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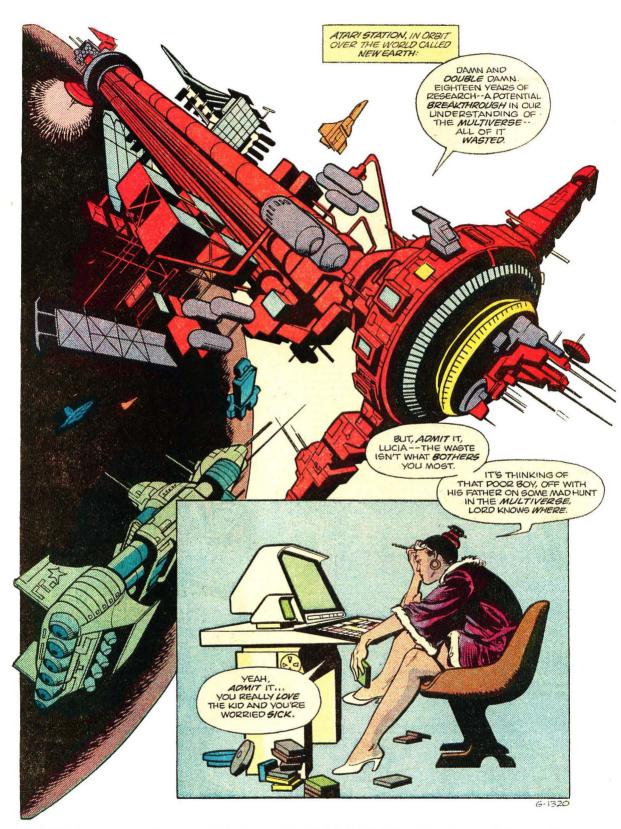






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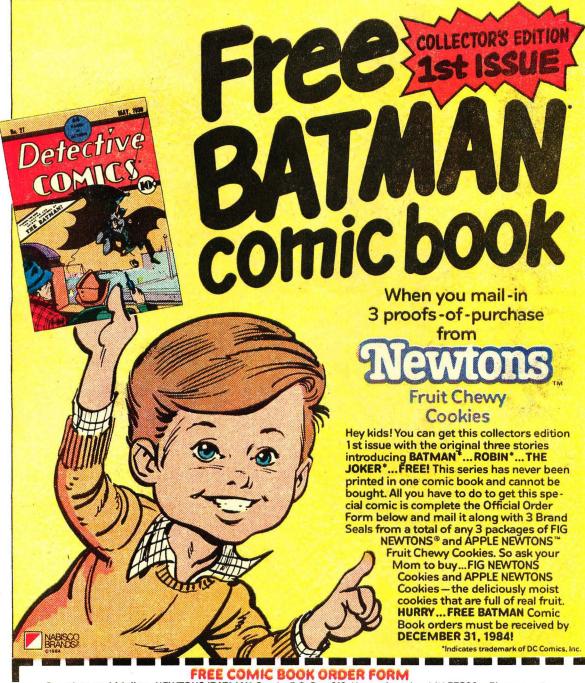












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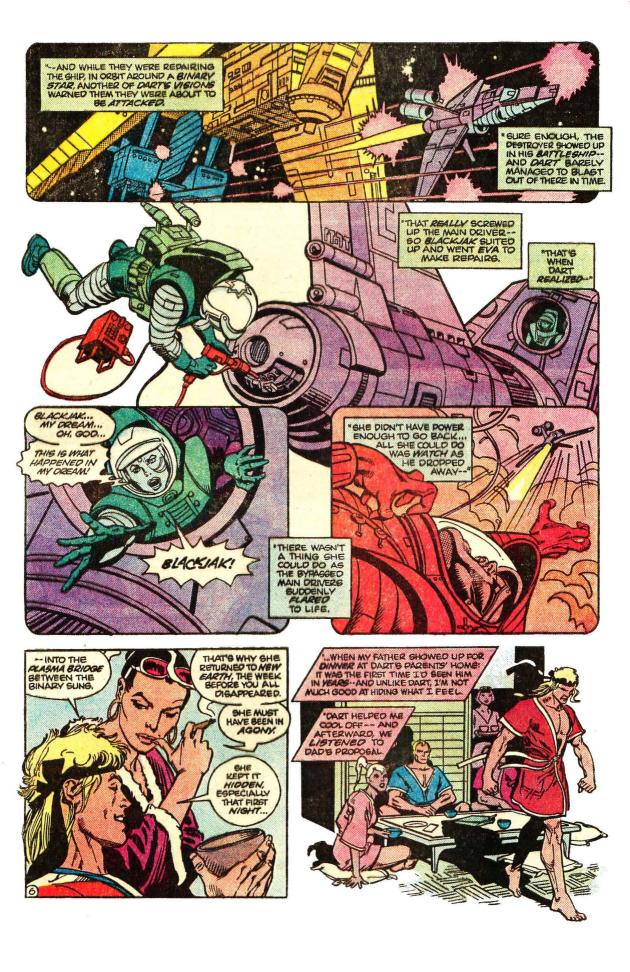


