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DC
WHERE
LEGENDS
LIVE!

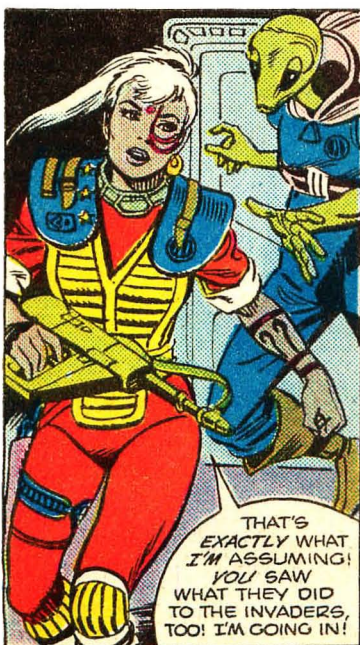
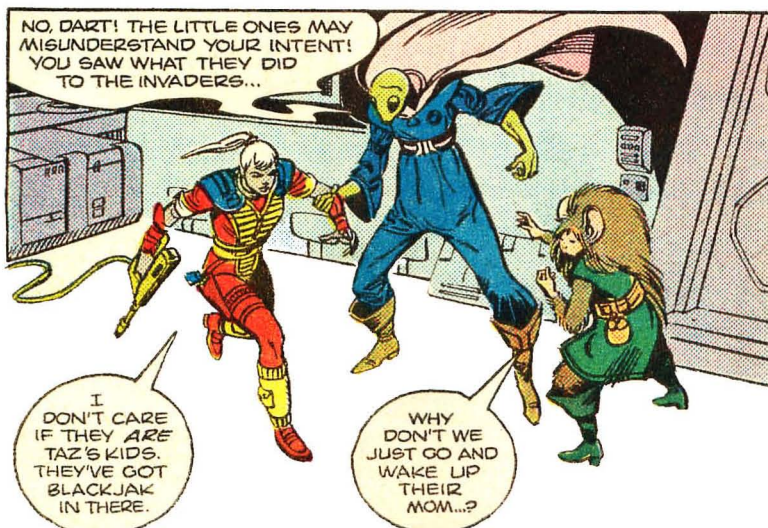
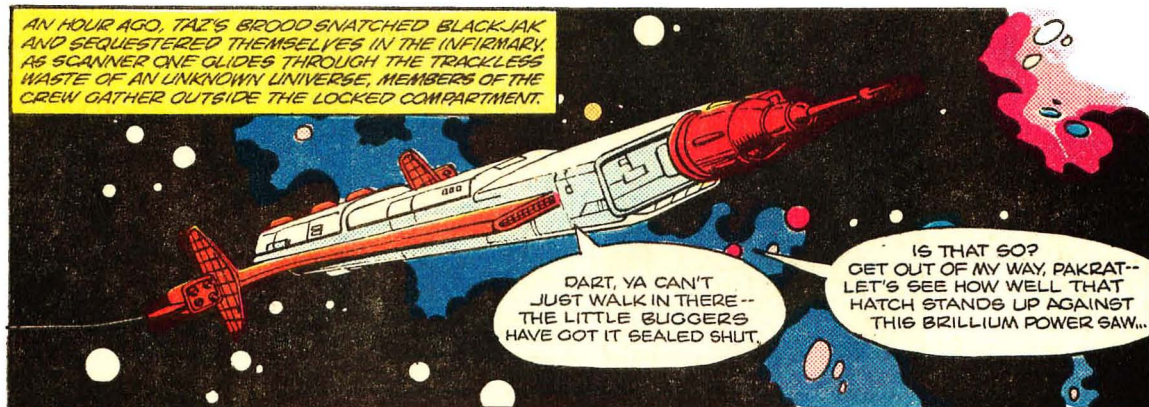
THE COMIC BOOK

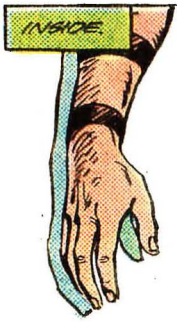
ALL NEW STORIES.
FROM DC COMICS.
WHERE LEGENDS LIVE.™



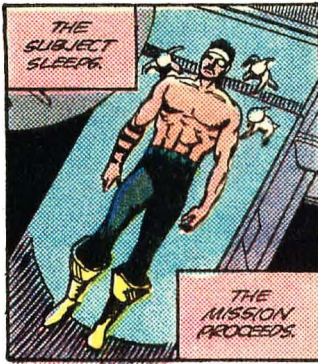
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AN HOUR AGO, TAZ'S BROOD SNATCHED BLACKJAK AND SEQUESTERED THEMSELVES IN THE INFIRMARY. AS SCANNER ONE GLIDES THROUGH THE TRACKLESS WASTE OF AN UNKNOWN UNIVERSE, MEMBERS OF THE CREW GATHER OUTSIDE THE LOCKED COMPARTMENT.



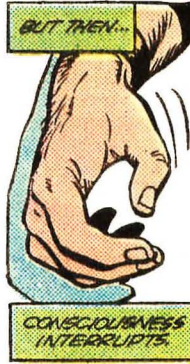


INSIDE



THE
SUBJECT
SLEEPS.

THE
MISSION
PROCEEDS.

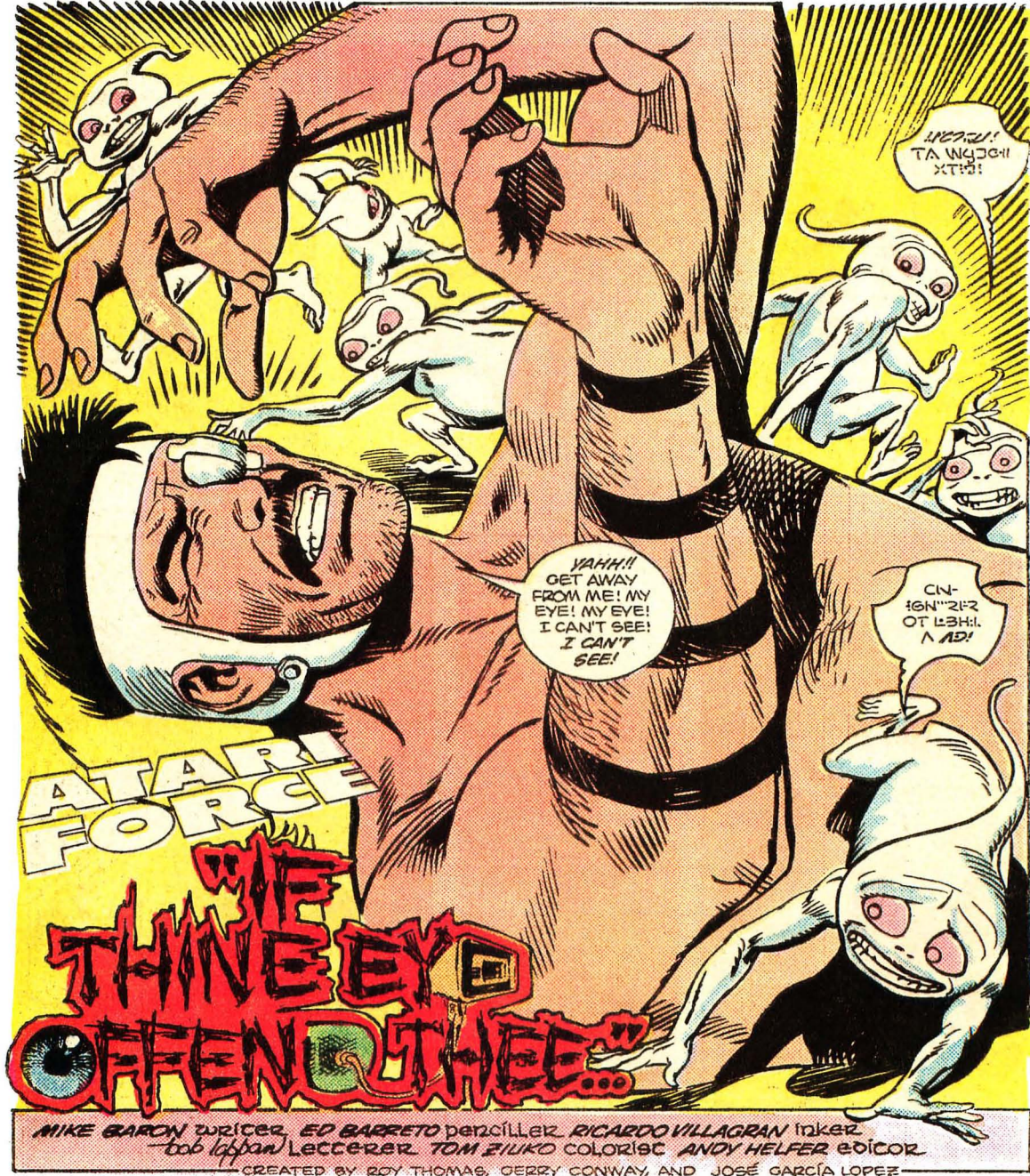


BUT THEN...

CONSCIOUSNESS
INTERRUPTS.



UHH...WHERE
AM I--



UHH!!
TA WQJCH!
XTIH!

