

THE GARDENS OF

AEDENA

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with special thanks to Jean Annestay, Salvador Soldevila, Isabelle Morin, Yvan Delporte & Edward Magalong



MOEBIUS 5
THE GARDENS
OF AEDENA

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

MOEBIUS 5

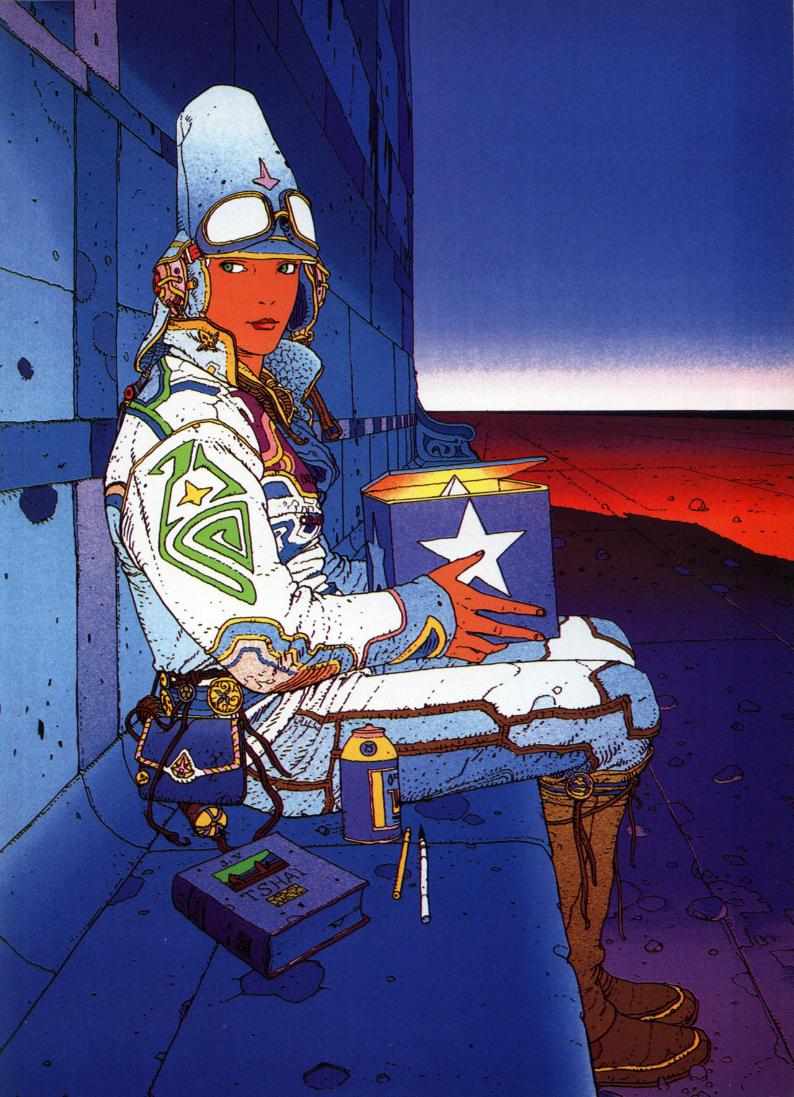
THE GARDENS OF AEDENA
OTHER MOEBIUS GRAPHIC NOVELS

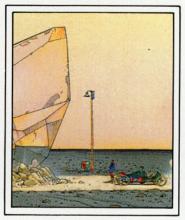
MOEBIUS 6

PHARAGONESIA & OTHER STRANGE STORIES

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THE ROAD TO AEDENA

The Gardens of Aedena, a sequel to Upon A Star, our first volume,

marks a transition in Moebius' career.

The story is itself an example of a transition. It shows a progressive and graceful evolution from the somewhat innocent, "clear line" style of **Upon a Star** in the first twenty to thirty pages, to a more detailed look, better adapted to its darker ending.

Then, as Moebius explains in his afterword, **The Gardens of Aedena** is also the departure point from which a series of inter-related stories will spring, linking up with earlier works, such as **The Airtight Garage**, to form the basis of a consistent Moebius universe. This saga is planned to encompass several multi-book cycles, and millions of years in the History of the Moebius multiverse. And it all begins here...

And what better symbol for this conceptual transition, than the not-so-obvious return of Major Grubert as the enigmatic Master Burg! Continuity buffs will also enjoy the painting on the wall of Page 40, which portrays the Airtight Garage itself, or rather its ancestor, the asteroid Flower, as it appeared in **The Horny Goof**.

The Gardens of Aedena is a bridge between Moebius' past and Moebius' future in more ways than one. Hit Man, for instance, an earlier story, very different both in style and content, turns out to have more than a passing connection with the themes of The Aedena Cycle. And so does The Unfaithful Body, a more recent, amusing fantastic voyage. Obviously, the themes that Moebius is now developing were seminally present in his work years ago.

Last, and perhaps not least, this is the first time that one of Moebius' stories is published first in English. Indeed, **The Gardens of Aedena** has not yet appeared in France, under any form. If you consider that the story was drawn in part in Japan, it may very well be Moebius' first, truly international piece of work.

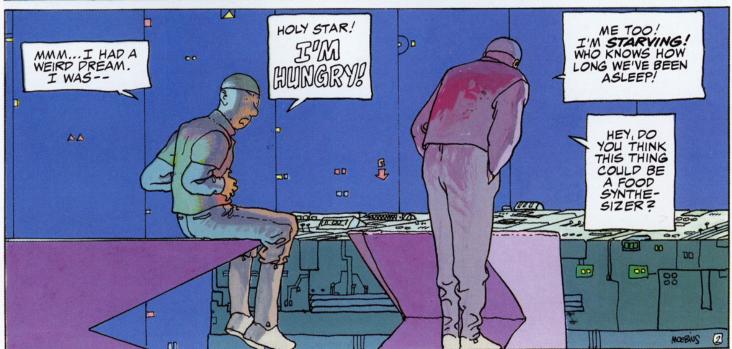
A milestone on the road to Aedena.

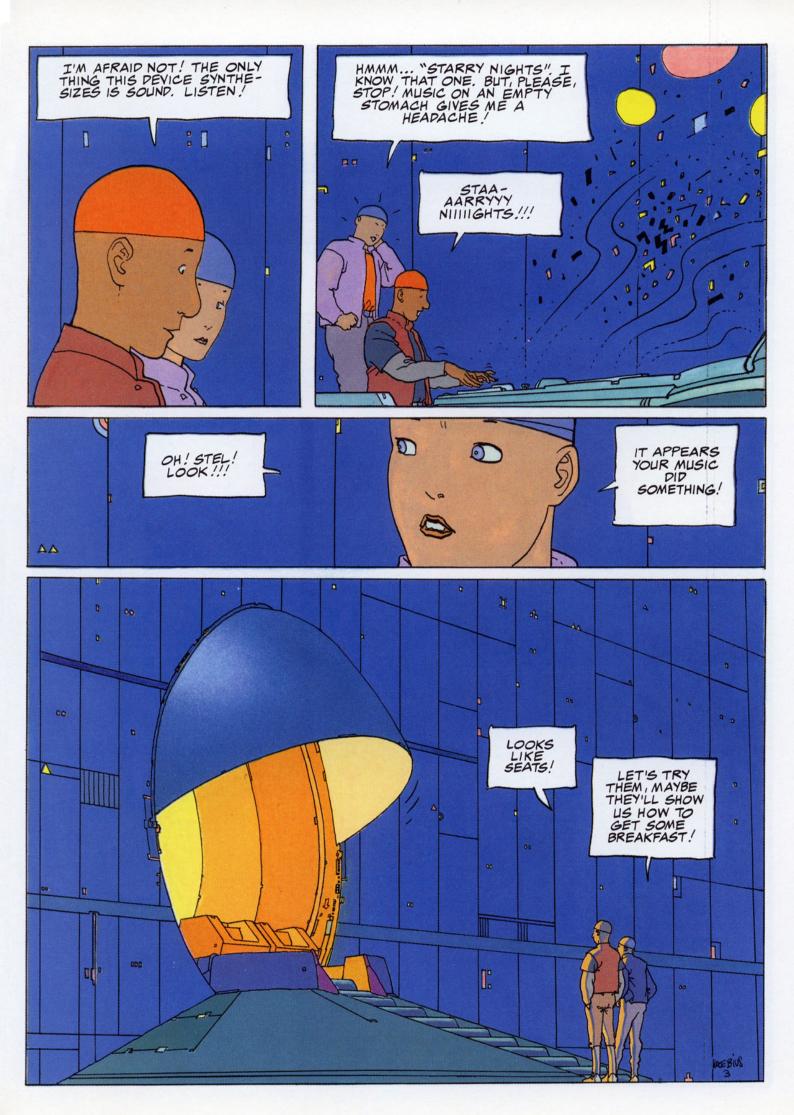
Jean-Mar a Rundy Lofficien

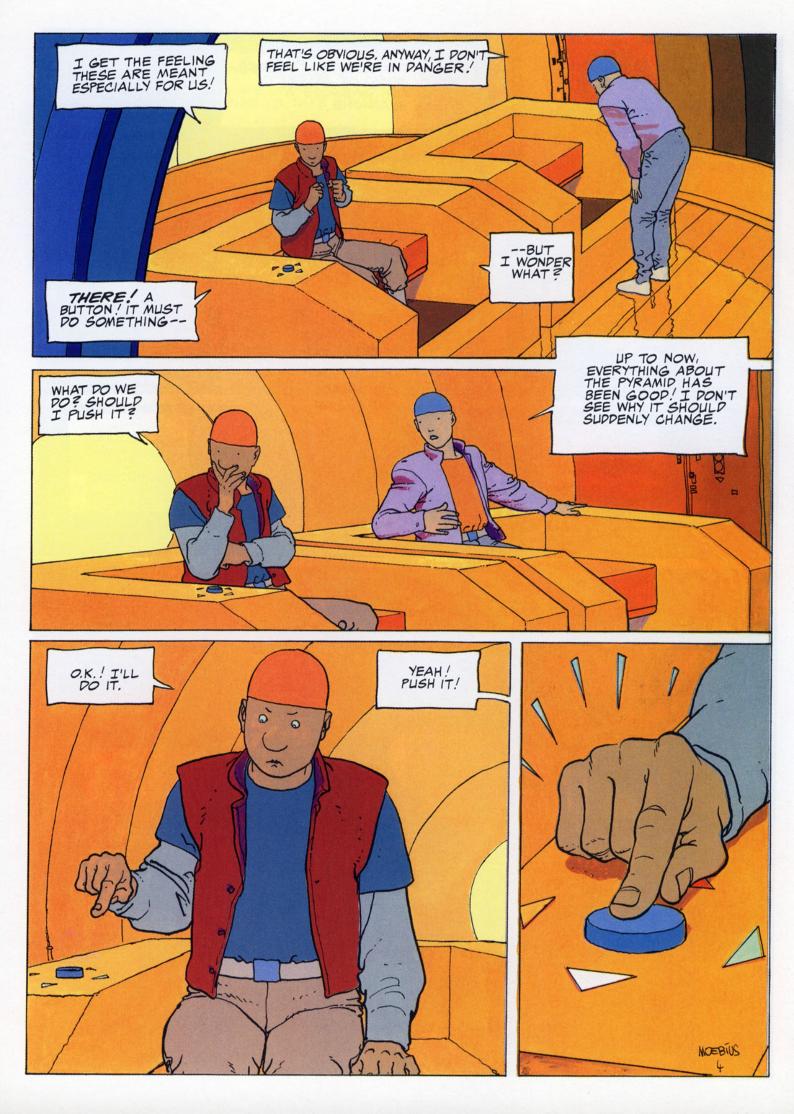
Investigating the enigmatic disappearance of the crew of a space station, stel and atan crash land on a strange and apparently deserted world, which they dub "pool ball" because of its a smooth and perfectly spherical shape. Eventually, they discover an incredible assembly of beings representing a sample of all the intelligent lifeforms in the galaxy. These people appear to have been gathered by a mysterious pyramid, which has preserved them in a state of immortality for over seven hundred thousand years. Stel then discovers that he is, in fact, the pilot that the pyramidas sentient starship—has been awaiting for a millenia. Carrying the entire population of "pool ball" within itself, the pyramidat last takes off towards its mythical destination: AEDENA, the legendary paradise planet. OD PD II: NOESUR ()