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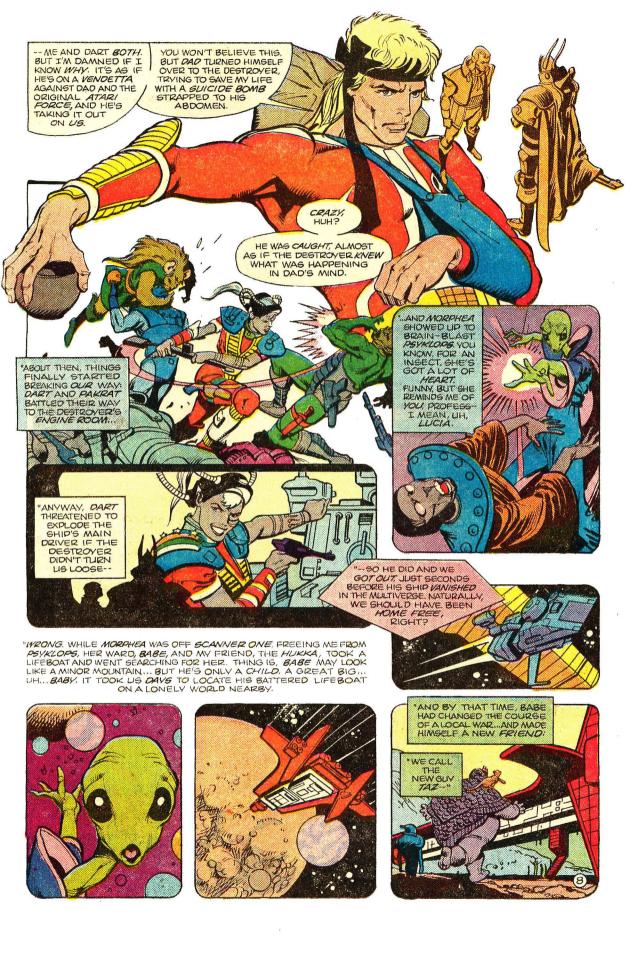
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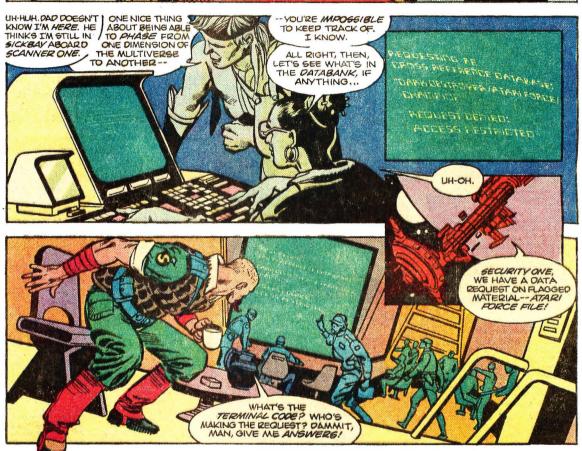
























