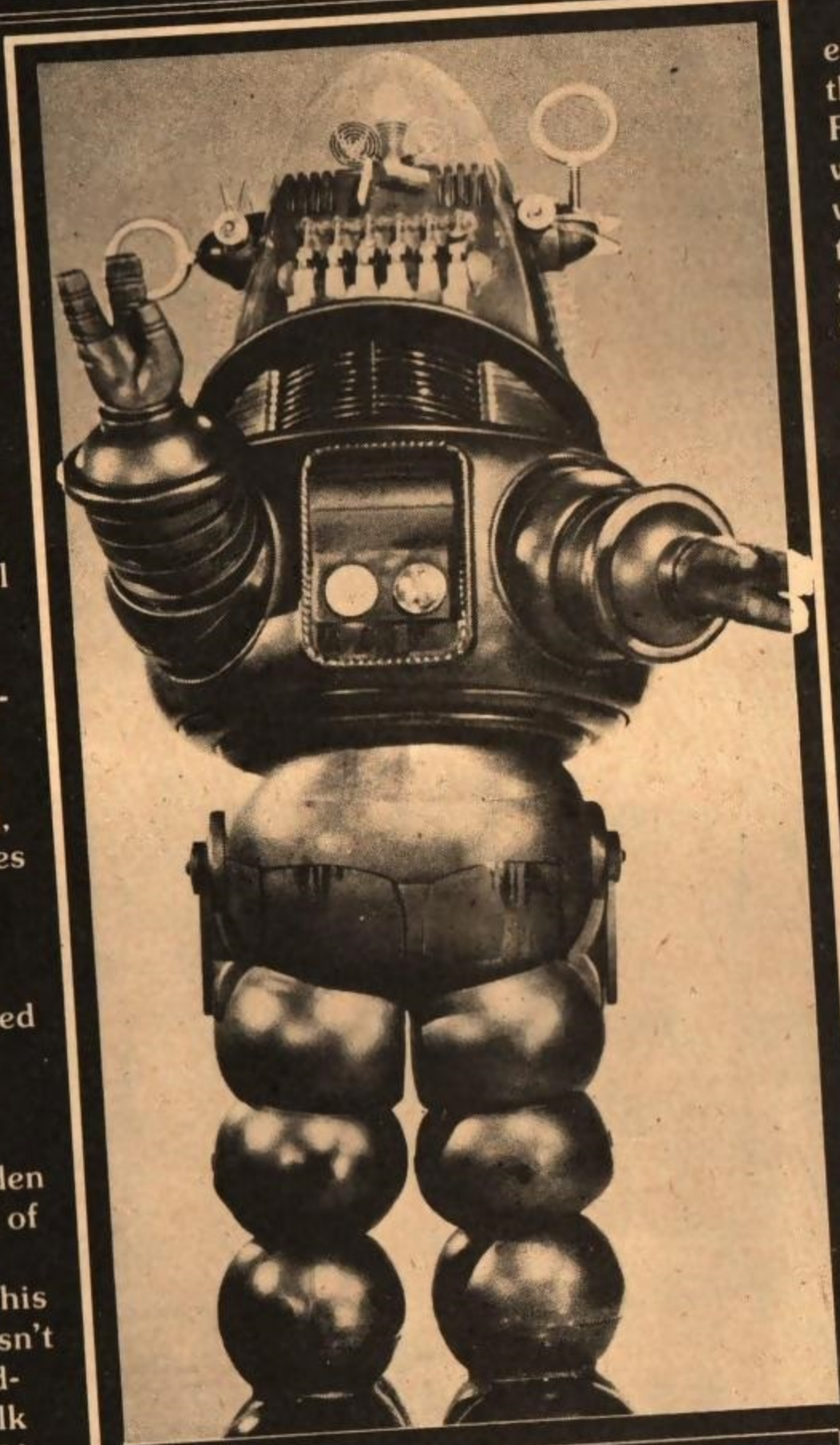


# the Forbidden Planet Photo Filmbook

The year was 1956, an exceptionally boring year for all those starry-eyed 12-year-old Space Cadets who haunted the dreary streets and playgrounds of the Eisenhower Era. A misplaced generation of pre-adolescents, they were constantly on the lookout for something special, something extraordinary that could satisfy the emptiness of their eager Space-Age imaginations.

But then something wonderful happened. Something that seemed to make 1956 light up with the enthusiasm and excitement of a dream-come-true.

It started on our old-time TV sets . . . 30 seconds of flashing, fantastic black and white images . . . a saucer-like starship, an amazing glass-domed robot, snappy space soldiers, and romance! Electronic music faded and a wonderfully dramatic voice announced: "Starting Friday at your neighborhood theaters. Don't miss it! Forbidden Planet! The Space Adventure of the Century!" We sat there, spellbound, wondering if all this could really be true. But it wasn't long before the melodic mindlessness of the Lawrence Welk Show once again filled the TV screen to gently brainwash our parents, and transport us back to mundane reality.