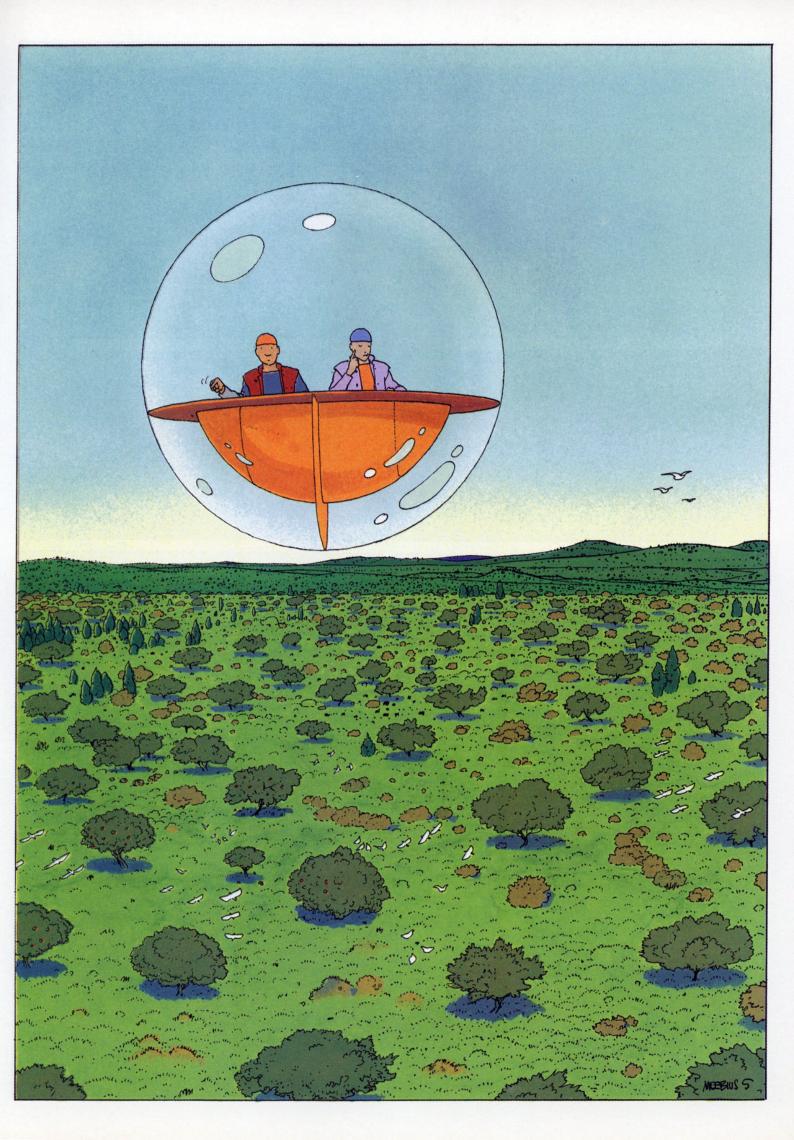


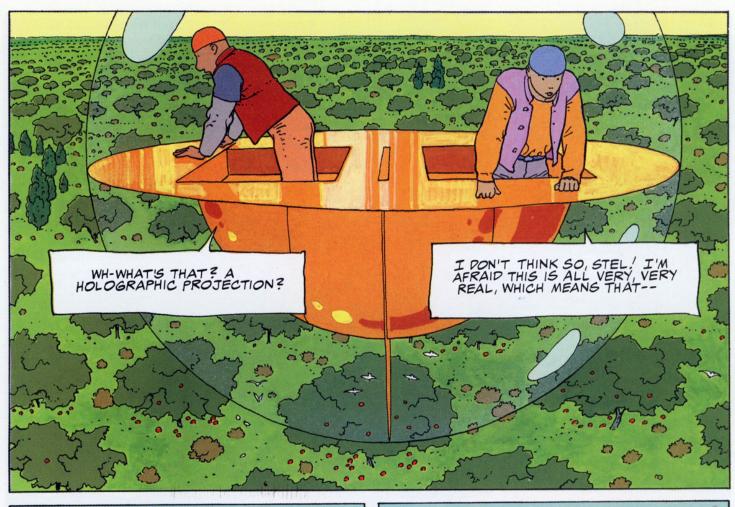


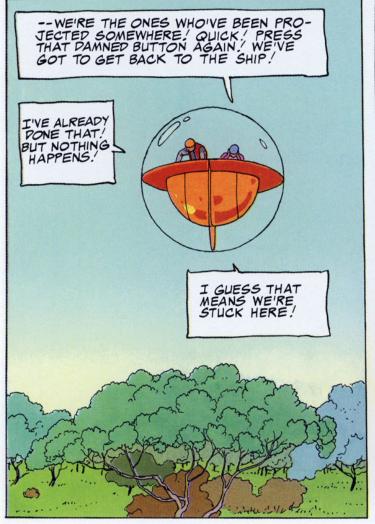




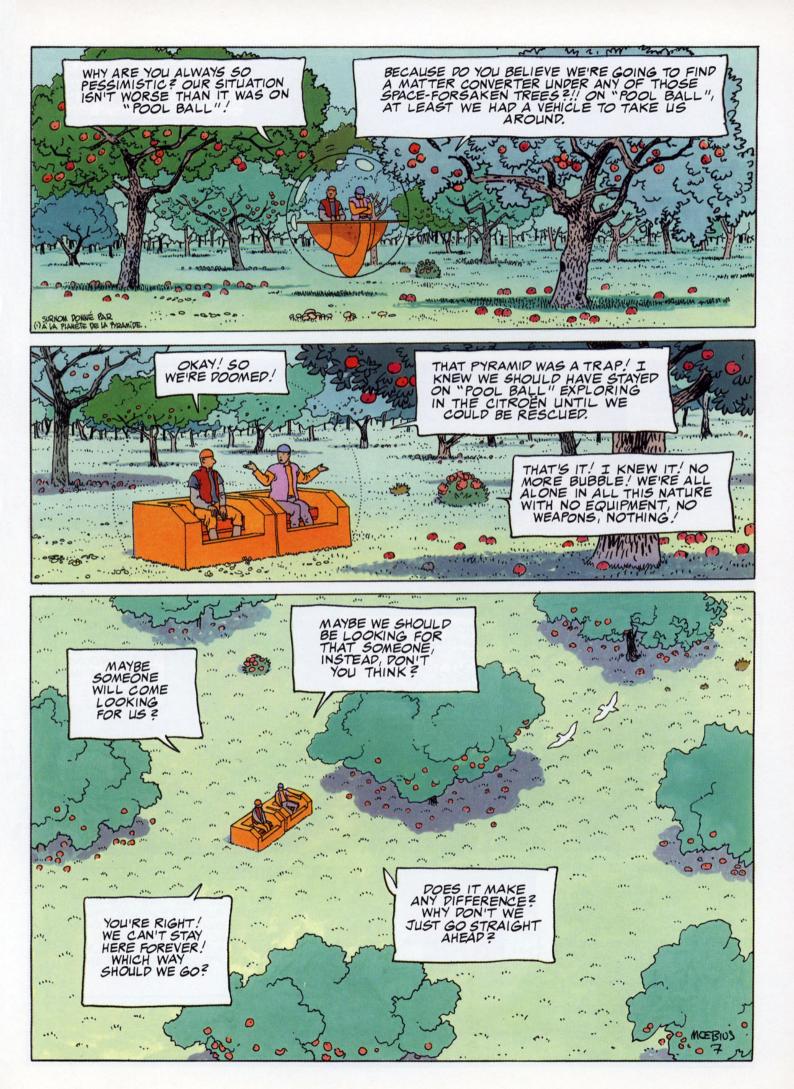


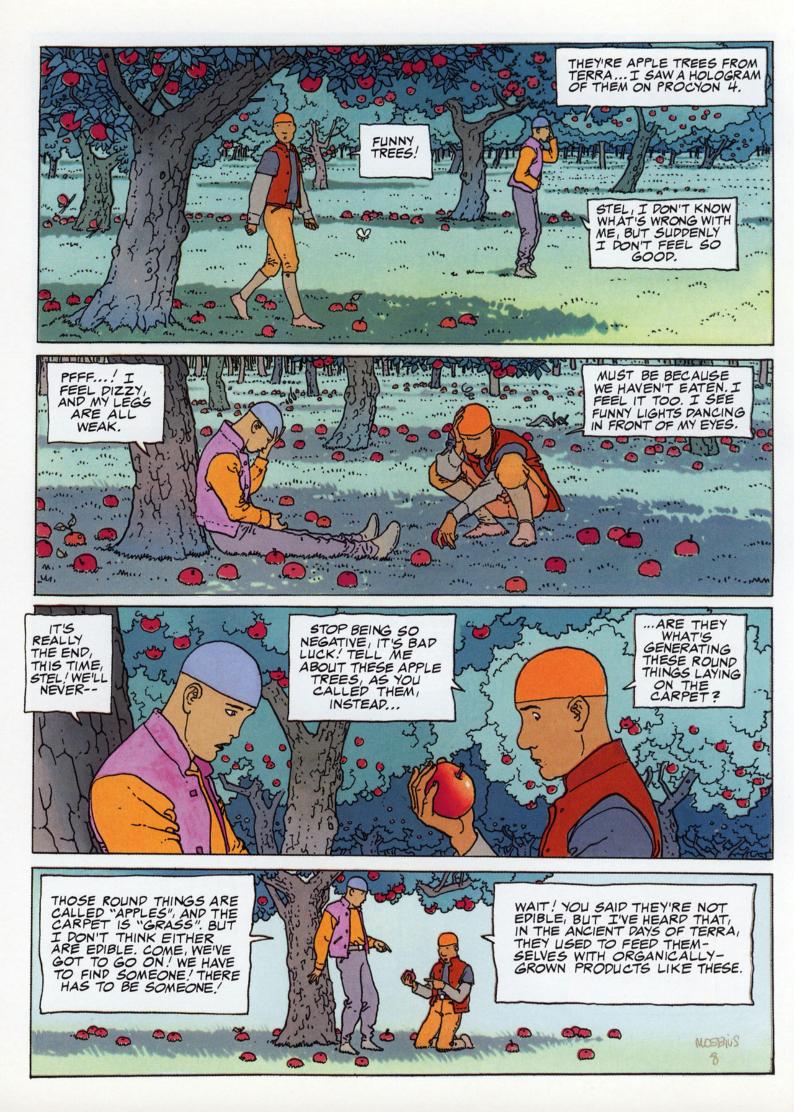




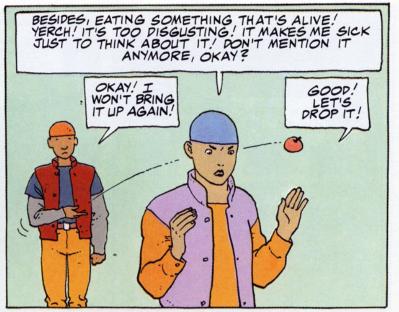


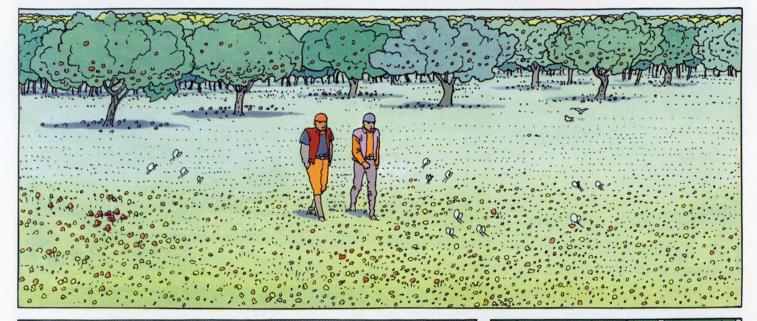






OF COURSE! THOSE POOR PRIMITIVES
PIDN'T HAVE MATTER CONVERTERS LIKE WE
DO. BUT THAT WAS OVER FOUR THOUSAND
YEARS AGO, STEL! WE COULDN'T ASSIMILATE SUCH TYPES OF FOOD NOW.







