



BY  
CONWAY, HELFER  
& GARCIA LOPEZ

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HE THOUGHT IT WOULD  
BE EASY AT FIRST.

THE SCOUT SHIP'S CONTROLS  
LOOKED SIMPLE ENOUGH TO  
OPERATE. A TWIST OF THIS  
KNOB, A PUSH OF THAT BUTTON,  
A PULL OF A LEVER OR TWO--  
THAT WAS ALL IT TOOK.

WITHIN MOMENTS, HE AND THE  
HUKKA WOULD BE TRANSPORTED  
TO HIS BELOVED MORPHEA'S SIDE  
TO JOIN HER IN HER SOLITARY  
STRUGGLE AGAINST THE FORCES  
OF THE DARK DESTROYER.

THAT WAS HOW IT WAS  
SUPPOSED TO HAPPEN.

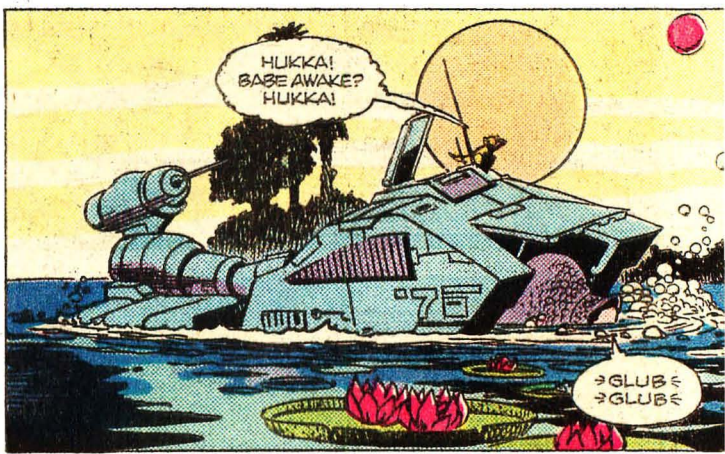
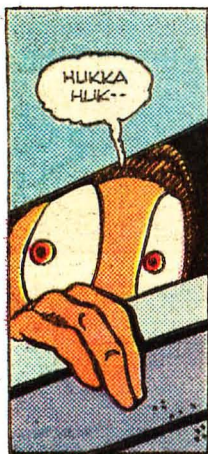
BUT SOMETHING  
WENT WRONG.

ABOUT  
500,000 MILES  
WRONG.

BUT EVEN AS THE SHIP  
CONTAINING THE INFANTILE  
BABE AND HIS FRIEND THE  
HUKKA RISES FROM THE  
FETID SWAMPS OF AN AS-YET  
UNEXPLORED WORLD, THEIR  
DETERMINATION PERSISTS:

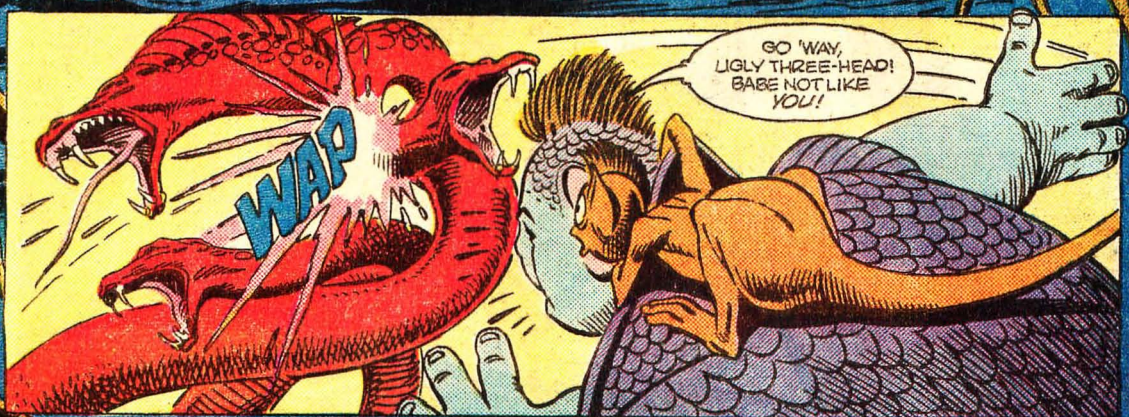
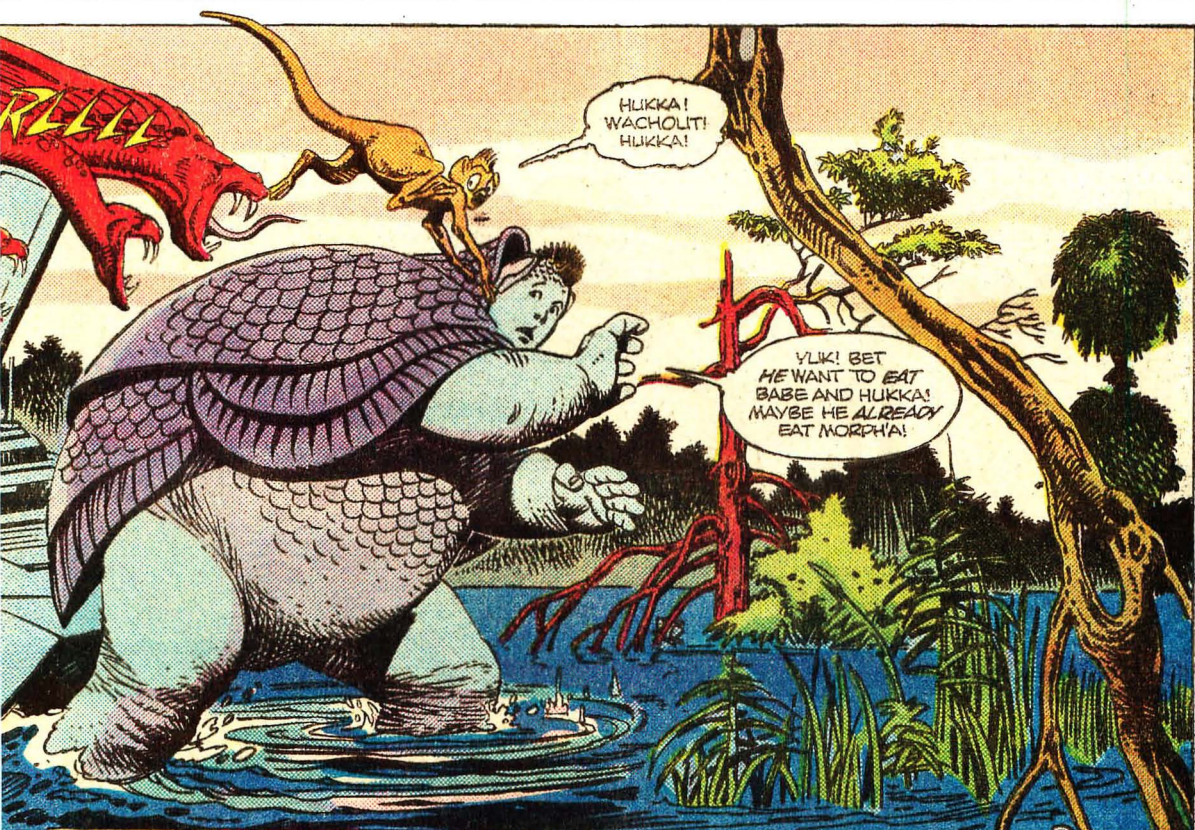
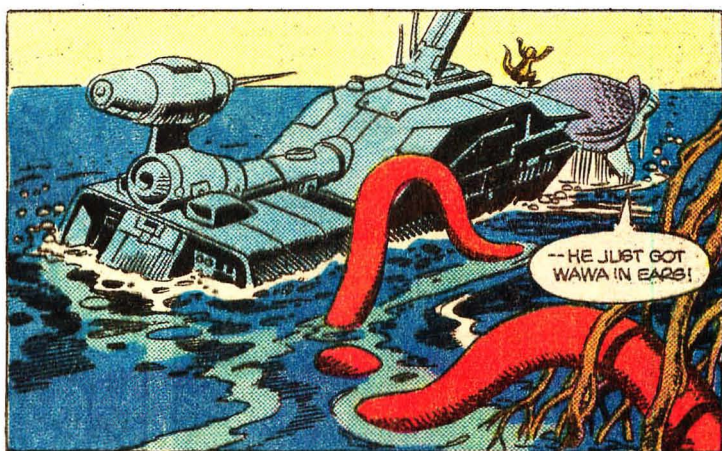
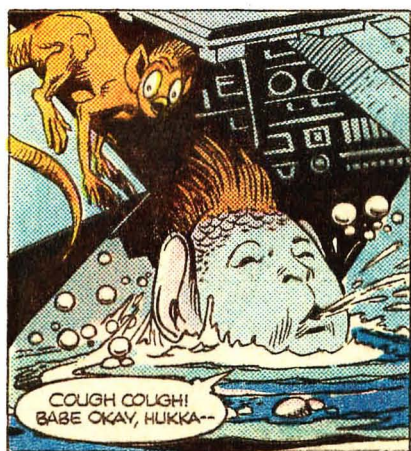
FIND MORPHEA. HELP MORPHEA. SAVE MORPHEA.



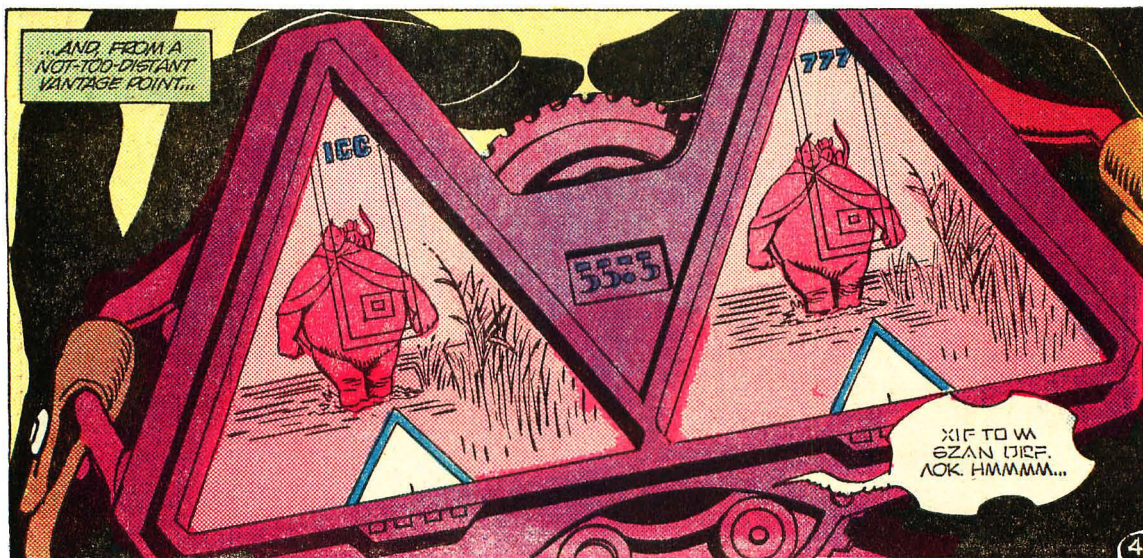
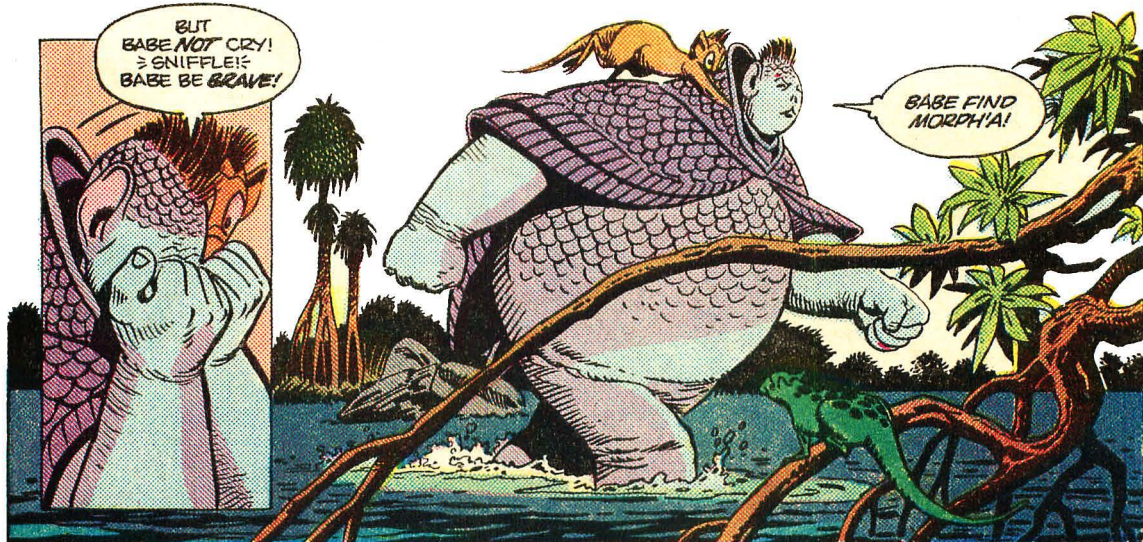
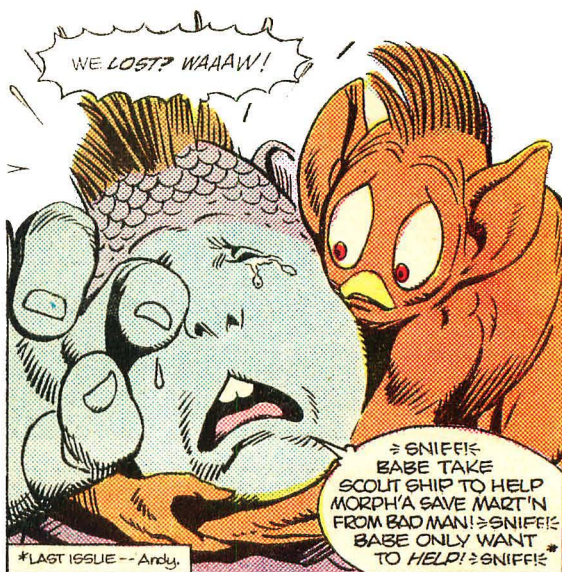
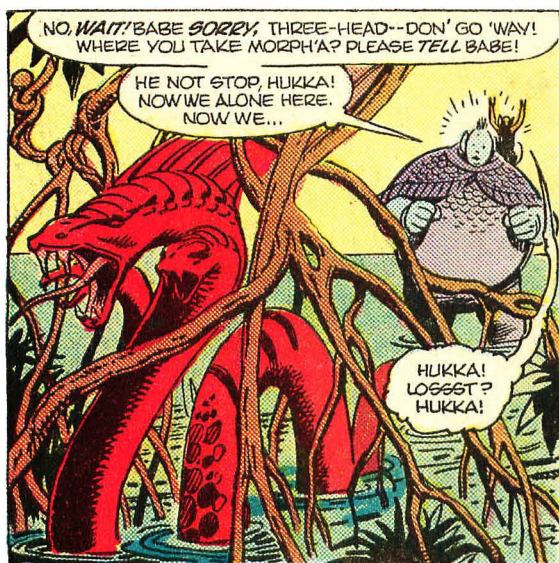


GERRY CONWAY, PLOT JOSÉ LUIS GARCÍA LÓPEZ, PENCILS RICARDO VILLAGRAN, INKS  
ANDY HELFER, GUEST SCRIPTER/EDITOR *bob lefton*, LETTERS TOM ZIJKO, COLORS  
☆ SPECIAL THANKS TO CONSULTING EDITORS LEN WEIN AND GERRY CONWAY ☆











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SCANNER ONE,  
500,000 MILES  
DISTANT.