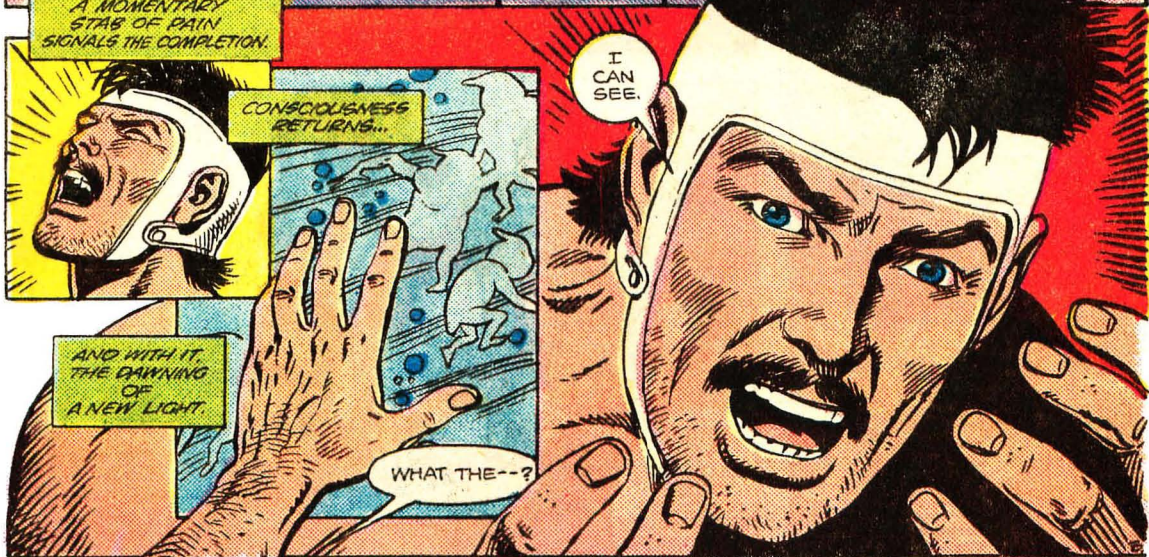
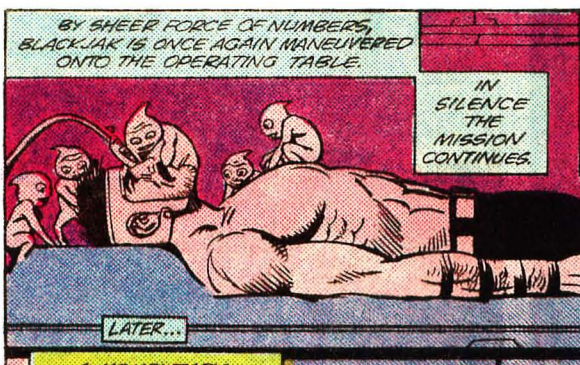
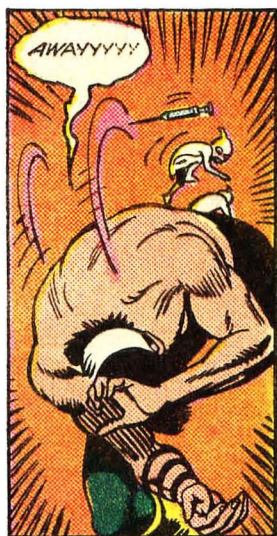
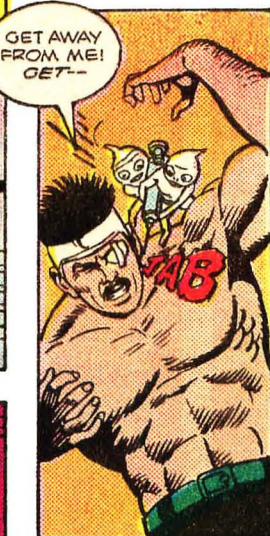
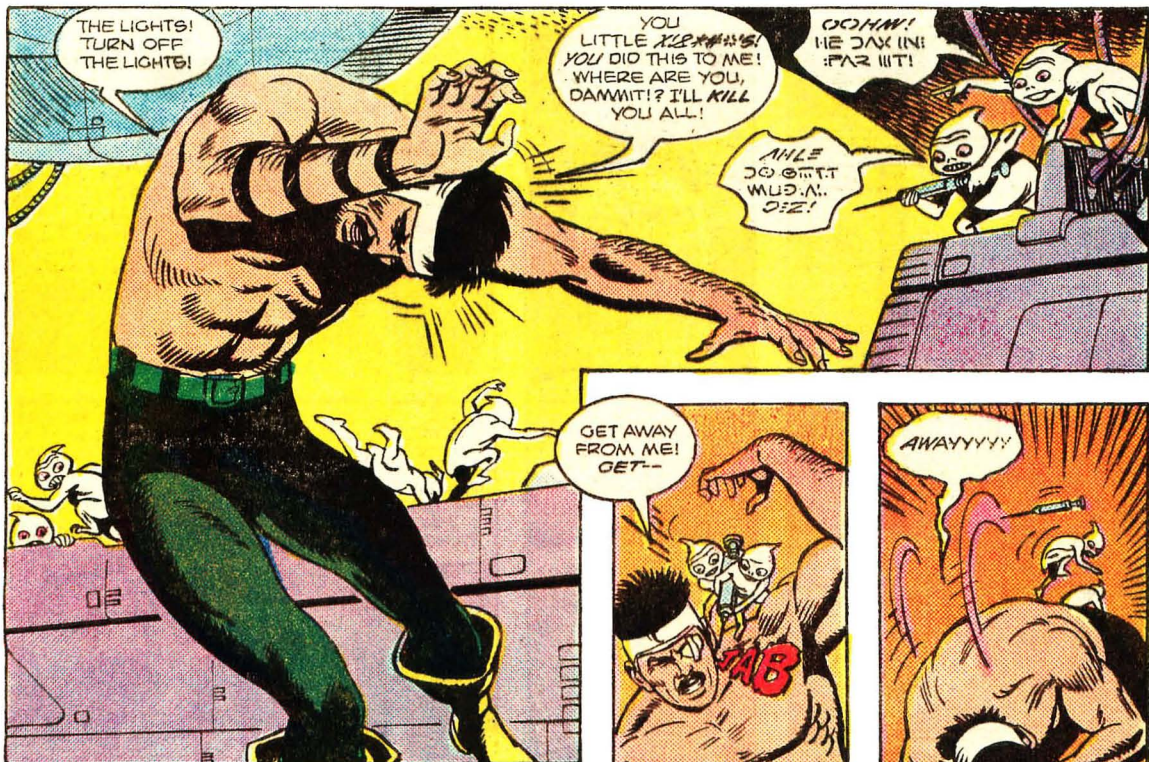
YAH!!
GET AWAY
FROM ME! MY
EYE! MY EYE!
I CAN'T SEE!
I CAN'T
SEE!

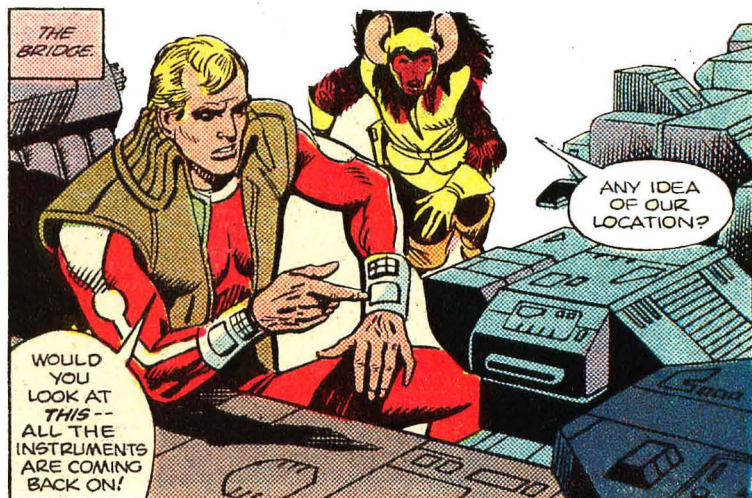
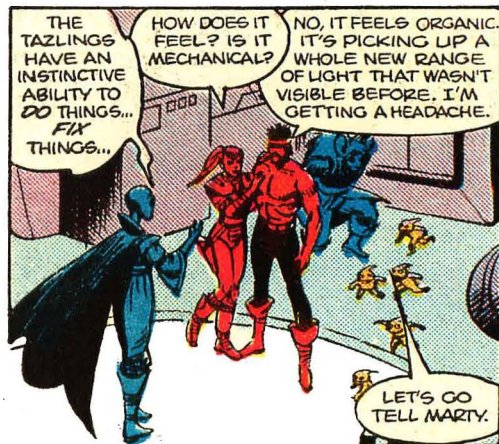
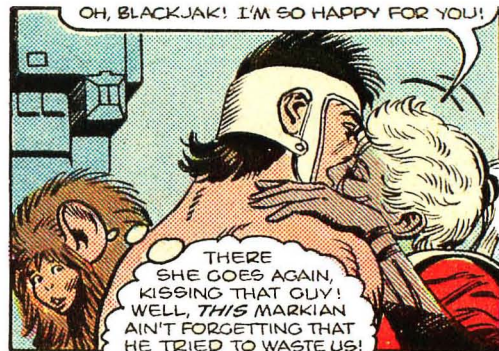
CIN-
IGN"2F2
OT L3H:I
^ AD!

ATARI
FORCE

THINE EYE
OFFENDS ME...

MIKE BARN WRITER, ED BARRETO penciller, RICARDO VILLAGRAN inker,
bob lipson letterer, TOM FUKU colorist, ANDY HELPER editor.
—CREATED BY ROY THOMAS, GERRY CONWAY, AND JOSÉ GARCÍA LOPEZ—





HOW MANY BRIGHT OREO® COOKIE IDEAS CAN YOU COME UP WITH?



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START



1. _____ IT!

2. _____ IT!

3. _____ IT!

4. _____ IT!

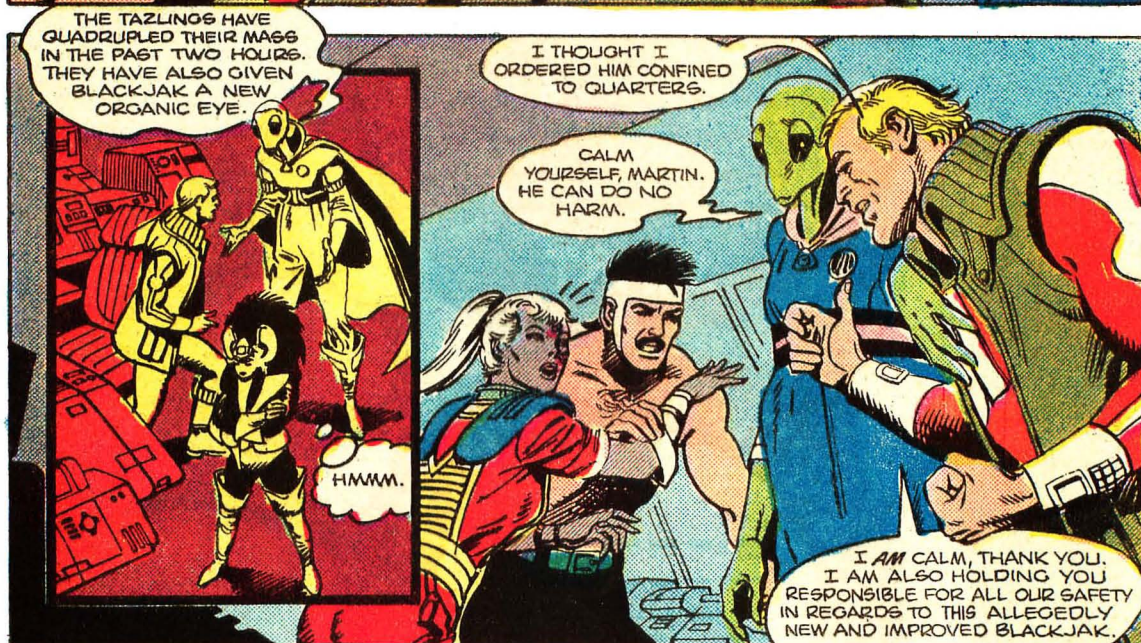
5. _____ IT!

6. _____ IT!

7. UNSCREW
2. LICK
3. MUNCH
4. CRUNCH
5. DUNK
6. EAT



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WE MUST
LAND SOON OR
FACE GRADUAL
STARVATION.

SUPPOSE
THE TAZLINGS
PERCEIVE
THE PROBLEM
AND SOLVE
IT?

THAT WOULD
BE JUST FINE. THEN
WE CAN DROP THEM OFF
IN ALL THE TROUBLE SPOTS
EVERYWHERE AND
THEY CAN SOLVE ALL
THE UNIVERSES
PROBLEMS
FOREVER.

MARTIN, YOUR
SARCASM IS
INAPPROPRIATE.

YOU'RE RIGHT,
OF COURSE, MORPHEA.
THE TAZLINGS' ABILITIES
ARE PURELY INSTINCTUAL AND
MECHANICAL--AND THEY COULD
LOSE THEIR PECULIAR TALENTS
AT ANY TIME! LOOK AT TAZ...

LOOK
AT
TAZ.

B-B-B-B
W-W-W-W
E-E-E-E
O-O-O-O
H-H-H-H...

MORPHEA,
TALK TO HER. SEE
IF YOU CAN GET HER
TO ROUND UP THE
WHOLE LITTER ON THE
BRIDGE WHERE WE
CAN KEEP AN EYE
ON THEM. DART...

WHAT'S
UP?

I WANT YOU TO TRY
AND ESTABLISH A
MIND LINK WITH
TEMPEST.

