



1ST ISSUE!

ATARI FORCE™

BY GERRY CONWAY & JOSÉ LUIS GARCÍA LOPEZ

75¢
1
JAN. 84



INTRODUCING:
THE **STRANGEST**
S-F HEROES OF ALL!



MASTERS OF THE UNIVERSE™



Monogram introduces Talon Fighter™ and Attak Trak™ model kits!

Combat the sinister forces of evil with these two Masters of the Universe Vehicles! Authentically molded in two exciting colors, these hobby kits snap together without glue.

Talon Fighter has tail-feather pistol grip that makes wings flap when you squeeze the trigger! It's equipped with rotating gun turret, twin laser cannons and claw-like landing gear.

Attak Trak comes with crawler treads that flip-flop as the machine is pushed forward! Includes armor-plated hull, six laser cannons and pivoting canopy that opens.

Join He-Man™ and help defend the universe with these incredible fantasy vehicles! Each kit is sold separately.



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Monogram Models, Inc.,
Morton Grove, Illinois 60053.

KENO'S
VIKTAK
PARLOR
ON ROC'S
WORLD:

CRASH
TINKLE

THUMP
KCHINK

SSSSNNNNNOORE

SNNNOORE



WHAM WEX



THOOM



KRUMP



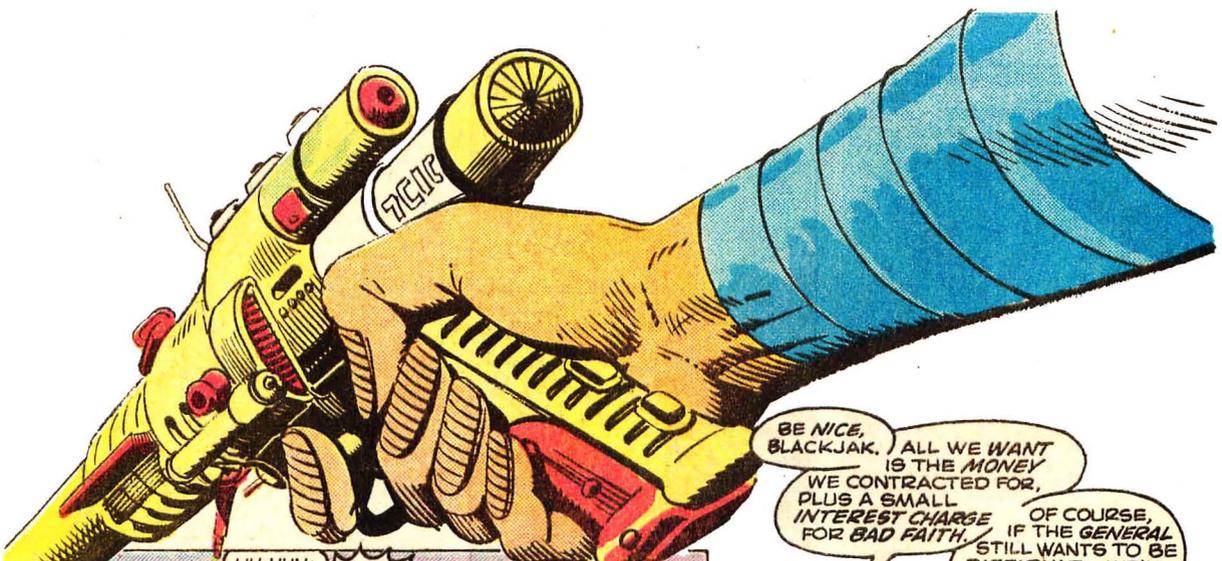
ATARI FORCE PART ONE!

CREATED BY GERRY CONWAY, ROY THOMAS AND JOSE GARCIA LOPEZ

"FRESH BLOOD"

By CONWAY • GARCIA LOPEZ • VILLAGRAN

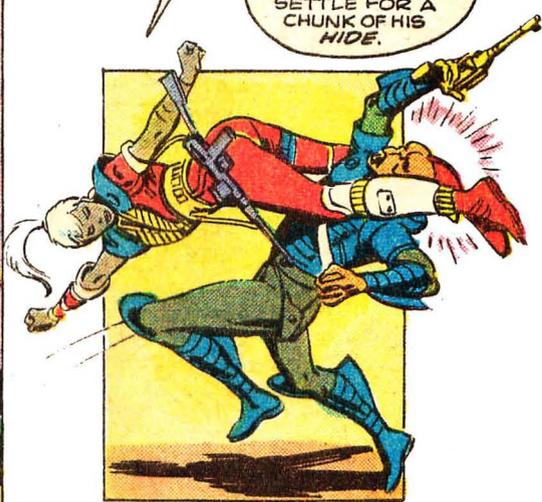
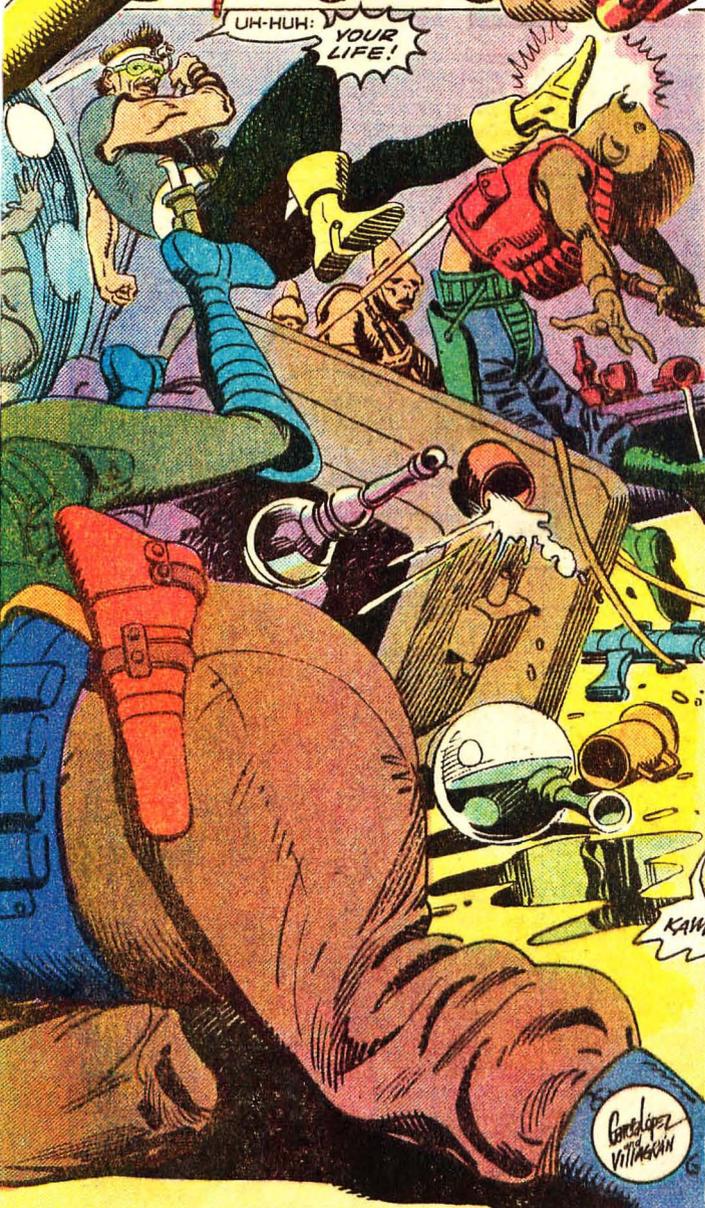




BE NICE, BLACKJAK. ALL WE WANT IS THE MONEY PLUS A SMALL INTEREST CHARGE FOR BAD FAITH.

OF COURSE, IF THE GENERAL STILL WANTS TO BE DIFFICULT-- WE'LL SETTLE FOR A CHUNK OF HIS HIDE.

UH-HUH: YOUR LIFE!

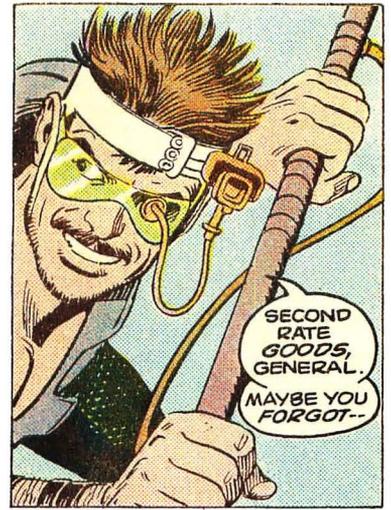


WHAT'LL IT BE, KI?

CASH OR CARCASS?

KAWANK!

García López VITAGORIN



UNSCRAMBLE THE FUN AND DISCOVER WHY EVERYONE'S SCRAMBLING FOR NEW PINK LEMONADE BUBBLE YUM.®

Here's a game that's as much fun to play as Bubble Yum is to chew! Just unscramble these six mixed-up words. One letter to each square. (Answers below.)

FOST

□	□	○	○
---	---	---	---

SOTHOM

□	○	□	□	□	□
---	---	---	---	---	---

IYUJC

□	○	□	□	□
---	---	---	---	---

MYMYU

□	□	□	○	□
---	---	---	---	---

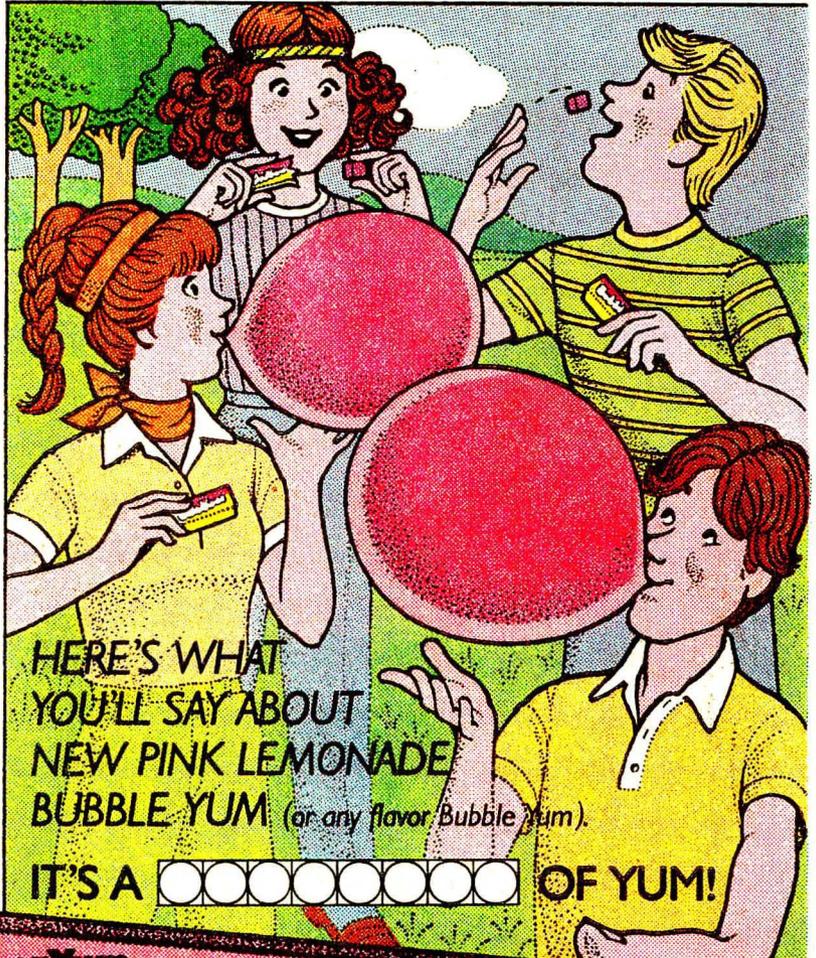
NIPK

□	□	□	□
---	---	---	---

LUBBESB

□	○	□	□	○	□	□
---	---	---	---	---	---	---

Now unscramble the circled letters to discover the surprise word in this Bubble Yum cartoon.