THIS ONE'S HEART  
IS  
TORN WITH ANGUISH...

...WHERE IS BABE?  
WHERE COULD HE HAVE  
GONE? THE POOR CHILD  
IS *HELPLESS* WITHOUT  
THIS ONE'S GUIDANCE.  
HE--

--HE'S PROBABLY  
HAVING A BALL PLAYING WITH  
THE HUKKA ON SOME PLANET-SIZED  
SANDBOX, MORPHEA! RELAX AND  
TAKE IT *EASY*. WE'LL PICK UP  
THE SCOUT SHIP'S SIGNALS  
BEFORE YOU KNOW IT,  
AND THEN--

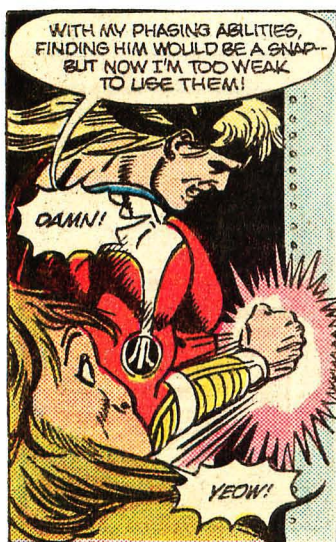


HELLO,  
EVERYBODY!  
HOW'S IT  
--HAK--  
GOING?

NO, PAKRAT!  
I CAN'T JUST LIE IN BED  
KNOWING I'M RESPONSIBLE  
FOR THIS MESS! IF I HADN'T  
BLUNDERED INTO THE DARK  
DESTROYER'S TRAP IN THE  
FIRST PLACE, MORPHEA  
WOULDN'T HAVE HAD TO  
LEAVE BABE BEHIND  
TO SAVE ME!

MAYBE  
SHE'S GOT  
A POINT,  
KID. LET'S  
YOU'N/ME  
GO HAVE  
A NICE  
HOT CLIP  
OF--

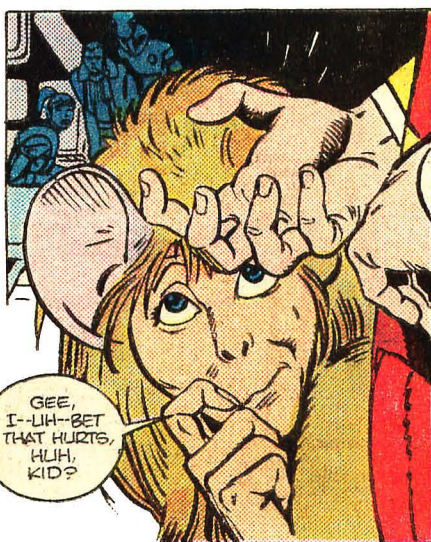
CHRIS!  
YOU KNOW YOU  
SHOULDN'T BE UP  
AND ABOUT! THIS ONE  
SPECIFICALLY TOLD  
YOU TO STAY IN SICK  
BAY! YOUR WOUNDS  
NEED TIME TO  
HEAL!



WITH MY PHASING ABILITIES,  
FINDING HIM WOULD BE A SNAP--  
BUT NOW I'M TOO WEAK  
TO USE THEM!

DAMN!

YEOW!



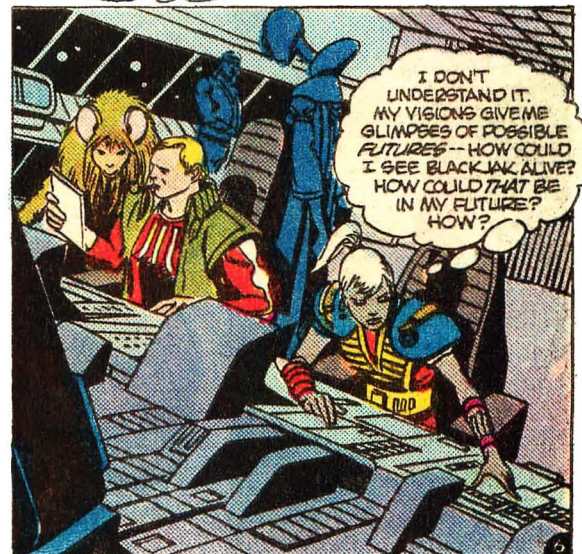
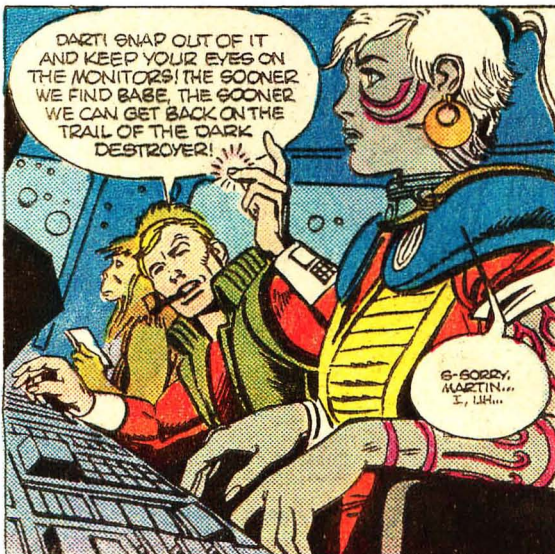
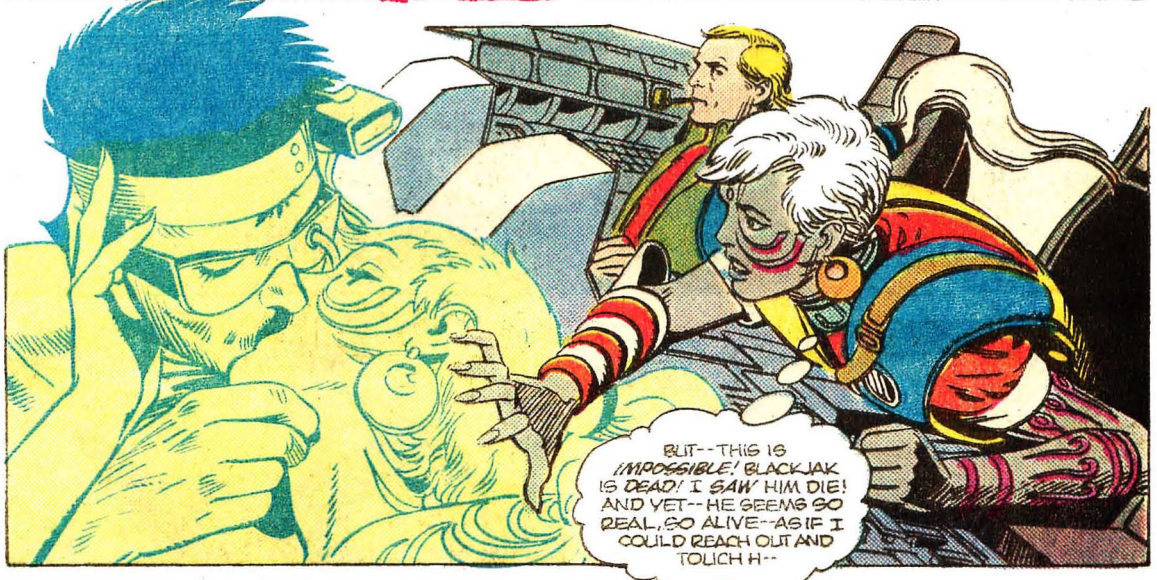
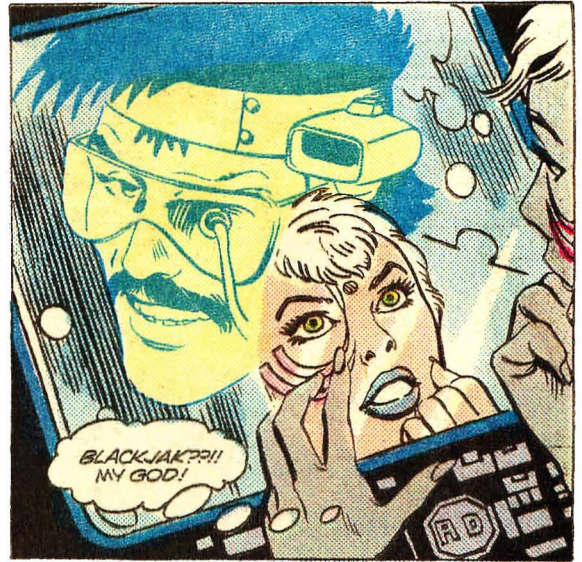
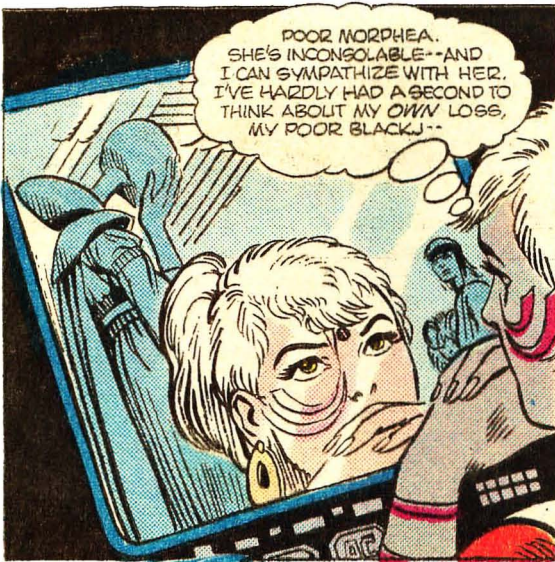
GEE,  
I-LIH--BET  
THAT HURTS,  
HUH, KID?



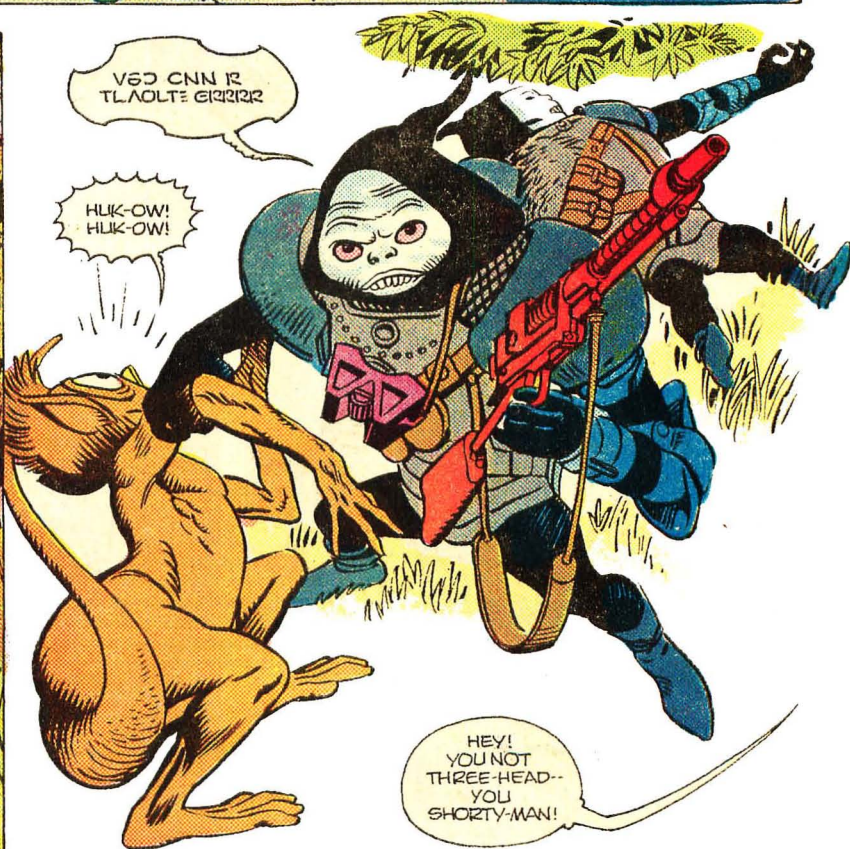
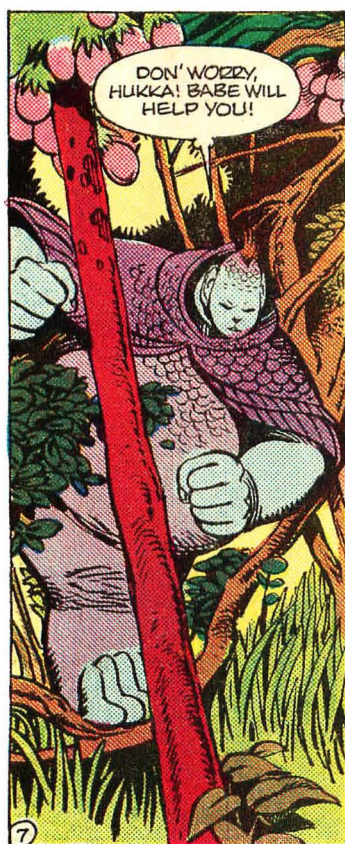
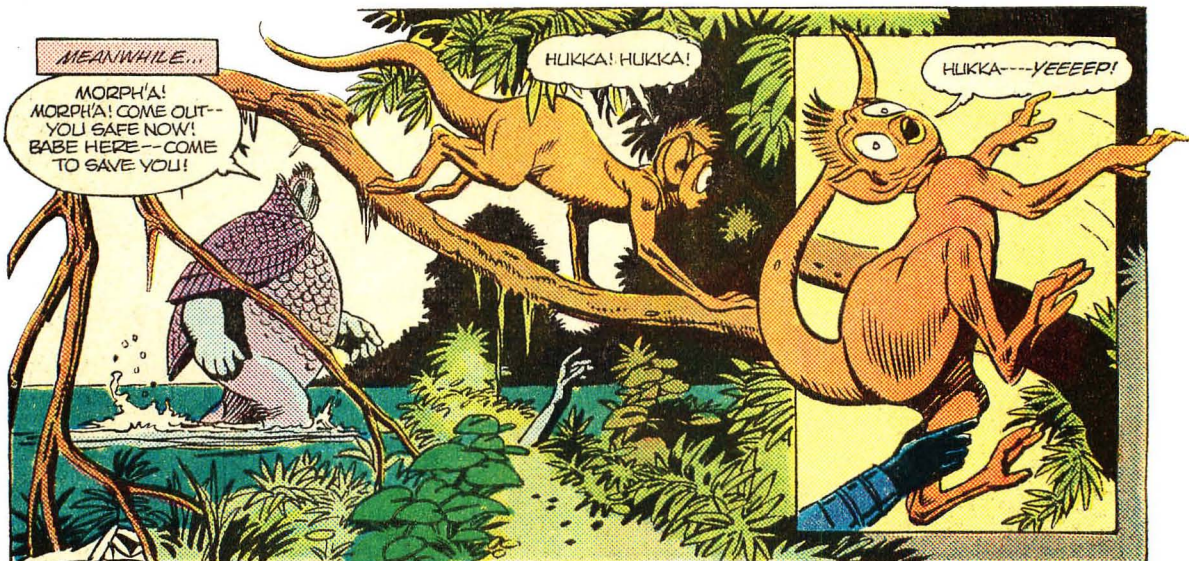
MORE THAN YOU KNOW,  
PAKRAT--

--MORE  
THAN YOU  
KNOW.

