



BY
GERRY CONWAY AND
JOSE LUIS GARCIA LOPEZ

75¢
3

MAR. 84

APPROVED
BY THE
COMICS
CODE
AUTHORITY

ATARI FORCE



PAKRAT GOES
WILD!



C-637

FROGGER™

Video Game and Home Computer cartridges



At last. Different croaks for different folks.

Almost anyone can play Frogger at home.

Because now Parker Brothers makes exciting home versions of Sega's Arcade Game for ColecoVision, the Atari 5200, all Atari Home Computers, the Commodore 64 and VIC 20, TI 99/4A, and Intellivision.

And, of course, there's the award-winning version for the Atari 2600.

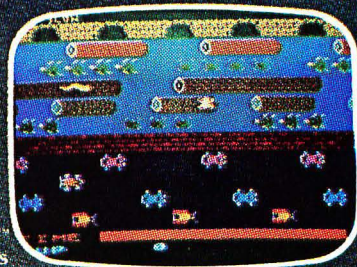
Frogger dodges cars and crocodiles just like he always has. Only now he hops across your screen with state-of-the-art graphics that make the most of any home system. Including yours.

So stop waiting for Frogger.

Because now Frogger is waiting for you.

PARKER BROTHERS

FROGGER game graphics © 1983 Sega Enterprises, Inc. FROGGER is a trademark of Sega Enterprises, Inc. Atari Video Computer System™, Atari 5200™, Video Game System and Atari Home Computers are trademarks of Atari, Inc. Commodore VIC 20™ and Commodore 64™ are trademarks of Commodore Business Machines, Inc. Texas Instruments 99/4A™ is a trademark of Texas Instruments, Inc. Intellivision™ is a registered trademark of Mattel Inc. ColecoVision™ is a trademark of Coleco Industries, Inc. Parker Brothers is not affiliated with Atari, Inc., Texas Instruments, Inc., Mattel, Inc. or Coleco Industries, Inc. © 1983 Parker Brothers, Beverly MA 01915.



Atari 5200™
Graphics

ROC'S WORLD:

BLACKUAK!

DART--?



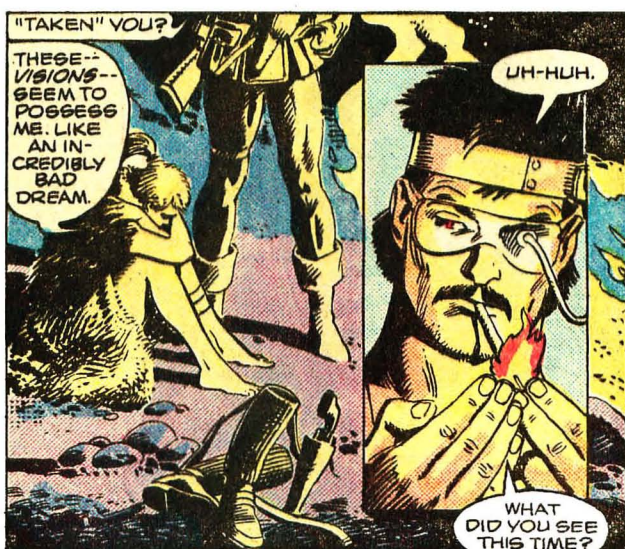
ATARI FORCE Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103. POSTMASTER: Send address changes to DC Comics Inc., Subscription Dept., PO Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate \$9.00. Outside USA \$10.00. Copyright © 1983 Atari, Inc. All Rights Reserved. ATARI FORCE is a trademark of Atari, Inc. used under license. The stories, characters and incidents mentioned in this magazine are entirely fictional. Printed in USA. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017. (212) 391-1400.

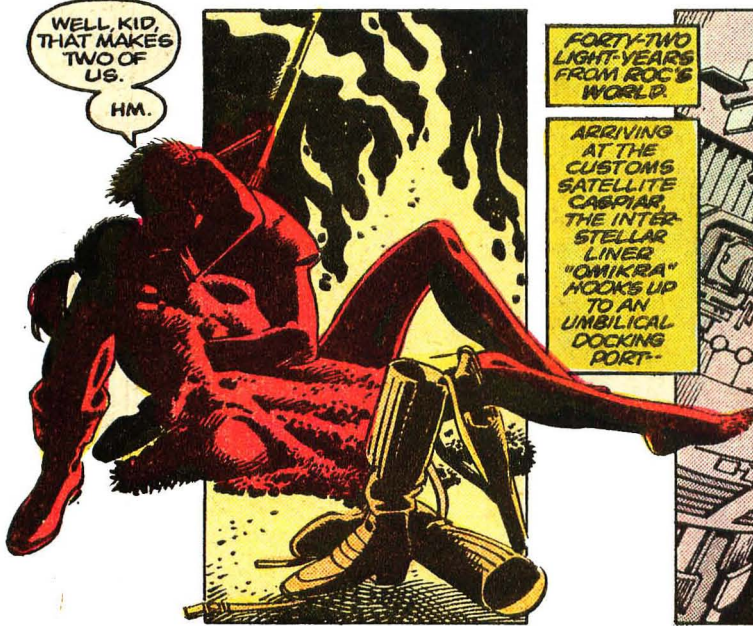
DC Comics Inc. and Atari Inc. Warner Communications Companies



..EEEAACK!!

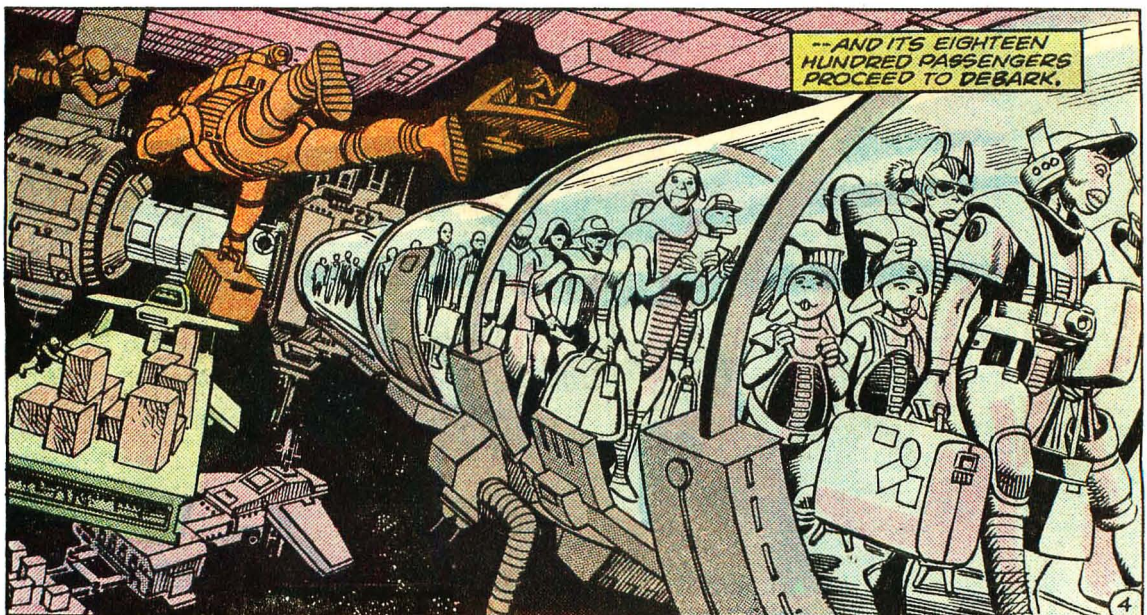
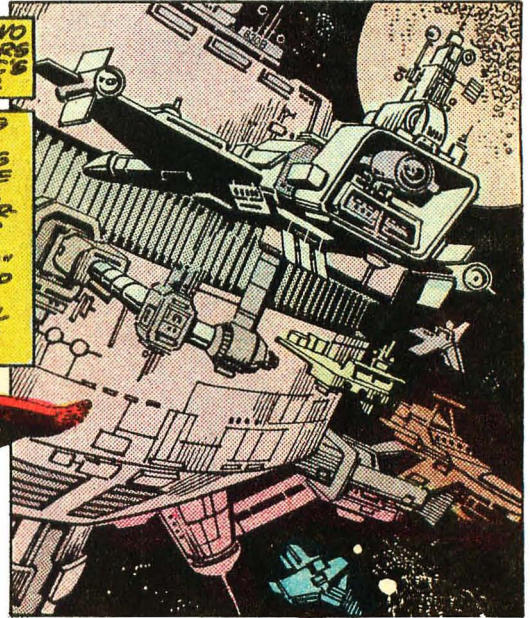






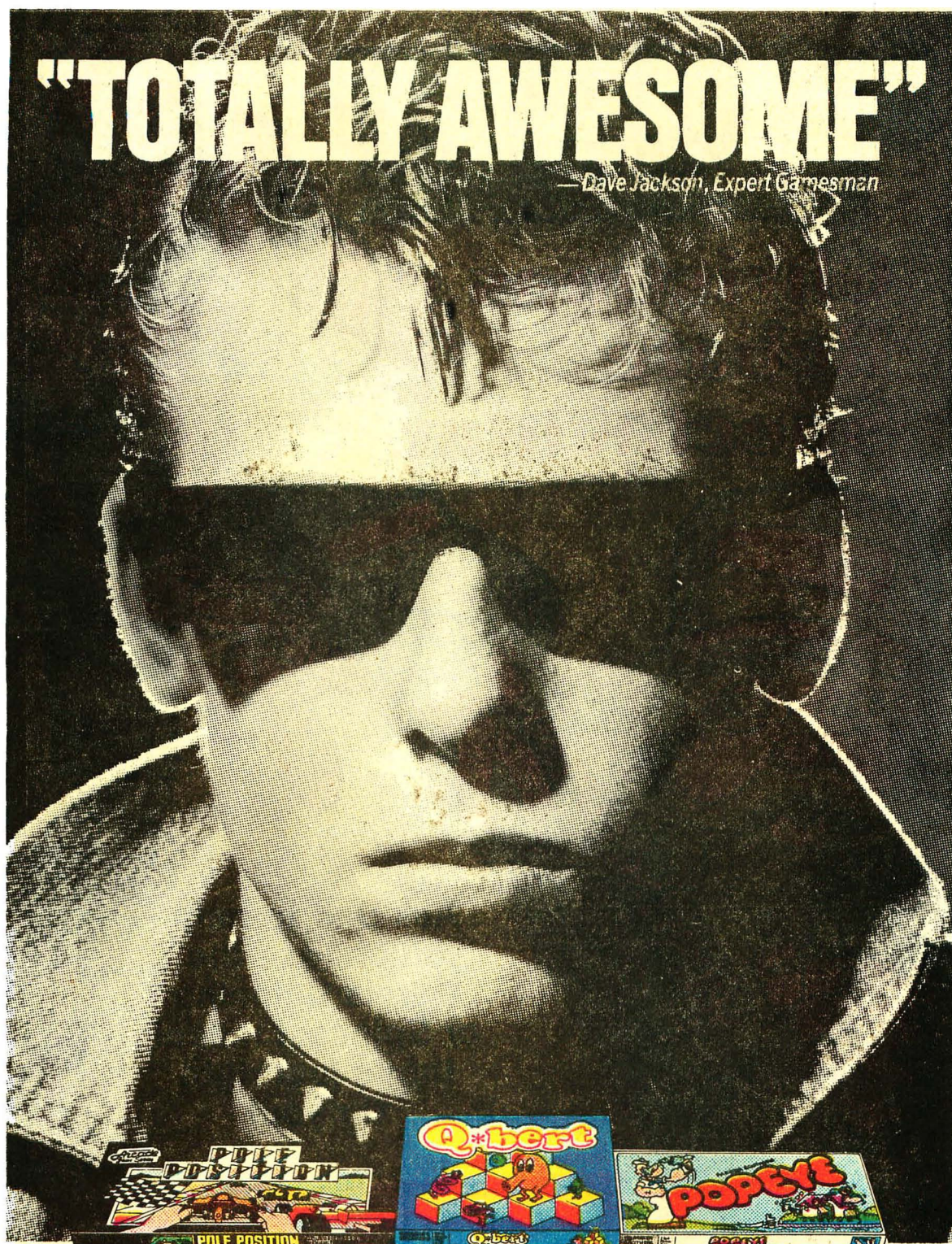
FORTY-TWO LIGHT-YEARS FROM ROC'S WORLD.

ARRIVING AT THE CUSTOMS SATELLITE CASPIAR, THE INTER STELLAR LINER "OMIKRA" HOOKS UP TO AN UMBILICAL DOCKING PORT--



"TOTALLY AWESOME"

—Dave Jackson, Expert Gamesman



"After I spend 5 hours and 40 quarters playing Popeye, 'Q*bert,' and 'Pole Position' in the arcades, I split for home. And not to watch some dork show on TV, either. I play more games.

"I've got the new Parker Brothers Arcade Series. They help sharpen my strategies. Plus I can play them with all my friends.

And beat them. Which is one thing I can't do in the arcades.

"So get serious and pick up one of Parker Brothers' Arcade Series board games. Nothing is more totally awesome. Except me."

PARKER BROTHERS

© 1983 Parker Brothers, Beverly, MA 01915.

PARKER BROTHERS ARCADE SERIES. THE WORLD'S MOST TOTALLY COOL BOARD GAMES.

Popeye is a registered trademark of and licensed by King Features Syndicate Inc. © 1983 King Features Syndicate, Inc. © 1983 Nintendo of America. Q*bert game graphics © 1983 Mylstar Electronics, Inc. Q*bert is a trademark of Mylstar Electronics, Inc. and used by Parker Brothers under authorization. Pole Position™ created and licensed by NAMCO © 1983. Dave Jackson is a fictional character.

\$1 MILLION DOLLAR

Christmas Rebate Spectacular

See your dealer for details



Ask Dad to help
you choose the
Garcia Spinning
or Spincast model
that's just right
for you!

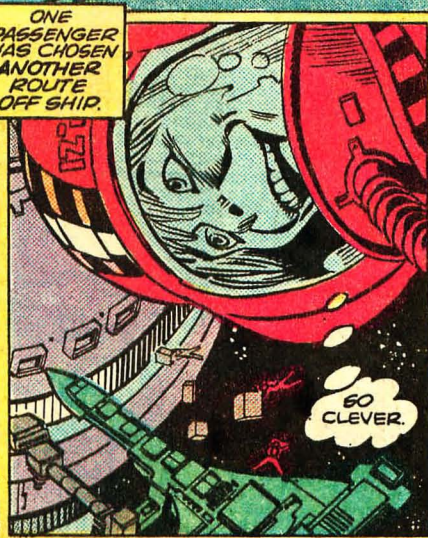
garcia®

21 Law Drive
Fairfield, N.J. 07006

ALL FILE PAST THE WATCHFUL EYES OF INTERFEDERATION CUSTOMS AGENCY OFFICERS.

ALL SAVE ONE.