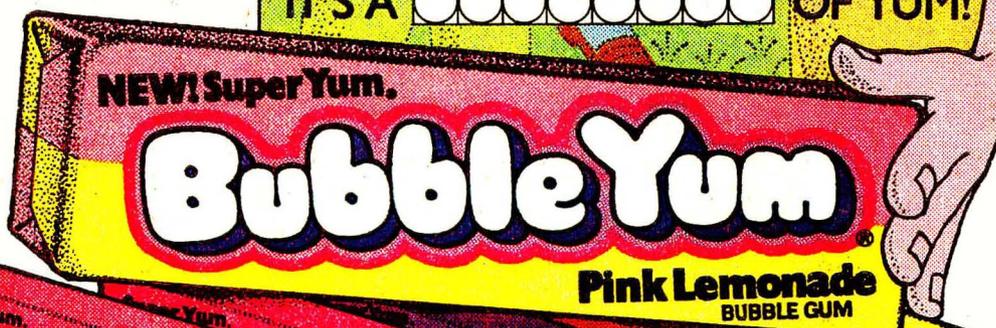


HERE'S WHAT YOU'LL SAY ABOUT NEW PINK LEMONADE BUBBLE YUM (or any flavor Bubble Yum).

IT'S A

□	□	□	□	□	□	□	□
---	---	---	---	---	---	---	---

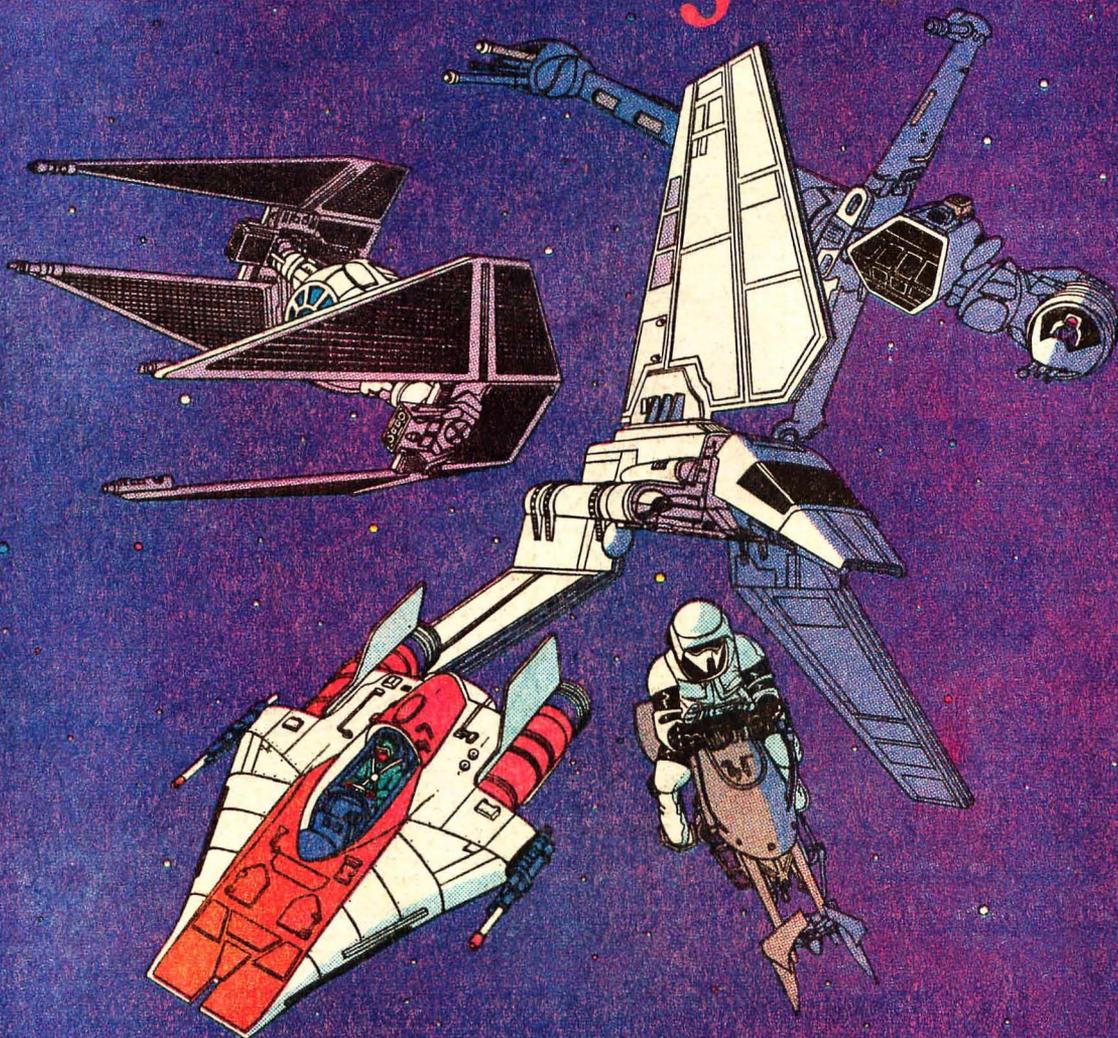
 OF YUM!



© Nabisco Brands, Inc. 1983

ANSWERS: SOFT, SMOOTH, JUICY, YUMMY, PINK, BUBBLES. SURPRISE WORD: IT'S A MOUTHFUL OF YUM!

STAR WARS
RETURN OF THE JEDI



**BUILD THIS STAR WARS SQUADRON.
AND LET YOUR IMAGINATION FLY.**

With these new MPC model kits you can now put together the newest space vehicles from Star Wars RETURN OF THE JEDI.

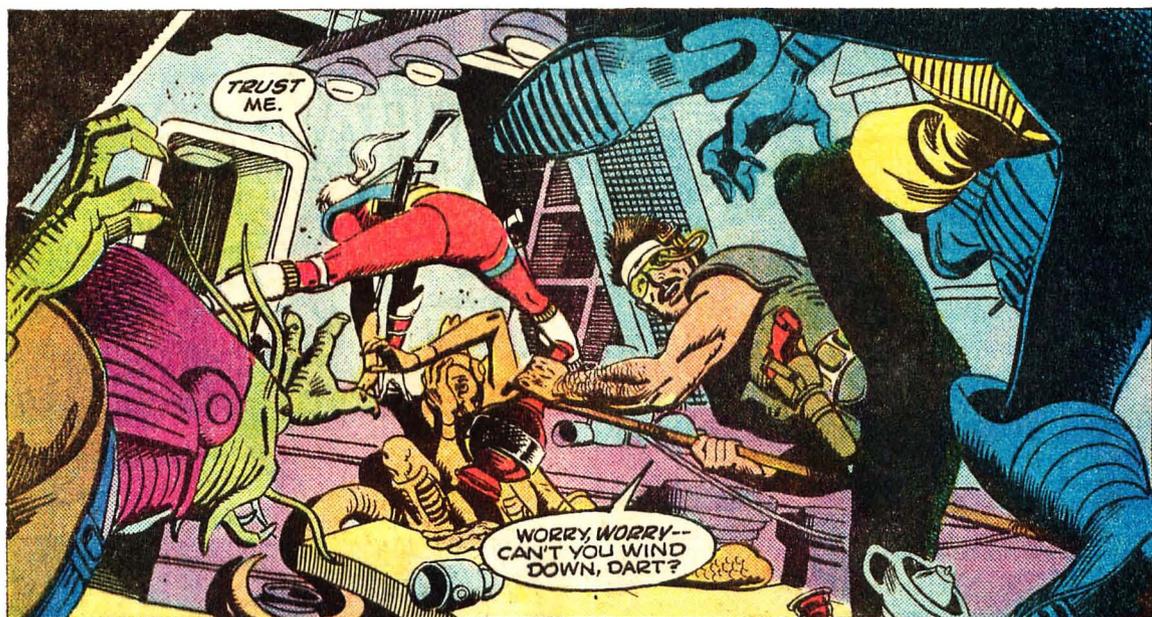
The Empire's formidable force includes the Imperial SHUTTLE TYDIRIUM™, the TIE INTERCEPTOR™, and the SPEEDER BIKE™.

The Rebel forces respond with the new A-WING FIGHTER™ and the B-WING FIGHTER™.

The whole line of MPC RETURN OF THE JEDI model kits and action scenes features faithful design accuracy and pinpoint detail. With MPC, when your imagination flies, it flies with the best.

THE BEST MODELS COME FROM THE BEST KITS.

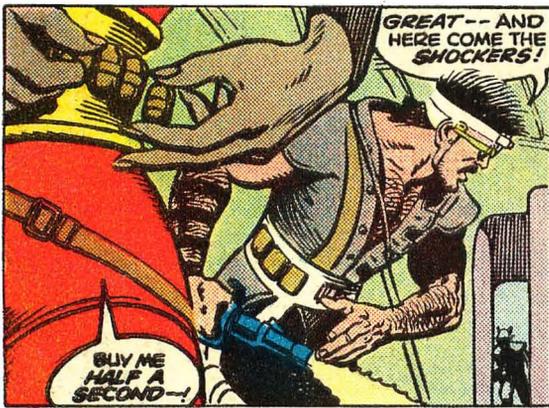




KI'S TROOPS ARE FINISHED. WHAT WE SHOULD DO NOW, WE SHOULD EASE OFF, RELAX AND HAVE A--

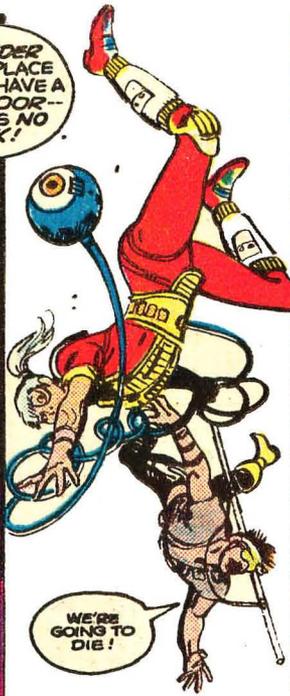
BEEOWW CHAK







NO WONDER
KENO'S PLACE
DOESN'T HAVE A
BACK DOOR--
THERE'S NO
BACK!