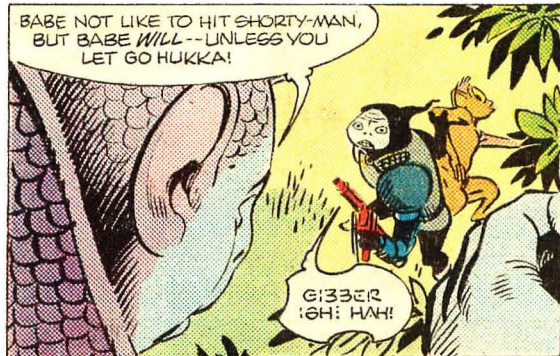






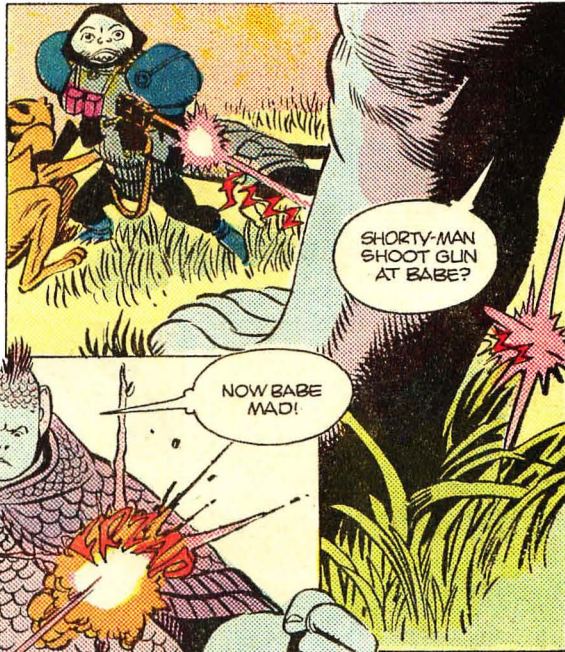






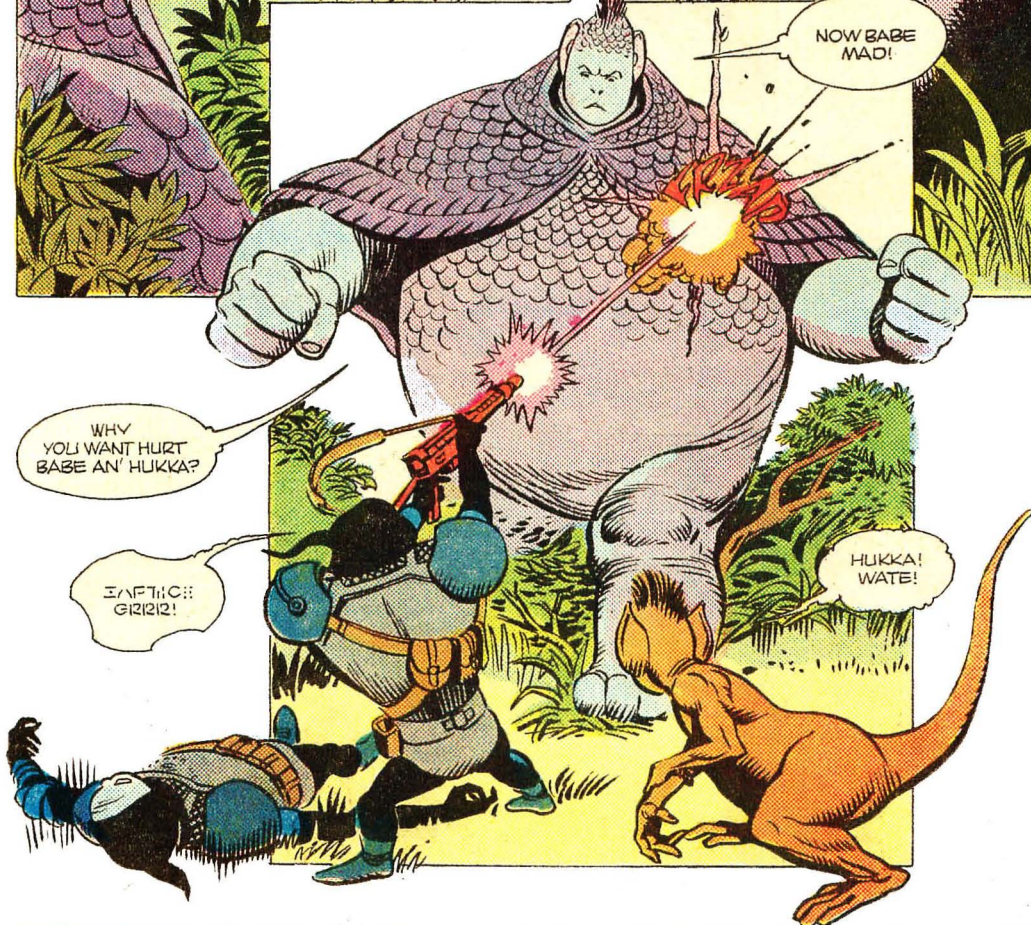
BABE NOT LIKE TO HIT SHORTY-MAN,  
BUT BABE *WILL*--UNLESS YOU  
LET GO HUKKA!

GIZZER  
:GH: HAH!



SHORTY-MAN  
SHOOT GUN  
AT BABE?

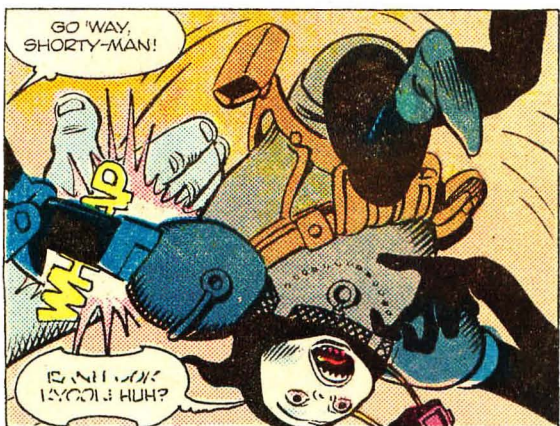
NOW BABE  
MAD!



WHY  
YOU WANT HURT  
BABE AN' HUKKA?

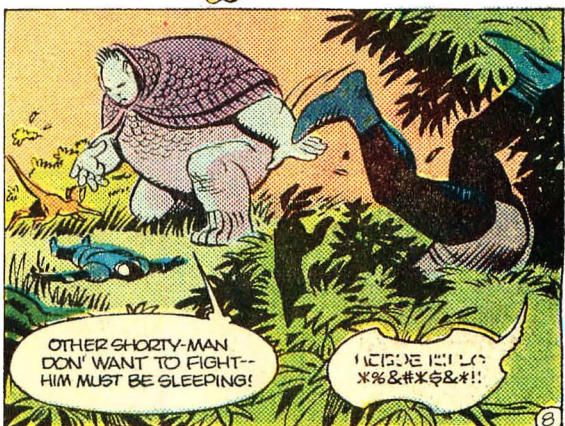
INFTIC!!  
GIZZIE!

HUKKA!  
WATE!



GO 'WAY,  
SHORTY-MAN!

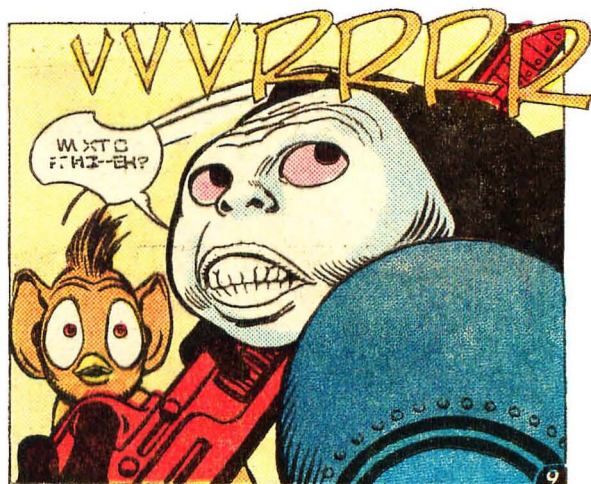
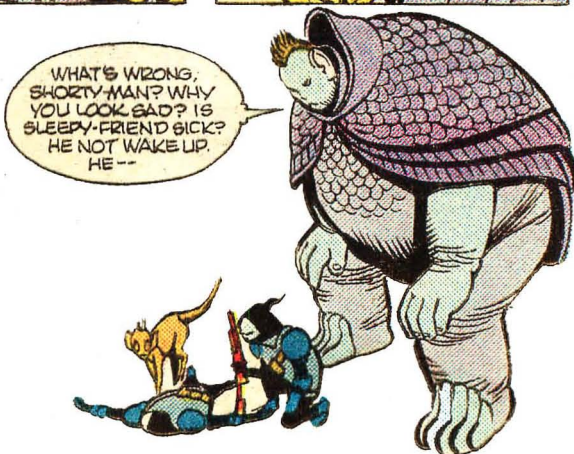
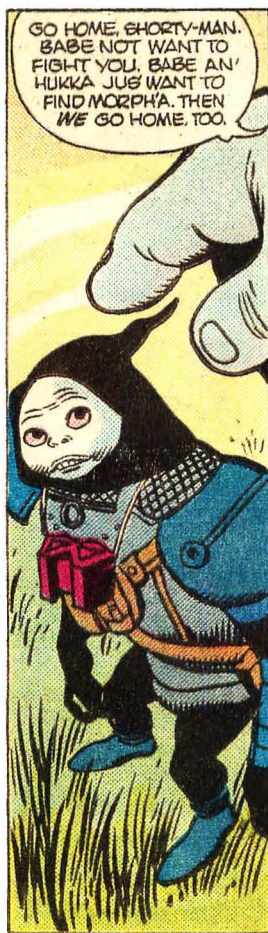
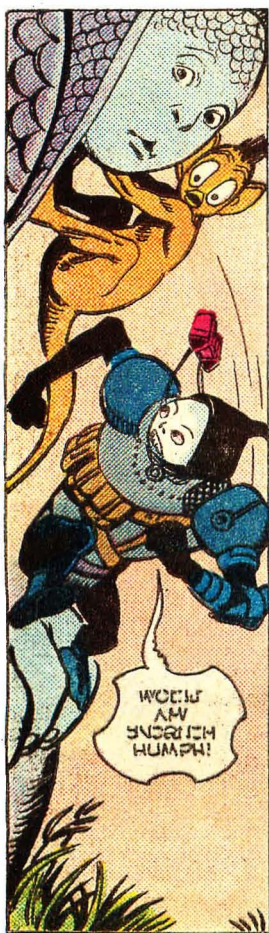
ENHUK!  
INCOULD HUH?



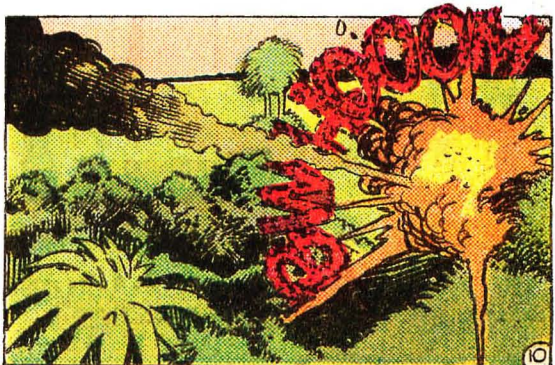
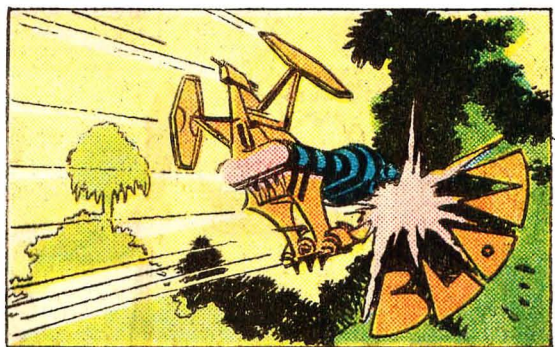
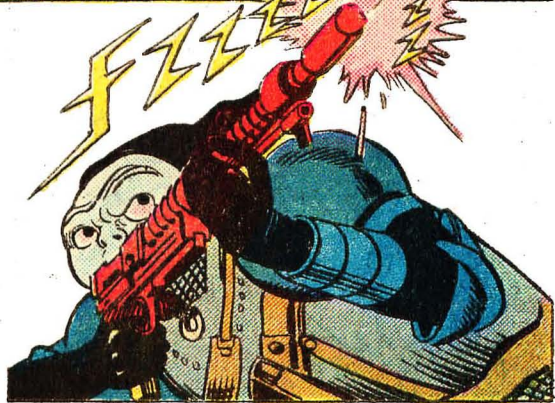
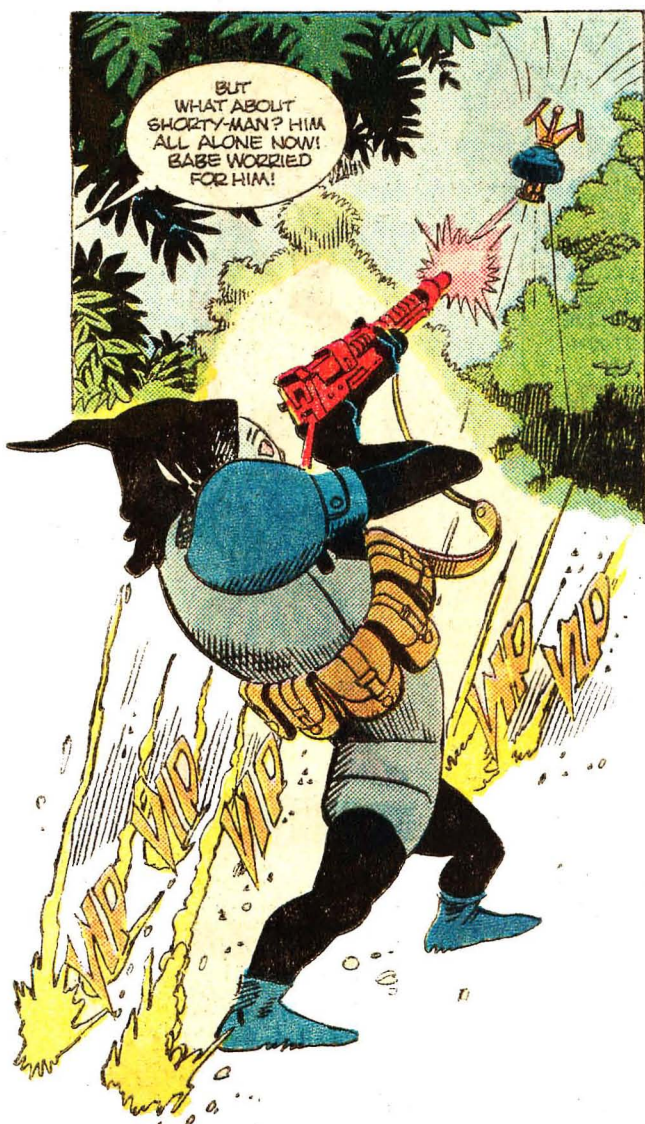
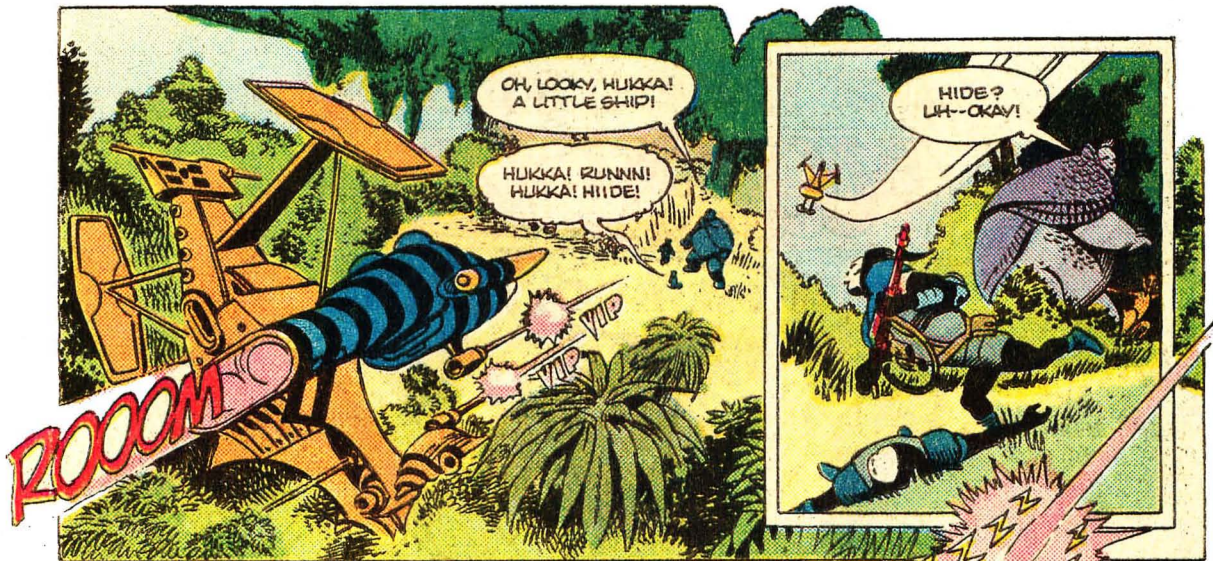
OTHER SHORTY-MAN  
DON' WANT TO FIGHT-  
HIM MUST BE SLEEPING!