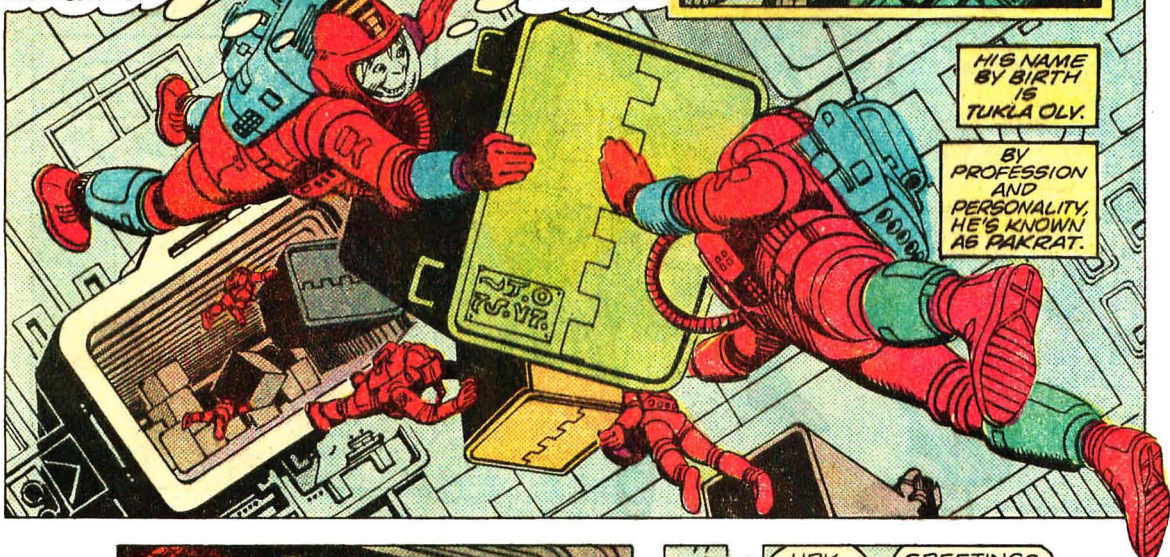
ONE PASSENGER HAS CHOSEN ANOTHER ROUTE OFF SHIP.



SO CLEVER.

WHILE THE **BLUES** SEARCH FOR ME AMONG THE STRAIGHTS IN THE MAIN CHUTE--

--I SLIP IN THROUGH THE CARGO GANGWAY DISGUISED AS A HANDLER.



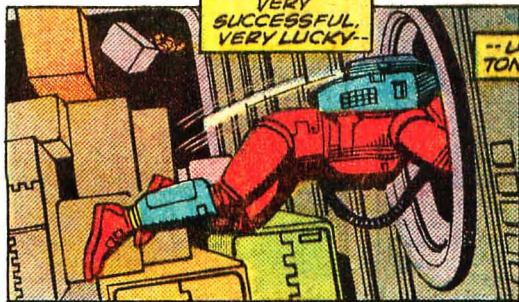
HIS NAME BY BIRTH IS TUKLA OLV.

BY PROFESSION AND PERSONALITY, HE'S KNOWN AS PAKRAT.

PAKRAT IS A THIEF.

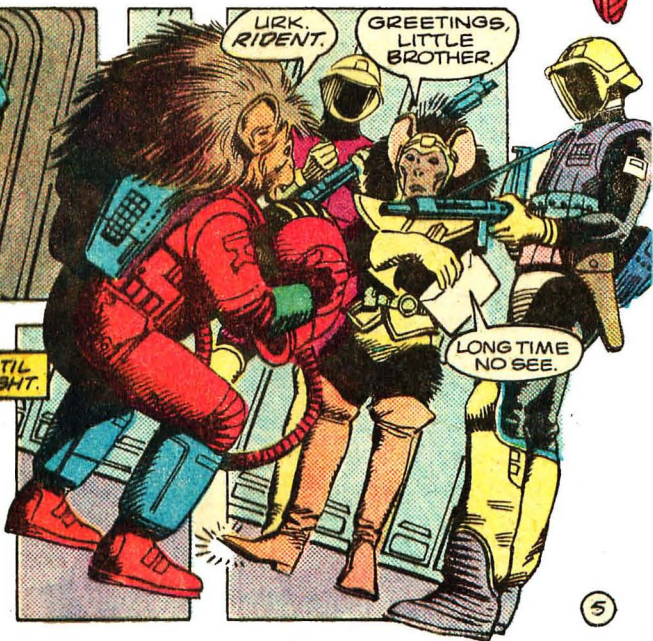


SO, SO CLEVER.



VERY SUCCESSFUL, VERY LUCKY--

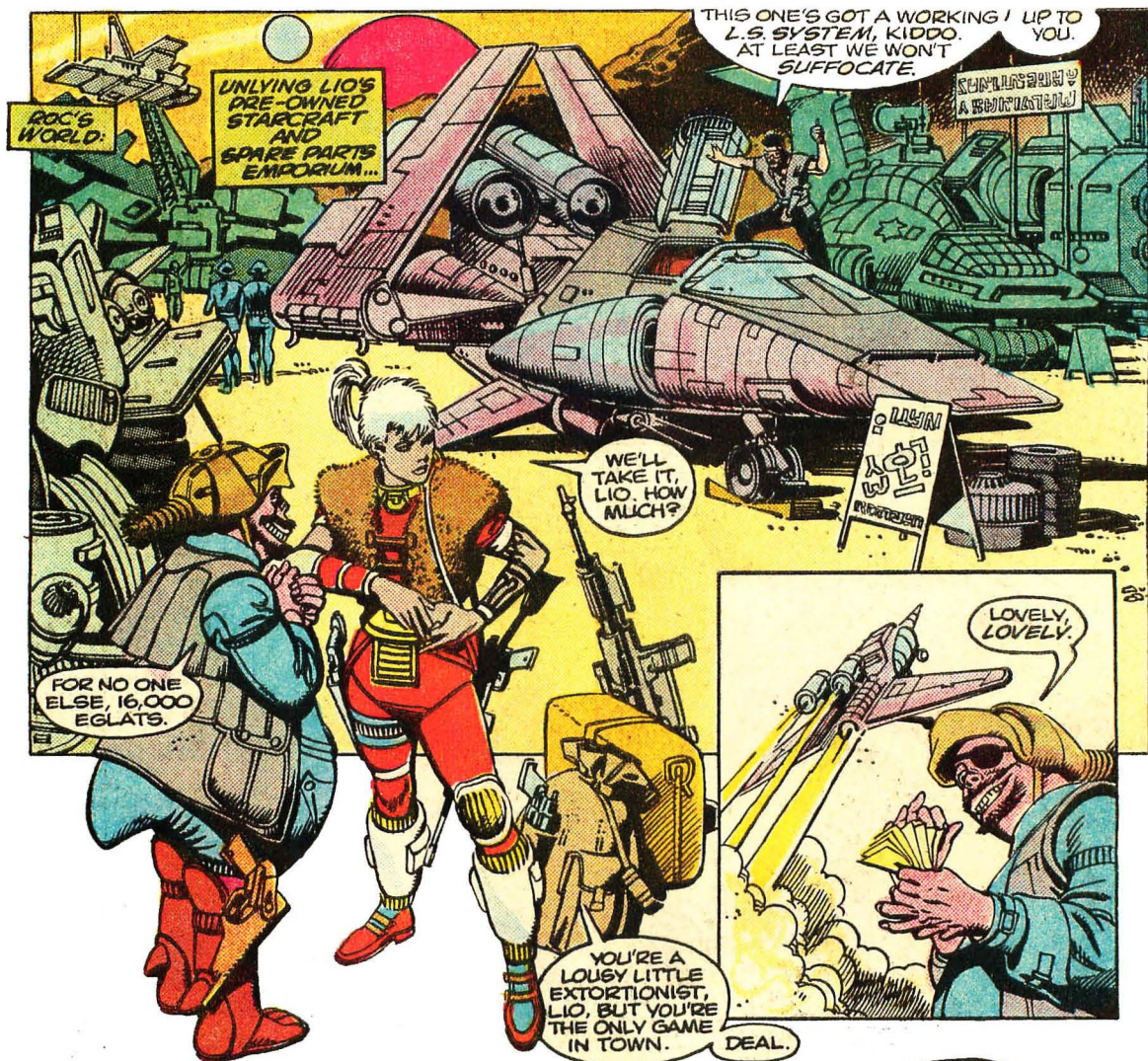
--UNTIL TONIGHT.

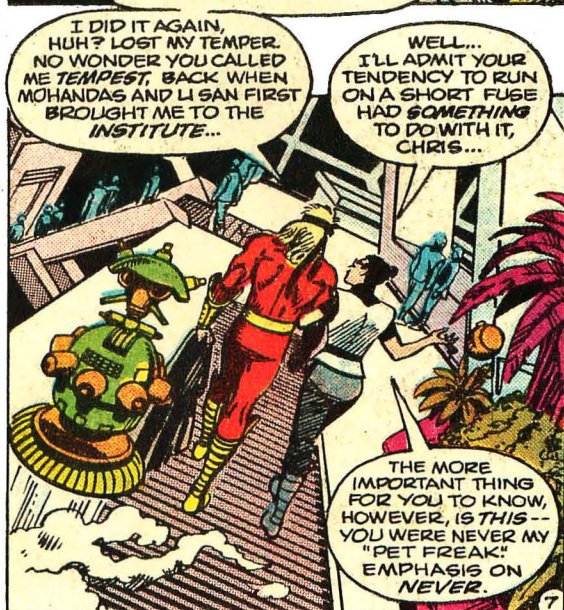
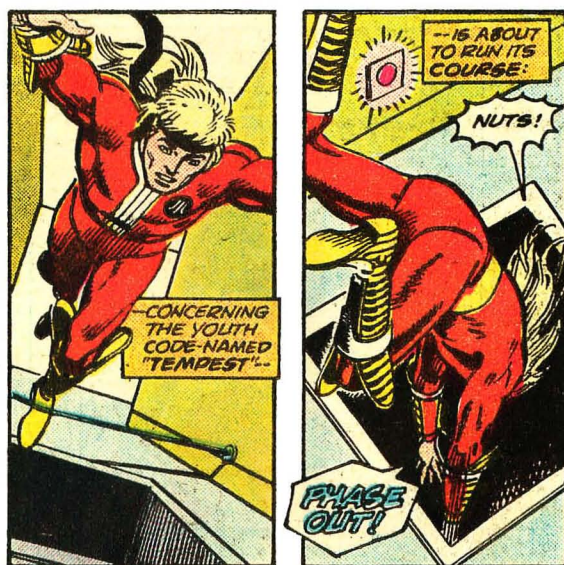


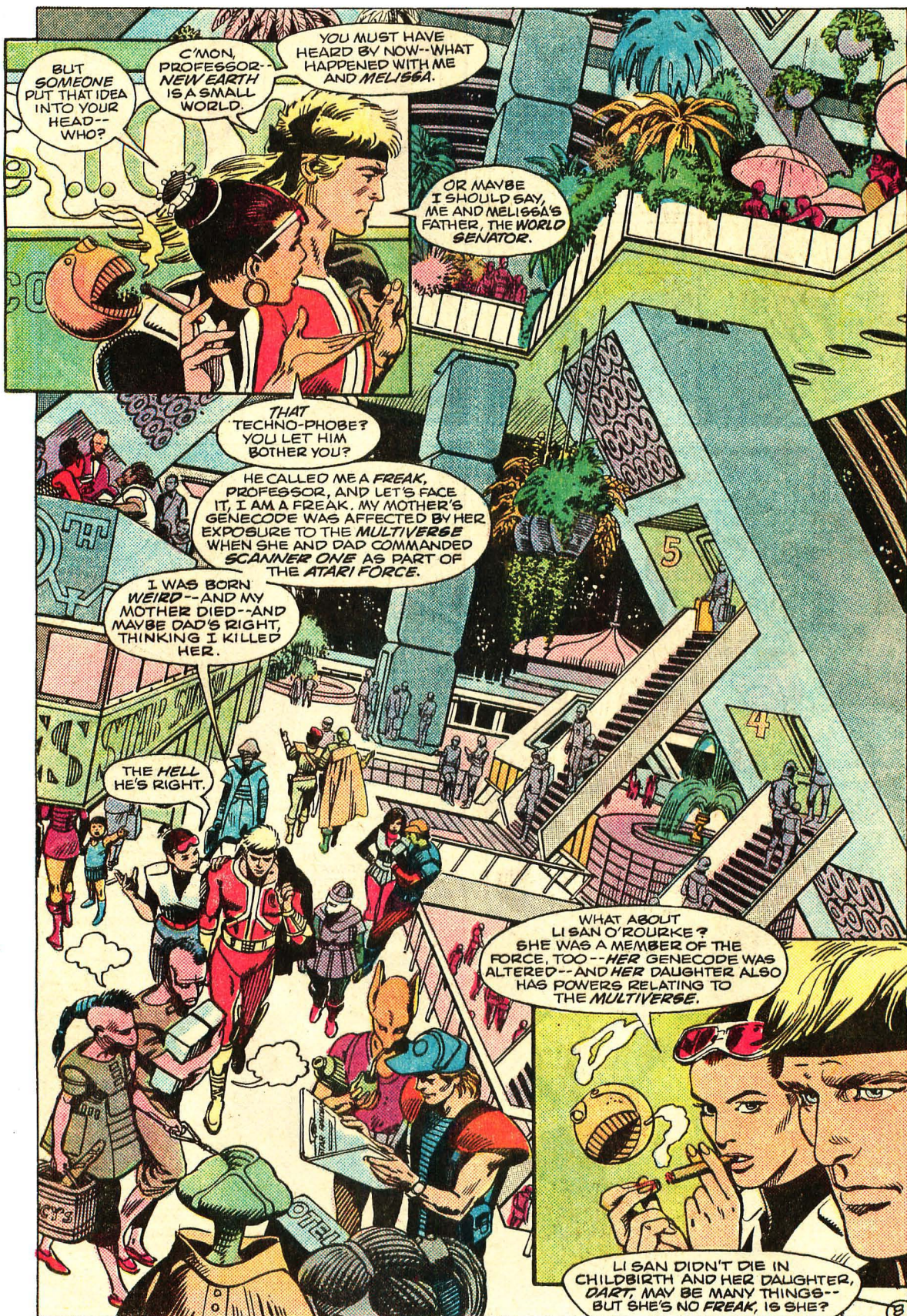
URK, RIDENT.

GREETINGS, LITTLE BROTHER.

LONG TIME NO SEE.







BUT SOMEONE PUT THAT IDEA INTO YOUR HEAD-- WHO?

C'MON, PROFESSOR-- NEW EARTH IS A SMALL WORLD.

YOU MUST HAVE HEARD BY NOW--WHAT HAPPENED WITH ME AND MELISSA.

OR MAYBE I SHOULD SAY, ME AND MELISSA'S FATHER, THE WORLD SENATOR.

THAT TECHNO-PHOBE? YOU LET HIM BOTHER YOU?

HE CALLED ME A FREAK, PROFESSOR, AND LET'S FACE IT, I AM A FREAK. MY MOTHER'S GENE CODE WAS AFFECTED BY HER EXPOSURE TO THE MULTIVERSE WHEN SHE AND DAD COMMANDED SCANNER ONE AS PART OF THE ATARI FORCE.

I WAS BORN WEIRD--AND MY MOTHER DIED--AND MAYBE DAD'S RIGHT, THINKING I KILLED HER.

THE HELL HE'S RIGHT.

WHAT ABOUT LI SAN O'ROURKE? SHE WAS A MEMBER OF THE FORCE, TOO--HER GENE CODE WAS ALTERED--AND HER DAUGHTER ALSO HAS POWERS RELATING TO THE MULTIVERSE.

LI SAN DIDN'T DIE IN CHILDBIRTH AND HER DAUGHTER, DART, MAY BE MANY THINGS-- BUT SHE'S NO FREAK, IS SHE?

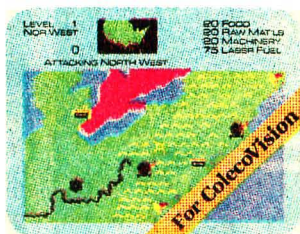
Play the
game the generals
play... for real.



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

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

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



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

Your time is running out.

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

that's so realistic, generals might even play it.

Isn't it time you tested your skills?

