

PHARAGONESIA

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story & art

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ABSOLUTEN CALFEUTRAIL
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THE HUNT FOR THE
VACATIONING FRENCHMAN
MOEBIUS
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MOEBIUS 6
PHARAGONESIA
& OTHER STRANGE STORIES

W H I T E N I G H T M A R E L Y N N Y A R L E Y colors

JIM NOVAK letterer

THE APPLE PIE CLAUDINE GIRAUD colors

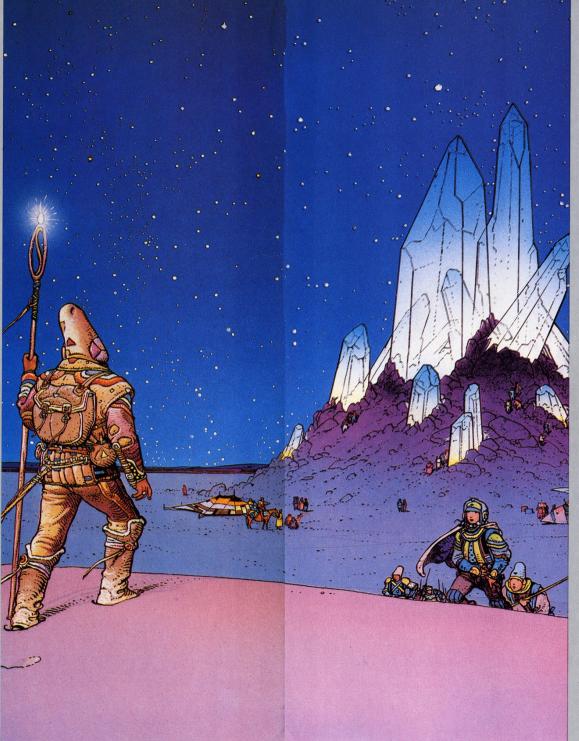
JIM NOVAK letterer

DOUBLE ESCAPE

M O E B I U S
colors

ROCK CITY
MOEBIUS
FLORENCE LLIBOUTRY

with special thanks to Jean-Pierre Dionnet, Salvador Soldevila, Isabelle Morin, Frank Miller & Ed 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

MOEBIUS 5

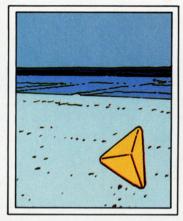
THE GARDENS OF AEDENA

MOEBIUS 6

PHARAGONESIA
& OTHER STRANGE STORIES

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ON THE BEACH

The beach is the area which lies between the land and the water.

The earth and the sea. The conscious and the unconscious.

One finds things on the beach. Things dragged up from the depths, and casually abandoned by the sea, almost as a peace offering to its eternal opposite, the land. But not all things found on beaches are material. Some are insubstantial: stories, dreams, ideas. Moebius has called these "dream artifacts".

The stories collected in this book are just that: dream artifacts. Strange stories.

The Webster's New Collegiate Dictionary defines the adjective "strange" as "a: not before known, heard or seen, and b: exciting wonder, awe". This seems a particularly appropriate description for these stories, when one considers the creative process which led to their making.

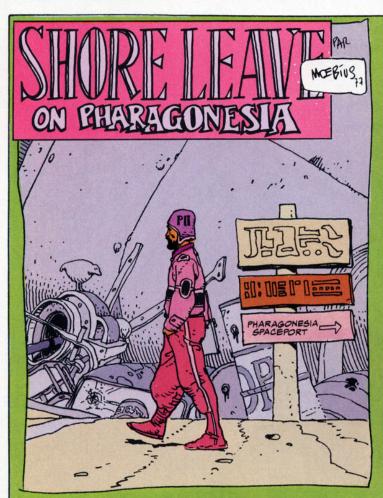
It all began with the first image. There was no script, no notes, no preconceived ideas of a direction, only the pure joy of the artist, who drew as inspiration came to him. And during the halfhour or so it took him to draw the first image, his mind wandered. While his hand followed the careful automatisms it had practiced for a lifetime, his spirit took a figurative walk on the beach. And there, it began to imagine what the second image would be like.

Excitement grew. Inspiration flew. The artist began working on the second image. And, like Scheherazade spinning her yarns over a thousand and one nights, each image thus led to the next one, and the next, until, at last, he had reached the end of the story.

The story thus becomes almost its own creator, and the artist only a medium. Strangely enough, one can find an interesting parallel in modern physics, where it is said that the presence of the observer now affects the nature of the experiment.

But we would rather think of this book as a promenade on the beach of the Moebius' universe.

Jean. Man a Rondy bollicien









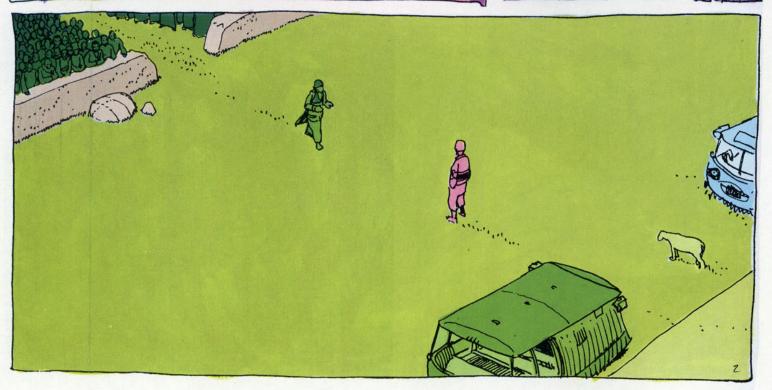




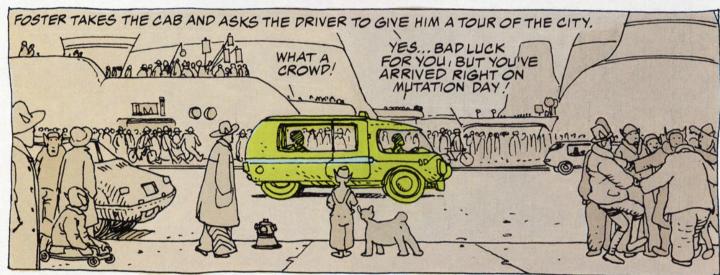




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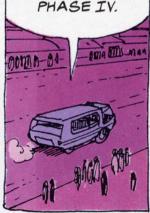