!CISUE I!L L!  
\*%&#\*%&#\*!!









CONTINUED ON 2ND PAGE FOLLOWING.



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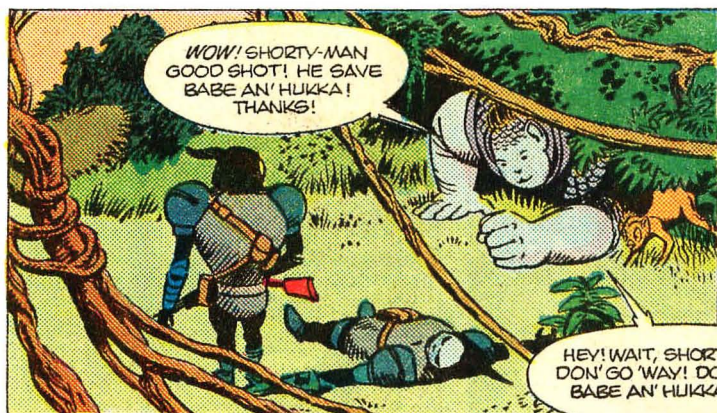
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WOW! SHORTY-MAN  
GOOD SHOT! HE SAVE  
BABE AN' HUKKA!  
THANKS!

HEY! WAIT, SHORTY-MAN.  
DON' GO 'WAY! DON' LEAVE  
BABE AN' HUKKA ALONE!



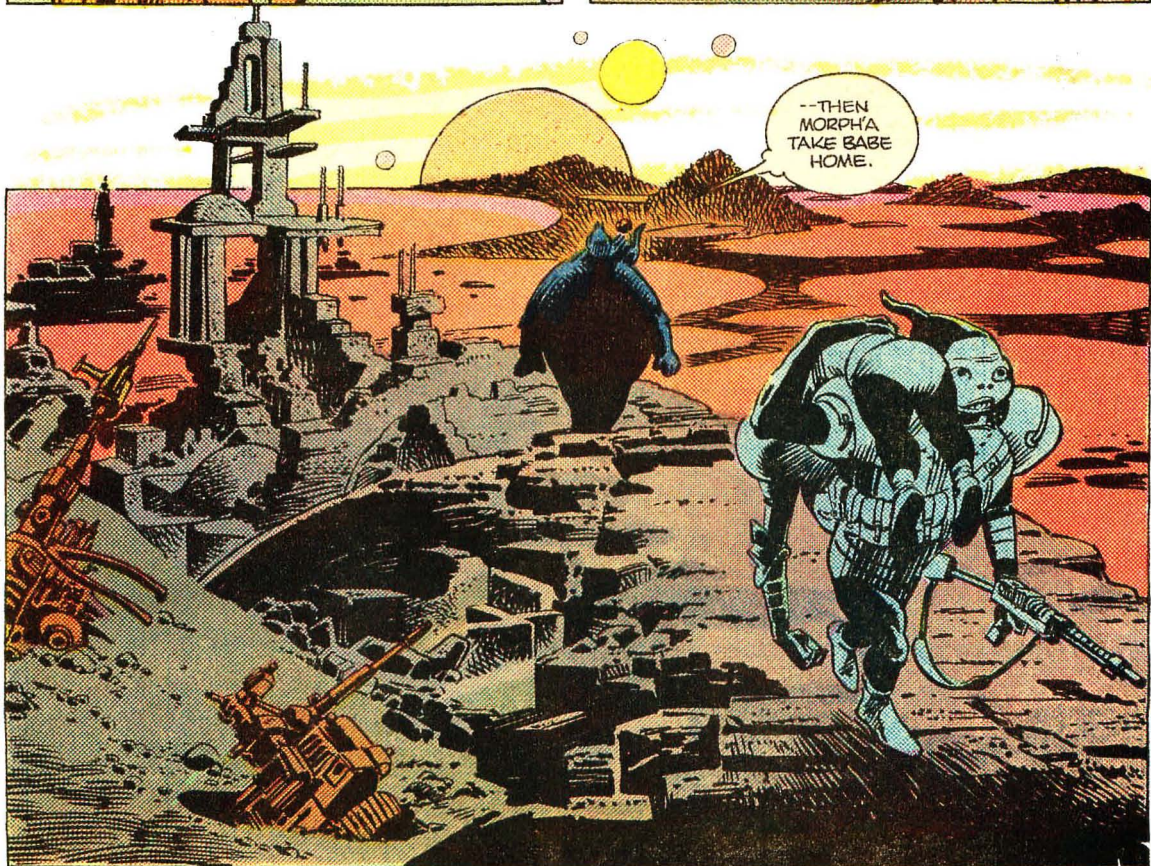
HUKKA!  
WE GO TU?  
HUKKA!

UH--SURE!  
WE ALREADY  
LOST  
ANYWAY!



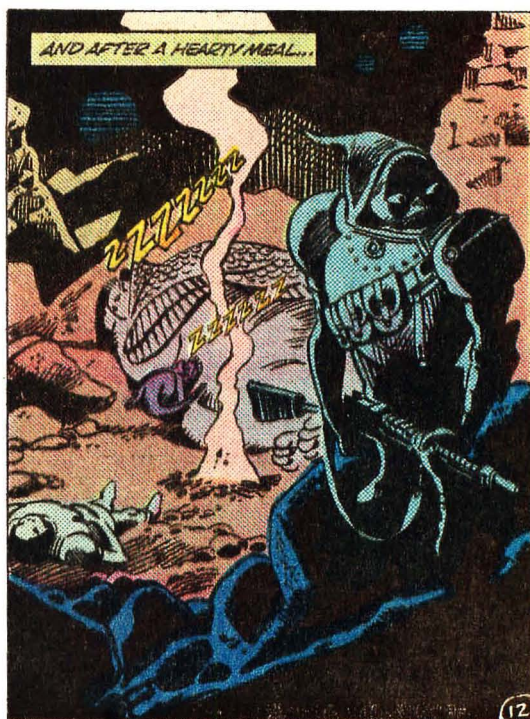
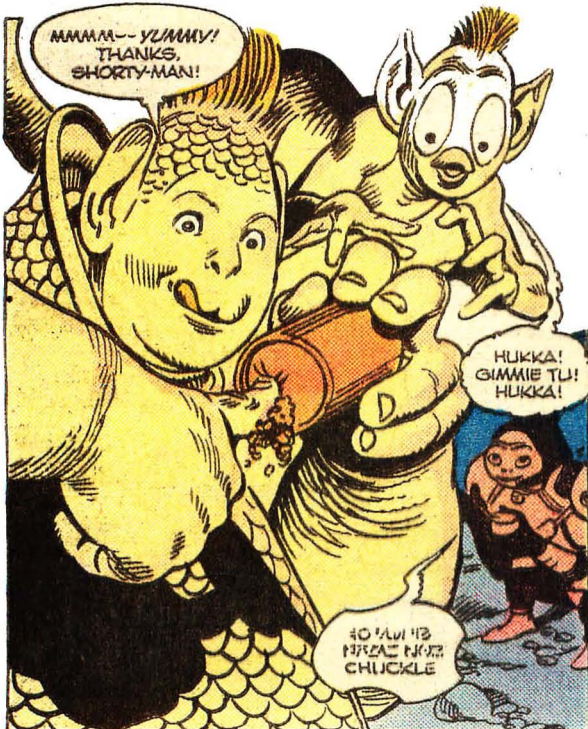
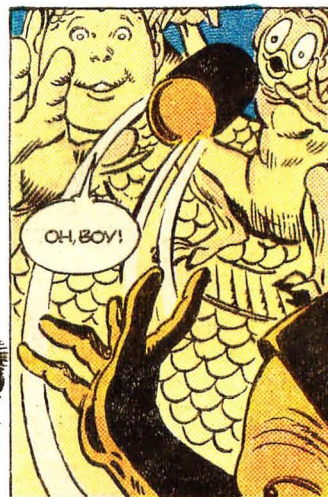
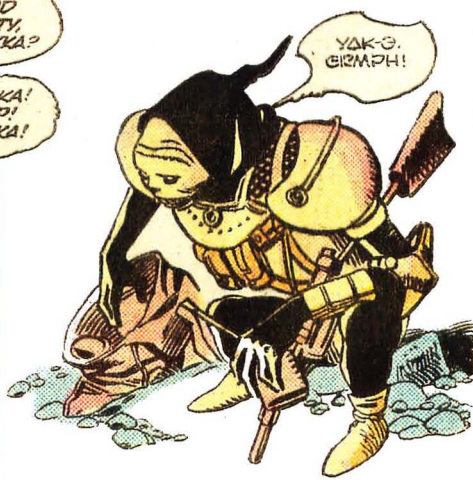
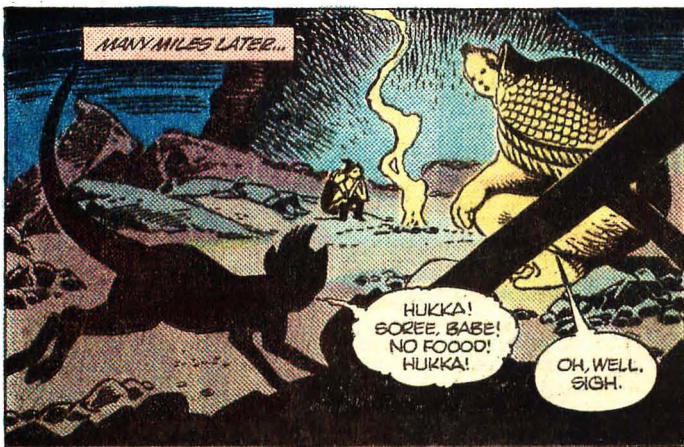
MAYBE HE TAKING  
SICK SLEEPY-FRIEND TO  
MORPH'A. SHE DOCTOR!  
SHE MAKE HIM ALL  
BETTER.