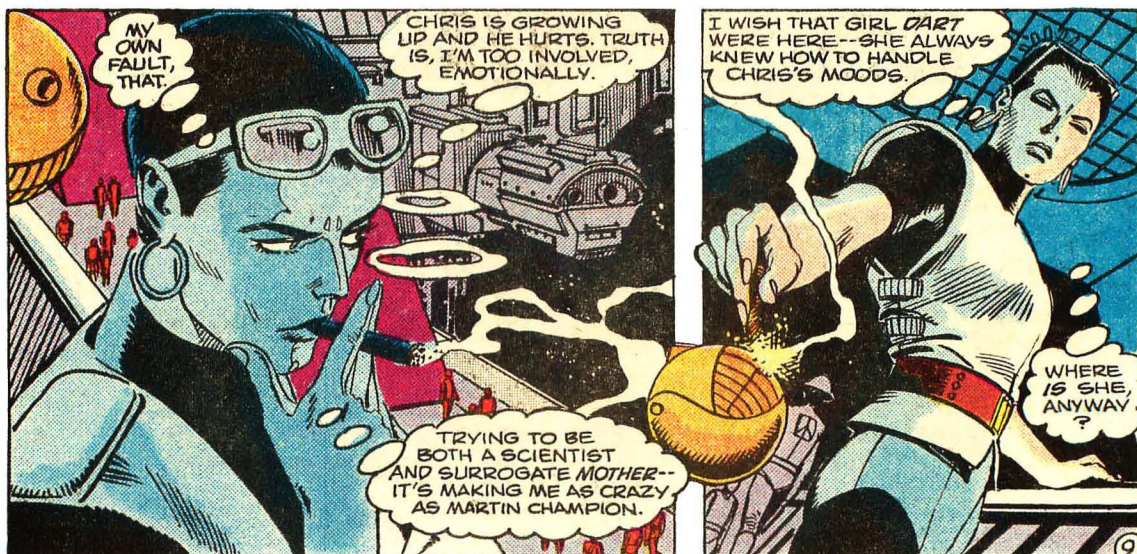
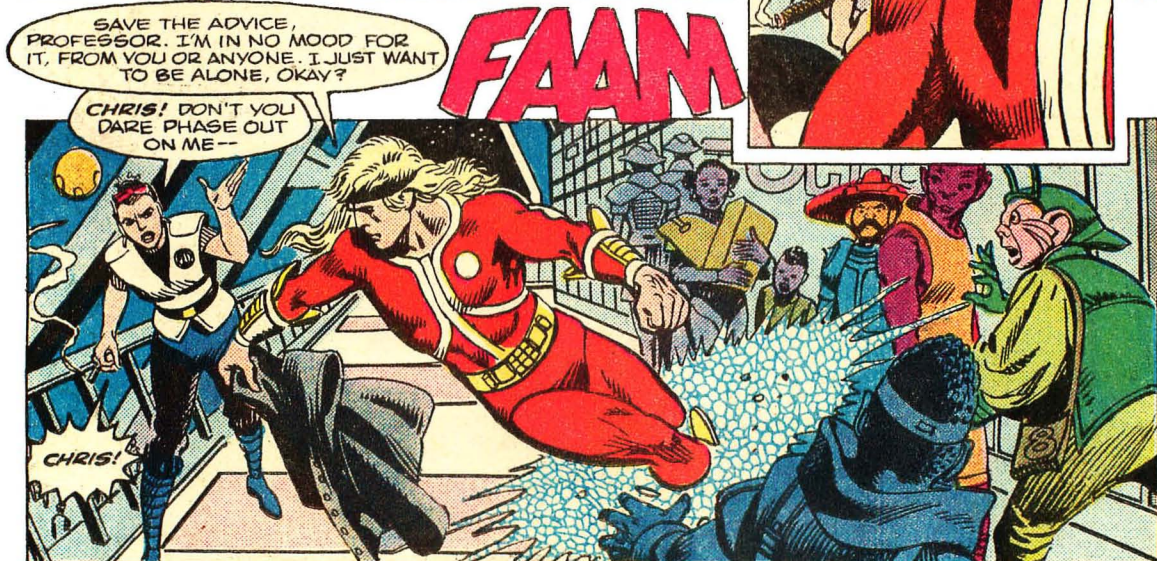
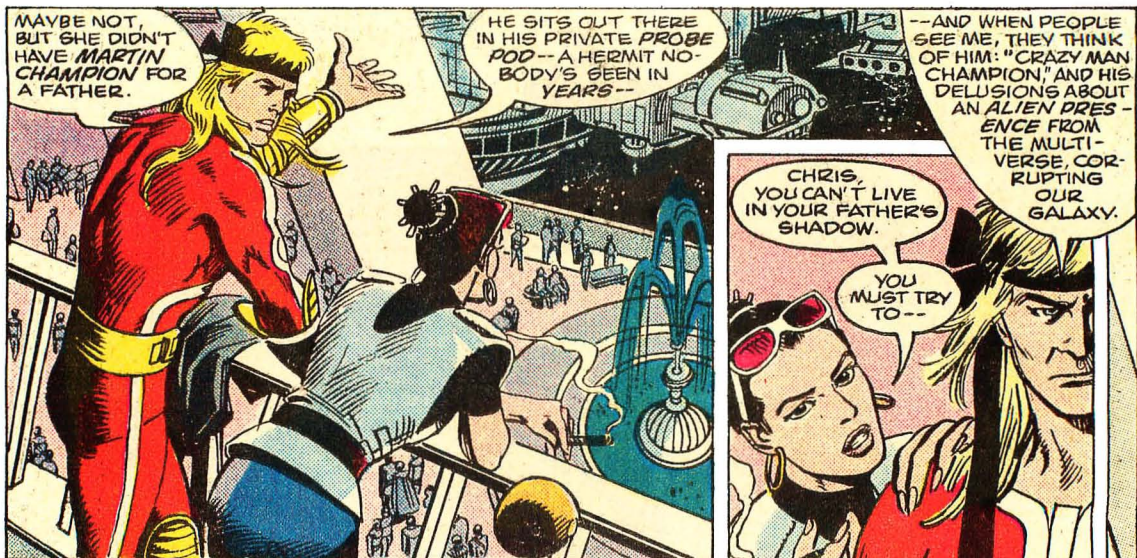
PROBE 2000 series

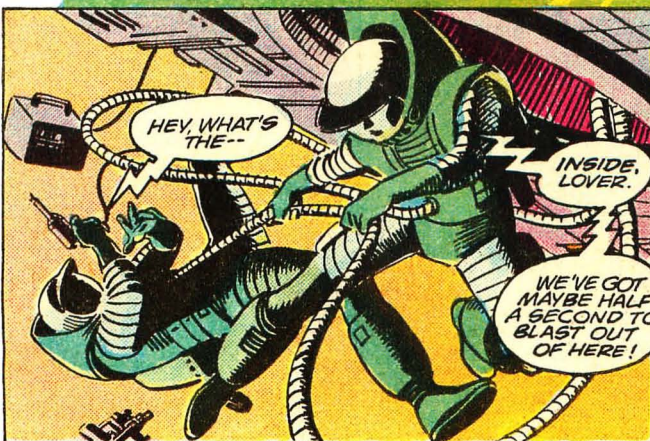
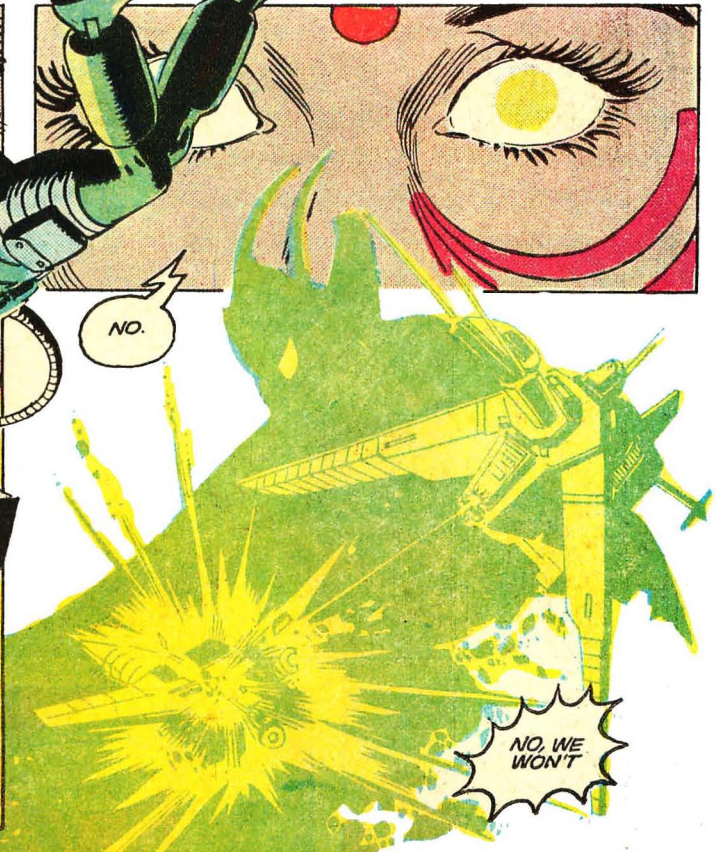
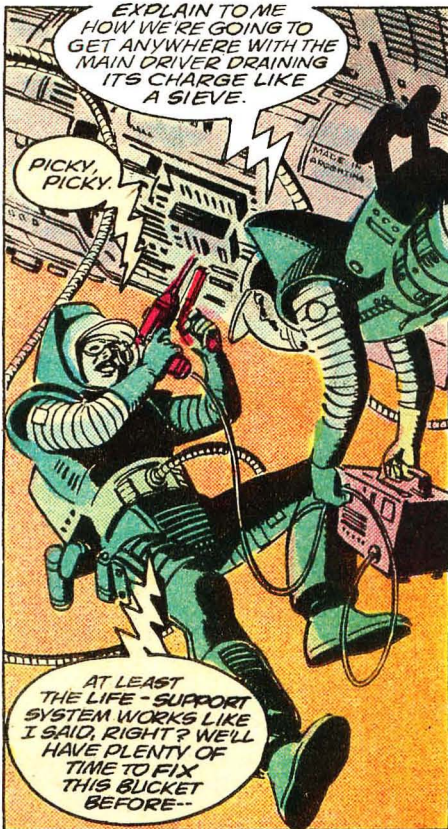
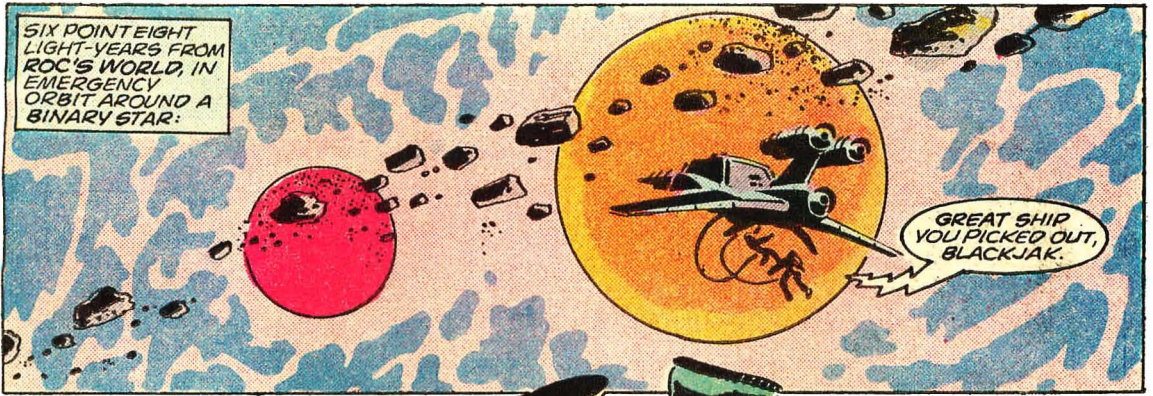
© 1983 N.A.P. CONSUMER ELECTRONICS CORP.

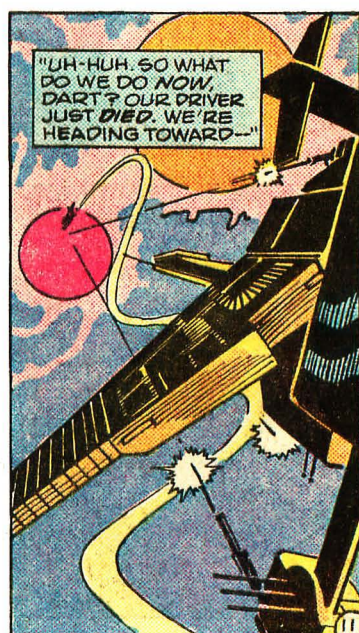
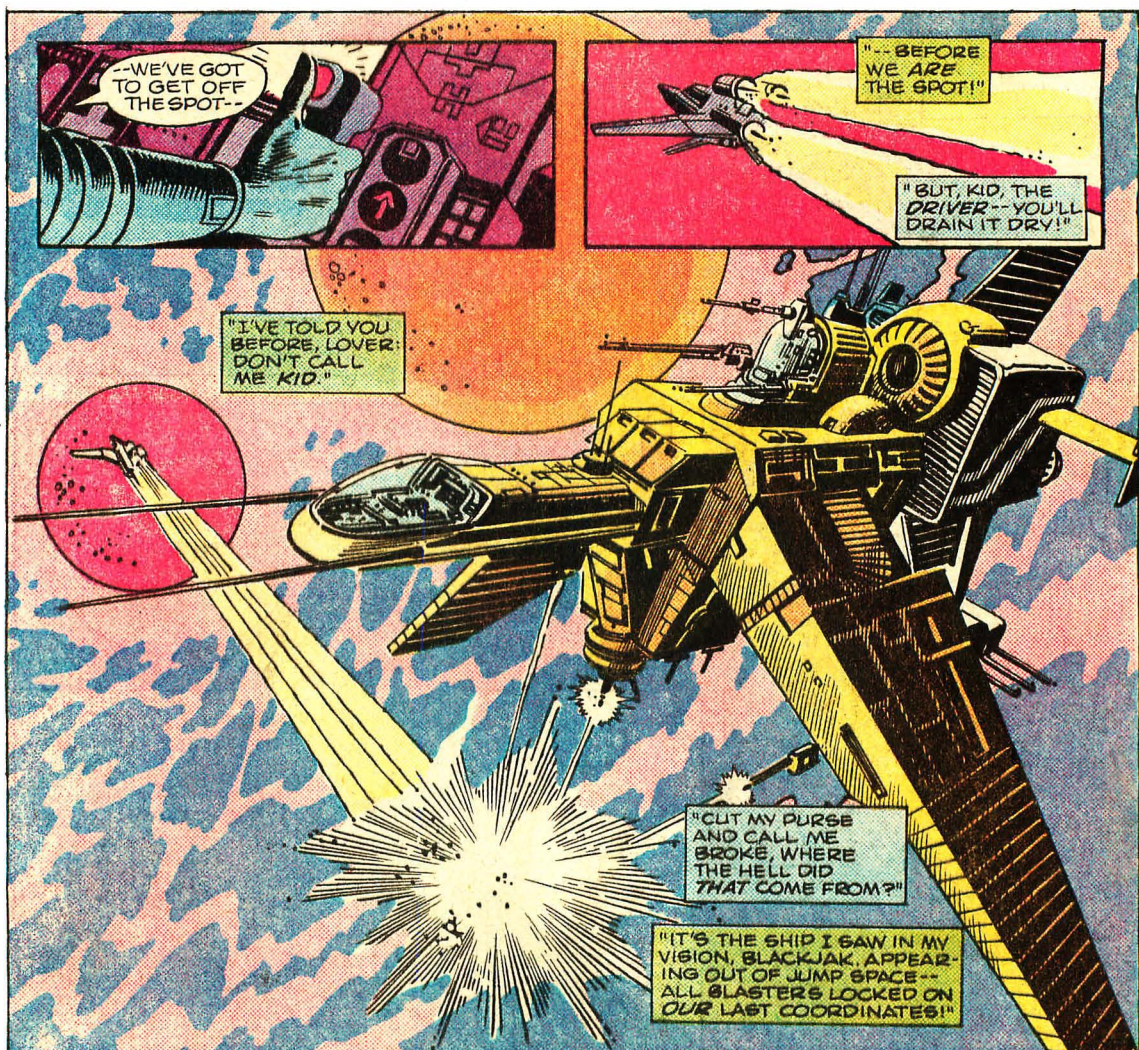
ODYSSEY

A NORTH AMERICAN PHILIPS COMPANY

*COLECOVISION IS A TRADEMARK OF COLECO INDUSTRIES, INC.