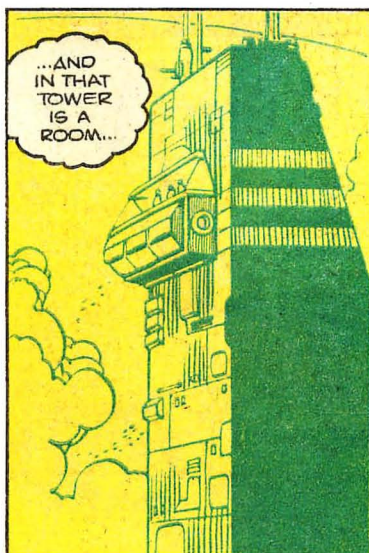
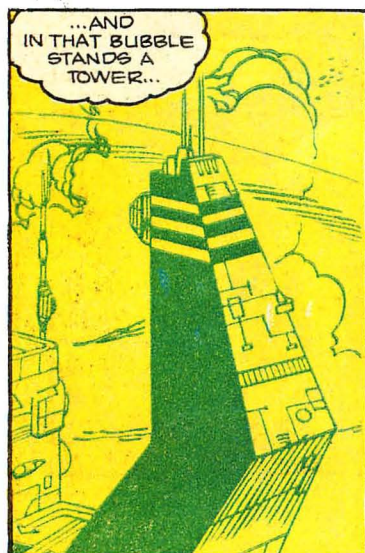
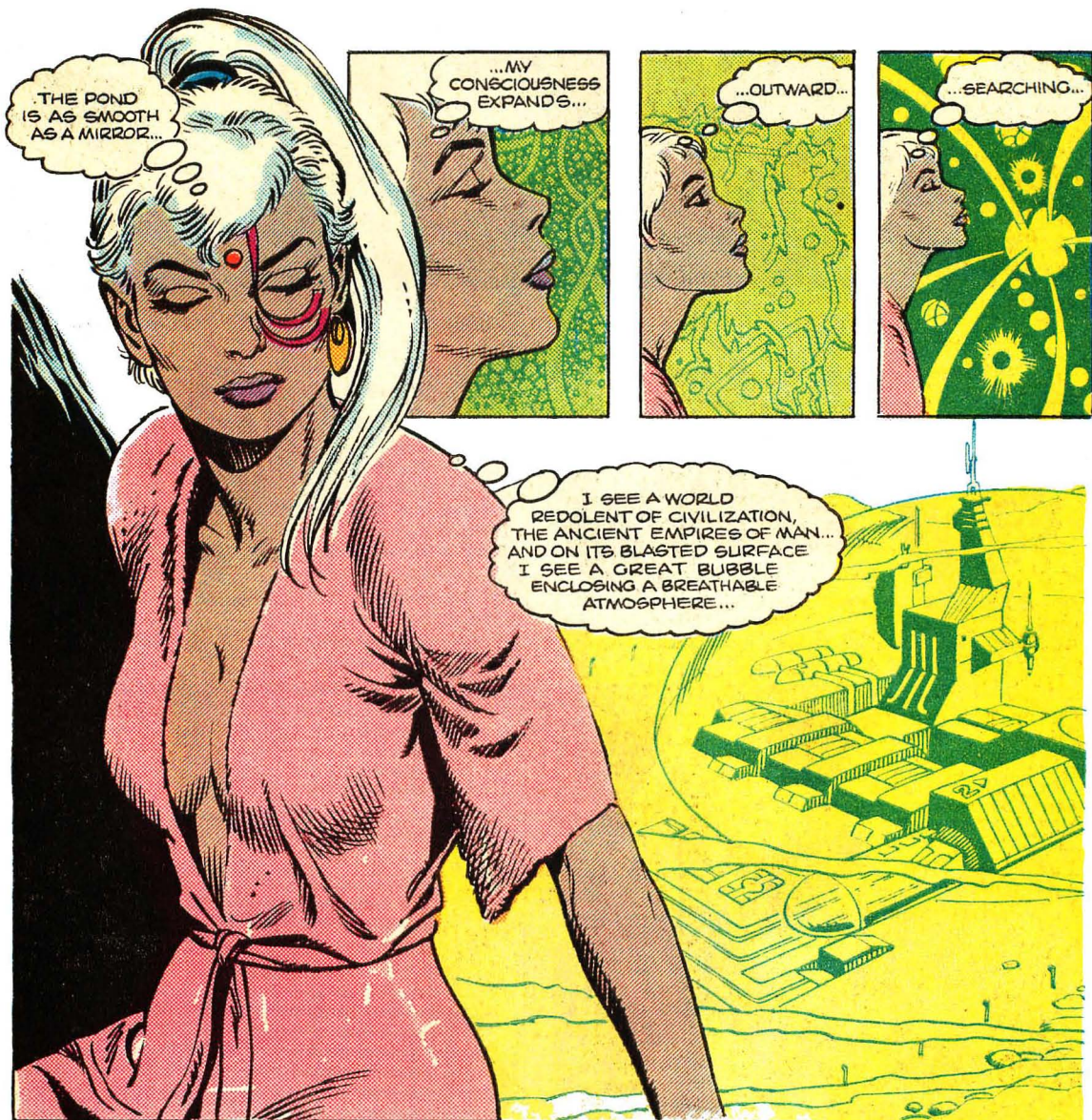
I'LL
GIVE IT A
TRY--

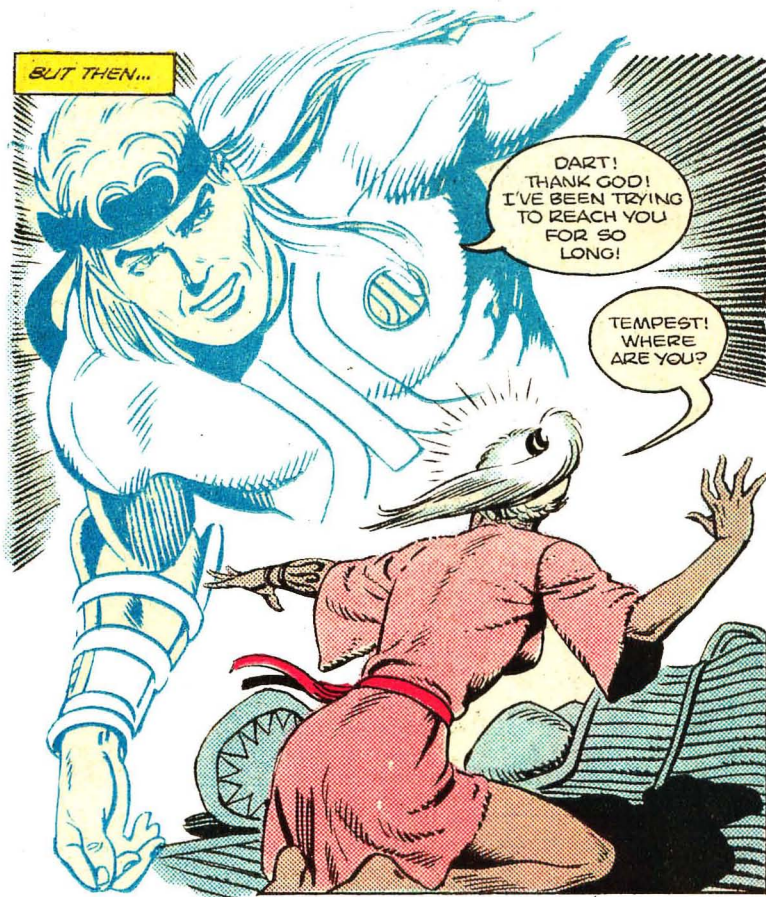
--BUT THE MIND LINKS
HAPPEN WHEN
TEMPEST WANTS THEM
TO HAPPEN.

I
KNOW,
BUT OUR
SITUATION
IS
SERIOUS.
TRY.

IN HER CABIN.

MY MIND
IS LIKE A
POND AT
DAYBREAK,
PERFECTLY
STILL...

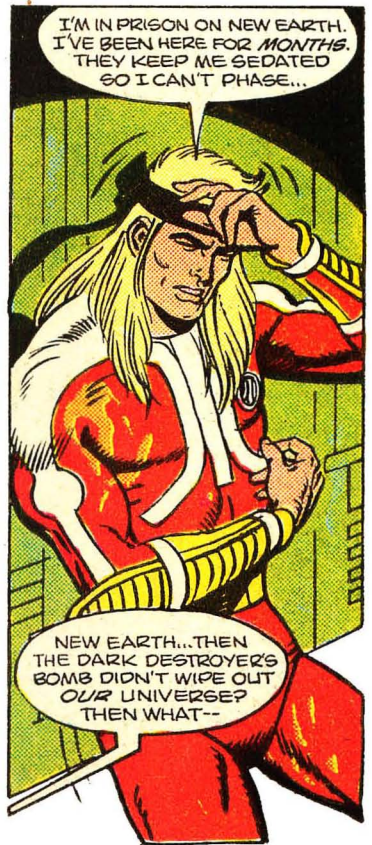




BUT THEN...

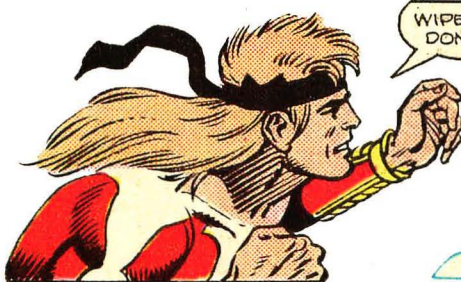
DART!
THANK GOD!
I'VE BEEN TRYING
TO REACH YOU
FOR SO LONG!

TEMPEST!
WHERE
ARE YOU?



I'M IN PRISON ON NEW EARTH.
I'VE BEEN HERE FOR MONTHS.
THEY KEEP ME SEDATED
SO I CAN'T PHASE...

NEW EARTH...THEN
THE DARK DESTROYER'S
BOMB DIDN'T WIPE OUT
OUR UNIVERSE?
THEN WHAT--



WIPE OUT--?...I
DON'T GET IT!



I'LL EXPLAIN LATER. WE NEED YOU!
WE'RE LOST! CAN YOU LOCK IN
ON ME AND PHASE?



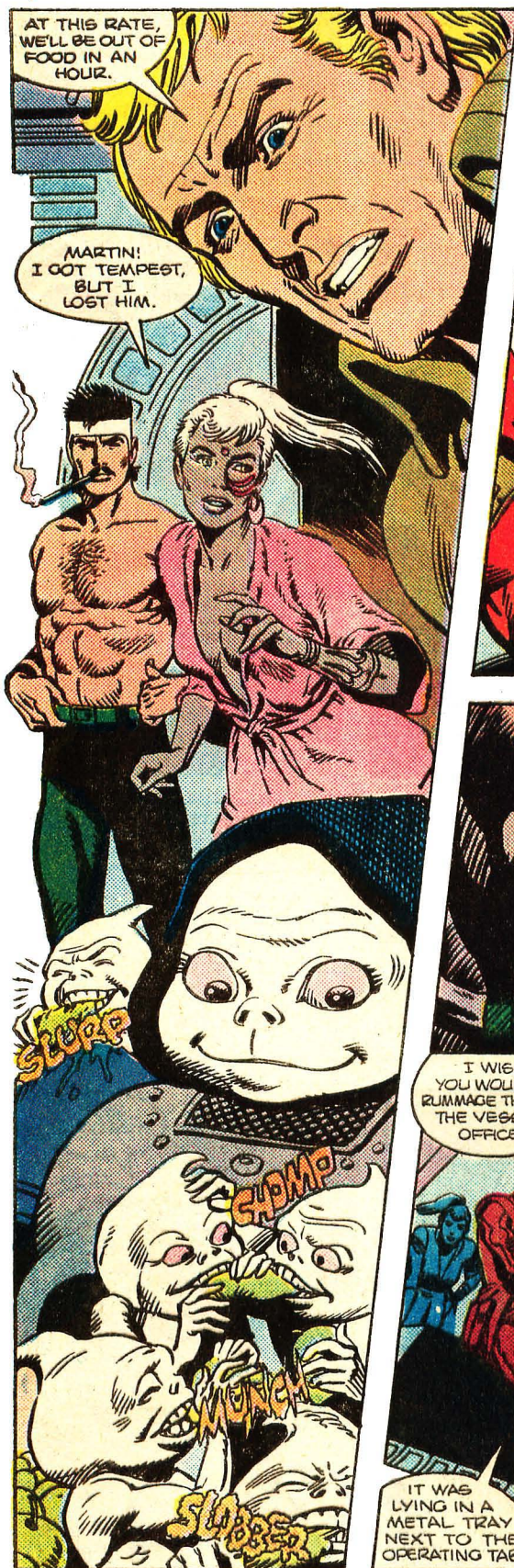
SOON, SIS, SOON.
GOTTA RUN.
SUPERSCREW
IS HERE.

GOOD
MORNING,
BOY. SHALL
WE ANSWER
SOME
QUESTIONS?

LET'S NOT
AND SAY
WE DID.



