



Several years ago, the Infocom Documentation Project produced the *definitive* Adobe Acrobat version of the *Leather Goddesses of Phobos* docs and feelies. The Documentaion Project PDF is not only complete, it's as beautiful a document as your copy of Acrobat might ever have the privilege to open (and the same goes for the other documents they completed, especially the gorgeous job they did with *Wishbringer*).

But in the case, specifically, of Issue #91 of *The Adventures of Lane Mastodon*, the definitive PDF suffers from its own perfection. Just as you'll have difficulty playing your original **LGoP** game diskette on most modern computers, the artfully-rendered and faithfully-scanned 3-D comic becomes increasingly difficult to enjoy properly, for a few key reasons:

- 3-D Has Changed: In 1985, standard American 3-D glasses used red and blue tinted lenses, while modern glasses (of the sort you can scrounge from special issues of magazines, modern 3-D comics, special TV episode promotions and so on) use red and cyan tinted glasses for superior clarity. If you try to enjoy Lane Mastodon's adventure's with modern glasses, they'll work, more or less, but there will be unnecessary ghosting. Since Lane's 3-D effects (provided by the legendary Ray Zone) include the speech balloons (always a risky choice for legibility) this is a problem compounded.
- The IDP Version Isn't Monitor Optimized:
 The Infocom Documentation Project version of the comic is a straight scan, preserving the actual appearance of the feelie as nearly as can be, but this further compounds the ghosting problems on most monitors. No on-screen 3-D image can ever be ghost-free for everyone (since none of our monitors will ever really agree on how to display color), but more can be done for screen readers, specifically.

Not Everyone Has a Pair of 3-D Glasses: No printer-friendly two dimensional version of the comic is available that I'm aware of. The last Activision compilation CD includes a reasonably nasty low-res 2-D version in printer-hostile purple, and that's it, I think, for folks without the funny spectacles.

This PDF is intended to unofficially supplement the Infocom Documentation Project version by providing *two* alternate versions of the comic-book interior.

The first is a clear, black-on-white, printer-friendly two-dimensional version, digitally extracted from fresh high-resolution scans of an original feelie. This is, essentially, the blue portion of the two-tone comic, isolated with all reds removed (since the bluelines are the original artwork, with all of Ray Zone's magic taking place in the redlines). The 2-D version would also be a lot of fun to color with colored pencils if you have a rainy afternoon and no working copy of Frotz!

The second is a completely remastered 3-D version, created by re-coloring the comic to modern red-cyan style, along with a vigorous scrubbing and optimizing for well-tuned monitors. If you're experiencing much ghosting with this version, try a monitor-tuning application (there are several available) or enjoy the 2-D version as an alternative.

I consider this process a natural step forward for **Leather Goddesses**. We can assume that Infocom, in adapting the Depression-era original comic, had to perform a similar process (since, in the 1930s, American 3-D comics used the old red-and-green standard still used in some parts of the world). And on that last note, we are reminded of a job yet undone. Maybe tomorrow. Probably not. Either way, I'm sleepy now.

S. John Ross
Denver, Colorado, 2009

Version 2.00 November 2020. Corrected B&W version to original blues.





























































































































