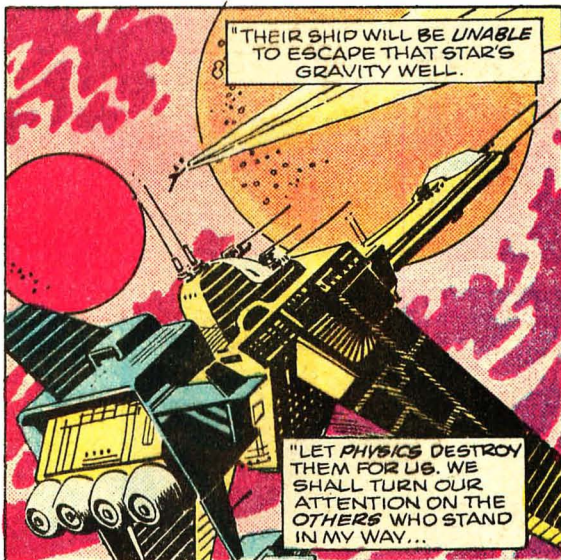






--THE BINARY STAR!

CEASE FIRING, KARGG. WITH THEIR MAIN DRIVER GONE, THE WOMAN AND HER COMPANION CANNOT BRAKE.



"THEIR SHIP WILL BE UNABLE TO ESCAPE THAT STAR'S GRAVITY WELL."

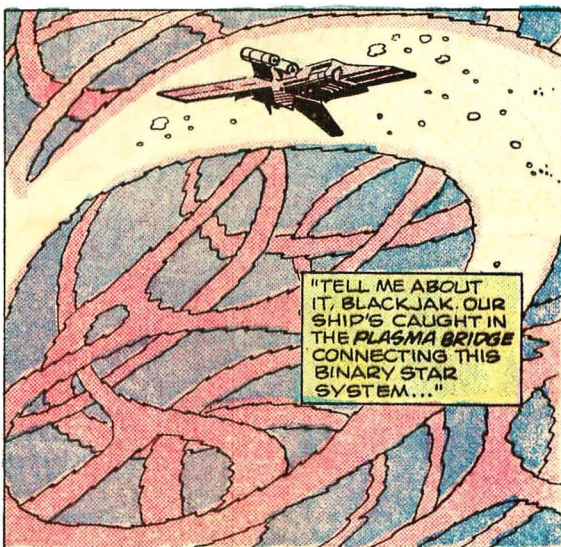
"LET PHYSICS DESTROY THEM FOR US. WE SHALL TURN OUR ATTENTION ON THE OTHERS WHO STAND IN MY WAY..."



"...THE INHERITORS OF MARTIN CHAMPION'S ATARI FORCE."

"UH... DART?"

"WE'VE GOT A PROBLEM HERE."



"TELL ME ABOUT IT, BLACKJAK. OUR SHIP'S CAUGHT IN THE PLASMA BRIDGE CONNECTING THIS BINARY STAR SYSTEM..."

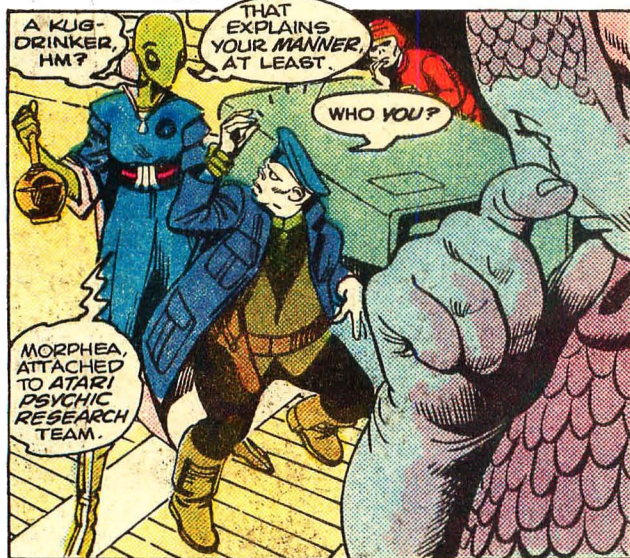
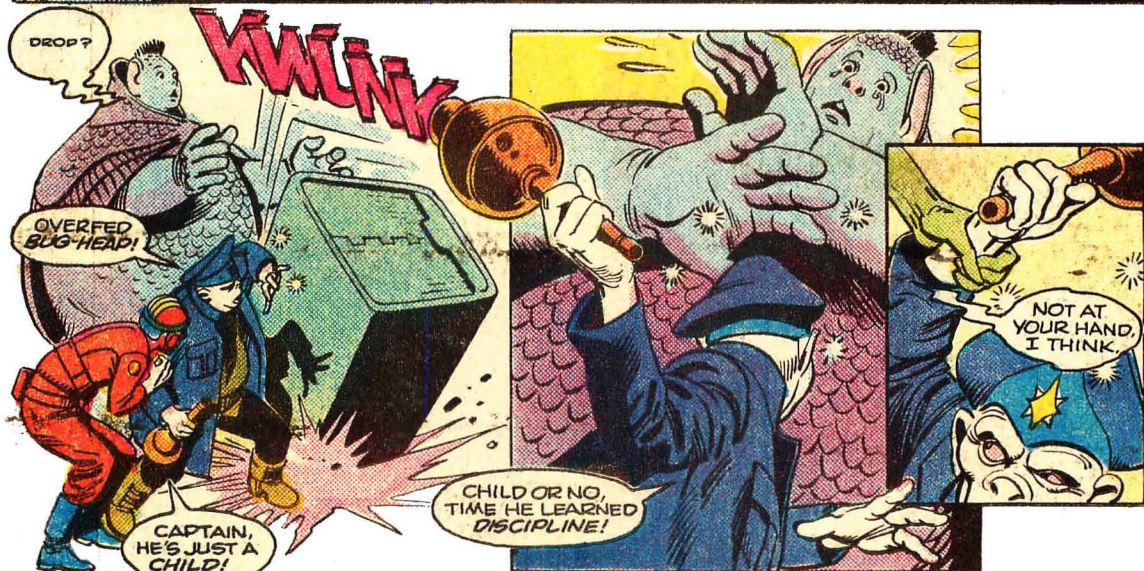
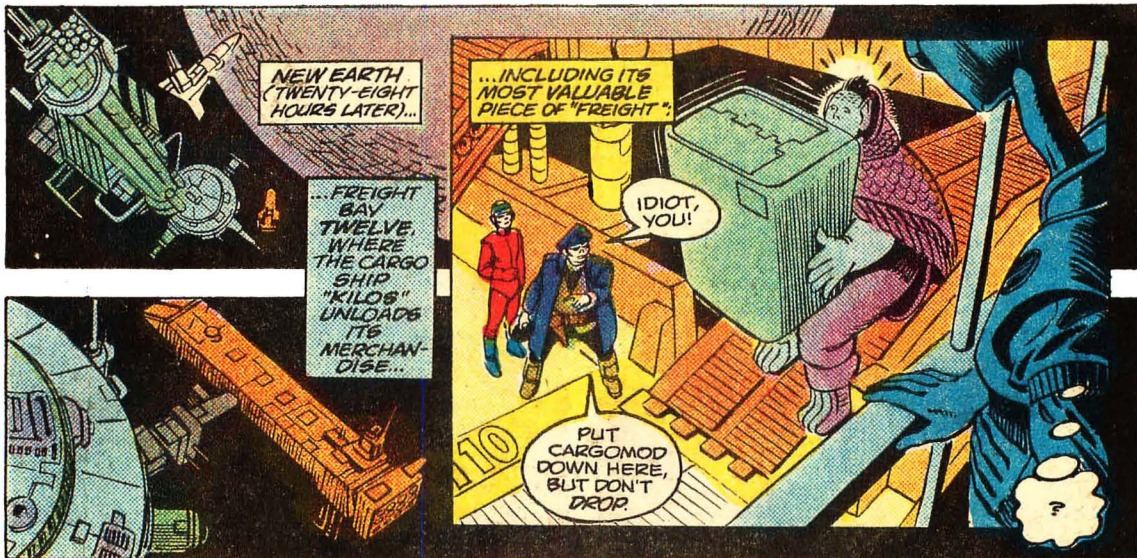


"...AND WITHOUT A DRIVER, WE WON'T HAVE POWER ENOUGH TO BREAK OUT OF ORBIT."

TRAPPED.

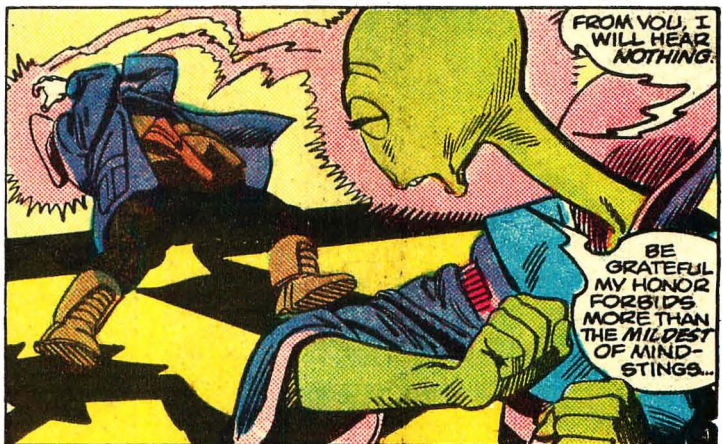
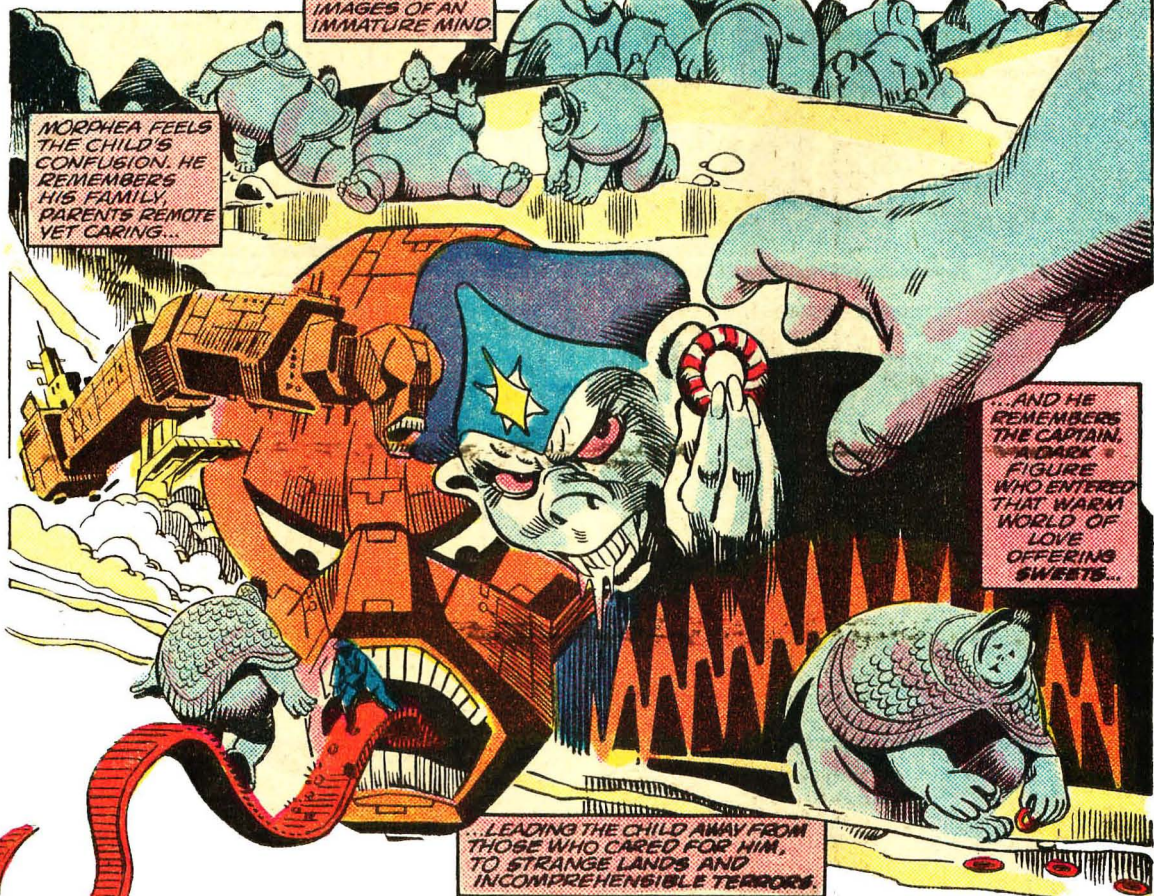
MY VISION'S COMING TRUE.

WE'RE GOING TO DIE.

