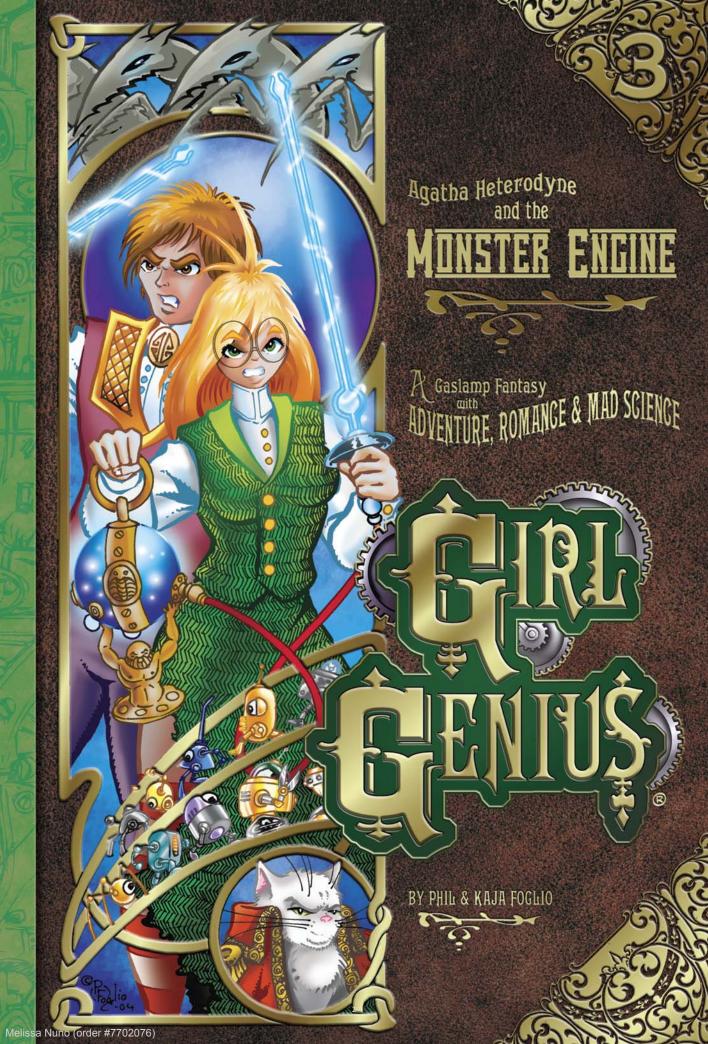
GIRL GENIUS ELECTRONIC EDITION

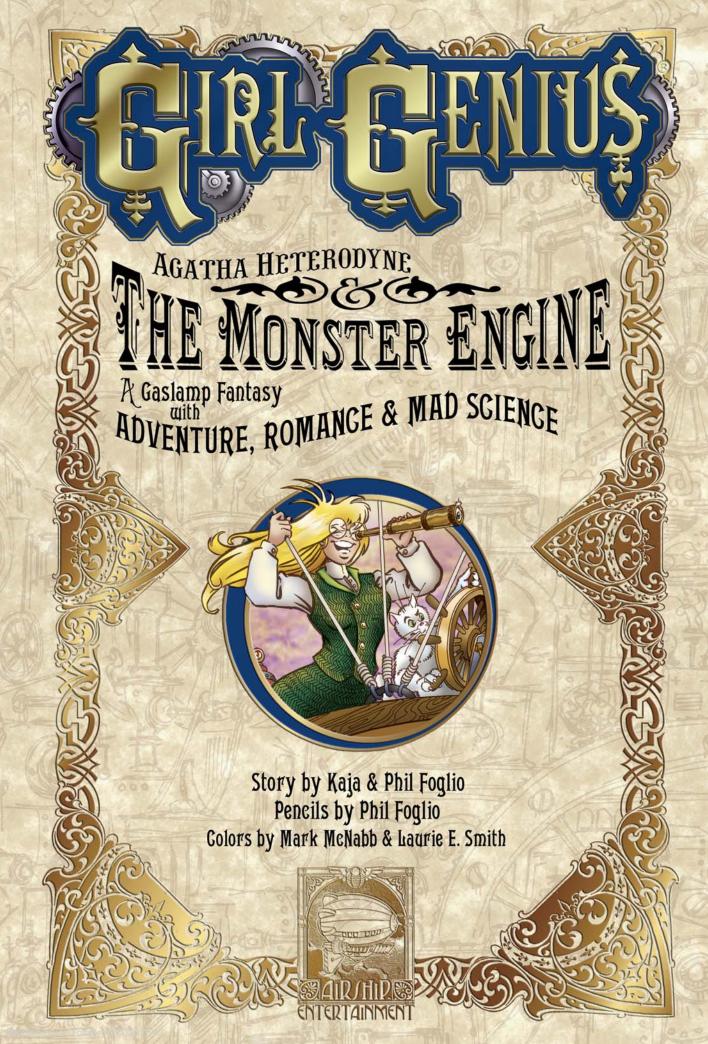


VOLUME THREE

AGATHA HETERODYNE AND THE MONSTER ENGINE











Girl Genius® Graphic Novels

Girl Genius Volume One:

Agatha Heterodyne and the Beetleburg Clank

Girl Genius Volume Two:

Agatha Heterodyne and the Airship City

Girl Genius Volume Three:

Agatha Heterodyne and the Monster Engine

Girl Genius Volume Four:

Agatha Heterodyne and the Circus of Dreams

Girl Genius Volume Five:

Agatha Heterodyne and the Clockwork Princess

Girl Genius Volume Six:

Agatha Heterodyne and the Golden Trilobite

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Story by Phil & Kaja Foglio. Pencils by Phil Foglio. Story colors by Mark McNabb (pages 5-62 and 64-76) and Laurie E. Smith (pages 63 and 77-127). Selected spot illos colored by Kaja Foglio. Logos, Lettering, Artist Bullying & Book Design by Kaja. Fonts mostly by Comicraft-www.comicbookfonts.com. Invaluable art assistance by Cheyenne Wright, Savannah Goodwin and Alice Bentley.

Most of the material in this collection was originally published in the Girl Genius comic book issues 7-10.

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This book is dedicated to Cheyenne Wright and Savannah Goodwin– towering figures of legend on the TPU campus in addition to (or possibly because of) being the only ones who actually know where the Department of Transdimensional Harmonics is on any given week. Fear them.

KAJA FOGLIO

With the publication of this volume, Professor Foglio has completed her preliminary account of the first major incident in the life of Agatha Heterodyne. This occasioned the consumption of half a bottle of sherry, a triumphant dance of her own creation atop the main library, and then a nice liedown in a darkened room with a damp cloth over her eyes. Despite innumerable offers from various learned bodies and publishers of torrid historical novels, she has already begun work on chronicling Miss Heterodyne's further adventures.