HE--
HE'S GONE.



AT THIS RATE, WE'LL BE OUT OF FOOD IN AN HOUR.

MARTIN! I GOT TEMPEST, BUT I LOST HIM.



YOU GOT HIM? YOU'RE SURE?

ABSOLUTELY! NOW LET GO MY ARM BEFORE I BITE YOUR NOSE OFF.

AND NEW EARTH?



STILL THERE, LAST I HEARD. TEMPEST IS IN CUSTODY-- THEY'RE KEEPING HIM SEDATED SO HE CAN'T PHASE.

HE'LL GET AWAY! I KNOW IT. HE'S MY SON. A CHAMPION.



HOPE YOU DON'T MEAN THAT IN THE LITERAL SENSE.

SHUT UP, YOU COWARDLY--

PROFESSOR, LOOK AT THIS.



I WISH YOU WOULDN'T RUMMAGE THROUGH THE VESSEL, OFFICER.

THAT'S TOO BAD. SEE WHAT I FOUND IN THE INFIRMARY?...

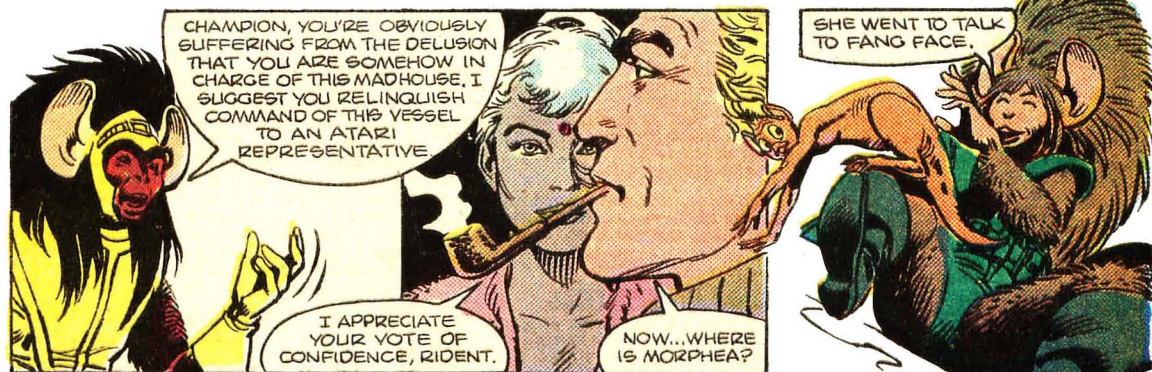
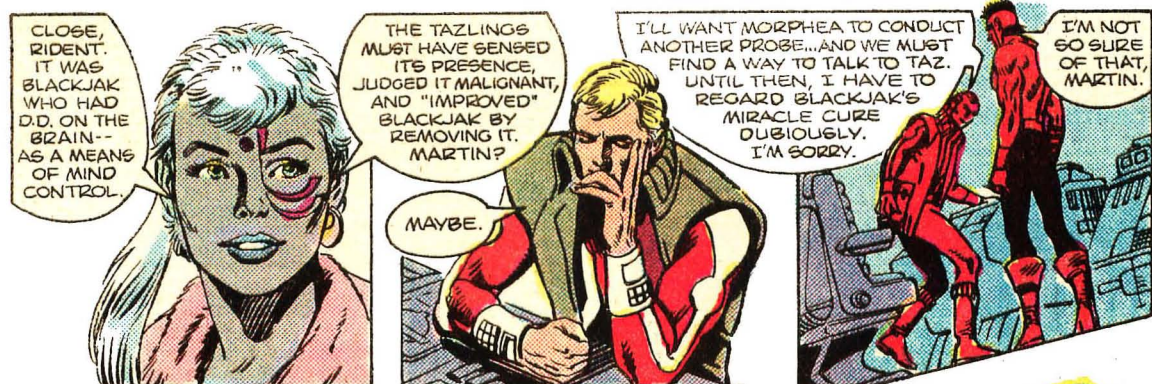
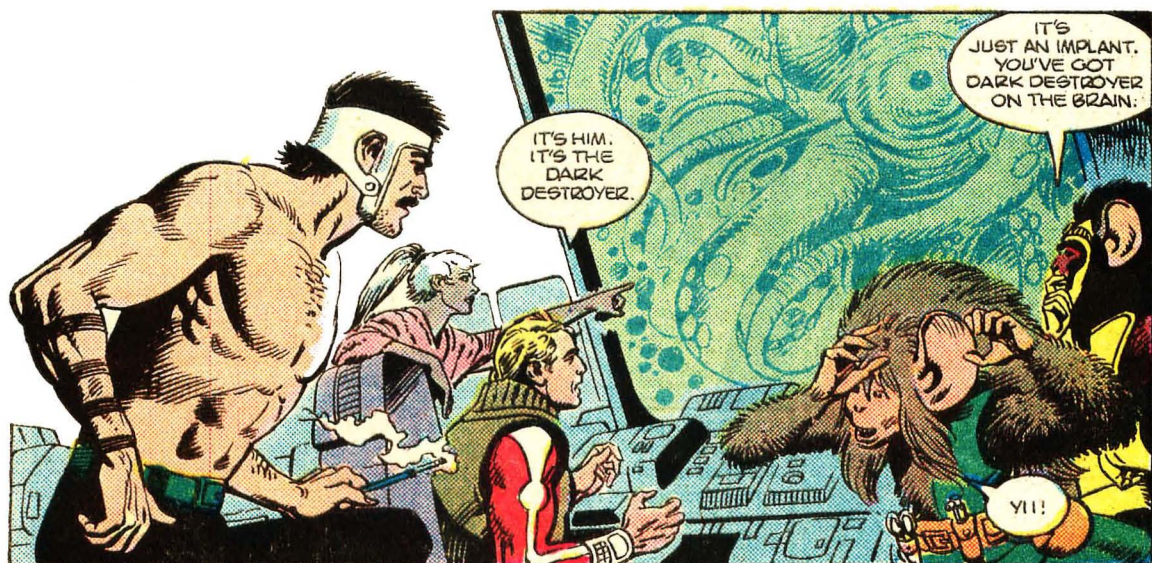
IT WAS LYING IN A METAL TRAY NEXT TO THE OPERATING TABLE.



IT'S SOME KIND OF ORGANIC IMPLANT!



LET'S PUT IT UNDER THE MICROSCOPE.



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the TERROR from the DEEP



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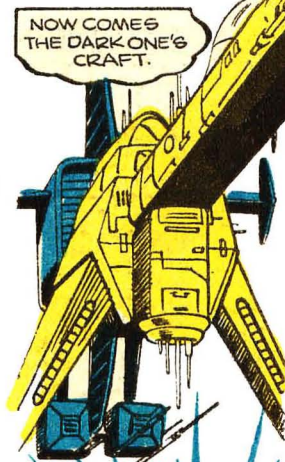


NOW
THIS ONE ENTERS
KARGG'S MEMORIES...
SOOTHING...TAKING
HIM BACK TO HIS
EARLIEST
DAYS...



KARGG'S PEOPLE ARE
HUNTERS, BUT NOT
CRUEL BY NATURE.

THEY
ARE SOLITARY,
THEIR NUMBERS
FEW.
THEY OCCUPY
A PRECARIOUS
PERCH ON THE
LADDER OF
LIFE.



NOW COMES
THE DARK ONE'S
CRAFT.

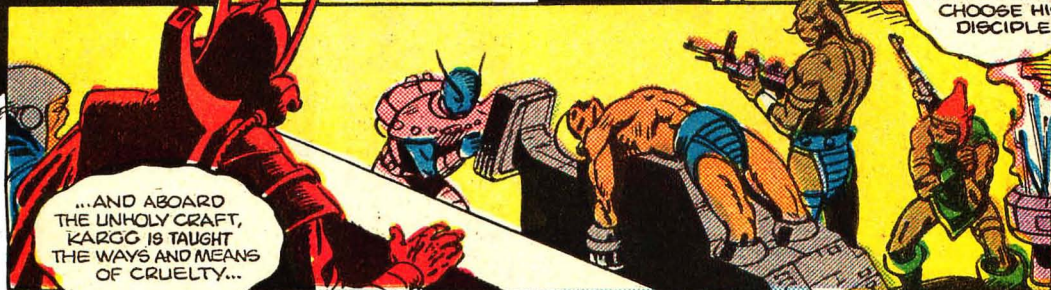


IT STRIKES DOWN
THE
YOUNG KARGG'S
PREY...



SO WHEN
THE DESTROYER
EMERGES,
KARGG
GREET'S HIM
LIKE A
GOD...

...THE
DESTROYER
TAKES THE
YOUNG KARGG
AS A GOD MIGHT
CHOOSE HIS
DISCIPLE...



...AND ABOARD
THE UNHOLY CRAFT,
KARGG IS TAUGHT
THE WAYS AND MEANS
OF CRUELTY...

THE DARK DESTROYER SCULPTED KARGO'S MIND EVEN AS HE SCULPTED BLACKJACK'S YET, THE TAZLINGS HAVE MADE NO ATTEMPT TO FIX KARGO. WHY? IS THE CHALLENGE TOO GREAT? IS IT MORE THAN AN ORGANIC IMPLANT?

NOW THIS ONE MUST DO MORE THAN SKIM THE SURFACE OF MEMORY...



...THIS ONE MUST ENTER INTO KARGO'S MIND AS A PART OF HIS PRIMAL SELF. TO WALK THE LANDSCAPE OF HIS EMOTIONS...

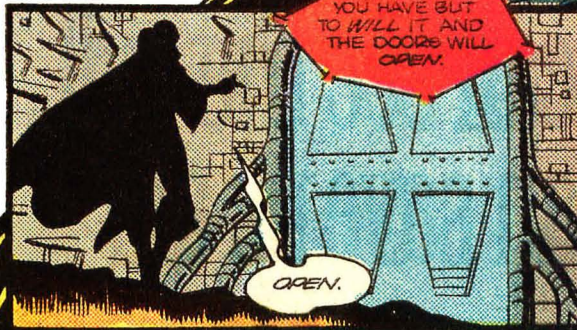


SUCH DESOLATION IS UNNATURAL. THERE, ON THAT DISTANT PEAK! THAT BUILDING IS THE SOURCE OF RADIANT HOSTILITY.



THIS IS FAR MORE THAN A MERE MIND IMPLANT. IT IS AN ALIEN PRESENCE OF ALMOST GROTESQUE INTENSITY.

THIS ONE SENSES THE PRESENCE INSIDE... IT IS CONSCIOUS OF MORPHEA. IT HAS BEEN WAITING...



YOU HAVE BUT
TO WILL IT AND
THE DOORS WILL
OPEN.

OPEN.

YOU??

NO! IT CANNOT BE!
YOU WERE DESTROYED--
BY A WEAPON OF YOUR OWN
DEVISING! HOW IS IT
POSSIBLE THAT YOU
YET LIVE?

I HAVE
FOUND A HOME
FOR A PART OF ME,
HERE, DEEP WITHIN
KAROG'S MIND.



HERE
I HAVE RESTED--
BUILDING UP MY STRENGTH--
WAITING FOR THE MOMENT
TO ATTACK ANEW!

NOT EVEN
MY DEATH
CAN PREVENT ME
FROM GAINING
VENGEANCE!

AND
YOU HAVE
SAVED ME THE TASK
OF SEEKING YOU OUT
BY STEPPING
INTO MY
LAIR!

YOU WILL
NEVER LEAVE.
YOUR FRIENDS WILL
FIND A DROOLING HUSK,
DRAINED COMPLETELY
OF MENTAL
ESSENCE.

AS
THEY SEARCH
FOR EXPLANATIONS
I SHALL
ATTACK THEM,
TOO.

AND
WITH YOUR
MENTAL ENERGY
AT MY
DISPOSAL--

--I
WILL
PREVAIL!!

Only one hero can see the evil.
Can Hawkman save us all?



THE SHADOW WAR
OF
HAWKMAN

Four issues of
dark suspense.