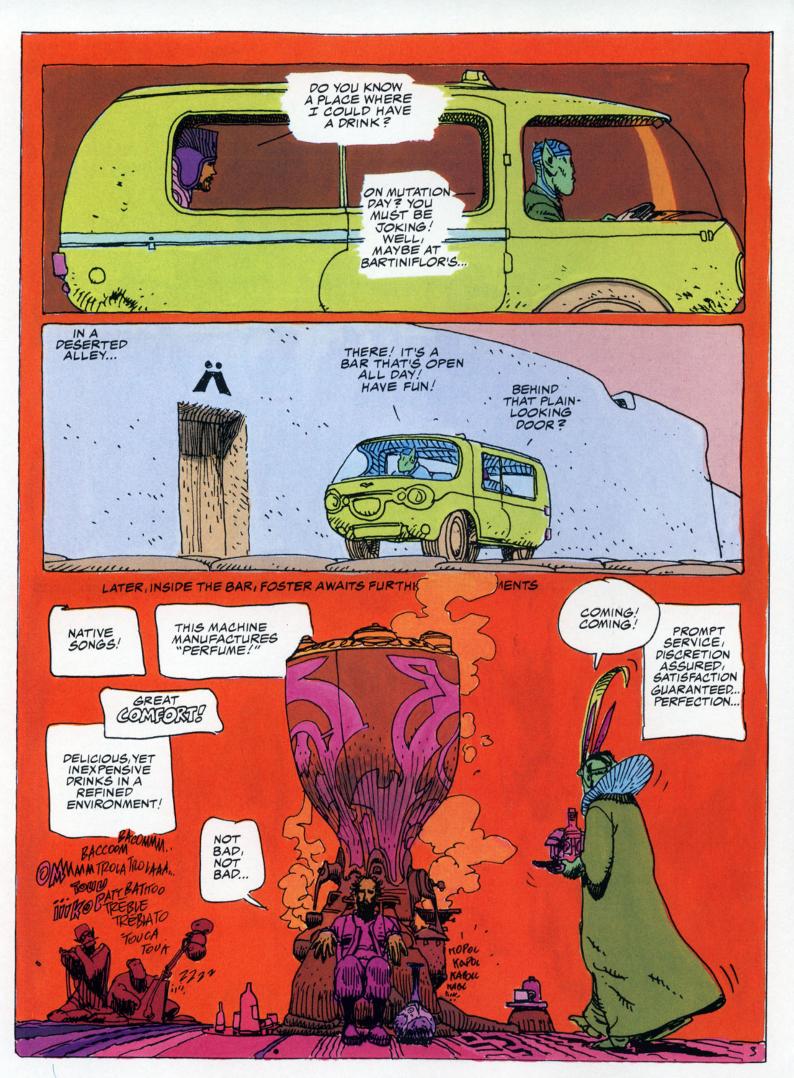












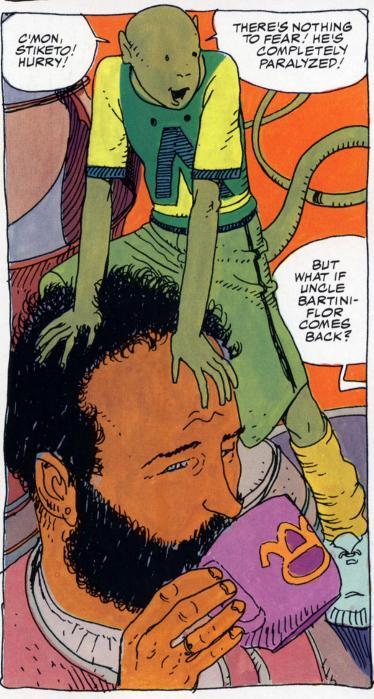












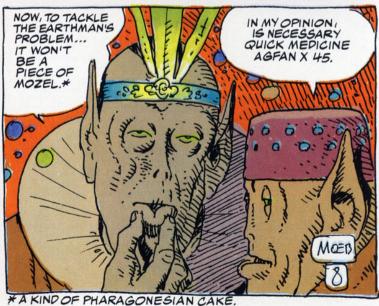
























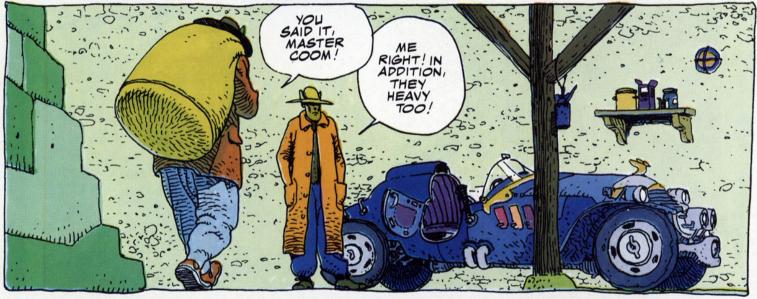












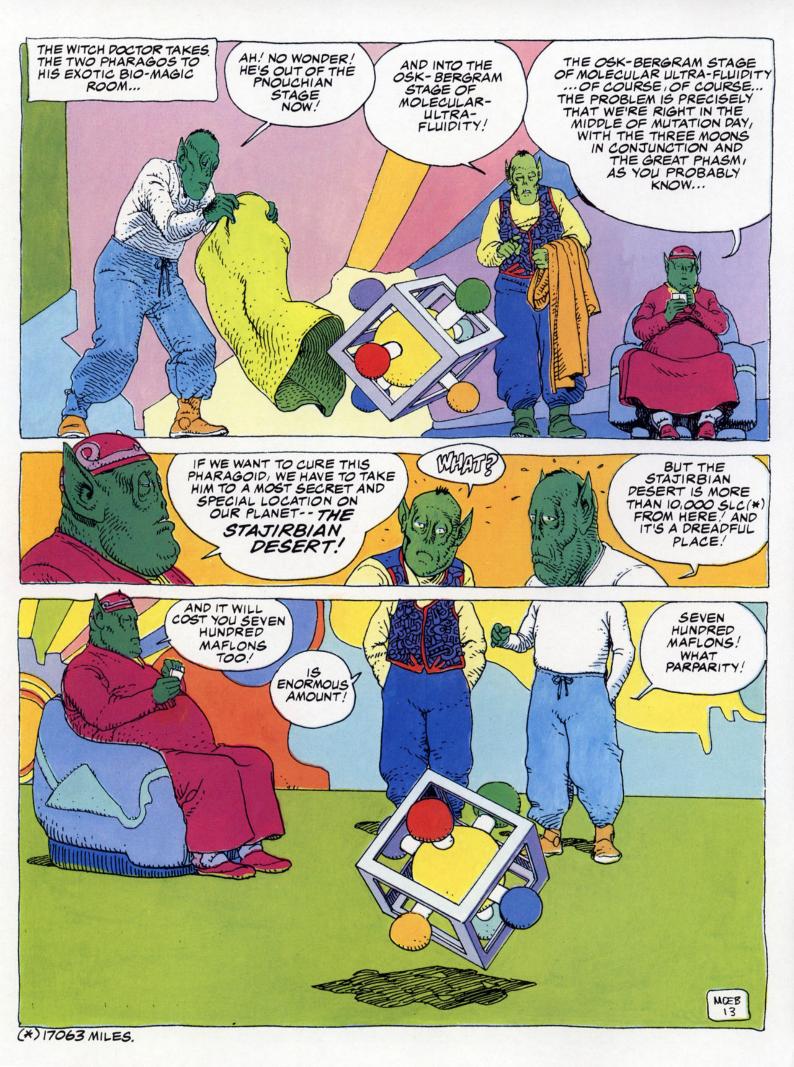


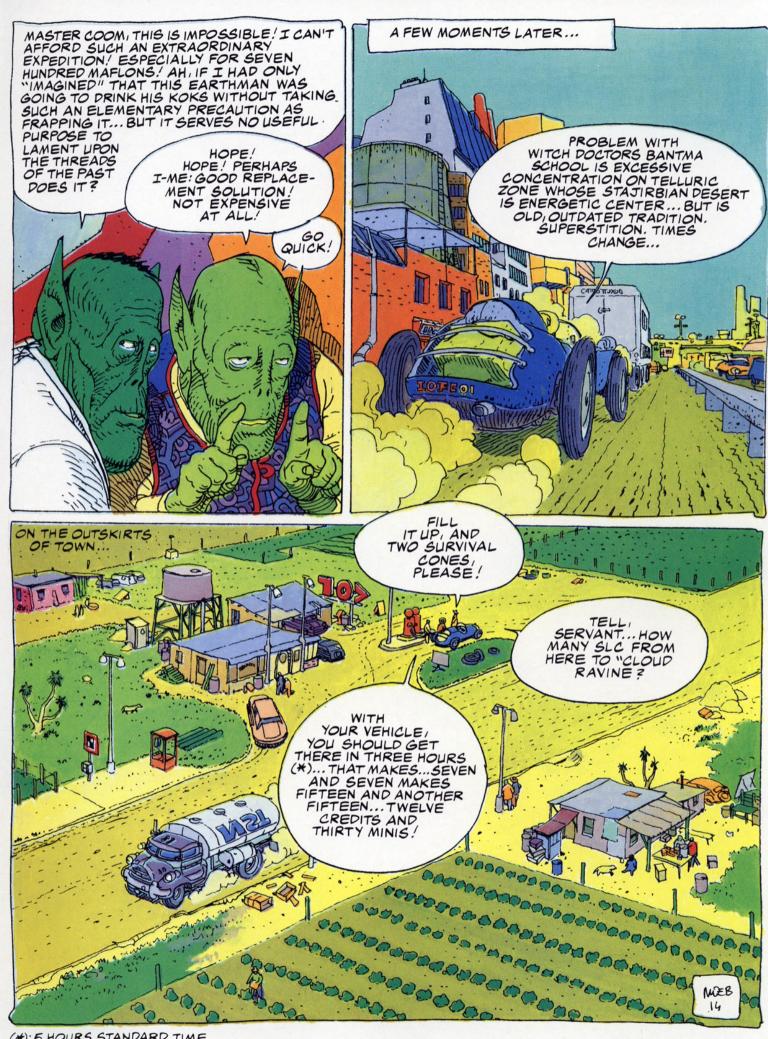


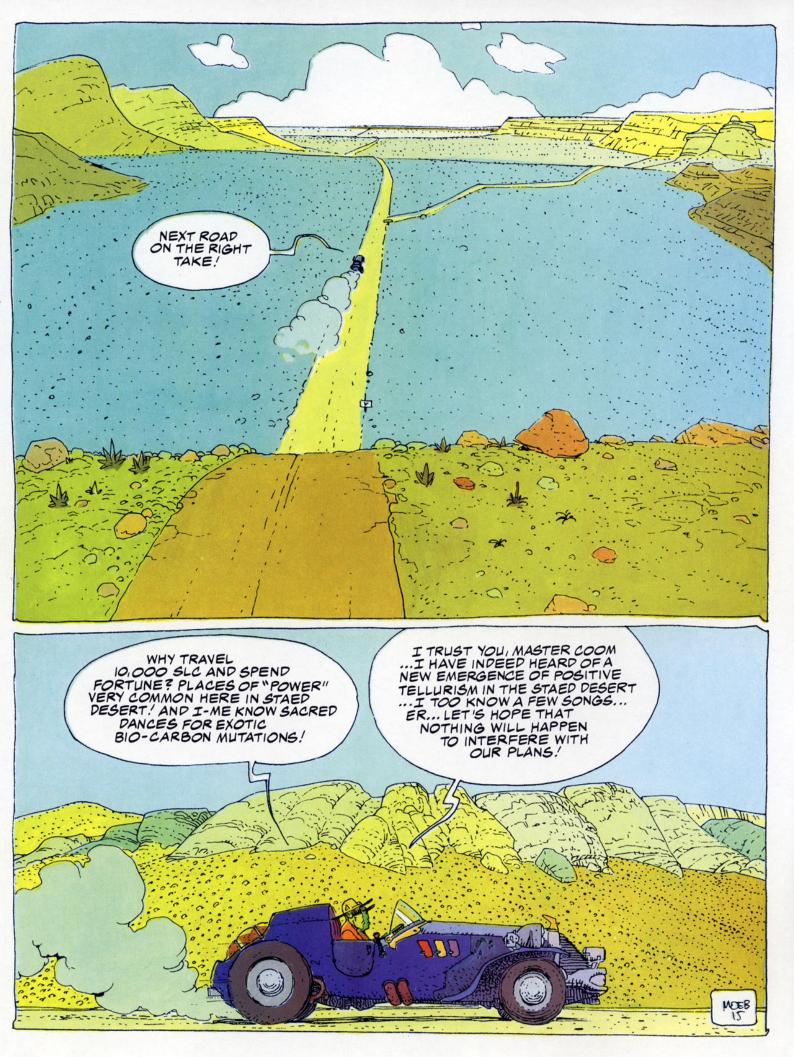






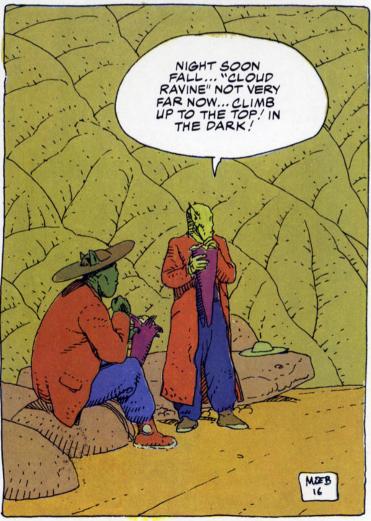






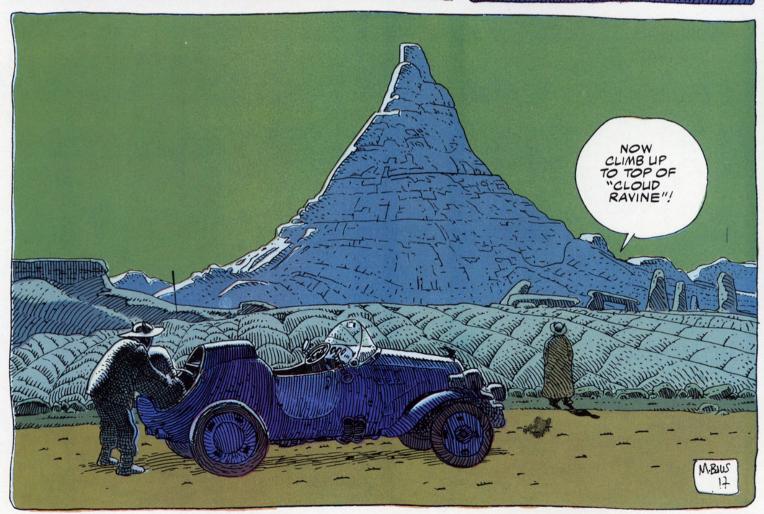




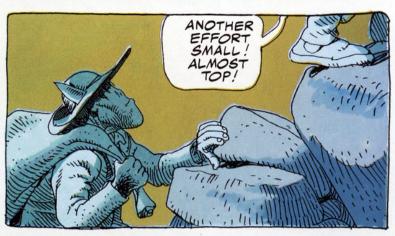




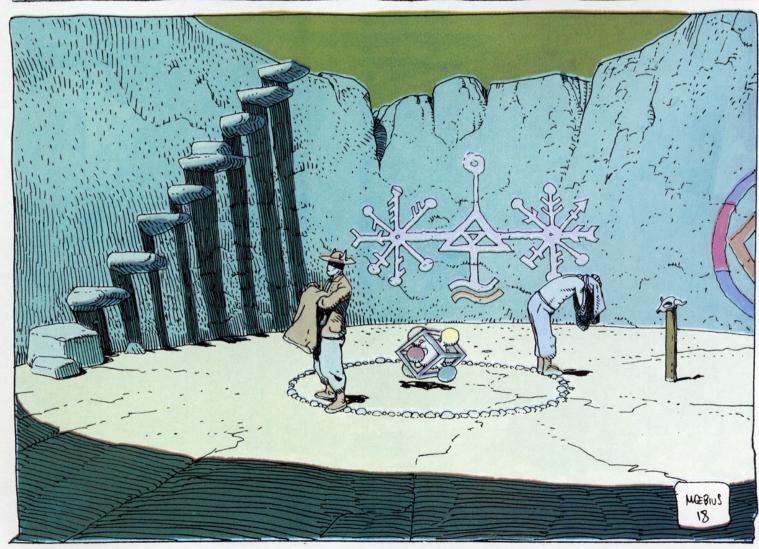


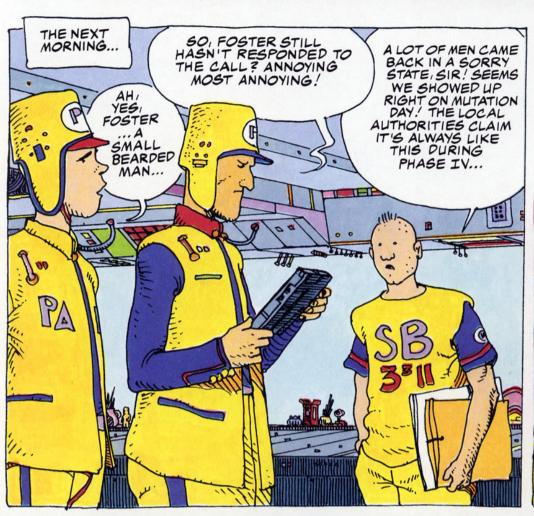












