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WELCOME HOME, ATARI FORCE™



THANKS TO

AMAZING HEROES

BEST 10 BOOKS OF 1984*

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② JON SABLE

③ AMERICAN FLAGG

④ **TEEN TITANS⁺**

⑤ FANTASTIC FOUR

⑥ X-MEN

⑦ **BLUE DEVIL⁺**

⑧ **ATARI⁺⁺ FORCE**

⑨ DR. STRANGE

⑩ POWER PACK



*BEST BOOKS OF 1984, PER R. A. JONES, AMAZING HEROES # 63

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THERE SHE IS--NEW EARTH. IT'S BEEN SO LONG--I ALMOST GAVE UP HOPE OF EVER SEEING IT AGAIN!

WHAT, WITH ME PILOTING US BACK? GUESS YOU FORGOT I STILL HAVE THE MAGIC TOUCH.

I TOLD YOU IT WAS STILL THERE!

OF COURSE IT'S STILL THERE. ALTHOUGH I HAVE TO ADMIT-- YOU EVEN HAD ME WONDERING.

OBOY! THERE'S ATARI STATION DEAD AHEAD--

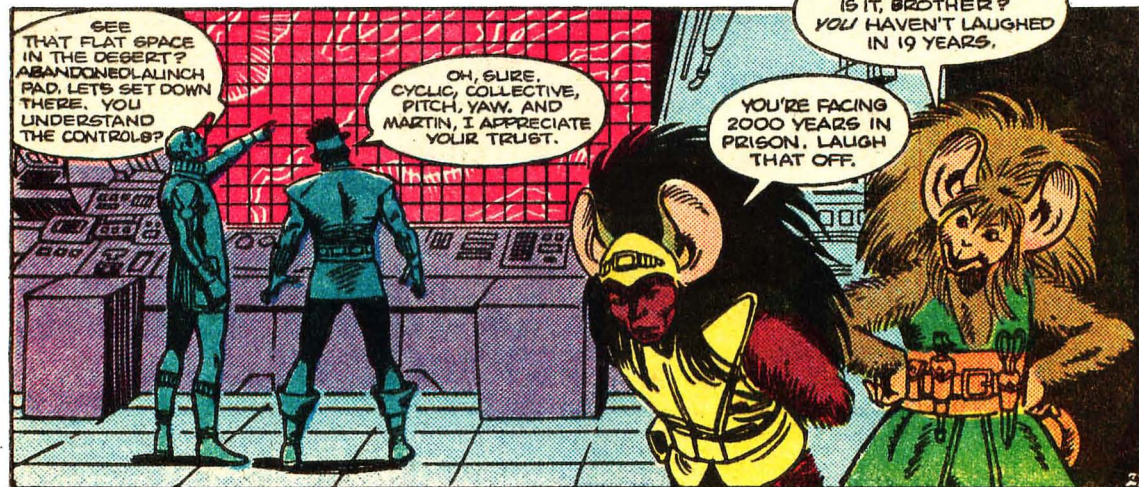
ATARI FORCE

--HURRY UP AND DOCK-- I'M STARVING!

I'M NOT SURE THAT'S SUCH A GOOD IDEA, PAKRAT --

MIKE BARON • WRITER ED BARETO • PENCILLER RICARDO VILLAGRAN • INKER
BOB LAPPAN • LETTERER TOM ZIUKO • COLORER ANDY HELFER • EDITOR
CREATED BY ROY THOMAS, GERRY CONWAY AND JOSÉ GARCÍA LOPEZ

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AS BLACKJAK TAKES THE CONTROLS, OTHER MEMBERS OF ATARI FORCE PREPARE THEMSELVES FOR A CONVENTIONAL LANDING.

SO, SIS--
HOW'S IT
GOING?

CHRIS--
IT'S GOING SO
WELL IT SCARES
THE HELL OUT
OF ME.

WE'RE NUTS TO COME BACK
HERE--HUNTER'S IN CHARGE
OF SECURITY AGAIN--

I KNOW
WHAT YOU
MEAN..

--JAMIESON'S
ON THE COURT,
AND THE WHOLE
SYSTEM IS
LOADED, COCKED,
AND AIMED
AT US.

SOMETIMES
I WISH WE COULD
JUST WALK AWAY
FROM NEW EARTH
FOREVER. FIND
SOMEPLACE NEW--
START OVER FRESH.
WHO NEEDS
THEM?

LINDER BLACKJAK'S
SKILLED HAND.
SCANNER ONE ENTERS
A LANDING TRAJECTORY.

UH,
MARTIN, I'M
NOT GETTING
A POSITIVE ON
THE RADIO
SCREENS.

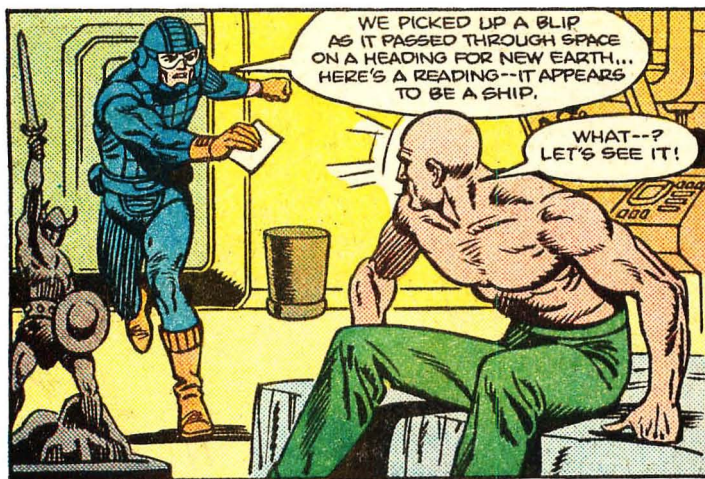
THOSE
DAMN TAZZINGS
HAVE BEEN INTO THE
SCREEN GENERATORS!
WELL, CARRY ON.
WE'LL JUST HAVE
TO CHANCE IT...

...AND
PRAY WE
GLIPPED BY
ATARI HQ
UNNOTICED.

ATARI STATION.

COLONEL HUNTER--
SORRY TO DISTURB
YOU, SIR...

HUH...WUZZAT?
CAN'T I GET A LITTLE
SLEEP AROUND HERE?
WELL? SPIT IT OUT, BOY!



WE PICKED UP A BLIP
AS IT PASSED THROUGH SPACE
ON A HEADING FOR NEW EARTH...
HERE'S A READING--IT APPEARS
TO BE A SHIP.

WHAT--?
LET'S SEE IT!



HOLY--!!

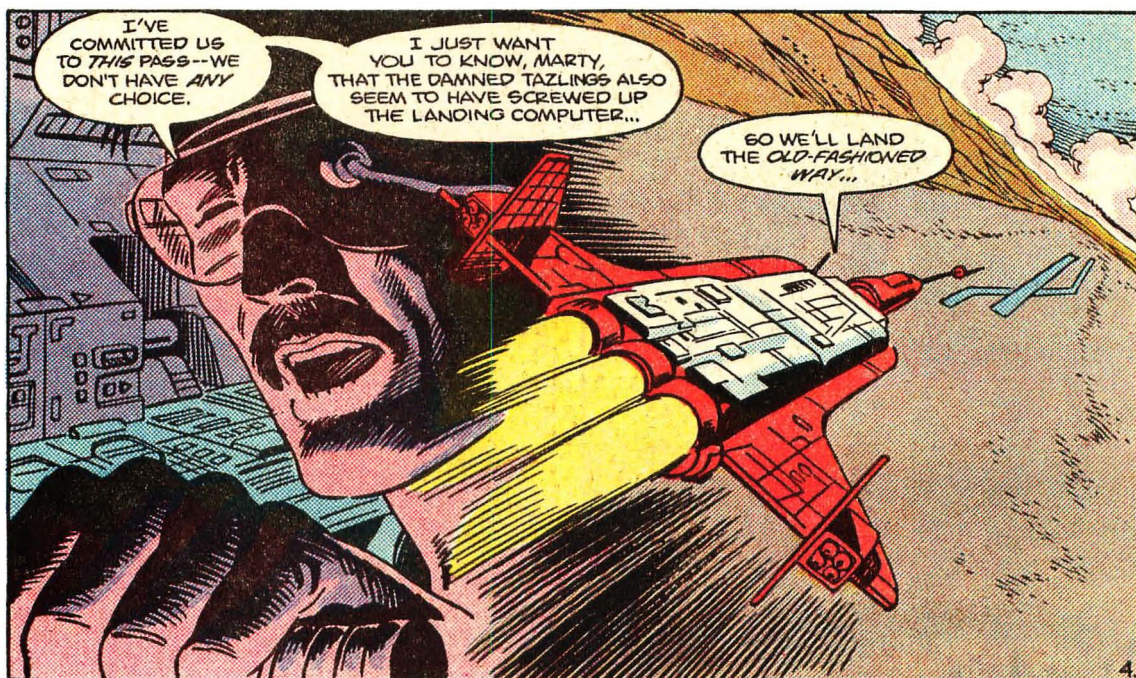
IT'S
BLOODY
SCANNER
ONE!
IT HAS
TO BE!



I WANT A
STAGE THREE SQUAD
SCRAMBLED AND READY
TO ROLL IN FIVE MINUTES!
WE'RE GOING AFTER
THEM!

YES, SIR!

AND AS THE ATARI SECURITY
TROOPS ARE ROUSED
FROM THEIR SLUMBER...



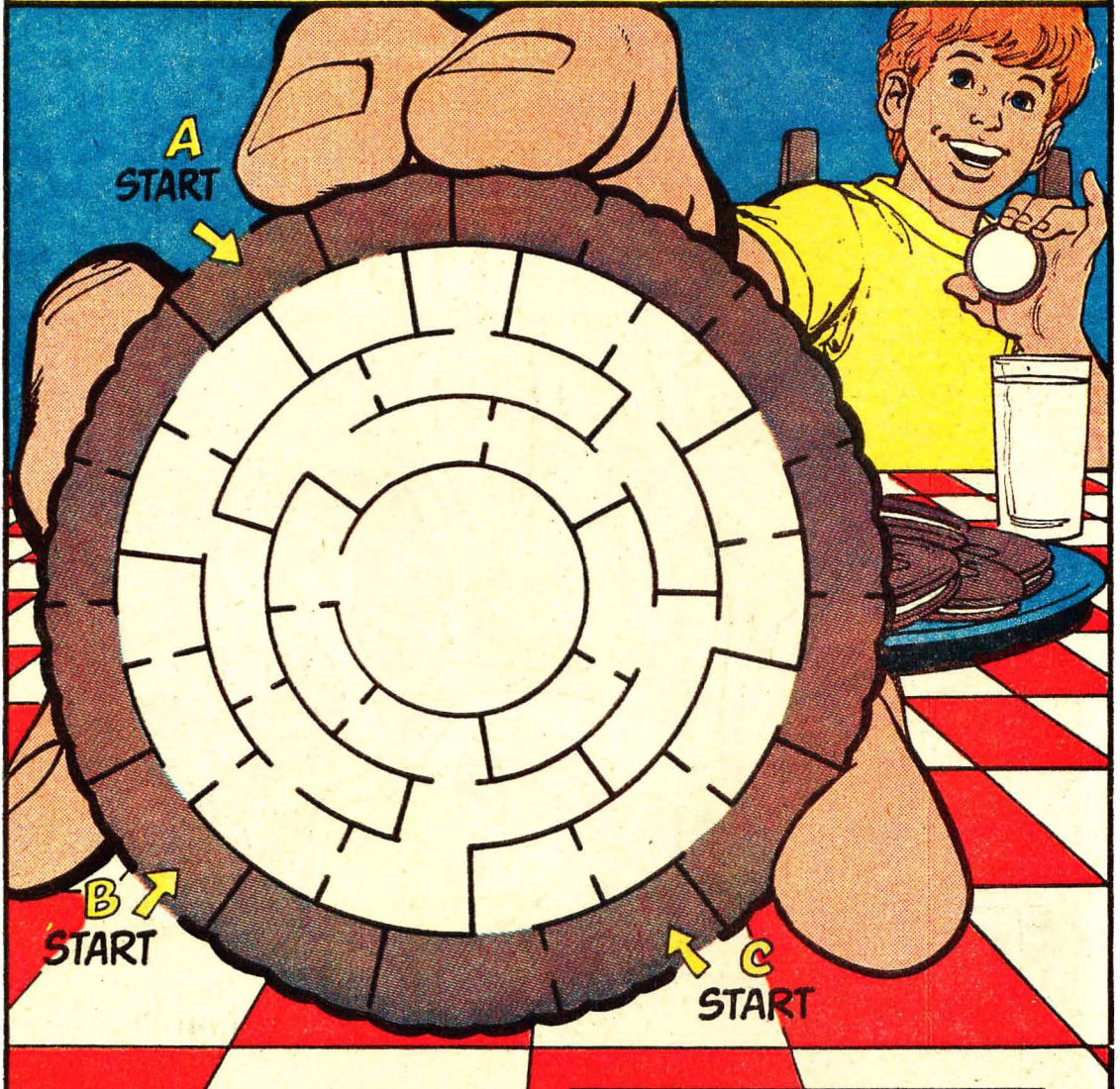
I'VE
COMMITTED US
TO THIS PASS--WE
DON'T HAVE ANY
CHOICE.

