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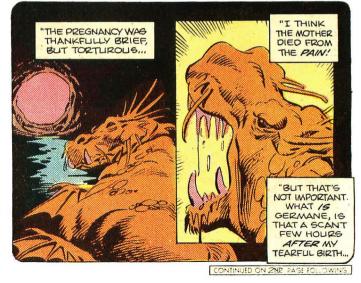




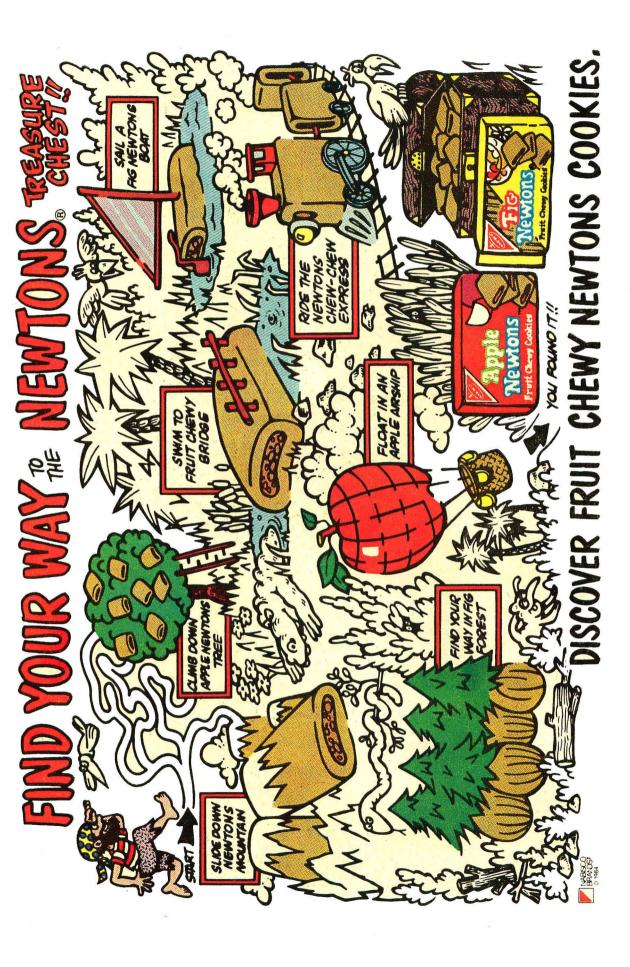








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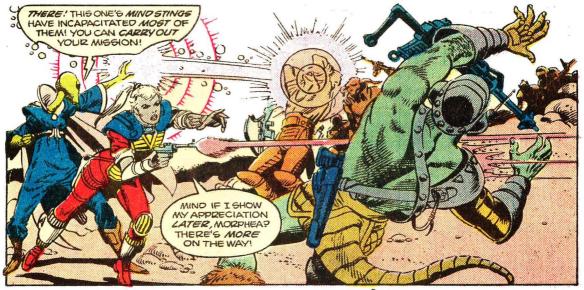


