AH, THEY'RE IN PHASE IV?
HMMM...WELL, REGULATIONS
ARE STRICT! WE HAVE TO
LEAVE FOSTER ON PHARAGONESIA! THE NEXT SHIP WILL BE
HERE IN THREE YEARS AND WILL
TRY HIM FOR DESERTION!
GERARD, ADVISE THE LOCAL
AUTHORITIES AND BEGIN THE
PROCEDURES FOR
LIFT-OFF!

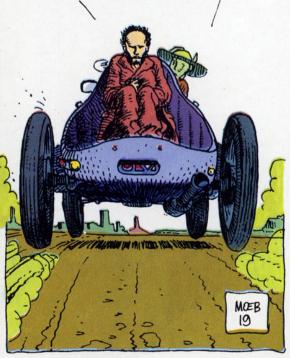


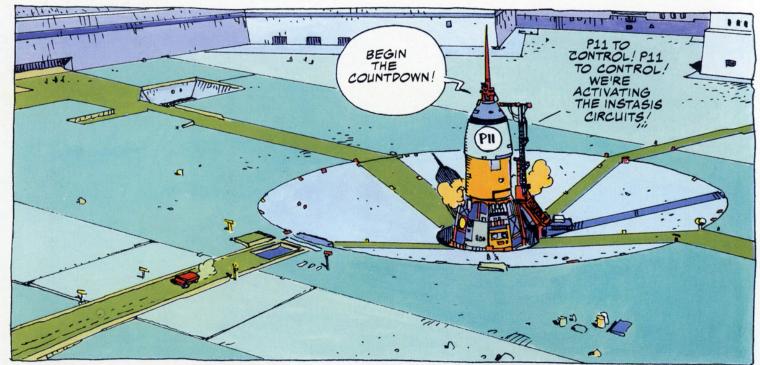


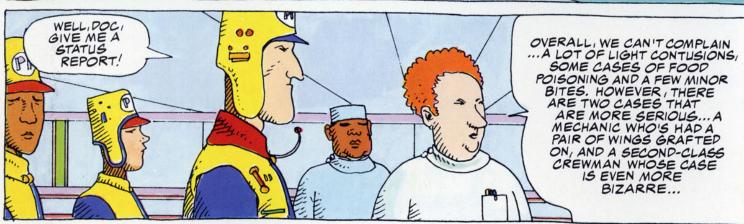


I'M GOING TO MISS THE P11 AND BE STUCK ON THIS CRAZY WORLD FOR THE REST OF MY LIFE!

EARTHMAN
NOT TO
WORRY!
LIFE ON
PHARAGONESIA
VERY FUNNY
OUTSIDE OF
MUTATION
DAY!