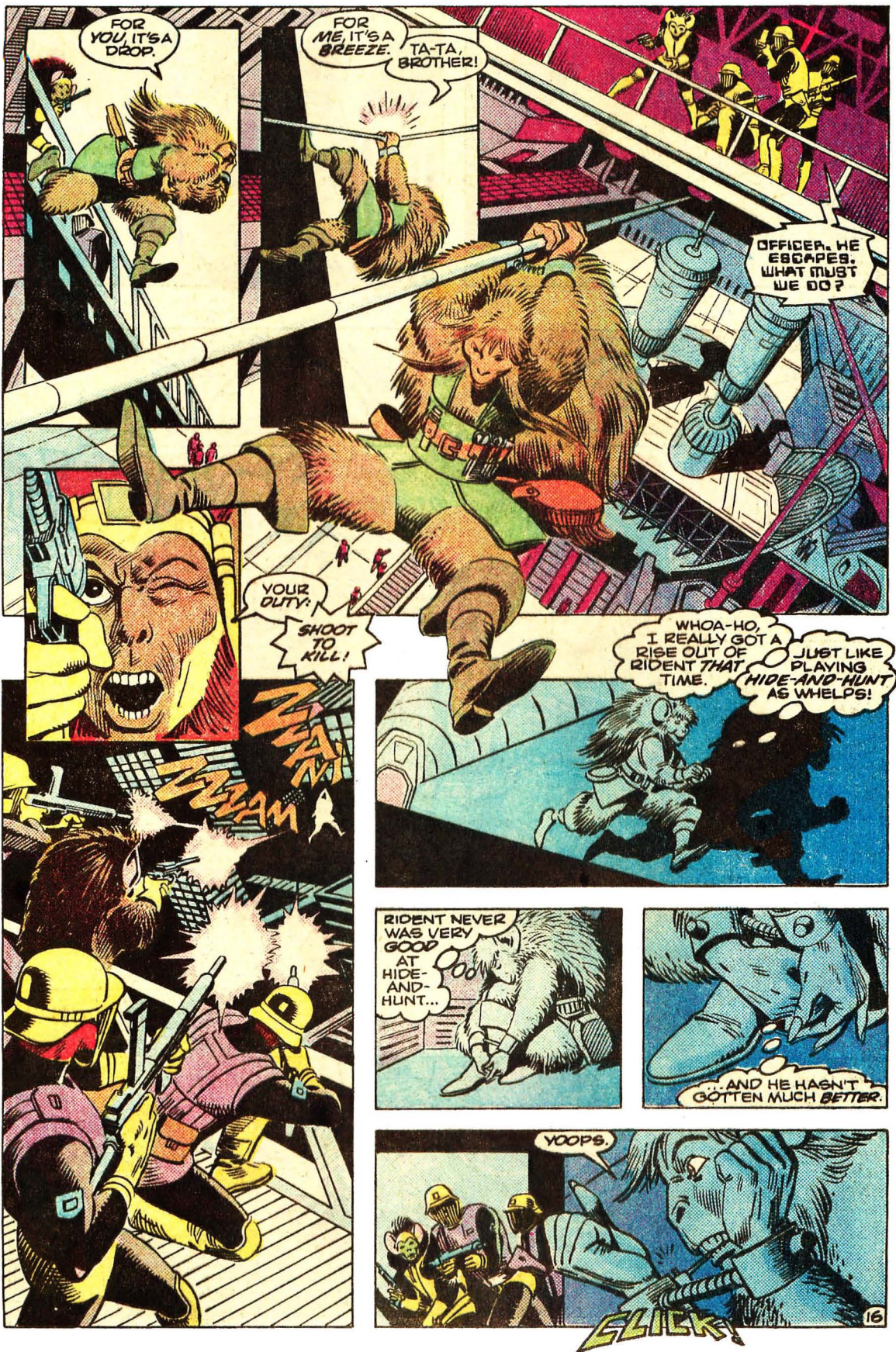




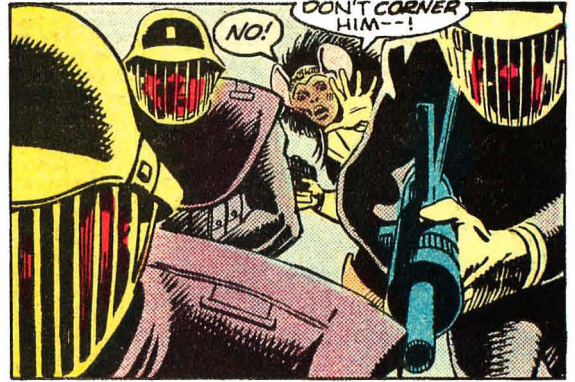
CHAOS: THE UNFOCUSED IMAGES OF AN IMMATURE MIND.







INSTINCTS LIVE IN EACH
OF US; IN HUMANS,
THEY ARE THE UNTHINK-
ING REFLEXES OF
OUR APE ANCESTORS...

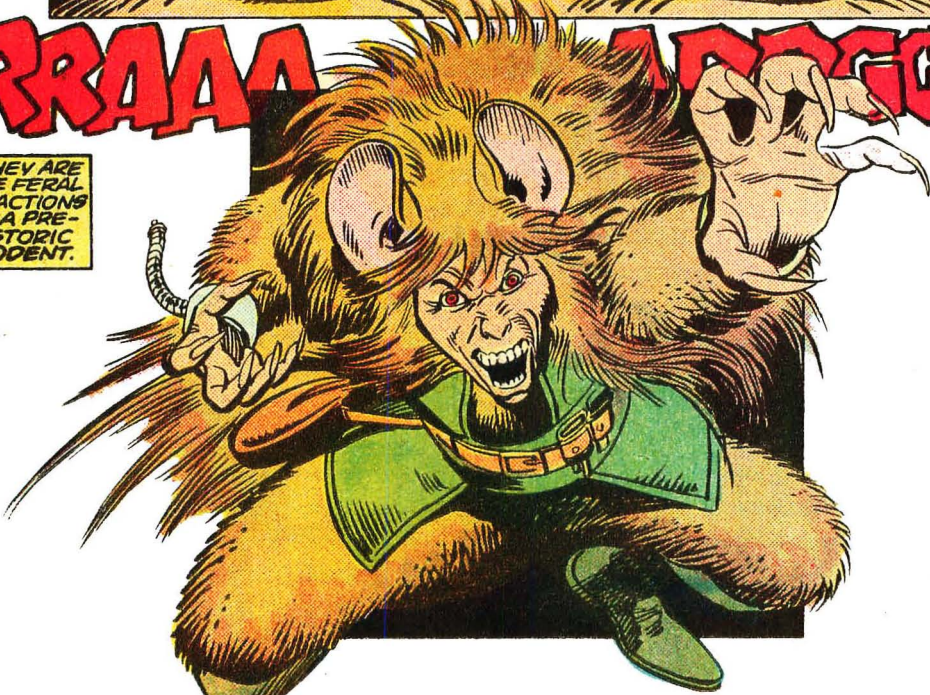


IN
PAKRAT--

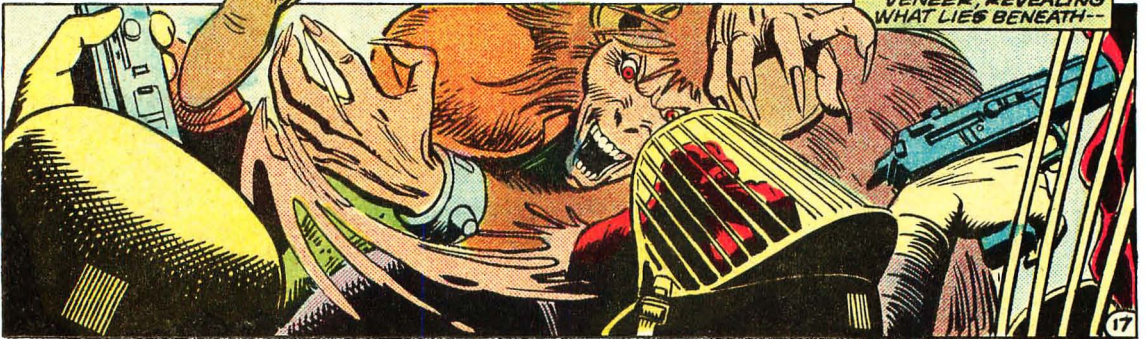


RRAAAH **RRGGGH**

--THEY ARE
THE FERAL
REACTIONS
OF A PRE-
HISTORIC
RODENT.



CIVILIZATION,
COWARDICE, CHARM:
IT'S ALL STRIPPED
AWAY LIKE A PAINTED
VENEER, REVEALING
WHAT LIES BENEATH--



COMIC BOOKS FOR SALE

1940 to 1978
over 100,000 in stock
50c for complete list
Robert Bell, Box 8326
Coral Springs, Fla. 33065

VIDEO PLAYERS—IMPROVE YOUR SCORE WITH THE VIDEO-MITT

A soft leather mitt which wraps around the players hand. One size fits all. IMPROVES GRIP—COMFORTABLE PROVIDES SUPPORT—ADJUSTABLE USE WITH HOME OR ARCADE GAMES. Specify right or left hand.

For each VIDEO-MITT
send \$3.25 = .50 postage to:
D & D ENTERPRISES
P.O. BOX 92714, PASADENA, CA 91109

SEND FOR OUR GIANT 16 PAGE LIST OF DC. & MARVEL COMICS FROM 1946 TO THE PRESENT. ONLY \$4.00. OVER 60,000 COMICS ON HAND. SAM'S COMIC WORLD, PO BOX 42106, TUCSON, ARIZONA 85733.

KIDS! BUILD YOUR OWN FLYING SAUCER!

Send now for Detailed Instructions on how to build your U.F.O.

Really Flies! Easy to build.

Send \$3.00 to: **P.S. Burroff,**
Box 62502, The Colony,
Tx. 75056

BIG COMIC CATALOGUE
MINT CONDITION Marvel, Disney, Golden Age and DC comics. Mini-Investment Guide shows you how to invest! Send \$1.25 for big catalogue refundable with first order to the **COMIC MINT** 5336 S. Glen Oak, Saginaw, Michigan 49803.

COMIC BOOKS

FOR SALE

250,000 in stock, complete Marvel & DC Groups from 1935-1983. Also T.V. Guides, James Bond, U.N.C.L.E., Doc Savage, Mags, Dark Shadows, T.V. Avengers, Disney, Movie Items, etc. From 1900-1983. We Buy. **GIANT CATALOG 95c**

HOWARD D. ROGOFSKY
P.O. Box 1102, Flushing, N.Y. 11354

DC, MARVEL, DELL COMICS SALE. ALL BELOW GUIDE. UP TO 50% OFF. BONUS OFFERS ON 12pg. LIST. SEND 35c TO G. HEIDEN, 1650 OCEAN AVE. BKLYN, NY 11230. GUM CARDS STOCKED — SEND FOR SPECIAL LIST NOW & SAVE

March of Dimes

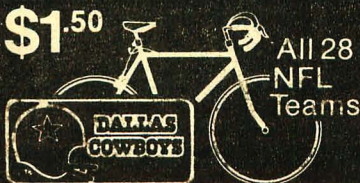
BIRTH DEFECTS FOUNDATION

Write advertiser direct
for information.

For advertising rates write
SANFORD SCHWARZ & CO
355 LEXINGTON AVENUE
NEW YORK, N.Y. 10017

NFL BIKE TAG SPECIAL!

\$1.50



All 28
NFL
Teams

Be the first to collect these great metal bike tags. Each tag is \$1.50 plus 50c postage per order. Order several. Send money and list of teams to MFP Manufacturing, Dept. DC-9 PO Box 30331, Raleigh, NC 27622.

Dealer inquiries call 919 781-0877

Thousands of Marvels & DCs

For catalog send 50c to:

CENTORCOMICS

122 E. 42 St. New York, NY 10168
A division of Centermidia Inc.



HAPPY 50th ANNIVERSARY KONG. Get 3 1/2 x 5 thru Lifesize Photos of KING KONG on the Empire State Bldg. \$2.00 catalog & handling. L. BENAW & QRLAND, H.B.O. Photo, Box C-2, 639 Lenox Av., NYC 10037. COLLECTORS ITEM.

SAVE ON NEW COMICS!

Westfield Comics Subscription Service sells all new 60c comic books for 40c and all new 75c comic books for 50c (Marvel and DC). This saves you almost 35% off cover price!

We also carry all the direct-only titles like the new Epic line from Marvel, Moon Knight, Microneuts, Ka-Zar, Camelot 3000, Omega Men, Elkquest, Carebus, Spirit, and the new independent comic book publishers such as Americomics, First, Eclipse, Pacific and Capital.

In addition we feature the best specialty magazines and fan publications like Amazing Heroes, Comics Journal, Comics Scene, Dr. Who, Dragon, Starlog, and many more, all at a substantial discount to you. **EVERYTHING WE CARRY IS DISCOUNTED AT LEAST 25%!!**

No service charge or hidden costs and the minimum order is only \$10! You pay the exact UPS shipping cost and you choose shipping frequency—biweekly or monthly. You will receive a new order form each month which provides you with total flexibility in ordering both titles and quantities. Your comics and magazines are protected in plastic bags and mailed in specially constructed boxes.

All subscribers are provided with advance DC and Marvel news and our special Westfield Newsletter for up-to-the-minute information and details on all special publications, an invaluable asset when preparing your order.

Send us your name and address (please write legibly) and a 20c stamp for complete prices and our special, easy to use order form.

Westfield Comics

6401 Grand Teton Plaza

Madison, WI 53719 (608) 833-2122

Best Prices Paid! Huge Selection!
Used Video Game Cartridges
Send self-addressed stamped envelope for FREE price list.
Used Video Tapes, Inc.
P.O. Box 4530 DC
Warren, New Jersey 07060

COLLECTORS: Problems Finding That Special Comic? We have Thousands Of Comics Competitively Priced. For List Send 75c (Refundable With 1st Order) To: **K&R COMICS** 1388 Thomas Place, Dubuque, Iowa 52001

USED VIDEO GAME CARTRIDGES

SAVINGS UP TO 75%
WE BUY & SELL

SEND: SELF ADDRESSED STAMPED ENVELOPE FOR OUR FREE PRICE LIST
SHOW & TELL VIDEO, GARDINER
MANOR MALL, DEPT 98, 834 SUNRISE HIGHWAY, BAYSHORE, N.Y. 11706

GOLDEN STATE COMICS

Send 25c for comics selling list and FREE protective comic bag.
4688 Boundary, San Diego, CA 92116
or visit our store.

HIGH SCHOOL

The American School has been helping adults FINISH HIGH SCHOOL AT HOME in sparetime, by correspondence for almost 80 years. DIPLOMA AWARDED... see if we can help you.
American School, Dept. 20112
850 East 58th St Chicago, IL 60637

Name _____
Address _____
City/State _____
Phone _____

--- NO FINANCE CHARGES ---

An ATLAS BODY? in 7 days

DYNAMIC-TENSION starts giving results you can feel and your friends will notice. Big, useful muscles. Gain weight, if needed. Lose "pot belly." Send name and address for 32-page book—FREE.
CHARLES ATLAS, 49 West 23rd St., New York, N.Y. 10010 Dept. 81C



AUTHENTIC
Shark's Tooth
PENDANT-ON-CHAIN
A LASTING GIFT FOR ONLY **\$9.95**



2-3 WEEK DEL
CASH • CHECK
OR
MONEY ORDER

GARO SHARKO

2238 OCEANSHORE BLVD.
ORMAND BEACH, FL 32074

KOLOR CUT/STICK-ON'S

Unique Stick-On's that will "live" up your notebook, wall, mirror, lunch pail or ?
Color them, cut them out.



THEY WILL STICK TO JUST ABOUT ANYTHING!

ALL 4 FOR \$1.75

PLUS 25c POSTAGE
OR SEND FOR OVER 85 DESIGNS YOU CAN CHOOSE FROM (ENCLOSE 25c FOR POSTAGE)

SEND NOW!
WILSON ART
P.O. Box 141012
Spokane, WA 99214

CROSS SWORDS WITH CHAMPIONS!

enter the lost world of

THE WARLORD

WITH **REMCO** TOYS!

ARAK™

YOU MAKE DC COMICS' EPIC FANTASY HEROES COME ALIVE WITH THESE ACTION FIGURES FROM **REMCO!** EACH 5 1/2-INCH FIGURE COMES COMPLETE WITH ACCESSORIES!

