of myself as a humorist, a gagman. It is a rather gentle, understated gag, but the way it is developed is rather funny.

INTRODUCTION TO "IS MAN GOOD?"

by MOEBIUS



drew Is Man Good? in a very fast,

spontaneous style. My concern was to reach a higher level of quality, while doing things that were completely new and unseen at the time. I was always looking for opportunities to stretch my abilities, to go beyond what I had done until then. There are really only two ways of doing this in comics. One is through an emphasis on quantity, and the other one on quality.

An emphasis on quantity consists in the accumulation of endless details, up to the point where you are going to impress the reader through the sheer volume of things that you put in a single panel. I did this, for instance, in **The Detour**. Quality is much more difficult. It has to do with beauty, inventiveness, simplicity. Perfection no longer stems from the number of hours that you put in the work, but from your mastery of the technique itself.

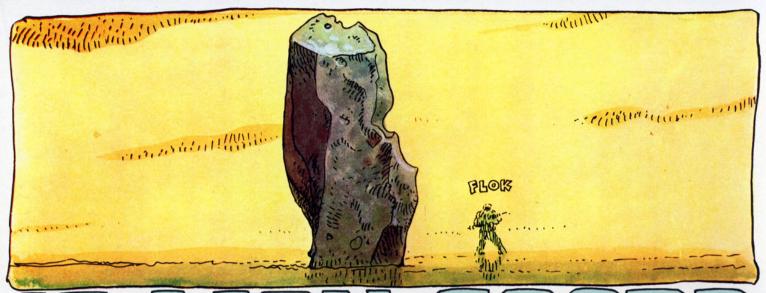
This is precisely what I tried to achieve with **Is Man Good?** And this is why I willingly chose a more flowing style, one that would not require too much time, in order to force myself to concentrate on the quality of my drawing, instead of the quantity. You will find very much the same intent and the same approach, if not the same results, in **The Long Tomorrow** and **The Ballad**.

Is Man Good? was a very important new step for me. It was like opening a door, or reaching a new plateau, and discovering whole new vistas in front of me. It enabled me to further my ambitions towards a more purely visual form of narrative story telling. To that extent, it prefigurates **Arzach**, although I put a great deal more of my time and my sweat in **Arzach**.

Arzach does not convey the same relaxed mood as that which permeates **Is Man Good?** which is freer. In fact, when it was first published in **Pilote**, everyone loved it. They all had big smiles in their faces after reading it. You could tell that they had taken as much pleasure reading it as I had taken doing it. It is a case of good communication between the artist and his public.

From a story standpoint, **Is Man Good?** carries some interesting undercurrents. There is, of course, the humiliation of the central character, who is a bit like Rambo in space. At the end of the story, he has been stripped, humiliated and rejected, not because of his strength, or his intelligence, or his technology, but simply because of his taste, I mean, as food.

Also, the importance given to the ear in the story is very interesting. The ear looks like a fetus. It is a well-known symbol for man. In Chinese acupuncture, the human ear is said to contain all the organs of the body. When the alien tastes the ear, it is our entire species which is being tested.



IS MAN GOOD?

A UNIVERSAL GEOGRAPHIC PRESENTATION
ACTION! MYSTERY! ONE OF THE MEMBERS OF THE TERRAN SURVEY TEAM TO VUNE HAS GOTTEN LOST. ALONE IN THE ETERNAL MISTS, HE IS BEING HUNTED BY THE MONSTROUS NATIVES OF THIS FAR-OFF PLANET...