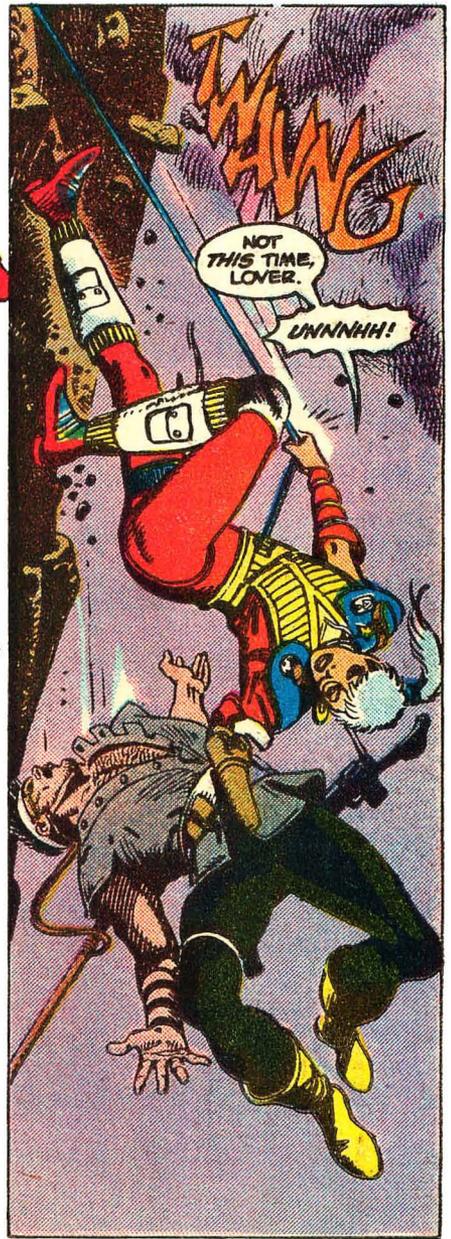
WE'RE
GOING TO
DIE!



SNK!



KEFX!



NOT
THIS TIME,
LOVER.

UNNNH!

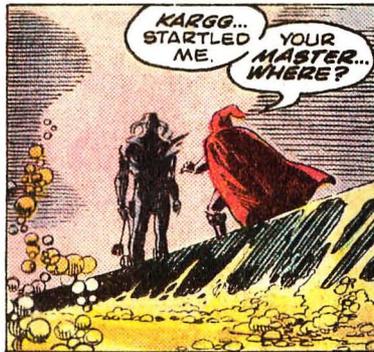
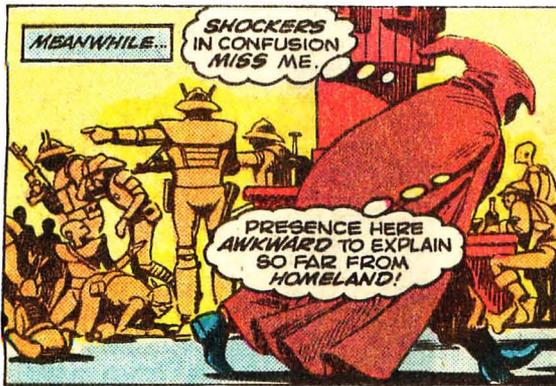


IF WE GET OUT
OF THIS, BLACKJAK--
DO ME A FAVOR:
LOSE WEIGHT.

WE'RE A
HALF-MILE UP
OVER KENDAL CHASM--
WHAT DO WE DO
NOW?

HEY... I'M
WORKING
ON IT.

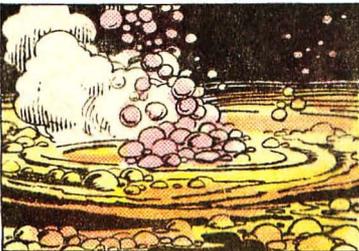
HERE'S
ANOTHER
FINE MESS
YOU'VE GOTTEN
ME INTO.



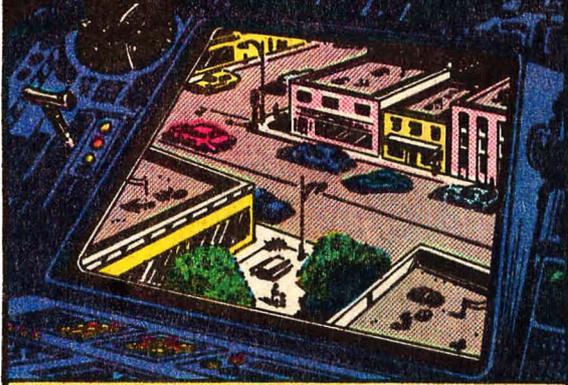
THE RIVERS OF ROC'S WORLD ARE
UNIQUE... A VOLATILE MIXTURE OF
ORGANIC ACIDS, POTENT ENOUGH,
OVER AN EXTENDED PERIOD, TO
ERODE STAINLESS STEEL.

GENERAL KI,
NEEDLESS TO
SAY, IS NOT
MADE OF STEEL.

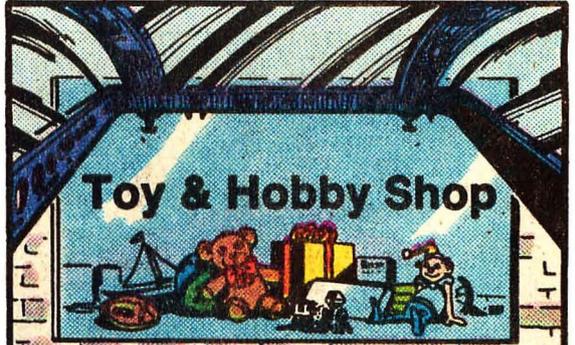
HE LASTS
APPROXIMATELY
SIXTEEN
SECONDS.



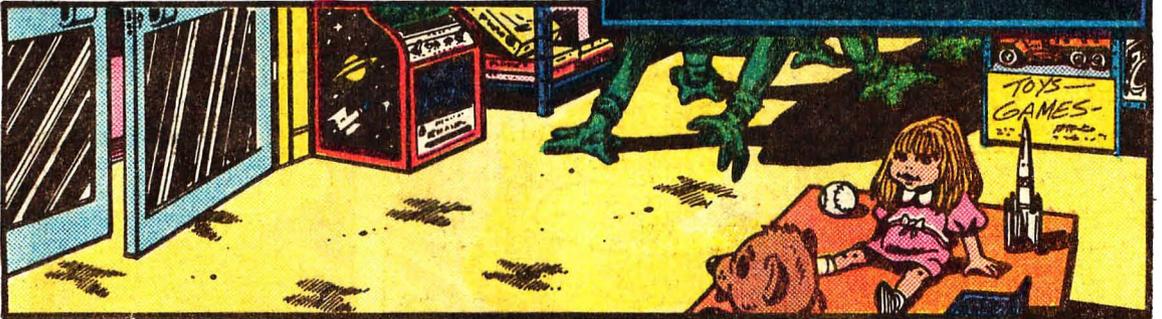
STAR FRONTIERS™



...FROM THE VERY CENTER OF THE GREAT SPIRAL GALAXY... ON A QUEST WITH BUT ONE INTENTION...



... TO A PLANET FORBIDDEN, DRIVEN BY A FORCE UNSTOPPABLE...



...NOT KNOWING **WHY**- BUT PROGRAMED TO PURCHASE...



STAR FRONTIERS™ ROLE PLAYING GAME... THE CHOICE OF MILLIONS AS THE BEST WAY TO DEFEND THE **GALAXY!!!**

From TSR Hobbies, Inc. Producers of the DUNGEONS & DRAGONS® game phenomenon.

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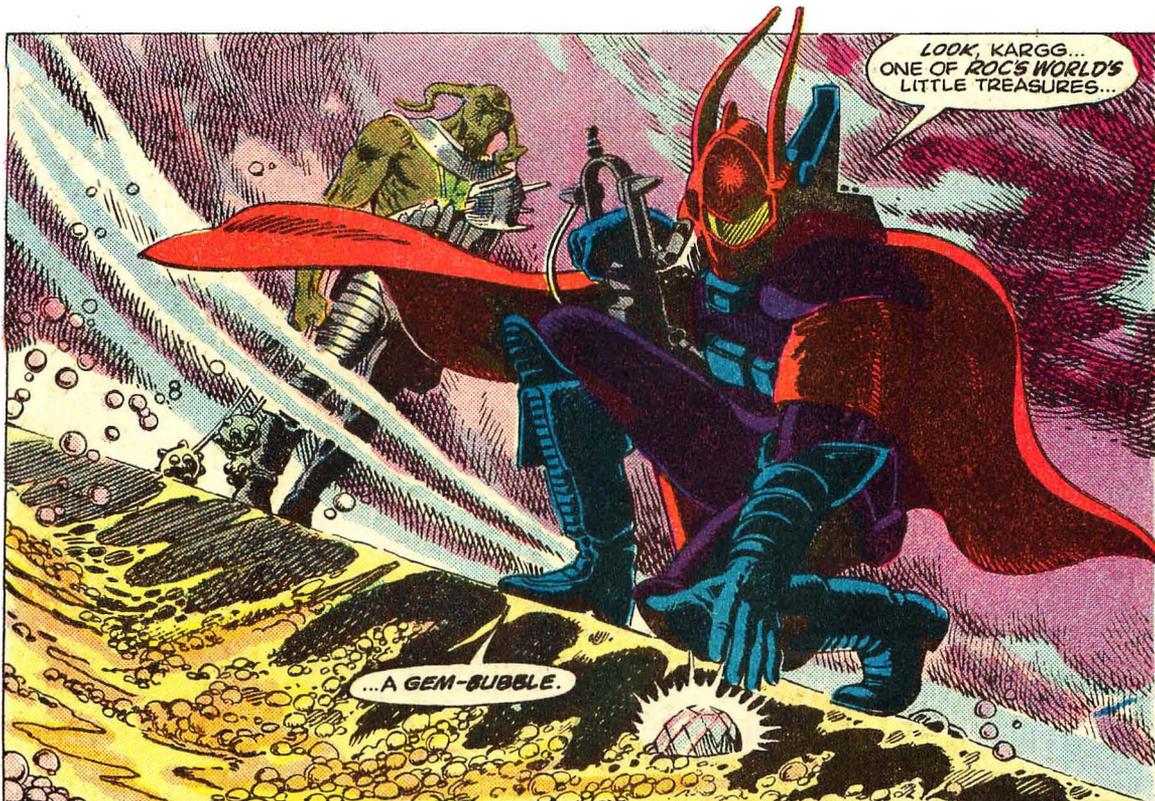
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LOOK, KARGG...
ONE OF ROC'S WORLD'S
LITTLE TREASURES...