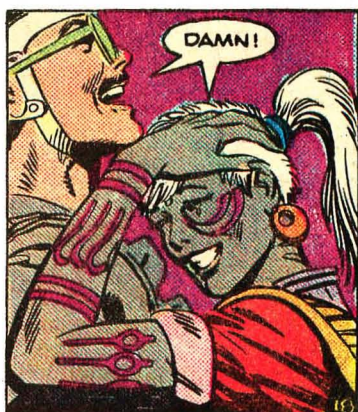
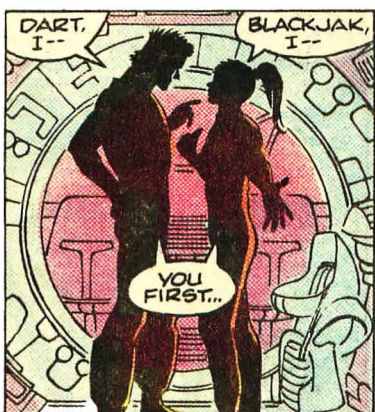
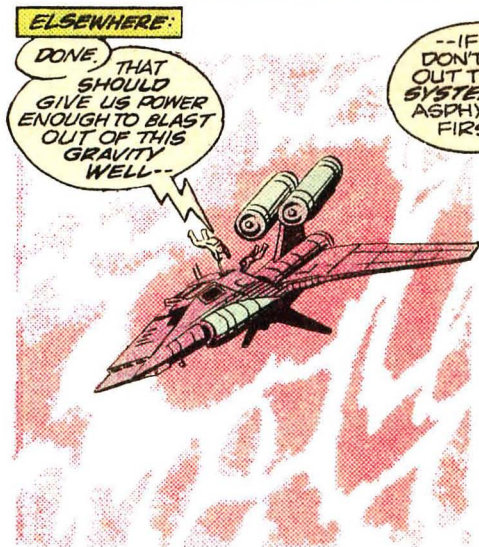
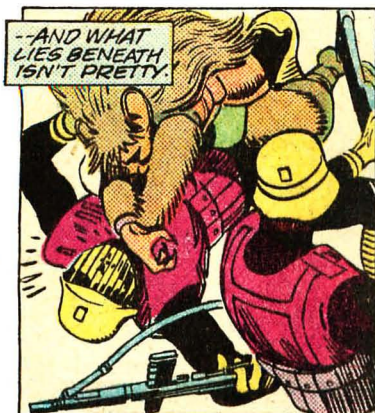
AVAILABLE SOON
AT YOUR FAVORITE
TOY STORE!

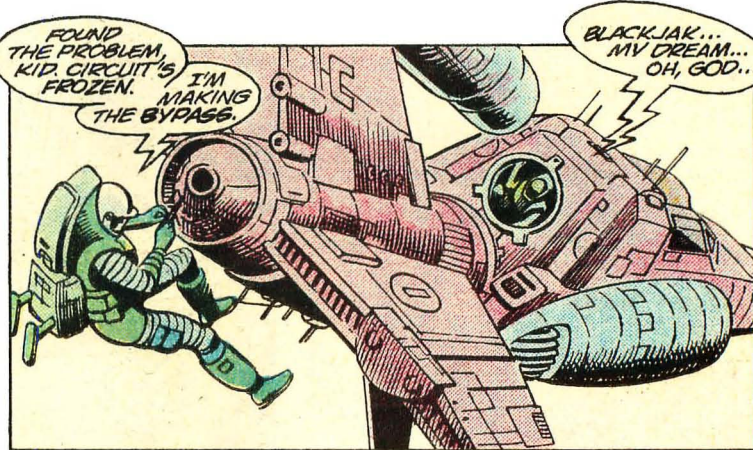
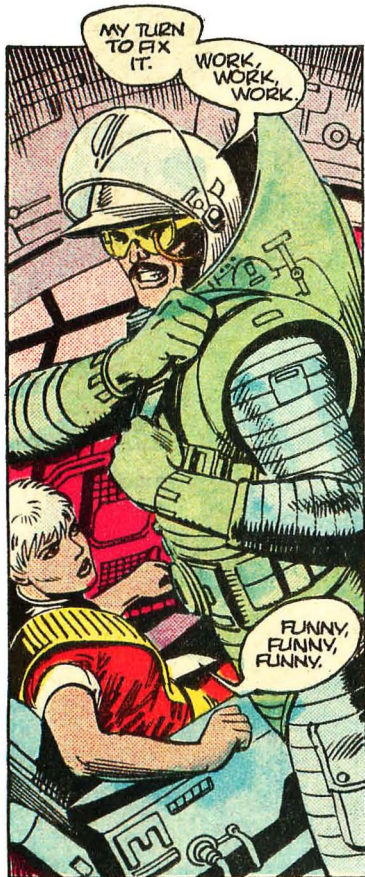
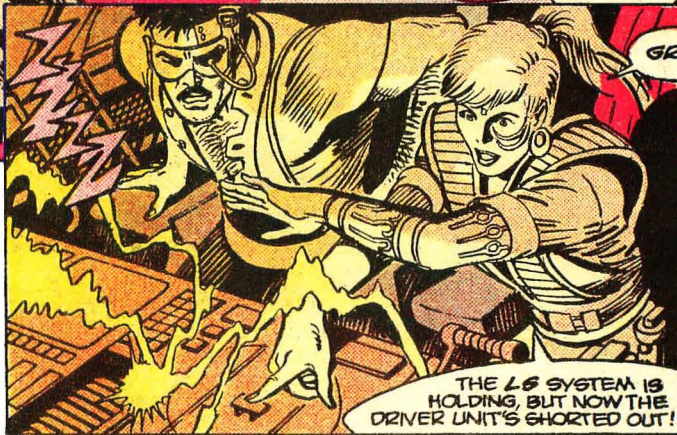
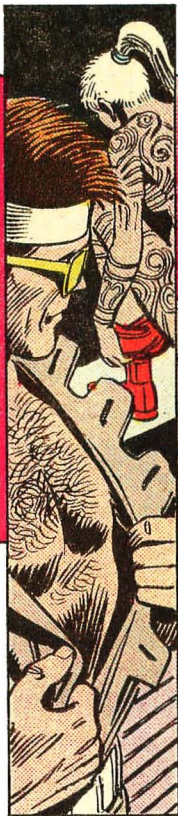
BONUS!

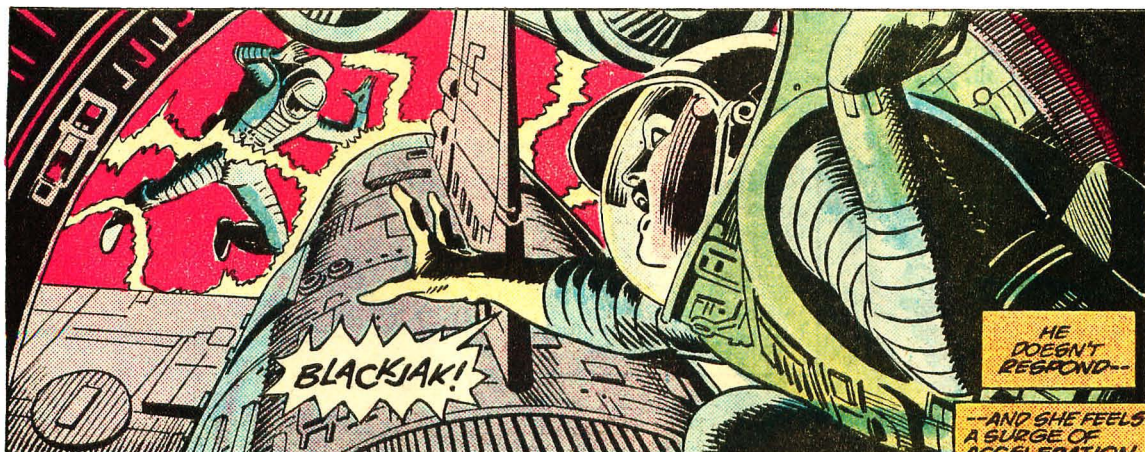
INSIDE PACKAGE--
"BATTLE BENEATH THE EARTH!"
A FULL-COLOR DC COMIC BOOK
WHILE SUPPLY LASTS!

ACTUAL SIZE
5 1/2"

HERCULES

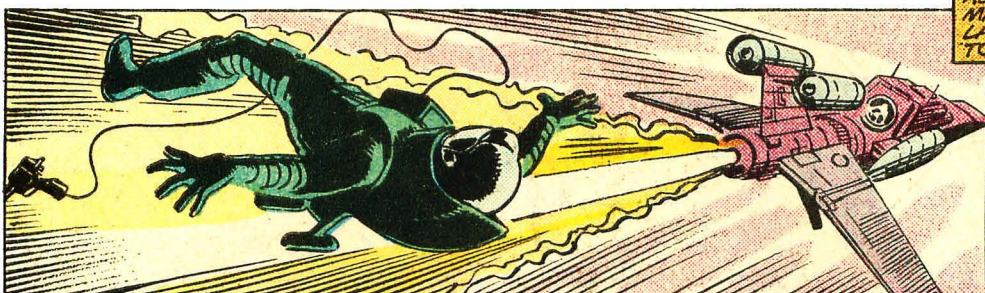




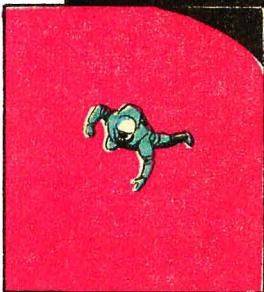


HE DOESN'T RESPOND--

--AND SHE FEELS A SURGE OF ACCELERATION AS THE BYPASSED MAIN DRIVER AT LAST KICKS TO LIFE.



SHE HAS NEVER FELT HELPLESS BEFORE. THE NEXT SECONDS SEAR HER MEMORY LIKE A WELD ON STEEL.



MEXI
THE
FOR

FACT FILE 4: DART



NAME: ERIN BIA
O'ROURKE-SINGH
AKA: "DART"
DATE OF BIRTH:
1/03/2007
AGE: 21
HEIGHT: 2.01 Meters
WEIGHT: 72 Kilos
NATIONALITY: HINDU-
IRISH-CHINESE

PERSONAL HISTORY: PRIVATELY TUTORED BY PARENTS SINGH & O'ROURKE IN ENGINEERING, COMPUTERS, CYBERTRONICS, ADVANCED PHASE DRIVE PHYSICS; MASTERED ALL FORMS OF TERRAN MARTIAL ARTS UNDER MOTHER'S SUPERVISION (LI SAN O'ROURKE WAS SECURITY OFFICER ABOARD "SCANNER ONE" AS A MEMBER OF THE ORIGINAL ATARI FORCE); ARRESTED FOR ANTI-SOCIAL ACTS 7/10/2023 (SHE ATTACKED AND VIOLENTLY INJURED A GROUP OF ADOLESCENTS AFTER BEING TAUNTED FOR HER ILLEGITIMACY); JOINED MERCENARY SQUAD 8/02/2023 WHILE ON PAROLE; HAS FOUGHT IN 78 MAJOR ENGAGEMENTS ON 25 WORLDS UNDER 16 DIFFERENT COMMANDERS; FORMED HER OWN MERC COMPANY WITH "BLACKJAK" (TRUE NAME UNKNOWN) IN 2026; HAS SPENT THE LAST NINE MONTHS ON ROC'S WORLD, FIGHTING FIRST FOR GOVERNMENT, THEN FOR REBELS.

COMMENTS: INTENSELY LOYAL, INTELLIGENT, CONTROLLED; APPARENTLY ABLE TO "SEE" POTENTIAL FUTURES; THIS HAS REINFORCED HER SELF-RELIANT PERSONALITY, OCCASIONALLY LEADS TO INFLEXIBILITY; PASSIONATELY IN LOVE WITH "BLACKJAK," THOUGH UNABLE TO VOCALIZE HER FEELINGS.
—MORPHEA, MEDICAL



ZORCOM SPACE SHIP

The Dynamic New Space Adventure Kids Can Really Get Into!

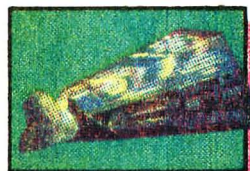
STURDY PLACE

Made of heavy-duty 275 lb. tested fiberboard designed to withstand lots of vigorous play.

GREAT ADVENTURE AT GREAT PRICES!

EXCITING PLACE

Illustrated with an astonishing array of colorful space graphics, ranging from vibrant reds & yellows to passive blues & greens.



HIDING PLACE

Young Astronauts can crawl IN or THRU their own secret hiding place (more than one ship creates a squadron, space station, a tunnel and more).



CREATIVE PLACE

The roomy interior has over 35 sq. ft. of clean white working space for children to customize their ship by drawing, coloring, stickers, etc.

SAFE PLACE
Nontoxic, no sharp edges and no metal parts.

FUN PLACE
The spaceship can be used in many positions. It even stands up for play launch into a fantasy stratosphere.

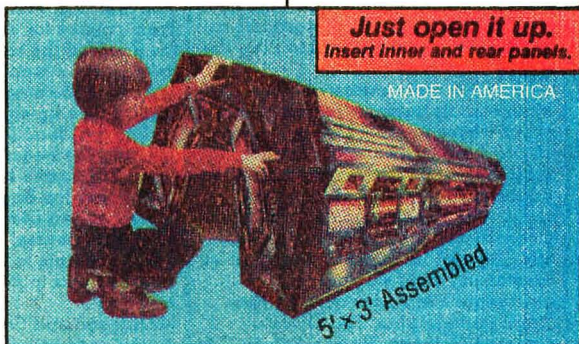
"A Creative Growth Company" ZORCOM, P.O. Box 848, Utica, N.Y. 13503

Easy to Assemble and folds up for storage.



Just open it up.
Insert inner and rear panels.

MADE IN AMERICA



NEW

ADVENTURE CASSETTES!

JOURNEY WITH ZORCOM IN HIS-PULSATING SPACESHIP-HEAR THE AWSOM VOICES-LASERS-BATTLES AND BEASTS COME TO LIFE IN DRAMATIZED STEREO.

☐ Send me 1 cassette at \$5.99 plus NY State 75¢ for mailing (U.S. dollars), add sales tax.

(Make check or money order payable to: Zorcom P.O. Box 848 - Utica, NY 13503

Name

Address

City

State

Zip

COLLECT THEM ALL

All Canadian & Foreign orders add \$1.50 extra for postage.

ZORCOM SPACESHIP Order Form

ONLY NOW! WITH MY SPECIAL SQUADRON OFFER CAN YOU AND YOUR FRIENDS PAY AN INCREDIBLE **9.95** EACH FOR TWO OR MORE SHIPS!



Order Today!! Money Back Guarantee

- ☐ Send me 1 spaceship at \$12.95 plus \$3.00 for shipping
- ☐ **SPECIAL OFFER** (with 2 or more ships) Send me _____ spaceships at \$9.95 each plus \$3.00 each for shipping. If you live in NY State add sales tax.

(Make check or money order payable to: Zorcom P.O. Box 848 - Utica, NY 13503

Name

Address

City

State

Zip

Offer good in U.S.A. only. Void where prohibited.

★ FREE POSTER ★
A special 17" x 24" poster of ZORCOM's "Forgotten Zone" with pictures of the spaceship and crew.

ZORCOM Vol. 1 in the ZORCOM Audio Adventure Series. Join ZORCOM on a journey through time and space to the Forgotten Zone. Hear the attack of the dread Hakka beasts ... listen to laser control beams as ZORCOM maneuvers inside the Caverns of Invisible Doom ... brace for the surge of power that rockets YOUR SPACESHIP ... feel the chill of the AUDIO ADVENTURE SERIES ... One step beyond the thrills of the comic book/The next frontier in fantasy adventure ... watch for Vol. 2.

© ZORCOM Enterprise Inc. 1983. All rights reserved.

MEANWHILE.

RANDOM THOUGHTS: ON THE CONVENTION TRAIL, 1983

I like flying, I really do! (Providing I'm in an airplane ... no matter what the ads said, I don't believe a man can fly!) I hate getting to and from airports, though, and since I'm a bit paranoid about missing flights I tend to allow a little extra time to get to the airport (just in case) and inevitably find myself hanging around for an hour or two before I can board my flight. Thank God for airport bookstores, coffee shops and, I guess, cocktail lounges. Getting home after a trip is *always* a hassle. I live in Connecticut, about seventy miles from N.Y. airports and whether I have my car or hop a limo, the ground trip home seems to tire me more than the flight.