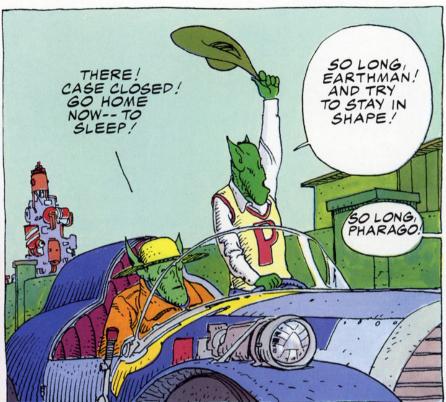


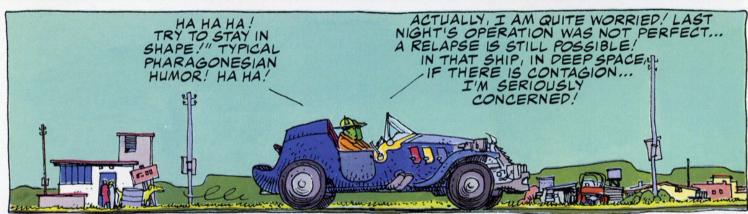




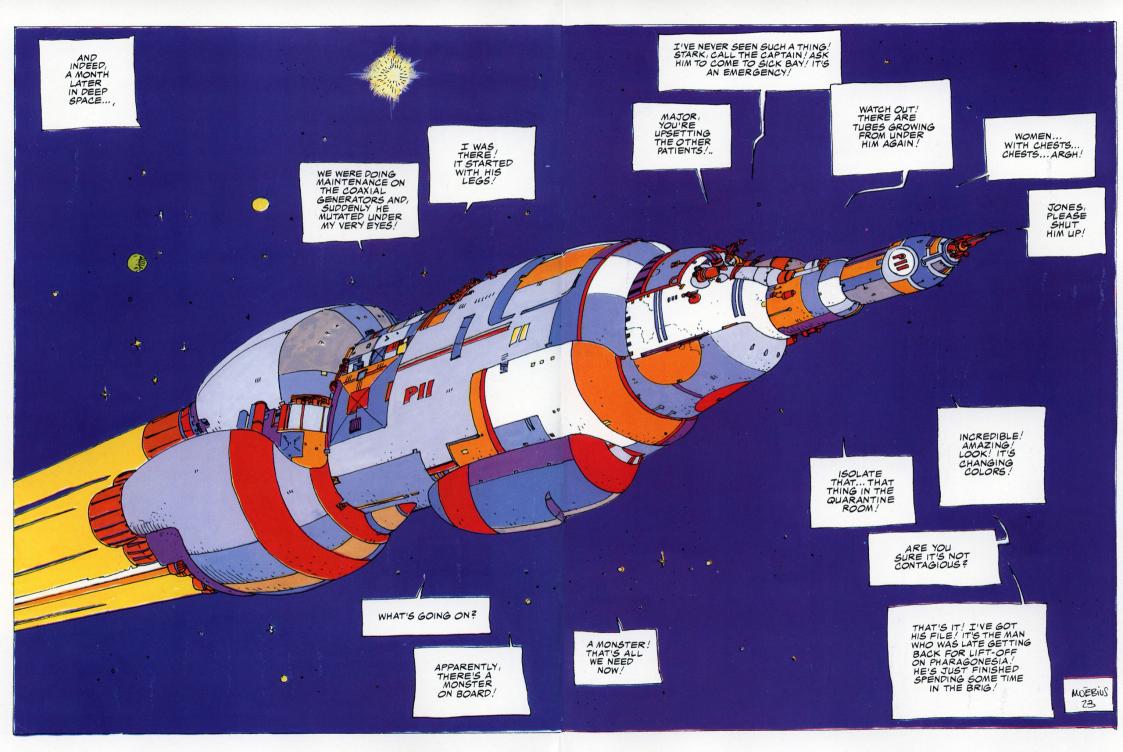


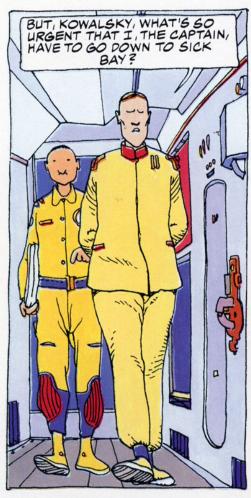




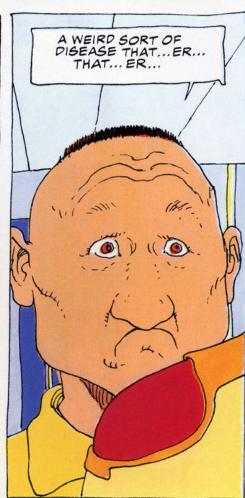


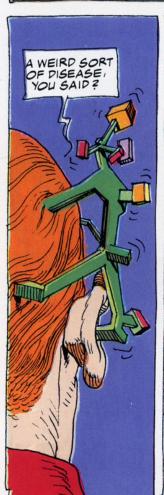


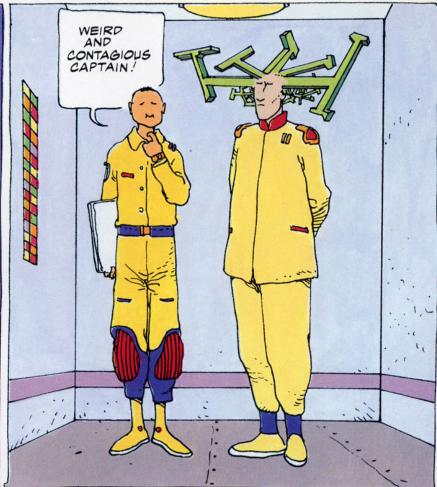


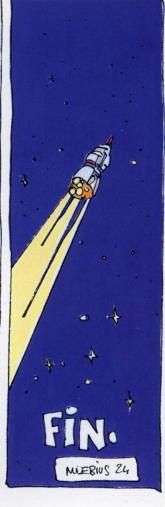










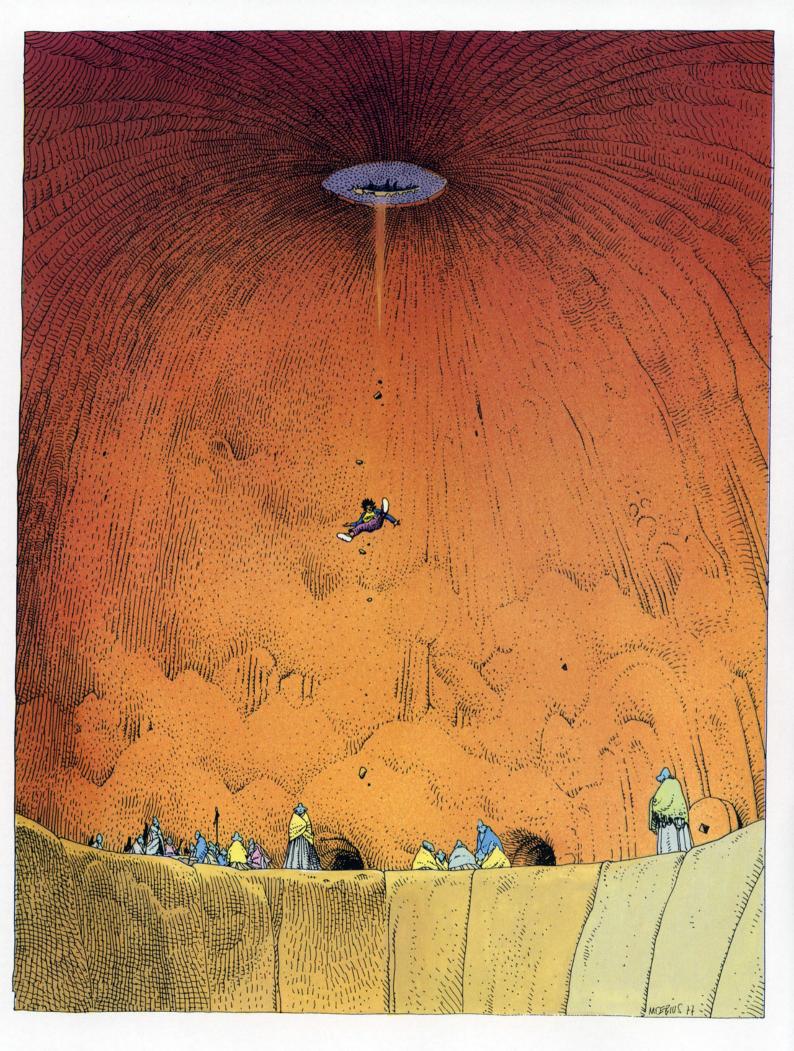


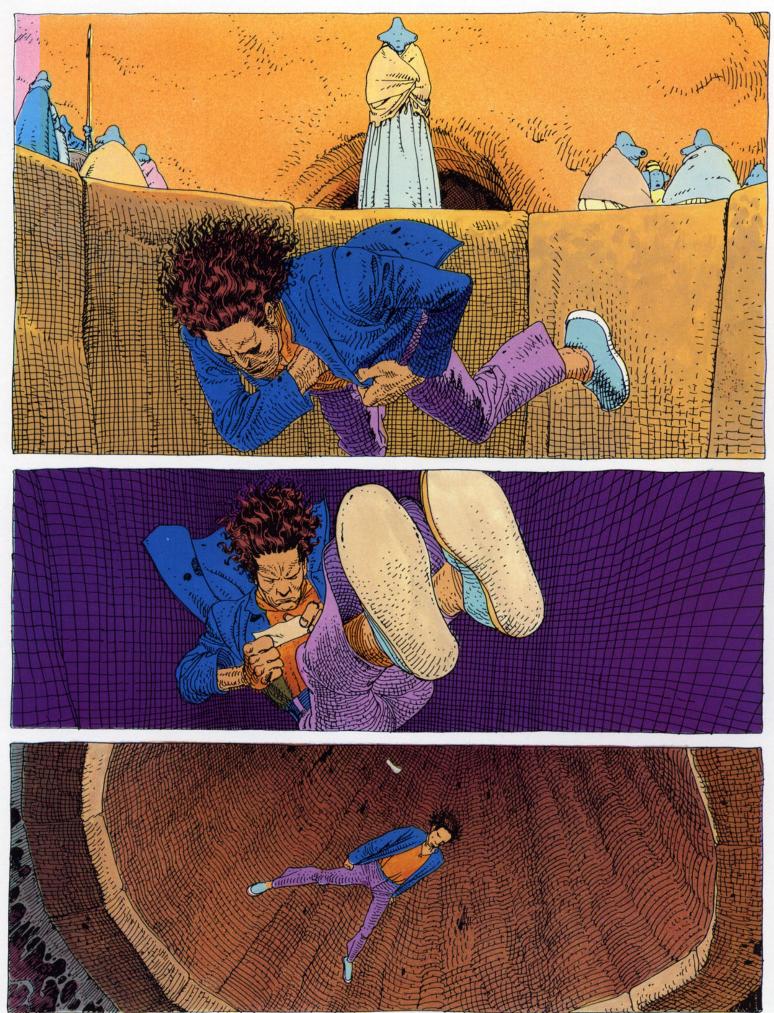






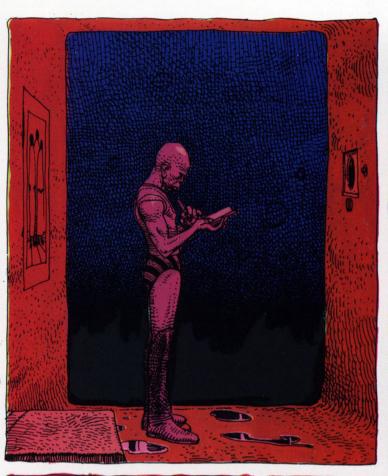


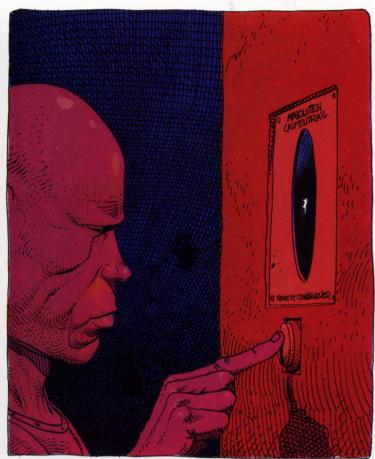




5 WEBiUS 72





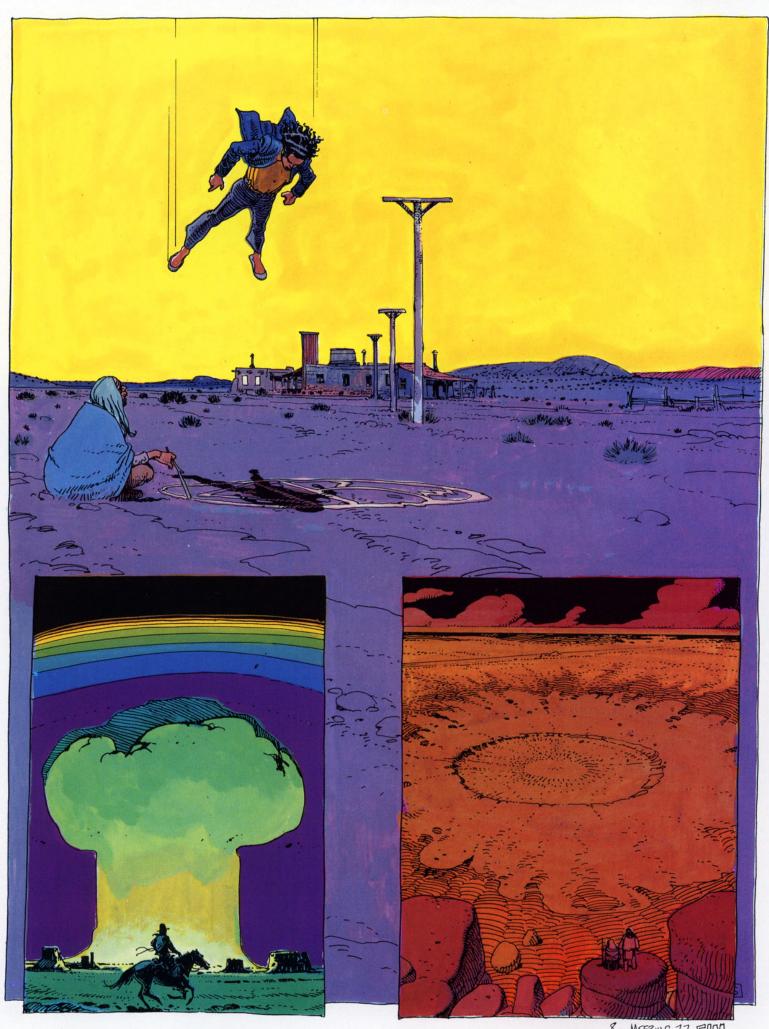












8. MEBIUS 77. FOR



A SO FAR UNPUBLISHED ADVENTURE OF MAJOR GRUBERT AND HIS FAITHFUL COMPANION UMBERTO MANTECA

ASTEPISODE: THE AMBUSHI



Umberto MANTECA

A LONELY PIER IN THE MIDDLE OF THE ATLANTIC IT IS HERE THAT THE HIDDEN MAJOR GRUBERT HAS SET OUT HIS AMBUSH ...



TARGET: TO CAPTURE A VACATIONING FRENCHMAN! BUT, THIS TIME, THE TASK IS FAR FROM EASY, FOR THE ORDERS ARE STRICT ... "BRING HIM BACK ALIVE!"



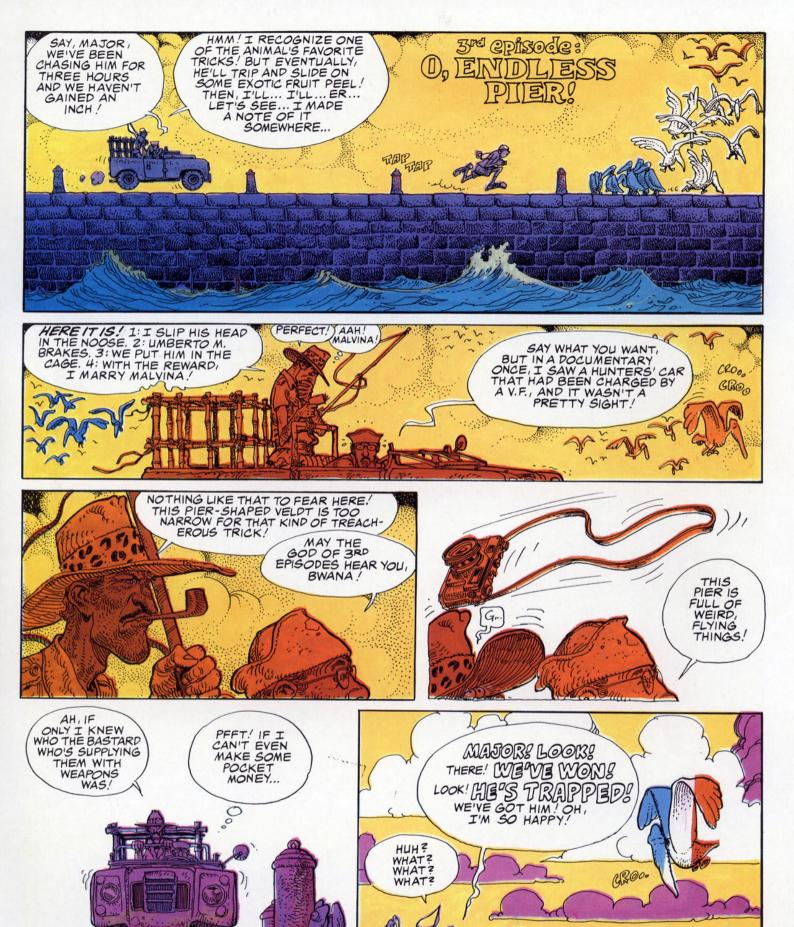












TAP TEAP

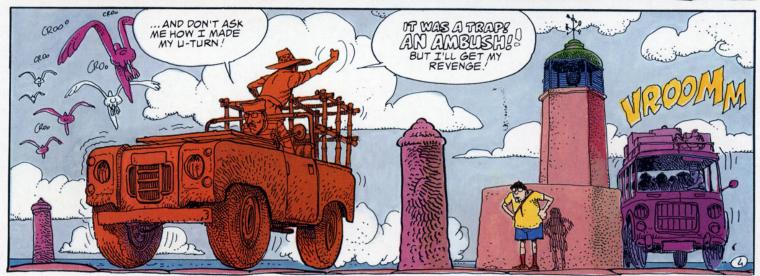
4th OPISOCIOS WHAT AN UNUSUAL TWIST OF FATE!