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Where Legends Live.



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"Etagramulfabetz"

(THE TASTE THAT'S OUT OF THIS WORLD.)



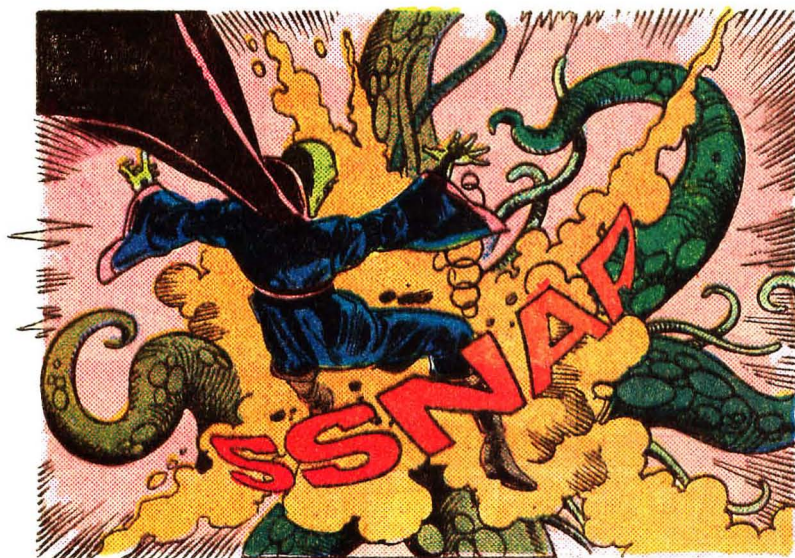
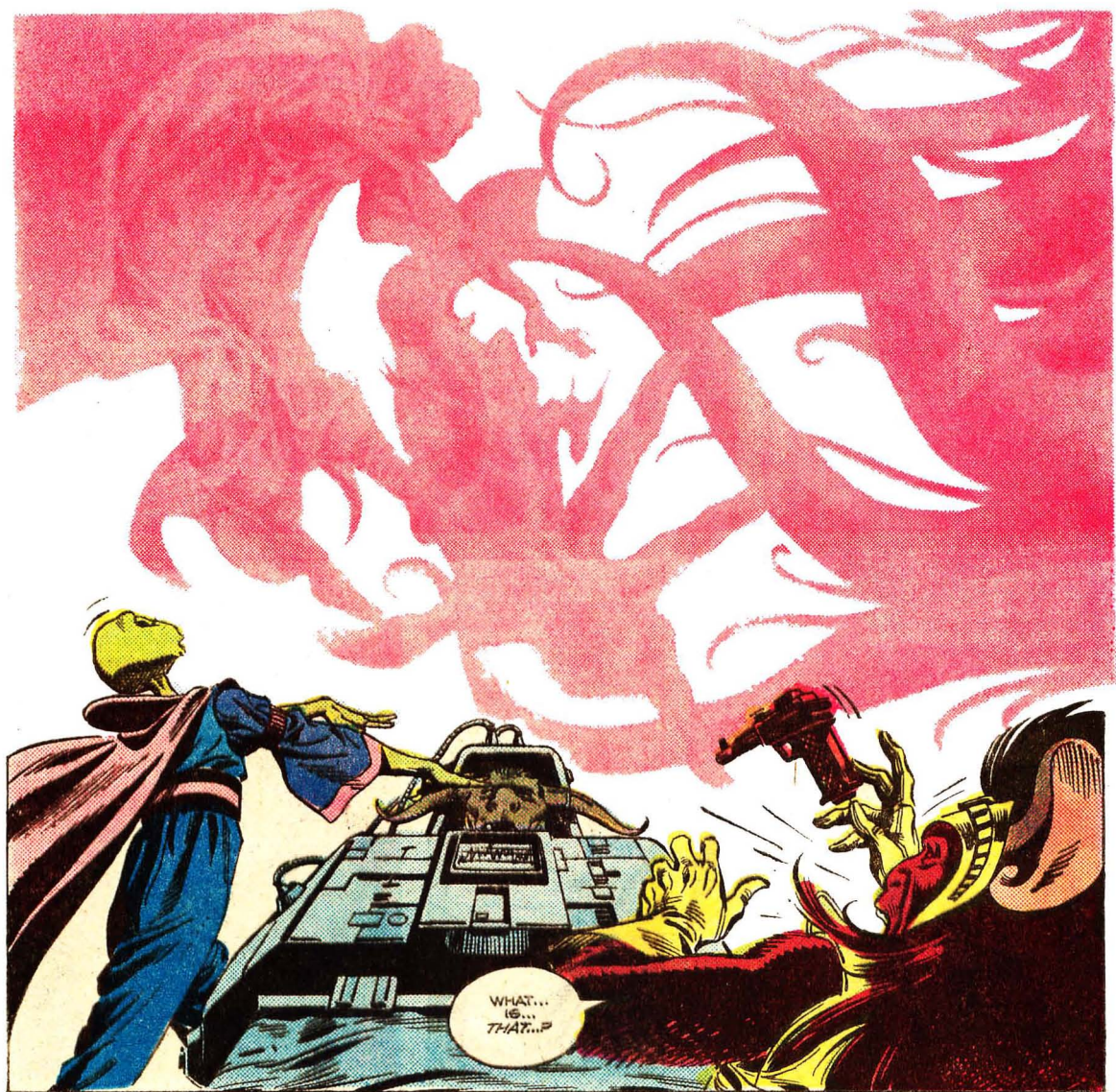
"Reese's Pieces" are the only words he knows in our language, but he's working on "great peanut butter taste."

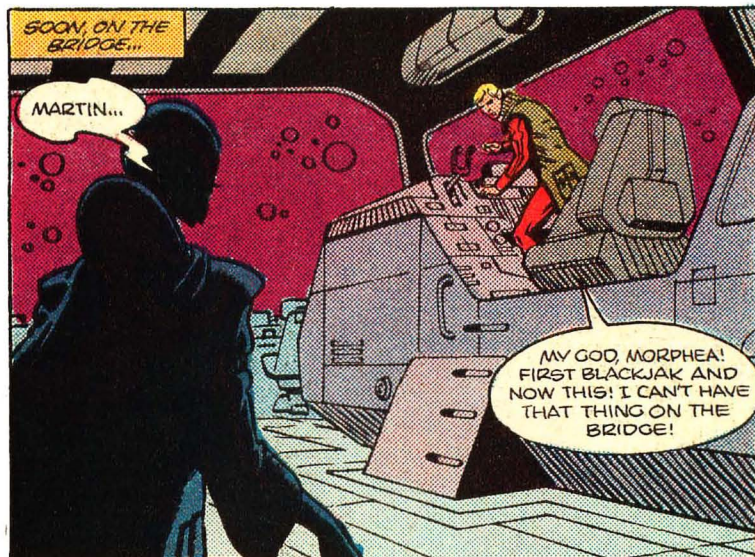


JUST OUTSIDE
THE INFIRMARY...

MORPHEA'S
BEEN IN THERE
OVER AN HOUR AND
DOESN'T RESPOND TO
MY CALL. I DON'T
LIKE IT. I'M
GOING IN.







NEXT: TEMPEST TOSS'D!



LOOK OUT WHEN NEW **BONKERS®** FRUIT CANDY HITS TOWN!

THIS TOWN'S GOING BONKERS!

SOMETHING FRUITY IS GOING ON AROUND HERE!

FRUITY, CHEWY OUTSIDE, SUPER FRUITY INSIDE!

I'VE HEARD OF BIG FRUIT TASTE, BUT THIS IS RIDICULOUS!

WATCH FOR FALLING BONKERS

ALL 3 FLAVORS BONK ME OUT!

BONK!

BONK!

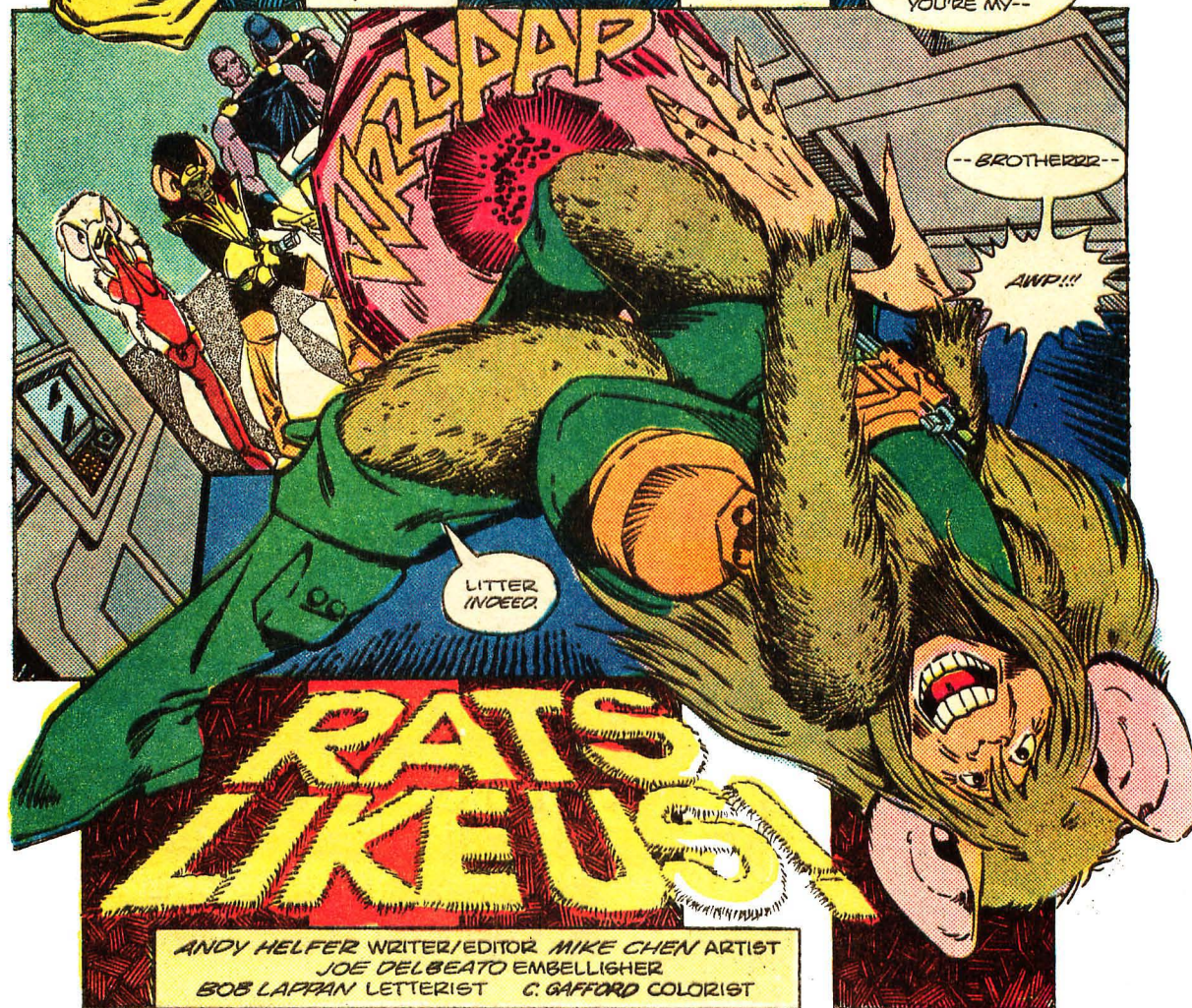
BONKERVILLE POP: BONKED OUT!