AND  
THEN--

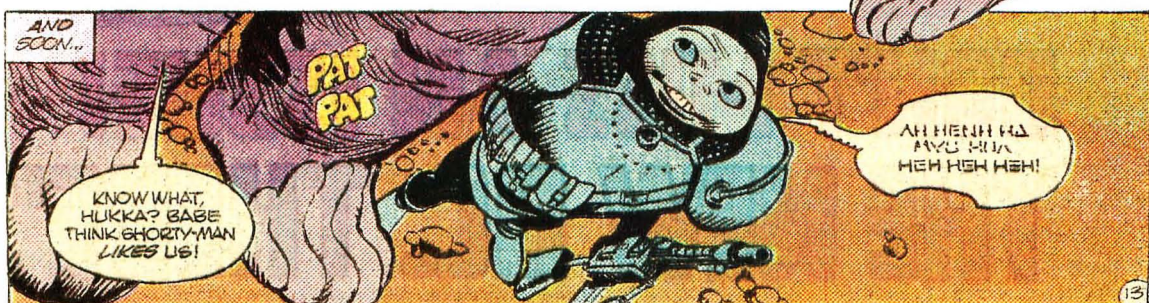
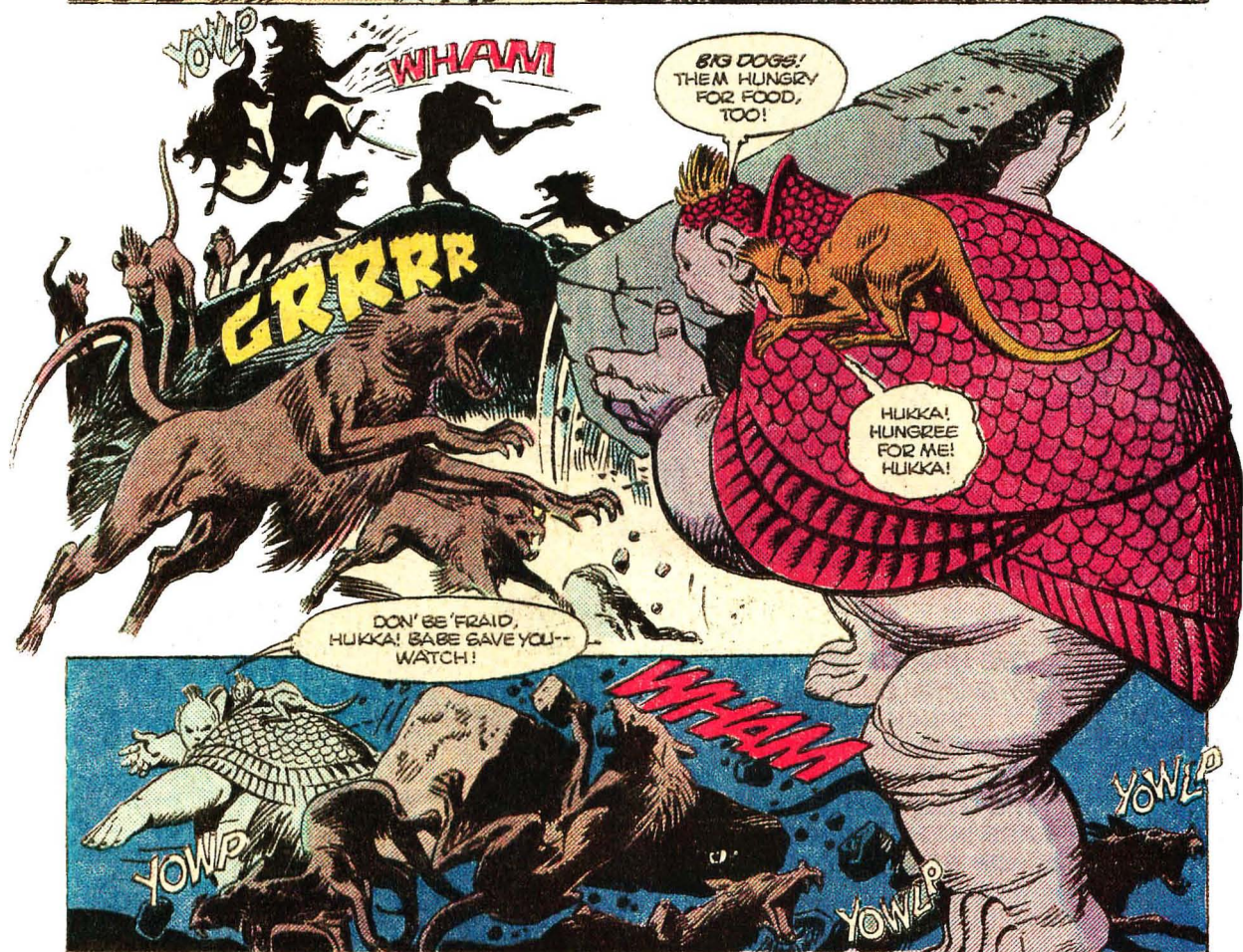
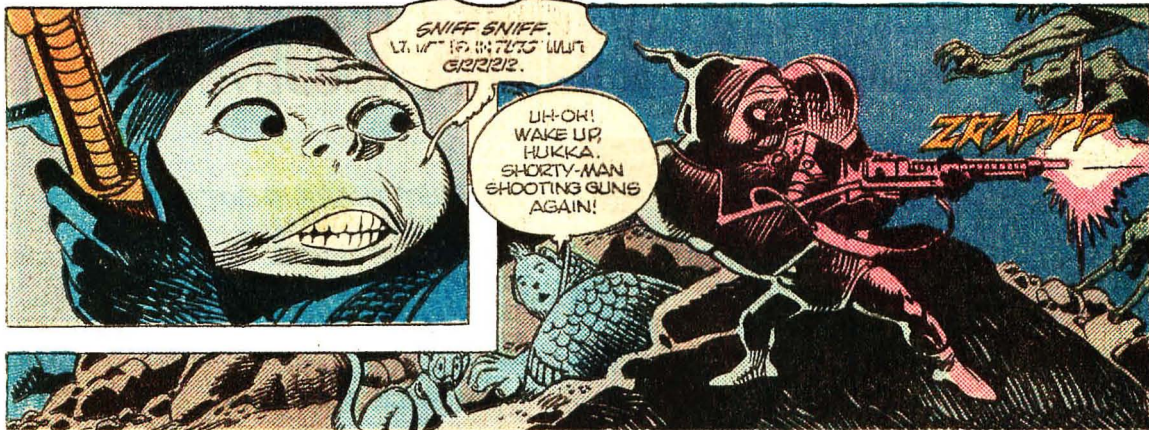


--THEN  
MORPH'A  
TAKE BABE  
HOME.











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 ARE IN THE THICK OF IT!  
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# NO STOPPING US NOW!



BY DAYBREAK  
THE TRIO IS  
OFF ONCE AGAIN.  
BUT  
BEFORE LONG...

THIS PLACE  
LOOK LIKE--LIKE  
BABE'S HOME! AND  
THAT--THAT LOOK  
LIKE--

MOHMA!

MOHMA! MOHMA!  
BABE HERE! BABE  
COME HOME!

\* INHABITANTS OF BABE'S HOMEWORLD, EGG,  
GROW INTO SENTIENT MOUNTAIN-LIKE FORMS.  
SEE ISSUE #1 FOR MORE INFO. -- Andy.

HUKKA! WATE!  
HUKKA!

BUT HIDDEN AMONG THE  
MOUNTAIN'S CRAGGY WALLS  
IS A RATHER INSIDIOUS  
WELCOMING COMMITTEE...

WANDA TIV-LEVIN,  
WEM CIDESEIGHT?

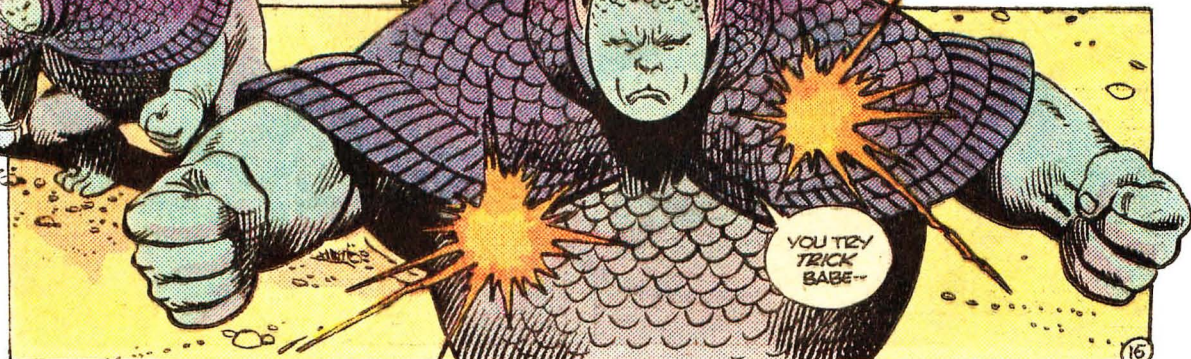
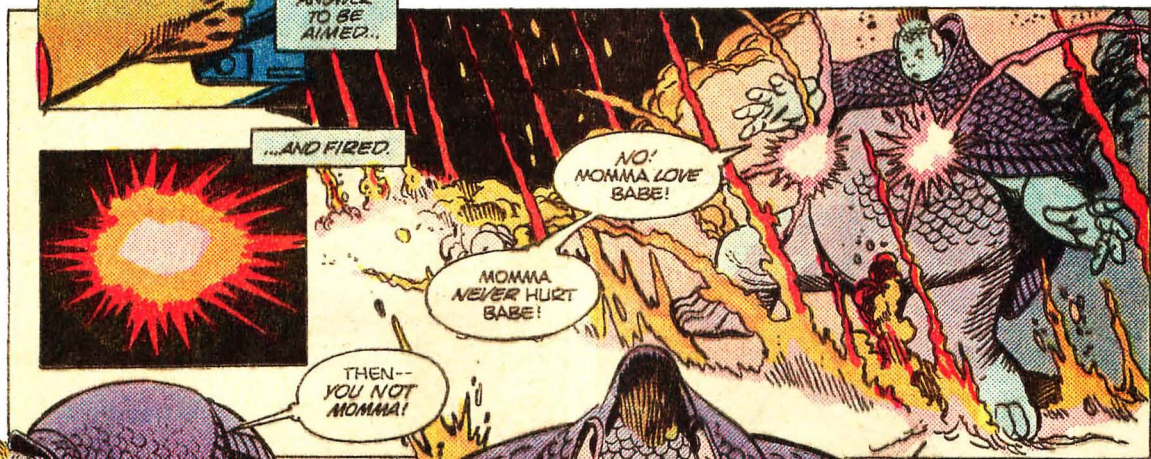
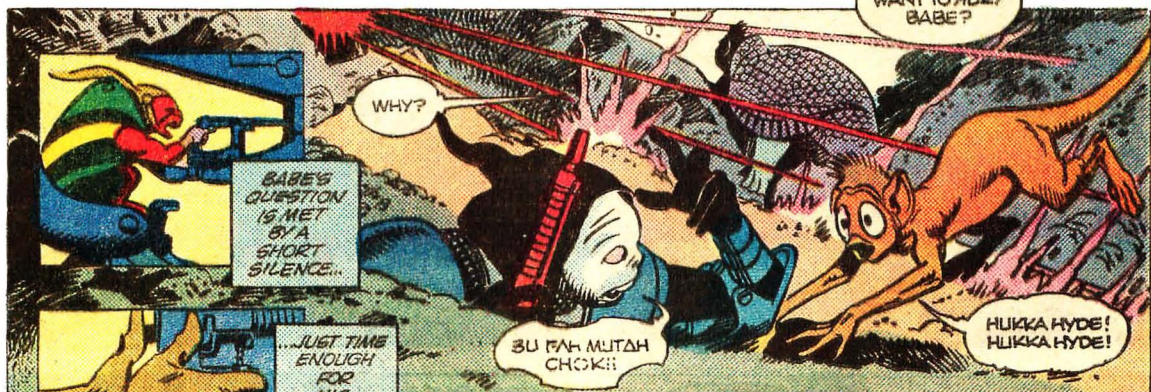
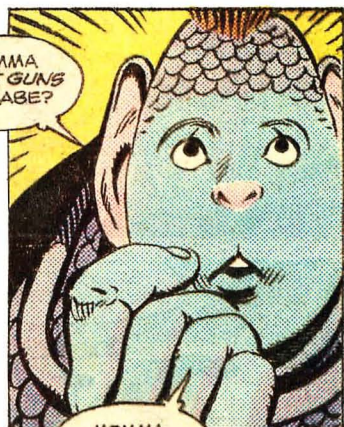
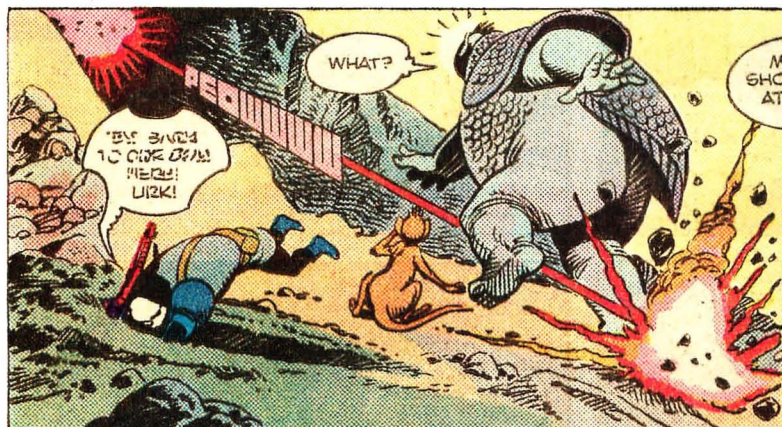
"OH JAY  
GOB!!

BABE  
SO HAPPY  
WE COULD  
CRY!

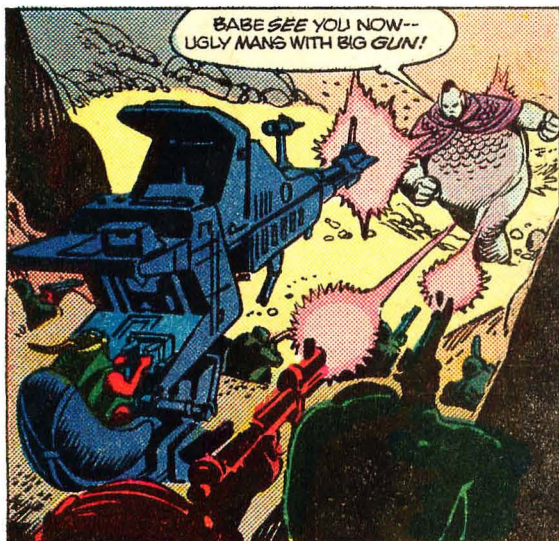
AND THIS COMMITTEE IS DETERMINED  
TO DEMONSTRATE THE DEPTH  
OF THEIR SINCERITY!

OH WEGUS  
TIV-LEVIN  
GODFUS!!!!











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# A boy and his alien

**JEMM**  
**SON OF SATURN**  
by Greg Potter, Gene Colan and Klaus Janson  
**COMING SOON!**

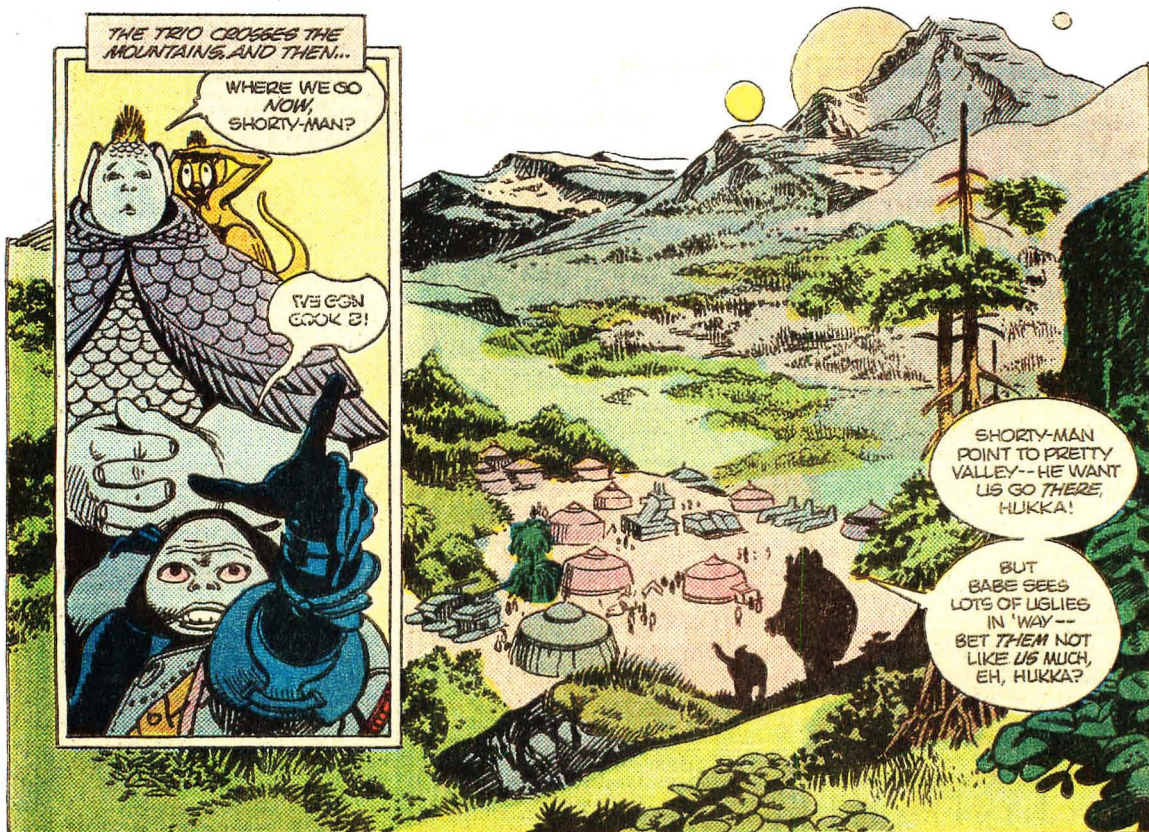
YOU'RE MORE SCARED THAN ME, AIN'T YOU? SOMEHOW THROUGH THAT RAY-BEAM OF YOURS, YOU LET ME FEEL HOW SCARED YOU ARE... AND... AND SOMETHIN' ELSE YOU'RE FEELIN'... YOU'RE FEELIN' FAR FROM HOME... FAR FROM THINGS YOU KNOW AND GREW UP WITH...