**ROBBIE THE ROBOT**

© MGM 1956

So we waited patiently for the end of the week to come, counting the minutes and the hours until Friday finally appeared. Then with a bunch of our best buddies we marched arm in arm down to the local movie-house, excited and expectant, each with seventy-five cents in our pockets . . . fifty for the movie and a quarter for buttered popcorn.

Once inside the theater we scrambled for the choicest seats in the third row, then sat whispering nervously among ourselves as the house lights dimmed. The between-show muzak faded and the great ponderous curtains pulled slowly away from the screen. Only the sound of squeaky curtain pulleys could be heard as the scattered audience of expectant schoolkids shushed themselves into a respectful silence. Suddenly Leo the MGM lion roared out his announcement that the movie was about to begin. We gripped the armrests of our seats, held our breath as the electronic soundtrack tweetled into existence, and widened our eyes as a movie called "Forbidden Planet" zoomed up onto the Cinemascope screen.

And somehow I think we all knew that this was going to be an experience we would never forget . . . □

**FORBIDDEN PLANET** Credits: Produced and released by MGM, August 1st, 1956. Produced by: Nicholas Nayfack. Directed by: Fred McLeod Wilcox. Screenplay by: Cyril Hume, based on an original story by: Irving Block and Allen Adler. Photographed by: George J. Folsey. Special Effects by: A. Arnold Gillespie, Warren Newcombe, Irving G. Ries and Joshua Meador. Music: Louis and Bebe Barron. Cast: Walter Pidgeon, Leslie Nielsen, Anne Francis, Warren Stevens, Richard Anderson, Earl Holliman, Jack Kelly, George Wallace, and Robby the Robot.



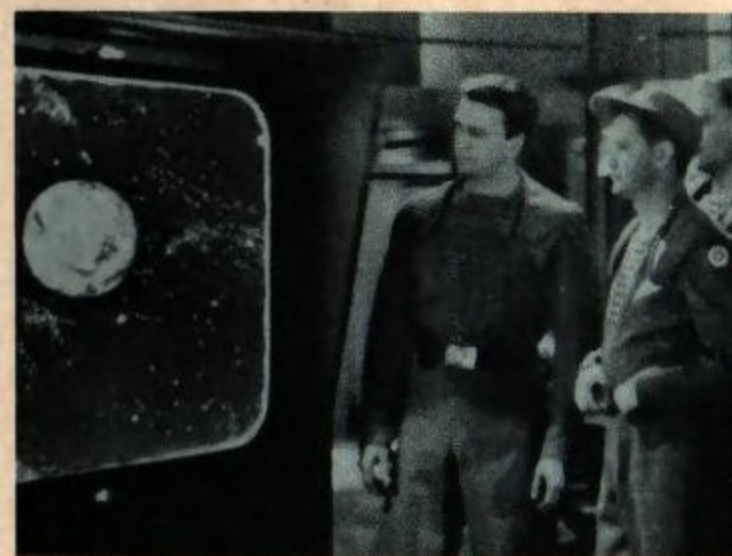
1. The United Planets Cruiser C-57D re-emerges from hyperspace on its mission to search out and rescue the Belerephon expedition.



2. Doc Ostrow, Commander Adams and Lt. Farman check their star charts as the C-57D speeds through space towards Altair 4.



3. The sleek saucer-like starship is silhouetted dramatically against the eclipsing orb of a giant red sun as it nears its destination.



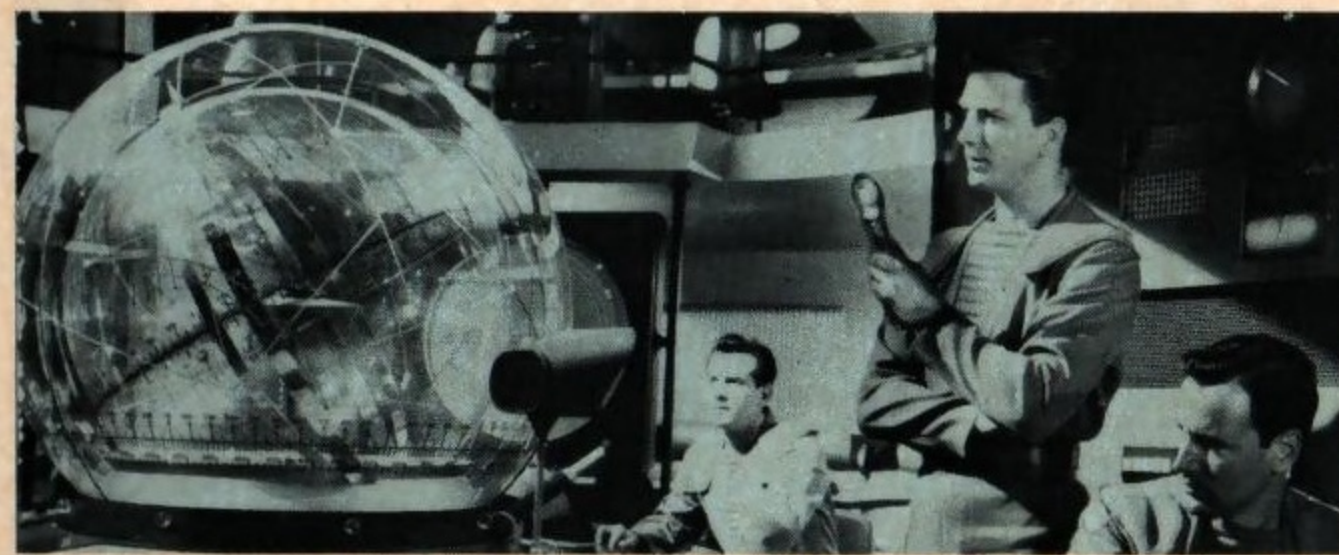
4. Commander Adams and other crew members assemble at the video screen to observe a close-up of Altair 4.



