



BY
GERRY CONWAY AND
JOSE LUIS GARCIA LOPEZ

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STAR WARS THE FORCE AWAKENS

**WHO
IS THE
DARK
DESTROYER?**

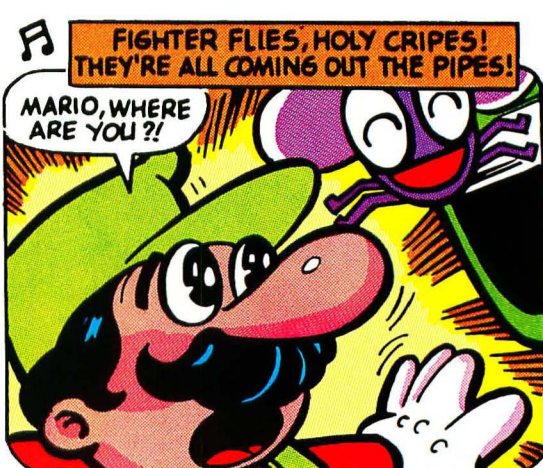
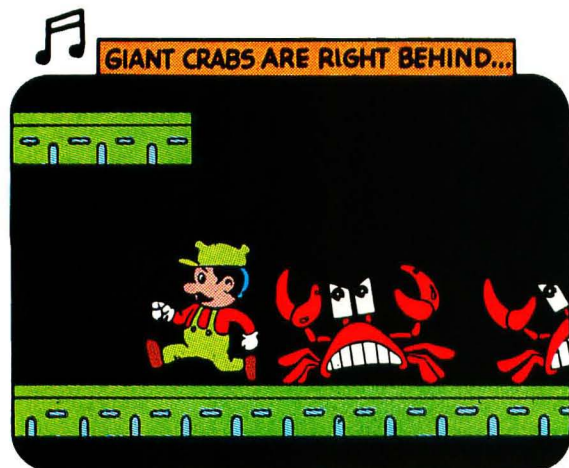
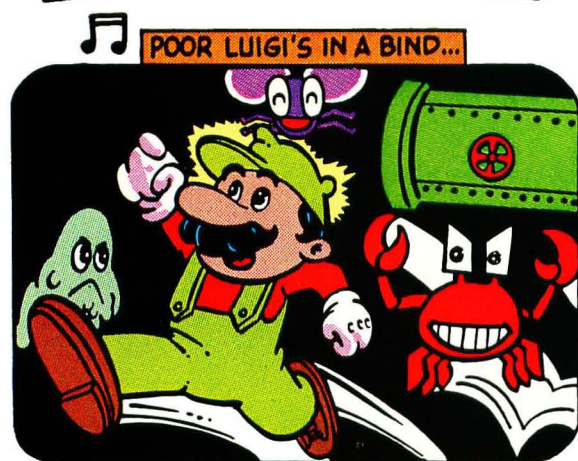


**PLUS!
A HUKKA
SOLO STORY
by
KEITH GIFFEN!**

ATARI® PRESENTS MARIO BROS.™

* Another smash arcade hit brought home only by Atari for use with the ATARI® 2600™ Game, Sears Video Arcade† systems and versions exclusively for the ATARI 5200™ Super System.

EXCITING 2
PLAYER ACTION!



MARIO BROS.™*

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ATARI
STATION,
IN ORBIT
ABOVE
NEW
EARTH.

BY ALL RIGHTS, CHRISTOPHER
CHAMPION SHOULD BE
CONSIDERED A HERO.

HE HAS BRAVED THE UNKNOWN
TO FIND AN ULTIMATE EVIL,
AND USED HIS UNIQUE POWERS
TO TRAVERSE THE MULTIVERSE
ON A FACT-FINDING MISSION
TO SAVE HIS UNIVERSE FROM
DESTRUCTION.