I JUST WANT
YOU TO KNOW, MARTY,
THAT THE DAMNED TAZZINGS ALSO
SEEM TO HAVE SCREWED UP
THE LANDING COMPUTER...

SO WE'LL LAND
THE OLD-FASHIONED
WAY...

WHICH WAY?

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ANSWER: B

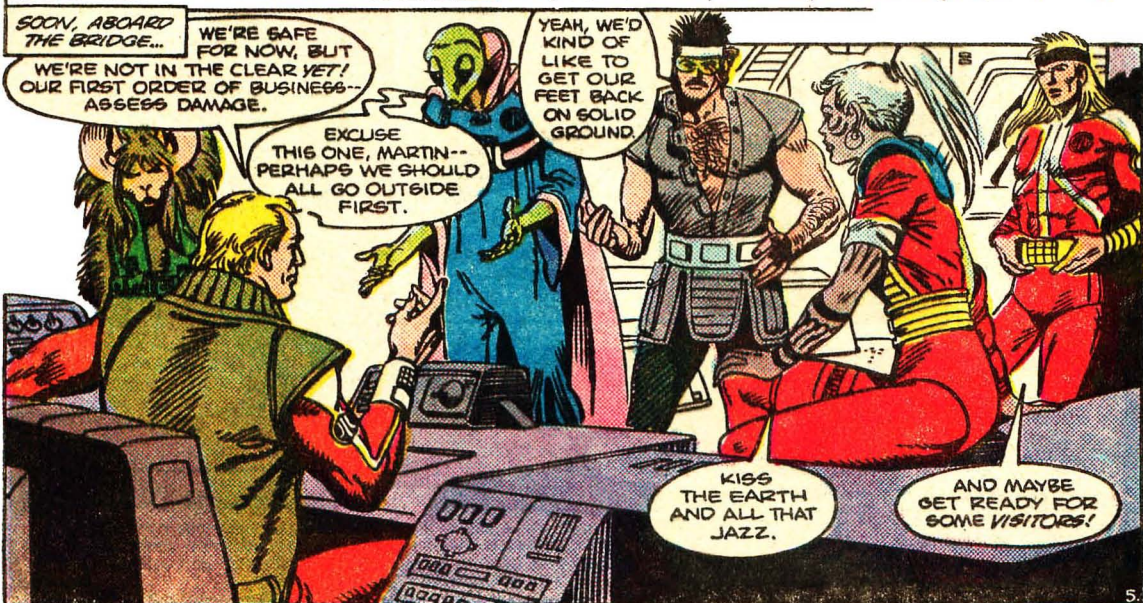
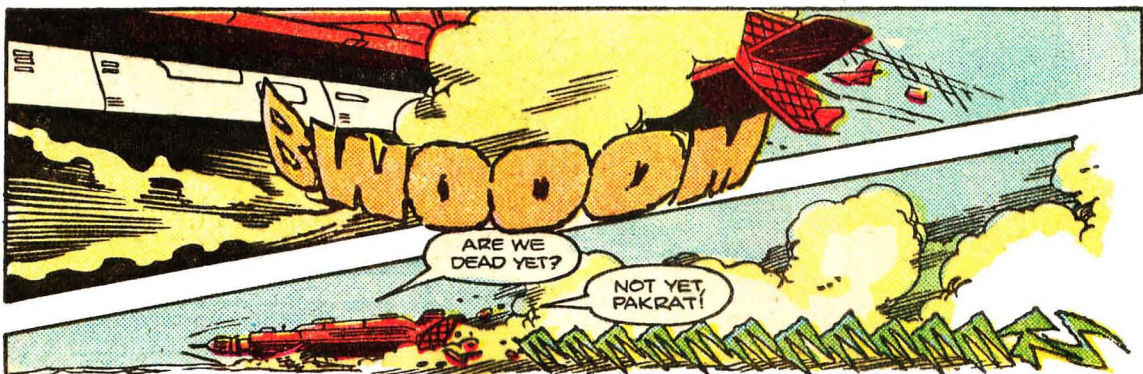
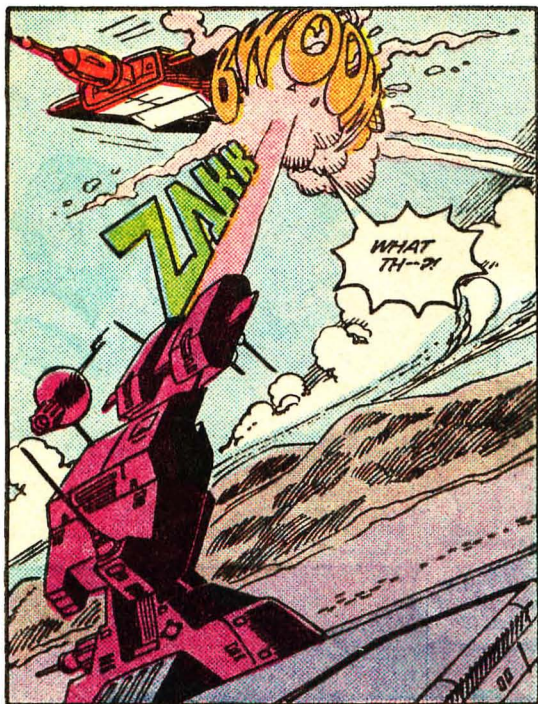
**RED TORNADO
FINALLY GETS
HIMSELF
TOGETHER.***



**RED
TORNADO**

**A FOUR-PART MINI-SERIES.
FROM DC COMICS. WHERE LEGENDS LIVE.
*BATTERIES NOT INCLUDED.**





ABOARD
ATARI
STATION.

EVERYBODY
ON BOARD! WE'RE
LAUNCHING!

COLONEL HUNTER,
WE'VE MANAGED TO
PINPOINT THE CRAFT'S
TOUCHDOWN SITE--
37.5 DEGREES OFF
CORE AXIS.

GOOD LORD, THAT'S SMACK
IN THE MIDDLE OF THE WARMECH
PROJECT! HOW DID CHAMPION
FIND OUT ABOUT IT? -- AND
MORE IMPORTANT--WHAT'S
HIS PLAN? THE LUNATIC'S
PROBABLY OUT TO
SABOTAGE THE
WHOLE THING!

NEGATORY,
COLONEL. IT'S
COMPLETELY
AUTOMATIC.

PRIZH-- CAN WE
SHUT THE WARMECH
SYSTEMS DOWN?

THEN THEY'RE
AS GOOD AS
DEAD.

YOU'D
LIKE THAT,
WOULDN'T
YOU?

SURE, HUNTER--
BUT WHAT ABOUT
WARMECH SECURITY?

WHAT DO YOU
KNOW ABOUT THAT,
VENTURE?