5. The C-57D enters into a temporary orbit around Altair 4 as it begins its scanning operations in search of the missing colonists.



6. Commander Adams takes over the controls of the starship as Lieutenant Farman watches the navigational globe.



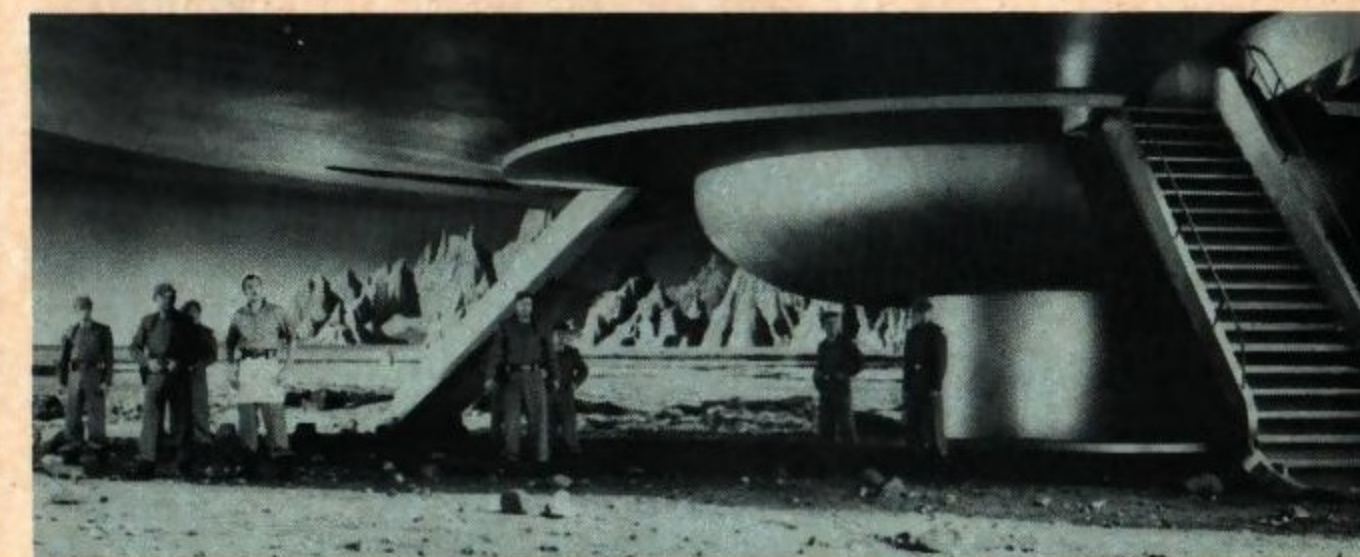
7. Audio contact is attempted as the orbiting starcruiser continues its search for the missing Belerephon crew. Suddenly the voice of Dr. Morbius, one of the surviving colonists breaks the silence and admonishes the C-57D to abandon its rescue mission.