PHIL FOGLIO

Professor Foglio continues his field research, attempting to verify the more outré incidents in the early life of Agatha Heterodyne, despite several incidents involving bad mushrooms. Some of the more chairbound members of the academic peer-review board saw cause to mock these difficulties, until it was shown that these mushrooms were over three meters tall, ambulatory, and possessed of a burning desire to conquer the Earth. "Bad" was a bit of an understatement. The surviving board members have vowed to so note, as soon as enough members to constitute a quorum are found.

MARK MCNABB

Professor McNabb's radical approach to color theory has sparked innumerable campus discussions, as well as at least one religious movement. The illustrations contained in his latest monograph caused the campus printing press to melt, an incident that Professor McNabb declared "A resounding success" and "I'm not paying for that."

LAURIE E. SMITH

A student of the long-mocked "visible spectrum" school of art theory, Professor Smith came to the attention of Professors Foglio and Foglio with her stunning "polar bear in a snowstorm" series of illustrations, which were rendered entirely without the use of the color white.



OUR STORY SO FAR



It is a world where the Industrial Revolution became an all-out war. Rival Mad Scientists ("Sparks" to use the more polite term) amuse themselves by unleashing their creations upon one another, much to the dismay of the general populace. These battles have in many places created a landscape devastated by doomsday machines and monsters.

At the time of our story, Europe is recovering from an especially bad period of conflict known as The Long War. Responsible for much of that recovery is Baron Klaus Wulfenbach—an unusually powerful Spark. The Baron has established an empire by the simple expedient of conquering all who dared to disturb the Pax Transylvania, and with his rule has come a certain degree of order.

Even though most people admit that things have been better since the Baron took control, he is still unfavorably compared to his former companions—the Heterodyne Boys—popular heroes who disappeared years ago under mysterious circumstances. Many still await their return.

Girl Genius Volume One: The Beetleburg Clank

Agatha Clay was a student at Transylvania Polygnostic University. She worked hard, but had trouble concentrating and none of the little machines that she was constantly building ever actually worked. Although most people considered her damaged, the head of the University—Dr. Beetle—insisted upon her continued attendance and even employed her as a personal assistant in his lab.

In a University town like TPU's Beetleburg, strange things happen all the time. One morning, Agatha was startled by an electrical apparition and fled into an alley. There she was mugged by a pair of ragged soldiers, who stole a locket containing pictures of her parents.

Distraught, Agatha ran to Dr. Beetle's lab just in time for a surprise visit from Baron Wulfenbach and his newly-revealed son, Gilgamesh. Dr. Beetle had found a dangerous weapon—a slaver wasp hive engine of a type last seen in the Long War—and was attempting to hide it for his own purposes. This treachery had been discovered, and the Baron had come to deal with the problem personally. Dr. Beetle was killed in the ensuing fight and Agatha was expelled. When her foster parents—Adam and Lilith Clay—were informed of the day's events, they seemed most concerned with the theft of the locket. Agatha was informed that they would leave town the next day if it could not be found.

The next morning, Agatha awakened in Adam's machine shop, where something had clearly been built in a hurry. With her was Moloch Von Zinzer—one of the soldiers who had stolen her locket the day before. The other thief—his brother—had died in the night,

apparently because of an odd mechanism built into the locket. Moloch had come looking for Agatha with vague, drunken thoughts of revenge. Before anyone had a chance to do anything, a large mechanical "clank" came bursting through the doors followed by a canister of knockout gas and, finally, by Baron Wulfenbach and his soldiers.

The clank had been found stalking the streets. When the Baron reset the clank's controls to return to its point of origin, it had led him straight to the Clay's workshop. The Baron recognized Agatha as the student from Beetle's lab and assumed that the soldier, not she, was the builder of the device and therefore a new Spark. Agatha (still in her underwear from the night before) was assumed to be his lover. Both were taken to the airship fortress Castle Wufenbach—Moloch to be studied and Agatha to ensure his good behavior.

Girl Genius Volume Two: The Airship City

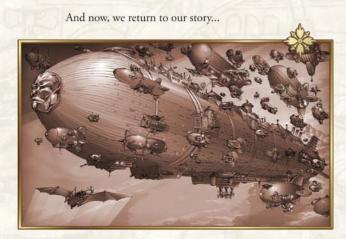
The first person that Agatha met when she awoke was Moloch Von Zinzer. Knowing that he was no Spark, and too frightened to point out the Baron's mistake, he blackmailed Agatha into pretending to be his assistant by threatening to expose Agatha's "parents" as the actual builders of the clank. Since Agatha feared that this might be true, she agreed to go along with the deception.

Agatha then discovered that she had been housed with a group of the Baron's students. Her new friends explained that they were children of various powerful Sparks and rulers, and that the Baron kept them with him to keep their parents in line.

Gilgamesh Wulfenbach believed that there was more to the events surrounding the Beetleburg clank than his father thought. Interviewing Agatha alone, he found that her answers to his questions only made him more suspicious. While testing a flying machine, the two crashed into the quarters of one of the generals of the Jägermonsters, a group of construct soldiers who once served the Heterodynes. The General became so interested in Agatha that Gil became worried and was forced to hurry her away.

Days passed, with Agatha and Moloch both trying to look busy while searching for a way to escape. Agatha had been waking up every morning in the lab—as though she had been trying to work in her sleep. Unfortunately, nothing useful ever seemed to come of it. Finally, tempers rose, and Moloch threatened Agatha, saying that if his "beloved assistant" had a tragic "accident," it would buy him more time. Thanks to the timely assistance of a cat that Agatha had been feeding, Moloch got the worst of the fight. Gil happened by just as Agatha was throwing Moloch into the hall. After hiring Agatha to work in his own lab, he took a terrified Moloch away, promising to "help" him.

Agatha was thrilled with the idea of working with someone who might actually let her DO something—right up until the cat started talking.