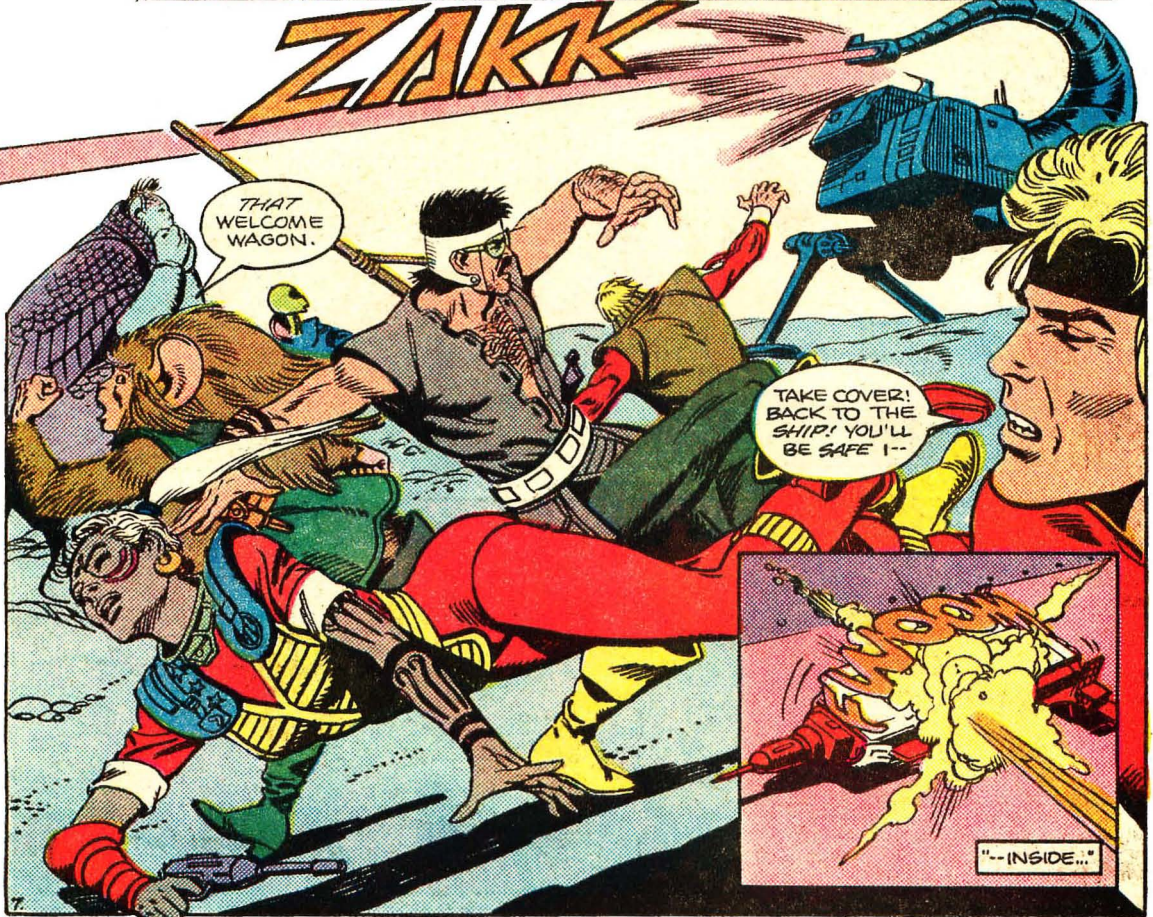
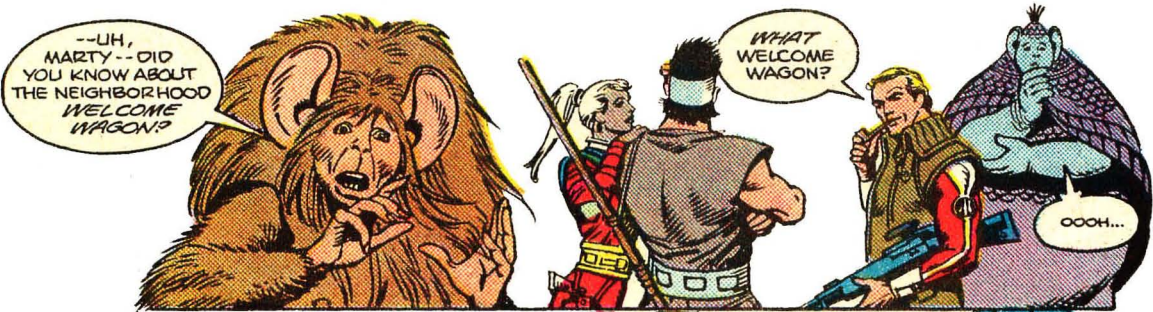
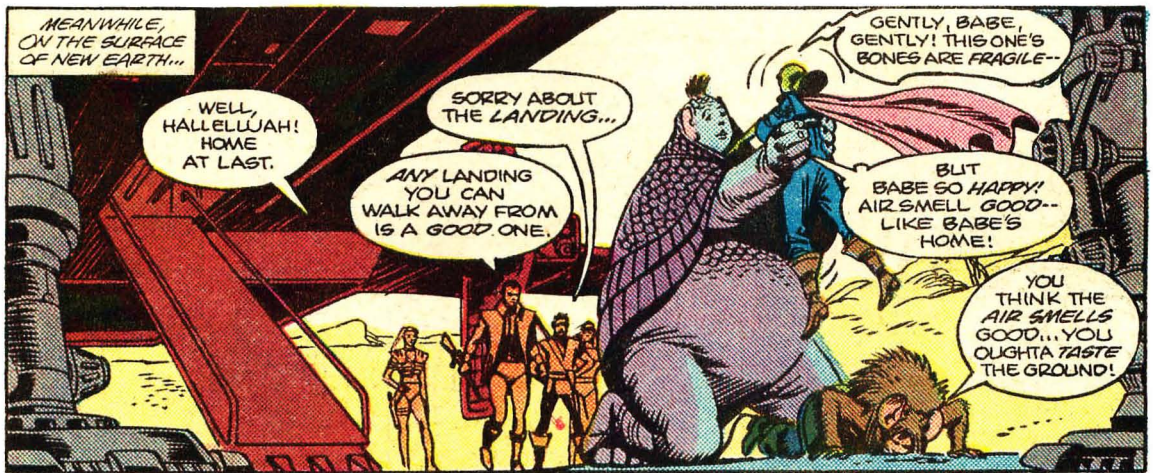
MORE THAN YOU'D THINK,
HUNTER. I HAVE MY SOURCES.

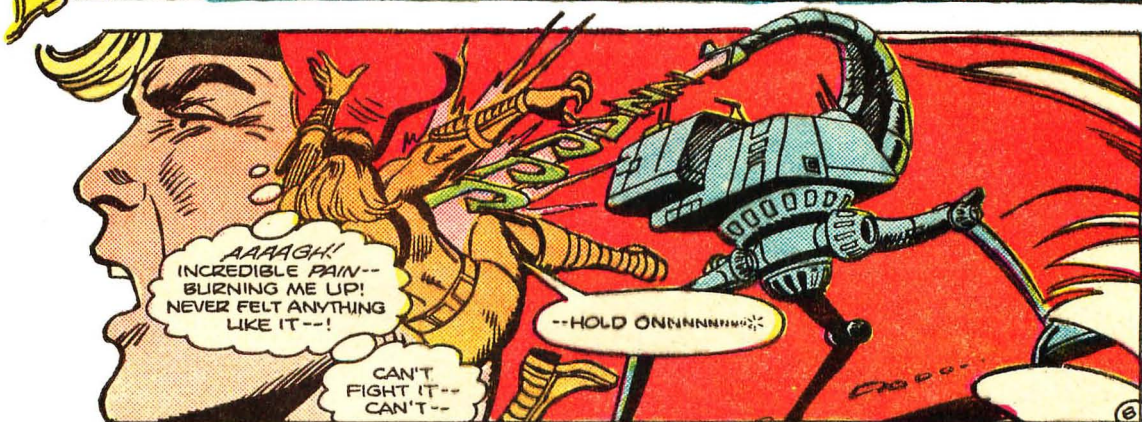
WE'LL HAVE TO
DISCUSS THAT
IN THE
FUTURE--

--RIGHT NOW, I'VE
GOT OTHER THINGS
ON MY MIND.

IN MOMENTS,
TWO SLEEK ATARI
SECURITY SHIPS
ROCKET AWAY
FROM THE ORBITING
STATION.

THE WARMECH IS PROGRAMMED TO DESTROY ANYTHING
THAT CROSSES THROUGH ITS ZONE. MAYBE CHAMPION IS
LEADING HIS LITTLE BAND STRAIGHT INTO A MASS SUICIDE.
I WOULDN'T PUT IT PAST HIM.





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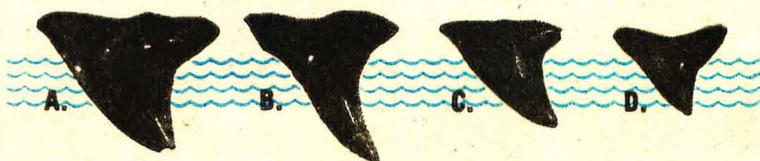
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SHFR = chauffeur

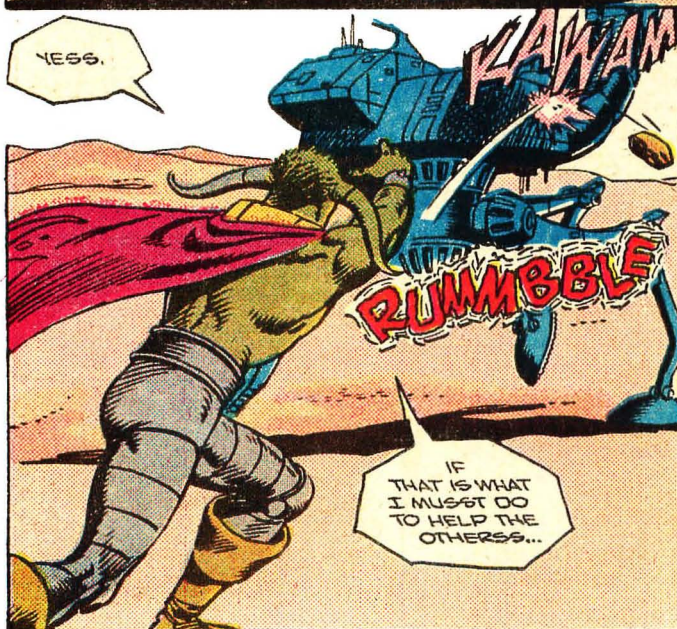
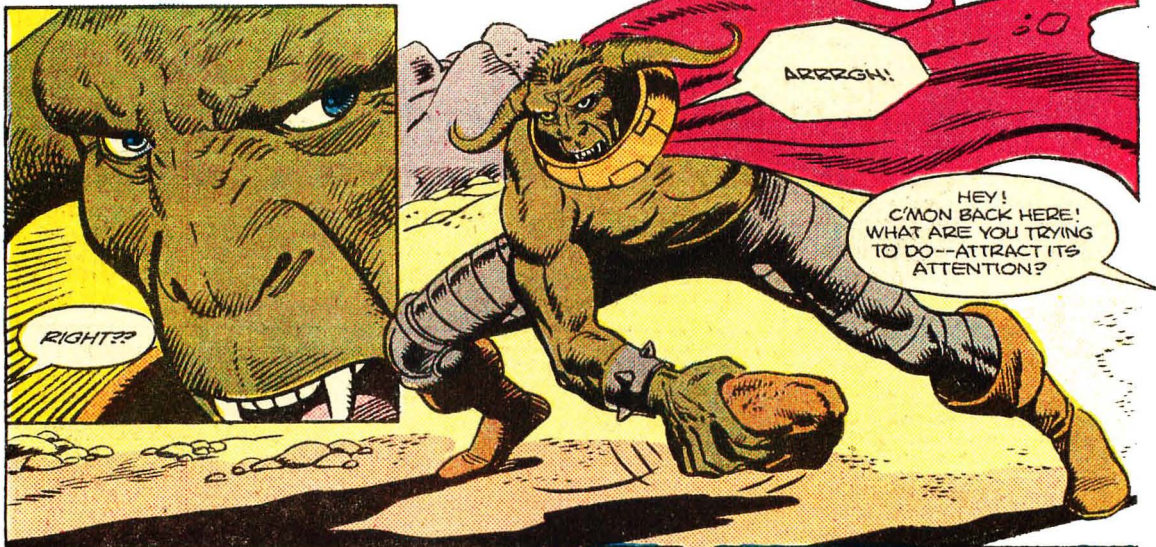
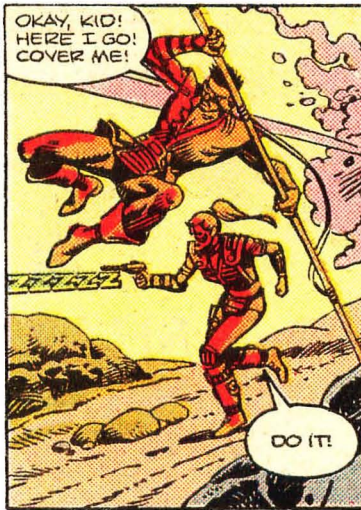
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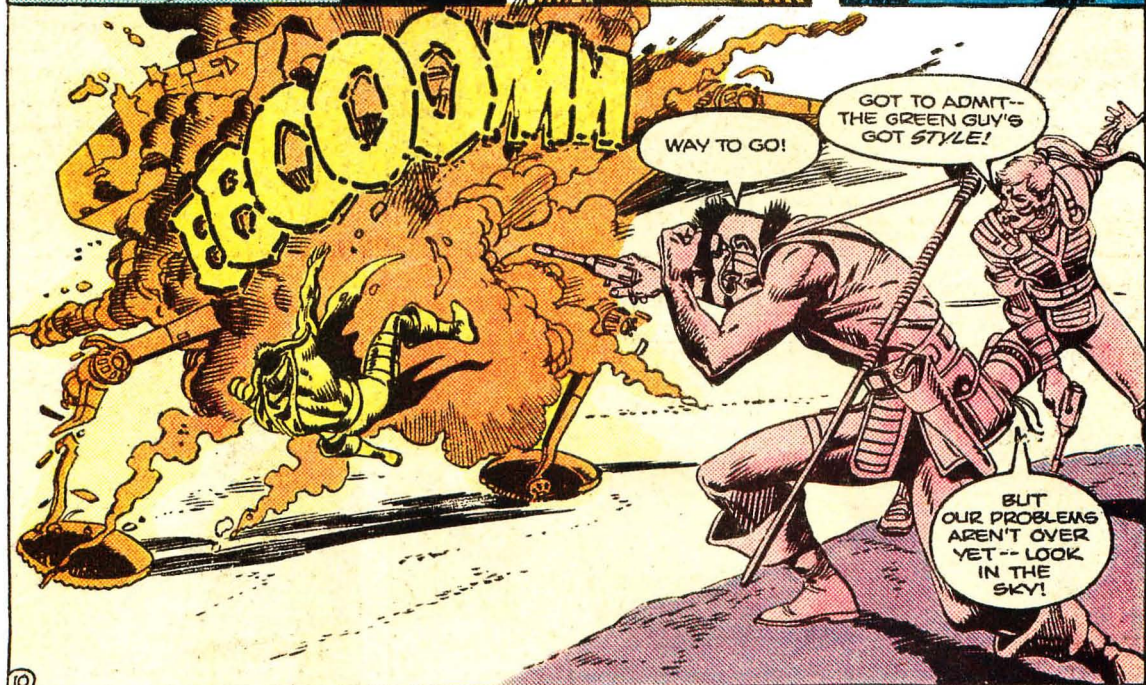
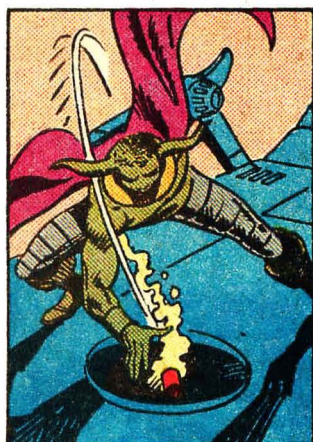
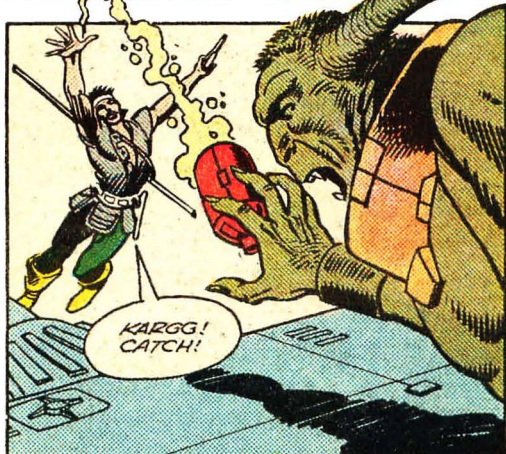
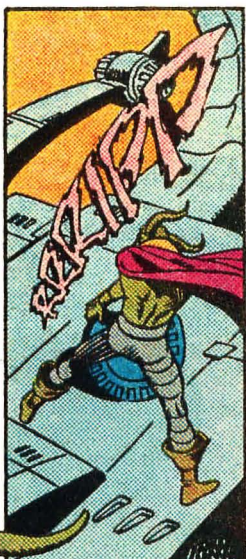
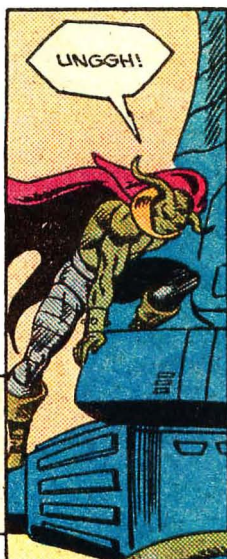
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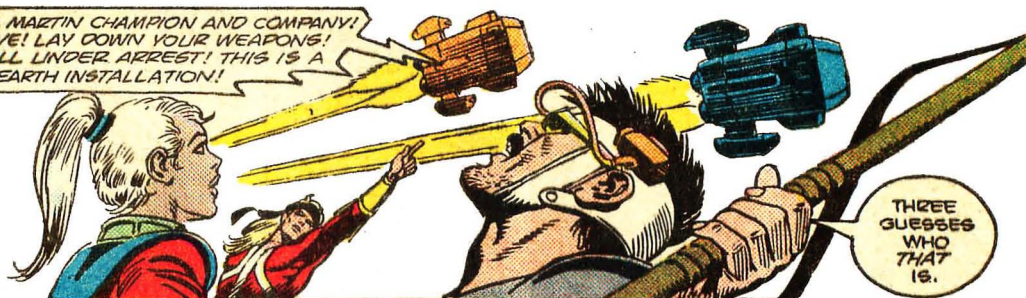