8. Lt. Farman, Doc Ostrow and the Commander hover over the communications console, awaiting their landing co-ordinates.



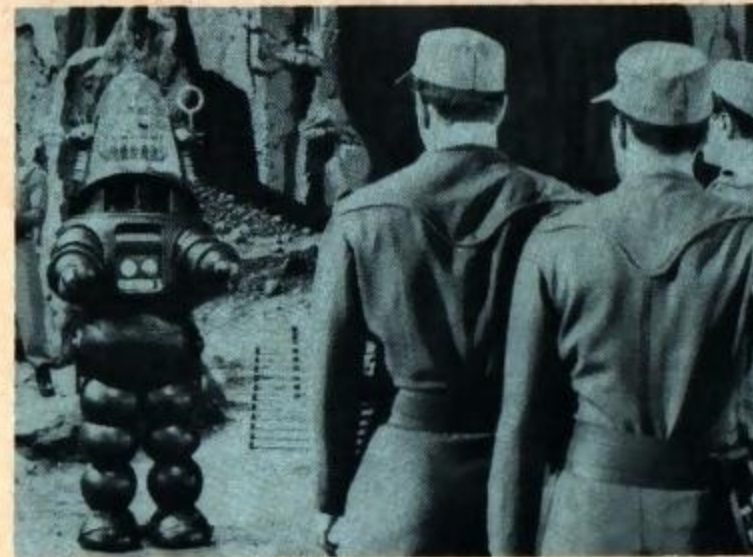
9. The C-57D zooms at a low trajectory across the surface of Altair 4 until it reaches its designated landing site.



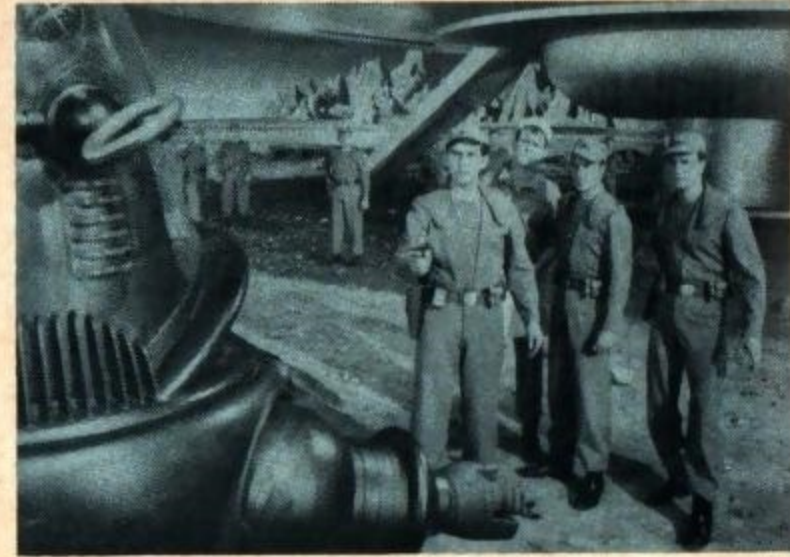
10. The crew of the tiny starship clamber quickly down the ship's stairways, eager to get their space-weary feet on solid ground again. But no sooner have they disembarked than an ominous cloud of dust comes speeding toward them in the distance.



11. As the cloud approaches, it slows down and becomes more distinct. It is a vehicle of some sort.



12. The vehicle, however, is more than it seems when the "motor" disengages itself and walks toward them.



13. "My name is Robbie", explains the robot. "I am programmed to take you to my master, Dr. Morbius, follow me."



14. The robot escorts the captain and his officers to the "sand car" and drives off in a flurry of dust.



15. The futuristic desert abode of Dr. Morbius looms in the distance nestled among the rock formations of Altair 4.



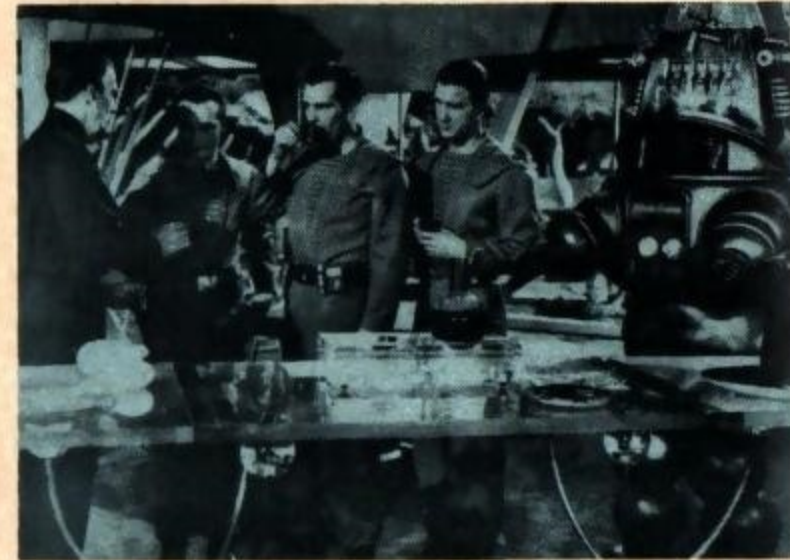
16. Upon arrival Robbie instructs the men to wait until his master returns. Suddenly, a dark figure addresses them. It is Morbius.