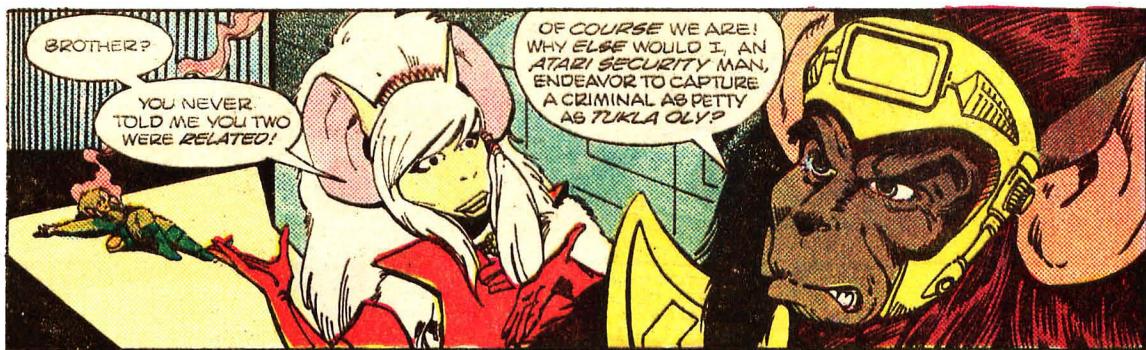
NEW! **Bonkers!**
Strawberry FRUIT CANDY

NEW! **Bonkers!**
Orange FRUIT CANDY

BONKS YOU OUT!

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FERRA!

YOU
SET ME UP
FOR THIS, YOU--
YOU--
CREEP!!

SHE
HAD NO CHOICE,
BROTHER.

YOU SEE,
I CAUGHT HER
ATTEMPTING A THEFT
ON NEW EARTH
SOME TIME AGO.

WE BARGAINED:
HER FREEDOM
IN EXCHANGE FOR
HER AID IN FACILITATING
YOUR CAPTURE!

SHE'S DONE AN
ADMIRABLE JOB,
IF I DO SAY SO!

IT WAS
NOTHING,
REALLY,
I--

NOTHING?
WHATEVER HAPPENED TO
"HONOR AMONG THIEVES",
HUH, FERRA?

WHY,
I OUGHTTA
WRING--

--YOUR--

--HAIRY--

--NECK--

GASP!

TUKLA, YOU ARE TRULY
'VERMIN'! THREATENING A
DEFENSELESS FEMALE--
WHAT WOULD OUR MOTHER
SAY TO THAT!?

I DON'T
BELIEVE IT!
SHE'S WEARING A
STOLEN NECKLACE
AROUND HER
NECK--

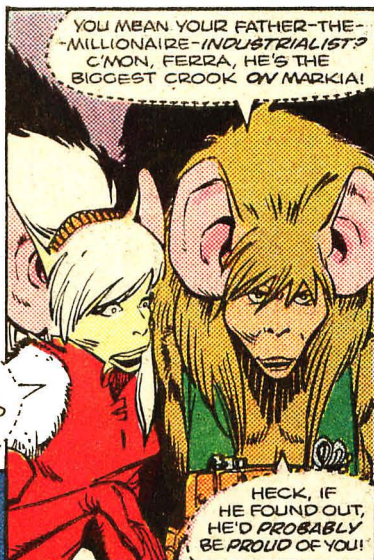
--AND
BROTHER
STILL THINKS
SHE'S CLEAN
AS DRIVEN
SNOW!



SOON...

ALL I
WANNA KNOW
IS WHY!

TOOK,
WHAT ELSE
COULD I DO?
HE THREATENED
TO TELL MY
DAD!



YOU MEAN YOUR FATHER-THE-
MILLIONAIRE-INDUSTRIALIST?
C'MON, FERRA, HE'S THE
BIGGEST CROOK ON MARKIA!

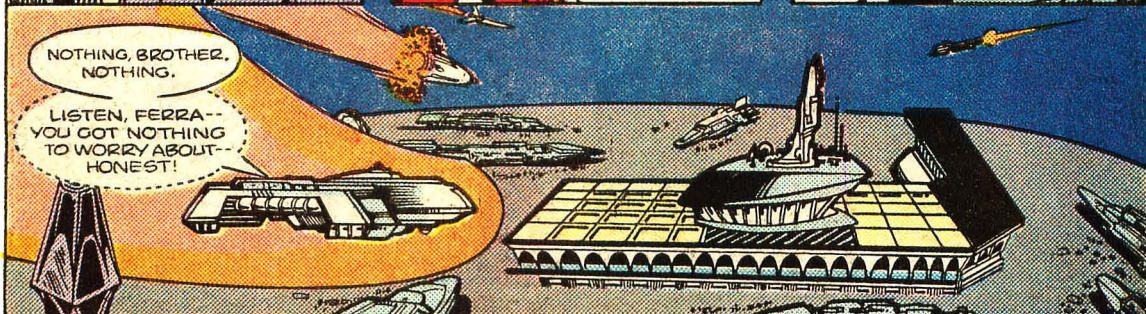
HECK, IF
HE FOUND OUT,
HE'D PROBABLY
BE PROUD OF YOU!



GEE, TOOK--
YOU REALLY
THINK SO?

ABSOLUTELY!

WHAT'S
GOING ON
BACK
THERE?



NOTHING, BROTHER.
NOTHING.

LISTEN, FERRA--
YOU GOT NOTHING
TO WORRY ABOUT--
HONEST!



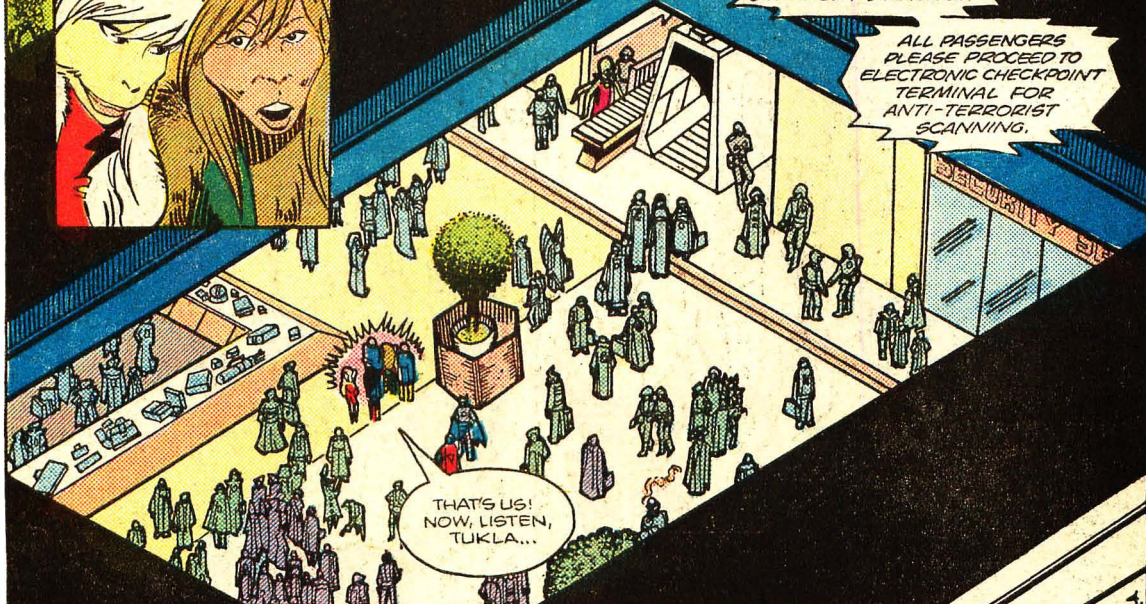
WELL...
IF YOU'RE SURE,
I THINK I HAVE A
WAY TO GET YOU
OUT OF THIS
MESS...

HURRY UP
AND SPILL IT,
THEN! WE'RE ABOUT
TO LAND!

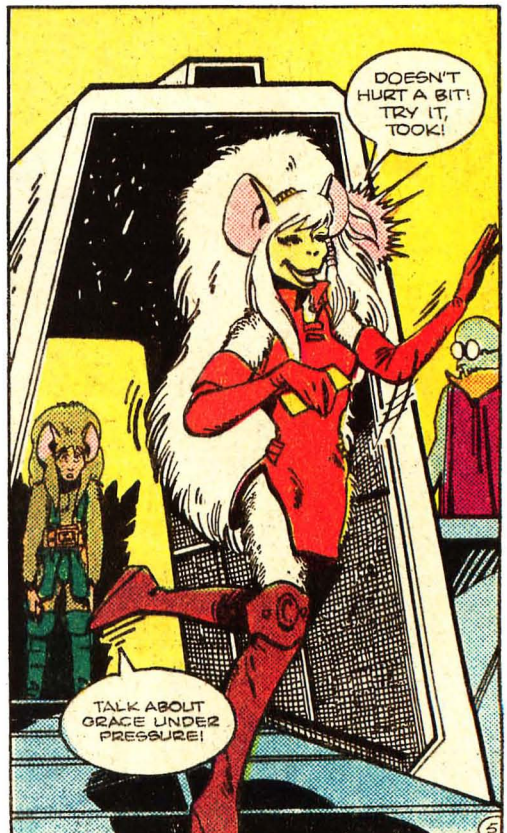
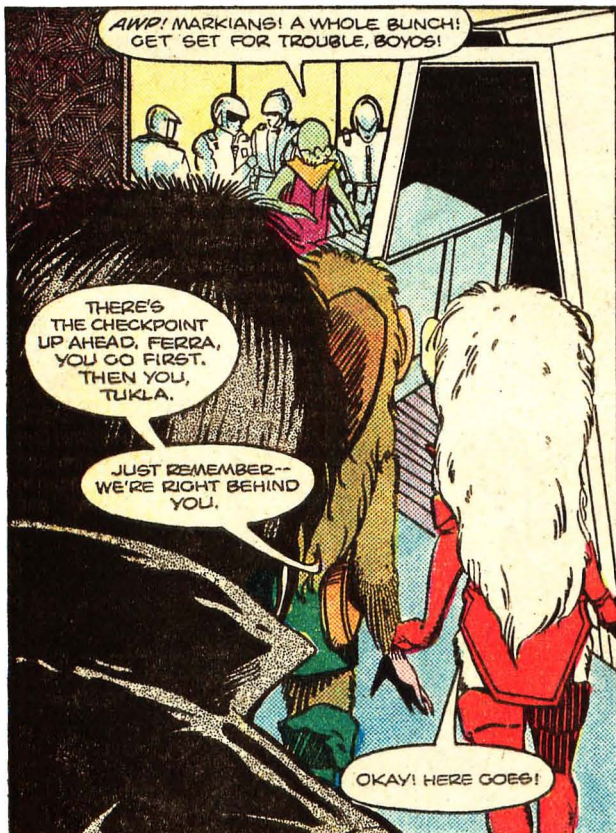
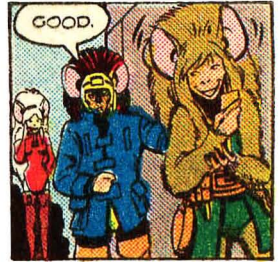
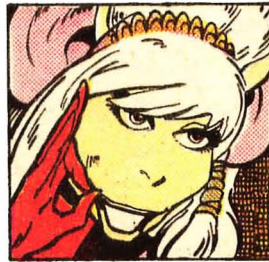
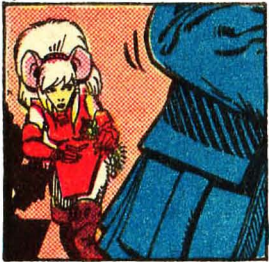
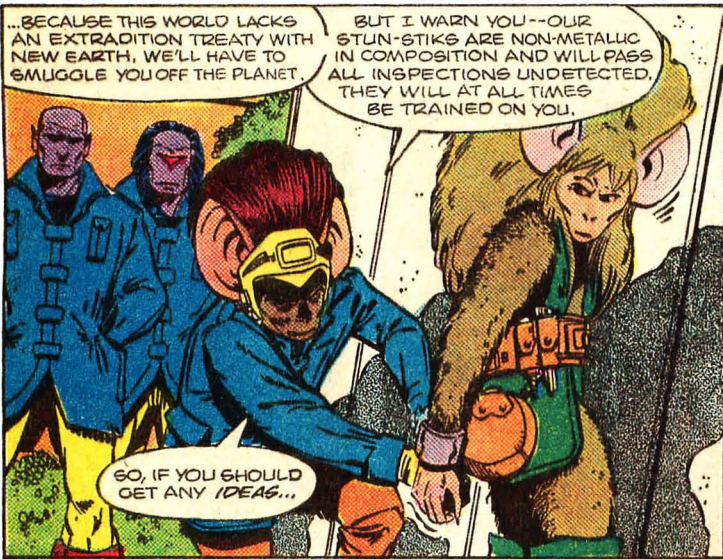
MOMENTS LATER...