...A GEM-BUBBLE.



BEAUTIFUL,
IS IT NOT?



-- SO FRAGILE.

I WANT THE
ONE CALLED DART,
KARGG.

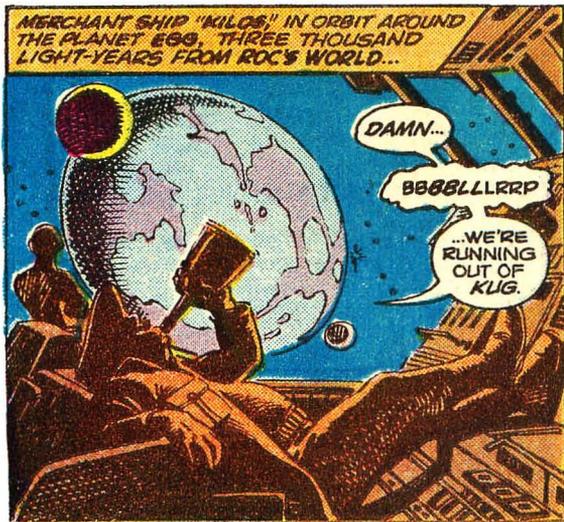


WHATEVER THE COST,
SHE AND HER FAMILY MUST
BE DESTROYED.



BUT, LIKE ALL THINGS
BEAUTIFUL--

CRUNCH



MERCHANT SHIP "KILOS" IN ORBIT AROUND
THE PLANET EGG, THREE THOUSAND
LIGHT-YEARS FROM ROC'S WORLD...

DAMN...

BBBBLLRRP

...WE'RE
RUNNING
OUT OF
KUG.

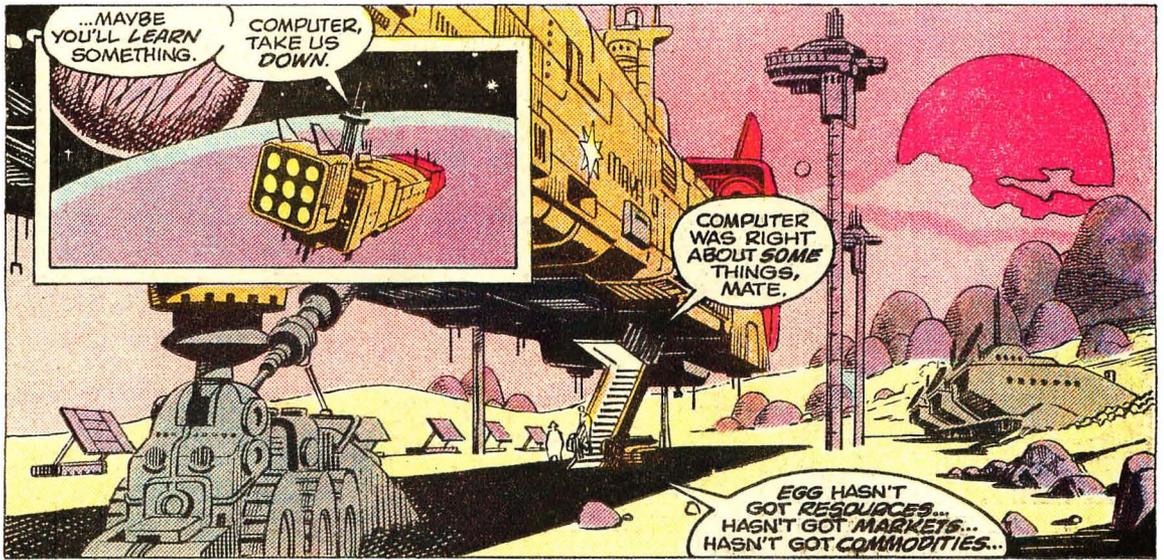


WE'RE ALSO
RUNNING OUT
OF SENSE,
CAPTAIN.

WHY DID YOU
ROUTE US TO THIS
SPIRIT-FORGAKEN
WORLD? COMPUTER
SAYS IT HAS NO
RESOURCES... NO
MARKETS... NO
VALUABLE TRADE-
COMMODITIES...
NO ANYTHING!

COMPUTER'S
WRONG, MATE.

YOU WATCH...



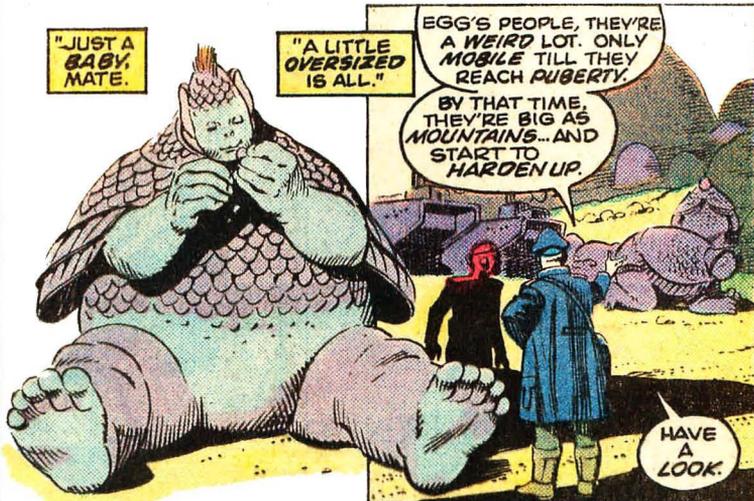


BIG, AIN'T IT?
WATCH THIS.

HERE YA
GO, FELLA--
CANDY.

C-CANDY?

YOU MEAN...
HE'S...



"JUST A
BABY,
MATE.

"A LITTLE
OVERSIZED
IS ALL."

EGG'S PEOPLE, THEY'RE
A WEIRD LOT. ONLY
MOBILE TILL THEY
REACH PUBERTY.

BY THAT TIME,
THEY'RE BIG AS
MOUNTAINS...AND
START TO
HARDEN UP.

HAVE
A
LOOK.



"THOSE HILLS..."

"...THEY'RE PEOPLE?"

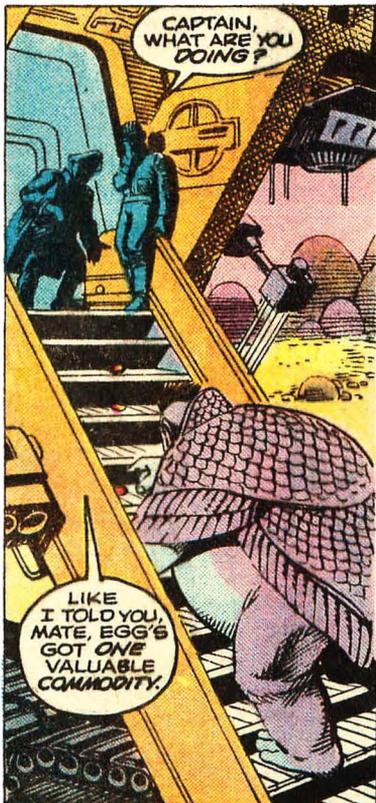


NOT PEOPLE, MATE--
NOT REAL PEOPLE,
LIKE US. I HEAR
THERE'S SOME
FOLKS WHO SAY
THESE EGGITES CAN
STILL THINK WHEN
THEY GET THAT
WAY--



...BUT ASK
ME, THAT'S
CLAPROT.

C'MON,
BABY, GETCHER
CANDY.



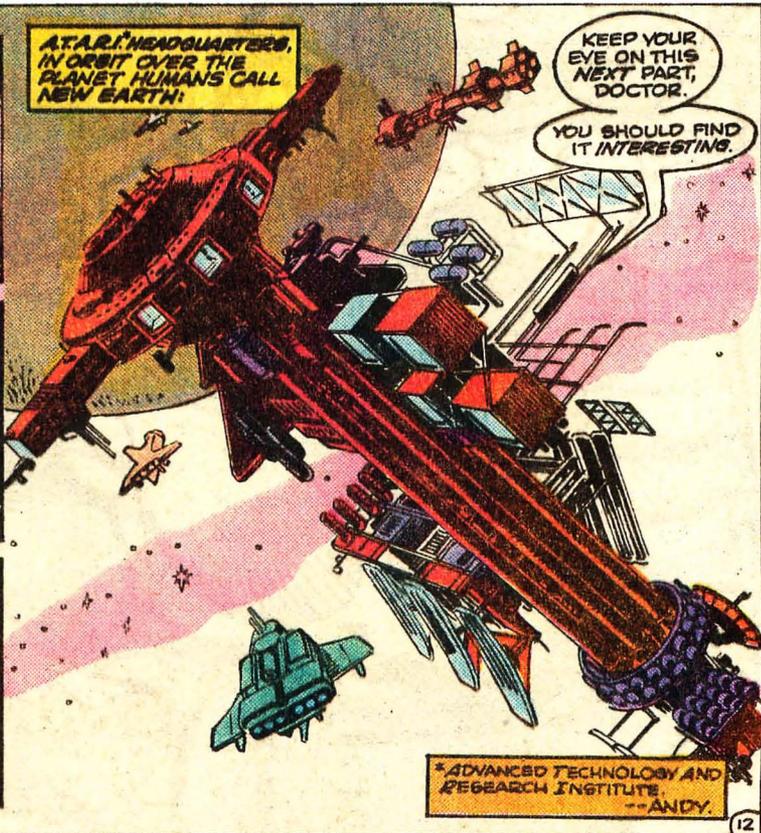
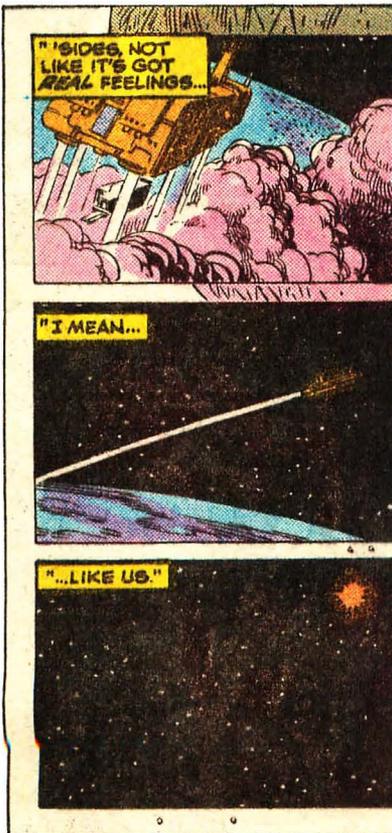
CAPTAIN,
WHAT ARE YOU
DOING?