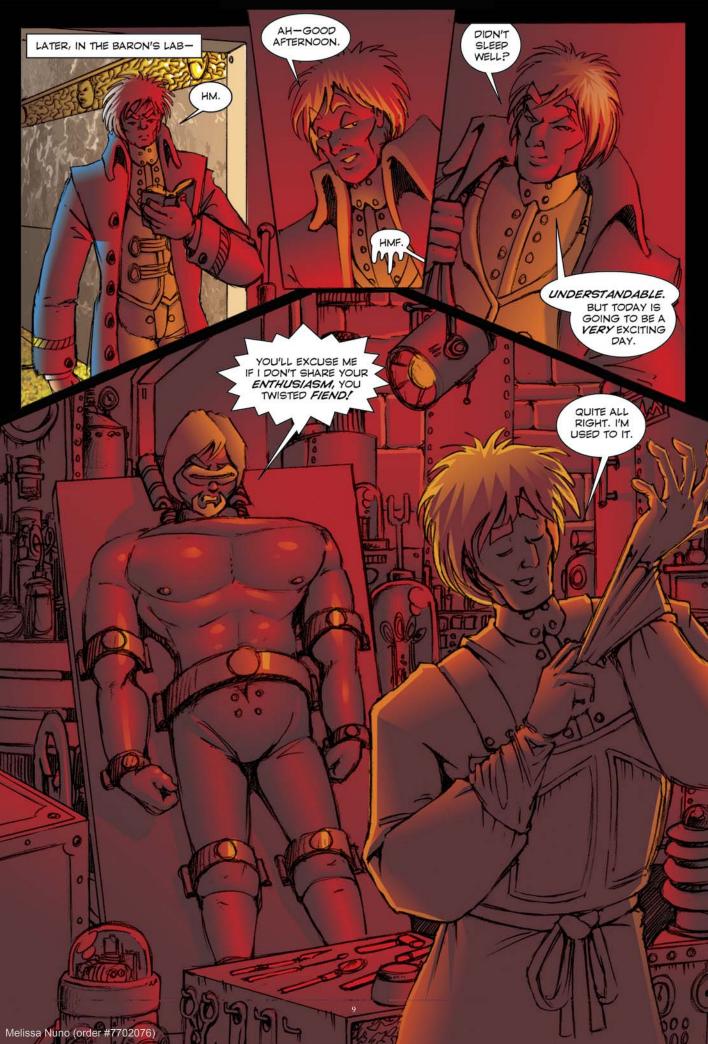






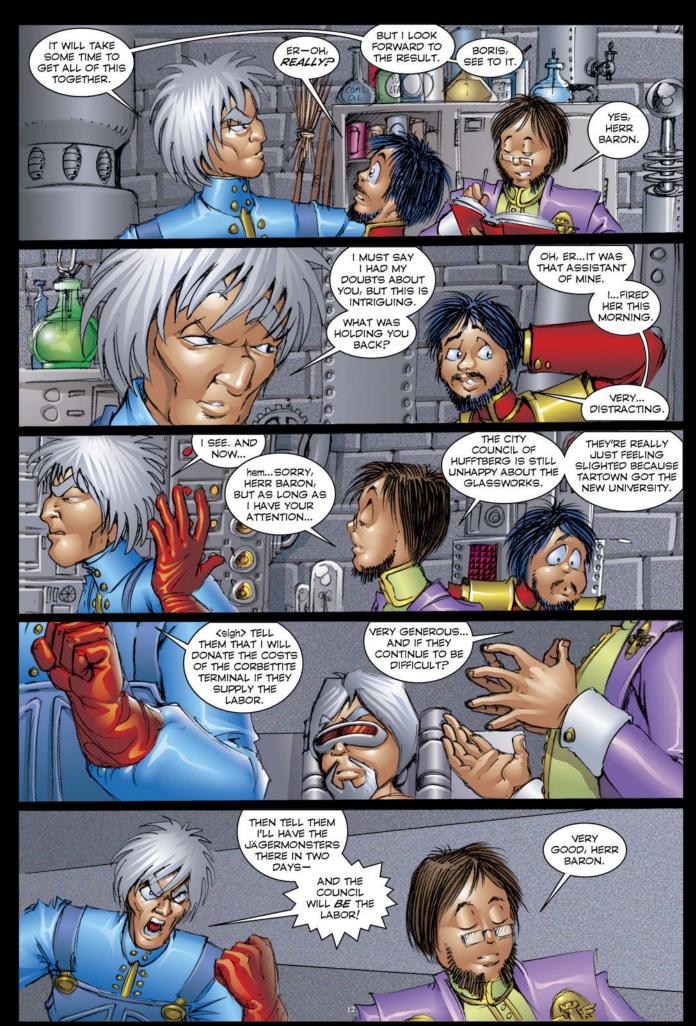






























































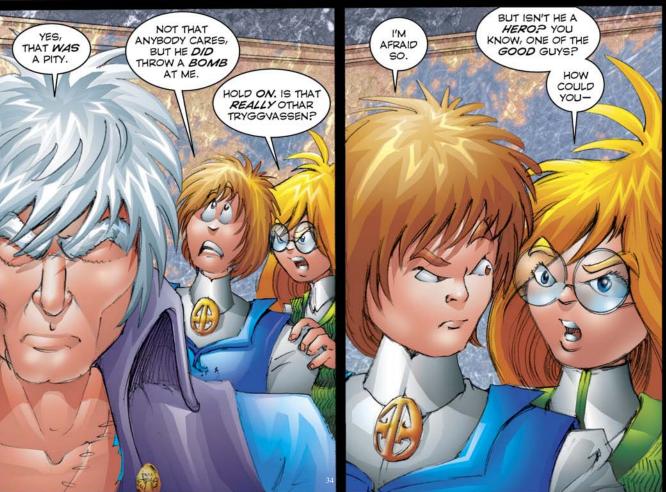