...YOU'RE FEELIN'... ALONE!

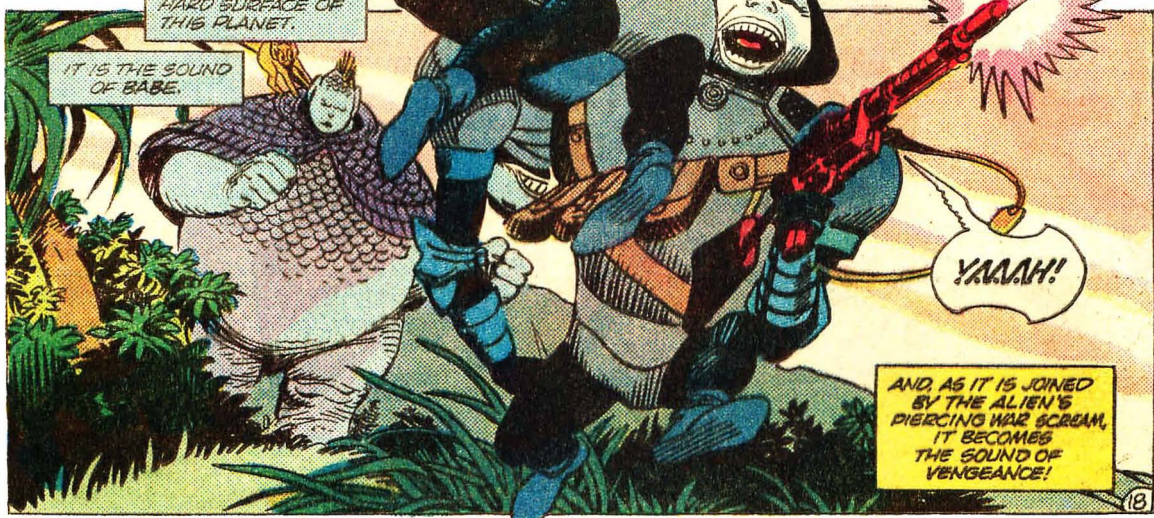
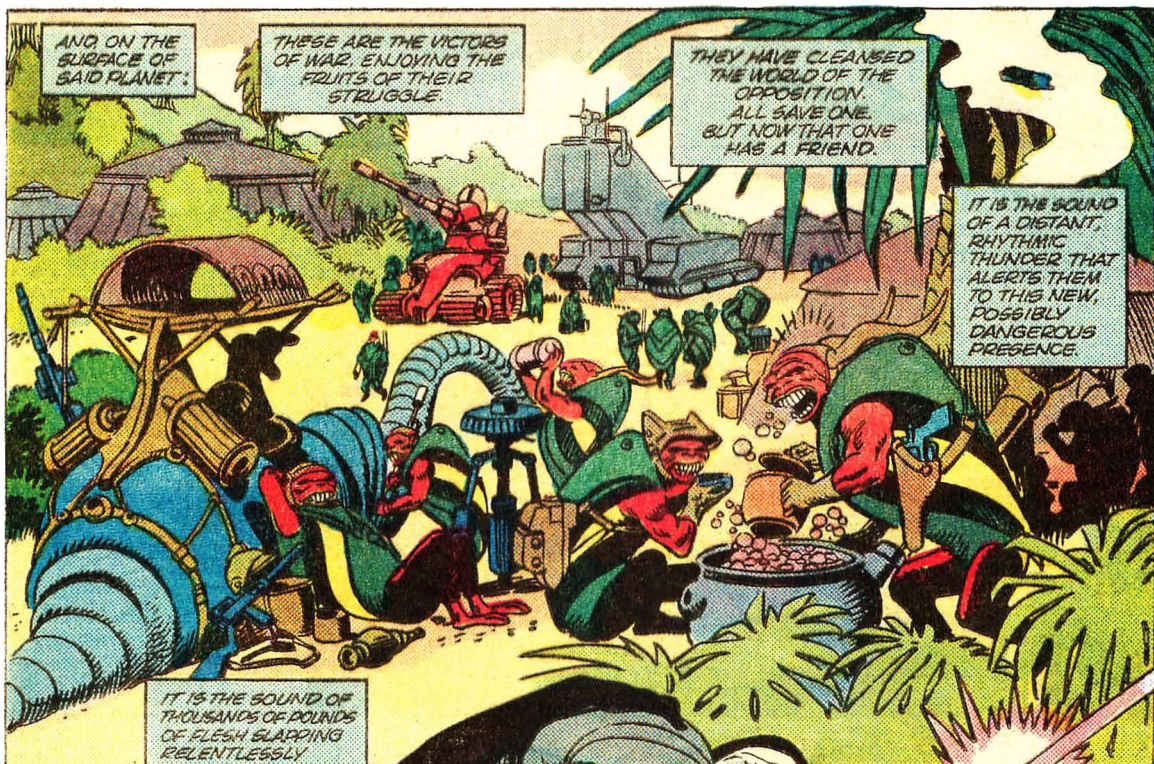
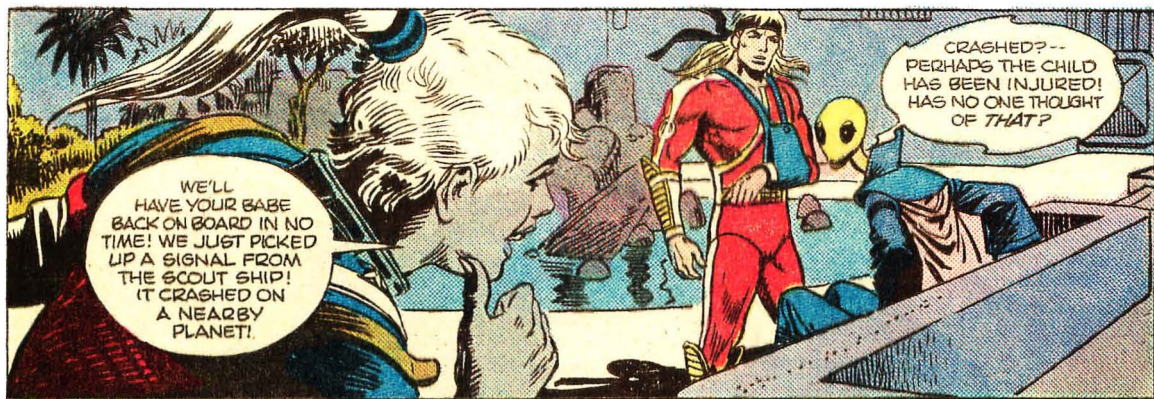
YOU KNOW WHAT? I BET YOU'RE FROM OUTER SPACE, LOST AND LOOKIN' FOR HOME!

C'MON, MISTER SPACEMAN. YOU AND ME ARE GONNA LOOK FOR YOUR HOME TOGETHER!

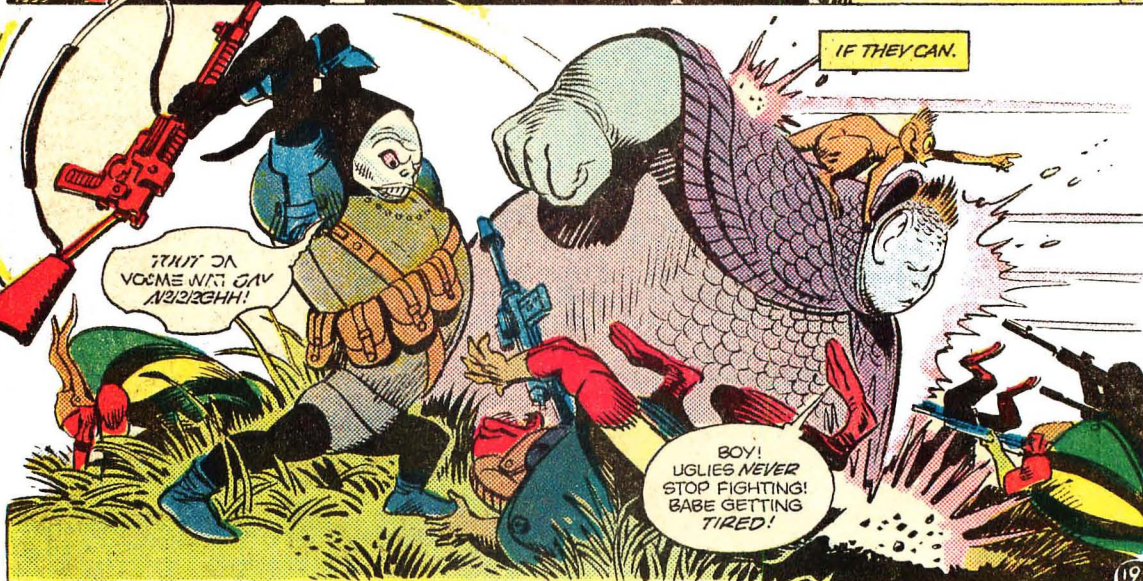
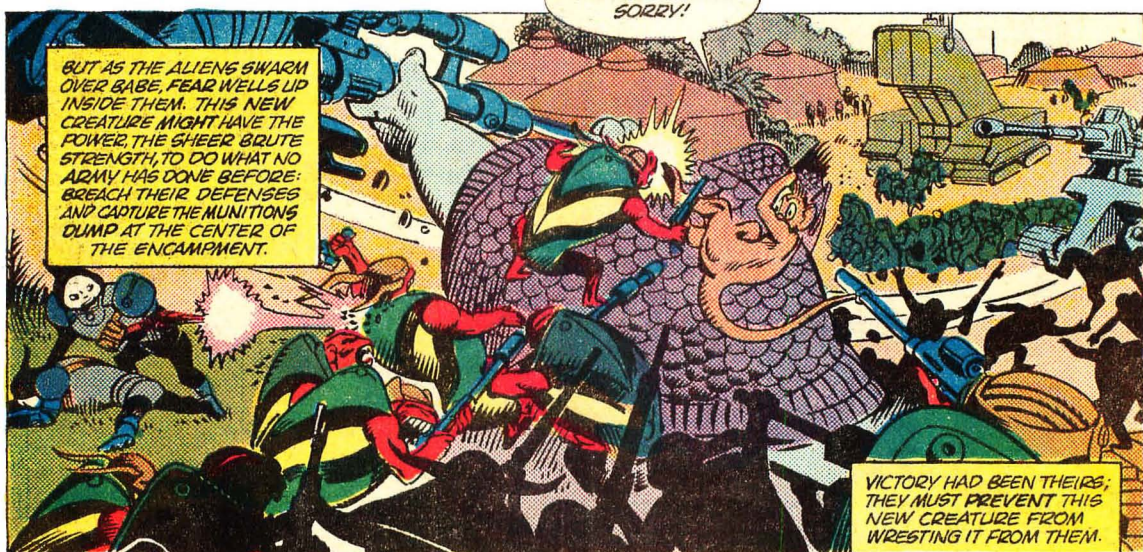
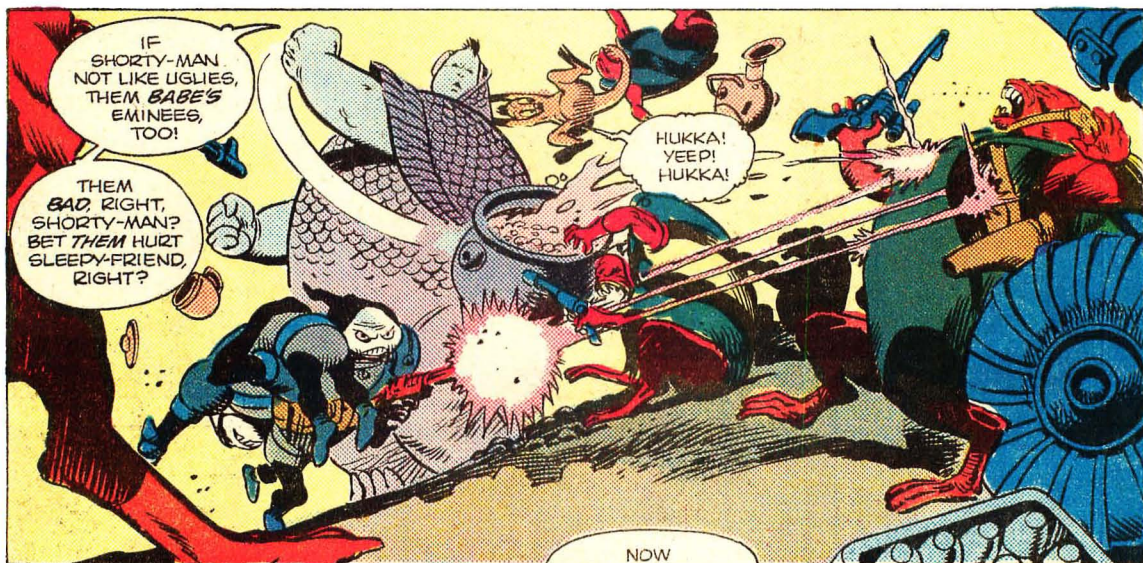














AND, AS THE BATTLE  
ESCALATES...

UGLIES ALL OVER--  
TOO MANY TO FIGHT! BABE  
THINK MAYBE IT TIME US  
GO 'WAY NOW!

HUKKA!  
WATE!  
HUKKA!