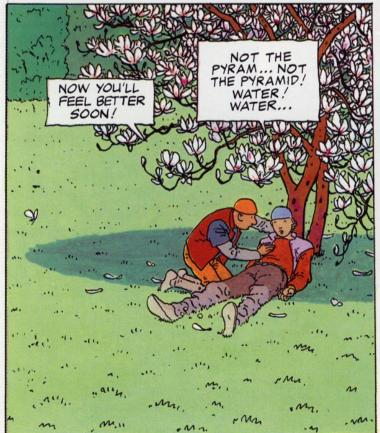


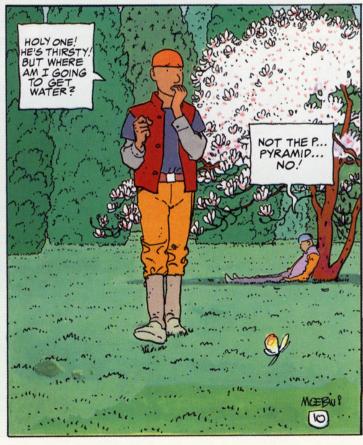


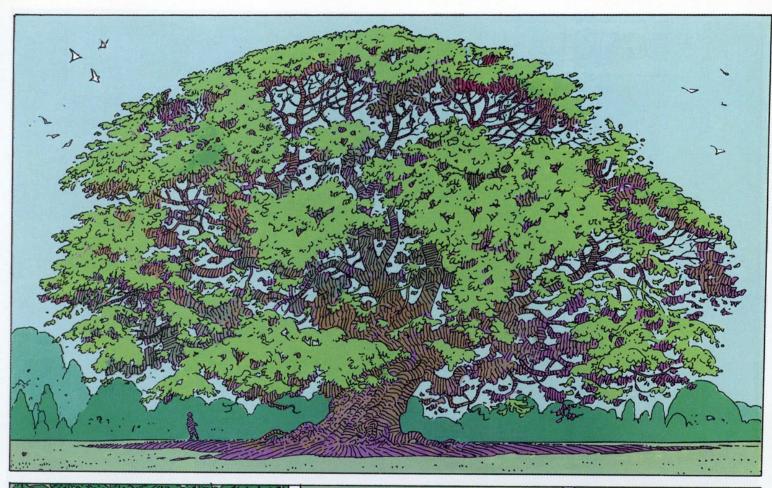


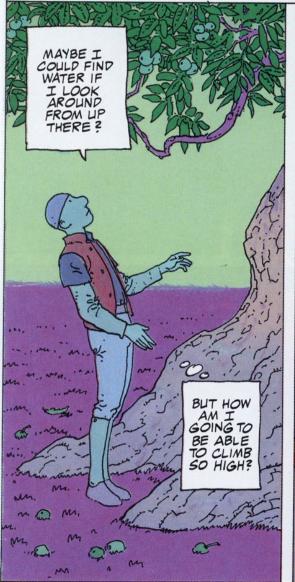


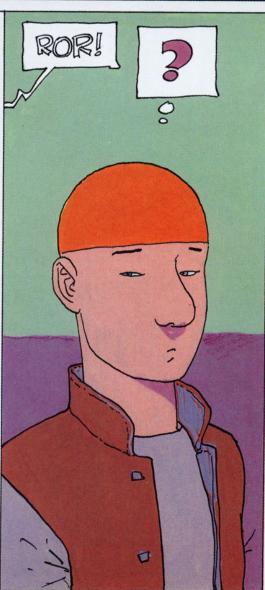


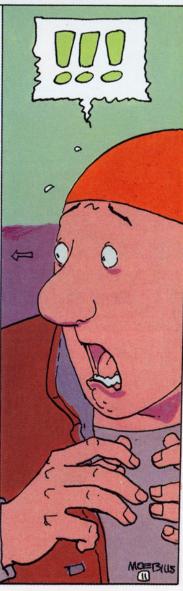
















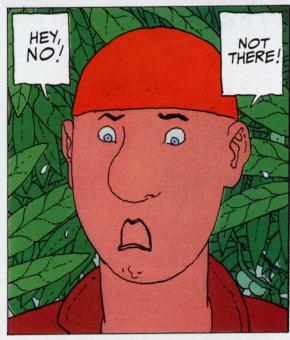




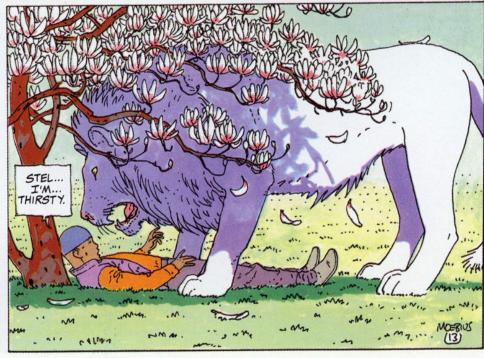














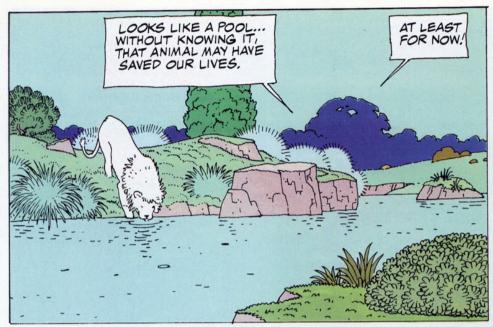














SO, IF WE GO ALONG WITH IT, THERE'S NOTHING TO BE AFRAID OF. IF WE'RE HUNGRY, THERE HAS TO BE FOOD SOMEWHERE, AND THE SAME GOES FOR BEING THIRSTY.



WELL, I SAY FORGET THE RULE!

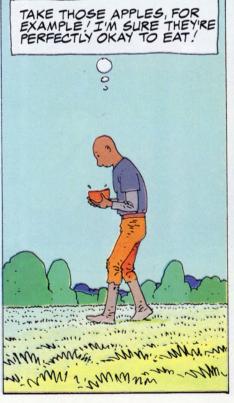
WELL, I SAY FORGET THE RULE!

WATER!

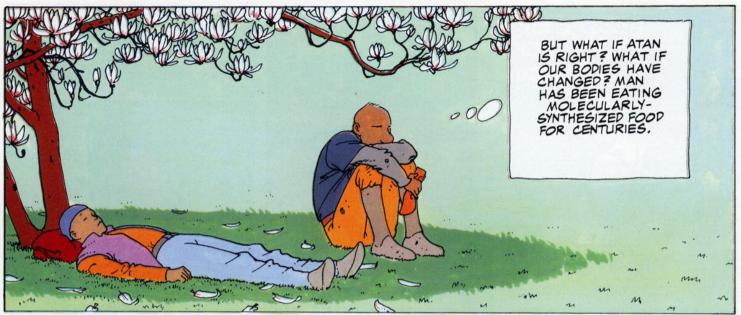
WATER!

IF WE WANT TO SURVIVE,
WE'LL HAVE TO DECONDITION
OURSELVES TO ALL THOSE
PARANOID FEARS!





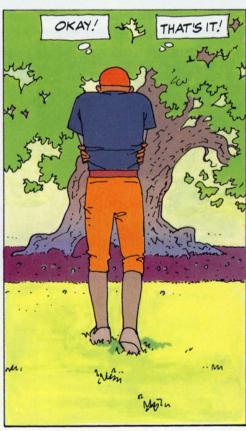




























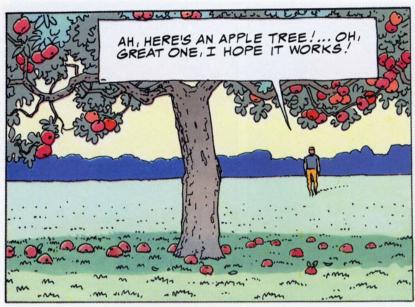


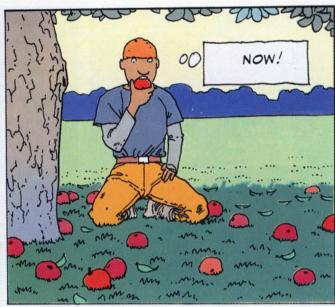
SURE... WHY NOT? LIKE ALL THEORIES, IT HAS TO BE TESTED.

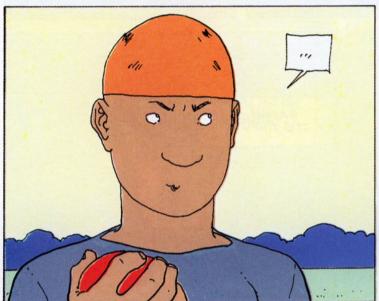


THOSE APPLES MAY EVEN BE THE SOLU-TION! THEY LOOKED FINE TO ME... AND THEY EVEN SMELLED GOOD...