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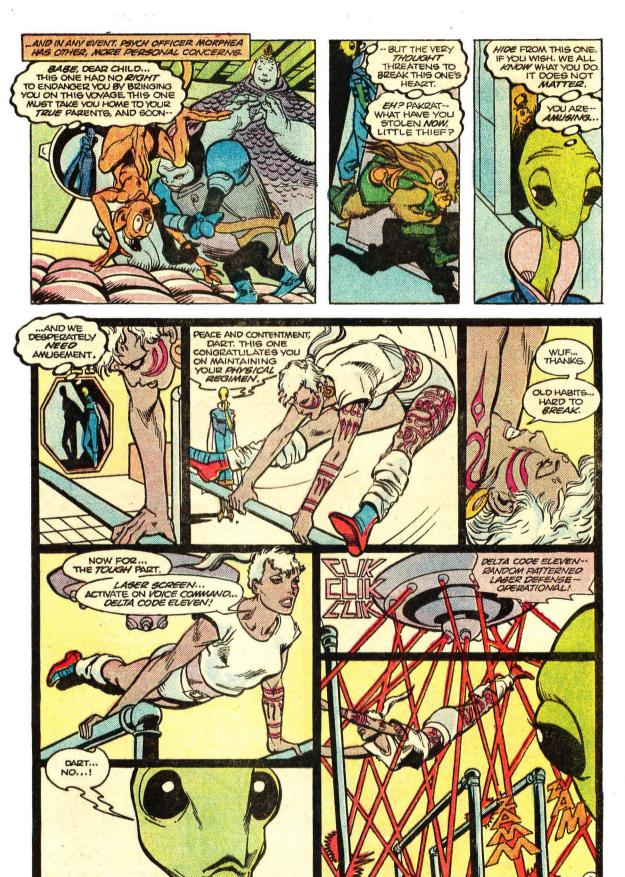
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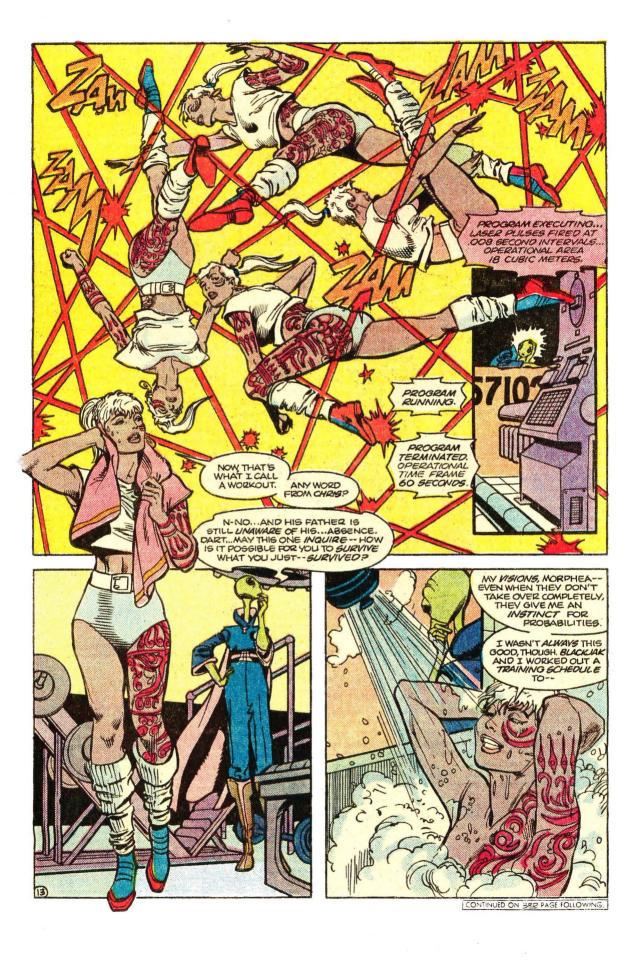
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Letters—we get letters!

Actually, we get quite a few letters, considering that this column isn't normally a letters page. Publishing this column weekly allows me to answer a few letters now and then without feeling guilty.

Here's one—no date on it, but I can tell from the cobwebs on it that it's been around a bit, so I better answer it before it crumbles from age. (Besides, it's an interesting letter and the subject matter is as relevant today as when it was written.)

Dear Mister Giordano:

I have no idea what your job is at DC. However, I assume you have lots of clout, since you write "Meanwhile" and your indicia listing indicates that you're the DC version of Jim Shooter. If you're not, then give the letter to the person who is. Now for the message.

I represent W.A.S.P. W.A.S.P. is a private organization dedicated to bettering the lot of super-heroines everywhere. I'm sure you're thrilled by this news. We have been primarily bugging Marvel, but we've decided to expand to DC. Aren't you glad?

As we are not very good at extortion and those pictures we took of you in that sleazy hotel didn't turn out very well, we rely on good fellowship and annoying people to get our suggestions taken. What are our suggestions, you may ask? They are as follows:

1. We would like for the roles of heroines at DC Comics to be upgraded. This could be accomplished by creating new, more interesting heroines and revamping the old ones.

It seems that DC considers the few strips about heroines as the dumping ground for untalented hacks. Please do something to rectify this.

3. Heroines like Batgirl and Supergirl, who are spin-offs of male heroes, are featured, and completely original heroines such as Black Orchid and Madame Xanadu are ignored. Of all of DC's female solo characters, the only one who is not a sidekick, relative, or partner is Wonder Woman. Please play up the solo heroines and/or create new ones.

4. The sidekick variety can be helped in a variety of ways. If possible, change some of their names, redesign their costumes, and overhaul their powers to make them less like their counterparts. In other words, liberate the heroines from the heroes.

5. One untapped source of superwomen is the super-groups. Heroines such as Starfire and the Phantom Lady could undoubtedly hold their own strips.