ATARI FORCE

CREATED BY GERRY CONWAY, ROY THOMAS AND JOSE GARCIA LOPEZ

TWO PEOPLE --
DR. LUCAS ORION AND
DR. LUCIA VENTURE --
KNOW THIS TRUTH --
AND ALSO KNOW THAT
IT IS TOO INCREDIBLE
TO BE EITHER BELIEVED
OR SPOKEN.

SO HERE IN THIS COURTROOM
THE YOUNG MAN KNOWN AS
TEMPEST IS CONSIDERED A
CRIMINAL -- A FACT HIS
DRUGGED MIND CAN HARDLY
ACCEPT.

CHRISTOPHER
CHAMPION,
YOU STAND BEFORE
THIS COUNCIL ACCUSED
OF HIGH TREASON.
ONCE AGAIN
I ASK YOU --
HOW DO YOU
PLEAD?

JUSTICE TOVAH,
THIS IS RIDICULOUS!
HIS SILENCE IS HIS ANSWER!
LOOK AT HIM -- THE HATE
BURNING IN HIS EYES --
THAT FREAK HOLDS THIS
WHOLE COUNCIL IN
CONTEMPT!

REVELATIONS! PART TWELVE

PLOT GERRY CONWAY PENCILS JOSÉ LUIS GARCÍA LOPEZ SCRIPT ANDY HELFER INKS BOB SMITH LETTERS bob lappan COLORS TOM ZILKO EDITOR ANDY HELFER

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PLEASE, SENATOR JAMIESON, CALM YOURSELF! THE RECORDS SHOW THAT THE BOY HAS BEEN SEDATED TO PREVENT HIM FROM SIMPLY TRANSPORTING AWAY!

YOU'RE MISTAKING DRUG-INDUCED CONFUSION FOR CONTEMPT!

BESIDES, THE COUNCIL IS WELL AWARE OF YOUR CAMPAIGN AGAINST THE ENTIRE CHAMPION FAMILY--

--I'M AFRAID YOUR PERSONAL FEELINGS ARE INTERFERING WITH YOUR JUDGMENT.

THIS WHOLE HEARING IS A SHAM, LUCIA-- AND I'M RESPONSIBLE FOR BRINGING IT ABOUT! I SET CHRIS UP TO BE CAPTURED BY HUNTER AND ATARI SECURITY!

DON'T LOOK AT ME TO EASE THE BURDEN OF YOUR GUILT ON THAT COUNT, LUCAS-- BUT IT MIGHT NOT BE TOO BAD. JUSTICE TOVAH'S A REASONABLE WOMAN...

"...SHE KNOWS SHE'LL HAVE TO TREAT CHRIS WITH KID GLOVES"

GIVEN THE DEFENDANT'S PRESENT MENTAL STATE, I FEAR WE'VE HANDLED HIM RATHER BRUSQUELY! LET US START AGAIN-- IN A MORE COMPASSIONATE MANNER!

GAH!

CHRISTOPHER, DO YOU KNOW WHERE YOU ARE, AND WHY YOU HAVE BEEN BROUGHT HERE?

YEAH...