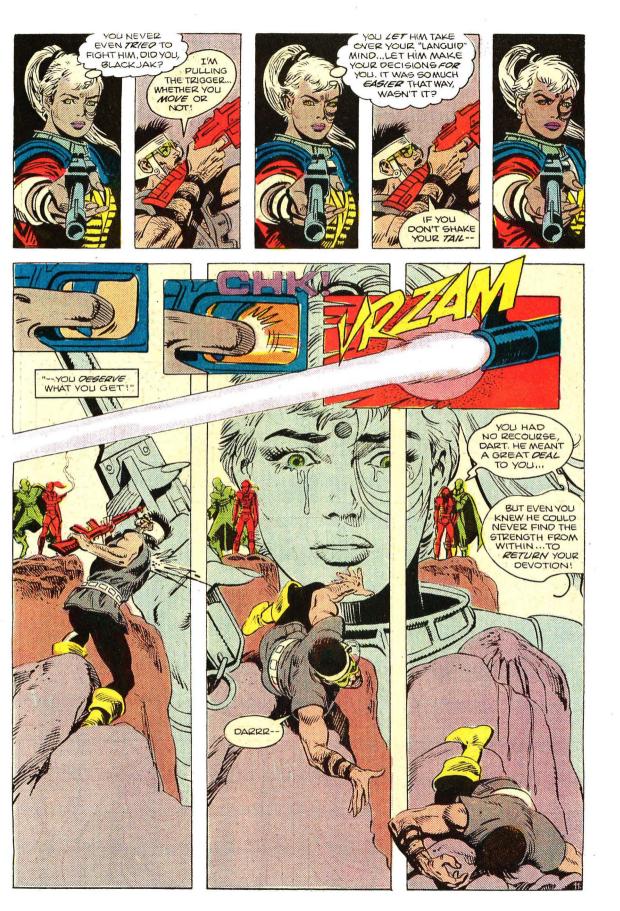






















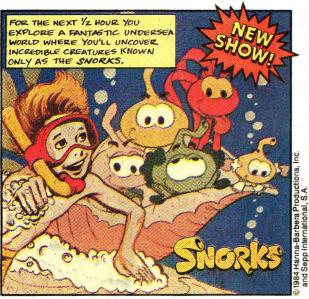






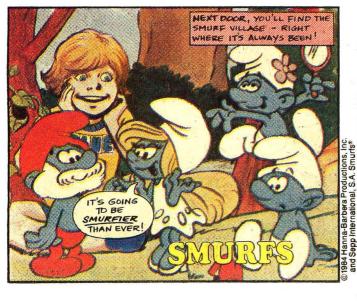






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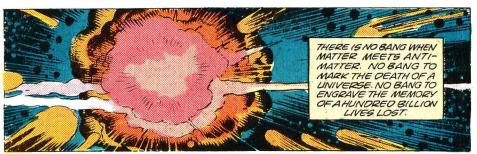


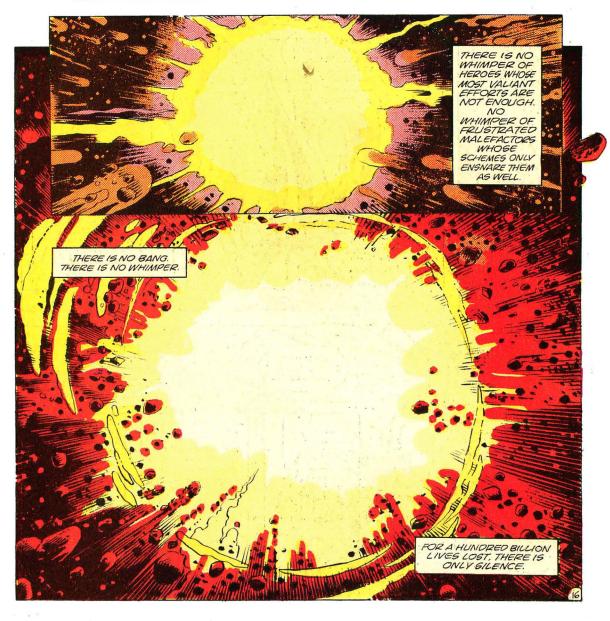


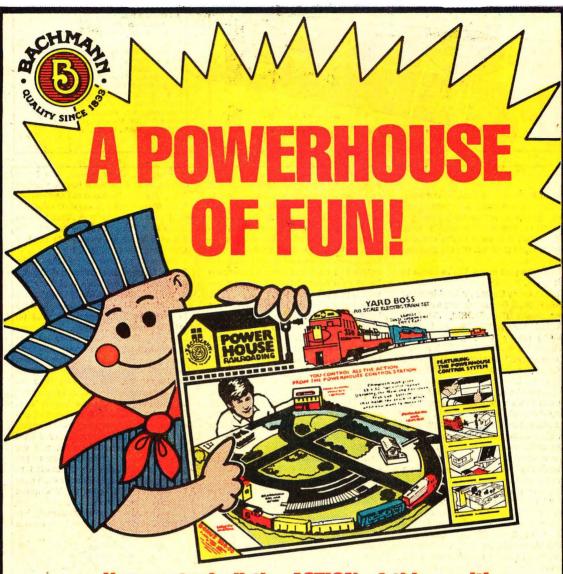












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IMPORTANT ANNOUNCEMENT

Being a comic book editor is not easy. It might be the most fun job a person can have, but it's not easy. Especially difficult is informing a book's loyal readers that a change in the creative team is about to occur. We did that last issue.

Hold onto your seats. We're about to do it again.

This is Gerry Conway's final issue of ATARI FORCE. Deadline pressure on his other books (FIRESTORM, JUSTICE LEAGUE OF AMERICA, and SUN DEVILS) simply made the additional work needed on ATARI FORCE impossible to perform. It wasn't an easy choice for Gerry to make, but something had to give, and ATARI FORCE was the one. We (and we're sure we speak for all of you out there too) have tremendously enjoyed Gerry's work on ATARI FORCE. It's been at turns hilarious, heartbreaking, electrifying, and just about every other laudatory adjective we can think of. His contribution will be missed.