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ATTENTION, MARTIN CHAMPION AND COMPANY!
DO NOT MOVE! LAY DOWN YOUR WEAPONS!
YOU ARE ALL UNDER ARREST! THIS IS A
NEW EARTH INSTALLATION!



IN MOMENTS...

RIDENT!
WHAT ARE YOU
DOING HERE? WE
THOUGHT YOU
WERE DEAD!

THIS IS
MY BUST,
HUNTER!

YOUR BUST,
MY BUTT! HOW COME
THEY'RE ALL
ARMED?



WELL, WE SHOULD
HAVE PLENTY OF TIME
TO STRAIGHTEN
EVERYTHING OUT.
AND HERE'S TWO
GENERATIONS OF
CROOKS AND
TRAITORS...





TWELVE MONTHS OF EFFORT--
A MULTI-BILLION CREDIT PROJECT--
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BY YOU AND YOUR INCREDIBLE
DELUSIONS.

SINCE WHEN
HAS NEW EARTH
BEEN DOING
WEAPONS RESEARCH?

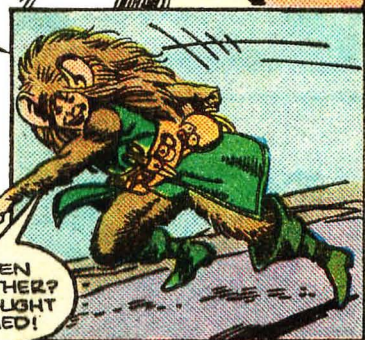
YOU CAN
CATCH UP ON
ALL THE NEWS
IN YOUR CELL

LET'S GO!



YOU GUYS
GO AHEAD--
I'LL CATCH UP
WITH YOU
LATER!

OFFICERS!
ARREST THAT
MARKIAN!



AFTER
ALL WE'VE BEEN
THROUGH TOGETHER?
BROTHER, YOU OUGHT
TO BE ASHAMED!



CUT HIM OFF! RIDENT
WANTS HIM ALIVE!

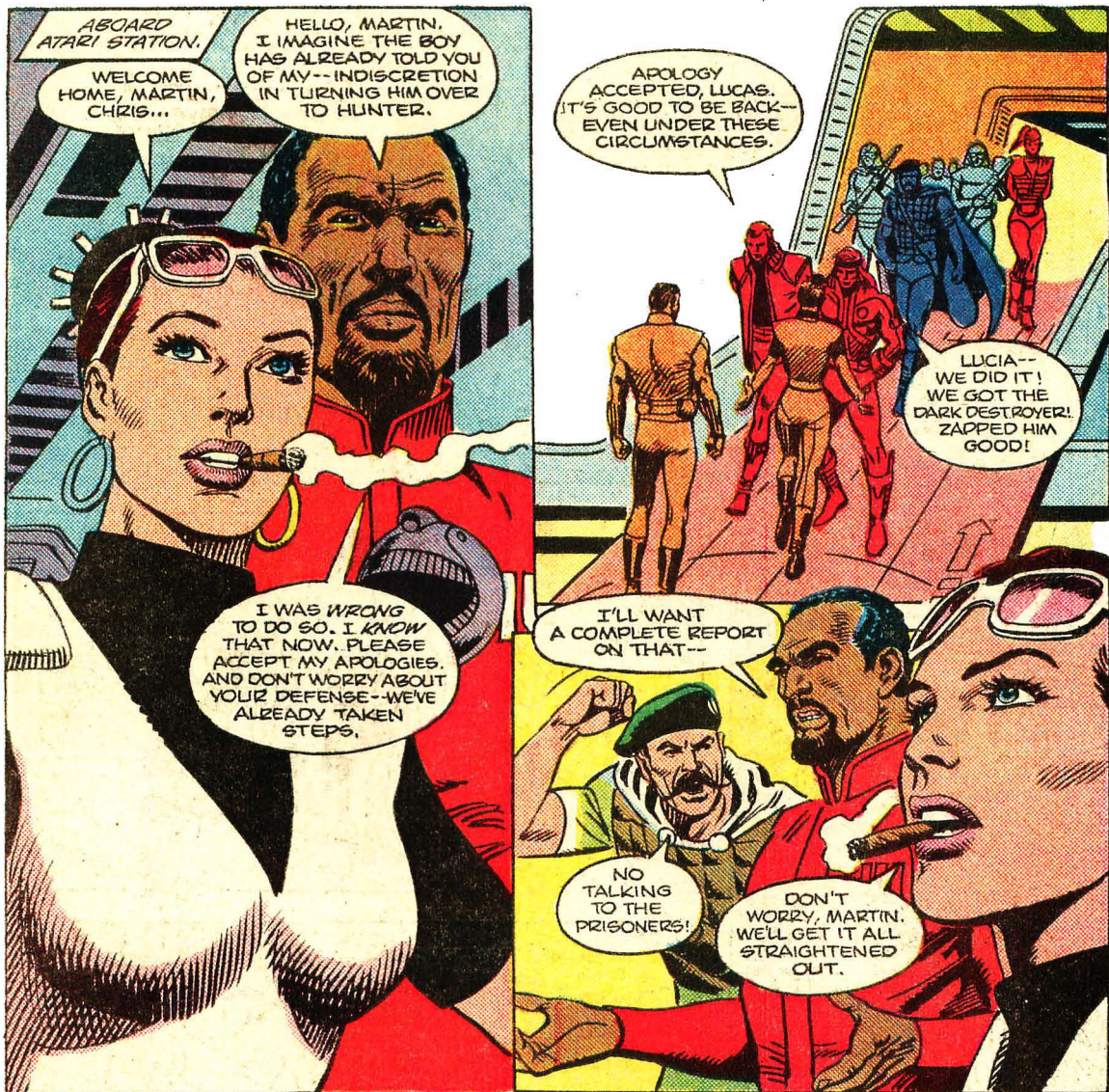


UH-OH.
DEAD END.
THIS JUST
ISN'T MY
DAY...



N-NOPE!
-> GULP-<
NOT MY DAY
AT ALL!







LATER, IN HIS CELL, MARTIN HAS A VISITOR.

SINCE YOU TOOK OFF, THINGS HAVE GONE FROM BAD TO WORSE. SENATOR JAMIESON AND HIS CREW OF PARANOIDS HAVE TAKEN OVER. THEY'RE RUNNING THE PLACE LIKE IT WAS UNDER SIEGE.

THE WARMECH? THEY WERE FIGURING ON SELLING IT TO THE HIGHEST BIDDER.



THEY'RE TRYING TO LAND DEFENSE CONTRACTS WITH HALF THE GOVERNMENTS IN THIS SPACE SECTOR.

WHAT WAS THAT PROJECT WE STUMBLED INTO?



NEVER THOUGHT I'D SEE THE DAY WHEN NEW EARTH WOULD DEVOTE ITSELF TO WEAPONS RESEARCH.