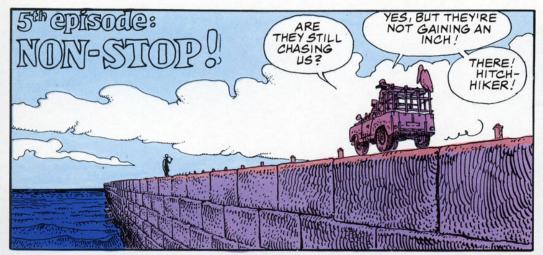








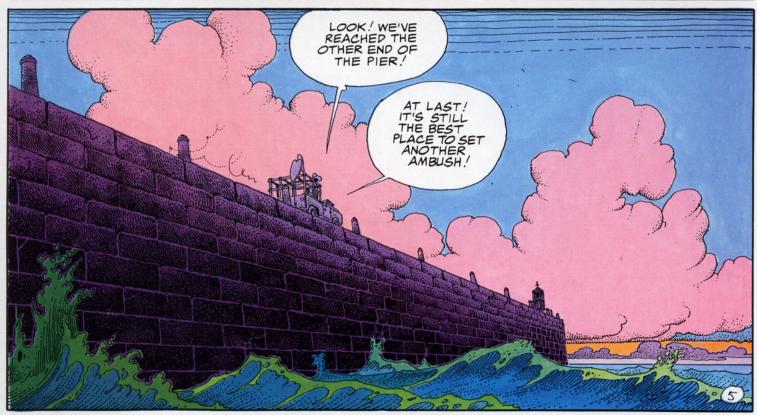












6th and final episode: THE AMBUSH

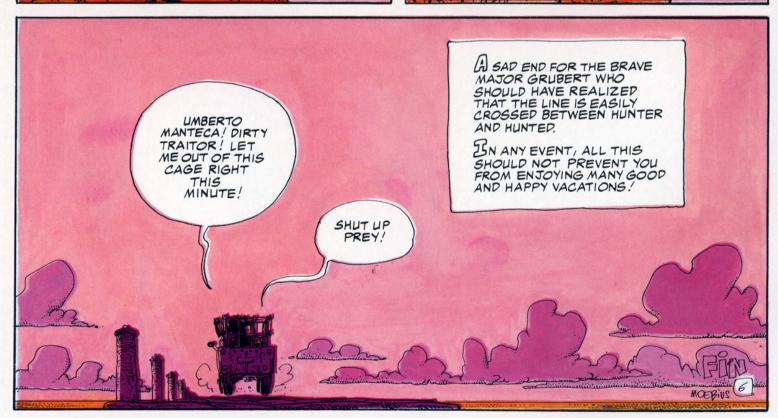


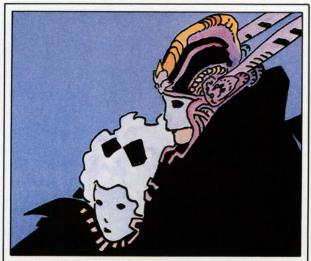












PHARAGONESIA

haragonesia is a funny story, but it is also full of meaning. Beneath the surface, it deals with a lot of metaphysical subjects, such as the transformation of oneself, the nature of magic, and the danger of doing certain things, or going into certain places, if you don't know exactly what you are doing, in a very symbolistic way.

It started as a small story, but grew bigger as it went. I didn't draw it for any magazine, but for myself, and on my own time. It is the kind of thing I often like to do to take my mind off drawing! By this, I mean that, when I don't have too much work, I find that I still like to draw comics for the sheer fun of it. If I'm doing a **Blueberry**, at the end of the day, it's hard for me to draw anything else, because all my energy has been spent. But when my workload is lighter, at night, to relax I will read a book, or watch TV, or go to a movie. And sometimes I'll draw a comic story, just for myself. It's like making my own book, or my own movie. It's a more active pastime.

So that's how I started **Pharagonesia**. As often, I began with a classic SF theme, that of the stranger in a strange world. I meant it to be a straight fantasy story, in a very carefree style. A combination of Robert Sheckley's humor with the documentary style of a Jack Vance. There is also some Stanislaw Lem in it too. I did the first three pages, then I had to stop because of other, more pressing works. I eventually finished the story a year later.

I wanted to carry the theme to its utmost logical and absurd end. The beauty of the gag comes from the implacability with which the situation develops. I love this kind of structure. It is a little like pulling a thread from a sweater, and undoing the whole thing. Graphically, I wanted to do something in a very free style, in order for me to strike a balance between the energy I put in my art and that which I put in the story. If you have an idea, but it takes four hours to draw it, you get bored or discouraged. Or else, you have to go back to more classical forms of story-telling, such as writing a script, etcetera. Whereas with **Pharagonesia**, I wrote the story and drew the pictures simultaneously. There was no script, no notes. Everything was done in almost a storyboard style, two or three pages at a time, between other jobs.

ABSOLUTEN CALFEUTRAIL

This story is yet another representative of that period when I was always looking for ways to reach a greater freedom in style. It was drawn directly in ink, without any pencils or script. This technique obviously means that the story is likely to take brutal twists and unexpected turns because the pleasure that you feel in a drawing can suddenly bring a new direction to the story. I have spent years practicing this approach, and it has, to some extent, become one of my trademarks.

The theme of the fall is something that I lived intensely at the time. A psychologist friend of mine has since told me that this story reads like a visual representation of therapy. It is the exploration of an inner landscape of dreams and neurosis. This theme is also very recurrent in my stories. In fact, it explains why my favorite type of character is that of the explorer. Arzach, Major Grubert, and the Starwatcher are all wanderers. They represent different parts of myself. Arzach is a pure oneironaut, a dream-explorer. Grubert is like the rational, and sometimes even comical, part of my social conditioning who enters the unconscious mind below and makes startling discoveries which transform him.

The title **Absoluten Calfeutrail** is made up of two words, one which derives from the word "absolute," and the other from the French "calfeutrer," which means to seal hermetically. So it really means "Absolutely Sealed," like **The Airtight Garage**. That title came by itself and not by design. It was like the surrealists' automatic writing. The end of the story, in a mysterious and almost magical way, anticipated one of my current preoccupations, one that I wasn't aware of at the time: the Indians. It was almost a premonition.

WHITE NIGHTMARE

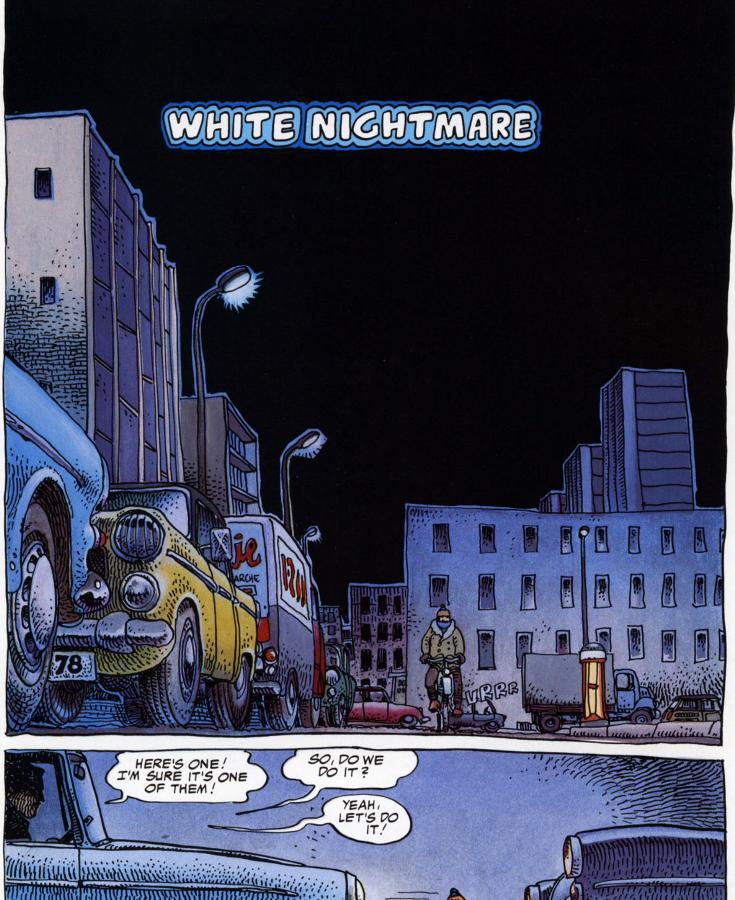
This story began when I heard a report on French radio about a young filmmaker who had made a short feature about some racist incidents in France, and had had his film censored by the Ministry of the Interior. I thought it was a scandal, and I decided to immediately do a story on the same theme, to express my solidarity with the other artist.

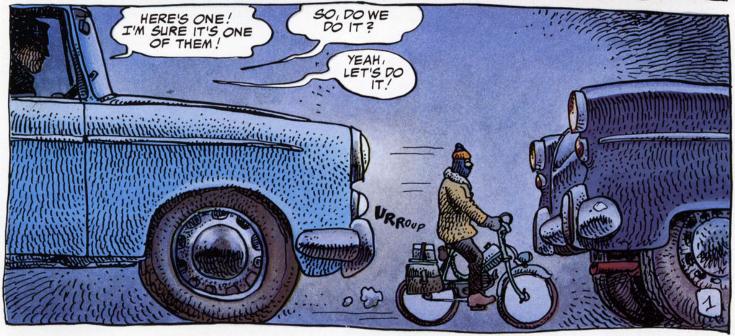
I believe racism to be something like a biological message. It is the expression of a fear which stems from our instinct for the preservation of our racial and cultural integrity. What makes racism so ugly, however, is the way in which this message expresses itself, with hate and violence. I believe that there is room for preserving that integrity, while allowing for a harmonious mix of the races. I don't think the two should ever be opposed. But in order for that concept to become commonly accepted, I am afraid that we will have to experience much more suffering, refusal and stupidity.