LIKE
I TOLD YOU,
MATE, EGG'S
GOT ONE
VALUABLE
COMMODITY.



"...AND RIGHT
NOW, YOU'RE
LOOKING
AT IT.

"ONE THIS
SIZE SHOULD
NET US A
PRETTY COIN
ON ROC'S
WORLD OR
NEW EARTH--
DON'T YOU
THINK?"



"NBC SATURDAY MORN

**STARTS
SATURDAY
SEPT. 17TH**

NEW



ING. WE GOT THE JAZZ!"



NEW



THE FLINTSTONE FUNNIES

© 1982 Hanna-Barbera Productions, Inc.

THE SHIRT TALES

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Characters © MCMLXXX Hallmark Cards, Inc.

SMURFS

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ALVIN AND THE CHIPMUNKS

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Chipmunks © 1958 Bagdasarian Productions, Inc.

MR. T

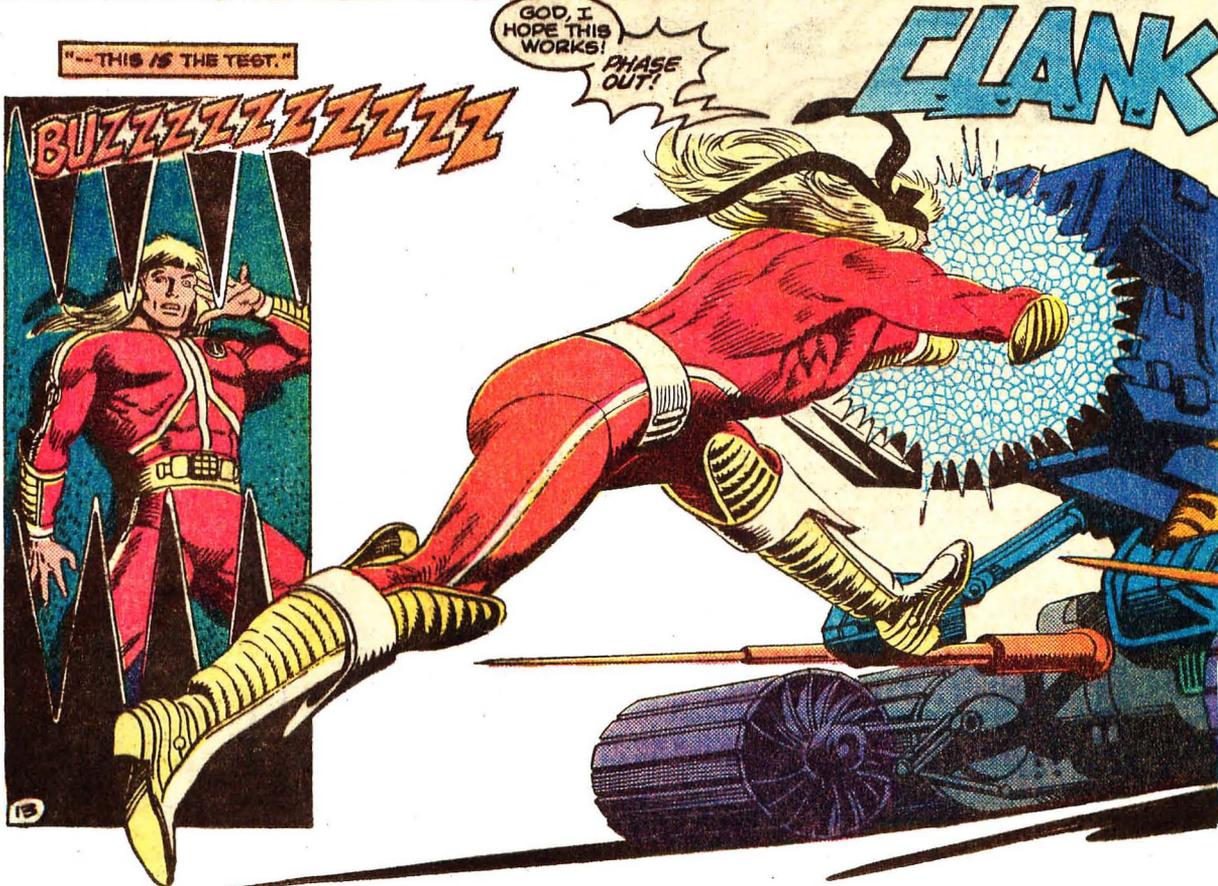
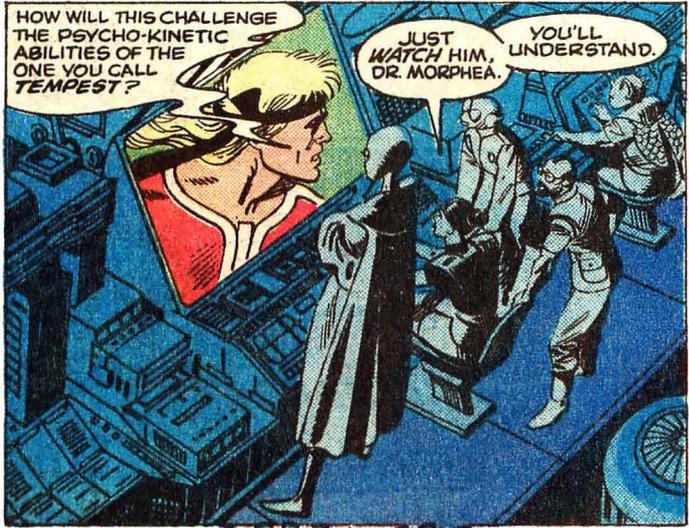
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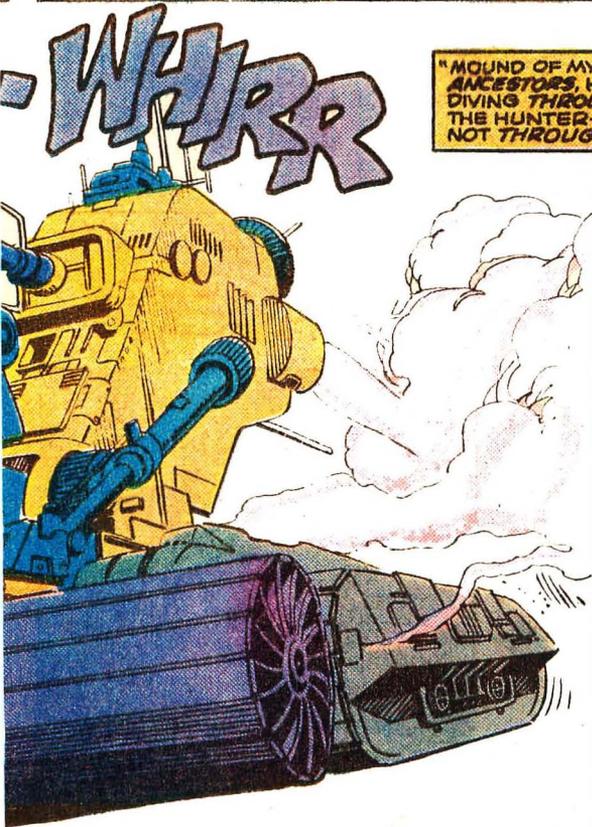
AMAZING SPIDERMAN AND THE INCREDIBLE HULK

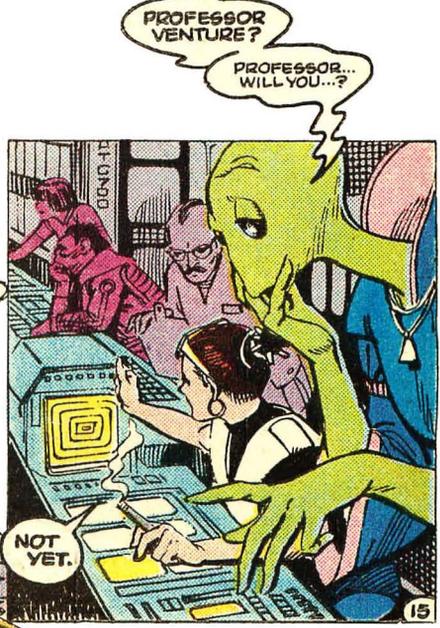
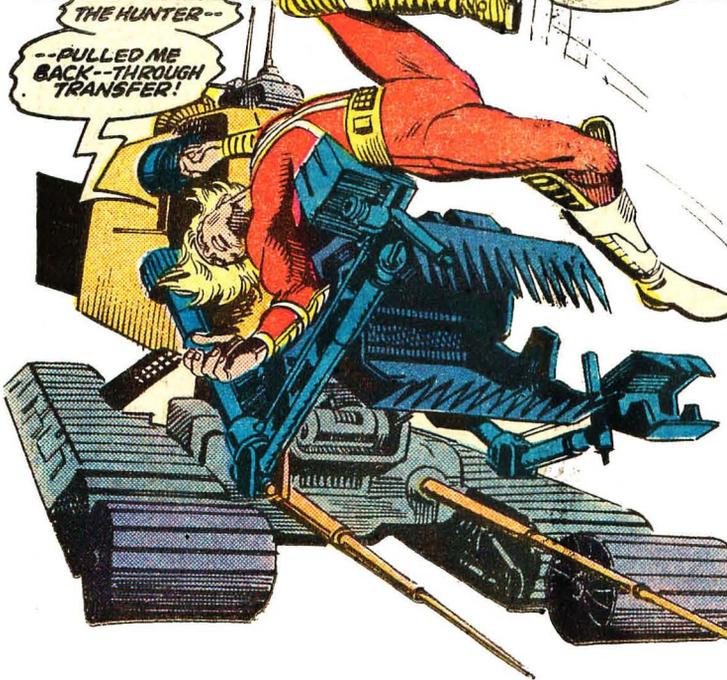
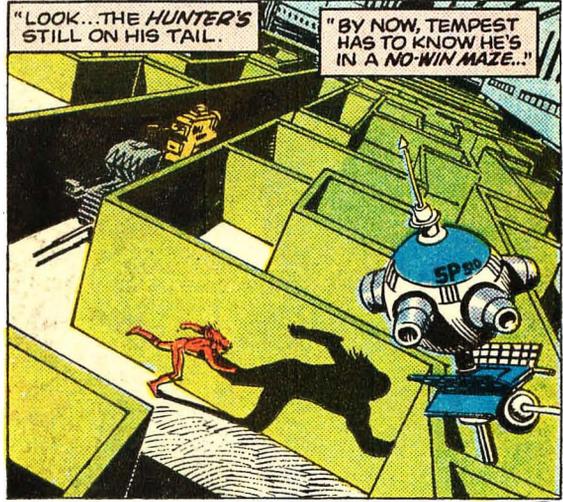
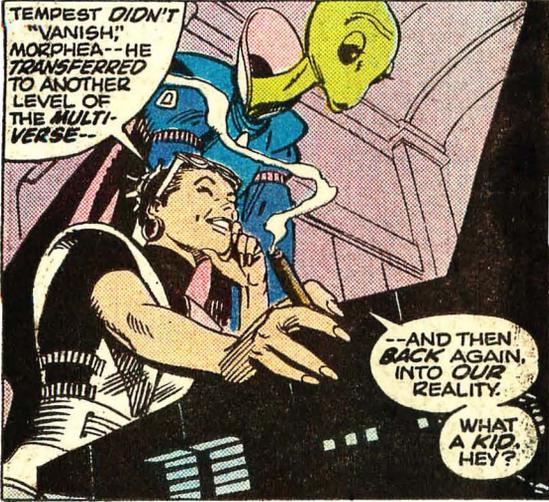
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THUNDARR THE BARBARIAN