6. A vastly underrated heroine is the Huntress. She should be featured in her own book. Or at least a mini-series. Try her out in DC PRESENTS to judge sales reaction.

7. Very few new heroines are being created. I would suggest a revived Showcase featuring all-new characters and concepts. I'm positive your staff has dozens of ideas for new heroes and heroines.

8. When a feature has to be dropped, don't have it always be a heroine's strip. When a strip is added, don't have it always be a hero's strip.

That's about everything I can come up with for now. WA.S.P. beseeches you to consider these suggestions, and please remember that women are super people.

Michael Pickens 2539 Johnstown-Utica Rd. Utica, Ohio 43080 Tough letter!

From the top: Yes, I'm DC's version of—the guy you said. Except I'm short. Whatever W.A.S.P. stands for (your letter didn't say. It is an acronym, isn't it?), I am glad you started bugging us as well—as long as you don't overdo it.

Glad you're not good at extortion (good grief, which sleazy hotel—?)

1. We do plan to do just that! A new heroine to look for is Jonni Thunder aka Thunderbeit, in her new miniseries by Roy, Thomas and drawn by yours truly. More info on this next month. Wonder Woman is due for a complete revamping in 1985, there'll be a Huntress mini-series early next year, and new fates are in store for

Batgirl/Supergirl, et.al.

2. You may not like the strips. I might agree. But that doesn't make the folks doing them "untalented hacks."

3. See #1 above. Although Black Orchid and Madame Xanadu never made it real big either, I think both characters are gold ore waiting to be mined. Soon, I hope!

4. Agreed! Watch us in 1985.

 I dunno. Characters that work well in a group environment don't always survive a solo attempt. Being female and super-powered isn't a guarantee of success.

6. Agreed (see #1 above)! Though a DC PRESENTS tryout wouldn't be definitive. Superman fans will buy it no matter who (or what) is the team-up. 7. Ideas we have! Staff we don't...not enough good people to go around without hurting current best-sellers.

8. Frankly, a strip is only dropped if it's not doing well. If more female strips are dropped than male strips (I doubt that!), it's because they don't do as well.

Don't beseech, I've considered. And some of my best friends are women. Right, Mom?

Thank You and Good Afternoon.

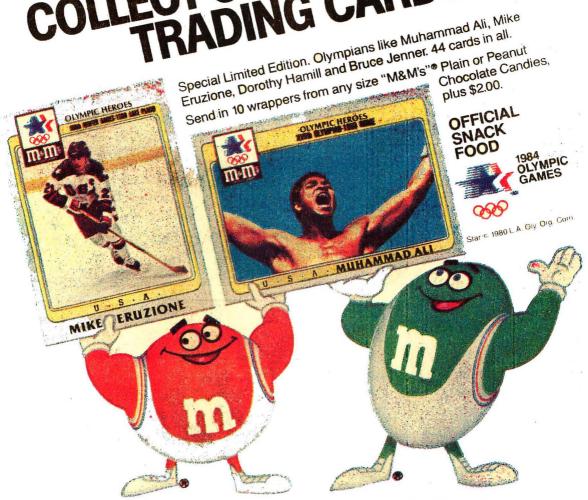
Dick

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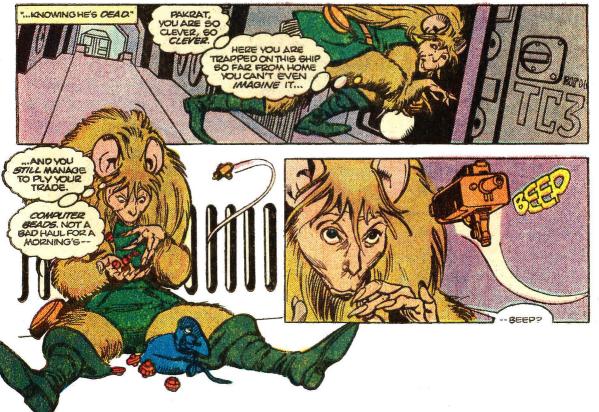