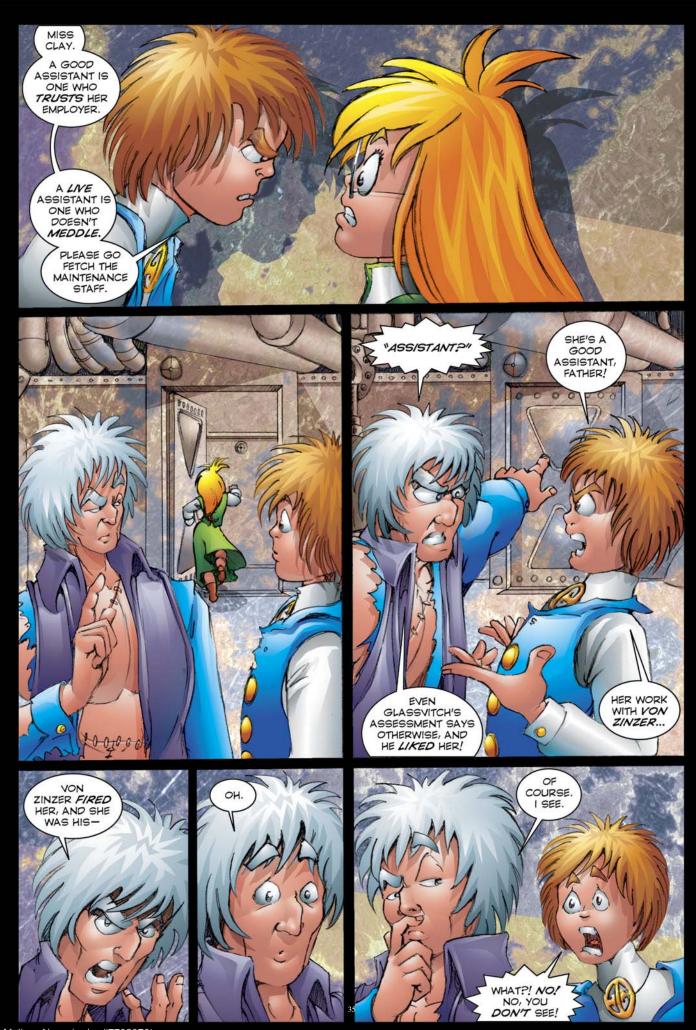










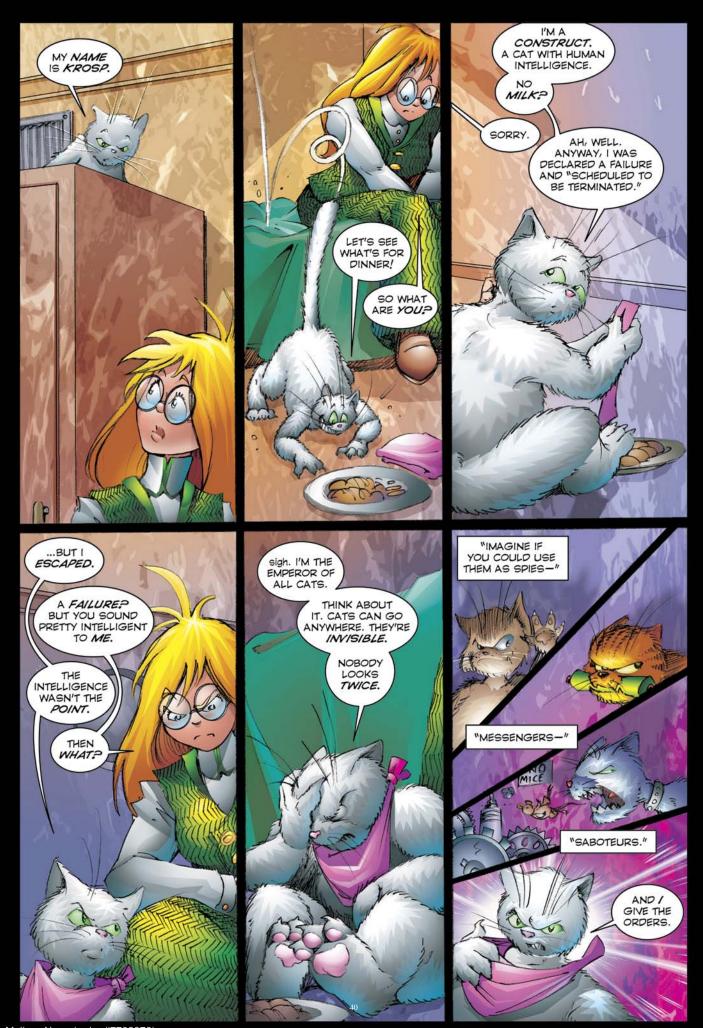




























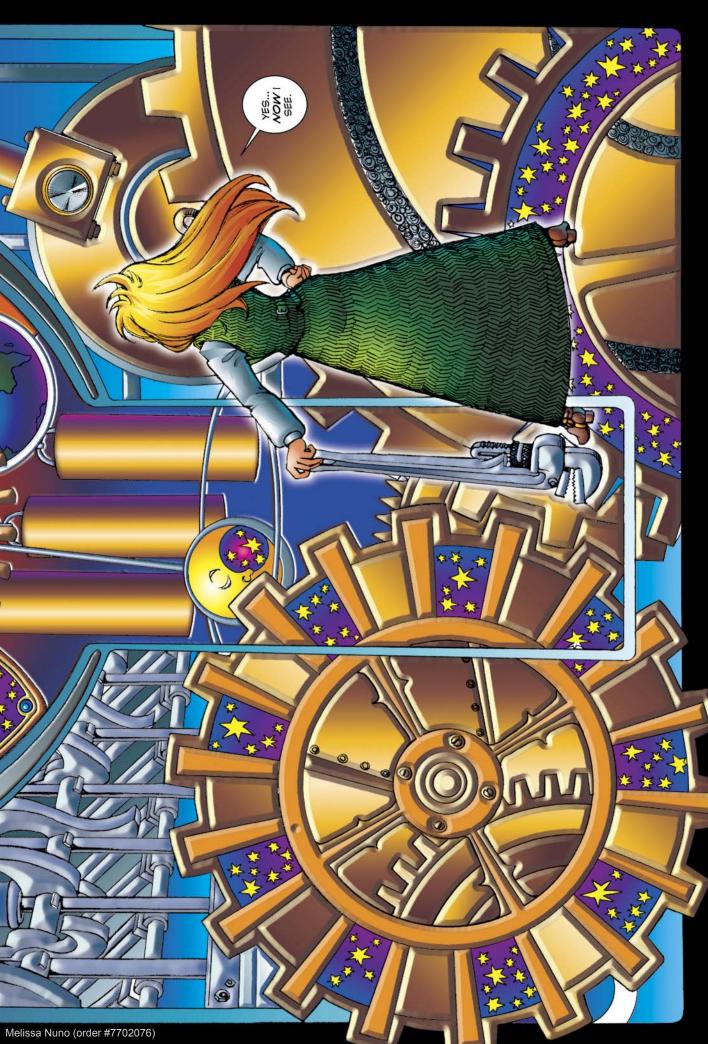


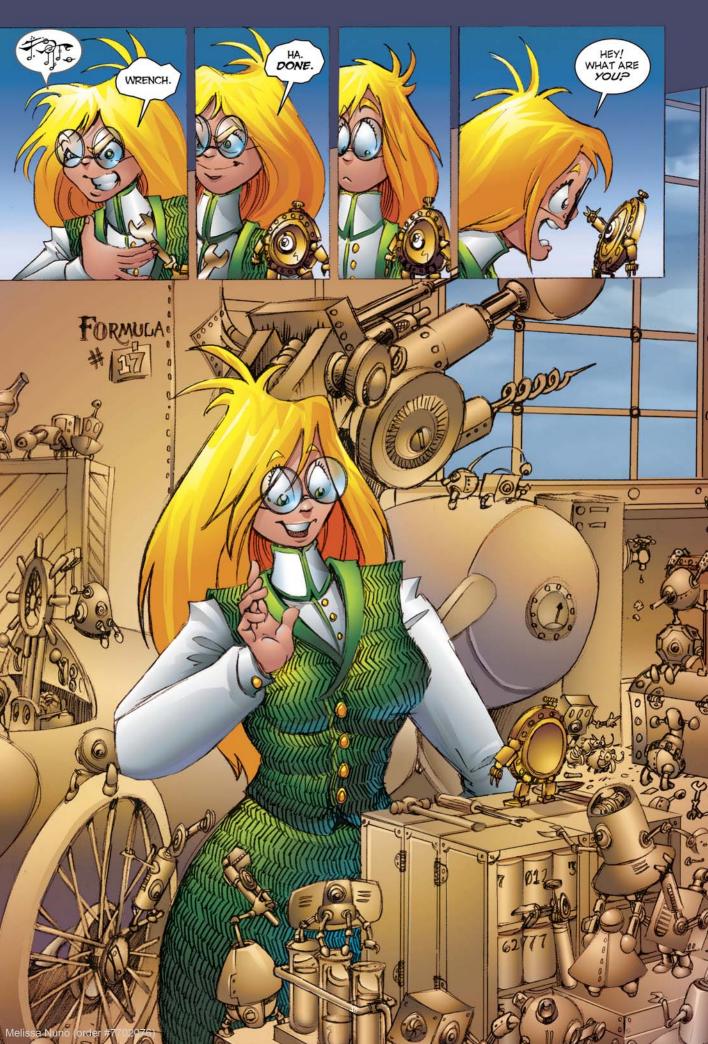