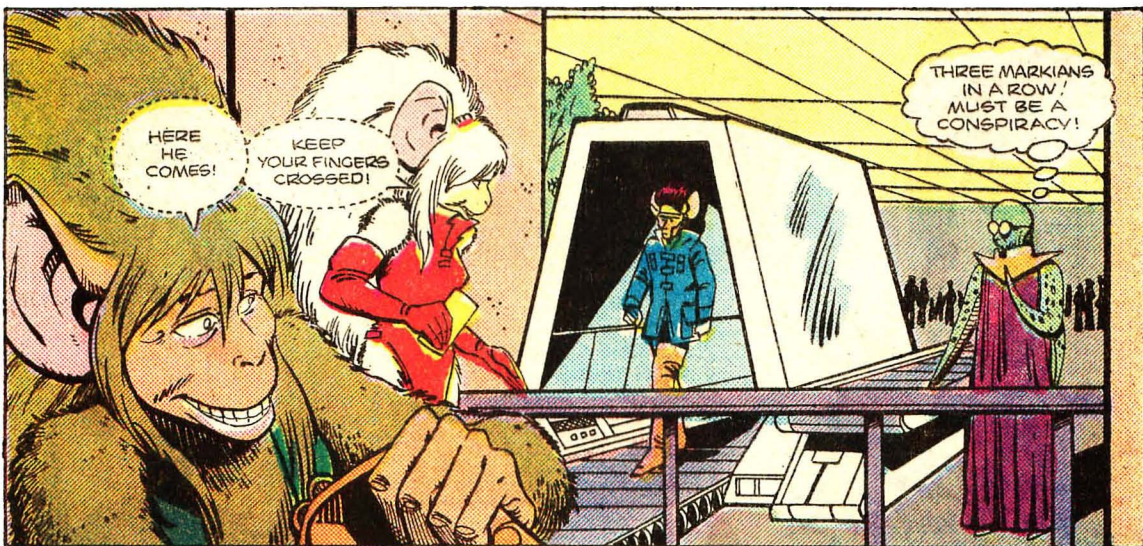
ATTENTION.
ALL PASSENGERS:
PANGALACTIC FLIGHT 666
FOR NEW EARTH
NOW BOARDING AT
STARPORT 3654340A

ALL PASSENGERS
PLEASE PROCEED TO
ELECTRONIC CHECKPOINT
TERMINAL FOR
ANTI-TERRORIST
SCANNING.



THAT'S US!
NOW, LISTEN,
TUKLA...





CROSS SWORDS WITH CHAMPIONS!

enter the lost world of

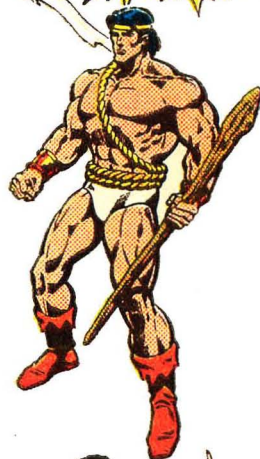
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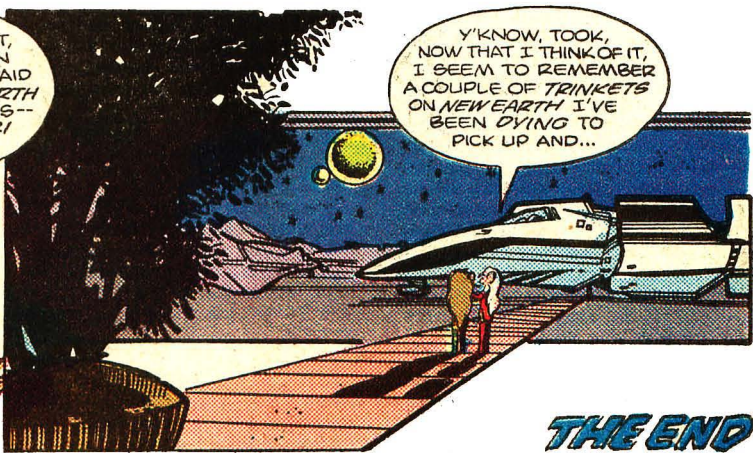
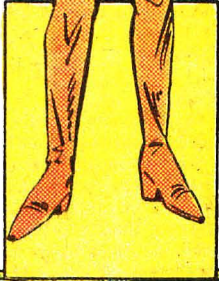
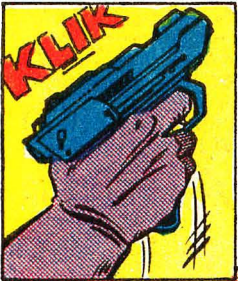
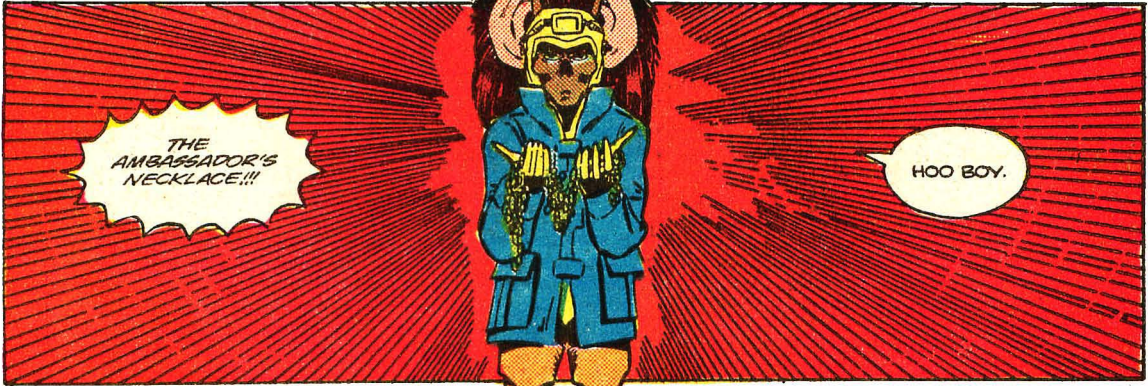
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FORCE FEEDBACK

L-1939

We've been sitting here for a number of hours trying to think up something new to tell you all about what's going on behind the scenes here at ATARI CENTRAL, and for the life of us, we're stumped! Hard to believe? Not really—it's just that everything is going so smoothly that nothing's really changed since last month! But just in case, we'll reiterate a little by letting you know a bit about some of our upcoming offbeat back-ups. Now that our three-part Pakrat tale is finished, we've got a few surprises in store for you—starting next issue, when writer Dave Manak and artist Marshall Rogers bring you a decidedly wacky Hukka tale that guest-stars Chris Champion, when he was a mere ten years old! It's called "A Boy and His Hukka," and it's the silliest eight-pager yet! On a more somber note, Ed Hannigan is busy both writing *and* drawing issue #19's back-up, this one offering some really serious insights into the character of Taz. And in issue #20 we'll go full circle with another Hukka tale courtesy of Keith Giffen—the one featuring a guest star so close to Mr. Giffen's twisted little heart that you won't believe your eyes! That's the current schedule on back-ups. As for our main feature—well, that would be telling. But we'll give you a few more clues next issue go round.

And now that we've said our peace about the AF and company, it's time for us to do something we seldom if ever indulge in—that is, unabashedly plug another book! Believe us, the temptation is *often* there to rave about José Luis Garcia Lopez' work on TEEN TITANS, or to jump up and down over Alan Moore's scripting of the SWAMP THING—but we *never* succumb. (Well, hardly ever.)

But we digress. The point is, this editorial office (mainly the one occupied by Andy Helfer, ye olde editor) has recently been handed a new assignment—the managing and editing of one of DC's greatest and most hallowed heroes, GREEN LANTERN. Well, we were excited about *that* in the first place, but when we finally amassed the perfect creative team to detail the continuing adventures of the Emerald Crusader, we were positively *ecstatic*! Y'see, the writer of the book is STEVE ENGLEHART, and the artist is none other than JOE STATON! Aided by inker BRUCE PATTERSON (and, we like to think, ye olde editor), this troupe is going to reveal some startling changes in the life of GL and friends, and they're not to be missed.

If quality, dedication, story, character, and all the other elements that go into creating a good comic book mean *anything* to readers, then GL is destined to become a raging hit! We humbly suggest that you start picking up GREEN LANTERN ASAP, 'cause we wouldn't want you to have to shell out big bucks months from now when they're all considered collector's items! An inside track tip for ATARI FORCE readers, okay?

But seriously, we're very enthusiastic about the stuff Steve and Joe are planning for GL, and we have the feeling you won't be disappointed if you give it a shot. Look for a bit more info in Steve's upcoming guest *Meanwhile* column. Give it a read, okay?

End of plug. And we promise we'll *never* do it again. At least not until Dick Giordano assigns us *another* comic to edit!

Now, letters...

Dear DC Comics,

I have a suggestion for a movie. Since ATARI FORCE is your best comic ever, it would be the best movie ever seen! I read ATARI FORCE every day. With such characters as Dart, Tempest, Martin Champion, and Blackjak, an ATARI FORCE movie would be better than all the movies listed: all the *Star Wars* movies, *The Last Starfighter*, *Indiana Jones and the Temple of Doom*, and every other adventure movie ever made! So please consider making a movie out of the best comic ever—ATARI FORCE. I'd pay a million to see it.

Sincerely,
Ted Owen

(Gee, Ted—nothing would give us more pleasure than to be able to say something like: "Sit tight, Ted, 'cause coming soon to a theater near you—*Atari Force: The Movie!*" Well—we can't, but gee, it's nice to dream, isn't it? And it sure sounds good too! Maybe someday...)

Dear Editor,

I have been reading ATARI FORCE ever since it came out. I've noticed that the Dark Destroyer is always talking to Karrg. Why is that? Is there some special relationship between them? If so, what is it? By the way, this is the best comic book I've ever read!

Ashby Gunter
5430 Tangerine Ave.
Winter Park, FL 32792

(You've hit the nail right on the head,

DC Comics Inc.
666 Fifth Avenue
New York, NY 10103

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Bruce Bristow, Marketing Director
Arthur Gutowitz, Treasurer

Ashby—there is a special relationship between the two, and you've only to read this very issue to find out what it is! How's that for service—not only do we answer your question, we actually write and draw a section of a comic book to explain it!!

Dear ATARI Folks:

I have to admit that after reading issue #13 I had to stop and think about it. I was really touched at the end, and during the fight I was (as Dart said) "right behind them."

But I kept thinking about Tempest. He and Dart are my favorite characters. How about showing the people on New Earth during Atari Force's battle with the Destroyer? How about having the Justice Committee find out the truth about the Dark Destroyer and/or have Lucia and Orion help Chris escape before the bomb blows up the universe?

Third, ATARI FORCE is one of the best comic books I have read in a long time. Keep up the good work!

A faithful reader,
Justin Gordon
523 Austin Ave.
Pittsburgh, PA 15243

(Well, Justin, if you've been reading the AF's adventures since issue #13, you know that New Earth wasn't exactly "broken up" (ouch!) by the Dark Destroyer's universal anti-matter bomb. While escape isn't necessary for Tempest's survival, it will provide some interesting plot turns, which we'll see next issue. Don't miss it!)

Dear Andy:

Though ATARI FORCE #13 presented the end of the first storyline, the premiere of Ed Barreto as penciller, and featured another nice Hukka story, my interest just was not in this issue. I'm looking forward to seeing what new writer Mike Baron has to show us next issue. So, till next time, take care.