BUT  
BABE SLEEPY!  
BABE WANT--

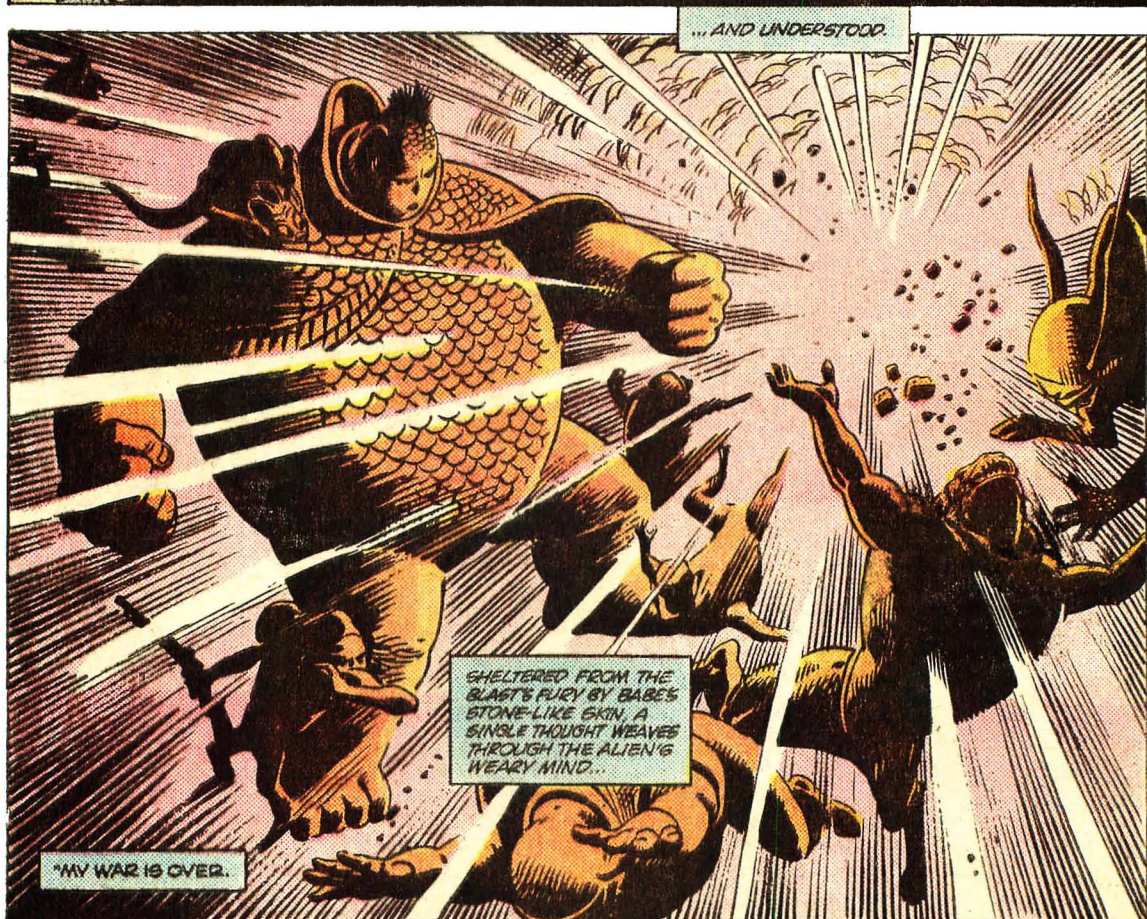
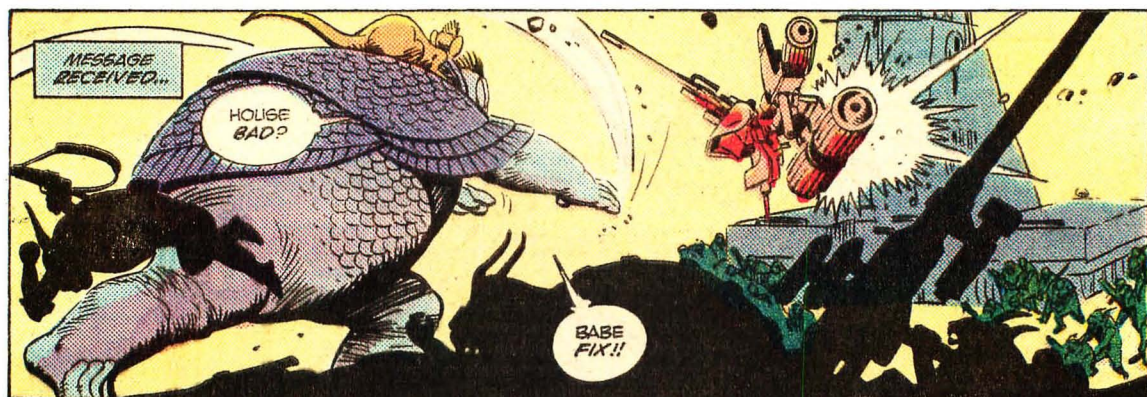
HEY, HUKKA!  
WHY SHORTY-MAN  
POINT TO FUNNY  
HOUSE?

SHO.  
DO VAIK  
A DUE WA..  
**BAD**

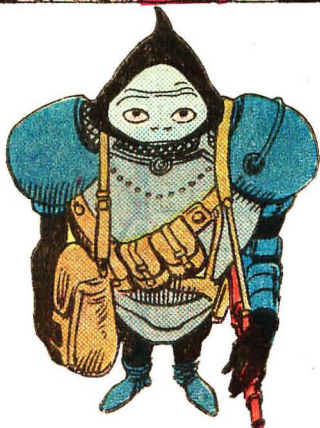
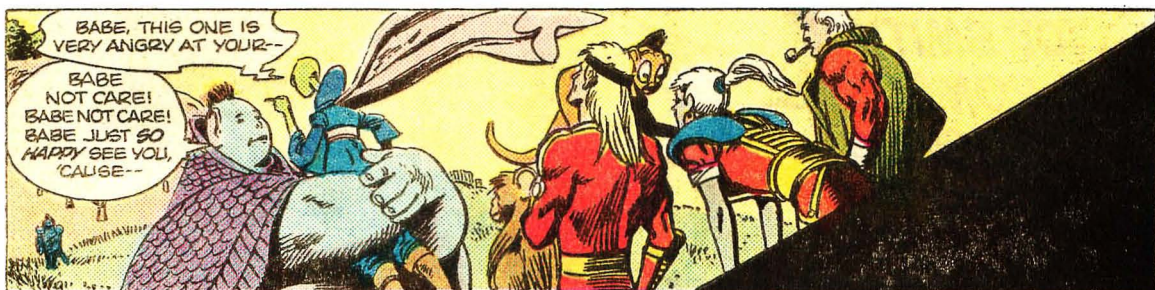
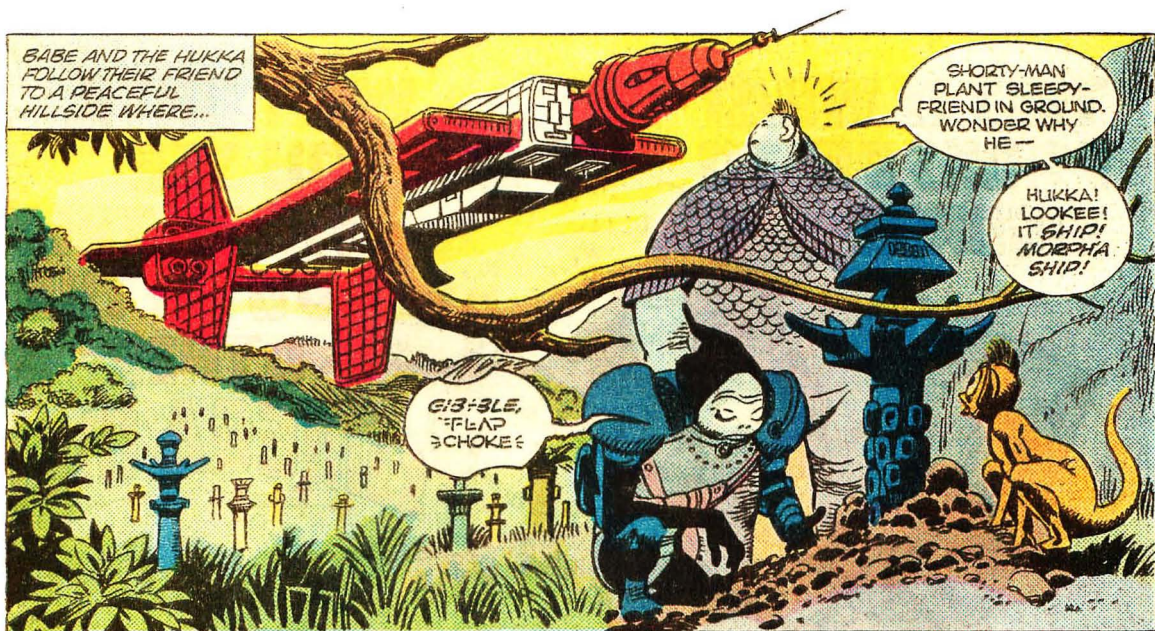
IT IS BUT A SINGLE WORD, WHOSE  
TRUE MEANING COULD ONLY BE  
INFERRED FROM BABE'S LIMITED  
VOCABULARY. IT LAY FILED AWAY  
IN THE ALIEN'S BRAIN, READY  
TO BE USED AT AN  
APPROPRIATE TIME.

NOW IS THAT TIME.











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PSIONS DID TO  
TIGORR!**

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YOU SEE  
WHAT THEY  
DO TO THE  
OTHER  
OMEGA MEN**

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MOENCH,  
TOD SMITH  
& ROMEO  
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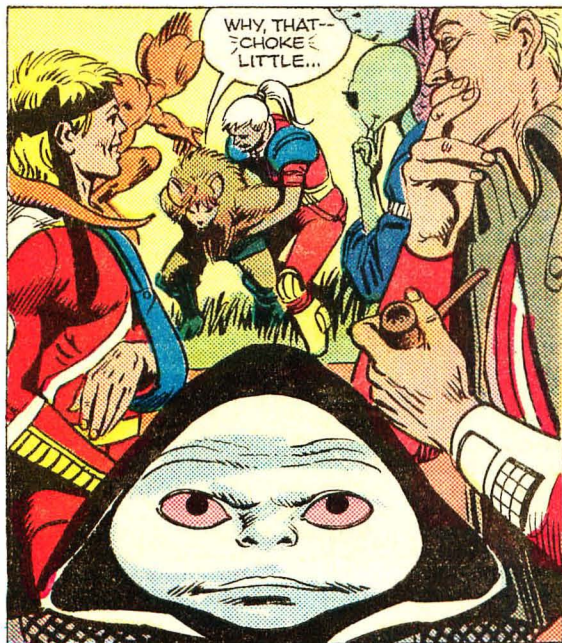
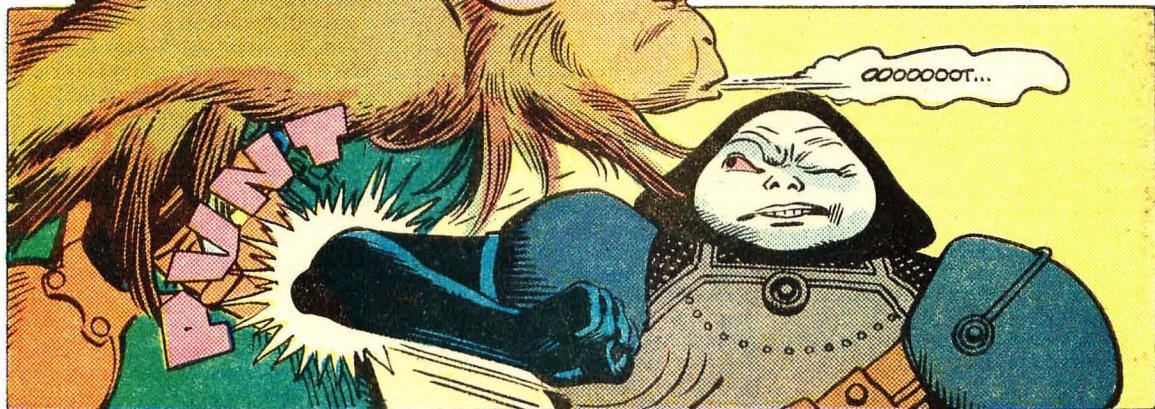
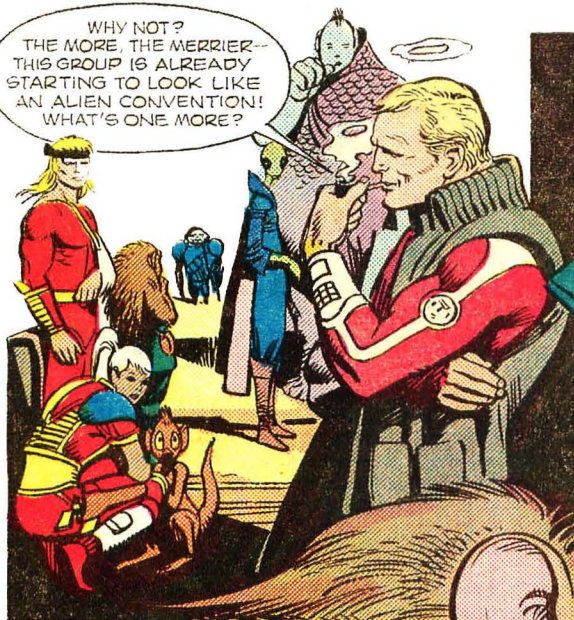
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# FORCE FEEDBACK

L-1684

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You might have noticed an additional writing credit in the olde credit box this time around—fella by the name of Andy Helfer, who just so happens to be ATARI FORCE editor and compiler of this letter column (usually at 4:00 A.M. the night AFTER it's due). Well, due to pressing deadlines, Gerry Conway had to pass on dialoguing this issue (but we PROMISE, he'll be back next time), bequeathing ME the honor of scripting the story you've probably just read. I seldom actually write comics, but I don't think there's a single writer in the business who would pass up the opportunity to match his or her own words to José Luis García López' magnificent pictures—I certainly wouldn't.

So I didn't. But I had help and guidance along the way, so I'd like to thank those involved: Dick Giordano, who gave me the go-ahead and checked out the pages as I'd written them; Len Wein, for editing the material and giving me more than a couple of invaluable writing tips along the way; and finally, Gerry Conway, for suggesting, encouraging, and making me feel like I could do it.

It wasn't easy. But it WAS fun. Hope you like it.

But enough of this. Let's get on to the business of letters...

Dear Atari Force,

You've got a winner with this series, but...

Please have it turn out that Blackjak isn't really dead. I'll wait, I just need hope. In two issues I became attached to him, even if he does look like a member of the STARJAMMERS in another certain "universe."

Please, please! They were a wonderful couple!

Muriel Hykes-Bailey  
RD #1, BOX 170-B  
ALLENWOOD, PA 17810

(Okay, okay, already! You want Blackjak back, you got him—or DO you? Check out next issue to find out!)

\*\*\*\*\*

Dear Atari Crew:

When ATARI FORCE #1 hit the stands, I dismissed it as the umpteenth toy-spinoff ray, or worse, yet another opportunist marketing tie-in, as in the SMURF and PAC-MAN kid-vid shows. But by the time #4 came out, I'd heard all sorts of ecstatic praise for this title coming from respected fellow collectors. I gave in and bought a back issue

(#1). I've read through #6 now.

Boy, was I ever wrong! AF blows both the X-MEN and the MICRONAUTS clear out of the Multiversal. Not only is the artwork rich and imaginative, but the characterizations and their attendant development rival even that of the TEEN TITANS. Not liking either Martin or Chris Champion at first, I've grown to appreciate them quite a bit. Pakrat is stupendous, a sort of werewolf-wolverine-catburglar hybrid. Morpheus opens up the scenario's quasi-philosophical angle in addition to her becoming uncharacteristically drawn to Babe and Martin Champion. (I hope she and Martin marry and adopt Babe. I'd love to see Chris' nonplussed reaction to his new step-brother and step-mother!) Dart...ah, Dart! Here we have an amazingly compiled mutation of clichés that somehow gels into a fresh entity that soars over any non-cliché extant.

In Dart, we finally have a heroine that embodies all the best of human virtues (and some not-so-good ones). She is sharp and blunt (think about it) and cannily resourceful, but she is also loving and supportive. She can out-match nearly all comers in stealth, ferocity, and cunning, and yet, is straightforward and nurturing with her comrades. Dart is also gorgeous, and has the best costume in the book! I can't wait to see ALL her tattoos. "Hukka, Hukka," indeed!