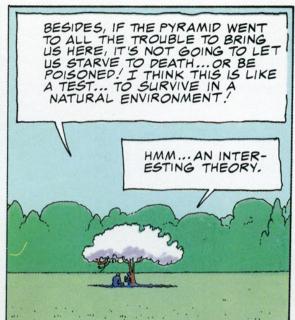




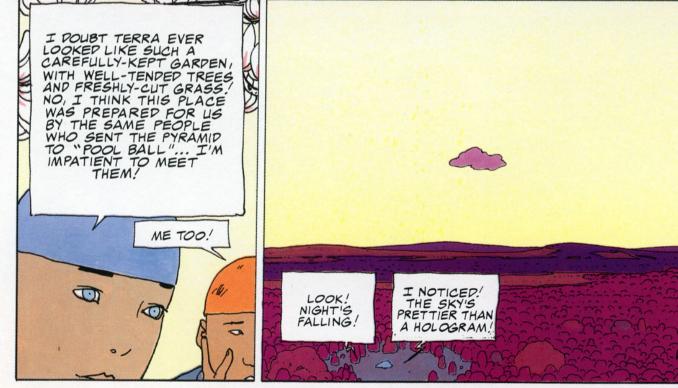










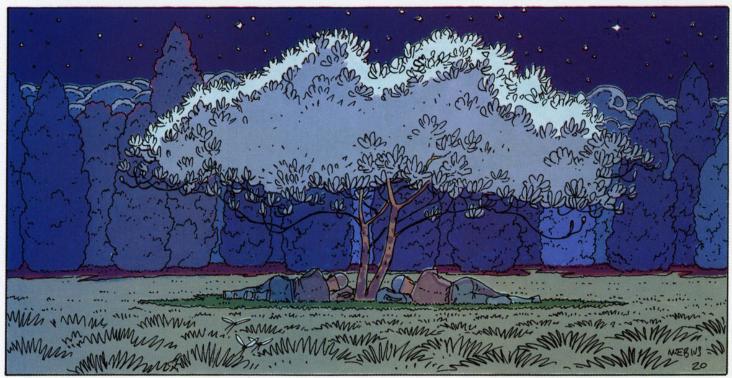












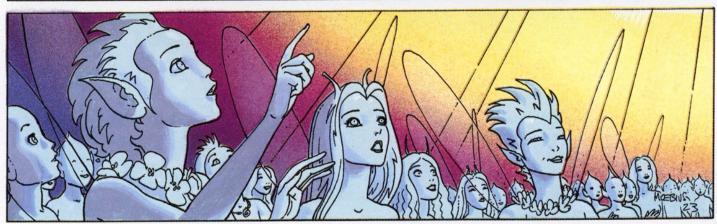


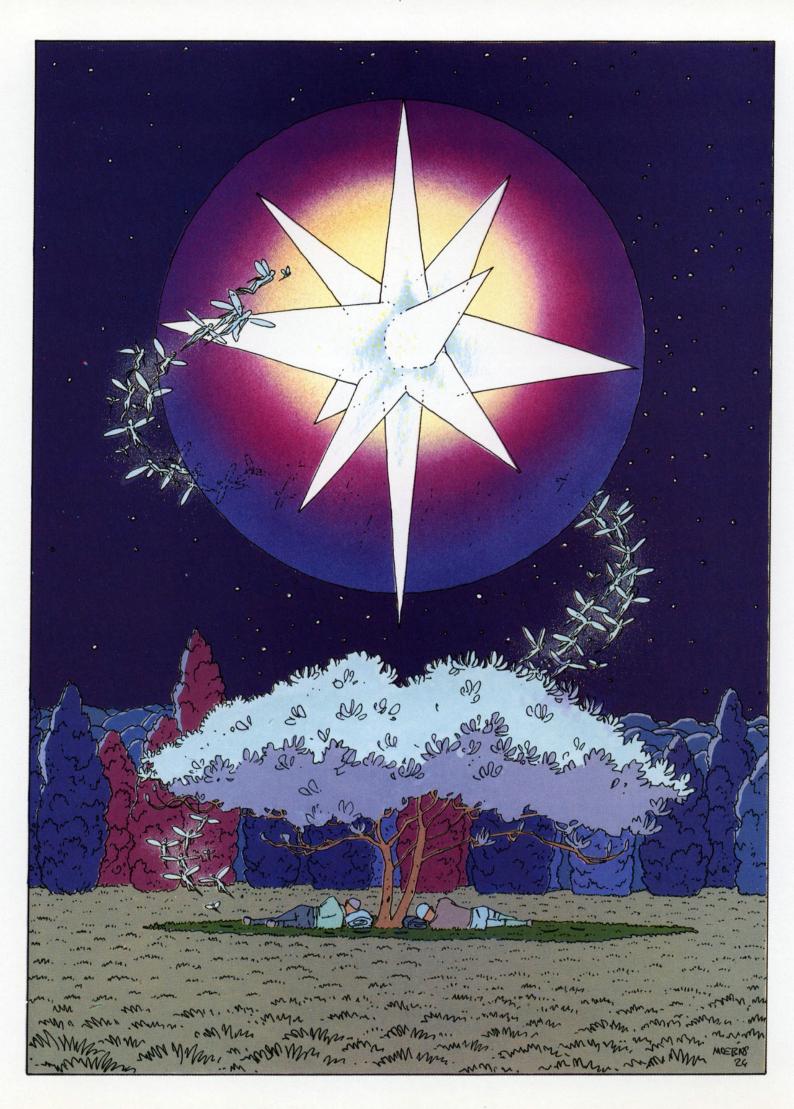


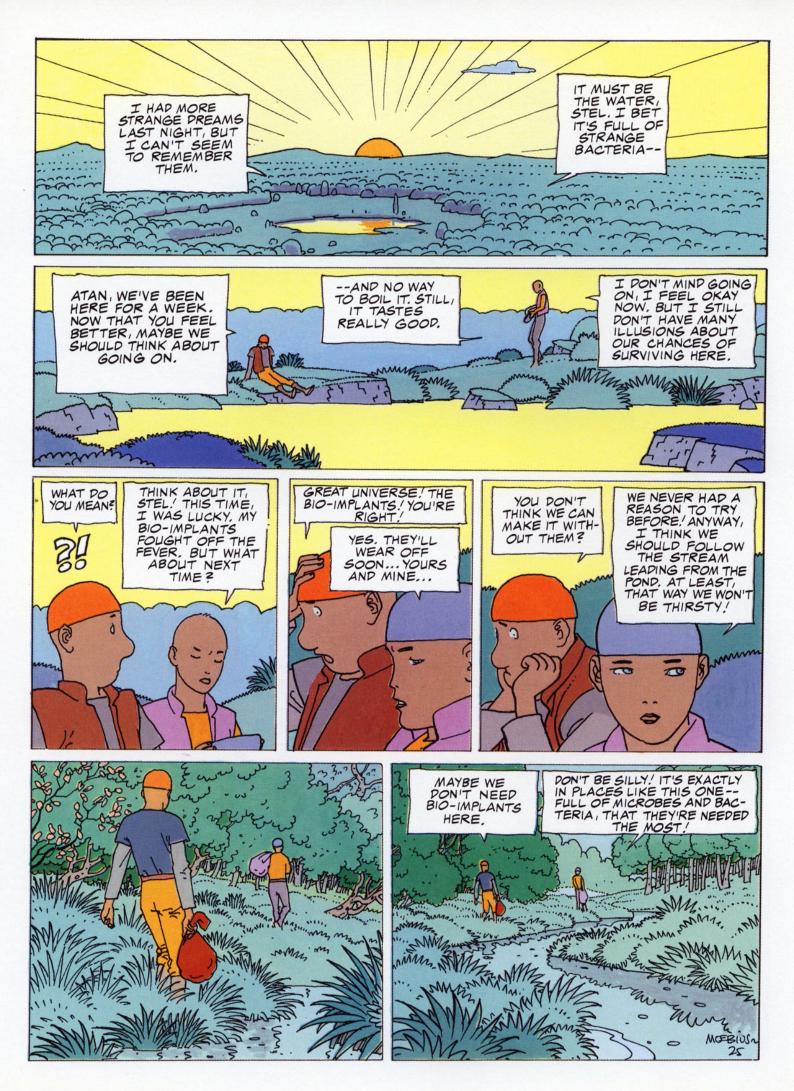










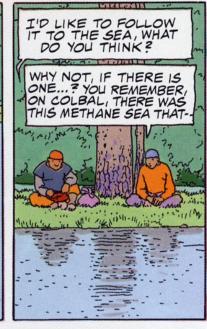


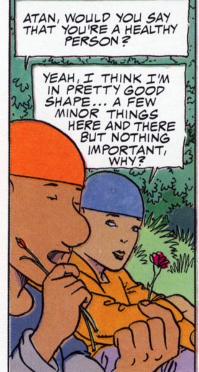






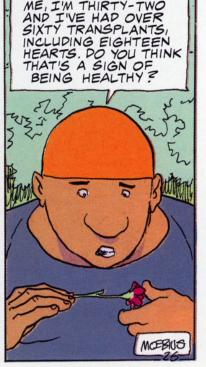




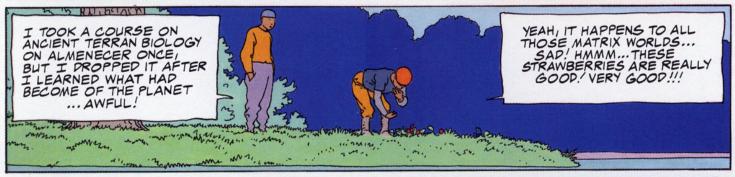


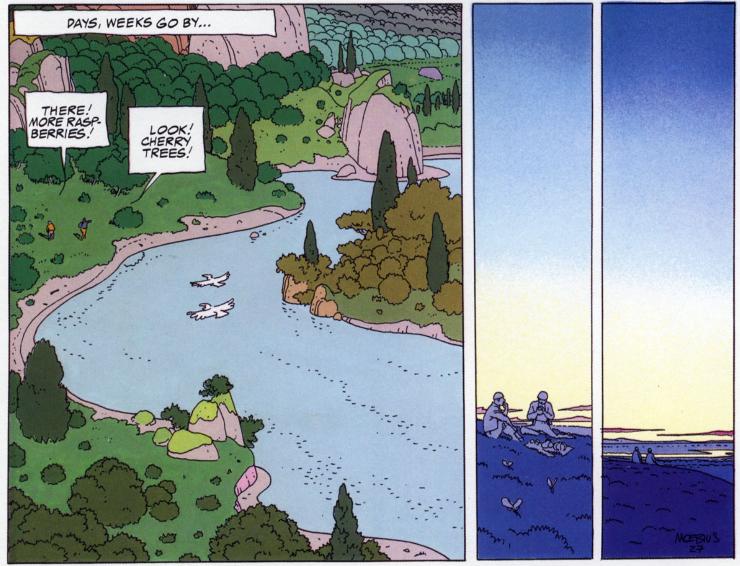


HMMM ... I'M

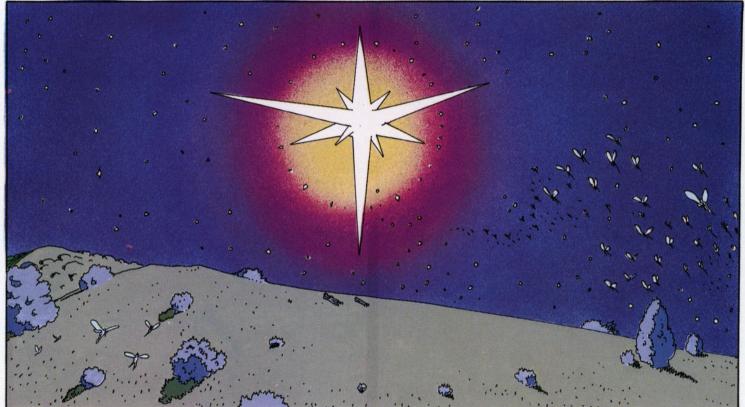


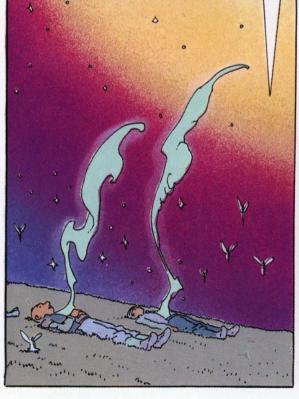


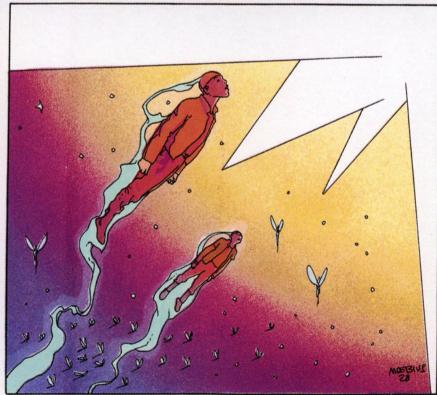






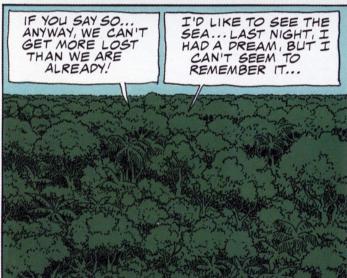








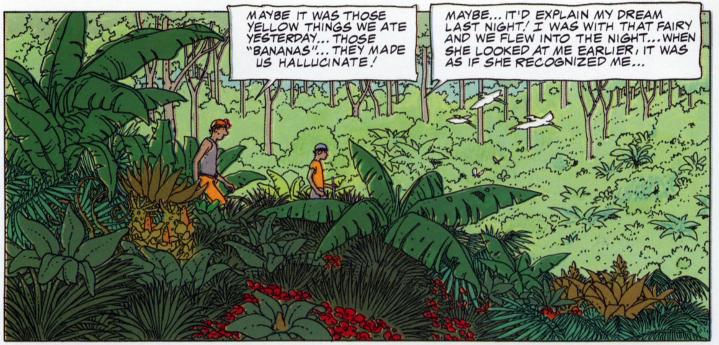
















WHAT'S GOT INTO ME IS
THAT I'M FED UP WITH THIS
PLACE! NOT ONLY ARE WE
POOMED TO WANDER FOREVER BUT, ON TOP OF IT,
WE'RE BEGINNING TO LOSE
OUR MINDS! I
CAN'T STAND
IT!
BUT, ATAN,
WE'RE NOT