That's the bad news. And now, on a more POSITIVE note...

Beginning next issue, MIKE BARON will take over the scripting chores on ATARI FORCE. Mike's work is already familiar to many of you—he is the creator of both NEXUS and THE BADGER, two of the most original (read: outrageous) comics to come down the pike in quite a while. Mike was our first

choice for permanent writer of ATARI FORCE, and with good reason: his work has always evidenced a shrewd ability to contrast the ridiculous with the sublime—his noble characters are constantly interacting with some of the universe's more wacked-out denizens—and both are handled believably and effectively. And when you've got characters like Dart and Martin Champion living next door to Pakrat and Babe—well... you get the point.

And so did Mike. After reading all the back issues of ATARI FORCE, Mike immediately understood why he was the writer for the job, and accepted the offer. It's a special pleasure for us to have Mike on our creative team, because we truly believe he has the talent and imagination to take the ATARI FORCE to even greater heights of glory. We've been having some pretty strange plot conferences in the past few weeks, and you're gonna love seeing the things Mike's cooked up.

Joining Mike is Ed Barreto, whose first job appears this issue. We hope you're as excited by Ed's work as we are. He seems to get better with every page. We gave you the rundown on him last issue, so we won't repeat ourselves, okay?

Moving along: you may note that there's no Pakrat back-up story this issue. We've done some last-minute story-shifting and dropped in another simply adorable Hukka feature by Paul

Kupperberg, Dave Manak, and Keith Giffen. Next time we'll have an untold tale of Babe's childhood as told by writer Dave Manak (he's pretty multitalented, no?) and Klaus Janson. After that—a three part Pakrat story by Andy Helfer (ye olde letter col writer/editor), Mike Chen, and Joe DelBeato.

So here's the creative schedule: Mike Baron, Ed Barreto, and Ricardo Villagran (whaddaya know? He's back!) for the next five issues of ATARI FORCE. After that, Mike will continue writing as José Luis Garcia Lopez returns to pick up artistic chores once again.

Finally, it has occurred to us that these lengthy editorials/status reports tend to eat into valuable letter column space. We're sorry that we haven't been printing as many letters as we'd like but feel very strongly that you readers have a right to know what's going on here. From the piles of heartfelt correspondence we get each month, we know you all care about the future of ATARI FORCE as much as we do, and we believe these announcements are appreciated. We're all committed to making ATARI FORCE better than ever before, and we're hoping you'll continue to support us in the future.

Next issue we'll return to our regularly scheduled letter column. Until then...



Dear ATARI FORCE FOLKS,

This letter is to be filed in the "fanatics for Blackjak Supporters" file. I realize that I'm in for a couple of surprises in the next few months, but as long as Blackjak's not out of the comic, you can go ahead and surprise the dickens out of me. Did you hear that? As long as Blackjak's NOT out of the comic, I said.

I ADORE Blackjak! I love the relationship between him and Dart. It's unique! It's exciting! It's REAL! There's room in this relationship for sparks! Adventure! These people can fight and make up, lose and find one another, and it will be INTERESTING, as opposed to 90% of comic book love affairs. They bring out the... hidden parts of each other.

My pre-teen male friends love Blackjak! They want to grow up to be like him! He's strong! Brave! Clever! Funny! and KIND!

My teenage female friends love Blackjak! He's handsome! Outrageous! Sexy! Smart! Caring!

In fairness, I must confess that we also all like all the rest of the ATARI FORCE characters, for various reasons. We also like the stories, art, scripting, etc. But this is a Blackiak fan letter. I mean, even though part of what makes him so wonderful is what he does for Dart. And another part is going to be the conflicts with Tempest! And Martin Champion! And Pakrat! And the adventures they are all going to get into in the next hundred years that ATARI FORCE is going to be the world's most popular comic book, that is, as long as Blackjak remains in the book, which, I may perhaps have already mentioned, would be much appreciated by ...

> Sheila Stone/age 25 ARCATA, CA

(Gee, er—uh—Susan—we don't quite know what to say. Blackjak doesn't seem to be much of a—er—ROLE MODEL anymore, at least not after all that's happened in the last few issues.

He's not even very nice. Kinda pathetic. But HEY! He's still in the book, right? And you promised to keep on reading, right? Should we put you down for a subscription?