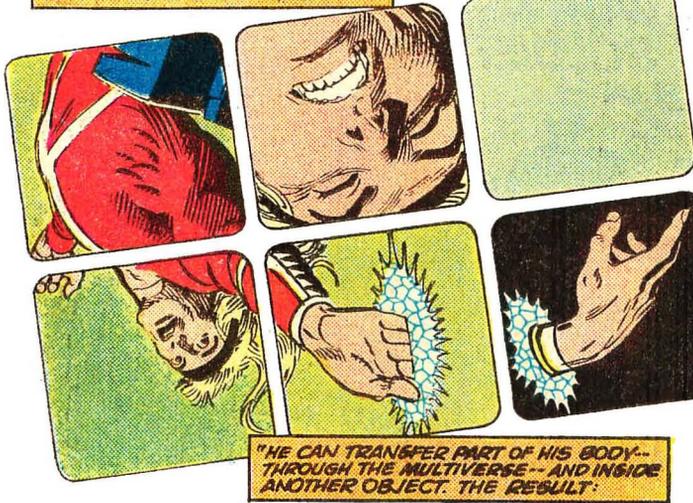
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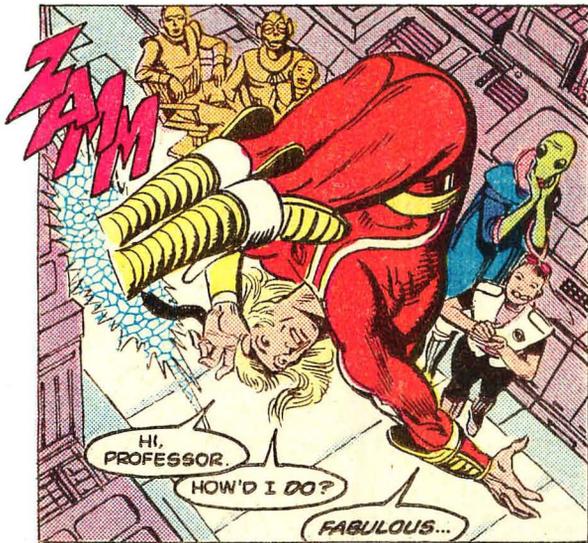




"THERE-- LOOK AT THE MULTIPLE SCREENS-- THAT'S WHAT I WANTED TO SHOW YOU, MORPHEA."



"HE CAN TRANSFER PART OF HIS BODY-- THROUGH THE MULTIVERSE-- AND INSIDE ANOTHER OBJECT. THE RESULT--"



HI, PROFESSOR.

HOW'D I DO?

FABULOUS...

MEET MORPHEA, TEMPEST-- A CANOPIAN. SHE'S JUST JOINED THE INSTITUTE'S PSYCHE-RESEARCH STAFF.

MORPHEA, THIS IS TEMPEST-- -- OTHERWISE KNOWN AS CHRISTOPHER CHAMPION

HI.

HONOR AND PROSPERITY.

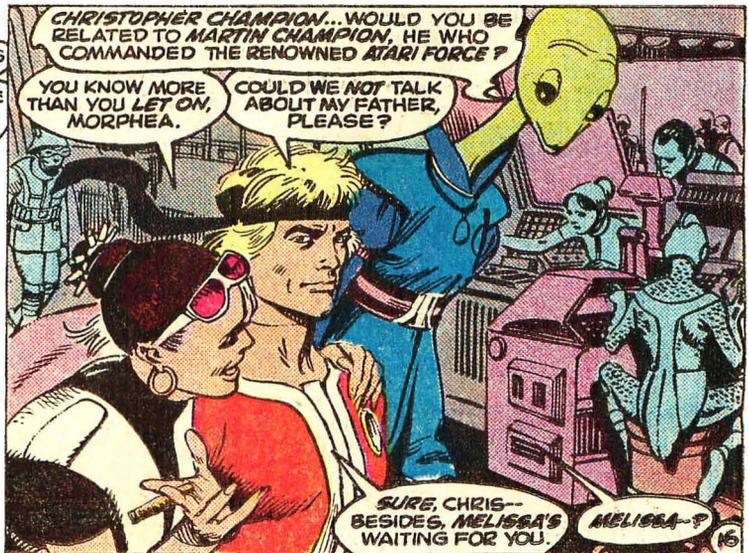


YOU'RE REALLY GETTING A HANDLE ON YOUR ABILITIES, CHRIS.

I COULDN'T BE PROUDER OF THIS BOY IF HE WERE MY OWN SON, MORPHEA.

SO I SEE.

PROFESSOR... WHO--?



CHRISTOPHER CHAMPION... WOULD YOU BE RELATED TO MARTIN CHAMPION, HE WHO COMMANDED THE RENOWNED ATARI FORCE?

YOU KNOW MORE THAN YOU LET ON, MORPHEA.

COULD WE NOT TALK ABOUT MY FATHER, PLEASE?

SURE, CHRIS-- BESIDES, MELISSA'S WAITING FOR YOU.

MELISSA--?

SGT ROCK

HE'S UP TO
BATTALION STRENGTH
WITH NEW
SOLDIERS!

FROM
REMCO



COLLECT THEM ALL!

FREE
Iron-on
MILITARY PATCH
with every
Soldier!

The lost world of The **WARLORD**



ARAK
SON OF THUNDER™



THE WARLORD™



HERCULES
UNBOUND™

EXCITING 5 1/4 FIGURES...NEW FROM REMCO

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AVAILABLE AT PARTICIPATING  **STORES!**
THE SAVING PLACE



WHY DIDN'T YOU SAY SO?

SEE YOU LATER, PROFESSOR... DR. MORPHEA.

WHY DID YOUNG CHAMPION REACT SO, WHEN I MENTIONED HIS FATHER?



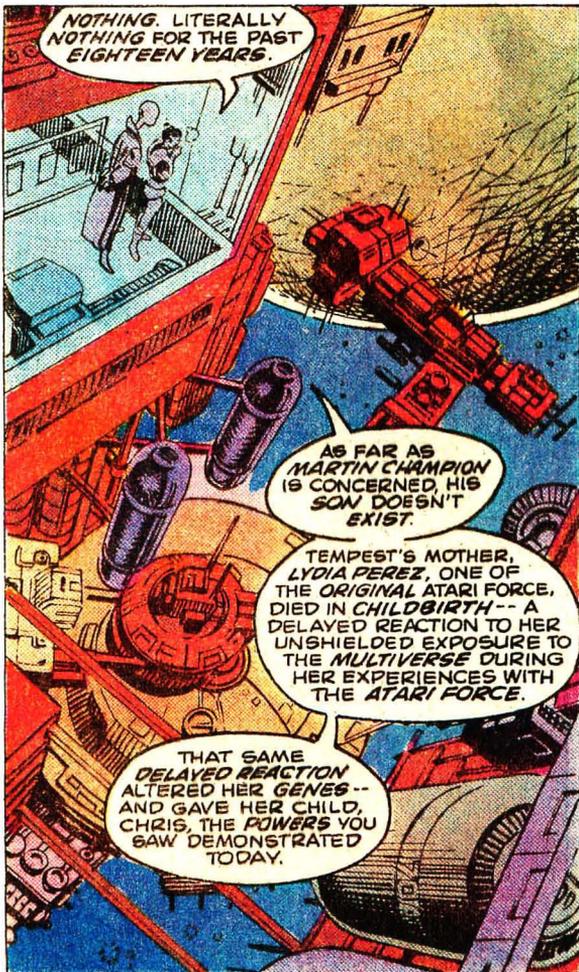
YOU CANOPIANS ARE RAISED IN CRECHES-- YOU NEVER KNOW YOUR "PARENTS"-- SO I'M AFRAID YOU WOULDN'T UNDERSTAND HOW COMPLICATED HUMAN EMOTIONS CAN BE...

WOULD YOU INSTRUCT ME?

TEMPEST'S FATHER-- MARTIN CHAMPION-- IS A STUBBORN, OBSESSED OLD MAN.

FOR WHAT HE'S DONE TO THAT BOY, I COULD KILL HIM.

WHAT HAS HE DONE?



NOTHING. LITERALLY NOTHING FOR THE PAST EIGHTEEN YEARS.

AS FAR AS MARTIN CHAMPION IS CONCERNED, HIS SON DOESN'T EXIST.

TEMPEST'S MOTHER, LYDIA PEREZ, ONE OF THE ORIGINAL ATARI FORCE, DIED IN CHILDBIRTH-- A DELAYED REACTION TO HER UNSHIELDED EXPOSURE TO THE MULTIVERSE DURING HER EXPERIENCES WITH THE ATARI FORCE.

THAT SAME DELAYED REACTION ALTERED HER GENES-- AND GAVE HER CHILD, CHRIS, THE POWERS YOU SAW DEMONSTRATED TODAY.



BUT MARTIN BLAMES CHRISTOPHER FOR LYDIA'S DEATH.

IMAGINE WHAT THAT'S DONE TO THAT BOY'S EGO.