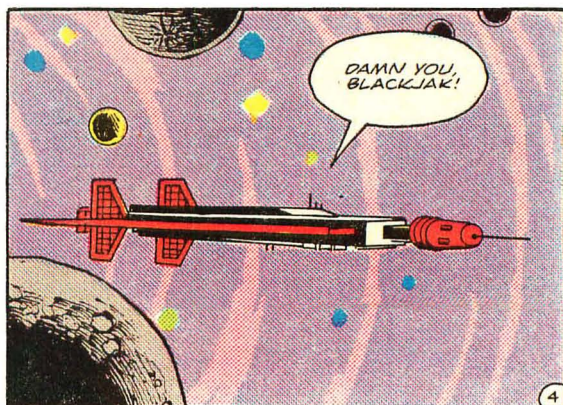
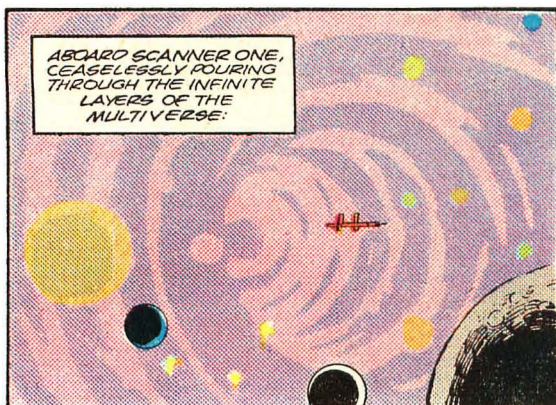
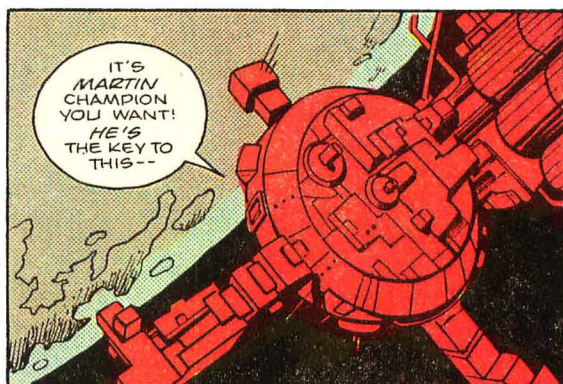
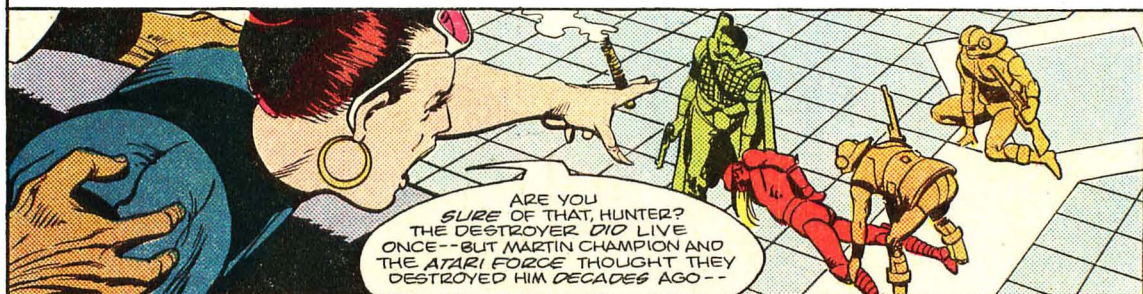
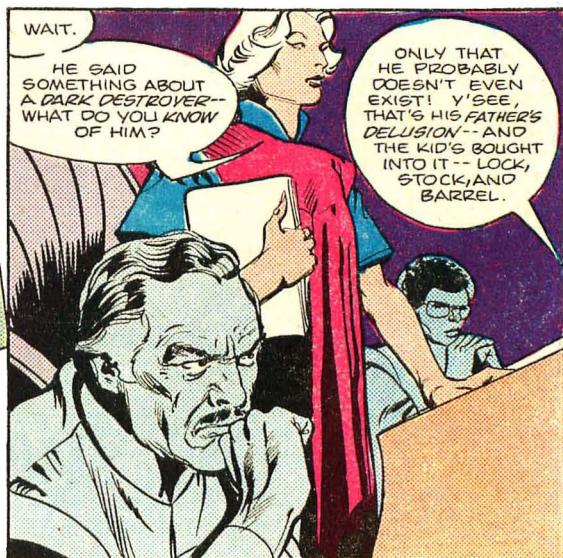
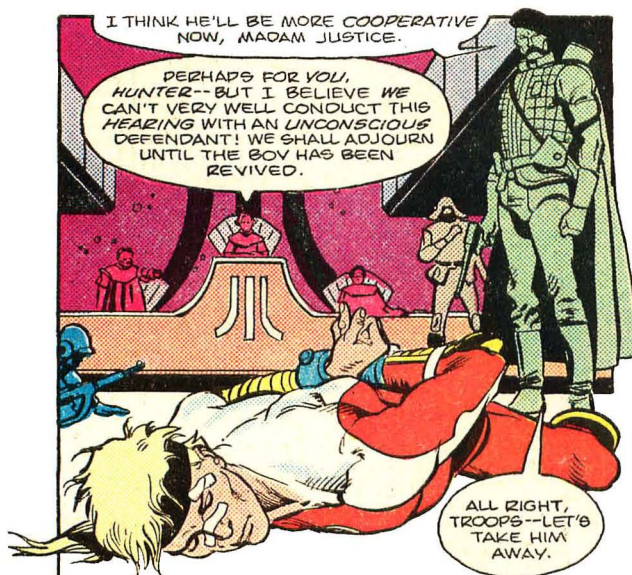
...AND YOU CAN ALL GO TO HELL!