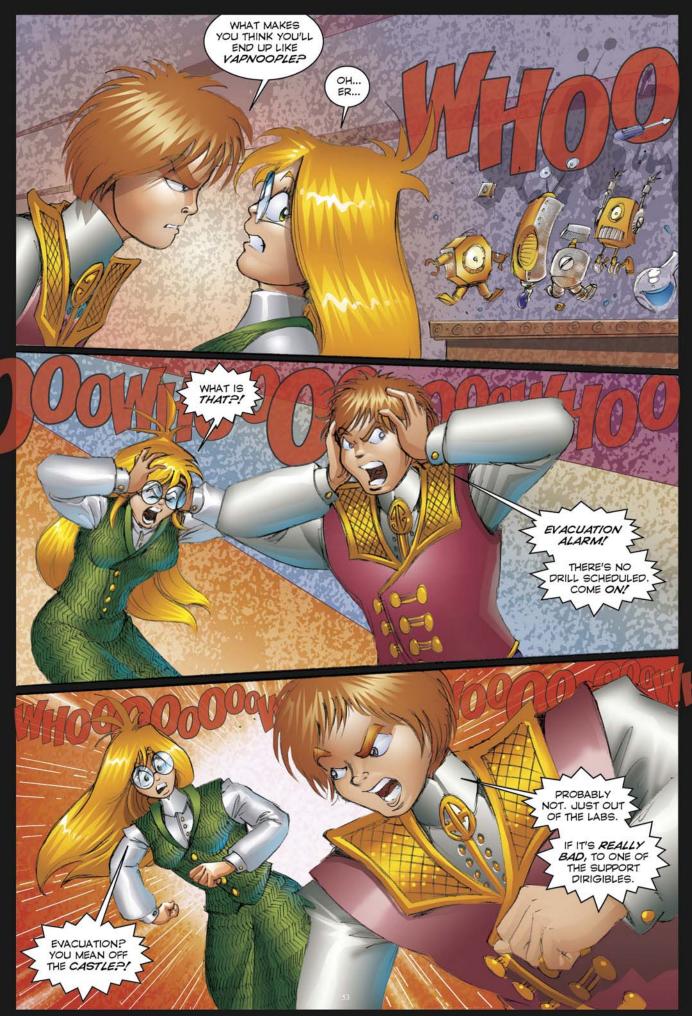












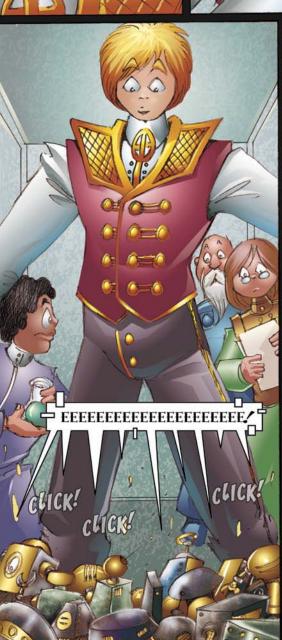






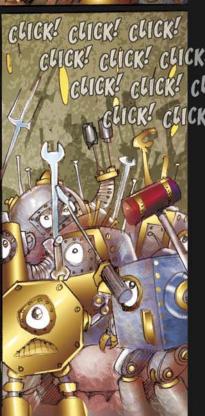












Melissa Nuno (order #7702076)