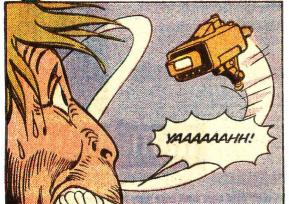
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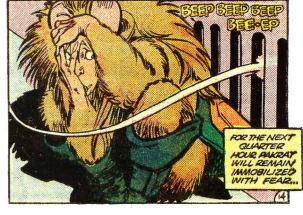
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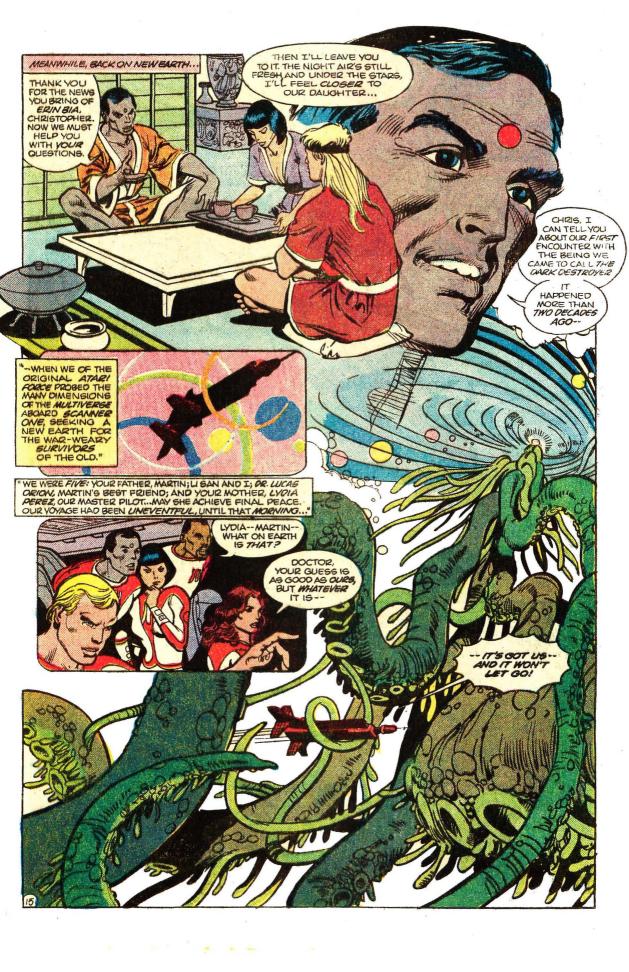














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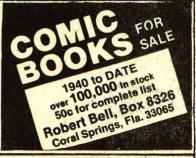
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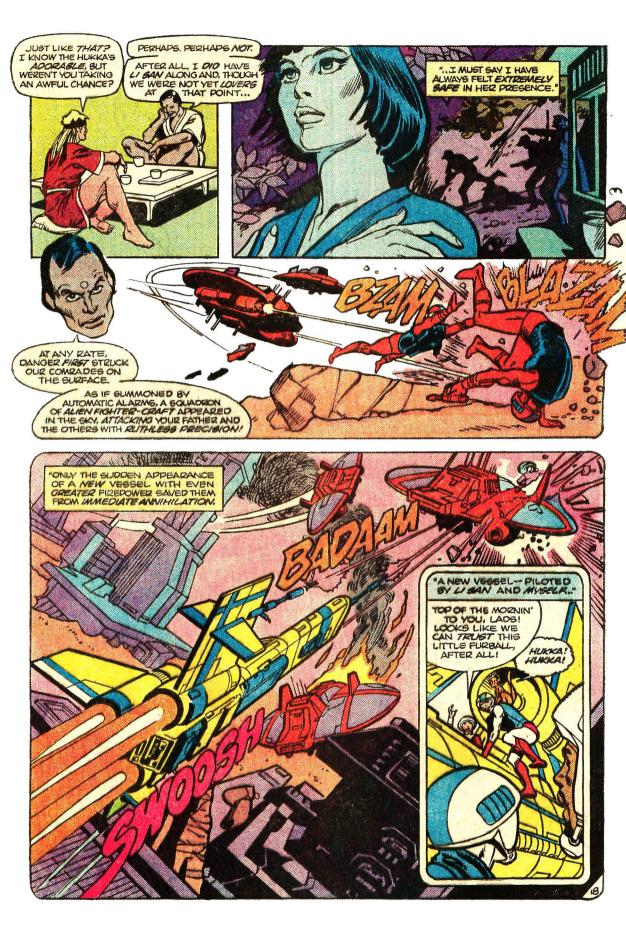