THAT'S NOT ALL...



TIME'S UP, LADY.

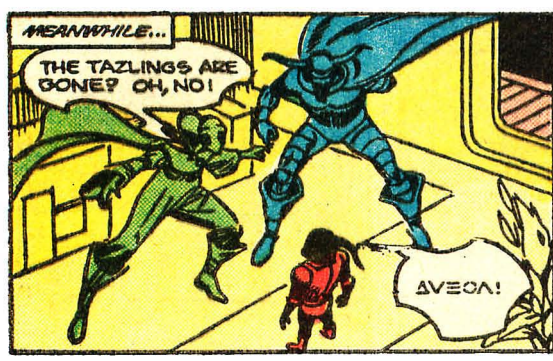
THEY'VE ALREADY BEEN CONTRACTED TO PRODUCE A PHASE WEAPON. THEY NEED CHRISTOPHER- AND MY RESEARCH TO DO IT. SOME DATA HAS ALREADY LEAKED OUT...



LUCIA-- THANKS FOR THE BALKAN BLEND.

CAN'T BEAT A GOOD CIGAR, BUT TO EACH, THEIR OWN.

I HOPE MORPHEA HAD ENOUGH SENSE TO KEEP QUIET ABOUT THE TAZLINGS. GOD KNOWS WHAT ATARI WOULD DO WITH THEM.



MEANWHILE...

THE TAZLINGS ARE GONE? OH, NO!

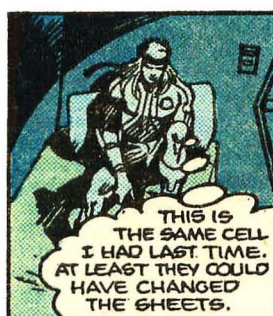
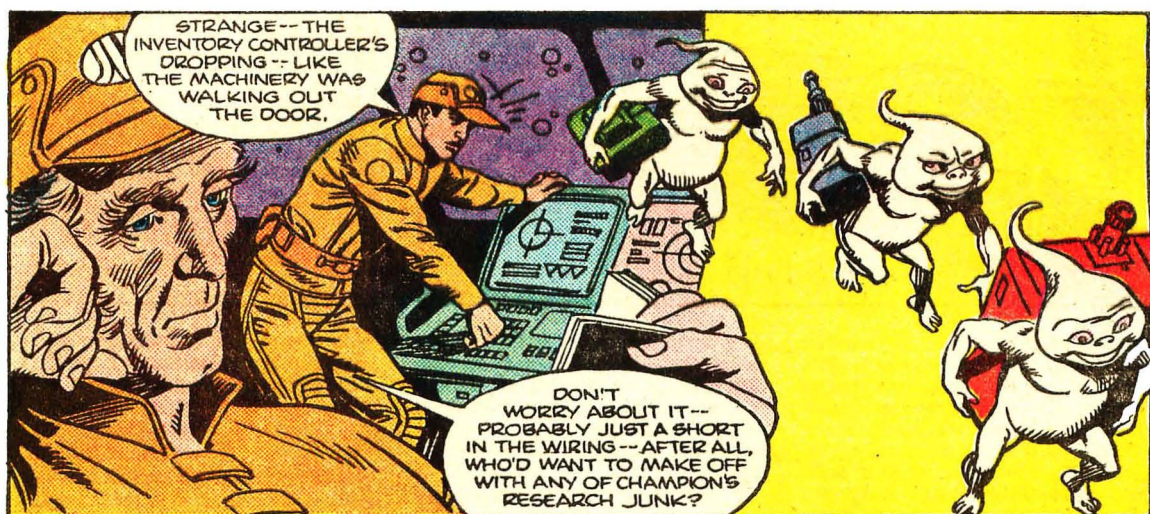
AVEGA!



MARTIN CHAMPION'S FORMER RESEARCH FACILITY, NOW UNDER GUARD.

HEY, WHAT THE--?

WHAT'S UP?



FORCE FEEDBACK

L-1994

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We get letters! So many, in fact, that we're able this time around to print some of your reactions to both issues #15 and #16—with plenty more to come next time. Before we get to them, though, we'd like to point out a little something about this month's back-up—the one written and penciled by Ed Hannigan. Ed spent *a lot* of time working on it, so please give it the attention it deserves. Also, don't overlook the inking contribution of Mr. Bill Wray, who is definitely a talent to keep on the lookout for in the future. And finally—continuity freaks who want to know how this Taz back-up fits into the ATARI FORCE chronology have only to carefully inspect the final panel to get their answer. That's all for now—let's get to the letters...

Dear Andy, Mike, and Ed:

From a comic which I was originally indifferent to, ATARI FORCE has become one of my favorites. The levels of art, originality, and characterization are far superior to virtually all other team books. Issue #15, "Siege," is a perfect example of this. The lead story involved very little other than the Force being trapped inside *Scanner One* by an army of giant bugs, yet it remained entertaining and suspenseful right through. Giant bugs are hardly an original form of monster; yet, with intelligence and near invulnerability, they made a very vicious threat. The character conflicts between Pakrat and Rident were enjoyable, but, as usual, Dart stole the show. Dart is an excellent character. She's brave, smart, efficient, yet, at times, can be girlish and emotional.

I love the current format of the lead story by the regular team, and then the back-up/origin tale by a guest team. The appearance of J'onn J'onzz and others in the Pakrat tale may have been meant as an in-joke, but I think there should be closer continuity with the rest of the DC Universe. That's not to say Superman or Batman should guest star; but, for example, you should have ATARI FORCE alien types speaking interlac, as in the LEGION OF SUPER-HEROES. In fact, instead of having Bob Lappan do all those fancy alien letters, he should use Keith Giffen's interlac alphabet.

As for reprinting of the original ATARI FORCE mini-comics, I think they should be shown. Not all of us have the Atari 2600 video game computer. The most that you have shown us is how the force

was destroyed, not any of their adventures. The best format would be to select the best two or three stories, write a framing sequence, and put them in an annual or special.

Anyway, keep up the good work.

Michael Pigott
17 Hawking Street
Preston, Victoria, 3072
Australia

(You're right, Mike—the appearance of our favorite Martian Manhunter was indeed intended as an in-joke, as perpetrated by artist Mike Chen. And that wasn't the only one—as other letter writers have pointed out. Usually we make some effort to play it straight with these "unannounced cameo appearances," but Mike has so much fun dropping them in here and there, we decided to let him go wild—and a comical Pakrat adventure was just the right place for him to do it. As far as the use of Interlac goes, we're happy with Mr. Lappan's original creations as they are—why limit reader's imaginations by letting them know exactly what aliens are always saying. Seems to us—it's more fun to speculate!)

Dear Guys,

ATARI FORCE #16 was the best issue to date. I never would have dreamed that Taz was female. I also never would have dreamed that Rident would be nice enough to congratulate Taz!

My favorite part, though, came when Tempest contacted Dart. I'm not just glad because I won a five-dollar bet, I'm glad because I love Chris. Keep him around for a long time!

Lynn Tucker
Las Vegas, Nevada

(Gee, Lynn, we were going to say that betting on the outcome of comic book plot developments was illegal, and advise you not to do it—but after catching a glimpse at your address, we're not so sure anymore. But just to play it safe—don't take any bets on next issue's trial—we guarantee it won't end the way you're expecting!)

Dear Mike and Andy,

I hope you're satisfied. Now every time Pakrat opens his mouth, I'll hear Tom Smothers' voice coming out! The world is not ready for a furry Tom Smothers!

Could you have the Martian Manhunter and E.T. come to my party? When

is it? Whenever they show up! I don't have any Draconian Loose Juice, but there's plenty of Reese's Pieces!

David Alan Wright
39 Howard Street
New Britain, CT 06051

(AHA! We see you've spotted another guest star—albeit slightly off-color! As for personal appearances by the two stars in question, we're afraid you'll have to query their personal agents—in the case of Martian Manhunter, get in touch with Mr. Gerry Conway, who details his continuing adventures in the pages of the JUSTICE LEAGUE OF AMERICA each and every month. As for the other guy—try Steven Spielberg! And if you get 'em to come, let us know—we'll bring the loose juice!)

Dear Andy,

In your back-up story of issue 15, I like "To Catch a Pakrat" for two reasons. (1) The story is good. (2) The art is also good. What I mean by good is "Impressively Awesome!"

The story showed that, in the multiverse, crooks can be male, female, aliens, and come from another part of the universe. Then the story showed that rich people (or aliens) also steal. Not just the poor people (or aliens). So there must be a large variety of "crooks."

The art Mike Chen does impresses me. He gives the characters expression and it really shows. You can believe the expressions on their faces. Mike's art gives out distinguished detail and a darn good look. His stuff knocks me out and I hope to see more of his work in other places.

Oh! There's one thing I'm curious about. On page 4, panel 1, on the back-up story: there is a green bald alien with a blue cape and I was wondering if he was by chance a "Martian." Who may or may not be related to a Martian in the JUSTICE LEAGUE OF AMERICA?

Ralph Wong
895 Pacific Ave. #434
San Francisco, CA 94133

(You will be seeing more of Mike's work in the future—we've been keeping close tabs on this new talent. Look for guest art jobs in upcoming issues of WARLORD and BLUE DEVIL. And then keep an eye peeled for the project Mike is currently hard at work on—an uproarious new mini-series starring none other than the Metal Men!)

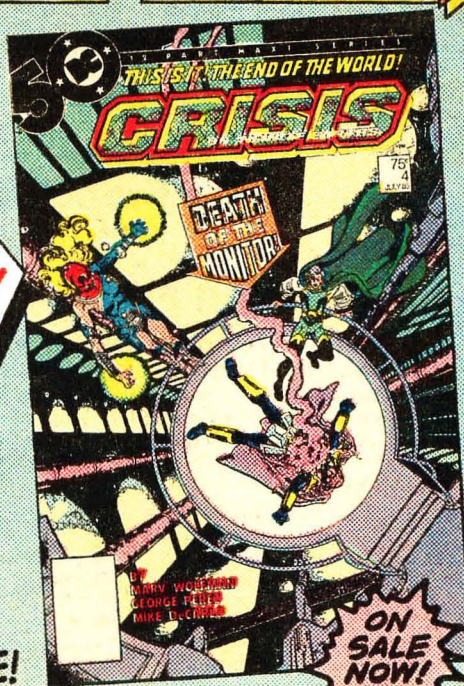
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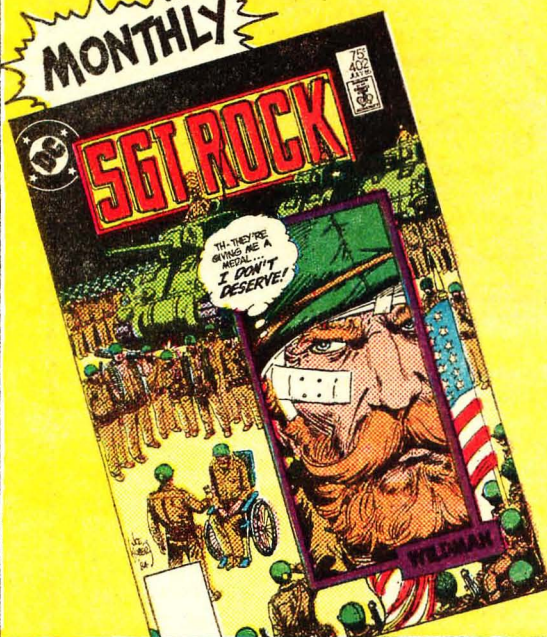
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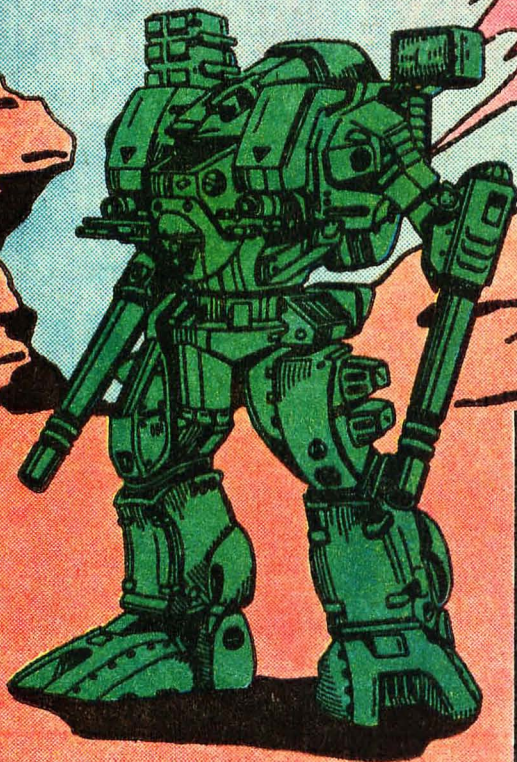
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Dear Editor,