MY DAD STOLE SCANNER ONE FOR A PURPOSE-- TO NAIL THE DARK DESTROYER!

AND HIS REASONS WERE MORE THAN PERSONAL-- I THINK HE'S TRYING TO SAVE ALL OUR HIDES!

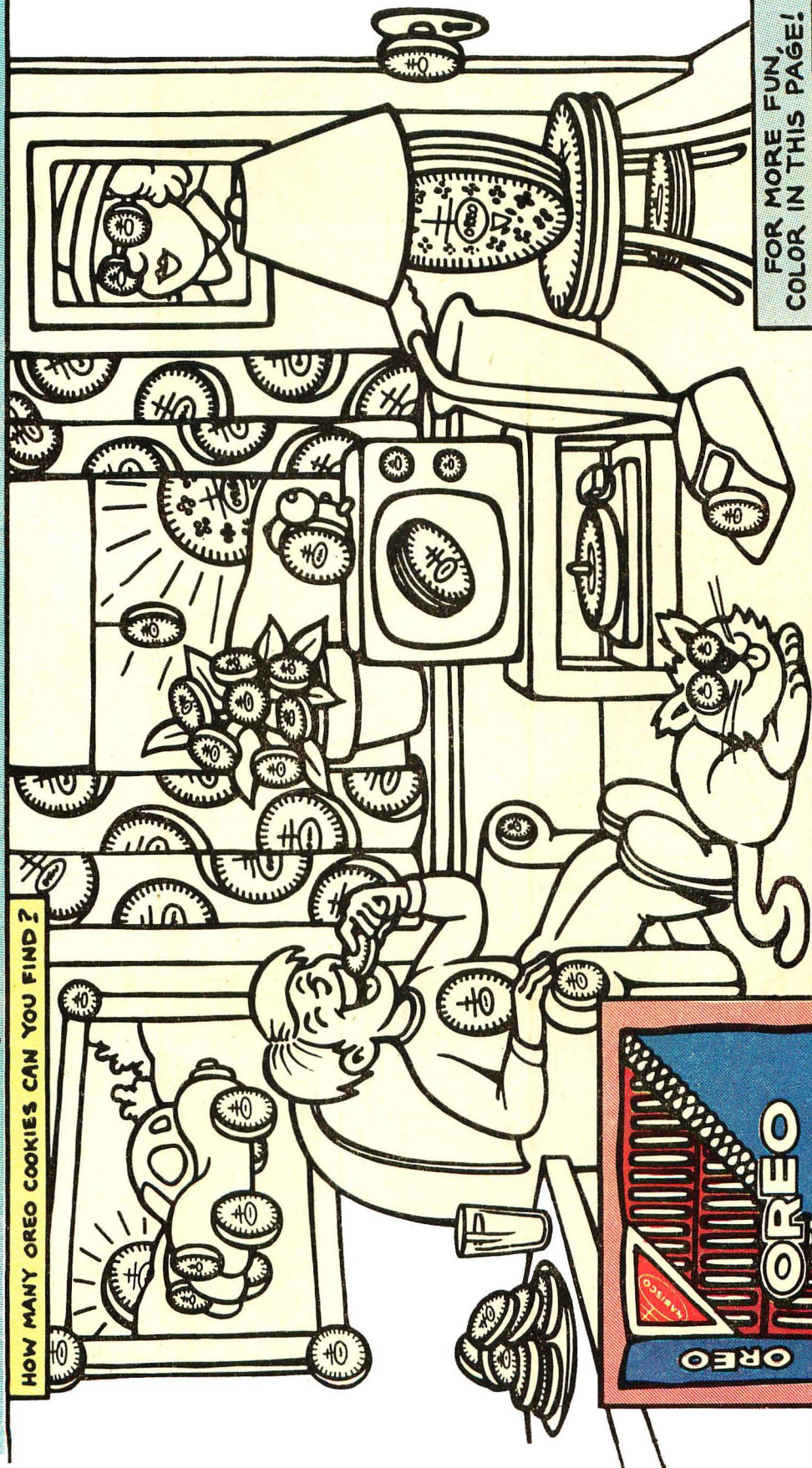
BUT YOU'RE NOT READY TO BUY THAT-- SO I'M GETTING OUT OF HERE--