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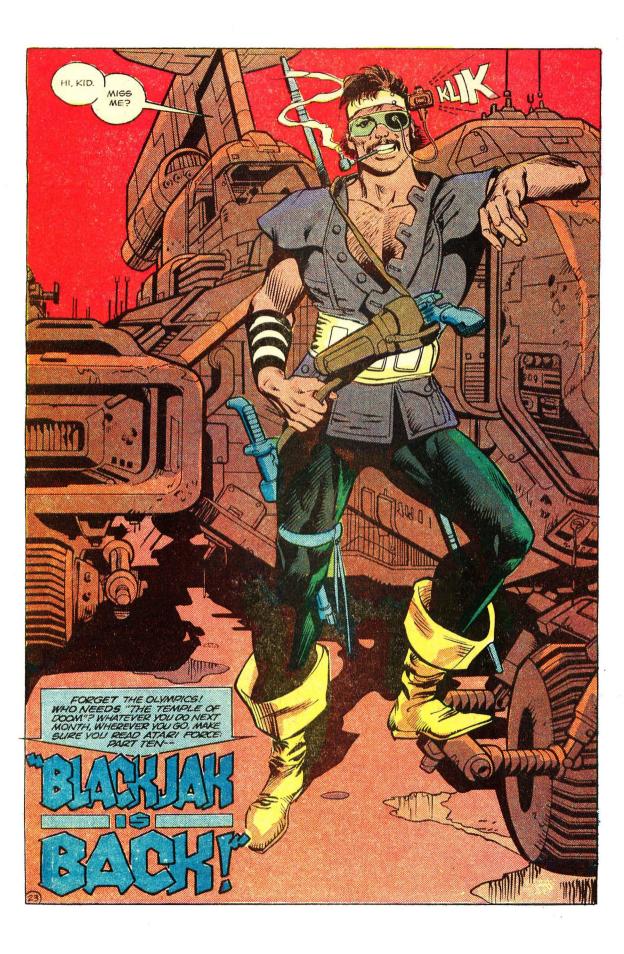






CONCLUDED ON 211 PAGE FOLLOWING,







"Before we begin—a quick thank you, to Mr. Bob Smith, who inked this issue so Ricardo Villagran, our regular inker, could devote all his time to embellishing the STAR TREK MOVIE ADAPTATION due out soon. Thank you, Bob, for making José's pencils look just as good as ever! And now...

Dear Atari Force,

Having just completed ATARI FORCE #6, I have a few comments:

....

- 1) With the phase-field ability Chris has, how could the Dark Destroyer grab him? Surely Tempest could escape without too much trouble.
- 2) Since I missed the first three issues, I don't know much about Dart's relationship with Blackjak. But surely someone who has created an outcry such as he, can be brought back, either in his original form, or some other one.
- 3) Why did Martin abandon Chris when Martin's wife died? How did she die?
- 4) Please send me a subscription blank.
- 5) The whole book is a masterpiece. (Pat yourselves on the back.) The art, the inking, and the story are wonderful. Keep up the good work!

DENNIS M. GREEN 2816 W. Chicago Springfield, MD 65803

(To reply to your questions and comments, Dennis:

1) Phasing out requires a bit of concentration for Tempest. Although he used his power to try to stop the Dark Destroyer at the beginning of the battle, by the time the ultimate outcome of the fight was apparent, Tempest was too battered to use his powers.

 This issue should help you catch up on what you've missed for the first three issues. And, yes, we have heard the cry, and, as you can see by now, have answered it accordingly.

3) Martin Champion was griefstricken when Lydia Perez, his wife and member of the original ATARI FORCE, died while giving birth to their son Christopher. Martin totally withdrew from society, and this included his son.

4) You may have noticed the subscription blanks that have been appearing in the centerspreed of DC comics over the past few months—use them, or Xerox them to order subscriptions.

5) We agree, and we'll try. NEXTI) Dear Andy,

I have some questions which have me stumped.

- 1) If Babe is a baby Eggite, when he becomes an adult, won't he turn into a mountain like the rest of the people on the planet Egg?
- 2) Are you going to add anymore characters to the team?

Sincerely, BILL TUCKER 11 Washington St. Penacook, NH 03303

(1) Precisely! The transformation is a slow one, so stick around to see what happens.

2) We're seriously considering it and last issue's introduction of TAZ is only the beginning! One drawback to adding new characters, though—if we keep on going at this rate, ATARI FORCE is going to become more crowded than the LEGION OF SUPER-HEROES!)

Dear Editor,

I'm thoroughly enjoying ATARI FORCE. It's got to be the best comic magazine in years. The characters are very intriguing and also very diverse. They get better every issue.

Issue #6 is the best yet (you get better every ish). Martin's feeling "threatened" by Dart, Chris' wanting to prove his worth to his father, and Pakrat's cowardice and humor were the obvious high points of AF 6, but don't overdo these qualities.

Concerning the Conway story and Garcia-Lopez' art: words cannot do justice to two greats such as they. A tip of the hat also to the rest of the creative team.

Now, I know it's way too early to talk of team-ups, but if you want my opinion the AF would work quite well with Marvel's MICRONAUTS. It wouldn't be hard to swallow when you consider Scanner One has the Multiverse drive (it's painfully easy). Howzebout it, guys?