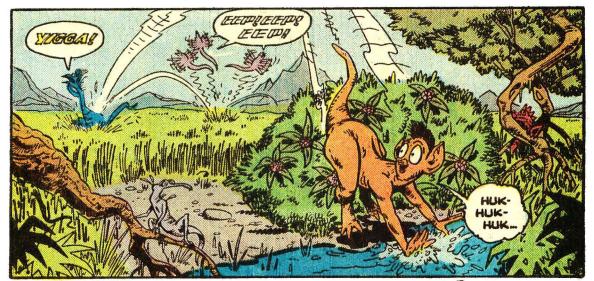
NEXT ISSUE: Mike Baron's first issue is a goodie—but after this issue's conclusion, you might be inclined to think it would consist of 16 BLANK pages! But noooooo! To say ANYTHING would spoil SOME wild plot twist, so we'll just whet your appetite with the title. It's called "LOST IN THE MULTI-VERSE," and that's just for starters! ALSO: you'll see the newborn BABE in a fanciful pre-ATARI FORCE story illustrated by Klaus Janson. Stay with us, folks—we're having FUN!

-Andy Helfer





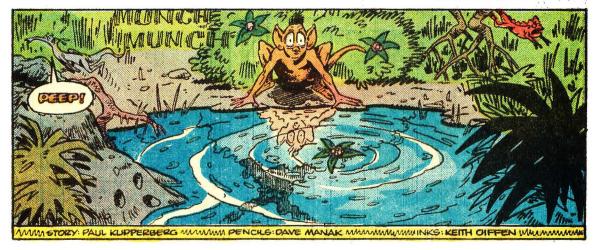




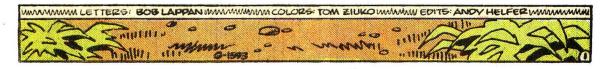




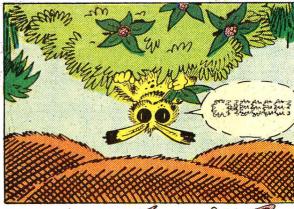




BEST FRIENDS



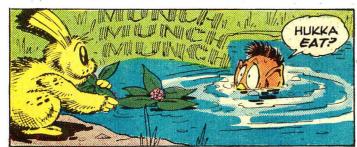
















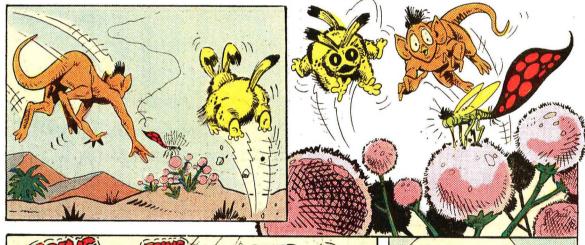


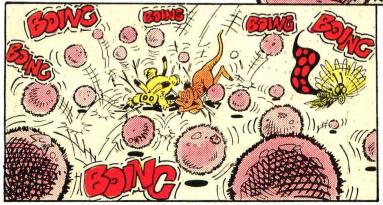












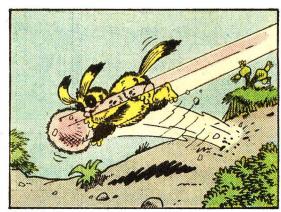






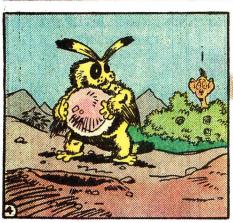




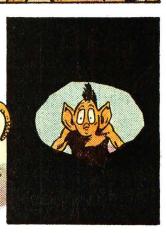


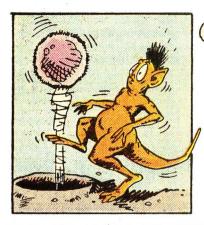














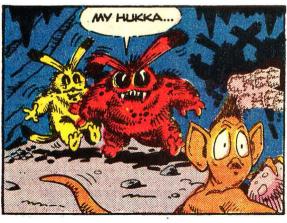










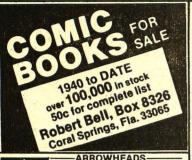




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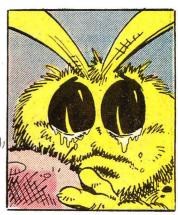
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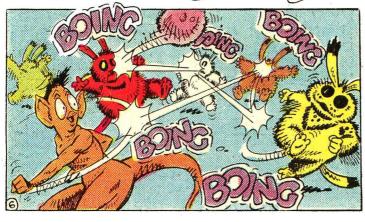