OKAY, SO WE SEE
FAIRIES ONCE IN A
WHILE... BUT THAT'S
NO REASON TO
PANIC! LOOK, WE'RE
ALIVE AND IN BETTER
SHAPE THAN WE'VE
EVER BEEN!

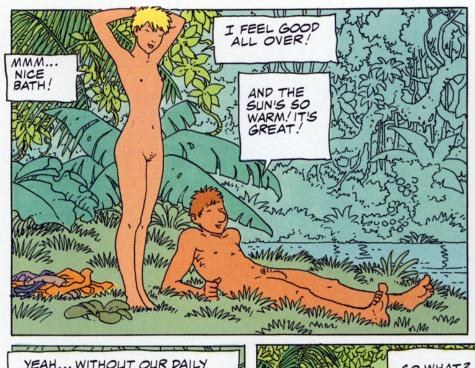


THIS FOREST IS BEAUTIFUL!
IT'S FULL OF GOOD FRUITS
AND THERE'S NO PANGER...
WHY PON'T WE JUST LEARN
TO ENJOY OUR NEW,
SIMPLER LIFE?

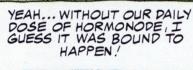








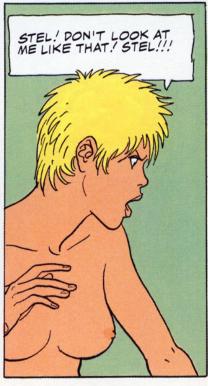




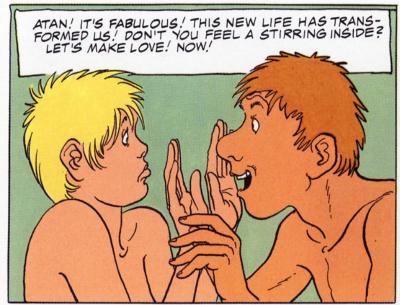
































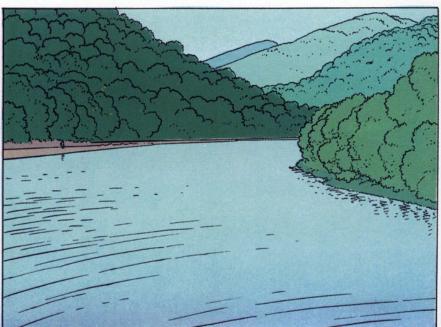










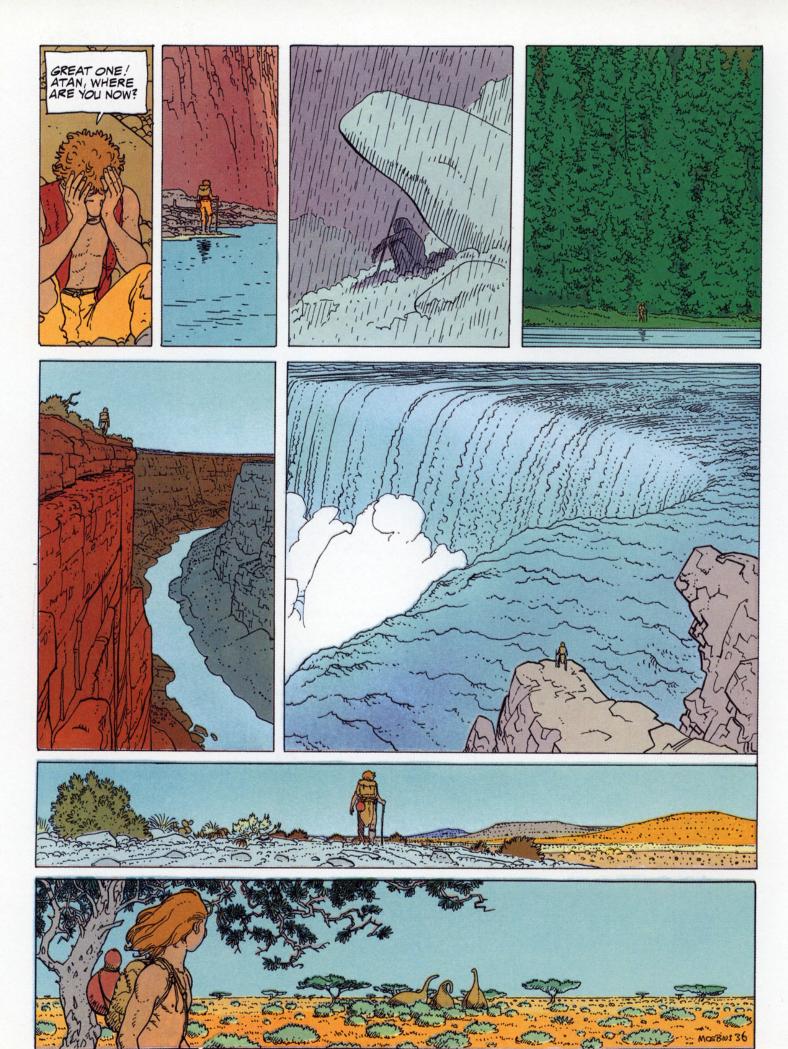








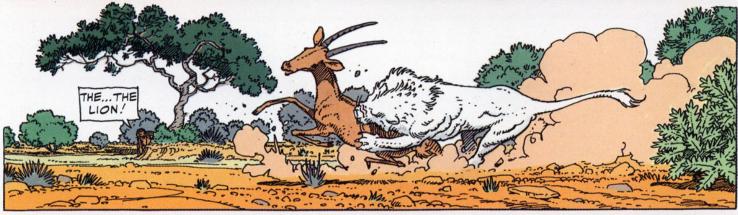












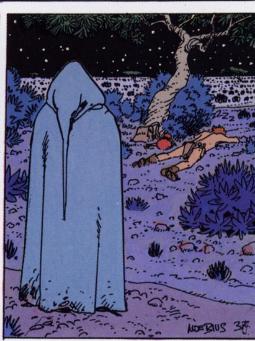
































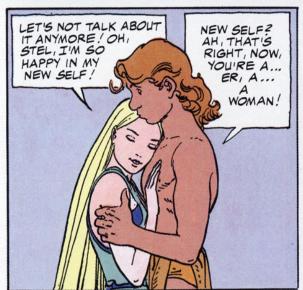




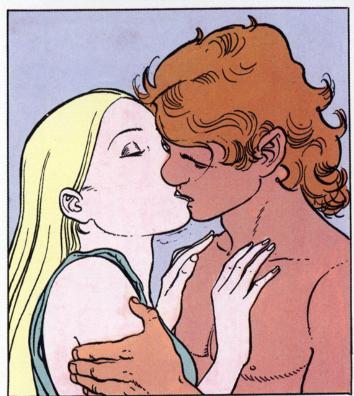
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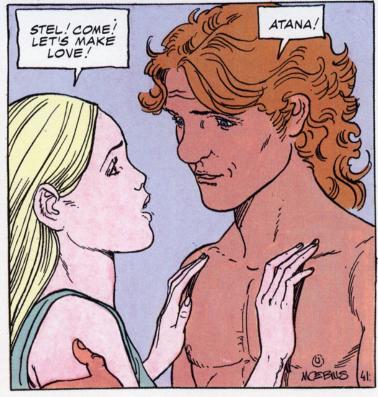