The Dark Destroyer, unlike Dart, seems to have been awarded the worst getup. He's a nasty sort, all right, but is in need of a more ominous appearance. I suppose deeds outweigh image in this case, though. I predict that Dart will ultimately save the day by channeling her power through Morpheus to reveal a most distasteful future for the Dark Destroyer. Maybe he'll see a vision of himself being led in irons to a tailor or something. Only time and Gerry Conway will tell.

Till Pakrat plays pattycake with Babe, I'm a reader for life.

Steven Feldman  
222 DOUGLAS AVE.  
PROVIDENCE, RI 02908

(Sorry, Steve, but most of your speculations about the future of the ATARI FORCE are simply not in the cards. Still, we thought they were amusing enough to at least see print here. At least you can console yourself with the thought that SOMEWHERE in the Multiverse your scenario might one day be a reality!

But seriously, your swing from skepticism to fanaticism for the ATARI

FORCE is a fairly common one. Time and again we receive letters from readers who simply couldn't believe what they were missing. It seems that once readers check out an issue, they're hooked. And those of you who've hopped aboard after the first issues and are a bit confused about exactly what's going on with the FORCE shouldn't miss our next issue, which recaps much of what has gone before, both in this magazine and in the original ATARI FORCE's mini-comic series.)

\*\*\*\*\*

Dear Friends:

ATARI FORCE has finally begun to mesh. The basis of any good story is interaction between dissimilar entities. Until issue #5 and #6 only somewhat similar forces met, therefore, no real conflict. Pakrat was mostly off to himself, the other members of ATARI FORCE had limited interaction, and the Dark Destroyer had made no direct contact.

Now things have changed. First of all, the Force has begun to work as a team, shelving personal conflicts to accomplish a goal. By page 7, Gerry has shown us each character as an individual, while keeping all involved within arm's reach of each other. And yet, we still get to glimpse previously unseen sides of the characters: Morpheus's anger; Martin listening, letting reason rule. And when Babe fell in the water...dare I say it? (Yeah!)...Pakrat looked like a drowned rat! Finally, the laughter acted as a unifying force.

An aside about Pakrat: Although I still think he's silly looking, and by himself, only slightly interesting, when blended into the rest of the Atari Force, magical things happen. He complements the group, and the group complements him. There's great interaction here.

Moving along, Tempest's unique fighting abilities took on a very eerie aspect with the black background used. The words *disorienting* or *frightening* might be appropriate to describe the feelings I got when reading it. When one considers the advantages Chris' powers give him in a fight, it becomes evident how powerful the Dark Destroyer must be to have defeated him so easily.

The rest of the book speaks for itself, so rather than continue, let me just say—good work. You have entertained me.

Dennis K. Catucci  
20 BARRINGTON ST.  
WESTBURY, NY 11590



(Thanks for your observations, Dennis. As you can see, Gerry and José are not merely presenting fully formed characters, but are instead slowly unveiling them to readers. The "unseen sides" you talk about include this new display of Tempest's powers, which raise him from the mire of "teleportational heroes" so common in comics today. And you'll continue to see new and unexpected developments in each Force member each and every issue.)

\*\*\*\*\*

Dear Atari Folk:

After reading every issue of ATARI FORCE available, I've still got a couple of questions for you:

1) When we were first introduced to Dart, I determined her powers were purely precognitive, which held true until issue #5, in which you showed us her "psychic image." What is the true extent of her powers?

2) How did other sentient races in the New Earth dimension react to the humans' migration there?

3) What has happened to the people left on "Old Earth"?

4) Do many ships have a "Multiverse Drive" as Rident's does?

5) Could you reprint the original ATARI FORCE mini-comics as a mini-series for those of us who missed it?

Keep up the good work.

Kevin Lawson  
56 APPLEWOOD LANE  
GETTVILLE, NY 14068

(Kevin, your questions deal with a bunch of subjects we intend to explore in future issues, so we'll deal with them one by one, and try not to tip you off to upcoming stories too much. We wouldn't want to spoil it for you!

1) Obviously, Dart's powers extend beyond precognition. But how extensive are they? And does her particular genetic similarity to Tempest have anything to do with these additional abilities? Remember, both characters have gained powers because of their parents' repeated exposure to the Multiverse. Think about it.

2) As detailed in ATARI FORCE mini-comic #5, the aliens actually held a meeting of their interplanetary council to approve Martin Champion's request to relocate there. Although we're sure that pockets of anti-human racists still exist, for the most part everything is... well... copacetic!

3) Old Earth is still around, just waiting to be rediscovered—as soon as our crew has a minute to spare!

4) At the time the ATARI FORCE takes place, there's little need for Multiverse exploration, since mankind has already found a new home, and few ships containing multiverse drives are still operational.

5) We'd love to! We're just looking for the right time, right place, and right format!)

\*\*\*\*\*

Dear Gerry and José,

I just read ATARI FORCE #6, and I feel

compelled to write and compliment you both (and all the others there, of course, through you) on the achievement you are accomplishing. That may sound very verbose, but I am a firm believer that achievement takes time...it isn't something you do, but rather something you continue to do.

I look at ATARI FORCE that way. I fall into the category of those unfortunate folks who never read those game-cartridge "comicettes" on the Force, and this series' six-issue run has been one long discovery for me. And I think the book's purposefully set up to accentuate that ensemble-feeling of discovery (and at this point, let me include a fervent prayer that I'm not one of those poor dummies who gets his letter printed just so you can reply with a tart "Oh, yeah? That's what you think! We're actually making all this up only seconds before the deadline!" Gulpi!)...the characters are deepened even as they are explored, so that we, the readers, are left with our curiosities continuously whetted.

Issue #6 is a perfect example of this, and of much more. As an aside, I should begin with a peal of praise for José's fantastic cover; in a medium that virtually requires an appealing first impression, José seems to have mastered the knack. The framing of this cover was truly gripping.

As to the issue itself, the best compliment I can give it is to call it true science fiction. All the elements are there: the luring glimpses of weird, futuristic technology, the slight, tastefully done element of physical super-abilities, the multifaceted nature of the plot's unfolding, all the elements of Asimov, Herbert, and Bradbury. That's the real achievement here: you people are creating science fiction. Ignore the names: that they come from a source you didn't invent is irrelevant, the science fiction is all yours. I'm grateful that you chose to present it in this genre. There just isn't enough of this kind of stuff anymore.

I'll be watching in the future, be assured. Please keep up the great work. And don't be dismayed from the somewhat gloomy prospects for a good plot line beyond the present one.

Sincerely,  
Thomas Paoli  
University of Iowa

(While we're genuinely flattered by your comparisons to the greats of science fiction literature, we hope we're not sounding immodest (us? NEVER!) when we say—we're glad you noticed! And, no, you won't get any tart replies from us—Gerry and José knew from the start of the series exactly how the characters would shape up, and very consciously decided that the best way to reveal these incredibly rich characters would be to do it slowly. We've taken our time so far, and this issue has been a breather of sorts, but starting next time the action REALLY picks up as the Force begins their journey towards the final confrontation with the Dark Destroyer!

But there's a flip side to your feelings about the ATARI FORCE. Thomas, as the

letter below attests:)

\*\*\*\*\*

Dear A-Team (so to speak),

Though this series has so far been reasonably good, that aspect has begun to become overshadowed with a feeling of frustration. In fact, I would say that so far, this series has been more akin to a good prelude to a comic book series than it has to a comic book series. For instance, here we are at the end of #5 and the Atari Force has just been formed (and informally at that). What's more, the adversary who appears destined to be the major one of the first segment and who has been in the background since #1 has also just appeared, though his identity, purpose, etc. are still not known. I guess that, in a way, your treatment is realistic, since events don't proceed at a nice measured pace; events are sometimes obscure, and good teams aren't always quickly or logically formed. But it is, as I say, frustrating—but interesting enough so far for me to stick around for a while longer.

One thing that your prolonged "prelude" has allowed you to do is to establish each of the individual characters as an interesting and distinctive character in his/her own right. (More frustration: The team has good building blocks, but we still haven't seen the team.) I hope that you will focus somewhat on the process and problems of molding the individuals into a team. While good individuals are desired components for a team, it takes more than just a good selection of talented members to make a good team. It takes training, experience, and, importantly, cooperation. Individuals must learn when and how to give the team precedence over their own thoughts and feelings. Many team books largely fail to come to grips with the whole issue of the team as an entity or a process. Hopefully, you will try to rise and meet this challenge.

Yours truly,  
"T.M. Maple"

(As far as your frustrations with the ATARI FORCE thus far, T.M., we hope that the next few issues help to alleviate them. But even you concede that there are many GOOD reasons for structuring our story the way we have. The blocks HAVE come together, as you've no doubt seen in our last few issues, but we're still discovering HOW the characters work with one another. Whether or not they shape up as a group in the manner you suggest remains to be seen. That's all for now.)

NEXT ISSUE: A weakened Tempest manages to return to New Earth on a personal fact-finding mission to learn all the things his father never told him about the Dark Destroyer. Also—more on the funny little alien introduced in this issue, the provocative return of Professor Venture, and another surprise or two that'll REALLY knock your socks off! Be there—or don't say we didn't tell you so!

—Andy Halfner



# MEANWHILE

I don't know how warm it is where you are today, but the good ol' summertime comes early this year for comics. Comic conventions usually don't start till late June with the really important ones usually slated for July to mid-August. This year they've been moved up so that, for example, the San Diego convention will take place the last weekend in June, and Chicago the first weekend in July. Others are slated from late August on. Why? The Olympics, of course. We're starting our summer early, too—but for a different reason. Summer is the traditional time for publishing Annuals, and in the past we've pretty much honored that tradition, but our schedule for Annuals in 1984 has been expanded (14 Annuals; count 'em, 14). We have two movie specials we're sure you'd like to read and a 48-page **SWORD OF THE ATOM SPECIAL** to round out the list. So much to do—so we're starting earlier this year. Matter of fact, if all went according to plan, the aforementioned **SWORD OF THE ATOM SPECIAL** was released sometime in early April, and the **TEEN TITANS ANNUAL** (#3) should be out right now (on sale April 26th).

A quick look at the following list of annuals and specials will give you a bit of time to plan your summer comics buying. Have fun... and have a good summer.

## **FIRESTORM ANNUAL**

#2 1984 48 Pages Mando  
\$1.25 in U.S.A.  
Gerry Conway—Writer  
Rafael Kayanan—Penciller  
Rodin Rodriguez—Inker  
Triumph of the 2000 Committee—fate of Firehawk's father, Senator Walter Reilly—and the showdown game between Bradley High and Molloy.  
On sale August 23

## **ALL-STAR SQUADRON ANNUAL**

#3 1984 48 Pages Mando  
\$1.25 in U.S.A.  
Roy Thomas—Writer  
Giordano/Hoberg/Pérez/  
Nodell/Buckler/Infantino/  
Boring/Newton/Howell—Artists  
The Justice Society vs. the menace that time forgot.  
On sale June 14th

## **ARAK ANNUAL**

#1 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Roy Thomas—Writer  
Randall/Gonzales/Colón/  
Alcala/Forton—Artists  
Battle to the death with the Serpent Lord.  
On sale July 12th  
**SGT. ROCK ANNUAL**  
#4 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—J. Kubert  
Title—*A Candle in the Wind*  
Writer—Kanigher  
Artist—Redondo  
Sgt. Rock confronts the Iron Major.  
On sale May 17th

## **WARLORD ANNUAL**

#3 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—Jurgens/DeCarlo  
Title—*Full Circle*  
Writer—C. Burkett  
Pencils—D. Jurgens  
Inks—M. DeCarlo  
Morgan is thrown back in time to ancient Atlantis. Events taking place in this issue bring this titanic 12-part series to an exciting conclusion.  
On sale June 28th

## **TEEN TITANS ANNUAL**

#3 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—G. Pérez (Painting)  
Title—*Finale*  
Writer—M. Wolfman  
Pencils—Pérez  
Inks—Giordano/DeCarlo  
Last chapter of the Terra/Terminator story. Brings to a conclusion the story line started 2 years ago.  
On sale April 26th

## **OMEGA MEN ANNUAL**

#1 1984 48 Pages Deluxe format  
\$2.00 in the U.S.A.  
Cover—Smith/Tanghal  
Title—*The Fight for Harpis' Wings*  
Writer—D. Moench  
Pencils—T. Smith  
Inks—R. Tanghal  
Harpis wins back her wings.  
On sale August 23rd

## **AMETHYST ANNUAL**

#1 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—E. Colón

Writers—Mishkin/Cohn

Layouts—Ric Estrada

Finishes—E. Colón

Amy unleashes a terrible danger into the Gemworld and Amethyst must come to the rescue.

On sale June 14th

## **JLA ANNUAL**

#2 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—Patton/Giordano  
Writer—Gerry Conway  
Artist—Chuck Patton  
All the new characters and new JLA headquarters will appear for the first time.

On sale July 19th

## **LEGION ANNUAL**

#3 1984 48 Pages Deluxe format  
\$2.00 in the U.S.A.  
Cover—K. Giffen/L. Mahlstedt  
Title—*Mordru is Back!!!*  
Writer—Levitz  
Artists—Swan/Tanghal  
Is Darkseid's curse Mordru's freedom or Saturn Girl's child?  
On sale July 5th

## **BATMAN ANNUAL**

#9 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Title—*The Four Faces of Batman*  
Writer—M. Barr  
Artists—to be determined  
4 stories by 4 different artists. Each story is about a different facet of Batman's character: Avenger, the detective, the child, the man.  
On sale July 26th

## **SUPERMAN ANNUAL**

#10 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Cover—Barreto  
Title—*The Day the Cheering Stopped*  
Writer—Maggin  
Pencils—Swan  
Inks—Anderson  
King Kosmos conjures up a sinister scheme to discredit Superman and thereby gain the adulation of his subjects—the people of Earth.

## **SUPergirl MOVIE SPECIAL**

48 Pages Mando  
\$1.25 in the U.S.A.  
Adaptation—J. Cavaliere  
Artist—G. Morrow  
On sale July 5th

## **DC PRESENTS ANNUAL**

#3 1984 48 Pages Mando  
\$1.25 in the U.S.A.  
Title—*With One Magic Word*  
Plot—R. Thomas  
Dialogue—J. Cavaliere  
Artist—G. Kane  
The evil Dr. Sivana robs the powers of Shezam and comes to blows with Capt. Marvel and the Golden Age and Modern Day Superman.  
On sale June 21st

## **STAR TREK MOVIE SPECIAL**

64 Pages Mando  
\$1.50 in the U.S.A.  
Adaptation—M. Barr  
Pencils—T. Sutton  
Inks—Villagran

Thank you and Good Afternoon.

*DPK*



# NOT FOR SUNDAY DRIVERS!



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Thunderbird



Terry Labonte's  
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Full rollcage

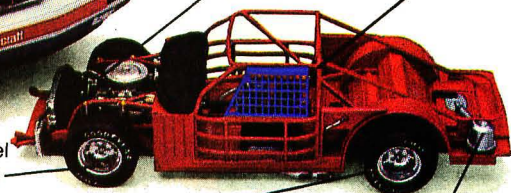


Simulated steel  
racing wheels

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racing tires

Detailed Chevrolet  
racing engine

Full rollcage



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oil system

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