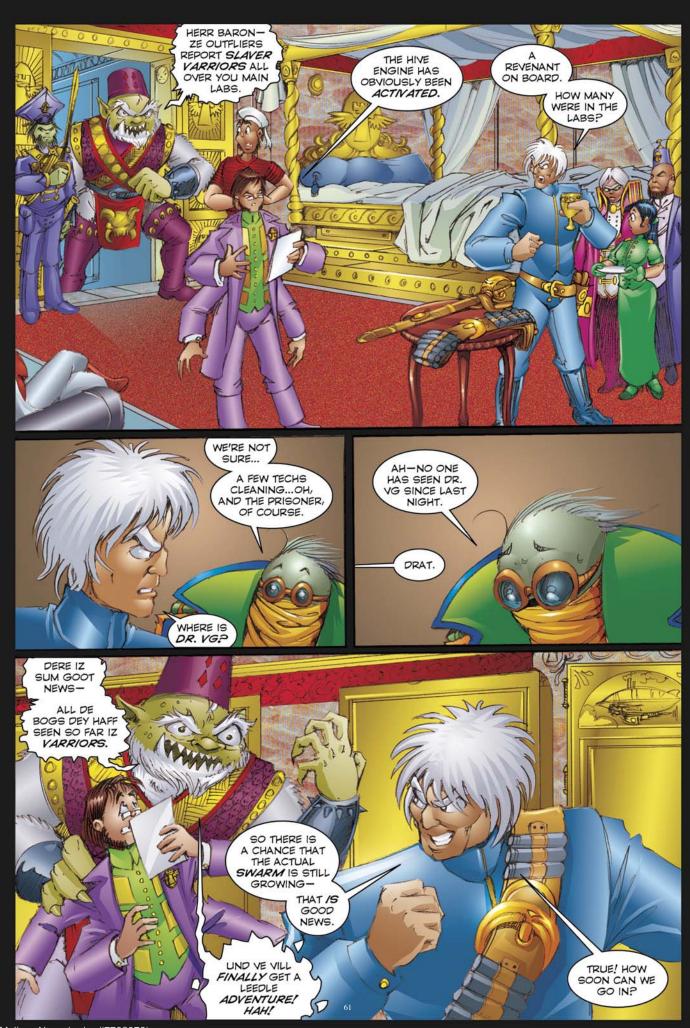








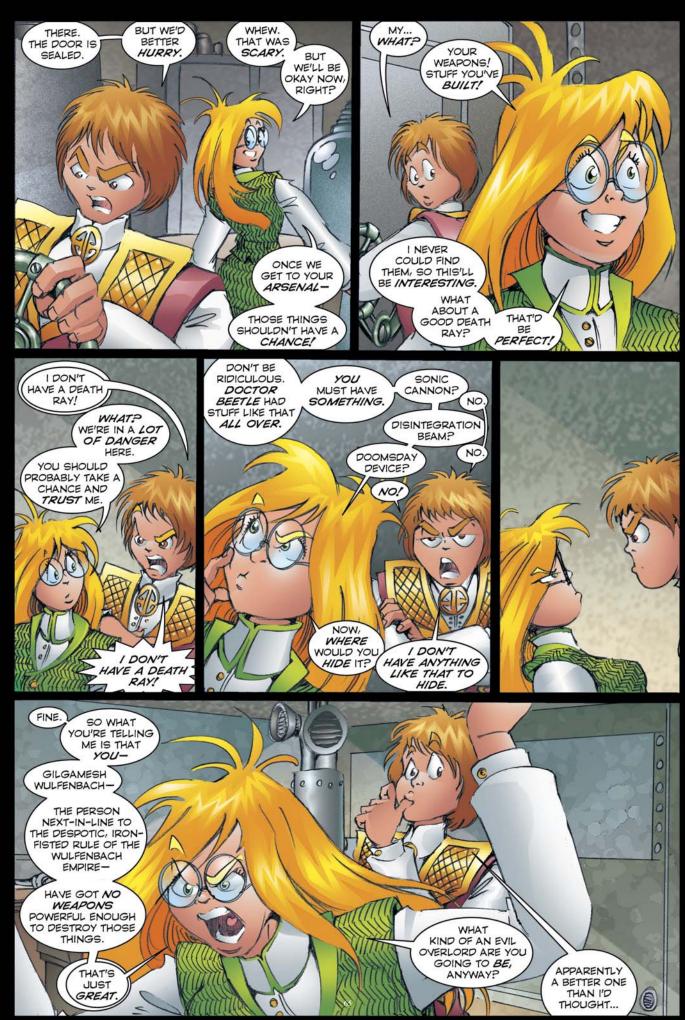










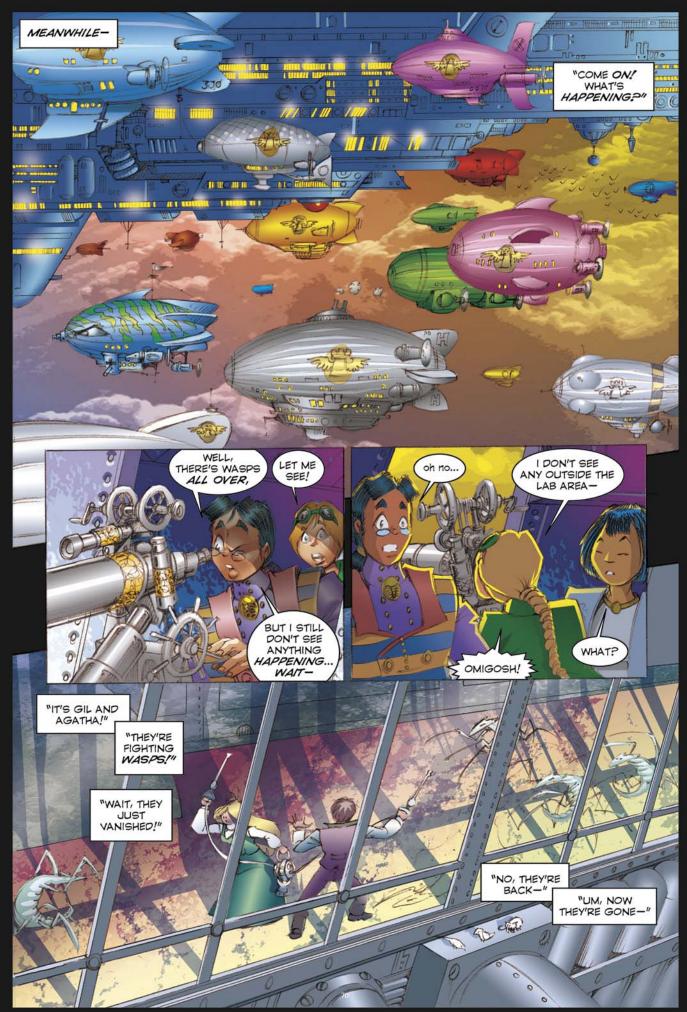






















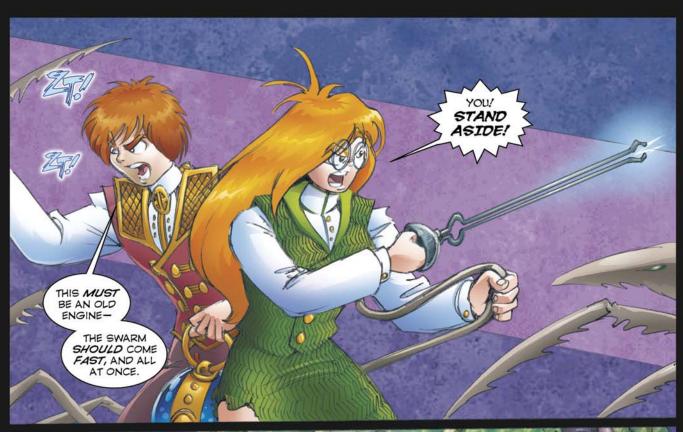
