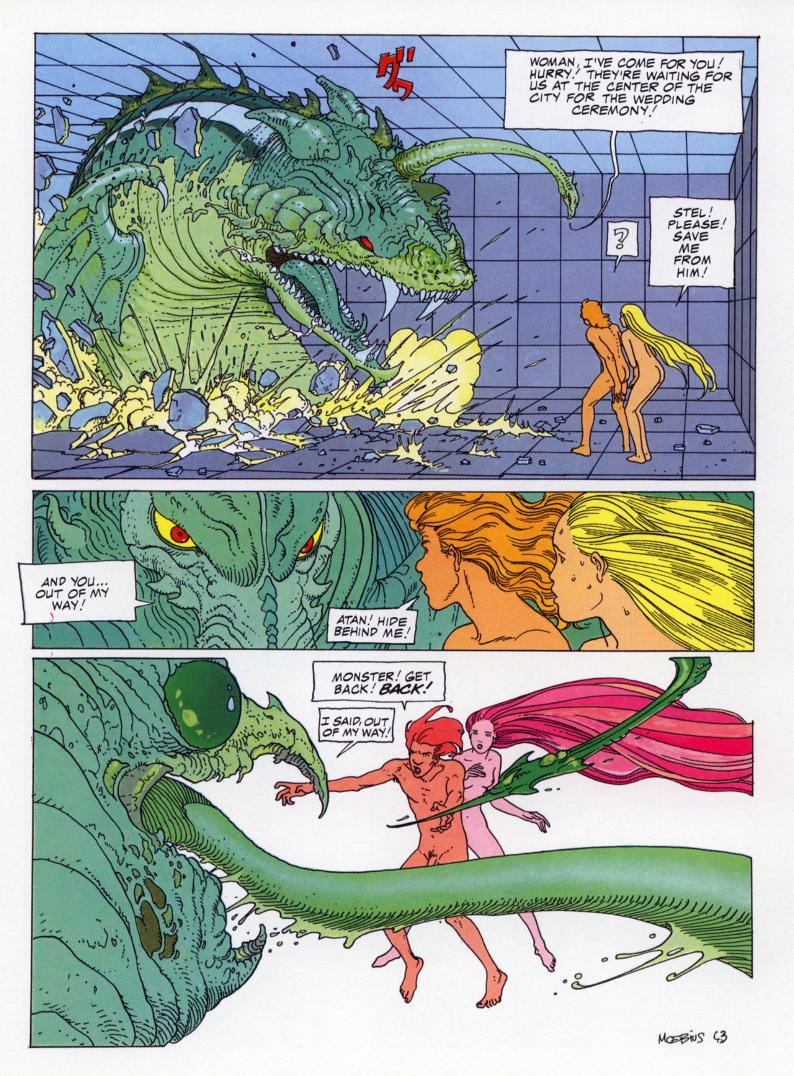










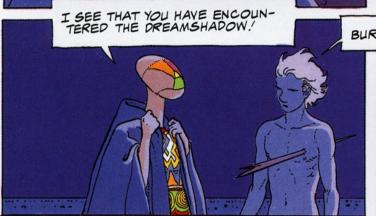


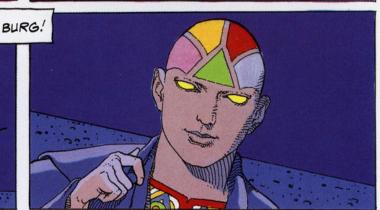




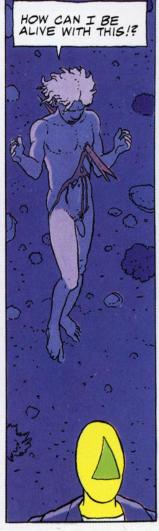


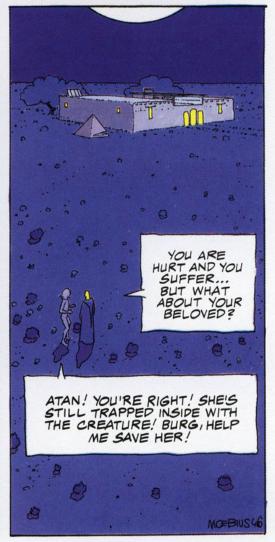


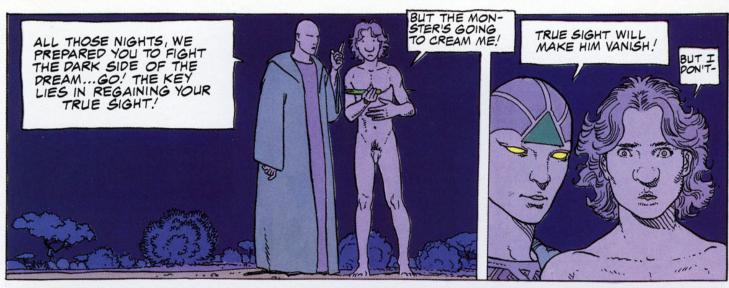




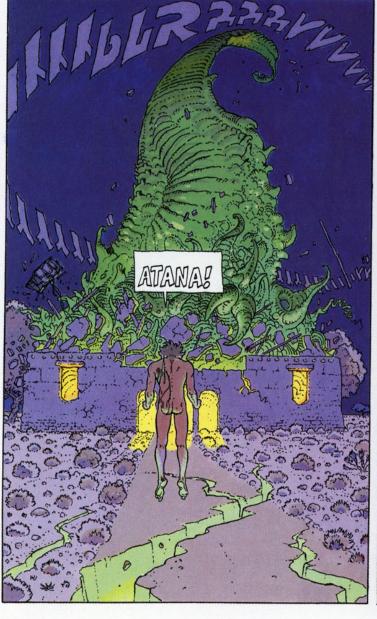




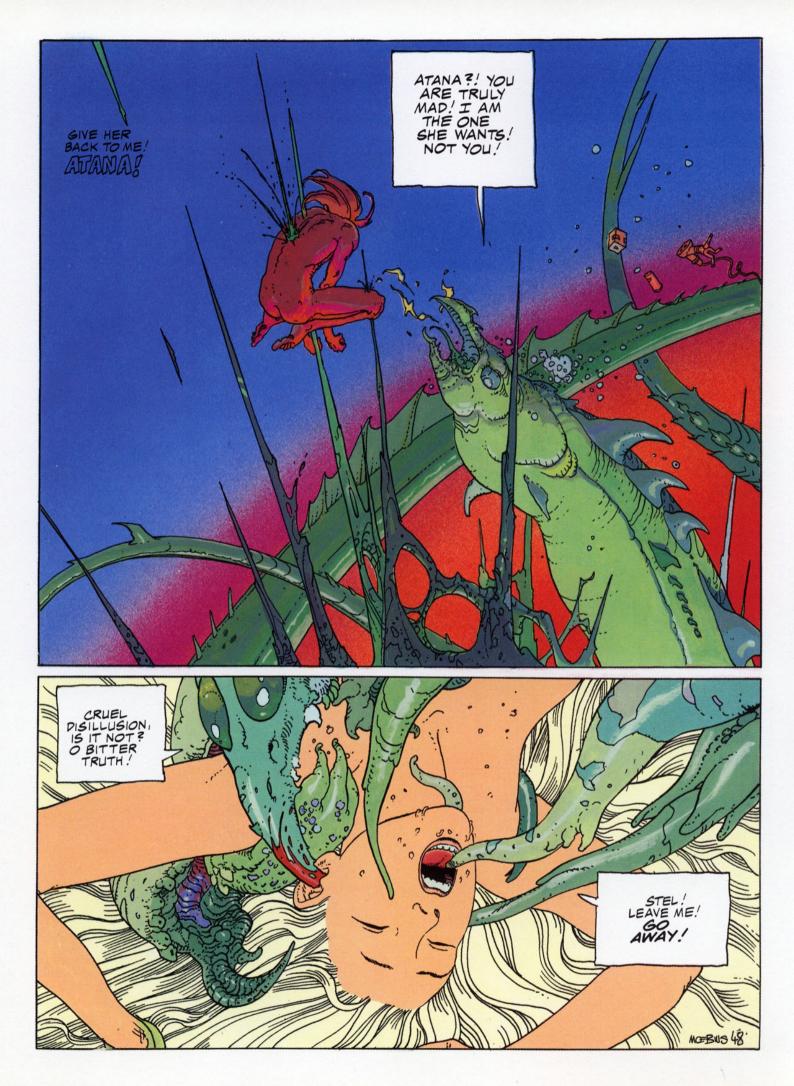




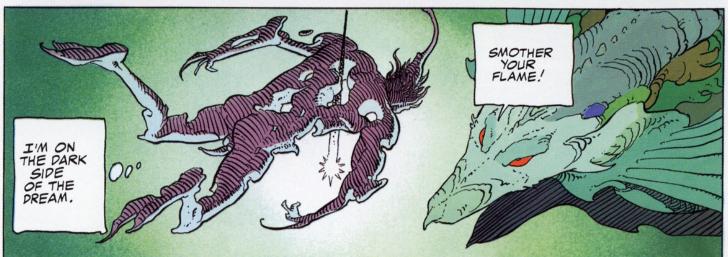




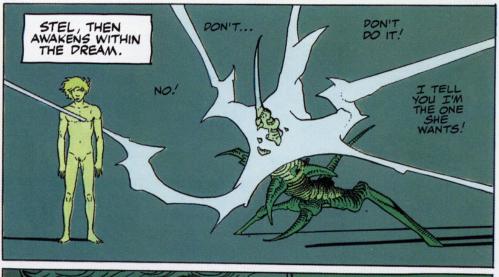




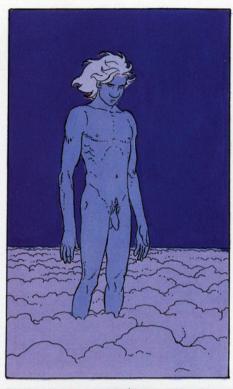


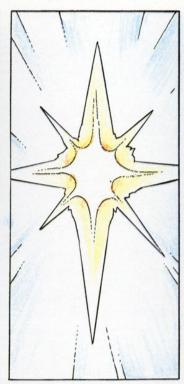


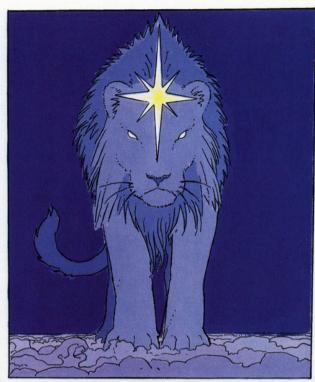










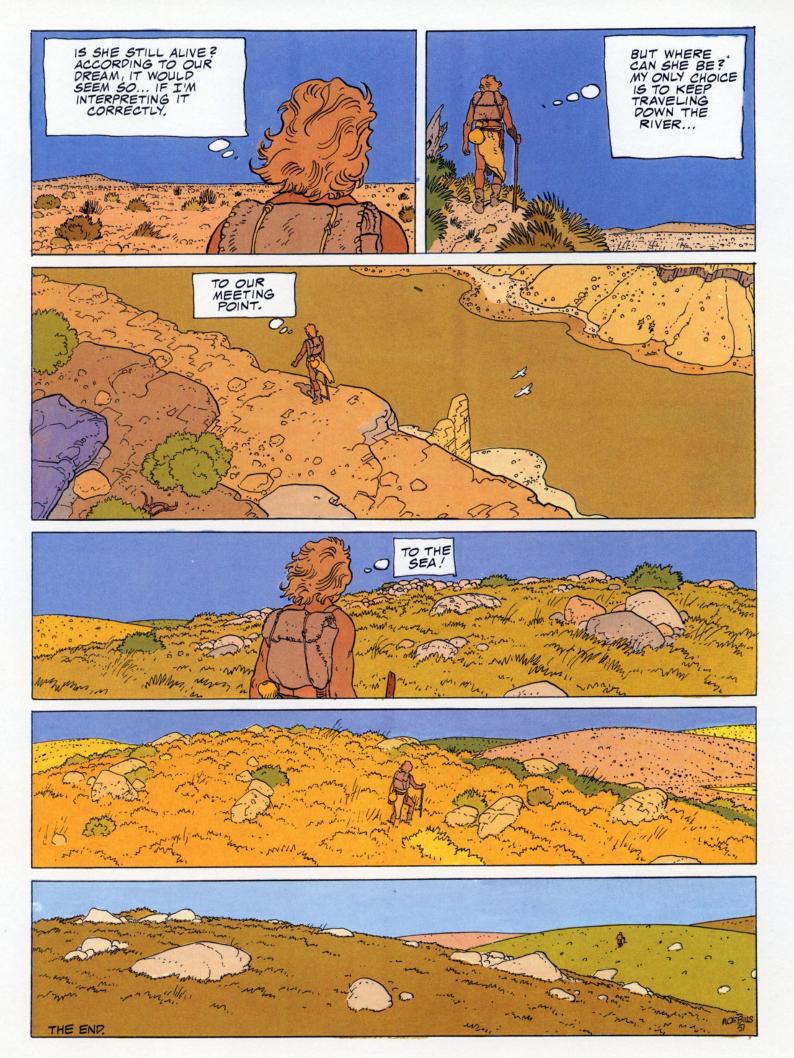














fter finishing **Upon A Star**, I kind of forgot about it and went on to other projects. I moved to Tahiti, then to Los Angeles. Then, in 1984, I found myself in Tokyo, where I had been sent by TMS Entertainment, Inc, a Japanese animation studio, to work on designs for a full-length feature based on Winsor McCay's creation, **Little Nemo in Slumberland**.

At that time, I had just entered a new phase in my life, when I had suddenly decided to change and improve the way in which I was dealing with food. It was an area I had been working on for many years. For instance, I already was a vegetarian, but when you start to work on refining your own nutrition, it always turns into a lifetime's work. First, you start with some general theories, which you refine further and further to take into account the specifics of your own case, your own needs and your own limitations. During that time, there are also new discoveries being made, that force you to adjust your work. So, this kind of thing really becomes a sort of permanent evolution that goes on for years and years.

In any event, as I was becoming frustrated with the limits of being a vegetarian, I discovered the work of Guy-Claude Burger, a Swiss researcher in the field of nutritional instincts. Very quickly, I became extremely enthusiastic about this new approach.