Like the other letterwriters who addressed the matter in #16's lettercol, I am sorry that José Luis García López is absent from this mag, however temporarily. Unlike some of those letterwriters, I am not indignant about the situation, since I realize the realities of the matter. (I might be a little sad or wistful, but not outraged.) The change-over is even easier to take given the quality of the fill-in this issue. Ed Hannigan has gained a certain reputation as an innovative cover artist—and a well-earned reputation it is. He shows here (once again) that his storytelling art is nothing to sneeze at either. I always enjoy Ed's work and I am continually surprised that he has remained in relative obscurity and without a truly regular spot. And while I'm on the subject, let me put in a request to see Ed do some scripting, either here or elsewhere. I have seen even less of his scripting than his art but have enjoyed it nonetheless. And while I'm handing out praise, let me direct some at well-deserving inker Ricardo Villagran for retaining some visual continuity in this fill-in issue.

As for the story, it is now obvious that Mike Baron is getting into the swing of things and bringing his astute yet slightly weird abilities into play. Taz's offspring were both surprising and intriguing. Their inborn-but-temporary abilities do seem rather contrived, but I suspect this minor flaw will be counter-balanced by their antics in the month(s) to come.

It was nice to see Rident acting nicely this issue, such as in congratulating Taz about her newborn children. It is too easy to portray the pursuer as single-minded, rough, and holier-than-thou. All brothers have a kind of love/hate-respect/disrespect relationship and I suspect that Rident and Pakrat's legal disagreements have only served to intensify the negative feelings and submerge the positive ones—not obliterate either one or change the peculiar relationship the feelings have between brothers.

Yours truly,

T.M. Maple

Box 1272, Station B
Weston, ONT M9L2R9

(Hmmm...We think you may have a point vis-à-vis the Pakrat/Rident relationship—next issue's revelations should tell you a bit more about it. As for Ed Hannigan's storytelling abilities, we personally think they're out in full force in this issue's back-up story—let us know how you feel about it, won't cha, T.M.? And yes, we used Ricardo this issue (as we do in every issue) to keep a visual continuity going throughout the series. Since José García López and Ricardo were there at the beginning, input from either of them seems necessary to retain the original flavor of the book.)

Dear Force,

I've read A.F. issues 1 and 3-15 and I

figured I would finally write a letter to you guys.

In A.F. issue 14's sub-story, "A Babe in Arms," Babe is back on the planet Egg. I have a few questions. (1) Does this happen before or after Morpheus is able to return him to his home planet, Egg? (2) If this is before he left Egg he shouldn't be able to talk! So how can he? (3) If this is after he returned, how come he looked puzzled when the alien called him "Babe"? (4) Did the alien get the name Babe by chance?

In issue 15 I noticed a few other things. On the front cover of issue 15 the bugs are about the size of Dart. Now that did not surprise me until I saw Babe at the end of the episode with bugs about the size of his finger. If it's a mistake in the proportion, you should be ashamed of yourselves! (1) What happened? (2) Are the bugs smaller than Dart? (3) Do the bugs vary in size? (4) Are you going to give me a straight answer?

Jason Wiley
RD 2, Box 81
Vergennes, VT 05491
Age 12

(Of course we'll give you a straight answer, Jason—don't we always? (snicker snicker) About your question on the Babe story—as in the case of ALL our back-ups, this story takes place before the Atari Force got together—in this case, about six months before the interplanetary pirates came to kidnap Babe. The story is really about "leaving the nest" for the first time—and the difficulties involved in doing so. When Babe met the alien—who happened to speak English (funny thing about aliens, eh?)—the alien called him Babe, and, in addition, gave him his first impromptu English lesson. The name stuck. After all, what else would you call a fourteen-foot blue creature with the proportionate strength of an ox? Your second question is easier to answer—like practically all life-forms, the ants differ in size. But you should also remember that next to Babe, everything else looks small!!)

Hi, Andy,

You will remember I'm the guy who said Mike Baron wasn't the right scripter for a book like AF. Well, after reading the new #16 I get the feeling those words are going to haunt me for a while. He did in fact turn in one of the strangest, yet most enjoyable chapters to date. So nice going, Mike, and please forget those previous comments.

Actually, this whole thing has made me wonder how much of this current story line is actually Mike's or is it part of plot threads left over from the now departed Mr. Conway? Seeing it was Jerry, José, and you, Andy, who created Taz, was it then conceived that he was a she? Or did Mike come in and say, "Hey, guys, let's do this wild and crazy thing with Taz?"

As a budding writer myself, I am really curious about this and hope you'll enlighten us all in the workings of your creative team. It would be nice to know

exactly when Mike's own plotting for the AF crew will begin, if it hasn't already.

Ed Hannigan turned in a fine art package that was quite pleasing to the eye. His art is clean and very easy to follow. Not like some razzle-dazzle artists who cram so much on their pages you have to spend hours figuring what's going on.

Lastly the second part of the Pakrat back-up was just as great as its initial opening. Bravo, Andy, that's really one funny and action-filled story. The ending should be a blast.

Holiday greetings to you all, and my sincerest wishes that 85 will be your best year ever.

Yours Truly,

Ron Fortier

PO Box 265

Somersworth, NH 03878

(It's difficult to say where Gerry Conway left off and Mike Baron began in deciding the destinies of the members of the Atari Force. Unlike most comics, the AF has a very strong continuity, without isolated "adventures"—at least not in the traditional sense. In fact, the entire series thus far can be looked at as a single adventure. This being said, we must admit that many aspects—including the true nature of Taz—were thought up at the outset. In fact, the character was around at the very start of the creation process, but Gerry decided to wait till a later issue to introduce him/her. When Gerry left scripting the book, Mike was given a very brief outline for future issues—just enough to let him get an idea of where to go with most of the "dangling" plot elements in the story. Using this, Mike went off on his own directions, being careful to cover the necessary plot points with his own unique storytelling sense. The outline served to give Mike a variety of "signposts" in the Force's continuing journey—but how they get there is all Mike's doing!)

NEXT ISSUE: The trial that will forever alter the destinies of the members of the Atari Force! When you finish reading "The Verdict," we guarantee there won't be a dry eye in the house! Plus: The strangest back-up story yet! Illustrated by Keith Giffen and scripted by Bob Fleming, this tale of the Hukka makes the Ambush Bug seem pale by comparison! They said it couldn't be done—er—run! But we ran it anyway! Don't miss it!