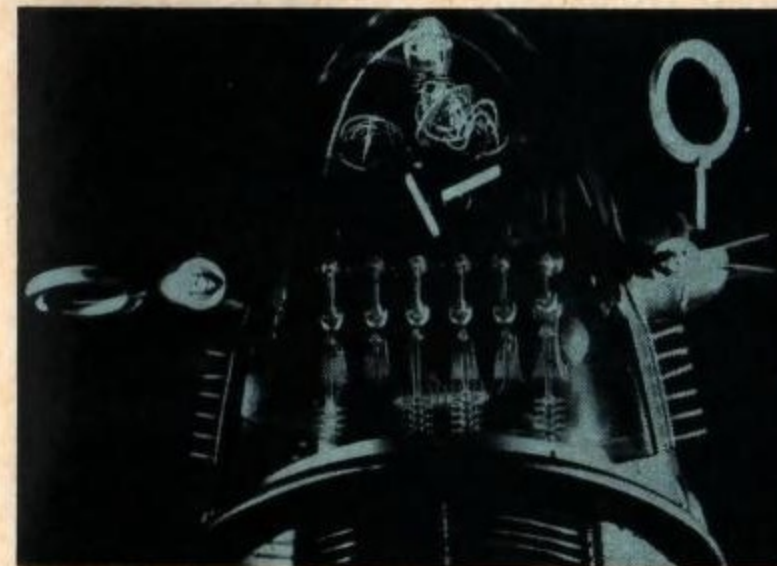
17. But Morbius does not live alone in his reclusive abode. His beautiful daughter Altara enters the room. He introduces her.



18. Adams is curious as to what happened to the rest of the Belerephon expedition. Morbius explains their mysterious deaths.



19. Morbius offers his visitors lunch and coffee. "My wife died of natural causes many years ago" he continues. "Altara and I live alone."



20. "The robot is our only companion." "Where did he come from?" asks Adams. "I tinkered him together in my spare time," says Morbius.



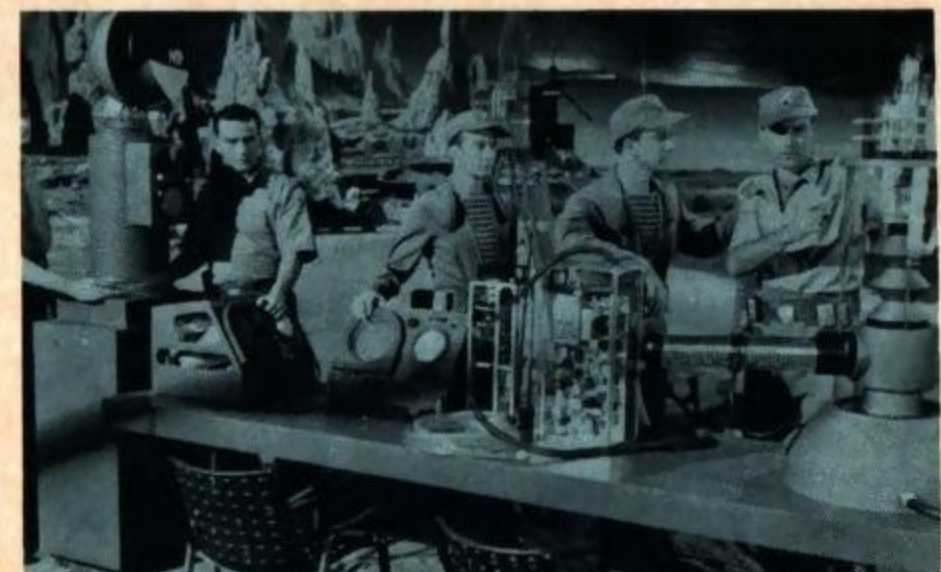
21. Lt. Farman makes small talk with Altara, explaining that he is a highly desirable male while Commander Adams is a "space-wolf."



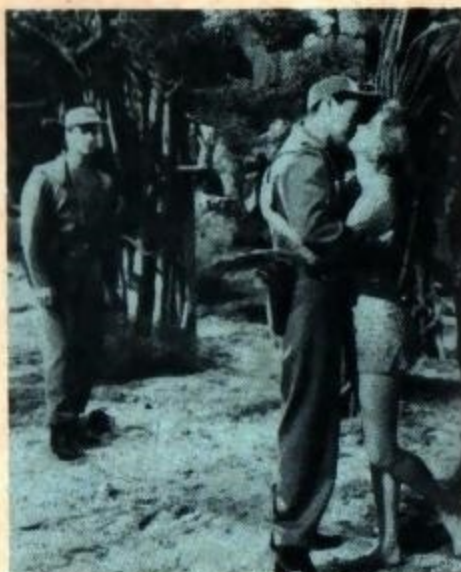
22. Altara introduces the earthmen to a few of her "friends," including a bengal tiger which she summons with a high frequency whistle.



23. Back at base camp the crew lighten up by playing a practical joke on the ship's cook. The magnetic winch lifts the unsuspecting "Cookie" upside-down in mid-air.



24. Commander Adams discusses the construction of a jury-rigged communications link with Earth using the Klystron Monitor and sheets of lead substitute.