IMAGINE! OREO® COOKIES EVERYWHERE!!

HOW MANY OREO COOKIES CAN YOU FIND?



FOR MORE FUN,
COLOR IN THIS PAGE!

CREAMY, CRUNCHY, CHOCOLATE OREO
GOES GREAT WITH IMAGINATION!

ANSWER: 62 OREOS
PLUS 25 IN PACKAGE



LOOK, MARTIN--GIVE IT UP. YOU'RE FINISHED. I LOCK-SET THE NAV COM SO YOU CAN'T ALTER THE PROGRAM. THE AUXILIARY'S BEEN DESTROYED. WE'RE HEADED RIGHT INTO THE DESTROYER'S HANDS--



--AND THERE'S NOTHING YOU CAN DO ABOUT IT.

BY RIGHTS, I SHOULD KILL YOU-- YOU'RE NOTHING BUT A STINKING TRAITOR-- A COWARDLY--

DO WHAT YOU WANT WITH ME, PAL-- RIGHT NOW I WOULDN'T PUT UP MUCH OF A FIGHT--

--BUT LEMME SAY THIS-- IF YOU'D BEEN THROUGH WHAT I'VE BEEN THROUGH--



--WELL-- THEN YOU MIGHT UNDERSTAND.



GIVE ME SOME TIME ALONE WITH HIM, WOULD YOU, MARTIN?



IF YOU INSIST, ERIN BIA-- BUT IT WON'T DO ANY GOOD. I'VE SEEN MEN LIKE HIM BEFORE-- HE'S HOOKED ON IT--

--HOOKED ON HIS OWN FEAR.



ERIN STILL SEEMS TO BE IN A STATE OF SHOCK-- CAN'T REALLY BLAME HER, THOUGH. TO HAVE HER LOVER RETURN FROM THE DEAD. ONLY TO DISCOVER HIS MIND WAS CONTROLLED BY--

--LORD... HE ACTUALLY SHOT HER. IN COLD BLOOD.

AH, MARTIN-- THIS ONE WOULD LIKE A WORD WITH YOU.

SO THIS IS YOUR PLACE, EH, MORPHEA? FUNNY-- I'VE NEVER BEEN IN HERE BEFORE. I, UH--SEE YOU LIKE PLANTS.