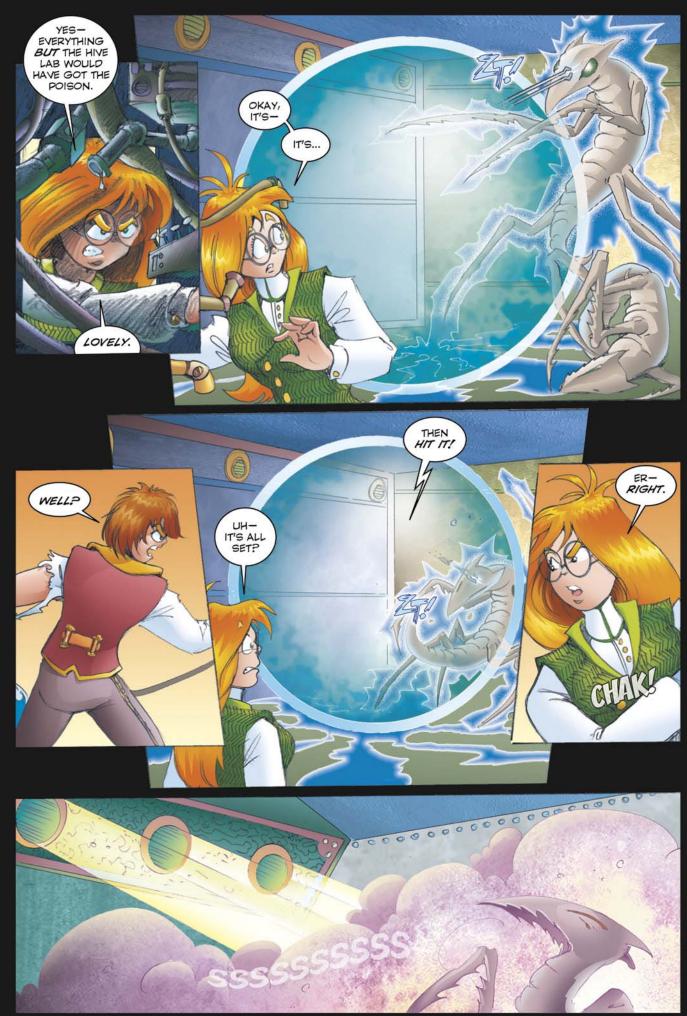


















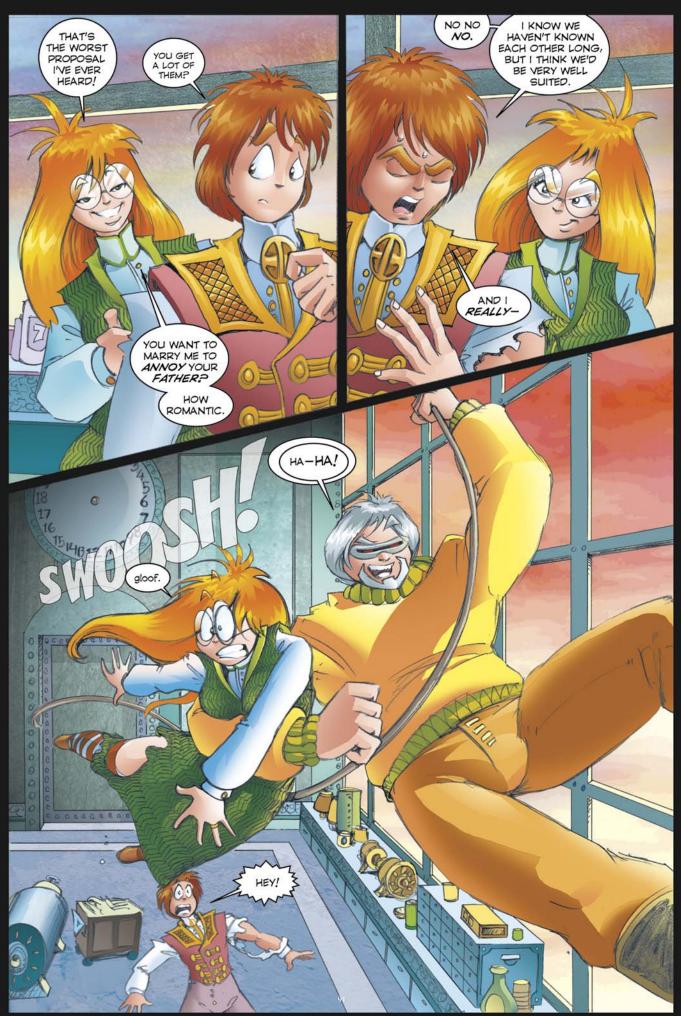


















TRUST
ME—WHEN YOU
GET TO KNOW HIM
BETTER, YOU'LL WANT
TO THROW HIM OUT A
WINDOW YOURSELF.











