

# **The Plantos Affair (Illusion)**

## **Continuity sheet**

This shows an example of a continuity sheet used for one of the 'Dag Fletcher' novels.

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Chapter 1. Paul & Spencer briefs Fletcher on mission to reestablish company post at Argentus Fingelman Capital.

Obscure ship Callisto.

Crew list: Halewood Co-P.

Nav 1. ~~Pete~~ Bramak (hook-up with Anne Nevim) thin-faced nervous.

Joe Ledder

Anne Nevim bayonne blonde

Power 1 Herb Galloway small vigorous Scot. 'r's

Grant Rogers

John Fergus (interested in Lorne Diment)

Communicator Trudy Brogan (dedicated: looks like He ofarim (Esther))

Fred Mercer solid Yorkshire

Alex Mc Gee

Factor Sub Cont. A-J. Crowhurst

Milton Hime (buddy of L. Diment)

Lorne Diment (slim dark: good Joe) - comedienne

Passengers 1.9.0 Commiser Sarpedon 78 kilos Mensanite

Assistant Entema 70 Kuros

Assistant Hulda. 52 Bromius. Fair. grey flecked eyes long legs.

Breaks to 1.9.0 council: President of Regulatory Council En-Liarri (hexaped Centaurs)

Earth rep Commiser Ledsham

Kuros: Labashe

Kronos Abisare

Refer to treaty of OGA powers. poss copy on Leviathan Ad. Xantu. Post on Planets 3. (Admiral Varley of 1.9.0)

Back to Fletcher: Callisto commissioned. 200 metres to top entry port.  
Lift off Hulda revealed as E.S.P. subject.  
Arrive. Scotian ship Agron on next pad. Ends with Fletcher asking for  
hot line to Argentes control.

Chapter 2. Argentes Space port. Scotian in lobby. Goes looking for European Space office in Callisto's  
car. Galactic Harmony House floor 41. Next office Sabazian Mining Co. Android. office full  
of rubbish. Goes next door. Cool recep. (Obsidian eyes. bulky). Hulda's E.S.P.  
gets in on it. Fergus gets ref for VR-II babe 53/0/10-16. They get along  
Have (passing security detail in lobby) - called by robot clerk because Fletcher took  
office key)  
Sanitar small without vestibool. Tells them other visitors. VR II. dead. Gets signal  
Security detail arrive. Tipped by Sabazians who must have bug in Ew.SP office de. of time  
Fletcher pulls out back to Space port. clobbers Scotian guard. Goes to  
Medic Unit. gets assessment of death time etc. Sends party back to ship  
Goes himself to Security HQ. Ends on arrival in inner court of  
Security block.

Chapt 3 Long session with Vack. Manishkusa guard comm. does have  
been processed. Threat to deport with dishonor etc. Charter flight  
over ostensibly to recover securities from wreck of Leviathan. Hulda  
intervene pushes him to accept. Quite a bit from Vack on  
his side. offers Konstat ex-Fuzgahman navy. Spencer okay's it.  
Go to pick up K. Stops car and puts them in picture.  
Set out with 7 Fuzgahman crew & European as in notes. Sargodon  
visited to query charter (what is Hulda's angle?) Ends on  
approach of distant ship and realization that Konstat is armed.

X Chapter 4 Fletcher reflects that he will alert I.S.O. Following ship comes up  
a Scotian. Fight & destroy it. Express sloop Rescue comes  
up with Hulda & Commodore Simpson. Conference on how to get to  
proceed. Gumbel sir had been on Leventon  
Ends on planetfall in twilight zone

Chapter 5 Go out in car: set out. Hulda budgeoned into non ESP  
Some build up of relationships. Get to tunnel. Fletcher goes into pit  
She sees ship in orbit.  
New take reality at face value. Fuvil tries to ditch him. He  
gets clear and waits underground. They arrive. He mans  
\* round and turns tables. Out into first tunnel which has been  
swept clear.

Chapter 6 into complex. Geatly gone. next city picture changed  
back on. Fresco changed. Fletcher sees that. Get to  
centre. Leventon reassembled  
ends on disappearance of F. set filled with odd pods.  
↓ clones of dead crewman.

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Arrival of all manner of ships on Plankos.

(10)  
End game

Leviathan can erupt from its lair  
& settle the section. Fletcher can fly it  
to Earth planet. <sup>put it in orbit</sup> Shuttle to come out  
to take him off. Halda. puts him under  
smother out unacceptable bitterness re penance.