I was, therefore, in the midst of a personal reevaluation when I had to go to Tokyo. Then, a third factor intervened. **Upon A Star** had just been rereleased in France, no longer as a limited edition, promotional book, but as a regular "album" for the general public. So, I was literally embarking upon a new adventure, both physically and spiritually, when suddenly, by rereading the story, I discovered that I had finished it in a very open-ended fashion. I realized that, quite unconsciously, I had in fact asked myself a riddle.

In my mind, I then made an immediate correlation between the questions asked at the end of **Upon A Star** and Guy-Claude Burger's instincto-nutrition. Burger's theories in a way relied on the concept of the semi-mythical original Garden of Eden. And there I was, sending my characters to a mythical planet named Aedena!

At the time, I was in an environment that was creatively extremely favorable. First, I was feeling the kind of inner exaltation that you often experience when you embark on a new project. Second, when you're in a foreign country for the first time, your creativity is always boosted, you could say, virginized. Then, I was in an ideal physical situation well-known to creators, that of the hotel room. It was a very comfortable hotel room, with a beautiful view of Tokyo. I even had a drawing table which, at my request, the hotel had installed for me.

As I said, I was there to contribute designs for **Nemo**, but I had told them that I could not very well begin until the script was ready. As it turned out, it was not, and every day, we spent a couple of hours working on it with other people. That meant that I was free for the rest of the day. I did not do much tourism, because I really wanted to work on **The Gardens of Aedena**.

I spent a month in Tokyo, and I drew the first twenty-five pages of **The Gardens.** In it, I tried to show the dangers of the conditioning created by an artificial food supply, when confronted with the problem of survival in a natural milieu. I pictured all the fears and obstacles that prevent the rediscovery of the natural functions. I also wanted to show the mutations that begin to appear when you switch from artificial food to natural food. Of course, in the story, it is all very simplified. In real life, it would very likely not happen that way. Some mental barriers are just indestructible. But it happens that way here because my characters are heroes. To me, it means that they're not perfect beings, but are susceptible to improvement.

When I came back to Los Angeles, I had to lay aside these twenty-five pages to work on **The End of the Trail**, a new **Blueberry** adventure. It afforded me the opportunity of a pause and, after I had finished the **Blueberry** story, I went back to the twenty-five pages of **The Gardens** and reread them. I made some changes. For instance, I redrew the first page. I also changed Page 21 from a single-panel page to a two-panel page. Lastly, I began to rework the script, which I had originally written in the plane on my way to Japan.

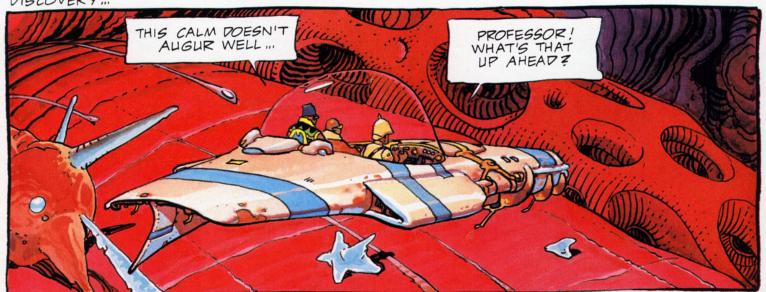
I decided to take the original ending, which was very compact, and develop it into what will eventually be the third book in **The Aedena Cycle**, entitled **The Goddess**. That change, in turn, gave me more room to develop the character of Stel, especially his sexual awakening, his encounter with Master Burg and his dream, the meaning of which will become clear in the next book.

Master Burg, of course, is Major Grubert spelled backwards. Grubert is on Aedena for a very specific reason that will also become clear in another cycle of books devoted to his story, and on which I am working right now. The first in that series, entitled **The Otra**, is a direct sequel to **The Airtight Garage** and should be finished next summer.

The Cycle of the Major and The Aedena Cycle are really two interconnected works in the saga of the Moebius Universe. Right now, there are some questions to which I have answers, and others to which I do not—at least for the time being. But I will find them when I come to it.

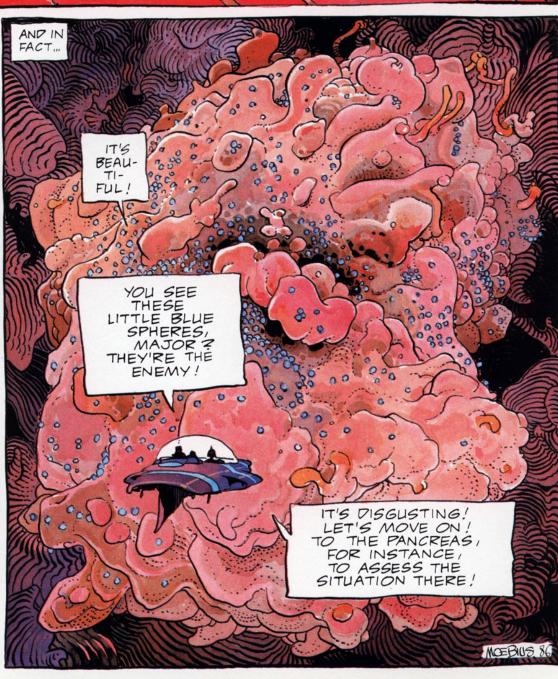
By embarking on this project I have purposefully given myself things to draw and to write that I know are beyond my current abilities. It is really very interesting, because it means that if I want to be able to complete this saga, I will have to better myself, to work hard and, ultimately, to grow.

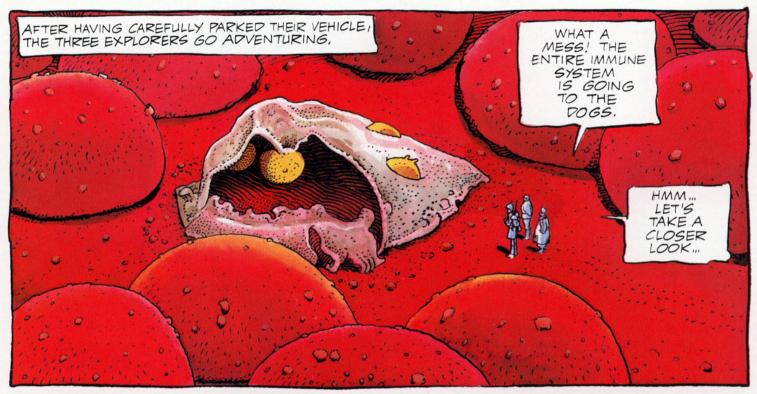
JOURNEY TO THE CENTER OF AN UNFAITHFUL BODY BY MOEBIUS
THE MILITANT MAJOR IS EXPLORING THE BEAUTIFUL BODY OF HIS BELOVED MALVINA. GUIDED
BY THE PROFESSOR, AND SECONDED BY HIS FAITHFUL "SECOND", HE MAKES A STARTLING DISCOVERY ...



I'LL BE FRIED! IT'S HELPERT CELL BEING ATTACKED BY THE AIDS VIRUS!

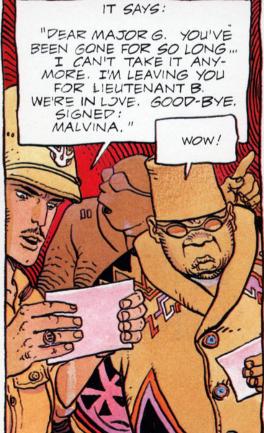
















THE UNFAITHFUL BODY

drew this story two years ago, at a time

when I was preoccupied by the concept of the relations between diseases and the human body. It is obviously something that comes up when one is as interested as I am in nutritional matters.

The problem of the graphic representation of the inside of the body is a fascinating one, especially if you go down to the level of molecules. Does it look like space? Is it bright? Very dark? I saw **Fantastic Voyage** and **Inner Space**, and I think that, from this standpoint, they are all pure fantasies, which really strikes me as the best way to handle this. You use some scientific documentation, of course, but the most intelligent way to go is to portray it in a symbolical and almost playful sort of way.

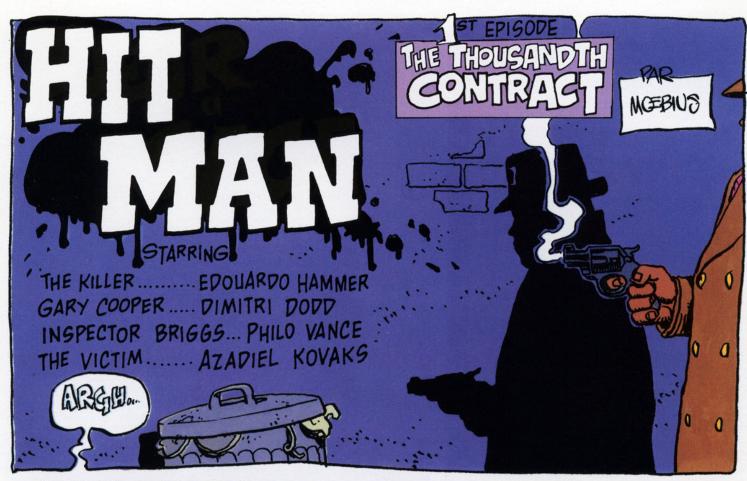
The Unfaithful Body is otherwise an amusing variation on a very serious idea. In the fourth, and yet untitled, book of **The Aedena Cycle**, the characters have to go down and explore the inside of one of our heroes' body. It is only there that they find the key to Aedena's secret. For me, **The Unfaithful Body** is a little like a prototype, a gag, but one with meaning.

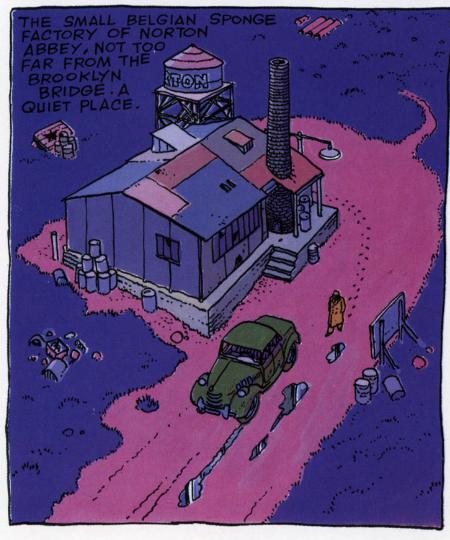
HIT MAN

I absolutely love this story which, to me, is the perfect example of total freedom, a story that makes fun of everything, and yet ends with a revelation. I love the speed and the humor of its dialogue. I wrote **Hit Man** deliberately in that style, very much as I had done with **The Airtight Garage,** with which it shares many similarities. It is a very entropic story, self-destructing at almost every page, and yet, by so doing, ever creating something new.

On the graphic level, it is an hommage to Tardi, one of the great French comic artists. In my opinion, one of his merits is to have freed the field of a certain tense formality by reintroducing a style that was very popular at the turn of the century, and which mixed freedom and artistic skill.

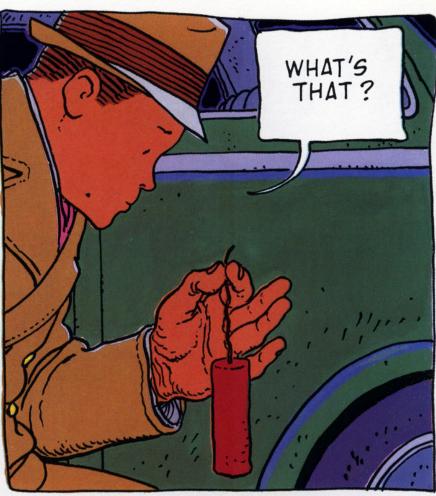
In a very strange and unexpected fashion, **Hit Man** anticipates **The Aedena Cycle.** There is the absurdity of the initial situation, the heroes trapped by their conditioning, following an initiatic path on which they discover magic and other dimensions, and which finally propels them on the shores of an Eden-like world, one without technology, and on which the same age-old questions have been replaced by new answers: love and freedom. In one word: Aedena.