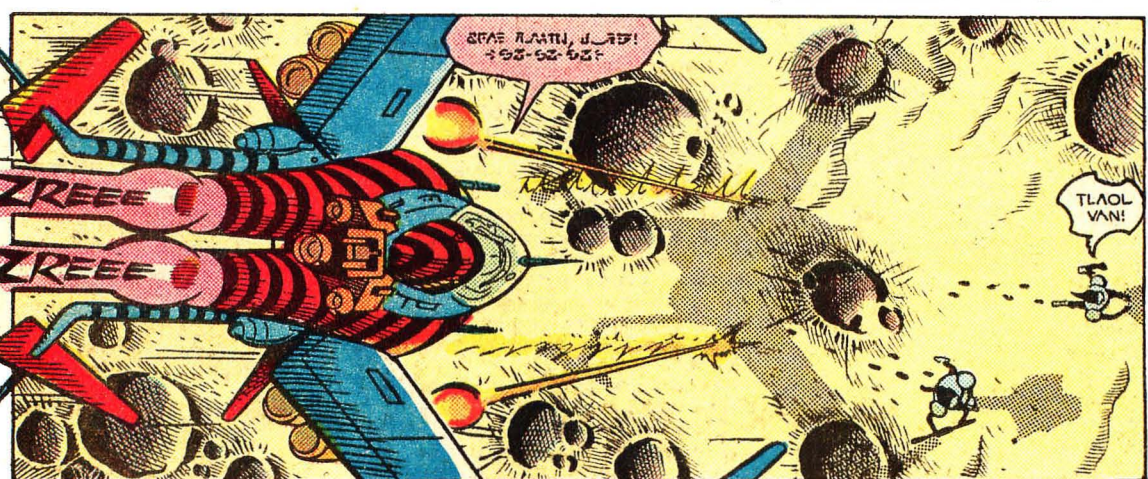
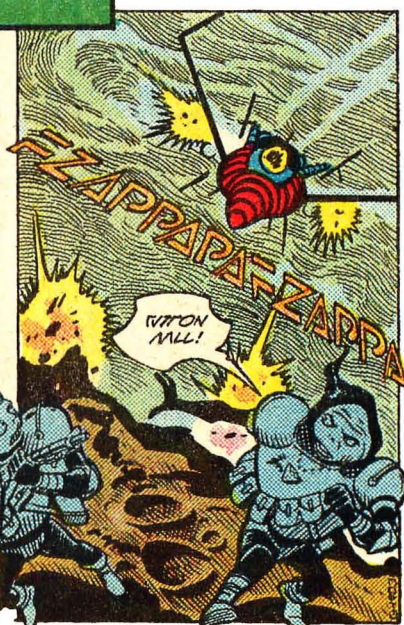
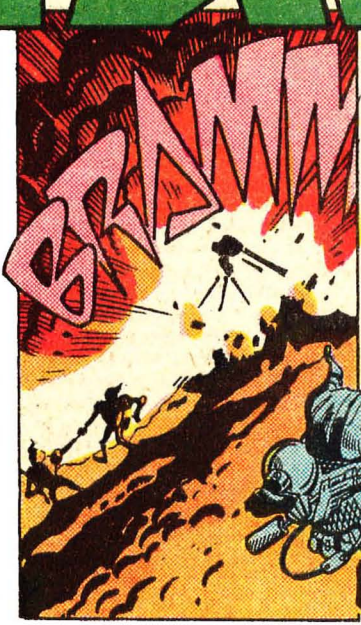
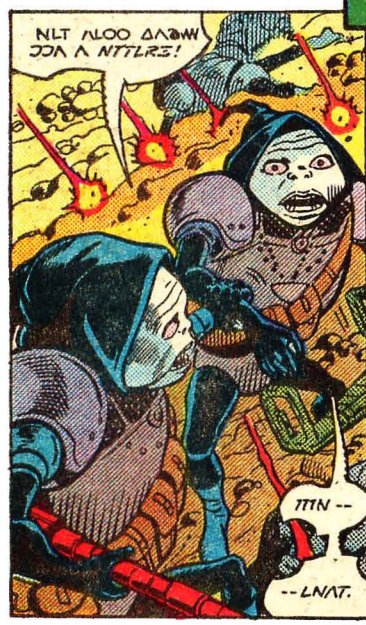
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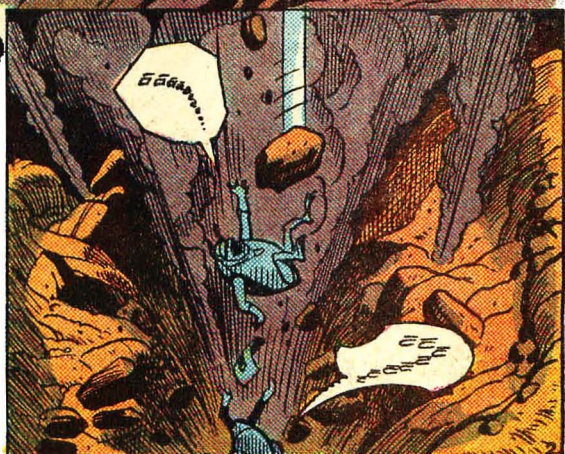
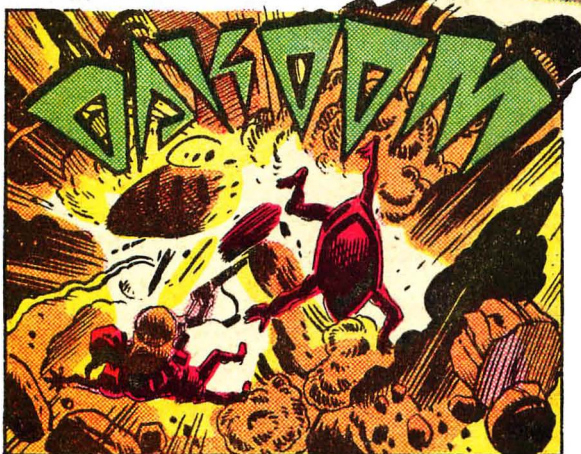
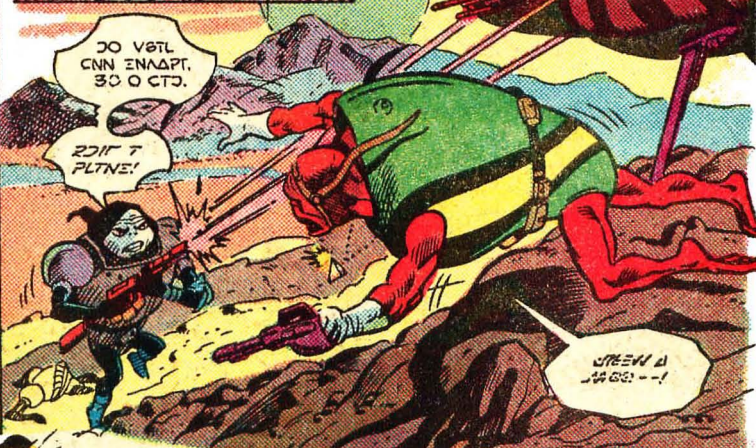
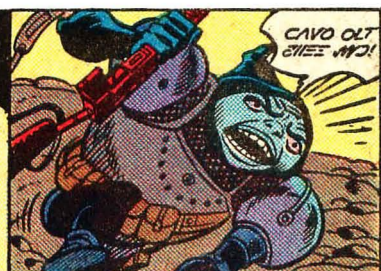
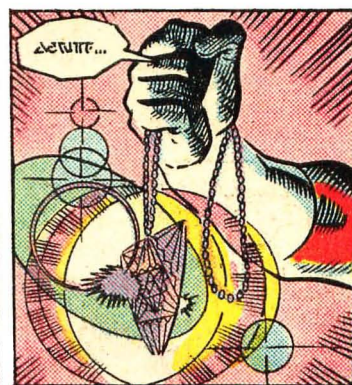
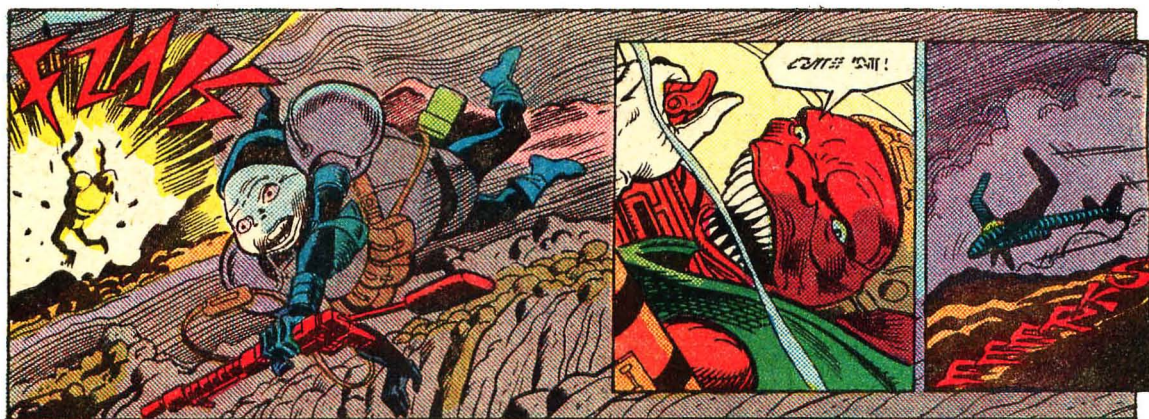




ED HANNIGAN
STORY—PENCILS
—COLORING—

BILL WRAY INKS
BOB LAPPAN LETTERING
ANDY HELFER EDITOR



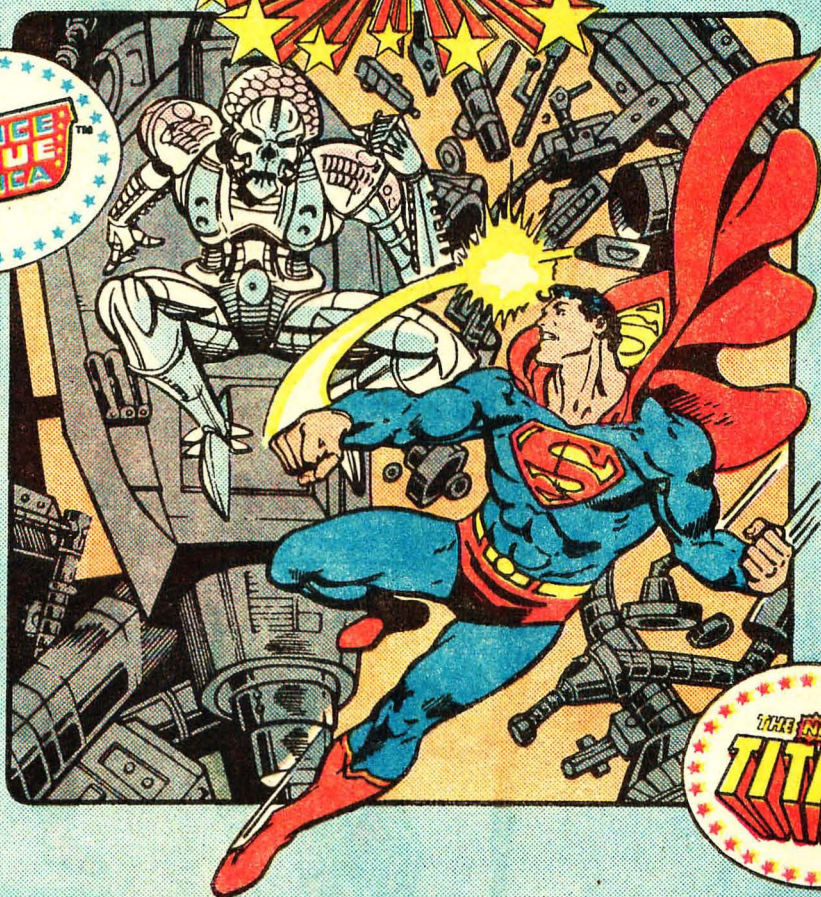
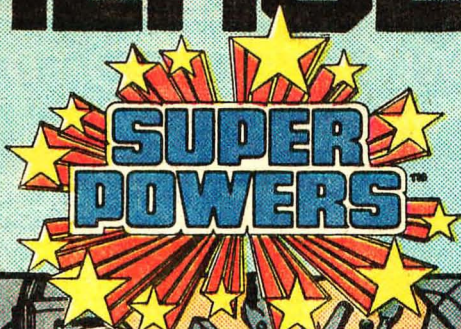