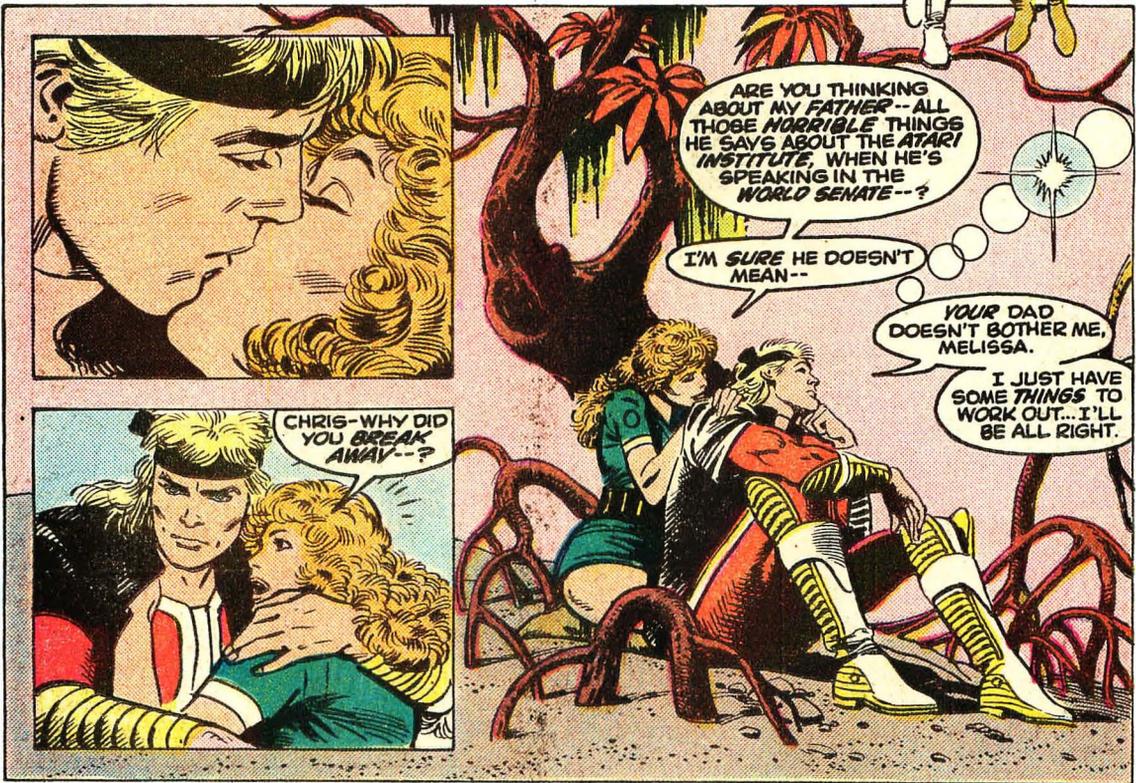
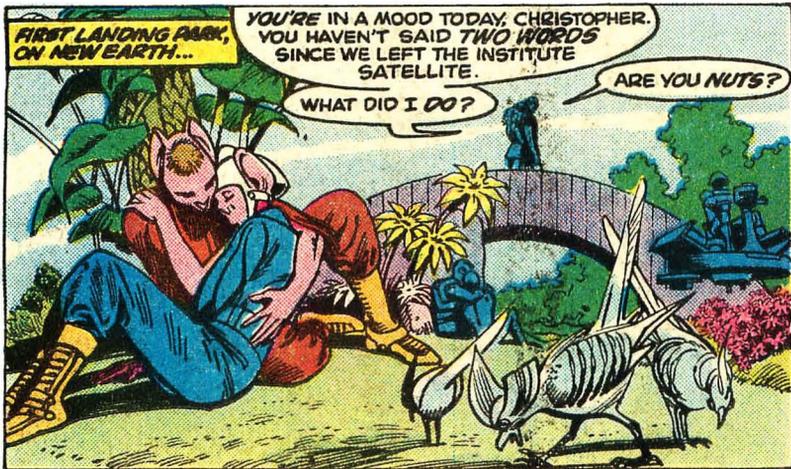
I'VE TRIED TO BE A SUBSTITUTE-- OFFER WHAT SUPPORT I CAN-- BUT THERE'S ONLY SO MUCH I CAN DO...

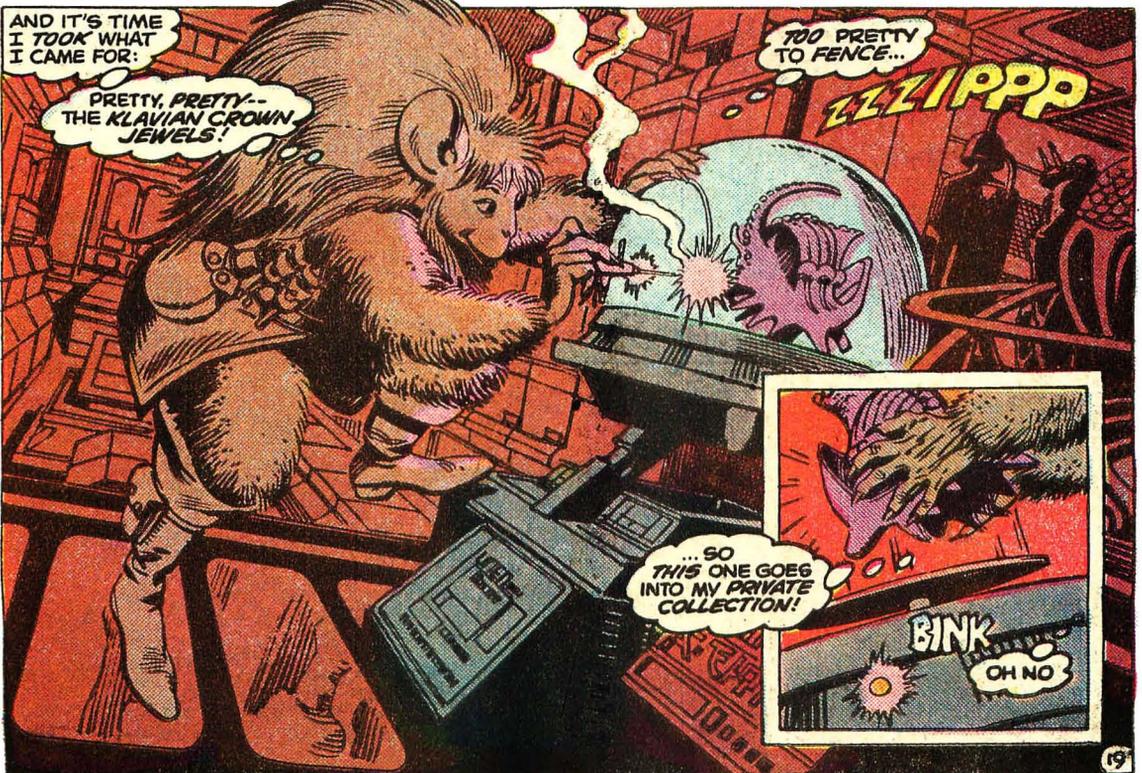
BUT YOU'RE A CANOPIAN-- YOU CAN'T UNDERSTAND THIS, CAN YOU?



I AM ALSO AN EMPATH, PROFESSOR, AND I UNDERSTAND MORE THAN YOU THINK.

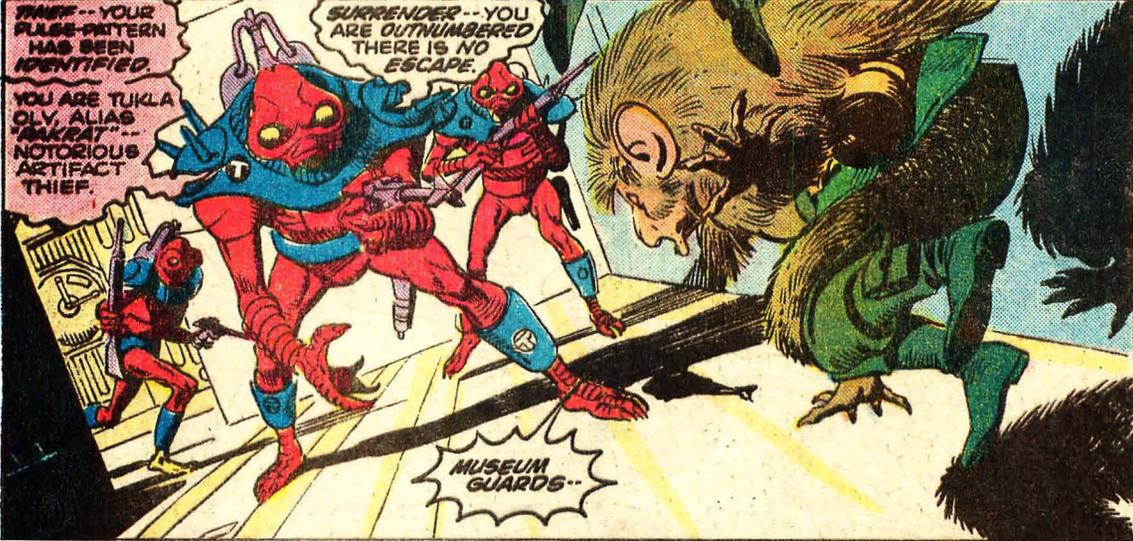
MY WORK HERE IS WELL BEGUN.







KLANKAKLANG
KLANKAKLANGAKLANGA



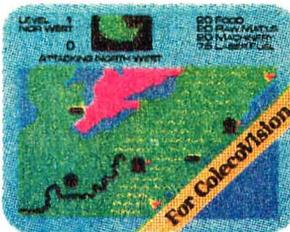
Play the
game the generals
play... for real.



Feel the goose bumps on your neck begin to rise as you take your seat in front of the video monitor. The situation pictured before your eyes is critical. Actual enemy nuclear attack on your most important cities and natural resources has begun.

Only *you* can determine the best strategic defense of the nation. Only *you* can effectively repel the enemy attack.

But the situation worsens. As you're attempting to rebuild your cities and keep production of goods and



services going, you pick up enemy spies lurking within your midst on your video close-up monitor. Can you effectively deal with them... even as more enemy missiles are approaching?

Your time is running out.

It's WAR ROOM. The new high-technology Probe 2000 strategy game for the ColecoVision™ game system. The game

that's so realistic, generals might even play it. Isn't it time you tested your skills?