I became more aware of these attitudes this summer as just about every weekend I traveled to a distant city to attend a comic convention, the most ambitious convention tour ever undertaken by DC and/or yours truly. With Sal Amendola (our Talent Coordinator) for company on every trip and various other DC luminaries on some of them we attended conventions at Anaheim, CA; New York; Philadelphia, PA; Ottawa, Canada; Chicago, IL; San Diego, CA; Orlando, FL; still to come are Boston, Hartford, Wichita and New York again. I missed Houston, though I was scheduled to go and a small show in the Washington, D.C. area was cancelled.

I'm writing this a few days before Labor Day with Bob Rozakis (and the typesetter) hovering anxiously in the background. (copy was due September 1st ... late again!) A jumble of fleeting remembrances, impressions and random thoughts vie for attention.

I remember;

—Sal Amendola calling my home from Houston to make sure I was still alive. He'd flown there from Washington, D.C. where he had just completed teaching a week-long seminar on drawing S.F. comics at the Smithsonian Institute. He expected to meet me at the Houston convention. A rumor spread on the

convention floor that I had collapsed, passed out or had been taken to the hospital in a state of exhaustion. All untrue, of course ... but I was tired and not feeling well enough to take the trip. Still, Sal's concern (and the rumor-monger's) was touching.

—The wonderful reception afforded DC's 16MM sound film which was shown at least once each convention. It's about ten minutes long and after a brief retrospective, it outlines all the new and exciting comics coming from DC for the rest of '83 and some of '84.

—Having Murphy Anderson (and Mrs. "Murph") show up, unexpectedly, at many of the conventions. Murph has been away from comics for about 10 years while he handled the immense task of producing a monthly preventive maintenance magazine for the U.S. Army. He's finished with that and his byline and familiar style will be gracing the pages of DC Comics again! Welcome back, Murph.

—Meeting Joe Shuster and Jerry Siegel at San Diego. We've met before, of course, and we didn't have too much time to talk this time but it's always good to meet Superman's creators.

—Chicago and San Diego which continue to be among the best attended and best organized cons around. (Although there was a massive room foul-up at Chicago this year, it was the hotel's fault.) Lotsa pros, lotsa fans and dealers at both.

—The Ottawa con held on a modern college campus. We slept in small, clean dorm rooms (Ye Gods! No TV?) Some pros thought that wasn't sophisticated enough, I guess, and opted for hotel accommodations nearby. Sal and I (the DC contingent) stayed and had fun! Sloshing beer with college guys made me feel young again ... Briefly.

—Talking to so many of our readers and fans. About comics in general and DC Comics in particular. Most of 'em thought comics today are more exciting than they've been in years.

—Wishing I could have talked to more.

—Grateful to be alive after being attacked (sort of) by about a half

dozen crazed DC writers upon my return to the hotel in San Diego. I was coming home from a nice dinner at a Mexican restaurant down at the harbor and these six loonies had concocted an idea for a new maxi-series and were looking for me to approve the idea. They charged at me as I entered the lobby and in exchange for sparing my life I gave them the go ahead ... and the **DC Challenge** was born! (More on that later.)

—Talking with DC regulars and old friends Roy Thomas, Gerry Conway, Dan Jurgens, Mark Evanier, Dan Spiegel, Jerry Ordway, Mike Machlan, Jan Strnad, Don Newton, Steve Gerber and others (whose names I will remember the moment this goes to press) who live and work too far from the home office for me to see regularly.

—All those hotel rooms, all those restaurant meals, all those rented cars, all those cab rides. All those carefully collected receipts for my expense vouchers.

—Talking comics with old friends Mike Friedrich (of Star* Reach) and Dez Skinn (Editor of *Warrior*, a top-notch British comic).

—Beating Marvel (by a nose!) at the **Comics Feud**, a San Diego Con version of *The Family Feud*! They'll be after us next year, with blood in their eyes, at a re-match.

—The projector breaking down at Philadelphia about 2 minutes into our film and Sal Amendola and me having to do about 15 minutes of impromptu chatter and fielding questions from the audience while a new projector was found and set-up.

—The unprecedented steak 'n' eggs breakfast for attending pros given by the new guys on the block, Multi-Media conventions, at Philadelphia. Thanks, guys.

—The hotel itself at the aforementioned Multi-Media Con in Philly. Brand new and beautiful!

—Talking to aspiring writers and artists as Sal Amendola and I looked at their portfolios. So many reminded me of myself some thirty-odd years ago. Incidentally, we're being forced to temporarily shelve our talent search for a time. We've been overwhelmed by samples mailed to us and folk who have talked to us and showed us samples at conventions. We're going to have to spend some time working closely with the talent that has surfaced and responding to all who have submitted samples. If you've thought of submitting, please hang on for a while as we dig out. We'll give you the go-ahead in this column as soon as all's clear.

—Seeing and chatting with our comic distributors all of whom I was lucky enough to meet at a meeting on the Warner's lot in L.A. earlier this year.

—Hearing the universally positive attitudes expressed by publishers, distributors, dealers and fans about the future of comics in this country.

Thank you and Good Afternoon.

Dick

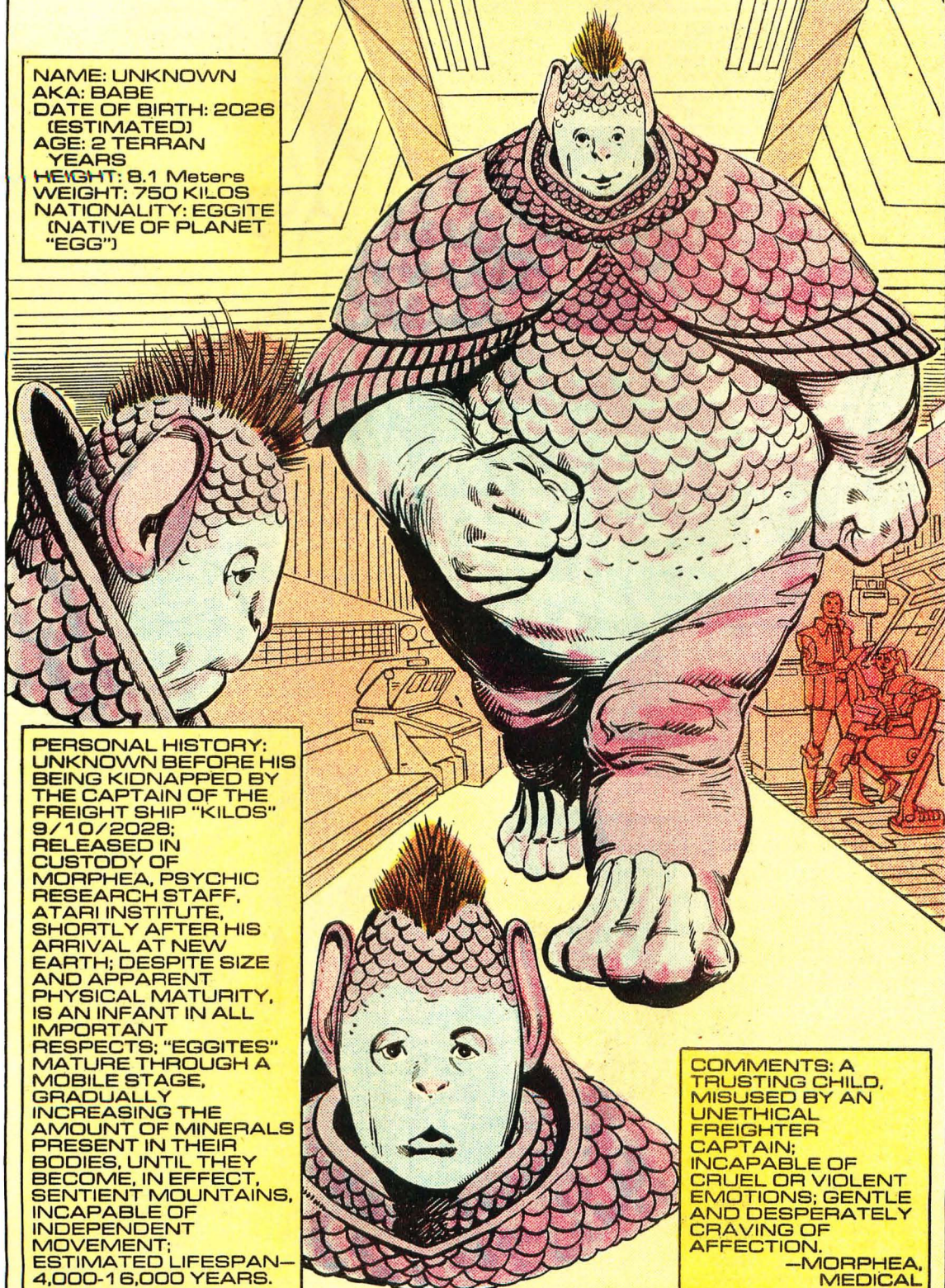
FACT FILE 5: BABE

NAME: UNKNOWN
AKA: BABE
DATE OF BIRTH: 2026
(ESTIMATED)
AGE: 2 TERRAN
YEARS
HEIGHT: 8.1 Meters
WEIGHT: 750 KILOS
NATIONALITY: EGGITE
(NATIVE OF PLANET
"EGG")

PERSONAL HISTORY:
UNKNOWN BEFORE HIS
BEING KIDNAPPED BY
THE CAPTAIN OF THE
FREIGHT SHIP "KILOS"
9/10/2028;
RELEASED IN
CUSTODY OF
MORPHEA, PSYCHIC
RESEARCH STAFF,
ATARI INSTITUTE,
SHORTLY AFTER HIS
ARRIVAL AT NEW
EARTH; DESPITE SIZE
AND APPARENT
PHYSICAL MATURITY,
IS AN INFANT IN ALL
IMPORTANT
RESPECTS; "EGGITES"
MATURE THROUGH A
MOBILE STAGE,
GRADUALLY
INCREASING THE
AMOUNT OF MINERALS
PRESENT IN THEIR
BODIES, UNTIL THEY
BECOME, IN EFFECT,
SENTIENT MOUNTAINS,
INCAPABLE OF
INDEPENDENT
MOVEMENT;
ESTIMATED LIFESPAN—
4,000-16,000 YEARS.

COMMENTS: A
TRUSTING CHILD,
MISUSED BY AN
UNETHICAL
FREIGHTER
CAPTAIN;
INCAPABLE OF
CRUEL OR VIOLENT
EMOTIONS; GENTLE
AND DESPERATELY
CRAVING OF
AFFECTION.

—MORPHEA,
MEDICAL



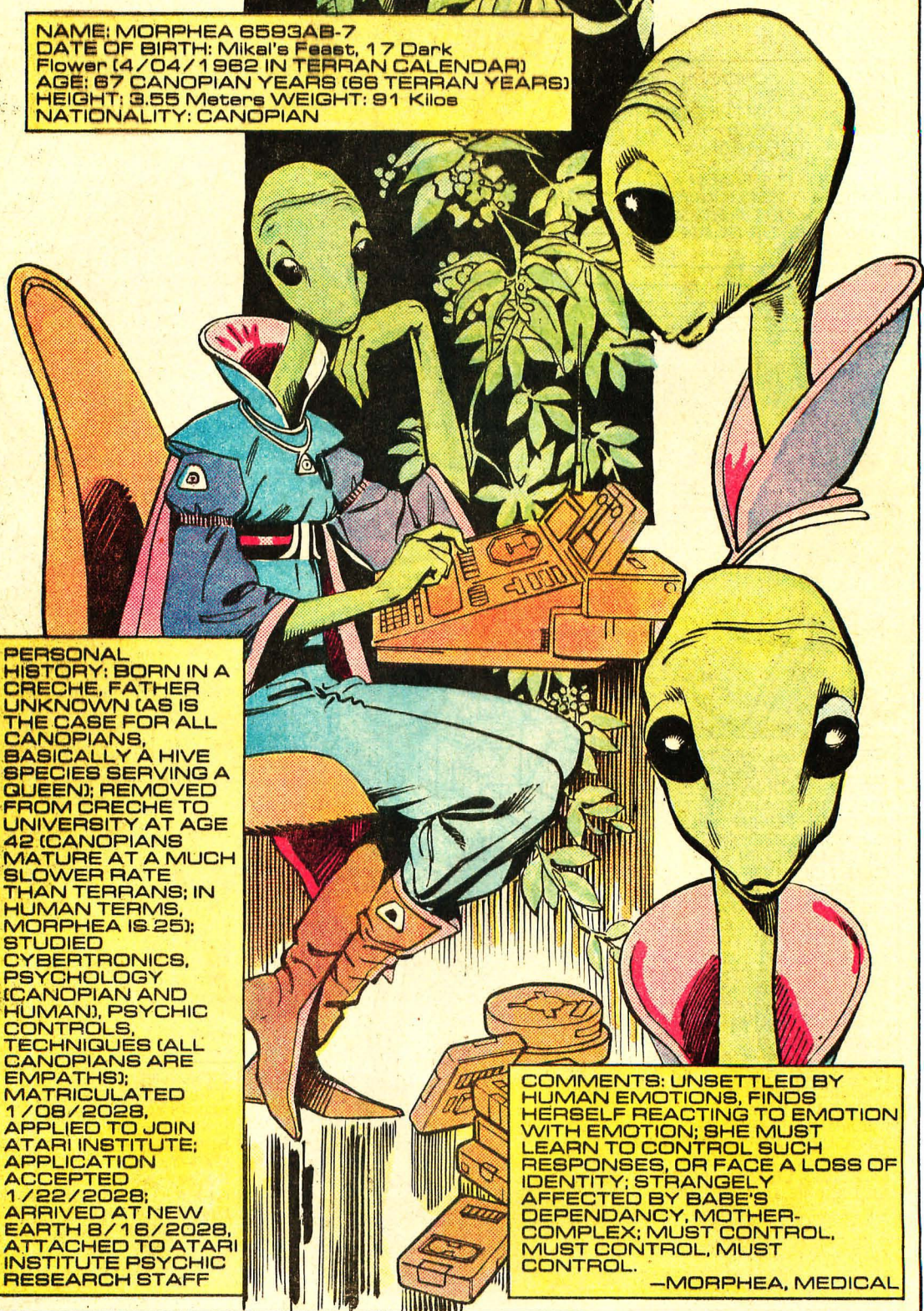
FACT FILE 6: MORPHEA

NAME: MORPHEA 6583AB-7
DATE OF BIRTH: Mikal's Feast, 17 Dark
Flower (4/04/1982 IN TERRAN CALENDAR)
AGE: 67 CANOPIAN YEARS (66 TERRAN YEARS)
HEIGHT: 3.55 Meters WEIGHT: 91 Kilos
NATIONALITY: CANOPIAN

PERSONAL HISTORY: BORN IN A CRECHE, FATHER UNKNOWN (AS IS THE CASE FOR ALL CANOPIANS, BASICALLY A HIVE SPECIES SERVING A QUEEN); REMOVED FROM CRECHE TO UNIVERSITY AT AGE 42 (CANOPIANS MATURE AT A MUCH SLOWER RATE THAN TERRANS; IN HUMAN TERMS, MORPHEA IS 25); STUDIED CYBERTRONICS, PSYCHOLOGY (CANOPIAN AND HUMAN), PSYCHIC CONTROLS, TECHNIQUES (ALL CANOPIANS ARE EMPATHS); MATRICULATED 1/08/2028, APPLIED TO JOIN ATARI INSTITUTE; APPLICATION ACCEPTED 1/22/2028; ARRIVED AT NEW EARTH 8/16/2028, ATTACHED TO ATARI INSTITUTE PSYCHIC RESEARCH STAFF

COMMENTS: UNSETTLED BY HUMAN EMOTIONS, FINDS HERSELF REACTING TO EMOTION WITH EMOTION; SHE MUST LEARN TO CONTROL SUCH RESPONSES, OR FACE A LOSS OF IDENTITY; STRANGELY AFFECTED BY BABE'S DEPENDANCY, MOTHER-COMPLEX; MUST CONTROL, MUST CONTROL, MUST CONTROL.