IT IS IN THIS ONE'S NATURE TO APPRECIATE VEGETATION. BUT THAT IS NOT THE REASON THIS ONE HAS ASKED YOU HERE-- THIS ONE HAS SOMETHING IMPORTANT TO TELL YOU--

--CHRISTOPHER IS NO LONGER ON BOARD SHIP--HE HAS RETURNED TO NEW EARTH--AND THIS ONE IS WORRIED FOR HIS SAFETY.

CHRIS-- GONE?

AND YOU LET HIM GO? WHEN DID HE LEAVE?

SOME TIME AGO-- BEFORE BLACKJAK'S ARRIVAL. BUT YOU WERE SO WRAPPED UP IN YOUR BUSINESS, YOU HARDLY SEEMED TO NOTICE THAT--

--MARTIN. YOUR PAIN IS GREAT. LET THIS ONE SOOTHE YOU WITH A--

BACK OFF, MORPHEA! YOU'VE ALREADY DONE ENOUGH DAMAGE! YOU'VE LET MY OWN SON WALK OUT ON ME--JUST WHEN I NEEDED HIM MOST!

BUT THE BOY HAD SO MANY QUESTIONS-- QUESTIONS ABOUT THE DARK DESTROYER THAT YOU WOULD NOT ANSWER. THIS ONE KNOWS HE IS ONLY TRYING TO HELP--

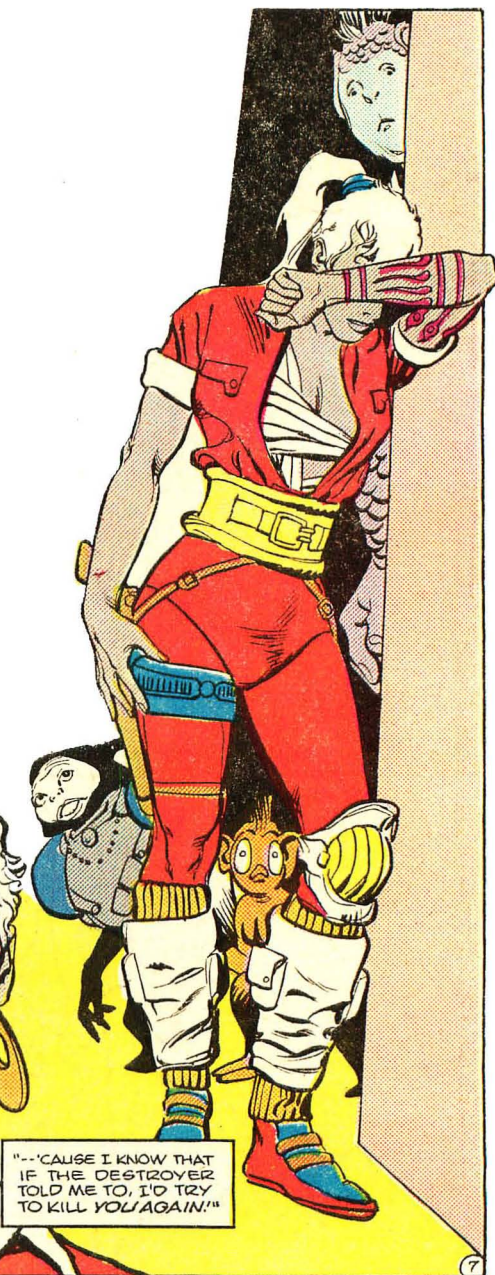
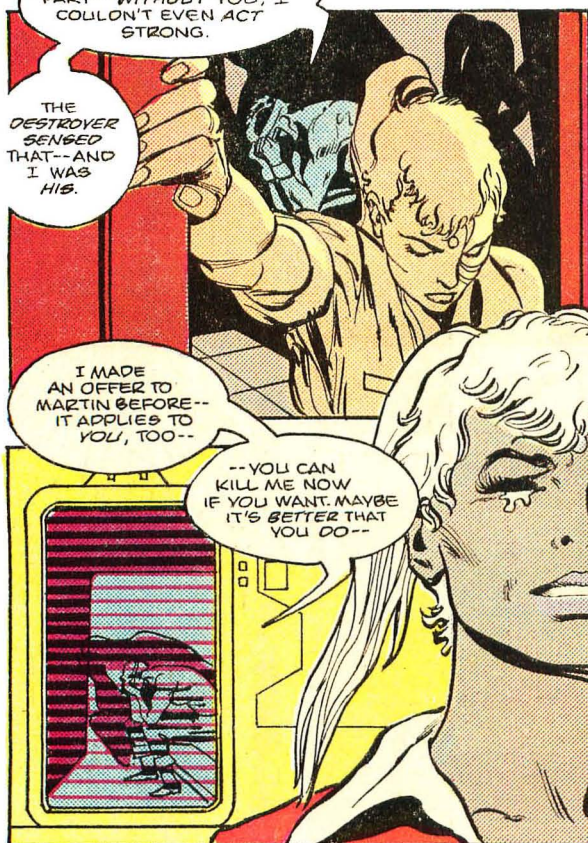
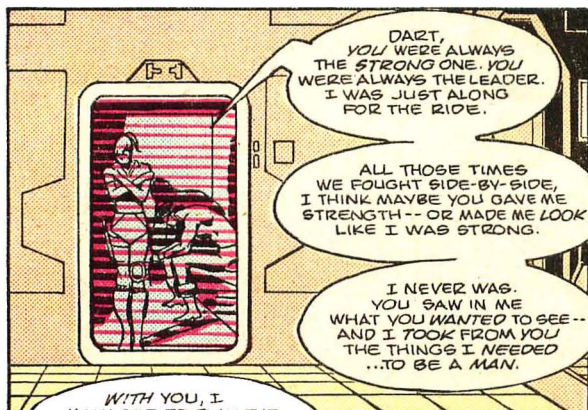
HELP? BY GOING BACK TO NEW EARTH? DIDN'T HE REALIZE WE'RE ALL WANTED BY ATARI SECURITY BACK THERE? HE'S PROBABLY GOTTEN HIMSELF ARRESTED-- OR WORSE--