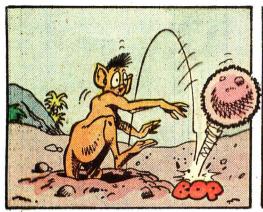












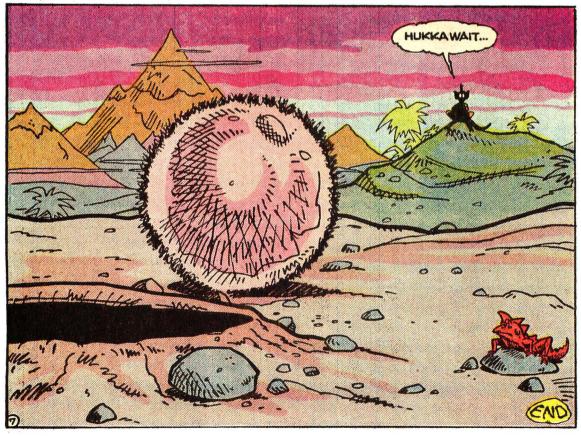














JUSTICE LEAGUE OF AMERICA

VS
THE AVENGERS
THE DEATH OF A DREAM

BY DICK GIORDANO

PART I: TRUTH OR CONSEQUENCES

If you've read Marvel Age #19, Oct., you'll know what this column is about. If you haven't read it, I suggest you try to get a copy and read, in particular, Marvel's version of the events behind the JLA/Avengers team-up controversy.

One dictionary definition holds that truth is: "Conformity to fact or reality."

Let's explore the truths revealed, and, more telling, the truths not revealed, in the Morvel Age report.

First, I am mildly curious as to why no one is willing to take credit for writing the Marvel Age article. It is the only non-Marvel news piece in the magazine that does not carry a byline. You'll notice my byline at the top of this column, so at least you'll know who is responsible for all that is printed here.

I am a bit more curious as to why Marvel's writer (whoever he/she was) quoted so liberally from my letter of May 26th to Jim Shooter without including the portion containing an apology and an assessment of the realities of producing this book:

"The motivation for the events was weak. I agreed with you and we set about to fix the plot. When we thought we had it de-bugged, Len called you with an outline of the changes, to which you responded positively, saying you felt the changes would work. Len reported that conversation to me with the request from you that a new written plot be submitted. I thought this request to be logical but largely a formality and ordered George Perez to start drawing before the new plot was typed. In doing so, I had no intention of ignoring your wishes. I understood your conversation with Len to be a tacit approval of our modifications and desired only to keep the project moving. I have since apologized to you for this seeming breach of protocol and trust that this unintentional mistake is not one of the reasons for your rejection.

Yes, there still remain some questions left unanswered in the plot, but no more or less than are left unanswered in most plots. More often than not, these questions are resolved while the work is in progress, and I'm sure that you'll agree the levels of skill possessed by George Perez, Roy Thomas, Len Wein, and myself are sufficient to resolve these plot "holes" to everyone's satisfaction, and I would surely submit the material in its subsequent more finished stages and welcome your input at that time."

[And at the conclusion of that same letter:]"The storyline makes sense to me and everyone else here and our contract stipulates that "Marvel and DC shall jointly agree on mutually acceptable modifications," and I can hardly agree with your modifications if I don't know what they are.

Perhaps we should just put this back in the hands of Mark and Len and George and Roy and trust that these seasoned pros, three of whom have worked well for both companies, won't embarrass themselves or DC and Marvel. Whichever way you choose to go, I respectfully request that you respond as quickly as possible. TIMES-A-WASTIN'!

Warmest Personal Regards, Dick Giordano Vice President-Executive Editor"

Little matter that the quotes from that letter, chosen by Marvel, did not accurately reflect my intent in writing it; little matter that the first two pages of their story contain numerous inaccuracies and distortions; little matter I am portrayed as having no interest in the quality of the plot rather than as the person who suggested that the best way to quality was to trust a creative team who individually had made commitment to quality in all that they had previously undertaken. Working together, they could do no less. What does matter is that I accepted the responsibility for all the mistakes made up to that time, apologized for them, and urged that we put aside the past and, in a show of

mutual cooperation, move forward, quickly. I hoped that by so doing we could dispel the perceptions, common at the time, that JLA/AVENGERS was becoming a political football rather than a long-awaited comic.