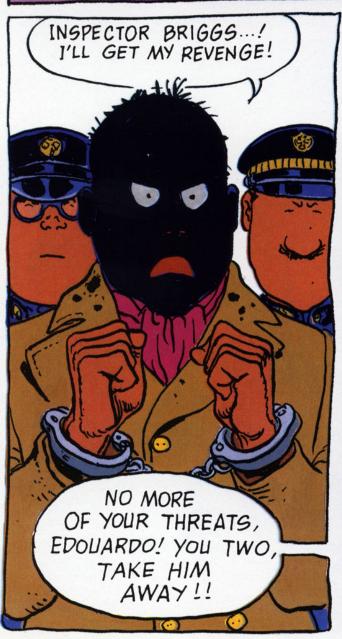




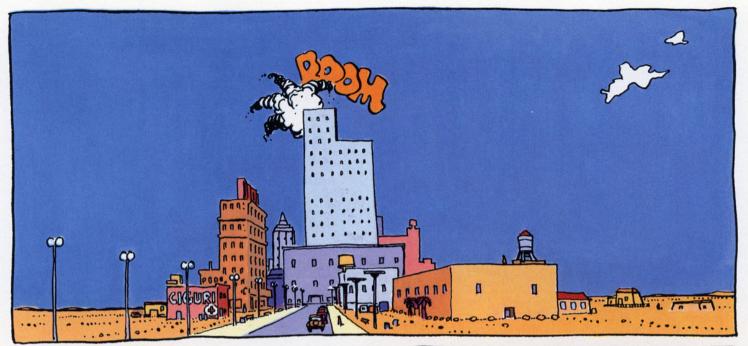




















A MOEBIUS + MARVEL PRODUCTION!

DECREASING BY SIZE ORDER

: ELIZABETH SCHWARZKCOFF ... JEAN-FRANCOIS ... KIAPP ... ALFONZO MORAVIA ... ALAIN STENDALL ... MARCELLO GOTLIB ...

GUILLAUME FRIDKINE ... JOSEPH ROBBE-GRILLET ... ALI GUITARE

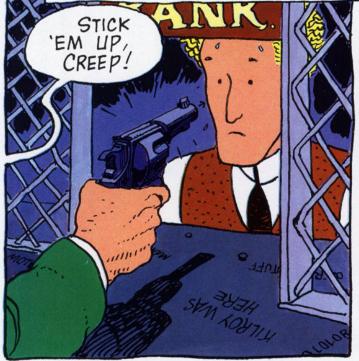


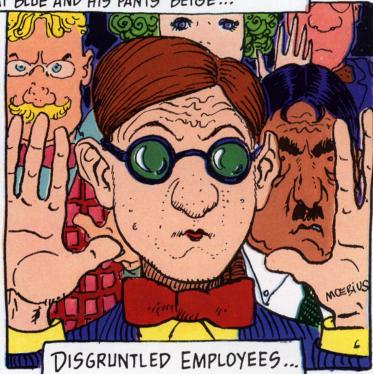


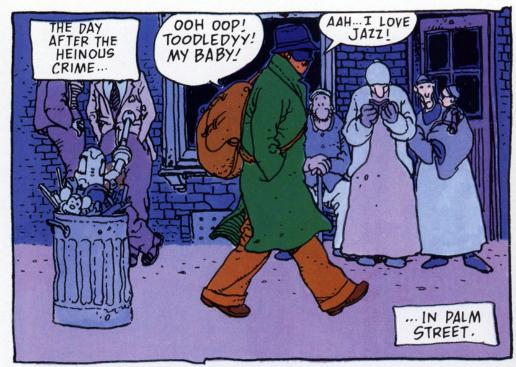




THIS STORY'S ANTI-HERO, TAKING ADVANTAGE OF AN INCIDENT, FURTIVELY STEPS INTO A SUMPTUOUS MONTANA BANK ... BECAUSE OF HIS MASK . HE THINKS HE WON'T BE IDENTIFIED... HIS COAT IS GREEN ... HIS HAT BLUE AND HIS PANTS BEIGE ...













GOOD QUESTION!
I KNOW I CAN
TRUST YOU WITH
THE TRUTH. TWO
YEARS AGO, IN
BOSTON, A
BIZARRE
MURDER
WAS
COMMITTED
IN MY
PRECINCT...

OUR INVESTIGATION
LED MY DEPUTY,
MORTON, AND ME
TO A CERTAIN OLD
MINE LOCATED IN
THE MOST DESERTED
CORNER
OF THE
FAMOUS
DEATH
VALLEY!

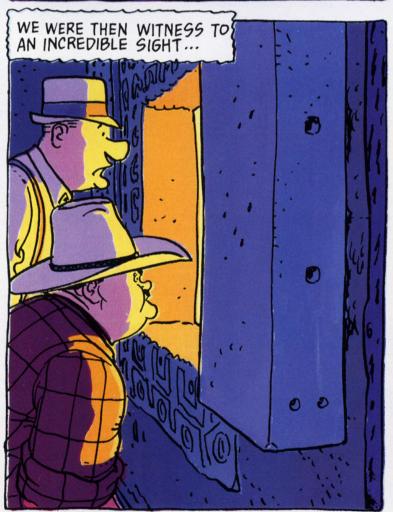


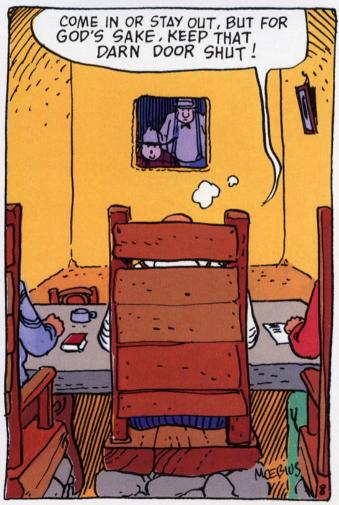
A STRANGE IDOL, PROBABLY
LATIN- AMERICAN IN ORIGIN, WAG
BLOCKING THE MAIN TUNNEL...WE
REALIZED WE WERE FACED WITH A
MYSTERY.

THEN, ACTING ON INTUITION, MORTON FIGURED OUT THE MECHANISM THAT CONTROLLED THE OPENING OF THE SECRET DOOR ...

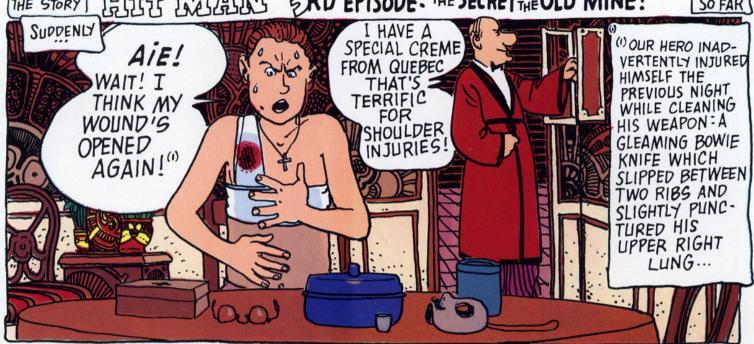


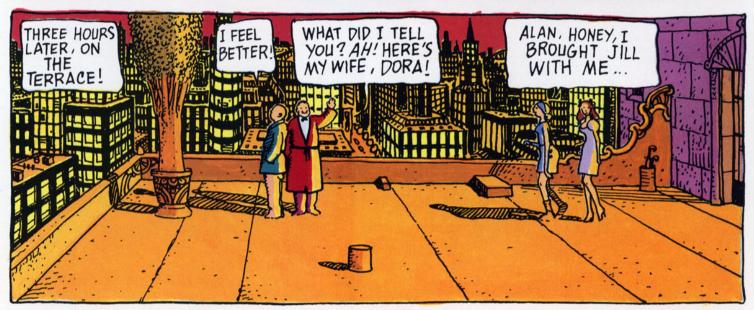


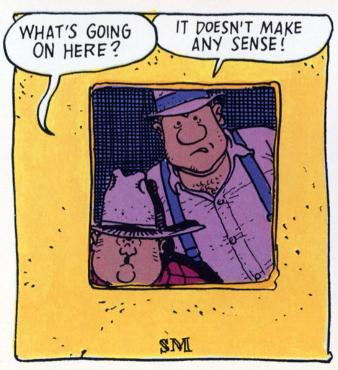




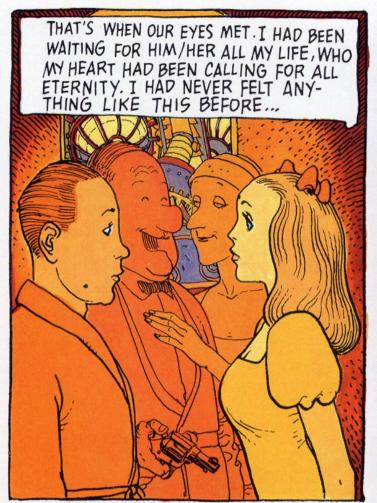


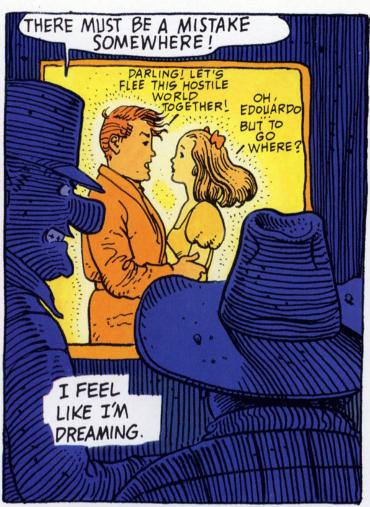


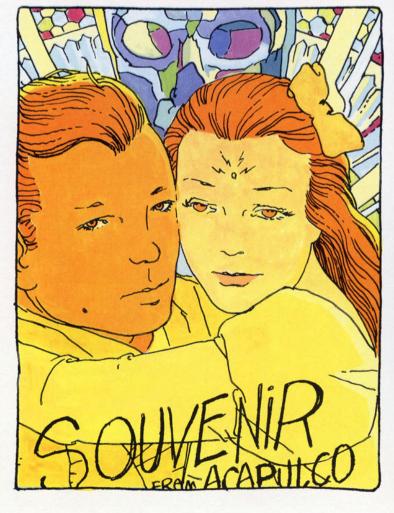
















AFTER A SERIES OF HALLUCINATIONS, EACH ONE MORE COLORFUL THAN THE LAST, MY DEPUTY. MORTON, WAS ABRUPT-LY STRUCK WITH A SUDDEN THOUGHT AND PULLED A LITTLE DE-VICE HE HAD INVENT-ED, AND WHICH HAD BEEN DUBBED MAXILIOTRON" BY THE SCIENTIFIC CIRCLES OF THE WEST COAST, OUT OUT OF HIS BREAST POCKET.



WITH HIS LEFT
THUMB, HE PUSHED
A RED BUTTON,
WHILE HIS RIGHT
INDEX FINGER
EASILY RELEASED
THE TRIGGER KNOB.
IMMEDIATELY, A
BLACK VEIL OBSCURED EVERYTHING AROUND
US, WHILE A
VIOLENT EXPLOSION
SHOOK THE MINE