I worked in a very emphathic way throughout the story, trying to identify with each of the characters, including the bigots. It was not as difficult as it seems, because we unfortunately all have a sleeping bigot inside of us. Then, somewhere in the middle, the idea of the dream came to me. Suddenly, I decided to show the way things would happen in the dream of all the people who are against racism. This story is a bigot's nightmare, a white nightmare.

THE APPLE PIE

I did **The Apple Pie** for **Ah Nana**, a monthly comic magazine published by **Metal Hurlant** and done by women. My wife Claudine was one of the editors. She provided me with the starting idea, which was to illustrate a powerful little feminine fantasy in two or three pages. I took the images she gave me and transformed them through a personal dream-like interpretation, incorporating some pseudo-American images, which made it look even more fantastic and poetic in France. **The Apple Pie** has a special kind of dream-like feel to it that I've rarely achieved since.

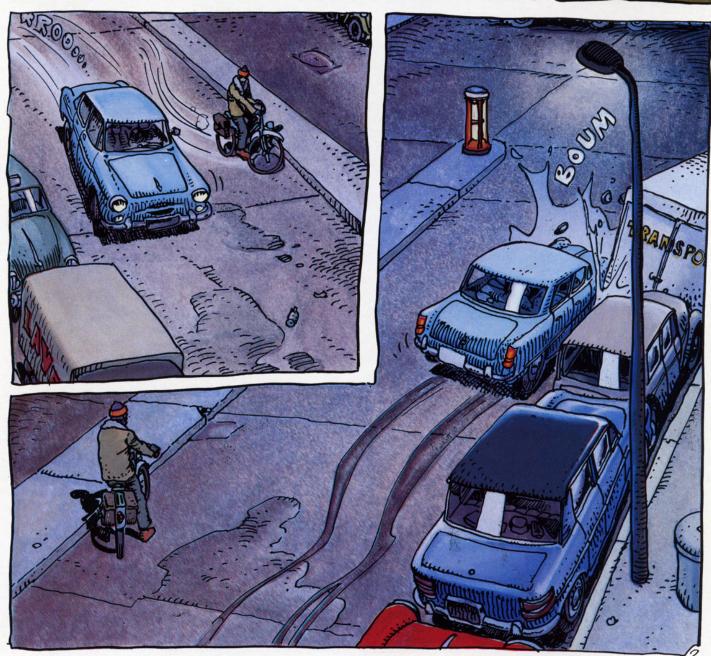








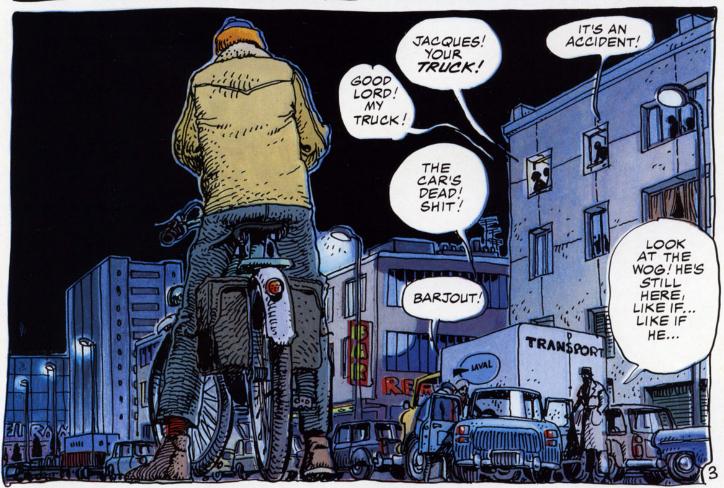








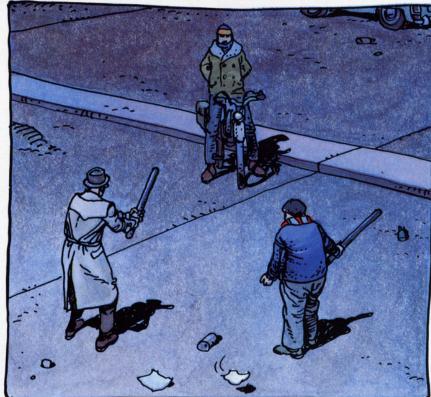
















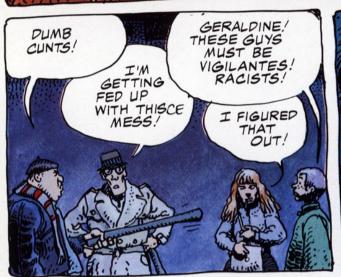




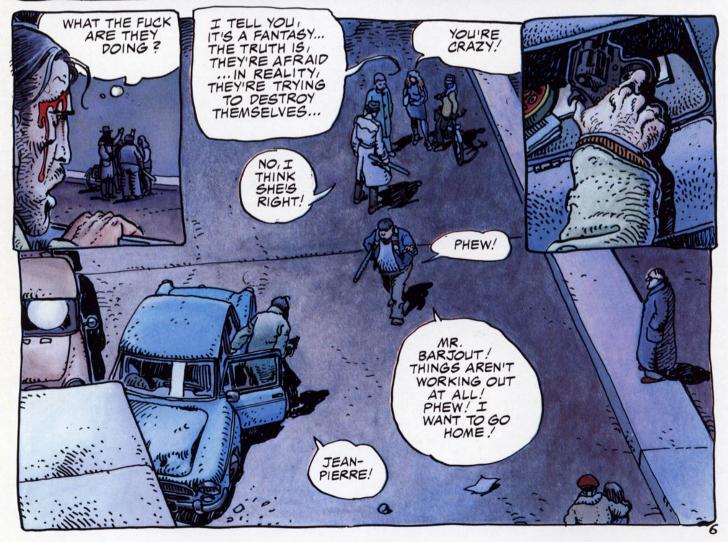














GIVE THAT BACK
TO ME, ASSHOLE!
MUNOZ'S A
SPANISH NAME,
RIGHT? SO IF YOU
DON'T WANNA GET
KICKED BACK
WHERE YOU BELONG WITH THE
OTHER SPICS, YOU
BETTER KEEP YER
MOUTH SHUT! I
HAVE FRIENDS IN
HIGH PLACES!
THEY'LL SHUT
YER BIG TRAP
FER YA IF YOU
DON'T DO WHAT
I SAY!



YOU SHOULDN'T TALK LIKE THAT TO MR. MUNOZ, YOUNG MAN. HE'S THE POLICE COMMISSIONER OF OUR PRECINCT.

SHIT!

FOR

OVER TEN

YEARS, TO

BE PRECISE

... AND I DO

INTEND TO

KEEP THAT

CARD!