KNOCKKNOCK!

UH... SORRY TO BREAK THIS UP--

--BUT THERE'S SOMETHING GOING ON UP AHEAD I THINK YOU SHOULD SEE!



THE VACUUM OF SPACE SEEMS TO
PEEL AWAY LIKE THE LAYERS OF AN
ONION, AS SCANNER ONE BLOSSOMS
OUT OF THE DIMENSIONAL VORTEX
KNOWN AS THE MULTIVERSE. AND THEN...



MULTIVERSE
DRIVE STABILIZING--
WE'VE REACHED OUR
DESTINATION!

AND THERE IT
IS--THE DESTROYER'S
SHIP--BIG AS LIFE!

MARTIN--
WHAT IS THIS
PLACE?

I'M NOT SURE,
MORPHEA--THE
NAV-COM'S
PROBABILITY
GRAPHS MUST BE
SCREWED UP.



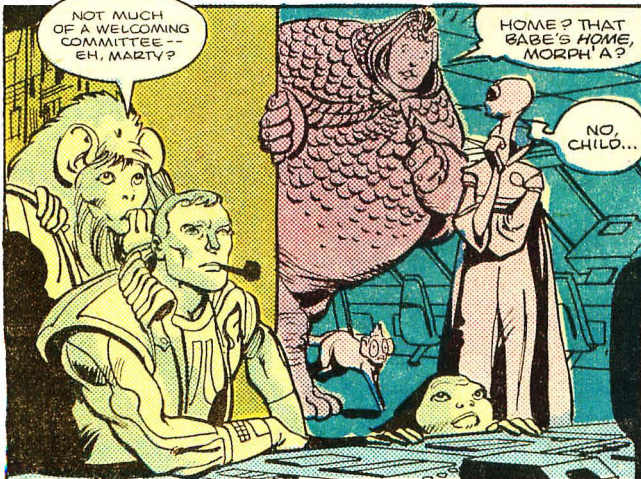
AT LEAST,
I'M HOPING
THEY ARE--



--BECAUSE
ACCORDING TO
THEM, WE'VE
ARRIVED AT
THE FRINGE OF
NEW EARTH'S
SOLAR
SYSTEM!