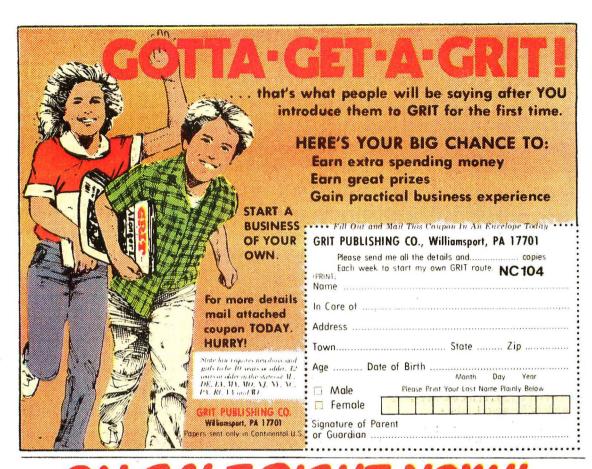
Im Shooter responded with a list of his specific problems with the script. It took him twenty or so days to produce the list ... not a very long time,

given the work load of the editor-inchief of the country's largest comic book publisher. Immediately upon receipt of Jim's list, I forwarded copies of it, all the versions of the plots written to that date; and George Perez's twenty pages of pencils, to Roy Thomas in California. I gave him a week to digest the material (Roy was slated to write only the dialogue and was not directly involved in the plot up until that time), then after several phone calls between Roy and myself to discuss the plot's specific needs and Jim's objections. Roy rewrote the plot. He delivered the completed draft to our offices on July 28th. It took Roy little more than a month to complete and deliver this final (fourth all told!) version of the script. Not a long time, either ... given the circumstances.

This is where the real problem began. The events from this time forward are the basis for the complaints registered by, and here I quote from the Marvel Age article, "people connected with the project" in "interviews for various fanzines that give the misimpression that Marvel is responsible for deliberately delaying the project." Remember, Roy Thomas was one of those so interviewed and he wasn't directly involved in the project until well after the delays and problems caused by my errors. It is also relevant to note that Roy and all who gave those interviews agreed in print that I committed errors in judgment in the early going. It was the later events that caused their ice, and it is those later events that the Marvel Age article ignores or glosses over, and it is hose later events that I wish to detail now

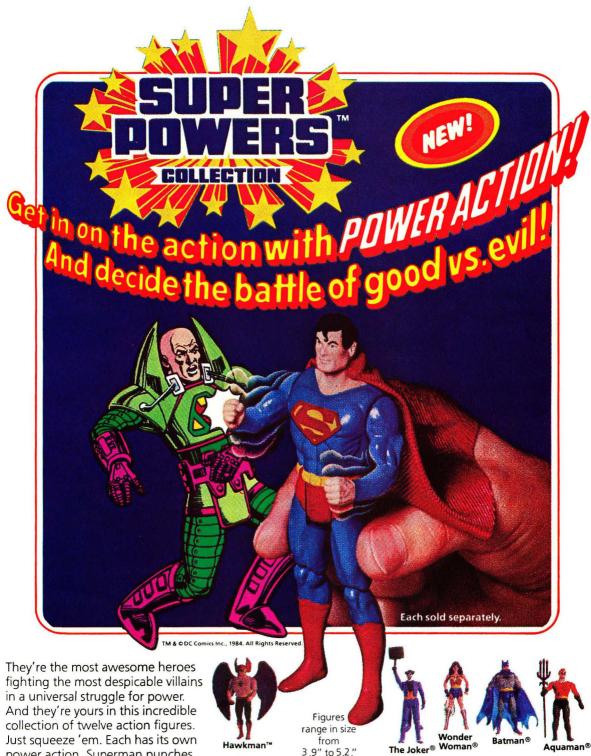
On July 28th, a copy of Roy's plot was hand-delivered to Marvel. A second copy was delivered to George Perez during the next week. No word was received from anyone at Marvel, not even an acknowledgment of its receipt. Since both companies were planning to attend the San Diego convention in force on August 4th, I payed no particular note to the lack of communication. We were busy getting everything done so we could go to San Diego (and beyond!), and I presumed Marvel was too. When we all reached San Diego, I approached Jim and asked if he had read the script. He said he hadn't, but that he had it with him and would try to read it while he was there. I pointed out to him that it would be advantageous if he did so, since we had a rare opportunity during that four-day weekend convention.

To be concluded in next Meanwhile... column.



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