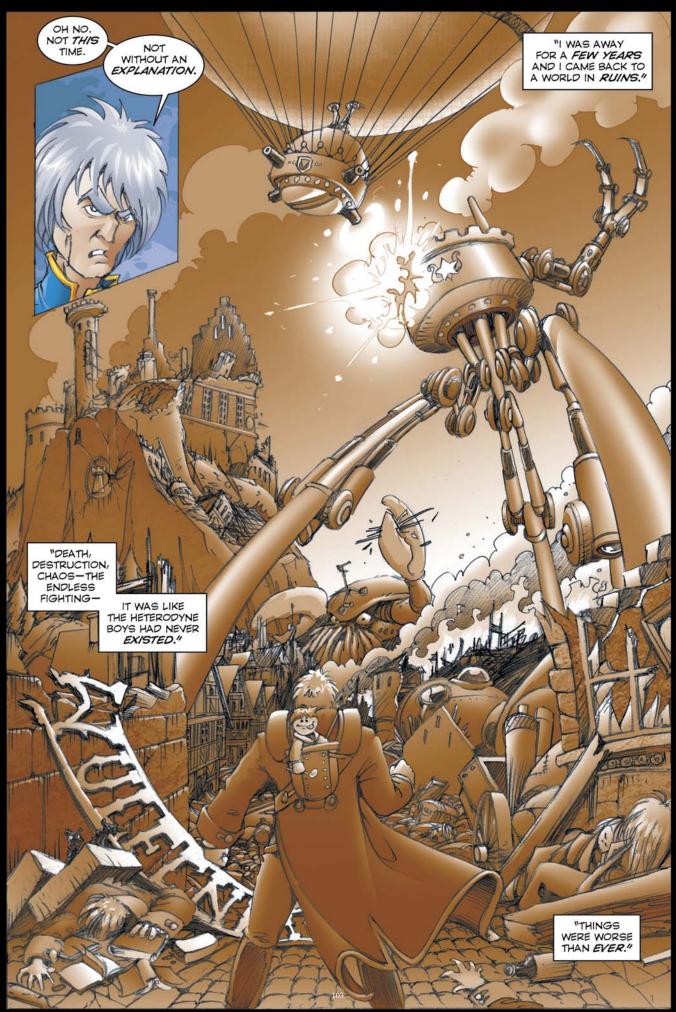










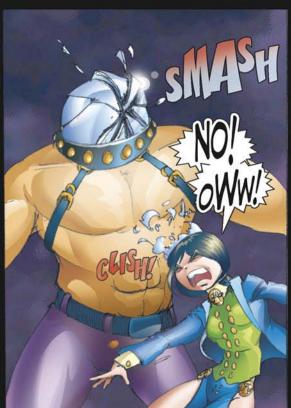










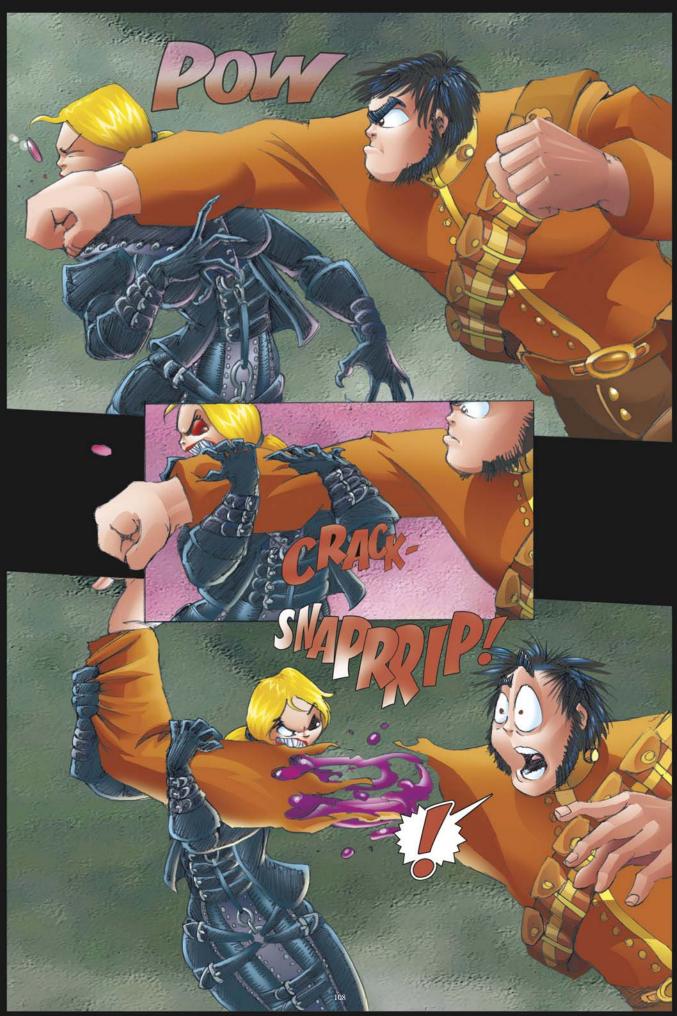














GO. GET TO CASTLE HETERODYNE. IT WILL HELP YOU.

WHAT?! BUT-









UH







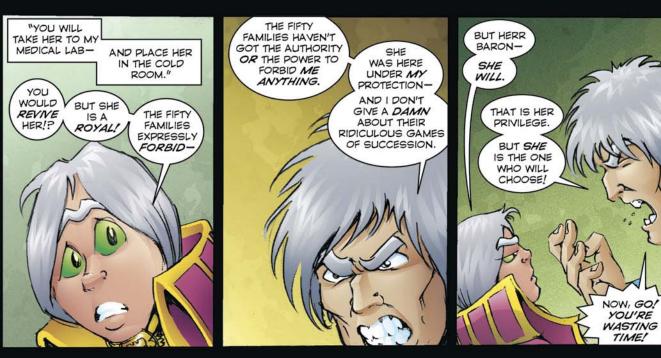


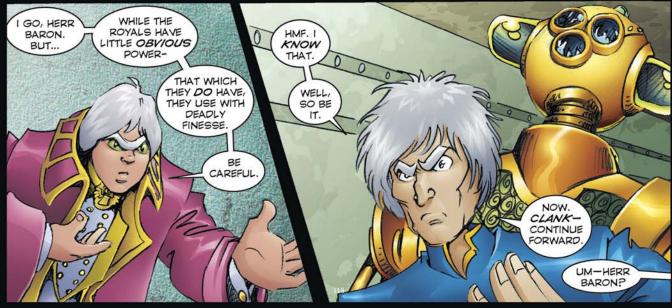


































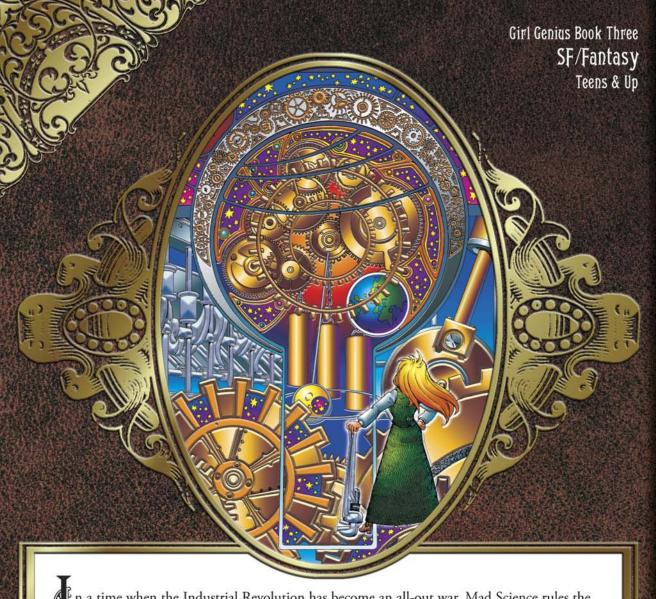
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AGATHA HETERODYNE CIRCUS OF DREAMS



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n a time when the Industrial Revolution has become an all-out war, Mad Science rules the World...with mixed success.

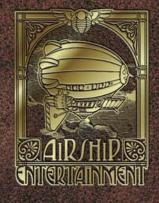
At Transylvania Polygnostic University, Agatha Clay was a student with trouble concentrating and rotten luck. Dedicated to her studies but unable to build anything that actually worked, she seemed destined for a lackluster career as a minor lab assistant. But then the University was overthrown and Agatha was taken aboard the giant airship Castle Wulfenbach— where it begins to look like she might carry a spark of Mad Science after all.

"—bursting at the seams with creativity, humor and outright weirdness...
an infectious and incredibly fun read."

-Sarah Kuhn; ign.com



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