Yours truly, HAROLD J. FARRIS 30 Riverside Rd. Watsonville, CA 95076

(Hmmm... We'll have to think about it. We've been trying to keep the ATARI FORCE out of any particular DC universe—we're not sure how they'd react if they bumped into some strange Earth hero—but the fact that the Scanner One has the Multiverse drive makes it possible for the AF to journey to ANY reality. Who knows? Maybe someday...)

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Dear Mr. Helfer,

Fan-tastic! The sight of poor, wet, humiliated Tukla Oly standing there dripping is one that I will long cherish. Also, I'd sort of wondered how much of him was him under there.

Since revenge is to some extent a motive for both sets of antagonists, I hope you'll extend the theme and allow Pakrat the satisfaction of dousing his fellow Atarians at the end of this mission.

I was glad to see Sr. Garcia-Lopez back on the artistic chores. With all due respect to Mr. Andru, which is plenty, neither the art nor the characterization of Tukla Oly seemed quite right in issues #4 & 5. Not enough dignity, primarily, but he also occasionally looked more ape than rodent.

By the way, try to be consistent as to whether or not Pakrat wears shorts, okay?

And why did brother Rident get so nasty in the last couple of issues? He seemed pretty reasonable, as blues go, in issue #3, but since then he seems to have jettisoned some marbles.

Finally, allow me to be a gracious loser (grumble) and say that "Force Feedback" was indeed better than any of my suggestions.

Signed, JOHN HENRY SAIN 2251 Kings Highway Medford, OR 97501

Dear Andy and Gerry,

I must say I am really intrigued and entertained by the way ATARI FORCE is unfolding. I find the diversity and originality of the characters fasci-nating. So, without getting longwinded, I'd like to request of Gerry (and whoever else has story input) that this book maintain a heavy emphasis on ensemble. With such interesting characters, each with their own unique background, the temptation is to focus too much on individuals (a current pitfall, I think, in ALPHA FLIGHT) at the expense of group dynamic. You've taken some wonderful first steps in your treatment of the relationships between Babe and Morphea, Morphea and Martin, Martin and Christopher, etc. And what I'd like to see is the present trend to continue in the direction of character development through relationship and group interaction (even though I realize how much more demanding it is to write stories at the level of group than it is at the level of the individual).

And, I know you can do it, Gerry. Your characters make sense on a very basic level. What they say is congruent with the way they look. And I think that comes out of an intimate and cooperative working relationship among the creative team. Keep it up!

All the best, M.P. HUGHES 515 Jasmine Ln. Santa Maria, CA 93455

(What Gerry and José have been doing for the past few issues is precisely what you suggest, M.P.-developing characters through interaction with one another. Although each issue has taken some time to spotlight an individual character, we've never done this at the expense of developing the group dynamic. In the not-too-distant future. you'll be seeing special back-up stories featuring individual members of the group. These little vignettes will allow us to further develop our cast of characters without sacrificing the interaction aspect ATARI FORCE readers seem to really enjoy.)

Dear Andy Helfer,

I commend all of you on ATARI FORCE, all 6 issues, but I have a question. In issue #2, Chris phased his hand into Senator Jamieson's garden and pulled a scorp through his phase field and said, "All I did was pull the scorp through my phase field and since nothing but me and this special outfit can phase without exploding, the beastle just went..."

Then, in issue #6, Chris takes a Neural Suppressor with him through his phase field! How?

Also, in issue #1, Chris phases his hand into the Hunter robot and destroys it. In issue #6, in his fight with the Dark Destroyer, why doesn't he just phase his hand into the Dark Destroyer? It would be sort of gross, but couldn't he have done it?

ATARI FORCE fan, TOM LANG 3171 Fasman Drive San Bruno, CA 94066

(We've gotten a lot of letters asking the same question. Tom, and we're happy to say that there's a very simple explanation: Chris flipped the scorp through the phase field, and LET GO OF IT as it went in. Without Chris to hold on to it, the scorp was tossed in between two different planes of reality, and naturally was zapped! As far as Chris' remark to Melissa, it WAS incomplete, but certainly not incorrect—he SHOULD have said "(nothing can phase through) unless!"m holding on to it." But under the circumstances, the explanation he delivered was appropriate.

As for your second point, we concede that Tempest MIGHT have tried—if he had the stomach for it—but, given the Dark Destroyer's rather formidablelooking armor, we're not sure what kind of success he would have had.)