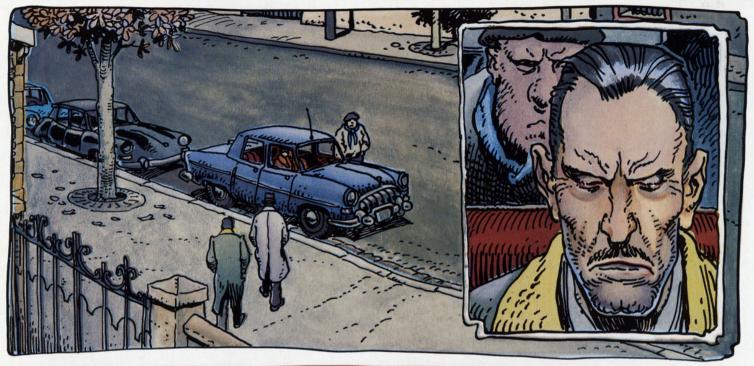






















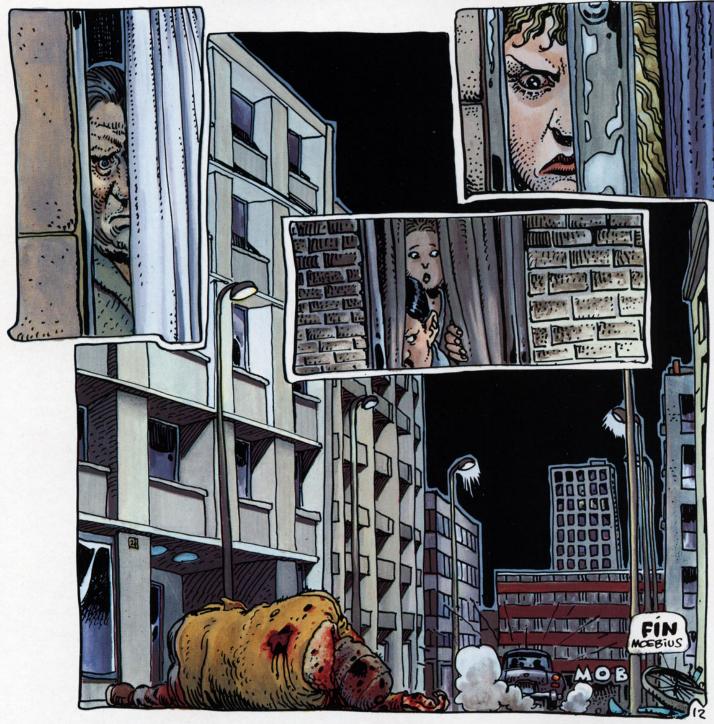




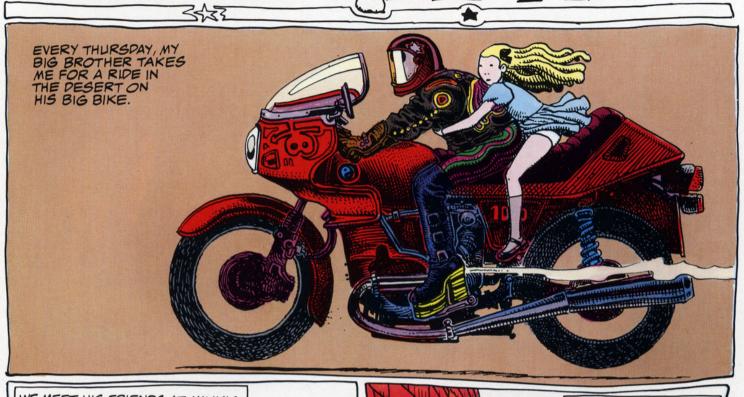




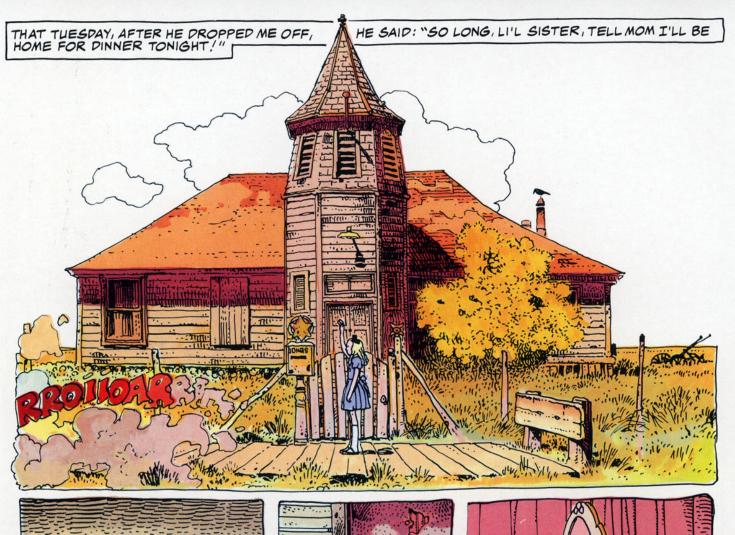




PAR CLAN CONÍN NŒ BIUS

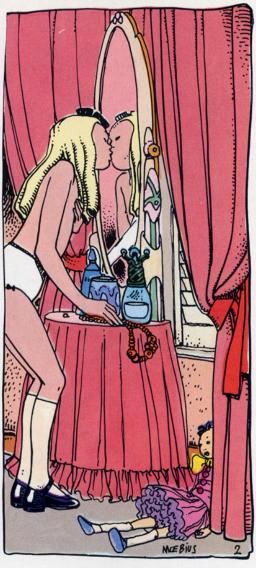


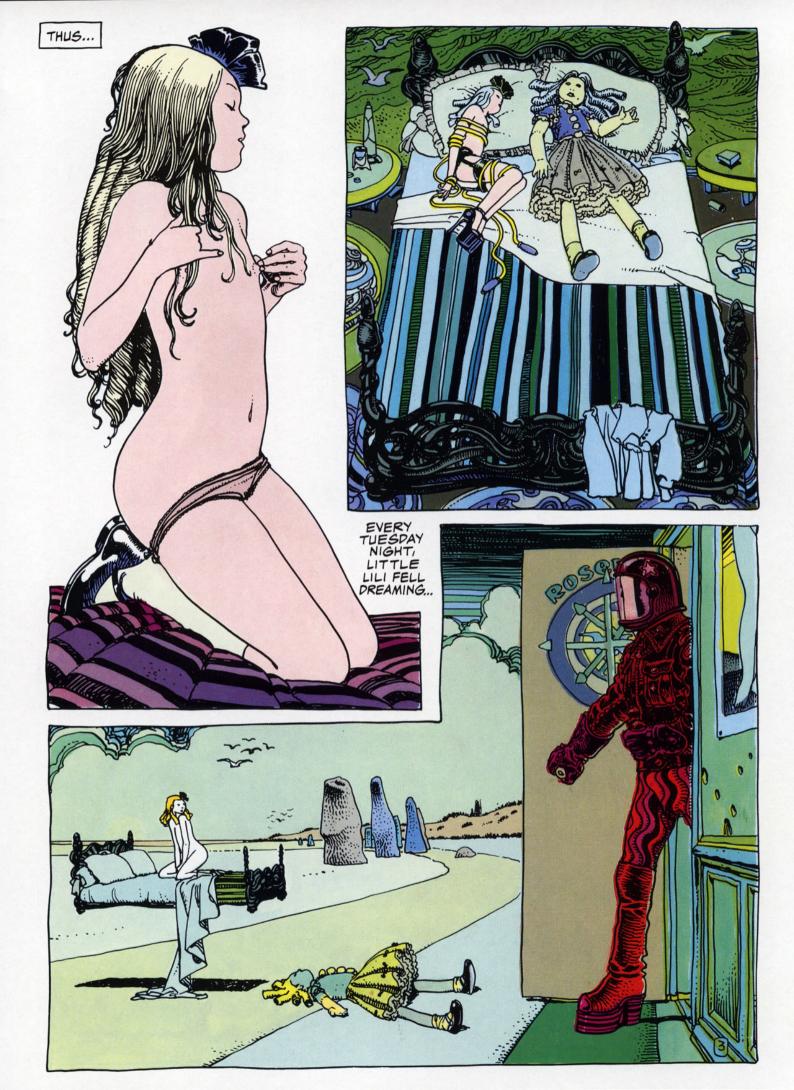




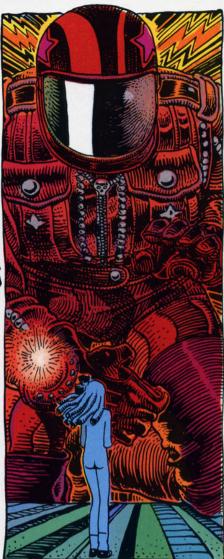




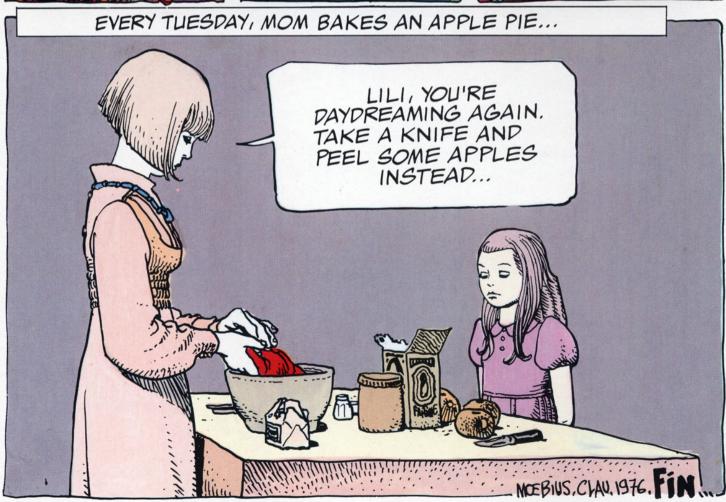


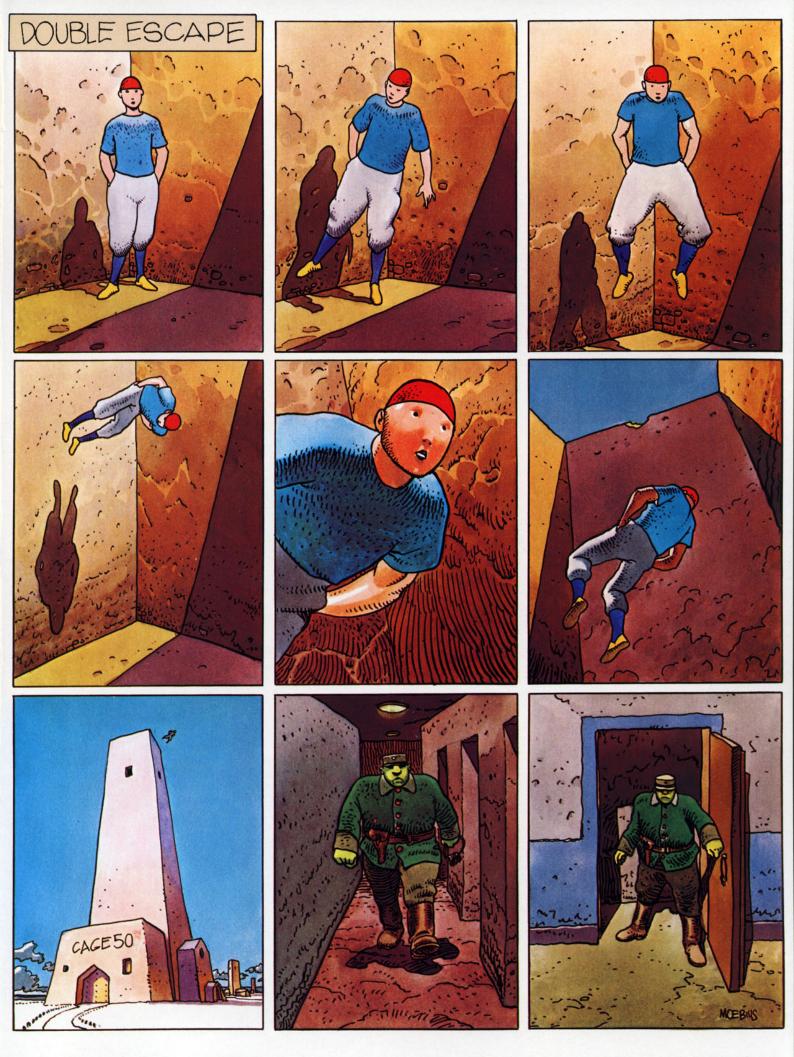




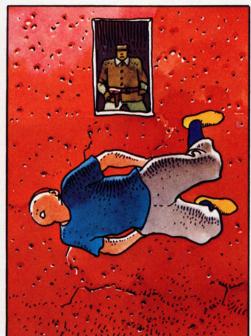


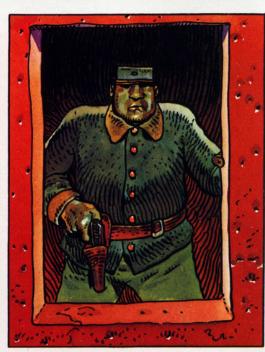






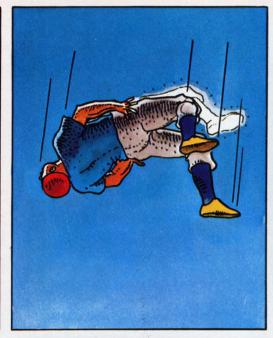




















DOUBLE ESCAPE

ouble Escape is a very symbolic

story about the relationship between our physical and astral bodies. It was based on something that I had just discovered at the time, and which I took for the basis of a very enjoyable, little graphic experiment. If there is a morale to that story, it is that, in our minds, we're all our own wardens.

ROCK CITY

Rock City is a story that I did for a special Rock issue of **Metal Hurlant**. Although I felt somewhat constrained by the theme, I nevertheless decided to tackle it in an SF perspective. There is a classic theme that I like, which is that of Enclosed Societies. You find it in many books from the 1950's: Asimov's **Caves of Steel**, Clarke's **City and the Stars**, etcetera.

It is yet another story without words because I believe those kind of stories contain a very special magic. It all goes back to something I experienced when I was a teenager, and read American comics without understanding a word of English. I wasn't even trying to understand what the characters were saying because I felt that the stories had a more powerful, poetic impact that way. In a way, that is one of the things that I try to recreate when I do these "silent" stories. Also, in **The Airtight Garage**, I have a pseudo-western sequence where people all speak a made-up language, so you the reader don't understand what they're saying. In essence, I put the reader in the same position I was in when reading American comics.

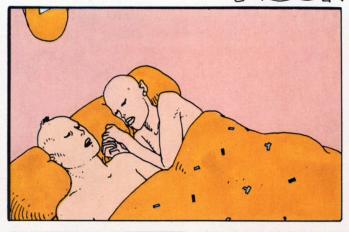
When I do these "silent" stories, I try to throw myself, then the reader, into another world. We become like observers who would be looking at what goes on on a faraway planet through a telescope, but could not hear what the people were saying. In my opinion, the necessity for the reader to recreate his own dialogue conveys a poetic and powerful impact that no written script could have.