Yours truly,
Kevin T. Brown
7846F W. Lawrence Ave.
Norridge, IL 60656

(What?! We blow up an entire universe and you're not interested?! Sheesh—there's just no pleasing some people! But seriously, Kevin, we thought issue 13 was kinda neat, and we also think that things are getting

even wilder and woollier (if that's possible)—now that Mike Baron's taken over scripting chores on the book—what do you think?)

Dear ATARI FORCE,

I hate to be one to question a work of art, but I do have a few questions about your wonderful comic.

1) On the cover of issue #1, Morpheus is pointing a gun. Isn't this a bit unlike her?

2) In issue #5, Dart telepathically contacts Tempest, even though he is in another section of the Multiverse. If she can do this, then why doesn't she do it again to find out if he is still alive now that the universe he was in exploded?

3) In issue #6, Tempest was easily defeated by the Dark Destroyer, even though he possesses phasing powers. But in issue #13, Martin, a much older man without any powers, just about single-handedly defeats the Dark Destroyer. Is there something strange there?

Well, thank you for your time, and keep up the good work.

A loyal ATARI recruit,
Gerald Flaherty
Charleston, S.C.

(Your questions—or are they points?—are well taken, Gerald. Yes, the gun in Morpheus's hand was out of character, but the cover originally appeared as a poster/presentation piece, and we wanted to present the most dynamic image possible. We hedged a little there—perhaps too much—but we won't do it again. Next time Morpheus grabs a gun, it's gonna be for a very good reason!

As for point 2—we're happy you remembered that little ability that Dart and Tempest share. Since both Tempest and Dart owe their powers to the same Multiverse radiation, we always suggested that they had a few additional powers in regards to each other. Yes, Dart could do the things you suggest—but no one said it would be easy for either her or Tempest! Keep reading to find out how it all turns out!

And finally—the only thing we can say is that Martin's obsession made his mind clearer, and made him determined to beat the Destroyer. Remember that Tempest is still young and relatively inexperienced—and he was more than a little frightened in issue #6. On the other hand, Martin had been waiting for this confrontation for more than 20 years!

Dear Andy,

To be quite honest, I'd never much cared for ATARI FORCE—until I picked up #13, that is. "The End" was quite a wrap-up (at least I think it was the wrap-up) to the Dark Destroyer saga. Instead of taking some kind of cop-out, Joey Cavalieri and Gerry Conway dealt with the Earth's imminent demise in the only believable, although cruel, manner possible. Seeing as how so many

writers have so often changed their story endings into some unbelievable travesty, their ending was especially appreciated.

Now, as for the artwork, Ed Barreto emphasized the emotions and actions of the Atari Force crew with a deftness and a polished perfection that many veteran artists cannot achieve. I've loved and followed Ed's artwork since I first saw him on Captain America, and as long as Ed's with ATARI FORCE, I'M with ATARI FORCE. S'long,

St. Elvis
Rt. #4 Box 120
Dawson Springs, KY 42408

(Uh—about the destruction of New Earth ... wait and see, okay?)

Dear Atari Force:

I would like to know where Rident is. The last time I saw him was in issue #7. I just got issue #13 and I'm shocked!! The whole New Earth solar system destroyed? You've got to be kidding us, right? Chris, Dr. Lucas, Prof. Venture, and Dart's parents all killed off. I know that is true from issue #12. Martin said, I quote, "We've arrived at the fringe of New Earth's solar system!" New Earth's solar system is made up of matter and when the anti-matter bomb went off in issue #13, all matter with which it came in contact was vaporized instantly. Am I correct or incorrect? But on the bright side (if there is one) the Dark Destroyer is dead. All right!!! But on the other hand, Kargg still lives to carry out you-know-who's plan of destruction.

Rickie Fireline
P.O. Box 402
Syracuse, IN 46567

(What can we say?—read this issue and then come back to us!)

Dear Sir,

I must compliment you and your team on a very interesting comic book. The wide assortment of characters and the attempt to try new things makes it stand out.

I notice that there will be back-up features on the individual characters. This, combined with the return of

Blackjak, brings me to the reason for this letter. I have gained possession of an Inter-Federation Correctional Authority report on Dart's premature release and unauthorized parole from Penal Colony 5. It is a report which traces her movements and the attempt to recapture her. It also gives details about the mercenary squad which she joined on 8/02/2023. Of special interest to us is that it also gives information on how Dart and Blackjak met and joined forces. I believe that it could be adapted as a back-up feature for your comic book. It would certainly be of interest to your readers, as the popularity of the two characters is evident.

If you wish to have a copy of this report to use as a basis for a back-up feature, please let me know.

Christopher Broadbent
260 Irvine St.,
St. Lambert
Quebec, Canada
J4R 1W9

(Thanks, Chris, but there's no need to bother—y'see, a copy of that very report crossed our desks just the other day! We took note of it, and at this very moment, Andy Helfer—letter column writer and editor—and Bill Willingham—Elements artist extraordinaire—are hard at work adapting Dart's file for inclusion in a future issue of ATARI FORCE! We're not sure when it's exactly coming out, however—we've still got to get publishing clearance from Atari Security. After all, it is based on classified documents!)

NEXT ISSUE: The long-awaited return of Tempest! Chris Champion finally makes his move in Tempest Toss'd! But getting out of Atari Security's prison is the easy part—when compared to trying to find your way to Scanner One by traversing through an off-kilter multiversal Will he make it? Be here for our next Baron/Barreto/Villagran blockbuster! And, as y'must know by now, Dave Manak and Marshall Rogers present the featured back-up next time—"A Boy and His Hukka!" If you miss it, you may never be popular again! —Andy Helfer!





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MEANWHILE...

Dear Dad,

I know...I know...it's been a long time since I last wrote home. Matter of fact, it's been so long that I think Mom isn't talking to me. So I'm writing to you because I've got to tell **someone** what's happening here at **DC!**

As you can tell, we've been busier than ever around here (this is the very first chance I've had to take pen in hand since my return from the **Dallas Fantasy Festival**... really!), but things are looking up for 1985. We've already gotten the 50th Anniversary Celebration off to a good start, and with most of our regular titles on track (for today, anyway), I can see a speck of light at the end of the tunnel.

Hey, I've just finished "starring" (along with everyone else up here) in our newest promotional video. We all got to be "on screen" and talk about our pet projects for the year. It was sort of like a party with a 50th anniversary cake and all. The video will be shown in many comic shops around the country. Should be a lot of fun.

Anyway, since most of the strategic planning is out of the way, I'll be spending more time at home ... relaxing a bit, doing things like finishing **JONNI THUNDER A.K.A. THUNDERBOLT**, and inking **CRISIS ON INFINITE EARTHS**. Course, I'll also have time to visit with you and Mom. Tell Mom that.

Lately, I've been able to watch more TV than I have in many a moon. One of the mini-series I never got to watch the first time around was **V** and its sequel, **V—The Final Battle**. (I "caught up" recently when Len Wein loaned me his video tapes of both series.) Now I'm watching the weekly series on NBC and I must admit I'm enjoying it. I can

understand now why Marv Wolfman came into my office after the second mini-series concluded and threatened to blow up my office if we didn't get the rights to do **V** as a comic book. Of course, I didn't take Marv's threat seriously, since he did the same thing when **Star Trek II** came out and the result was what many say is the best **Star Trek** comic done to date. So, we got the license for **V** and set about to create a comic adaptation that would parallel events in the series, be true to the concept of the TV shows, while always remembering that when you adapt a concept that was created for film to the comic format, the end result must be something that works as a comic book.

You know something? It worked! And **DC** is getting a rep for knowing how to do adaptations well.

I'm really happy with the way editor Marv Wolfman, writer Cary Bates, and artists Carmine Infantino and Tony DeZuniga have turned television excitement into comics excellence.

I find the comic to be just as exciting as the series and I guess the producers agree. The day they received copies of the first issue they called us to say how much they loved the comic. And to cap it off, Faye Grant, the attractive leading lady on **V**, sent us a personal note agreeing with Blatt-Singer Productions. What a nice feeling.

V, like **Star Trek**, works because of the commitment made by the creative team working on it. Adaptations of television series and movies have been a staple of the comics industry for years, but few truly live up to the source material. Partly, I think, that's been because the company buys the license and then turns out a product

without any creative fire ... maybe because the creative team didn't care all that much.

With these projects, the first adaptations **DC** has done since I took on the job of Executive Editor, I have made sure that our creative teams really want to do these stories. Many of the creators of **Star Trek** have worked on the property elsewhere, but the results were never as strong as when they were given the freedom and encouragement here. Mike Barr is certainly having the time of his life writing **Star Trek**, and **V** is just as creatively satisfying to Cary Bates, a closet screen scenarist.

We've been approached in the past about adapting this movie or that book and we've been very choosy. The key element in the formula must be commitment, otherwise the project isn't worth doing. If you don't have the proper creative team or enough time, it simply won't work.

I'm sure Marv isn't the only editor willing to take chances with material from other sources, but he certainly knows how to make it all come together. Watching him work with Mike and Tom Sutton or Cary and Carmine Infantino proves he has a keen grasp of how to translate the properties into good, solid comics.

The idea of doing adaptations has always been a gamble, but this time I'm glad we took the chance. These are two top-selling comics that I'm proud to have as part of **DC's** line.

In fact, everyone else seems to agree with me because many people have been volunteering to contribute stories or artwork. For example, next summer we'll present a special issue of **STAR TREK**, written by one of the actors, Walter Koenig, and illustrated by our old friend Dan Spiggle. Plus, Mike W. has just turned in the plot to the first **STAR TREK ANNUAL**, and we have several artists to pick from. For **V**, Tod Smith has just completed penciling the first of a two-part story, and it looks really terrific. Also, Paul Kupperberg and Denys Cowan expressed interest in the series, so they went off and came back with a good two-part tale that we'll be presenting later this year.

As tough as my job gets sometimes, it makes me really happy to see such enthusiasm and commitment for good ideas. I suppose that's why I stay in this crazy business.

Otherwise, life is fine. Hopefully, I will get to see you before too long.

Thank You and Good Afternoon.

Dick

- ☐ **Crisis on Infinite Earths 2:** The Monitor's mission revealed, plus Anthro, Kamandi, Batman, Joker, and Flash!
- ☐ **DC Comics Presents 81:** Ambush Bug runs rampant through the Man of Steel's life, plus the threat of Kobra!
- ☐ **Fury of Firestorm 35:** Killer Frost and Plasticine team up against the Nuclear Man!
- ☐ **Best of DC Digest 60:** 100 pages of PLOP! madness with art by Wrightson, Wood, and Wolverton!
- ☐ **Atari Force 17:** What are the

Tazlings doing to Blackjak? Plus a Pakrat story!

- ☐ **Superman: The Secret Years 4:** Superboy finally becomes Superman!
- ☐ **The Shadow War of Hawkman 1:** A four-issue mini-series pitting the Thanagarian against invading aliens!
- ☐ **Tales of the Teen Titans 53:** The trial of the Terminator begins!
- ☐ **Vigilante 17:** A very special two-part story written by Alan Moore!
- ☐ **Deadman 1:** A classic deluxe-format reprint featuring Neal Adams' art and a favorite DC hero!

DC

ON SALE WEEK

CHECK

OF FEBRUARY 7

LIST

- ☐ **Justice League of America 238:** Superman, Wonder Woman, and Flash against the Mad Maestro!



12 WAYS TO FIGHT ACNE WITH ONE SINGLE DROP.

- ACNE 12-Nothing works faster to clear up your pimples.
- Unclogs pores to clear acne.
- Kills bacteria on the surface and in pores.
- Dries up acne pimples.
- Allows skin to heal.
- Reduces blackheads.
- Dries up excess oil.
- Gives you better skin.

- Penetrates pores quickly to help clear up acne below the skin's surface.
- Helps prevent new pimples from forming.
- Fights acne with benzoyl peroxide, there's nothing more effective.
- With benzoyl peroxide, it's clinically proven.