Dear Gerry, José, and Ricardo,

It's issue #6 already, and so far we've seen the love-hate relationship of Martin and Tempest, the travelings and tribulations of Dart, the flight and fight of Pakrat, and the emotional stirrings of Morphea. So why do I like Babe best of all the team members? (Especially since Babe is not even regarded as a team member by the others yet.)

I guess part of it is the fact that Babe is, well, a baby. Having an infant as a member of a team is quite unusual, to say the least. But more than that is the mixture of Babe's power and size with his innocence and inoffensiveness.

One of my friends really spurted in size as he neared puberty. When we were youngsters, he was just one of the guys, not outstanding socially, intellectually, or physically. But then he grew quickly to become pretty tall (6 ft., 8 in.) and fairly hefty. Thus, in high school, the football coach wanted to turn him into a lineman. But this friend of mine, not being used to his size and being of a good nature, just couldn't become aggressive enough to be a real success. (Ironically enough, he found his niche in basketball, where his height was an advantage but where he was a little too bulky to be really effective. Double irony: His true love was hockey.)

I see a parallel with Babe. On Egg, he was just "one of the guys," but now he has suddenly become big and strong (in relation to everyone else, that is). Now he is defined in their eyes by his size and strength—but he doesn't see himself that way! Will Babe fail to harness his size and strength aggressively (as did my friend) or will he perhaps go overboard and lose self-restraint?

I figure you must bring Babe into the spotlight soon. When you do, I just know he'll get a lot of "fan mail." Consider this an attempt to jump the gun.

> Yours truly, "T.M. MAPLE" Box 1272, Station B, Weston, Ontario M9L 2R9

(Thanks for your insights, T.M. Some of your comments foreshadow the happenings of last issue. And now we're waiting to see if others feel the same way you do. As we've said in the past. Babe is one of OUR personal favorites, and we hope our other readers feel the same way. Issue #8 was our way of really introducing the baby Eggite to our readers in a BIG way!

Finally, we actually received a Letter of Comment on issue #7 that could make it into this issue. Sometimes we think you guys out there manage to read the latest issue before WE dof Anyway....

Dear Andy,

You guys don't let up, do you? AF #7 was yet another great issue. I still feel I have to mention that this story has been building for the first seven issues! Gerry gave this story exactly the amount of time it needed to fully play itself out. I love it. José Luis Garcia Lopez. This is definitely the name for the 80's. His

style seems to encompass such myriad styles, he could draw anything at anytime. Oh, and he did okay this issue, too.

"Counter Attack" is one of those perfect titles like "The Empire Strikes Back." Where did the Destroyer find this guy Psyklops? This guy is vicious enough to rival the DD himself. If there's one thing I like in a comic (comic?), it's realism. On pages 2 and 3, I felt Dart's feeling of helplessness. On pg. 10, I felt Martin's sense of helplessness, worry, and astonishment. Later, on p. 12, Morphea wasn't the only one to get her heart torn by Babe (I apologize for any mean things I've said, thought, or almost thought, Babe). Back to Psyklops for a sec; Does he actually feed on pain, or just like it a whole bunch? Boy, does Martin Champion have guts. Few people stay in one piece emotionally when looking down the barrel of a gun. Not only does he hold up, he cracks jokes! The Duke would be proud.

After Babe ripped out my heart, Morphea's memories started it bleeding. Being a slightly sensitive person myself, I know the feeling of hurt and rejection she must have went through as a child. It was nice to see her fight back and start Psyklops begging for pain (boy, that sounds sadistic!!). I loved the ending to the conflict. Instead of your usual "villain gets caught in midst of explosion screaming 'Noocoool'" we get a logical end. The o' Mexican Standoff.

Who could buy an E.T. doll after seeing a Hukka? I'm glad to see the Hukka being used as a sentient being, as in STAR RAIDERS. In the graphic novel, the Hukkas were the ones that maintained the ship and taught others to do so. I can't wait to see what kind of trouble he(she?) and Babe get into.

The Dark Destroyer has departed. For a spell. So now is the time for all good Gerrys to come to the aid of the readers by getting in to some hard-up characterization. And as for the Star Raiders crew, BRING THEM BACK! IM-MEDIATELY!!

See you in 30, ERIC JONES 11-8 Ross Ade. West Lafayette, IN 47906

NEXT ISSUE: We continue our recapping of the adventures of the ORIGINAL ATARI FORCE, with Tempest's visit to the home of LUCAS ORION. But with Hunter and Atari Security hot on his trail, how much can he find out before he's captured? If you missed any of the ATARI FORCE mini-comics, make sure not to miss this onel This is where the mystery of the DARK DESTROYER REALLY begins to come together. And before we forget—What about Blackjak? All coming in 30 days! Be there—or else!









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