25. Lt. Farman demonstrates biological "stimulation" to Altara.



26. That night sentries stand guard outside the C-57D, unaware that an invisible force that has entered the ship and sabotaged equipment.



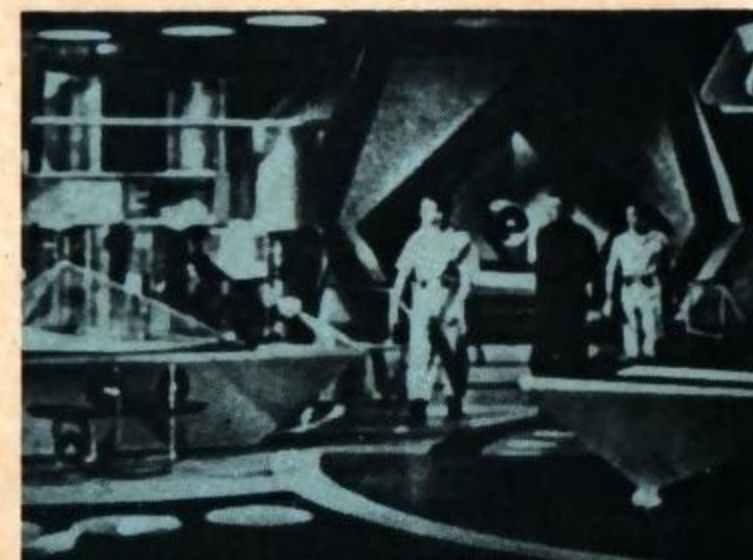
27. Commander Adams holds discipline on the sentries who "saw nothing," and the sleeping crew member who "thought he had a dream."



28. Chief Quinn shows the sabotaged Klystron Modulator to the disgruntled Captain explaining that it is irreparable.



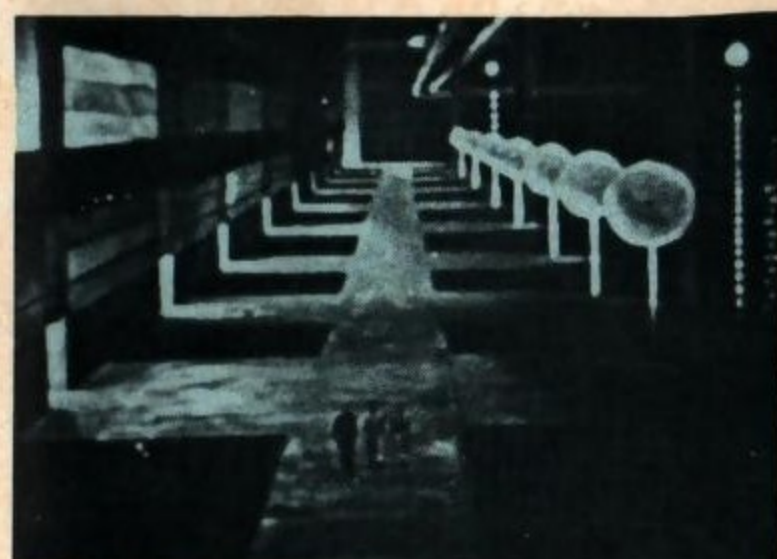
29. At Morbius' home the earthmen discover the doctor's secret office. Resignedly, Morbius introduces them to the mysteries of the Krell.



30. Morbius leads the earthmen deeper into the labyrinth of Krell corridors until they emerge into an amazing laboratory.



31. Seated in the narrow confines of a "tube car" Morbius transports the earthmen deeper into the wonders of the Krell civilization.



32. "Prepare your minds for a new scale of physical scientific values," announces Morbius. "9,200 thermonuclear reactor's in tandem..."



33. "... the harnessed power of an exploding planetary system. For 2,000 centuries these machines have maintained themselves.



34. While at Morbius' home Adams learns "that Chief" Quinn has been murdered. Doc Ostro displays a cast of the intruders foot.