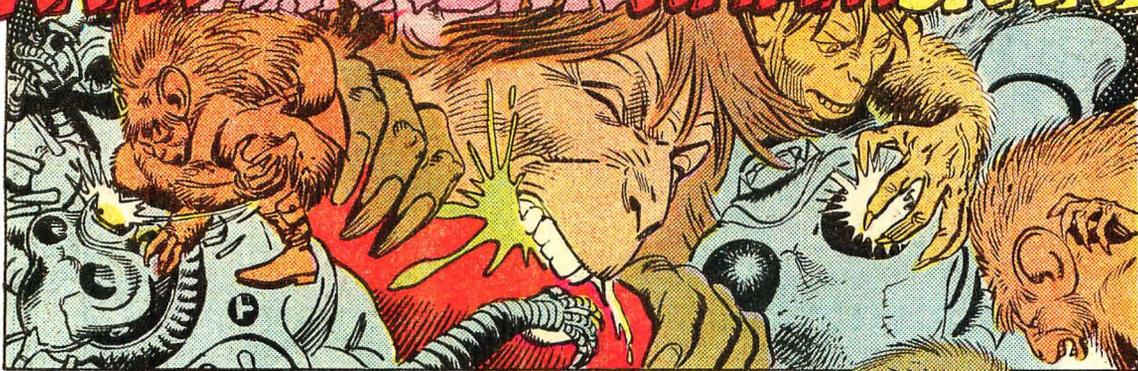
PROBE 2000

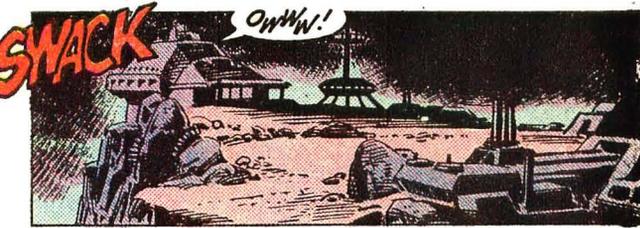
series

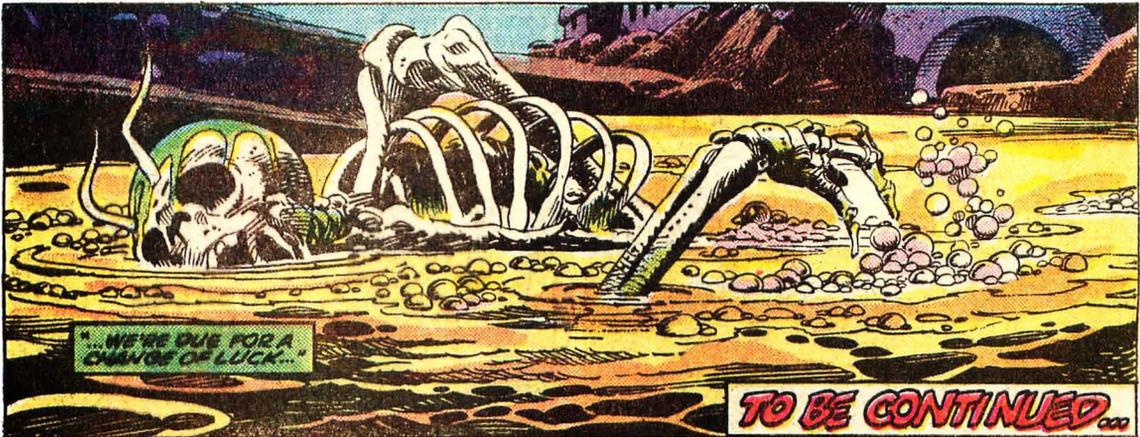
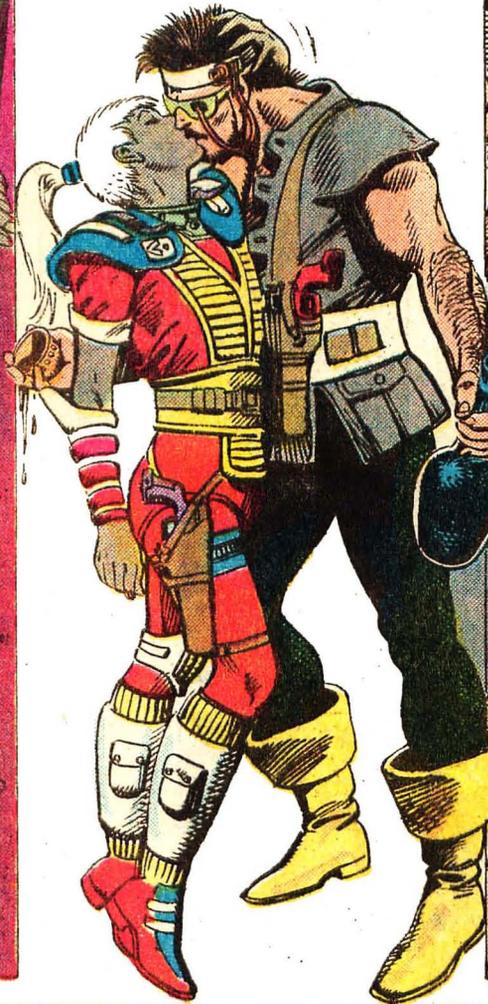
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KRAK ARROW WHAM SNARL







ATARI FORCE

L-1513

I think we have a bit of explaining to do...

The book you hold in your hands is the first issue of the ATARI FORCE. It features a really neat cast of characters in typically bizarre situations, as provided by creators Gerry Conway and Jose Luis Garcia Lopez. Gerry you already know. Jose you will definitely GET to know. His artwork is possibly the most sensitive and imaginative available in comics today. He's been here at DC for quite awhile, but this is his first monthly comic creation. It's our sincere hope that Jose's artwork will thrill you as much as it does us. (Pause for plug: STAR RAIDERS, DC's first GRAPHIC NOVEL, is Jose's baby too—check it out, if you can still find it. End plug).

We'll talk more about the artists and writers involved in the creation of the ATARI FORCE next issue. But for now, we think there's something you should know....

THIS Atari Force ISN'T the FIRST Atari Force. That's right. If you're a videogame fan, you probably remember the current group's noble predecessors. If you are, skip down a few graphs. If you're not, hang on, 'cause like we said—we have a bit of explaining to do.

The ORIGINAL Atari Force appeared in a group of half-sized comics packed into five different ATARI 2600 video game boxes. Unlike most comics, these don't go off sale after a month, so if you're curious, you can still pick up the games and get the comics free. (The games aren't bad either). What follows is a quick listing of the comics in the order they originally appeared. Continuity freaks take note!

ATARI FORCE #1: DEFENDER
ATARI FORCE #2: BERZERK
ATARI FORCE #3: STAR RAIDERS
ATARI FORCE #4: PHOENIX
ATARI FORCE #5: GALAXIAN

Now remember, videogame fans, we're still talking to the uninitiated, so don't let us bore you. What we are about to embark on is a short course in ATARI FORCE history, which should, with a bit of luck, bring us up to the present group. Ahem—

The year is 2005 AD. The world is in a state of turmoil. Man has reduced much of his homeland to an uninhabitable desert. Although war has reduced the population significantly, there is simply not enough farmable land left to provide food for them.

Into this world comes the ATARI TECHNOLOGY AND RESEARCH INSTITUTE, a group organized to provide a

solution to mankind's most pressing problem. Intensive research leads to the construction of SCANNER ONE, and the beginning of PROJECT: MULTIVERSE.

To quote the director of the ATARI INSTITUTE: "Project: Multiverse is an attempt to alleviate potential famine—by locating inhabitable worlds among the infinity of alternate realities existing in other dimensions parallel to our own! Such worlds may be primitive jungles—futuristic paradises—or underwater wonderlands. Each will be unique, with its own culture, its own history. Somewhere among these many possible worlds you will find a planet much like our own EARTH ... When you find this world, we will begin colonization."

This is the mission, and to fulfill it, ATARI selects five individuals, each with his or her own unique set of qualifications. Security Officer Li San O'Rourke is a combat expert, trained in the martial arts as well as in the use of futuristic weaponry; Flight Engineer Mohandas Singh is an electronics wizard; Ship's Doctor Lucas Orion is a dedicated pacifist and Atari's Director of Medical Research; and Executive Officer Lydia Perez is one of the future's greatest space pilots.

To lead this group of adventurers, ATARI selects Martin Champion to serve as Commander. Champion, you've probably noticed by now, is the firmest link between the old and new ATARI FORCES, so we don't want to give away any well-kept secrets about him except to tell you to check out next issue's FACT FILE page to get a bit of background on the man.

The group are given the Multiverse-spanning starship called SCANNER ONE, and take off in search of a new homeworld for mankind. Their first trip brings them to a barren, war-torn world, uninhabited except for the primitive "HUKKAS", a race of cute, furry docile creatures who aided the planet's higher life forms by performing menial tasks. The last of the Hukkass immediately befriends Singh, and becomes his constant companion, so we'll be seeing more of the orange critter in the future.

But things on the planet aren't all sweetness and light. Soon after the Atari Force's arrival, the evil ZYLONS, controlled by the many-tactled (and terribly evil) creature known only as the DARK DESTROYER, attack.

The Atari Force discover a spaceship called the STAR RAIDER and use it to distract the Zylons while SCANNER ONE destroys the Dark Destroyer. (To

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find out what happens on the supposedly "deserted" planet after the ATARI FORCE leaves, we once again ask you to pick up the STAR RAIDER GRAPHIC ALBUM, available at selected comic shops everywhere.)

After countless more excursions through the Multiverse, the ATARI FORCE finally finds a peaceful, scientifically advanced universe that they all think is just right for human habitation—only to have the DARK DESTROYER intercede once again.

This time, DD uses his particular brand of thought control to take over the minds of the entire alien populace, turning them against the ATARI FORCE. But once again, the ATARI FORCE defeats the Destroyer—this time, they hope, for good. We, on the other hand, know better.

When things return to normal, the ATARI FORCE petition the governing body of the universe, asking for permission to colonize. Approval is given, and soon, the first starships begin to leave Earth for a new future.

That just about brings us to the end of the ATARI FORCE's original run. Obviously, the preceding paragraphs tell the story in a nutshell cause, hey, we haven't got all day for this thing, y'know? To get the WHOLE story, you'll simply have to buy the ATARI game cartridges—or CAREFULLY read the rest of this column.

The ATARI FORCE series you now hold picks up about 25 years later, and believe us when we tell you—you've missed a lot! So if some of the stuff you've just read makes little sense to you in light of the preceding 23 pages of magnificent story and art—don't worry—before long, all the pieces will begin to fall into place! That, we promise!

—ANDY HELFER

And please, don't forget your comments on this first issue. Gerry and Jose and I are anxious to hear what you think about this book and its—dare I say it—UNUSUAL origin sequence. The address is, as always, ATARI FORCE c/o DC COMICS INC. 666 FIFTH AVE. NEW YORK, N.Y. 10103. And while you're at it, take a shot at suggesting a name for this column—winner gets a full set of all five ATARI FORCE mini-comics.

Next issue—

The members-to-be of the Force move closer to their destiny-fulfilling formation. PLUS: Fact file pages, and the origin of the origin of the ATARI FORCE. Betcha didn't think we could cram all that into one book, right?

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