—MORPHEA, MEDICAL



ATARI FORCE

L-1555

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

Jenette Kahn, President and Publisher
Dick Giordano, Vice Pres.-Executive Editor
Andrew Helfer, Editor
Tom Condon, Managing Editor
Pat Bastienne, Editorial Coordinator
Bob Rozakis, Production Manager
Joe Orlando, Vice Pres.-Editorial Director
Paul Levitz, Vice Pres.-Operations
Bruce Bristow, Marketing Director
Arthur Gutowitz, Treasurer

CONFESSION OF THE MONTH

Ready? Okay. My name's Andy Helfer, and I've gotta admit—I've never done this before. Edited a regular comic book, that is. Sure, I've been at DC for more than three years now, working on special projects with cohort Dave Manak and boss Joe Orlando, but special projects is distinctly "one-shot" work. You do the job, whether it's helping toy manufacturers design this year's superhero products, packaging a series of paperbacks featuring the superheroes, or editing a graphic novel like *STAR RAIDERS* or a miniseries like *POWER LORDS*. When you're finished, you're thanked for your efforts and, after catching your breath, you move on to the next project. It's wonderful, varied work, and it's as much fun as any job I could think of doing, but there's one thing missing—feedback. You seldom, if ever, hear from the people who ultimately purchase the products of your labor.

On the morning two days after *ATARI FORCE* #1 hit the stands, I discovered a small packet of mail lying by my locked office door. I seldom get more than one or two pieces of mail a day—usually for mail-order desk organizers or weight-loss-in-a-can programs—so the pile intrigued me. Upon examination, I realized that these were—gasp—*FAN LETTERS*! As the knowledge slowly seeped into my sleep-clouded brain (it was ONLY 10 A.M., y'know) I started to feel a bit nervous. OHMIGOD! This is it—it's sink-or-swim time!

Needless to say, the package took me by surprise. I'd completely forgotten that comic books get fan mail! I stepped into my office and sat down behind my desk, trying to maintain a facade of self-control. Neatly (always neatly if you want to look cool) I opened the first letter and read it. I'm not sure who wrote it, but the word *AWESOME* stuck in my mind. Next letter. The word *SUPERB* in bold letters. Third—*FANTASTIC*. Fourth—*NEAT*. The fifth and sixth offered similar adjectives. I felt good. I knew *ATARI FORCE* was a great book, but I never expected anyone to confirm my beliefs. Yet, here it was, in black and white.

Now it's two weeks later and the letters *still* haven't stopped coming. Every morning there're about a dozen of 'em, and in the afternoon another six, and it feels great. Feedback is a wonderful thing, and Gerry and Jose appreciate it as much as I do—although I must admit, they're a little more used to it

than I am.

So this "confession" is also a thank you—for your kind words and insights, and for taking the time to put them on paper and mail them off.

There, I've made my confession and feel a lot better now. But I still have a pile of letters in front of me, so here we go—

Dear Gerry and Jose:

When I first read about the *ATARI FORCE* comic a few months ago, I scoffed. I thought the idea of making a video game company into a group of superheroes was—well—silly (Just as silly as *ROM*, *SPACETOASTER*). Now I'm eating my words. *ATARI FORCE* #1 was great, one of the greatest comics I've read in a long while. The writing was perfect, the art was perfect, everything was perfect. What can I say—I'm hooked! Thanks for a terrific comic!

CHRIS WEPPLER
112 Lydon Ln.
Louisville, KY 40222

(We're glad you took a chance on ATARI FORCE, Chris. Other readers were just as skeptical as you, and we're happy to report that once they picked up the book, they, too, were hooked!)

Dear Andy:

I've been an enthusiastic comic book collector and fan for over twenty years. I've seen scores of new titles introduced during that time, most of which never lasted past the first ten issues. I think you've got a solid winner in the *ATARI FORCE*, and I'm predicting a long life after having read only the first issue.

There are a lot of things that make this book great right from the start, and that gets me excited about future issues. The planet *EGG*, the cigar-chomping Professor Venture, and Pakrat are just a few. I have a feeling that our mystery villain will rank right up there with other greats like Darth Vader and Darkseid before Gerry and Jose get through with him.

As much as I'd like to see more of the *ATARI FORCE*, take your time with this one, and keep the quality high. You've set some high standards with your first issue that will be tough to maintain over the long haul, but you've assembled a top-notch crew, and I know they'll do the job. Looking forward to the next issue of *ATARI FORCE*, and the next ... and the next...

JIM ROSSOW
19405 Dresden Drive
South Bend, IN 46637

(Talk about taking our time! We're writing this column on October 6, 1983.)

If you know anything about comic book scheduling, you'll see we're more than just taking our time—we're downright LATE!!)

Dear Atari Folk:

ATARI FORCE looks like it will become the latest comic based on a toy or game to become a top series, so I have a suggestion concerning the five *ATARI FORCE* mini-comics. Combine them into a single graphic novel or five graphic novels, so that those folks out there who don't own all the cartridges and who find the A.F. interesting can read the early stories. This can be done with the *SWORDQUEST* mini-comics too.

On another note—Will we be seeing more of the characters from the *STAR RAIDERS GRAPHIC NOVEL* in the *ATARI FORCE*?

NINA TWERSKY
14848 Manuella Ave.
Los Altos Hills, CA 94022

(None of those are bad ideas, Nina—although I can't say that we here at DC haven't at least THOUGHT of them all. What do other readers think?—Would they like to see the adventures of the ORIGINAL ATARI FORCE reprinted? How about the SWORDQUEST books? Or the return of Jed, Tommy, Zeke, and Skrimsh—the STAR RAIDERS crew? As STAR RAIDERS artist, it's a job we're sure Jose would love to tackle. Let us know.)

Dear ATARI-ITES:

ATARI FORCE #1: To say the least, I was pleasantly surprised! After that "preview" many months back, AF #1 was wonderful! The story was well crafted, the pacing was deft, and the dialogue even better.

Visually, the characters are incredible. Such a diverse-looking bunch is usually reserved for the Legion. I can only hope that characterization can be developed and sustained.

Artistically, I never had a single doubt about this book. Jose has long been a fave, and I've been waiting for him to take on a monthly book. Though I'd still like to see him do Superman, I feel that *ATARI FORCE* is a superb vehicle for his great talents. And this Villagran person ink's his work very nicely.

As you can see, I'm quite pleased with the *ATARI-FORCE*, and hope for a long, successful run.

JON GREEN
1927 Orrington, #8210
Evanston, IL 60201

(Jon's letter brings up a couple of interesting points: First, the ATARI FORCE preview that ran in two DC books about a year ago was not intended to spotlight the characters in the book you're now reading, or any ATARI FORCE comic. Instead, it was created to promote an Atari Videogame, and was later reprinted as ATARI FORCE mini-comic #4.

Second, Jose is still doing an occasional Superman job—at least covers. His pencils and inks are currently gracing the cover of the latest DC COMICS PRESENTS—Superman meets Santa Claus. Also, Jose's Superman renditions are on practically all DC's licensed products—look for 'em.

Third, and finally, that "Villagran person" is Ricardo Villagran, one of DC's latest finds, and one of the foremost Argentinian comic book illustrators. Although he's done some work for the competition recently, we're keeping him busy right now inking both ATARI FORCE as well as Tom Sutton's pencils on STAR TREK.

And while we're at it, we may as well mention the rest of our creative crew—letterer Bob Lappen and colorist Tom Zuiko. Bob is truly one of the most thoughtful letterers I've ever met—look closely and you'll see how much thought and consideration goes into each sound effect and balloon. By day, he works in DC's production department, and we keep him up all night lettering!

Tom Zuiko is also a production department alumnus, but now he's a full-time colorist, deftly brushing his Dr. Martin dye on photostat copies of SUPER-GIRL and AMETHYST as well as the ATARI FORCE.)

Dear Mr. Helfer:

All the best stories begin in medias res. I'm not familiar with the original ATARI FORCE, but I had no trouble understanding ATARI FORCE #1, "Fresh Blood."

Chris Champion, code-named Tempest, is the 18-year-old son of Martin Champion and Lydia Perez. He has the mutant ability of teleportation. Chris doesn't teleport from here to there; he goes from here to another dimension to there. Tempest's girlfriend, Melissa, is the daughter of a senator who opposes the Atari Institute.

Dart, the precognitive mercenary, is Li San O'Rourke's and Mohandas Singh's daughter. Blakjak is Dart's romantic and business partner. On page four, Dart saw herself and Blakjak as prisoners of the shock troops. Does she see possible futures rather than THE future?

Never corner a rat. Pakrat looks interesting ... and dangerous. Is the young Eggite old enough to talk yet? Are all Canopians empathic or does Dr. Morpheus just happen to be psychic? Professor Venture is a terrific lady.

Finally, thank you for saying S-F rather than Sci-Fi on your cover.

Peace and Prosperity.

SUSAN M. MURRIE

(Well, Susan, you certainly have some interesting observations, especially in

regard to Tempest and Dart, but I'm afraid most of the answers to your questions will have to come from the comic itself. As you can see, things are already beginning to move in unexpected directions—what with the death of Blakjak and the first appearance of Rident, Pakrat's brother. Gerry and Jose and I would much rather keep on ... SURPRISING you.

Another question that keeps popping up in letters is, How do the mountain-like Eggites reproduce if they turn to stone after reaching puberty? Well, no one is really sure yet, but our own E. Nelson Bridwell has this theory about avalanches...)

To Whom It May Concern:

This is my first fan letter to a comic book publisher, so please bear with me. I'd like to give you my comments on the first issue of Atari Force. But first, I must backtrack a bit...

Not long ago, while waiting for a friend to finish browsing the comic book racks, I started leafing through a comic art textbook when I came across a lesson by Jose Luis Garcia Lopez. I had never heard his name or seen his art before.

The lesson described the steps he took to bring a story idea to the drawing board—in this case, a pirate story. What caught my eye was one of his characters: a woman pirate at the helm of her ship in the midst of a battle. She was beautiful: long black hair, a pretty face, a trim figure, and a flowing dress. And she was strong: a cigar in her mouth, fire in her eyes, and a firm grip on the ship's wheel. She fascinated me—so much so that I wished I could write to Senor Lopez and ask: Was this an idea he had written stories about, or (as I suspected) just an example for the lesson?

Today, while waiting for the same friend to finish browsing the racks, a woman on the cover of STAR RAIDERS caught my eye and, after looking through the book, I decided it was worth buying. I didn't know then that Star Raiders was the work of Senor Lopez. A few minutes later, on the cover of ATARI FORCE, Dart caught my eye, and when I saw the name of the artist, I was sold. Only after reading the editorial page did I realize that Star Raiders, too, was the work of Senor Lopez. But I wasn't surprised. His art has a style that fascinates me in a way that I can't explain.

I notice, too, that one of the characters in ATARI FORCE is a cigar-smoking woman. I hope to see more of Professor Venture.

The story line in ATARI FORCE #1 was a bit hard for me to follow. So many characters going their separate ways, not knowing that their paths will soon cross, or where they will go from there. I guess things'll clear up as the story goes along.

But I loved the humor of ATARI FORCE. I had to laugh when Pakrat slaughtered those three guards, and said simply, "I hate being cornered."

By the way, the friend I was with bought two copies of #1. He seemed to think it might become a collector's item.

Who knows? Keep up the good work!

EDWARD J. WOOD

165 East 33rd St.

New York, NY 10016

(As far as the story line being hard to follow, just bear with us a moment longer, Eddie—by next issue, all the pieces will begin to fit into place—see the bottom of this page for a LITTLE more information.)

THE LETTERCOL CONTEST

Well, we asked for letter column titles, and we got 'em. Practically every letter had a suggestion—it seems like these ATARI FORCE mini-comics are really in demand! Rather than decide right now, we'll let you take a look at some of the more interesting ones thus far:

Missives to the Multiverse, Force Feedback—Mark Mazur; Star Readers (sorry, wrong book!)—Dennis Page; Force Fans, Atari Archives, Multiverse Mailbox—Rob Everett; Project MultIVERSE (get it?)—Tony Bowen; Atari Talk—Paul Kopsick; Multiverse Mailbag—Kyle Burchart; Atari Feedback—Mike Kitchen; New Earth News, Forceful Comments—Michael Dennler; Atari REACTIONS—William Huffman; Atari Feedback—Tim Hewing; Multi-Mail—Jim Preston; and scads of others too numerous to mention. There were a lot of repeats and variations, so we simply took the first to come in. If your name wasn't mentioned, try again—better luck next issue.

Russ Cleverley of Poughkeepsie, N.Y. contributed the title ATARI AGE, among others. Nice try, Russ, but ATARI AGE is already taken—it's the name of the official ATARI fan club magazine, and it's available free with the purchase of an ATARI game machine!

NEXT ISSUE: Ross Andru is guest penciller, and Jose Luis Garcia Lopez tries his hand at inking in the full-length fourth chapter of our continuing saga. This time, the new ATARI FORCE finally comes together, as they meet ... the ORIGINAL ATARI FORCE!



THE GREAT MONOGRAM 1/24TH SCALE CAR GIVEAWAY!



Three Will Get You One. Free!

Here's a fantastic chance to add to your model car collection. Or start a new one. Just buy any three *different* Monogram 1/24th scale car kits and we'll send you another one. Absolutely free. See details on coupon.

Buy your Monogram favorites—the hot ones from Detroit, muscle cars, street machines, Grand National or the latest race cars—any model at all. They're all designed for detail and built for fun.

Visit your Monogram dealer soon. After all, chances like this don't come down the pike every day.



Monogram Models, Inc.
Morton Grove, Illinois 60053

©1983 Monogram Models, Inc. All Rights Reserved

The Great Monogram 1/24th Scale Car Giveaway Official Certificate

Complete and mail this certificate together with the *dated* cash register receipts or a photo copy of the receipts and the top of the front page of the instruction sheets (no reproduction) from any three different Monogram 1/24th scale car kits showing the Monogram trademark and stock numbers of the kits. Monogram reserves the right to choose which 1/24th scale model car kit to send you. Mail to:

1/24th Car Offer
Monogram Models, Inc.
P.O. Box 813
Morton Grove, IL 60053

Send my free 1/24th scale car to: (Please print clearly)

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

Limit one free model kit per household or organization. Allow 6-8 weeks for delivery. Offer void where prohibited, taxed, or otherwise restricted. No rainchecks or other price/product guarantees will be honored. Certificates are non-transferable, non-reproducible. Offer good only in U.S.A. and Puerto Rico. Monogram Models, Inc. is not responsible for lost, misdirected, or late mail.

Purchases must be made between November 15, 1983 and July 31, 1984. Requests must be postmarked no later than August 15, 1984.

©1983 Monogram Models, Inc.

DC

MASTERS

OF THE UNIVERSE™
THE POWER OF HE-MAN™
VIDEO GAME



THE POWER OF HE-MAN™ for Intellivision® and Atari®2600. It's the first Masters of the Universe™ video game, but it could be the last for He-Man.™ Because even if he survives thirty treacherous miles in his Wind Raider™ he still has to battle Skeletor™ in the mysterious Castle Grayskull™!

MATTEL ELECTRONICS®

©Mattel, Inc. 1983. All Rights Reserved. *Trademarks used under license from Mattel, Inc.



Game shown on Intellivision, with SuperGraphics
Game varies by system.