The starting point of **Rock City** was something I felt about the entire Rock phenomenon. Rock is like a kind of microsociety, with its own language, its own fashions, its own rules, etcetera. It is really like a separate country, but instead of being geographically distinct, like France or the United States, it is sociologically separate. This country's subculture is then exported to the rest of the planet through the media. So, I transposed this analogy into a literal context, in space and in time. From there, I saw the notion of prison evolve. The hero is somebody who is a prisoner of this country, of this culture. Like a rat in a maze, he always tries to escape, but is always recaptured and thrown back into the maze for another game.

This is, of course, a rather simplistic parallel with what happens in our society. But I think this parallel enables us to see more clearly that trying to escape that society by using violence is pointless. It only helps put us back into the system. Any real escape must be accomplished through inner and spiritual means.

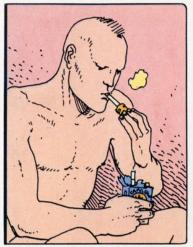
More recently, I have been working with Randy and Jean-Marc Lofficier on a tentative, live-action **Rock City** movie. It made me notice that, once again, all my stories have had unexpected connections not only with my past at the time I did them, but also my future. Obviously, my unwitting choice of the name of Moebius as a pseudonym was really predestined. It is all a circle.

ROCK CITY



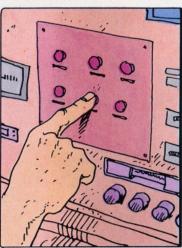






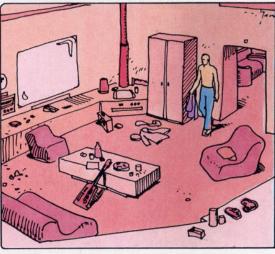


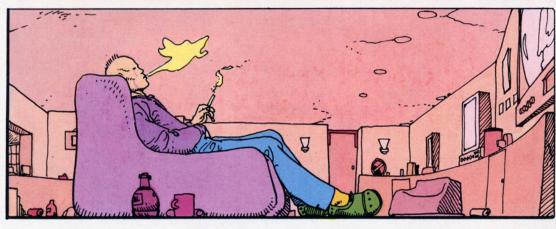








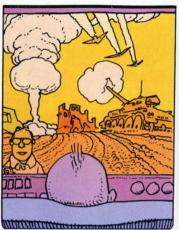










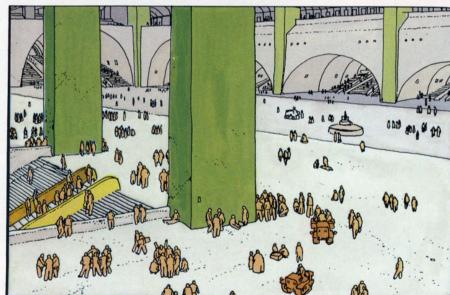


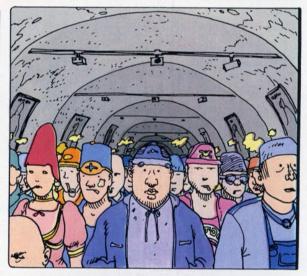


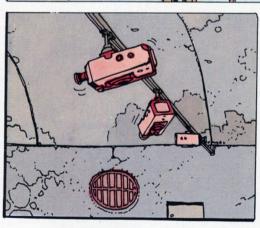




















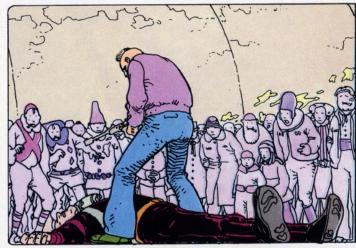


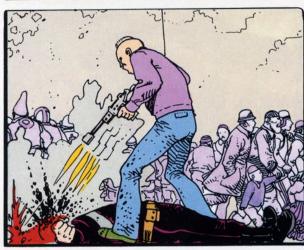




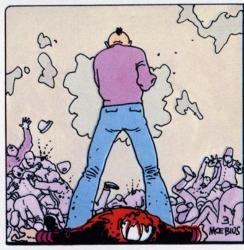


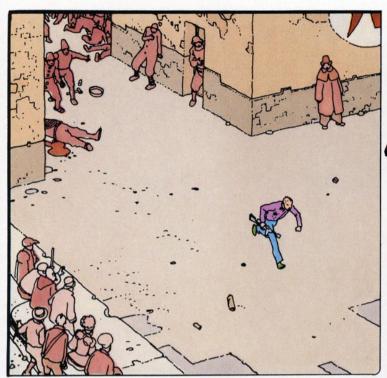






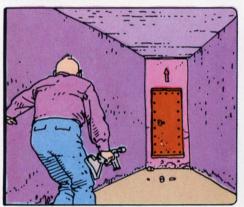


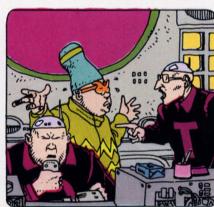




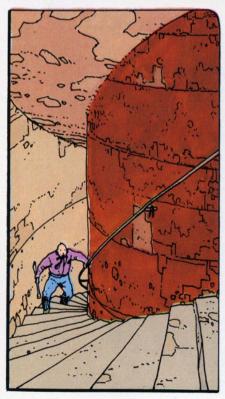


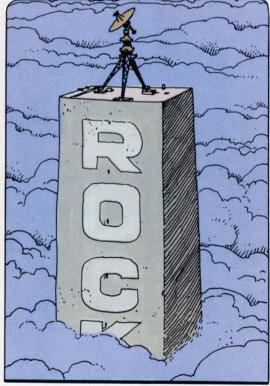


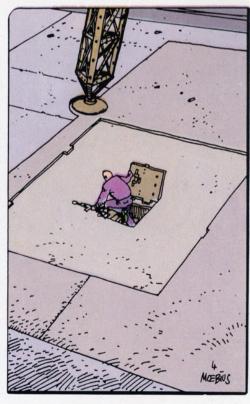


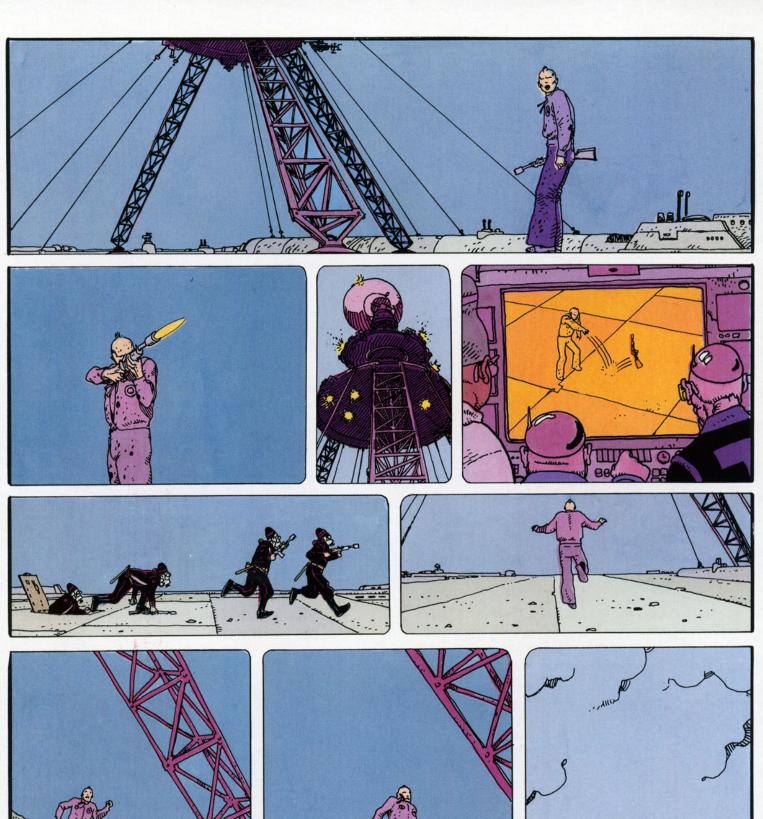


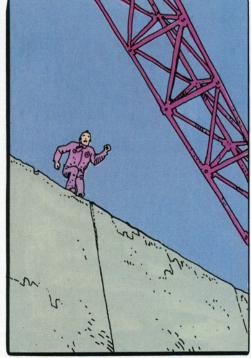










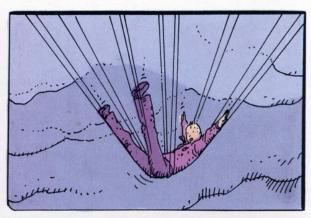








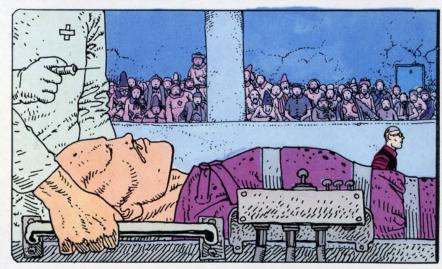


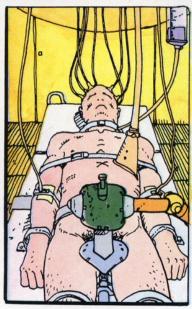


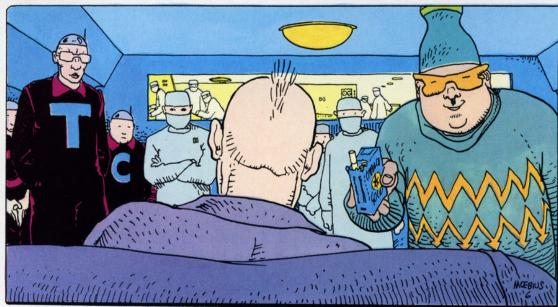


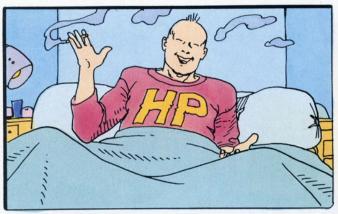


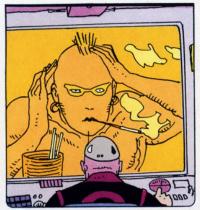






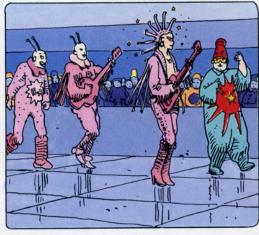










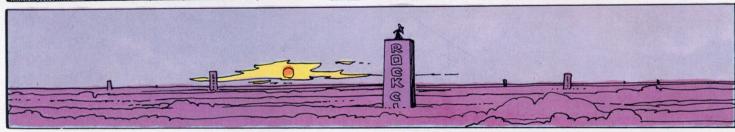


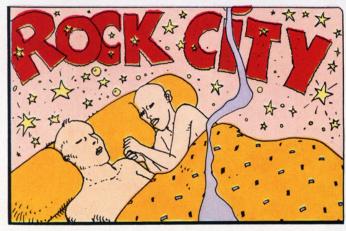




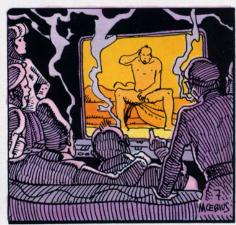












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