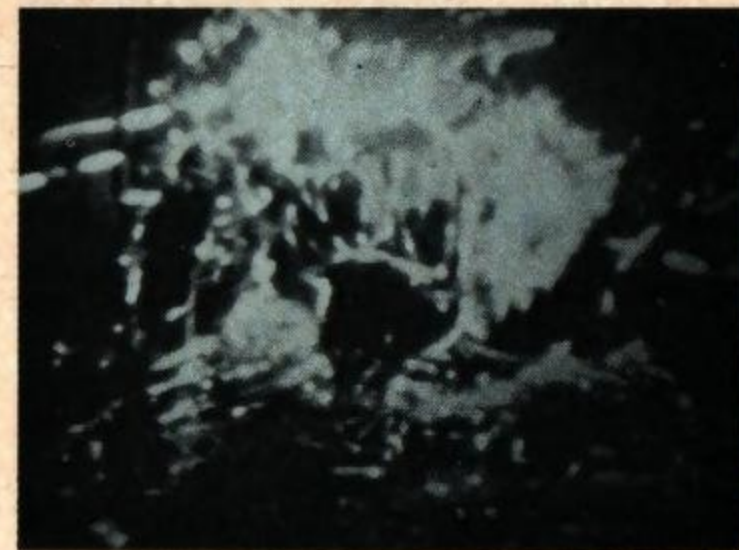
# KRELLIAN LANGUAGE



35. That night, the ominous shape of the Id Monster once again breaks through the ship's "electric fence."



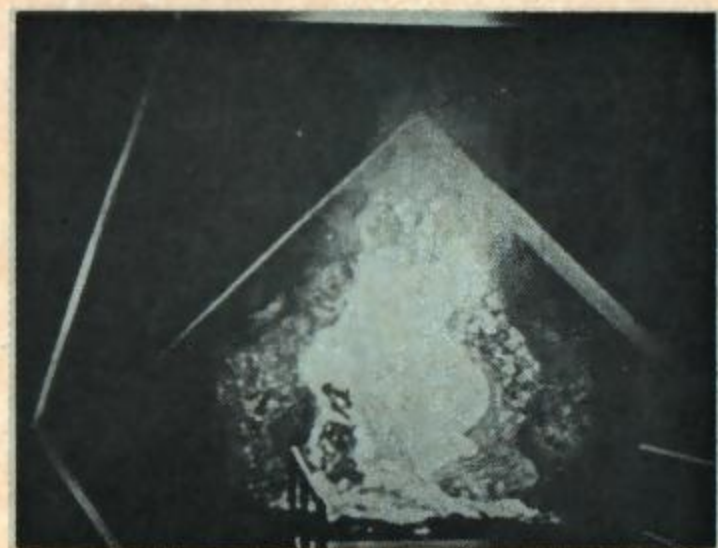
36. The crew of the C-57D aim their weapons as the invisible monster attacks the ship with nightmare strength.



37. Even though their entire combined firepower is focused on the Id monster, the creature seems to grow stronger.



38. Following them to Morbius' home, the Id monster attacks the humans even as they lock themselves in the safety of the Krell lab.



39. The Id monster burns its way through even the impenetrable Krell metal doorway as it attempts to reach the earthmen.



40. Realizing that the monster is a creation of Morbius' unconscious mind, the Captain forces him to face the truth.



41. Altara pleads with her father to admit that only he has the power to save all of their lives.



42. Realizing the truth, Morbius confronts his self-made nightmare, crying, "I give you up... I give you up..."



43. Fatally exhausted from his encounter with the Id monster, Morbius instructs Adams to activate the planetary destruct device.



44. In a scene ultimately edited from the film, Commander Adams marries Altara aboard the C57-D.



Altara and the Captain watch from millions of miles away as Altair 4 explodes from the overloaded Krell atom furnaces.



46. The captain and crew watch while Robbie takes the helm as the starcruiser C57-D returns homeward toward earth.

## Alien Linguistics by TAUNA LE MARBE

When the crew of the United Planets Cruiser, C 57 D, landed on Altair IV in search of survivors of the Bellerophon, they were greeted by a robot named "Robby".

At their first encounter, Robby announced, "If you do not speak English, I am at your disposal with 187 other languages along with their various dialects and sub-tongues."

The possibilities of what these languages might have been is intriguing. Especially since Robby was "tinkered" together and programmed by the late Dr. Morbius.

Dr. Edward Morbius arrived on Altair IV, as the linguistics expert aboard the Bellerophon. He spent twenty years on the planet attempting to unravel the complexities of the Krel alphabet, logic and science. He admitted that he had "barely scratched the surface."

The Krel language is recorded in two separate ways, 'Cerebro' and 'Written'.

The first form, 'Cerebro', was in fact a micro-wave recording process. It was accomplished by mnemono-verbal transmission or the transmitting by instant memory-wave. In this was a direct recording of any experience could be stored in the 'memorizer' banks. This instrument is denoted in the more ancient form of 'Written' Krel by symbols which would translate approximately as "The Gateway."



"Morbius, Commander Adams and Doc Ostrow discuss the Krellian glyphs projected on the laboratory wall."

Unfortunately when Altair IV was destroyed, the sum-total of all past Krel knowledge recorded on the 'memorizer' was destroyed.

The second form, 'Written' Krel language, was actually an etching process done with a 'stylis' on strange yellow-grey metallic sheets with the aid of a geometric 'rule'. The hieroglyphic letters and figures were in precise measurements of length, width, and depth. All of these characters appear to be very black.