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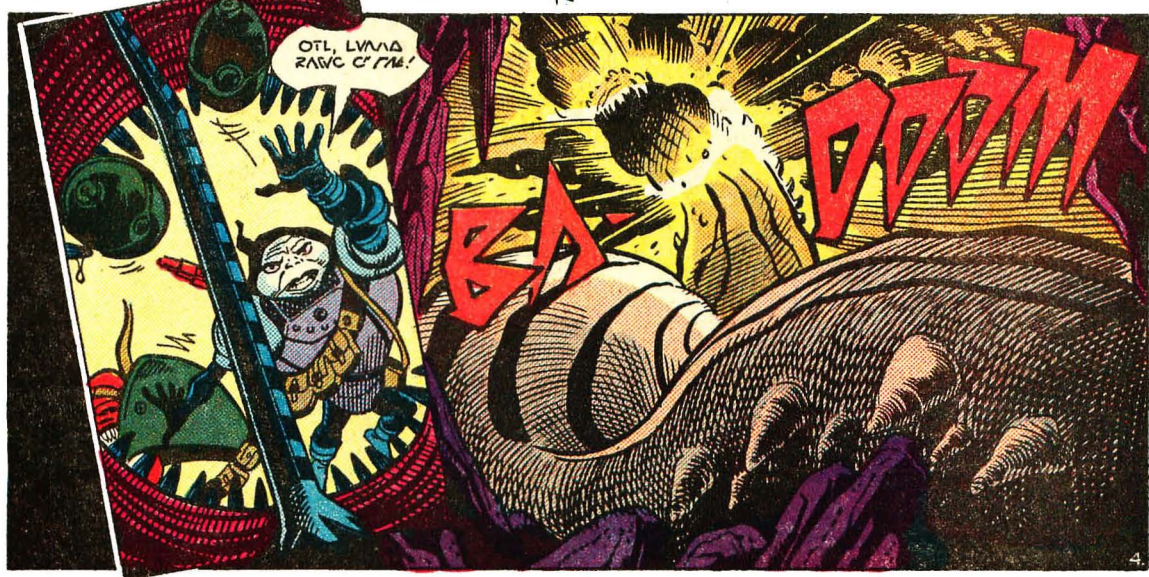
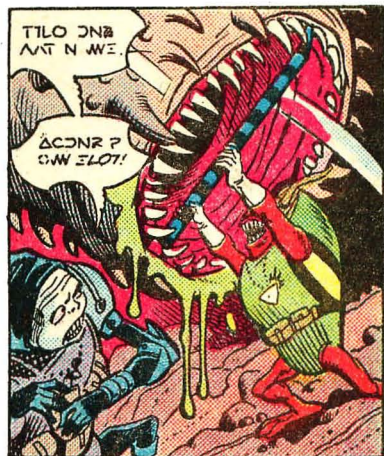
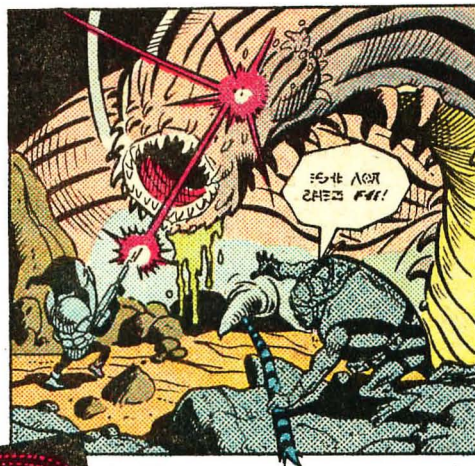
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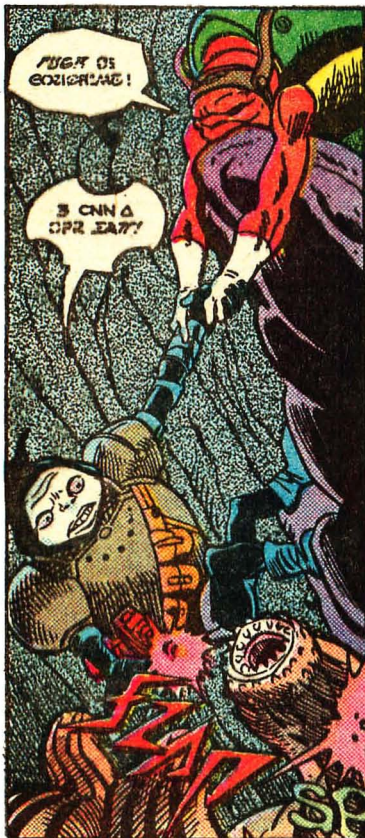
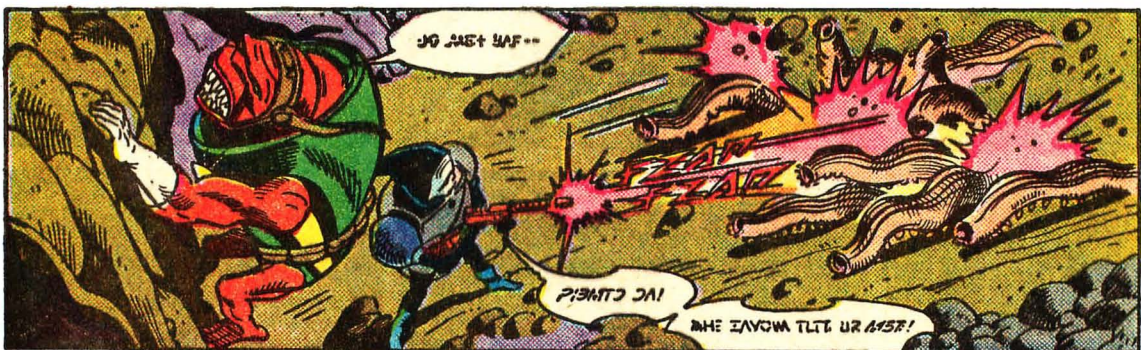
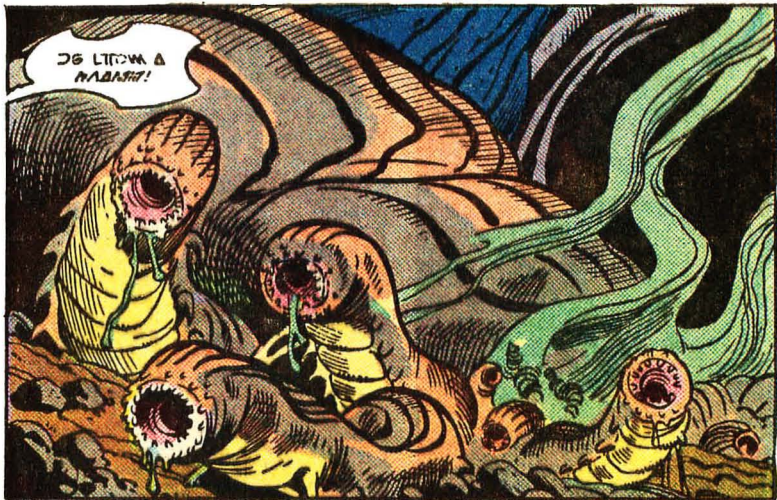
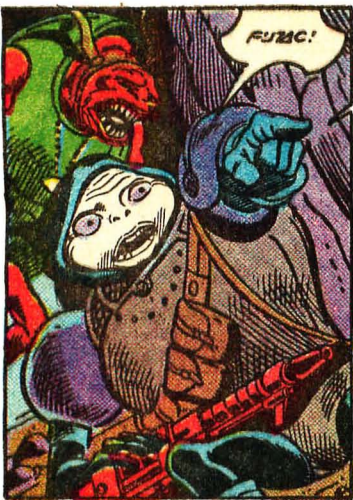
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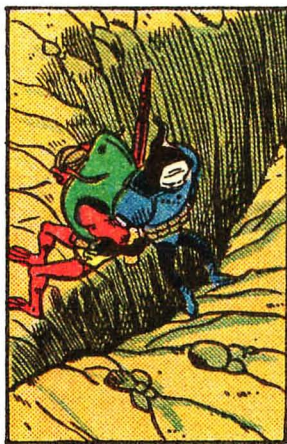
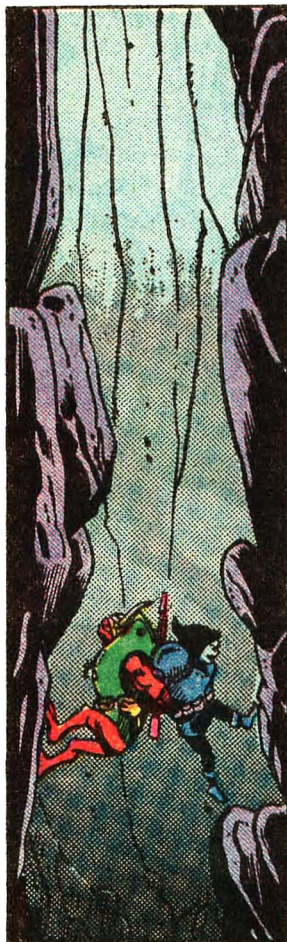
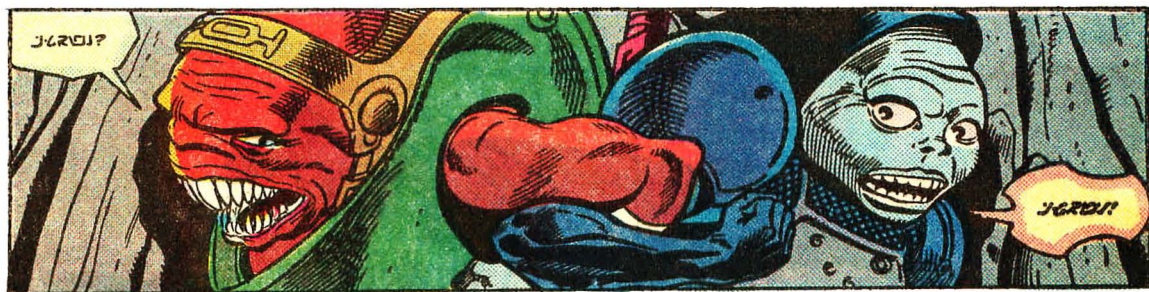
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GUEST

MEANWHILE...



GUEST MEANWHILE ... FROM ABROAD

Hello!

My name's Paul Butler, I'm 22, hail from the UK, and I guess the fact you're reading this means Dick Giordano (hereafter to be known as "O Great Wise One") is allowing me to explore my own feelings on the comics industry, both here in England and in the United States.

Sitting comfortably? Then we'll begin...



Being a British comics collector is not an easy feat, believe me. There are so few British comics of any real merit worth collecting these days. So to quench our ever-increasing thirst for this four-color medium we have to set our sights across the Atlantic to the twin towers of DC and Marvel.

To be perfectly honest, Britain doesn't really believe that there is a readership for comics after the age of about fourteen, and so in its infinite wisdom it fails to recognize us.

That's not to say there aren't exceptions, there are, but for every **WARRIOR**, **2000 A.D.** and the (very) occasional Marvel (UK) product there are ten or so other comics that offer the

same reworkings of old slapstick jokes, poor art, and imbecilic scripting.

The annoying thing is, we have the talent. Alan Moore, Dave Gibbons, and Brian Bolland are the proof. Just pick up an issue of **SAGA OF THE SWAMP THING**, **GREEN LANTERN**, or **CAMELOT 3000** and see for yourself what the more adventurous Brits can do. However, the fact that all three of the above titles are American proves the state of our own industry.

How many British talents will be wasted because the industry in England fails to recognize their abilities or feels (wrongly) that there is enough call for their particular styles? Even if that talent is discovered, how can it survive in an industry that seems to stifle originality?



If it's hard work being a British comics collector, it's even harder being a writer or artist!

That's why they turn to the American format comic and we, the fans, read them avidly. Its phenomenal success among British collectors must have something to do with its continually expanding horizons and diversity in titles.

Of course the super-hero still dominates (which I sometimes think is a shame), but at least if someone has an idea, and you guys think it's good enough, you'll give it a try... (Here, of course, I refer primarily to DC, since, aside from its two mutant titles and the adventures of a certain thunder god,

Marvel hasn't done anything innovative in years.)



Some comics succeed, some fail, that's life, but at least they've been given a fighting chance and that is the important thing. In Britain that fighting chance doesn't exist.

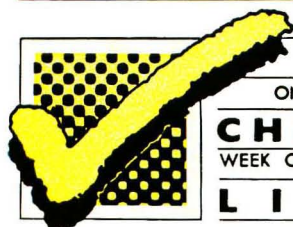
The American comics industry offers soap opera and excitement, morality plays in miniature, and stories that are just plain fun! It doesn't matter what you prefer, it is the choice and the quality that's important.

The next time you're looking through the comics on your local newsstand or filing past the racks in a specialty store, allow your hearts to swell a little with pride, think of us in England, and be content in the knowledge that yours is the country with the comics industry.



Thank you, O Great Wise One, and good afternoon to you too.

Paul Butler
7 Cobbett's Walk
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England



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LIST

☐ **Justice League of America 240**
Mike Sekowsky returns to pencil a special JLA Casebook tale!

☐ **Crisis on Infinite Earths 4:** The worlds come to a climactic conclusion, but what can the heroes do?
☐ **DC Comics Presents 83:** Superman joins with Batman and the Outsiders!
☐ **Fury of Firestorm 37:** The Weasel turns up to menace Pittsburgh!
☐ **Best of DC Digest 62:** The Year's Best Batman Stories!
☐ **Atari Force™ 19:** At last, the Force returns to New Earth!
☐ **Hawkman 3:** Aquaman and the Elongated Man get drawn into the Shadow War!

☐ **Tales of the Teen Titans 55:** The showdown between Changeling and the Terminator!
☐ **Legion of Substitute Heroes Special 1:** Can the Subs stop Pulsar Stargrave from conquering Matter-Eater Lad's homeworld?
☐ **Vigilante 19:** It's the Vigilante's last case before Adrian Chase becomes a judge!
☐ **Deadman 3:** The Eagle has another chance to kill Boston Brand!

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