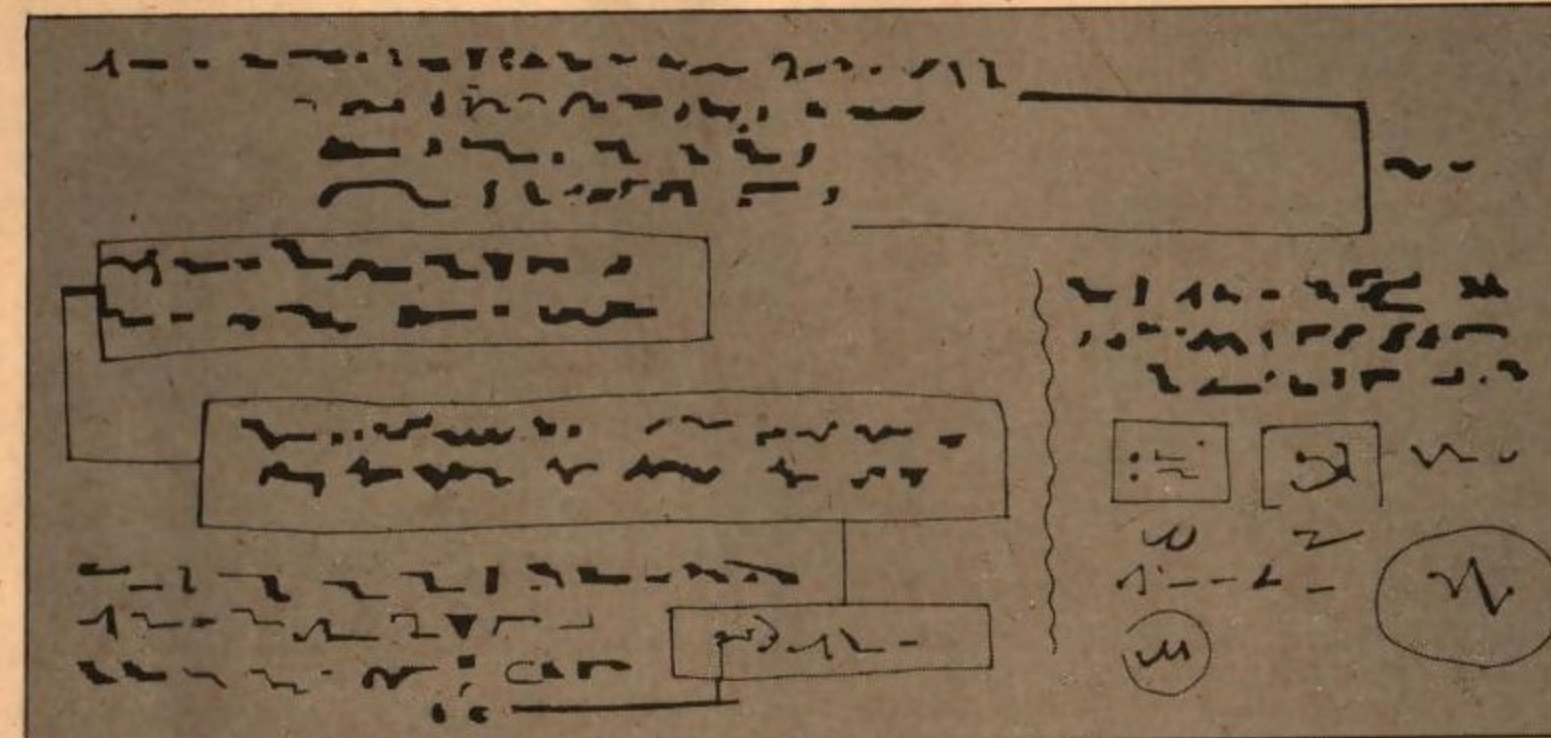
One of the greatest difficulties in translating the 'Written' Krel is due to the vast Krel Alphabet. The writing resembles certain forms of Earth writing: Arabic Kufic and Gliding Kufic, and Egyptian


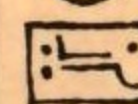
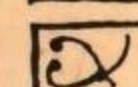

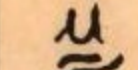
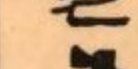
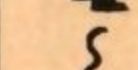
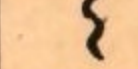

Demotic and Hieroglyphic.

However, in Krel, letters, words, and phrases are put together in a system of shorthand (not unlike Greg), where the meaning not only depends on the pattern of symbols used but on the precise geometric measurements and depth of each stroke as well. Krel reads from bottom to top-right to left-left to right-right to left-and so on.

The illustrated sheet appears to be a theorem. The simple characters are notations to a geometric diagram. While we have only been able to translate fragments of this one existing sample of Krel 'Writing', we believe it to be the Theory of Unified Field which Dr. Einstein strove so hard to uncover.

Below are those few fragments.



-  Nu-nu (name of Krel scientist)
-  Multiplication of information (the boxed equations run simultaneously and in unison)
-  The Gateway (the 'memorizer')
-  Phrase Emphasizer
-  Mu-M (magnetic field)
-  gravitation
-  Meson forces
-  determinative (pertaining to or belonging to a specific group)
-  that separates or distinguishes a combining shorter form