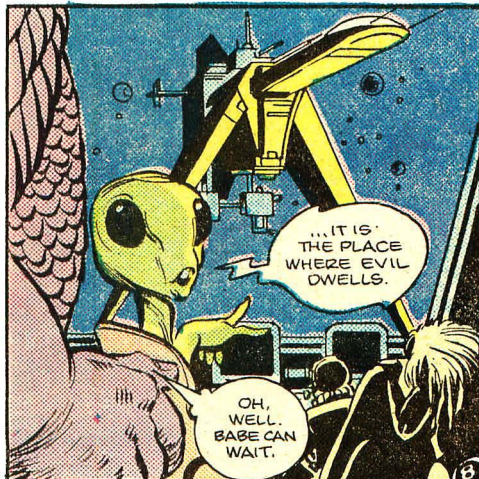
LIKE IT
OR NOT--
WE'VE JUST
COME
HOME!

NOT MUCH
OF A WELCOMING
COMMITTEE--
EH, MARTY?



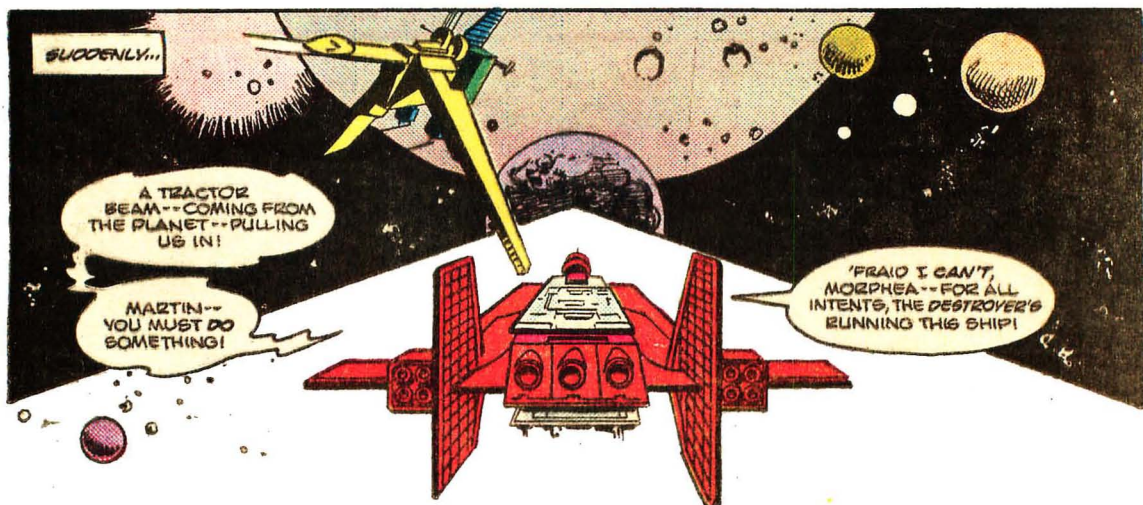
HOME? THAT
BABE'S HOME,
MORPH'A?

NO,
CHILD...



...IT IS--
THE PLACE
WHERE EVIL
DWELLS.

OH,
WELL,
BABE CAN
WAIT.



SUDDENLY...

A TRACTOR
BEAM--COMING FROM
THE PLANET--PULLING
US IN!

MARTIN--
YOU MUST DO
SOMETHING!

'FRAID I CAN'T,
MORPHEA--FOR ALL
INTENTS, THE DESTROYER'S
RUNNING THIS SHIP!

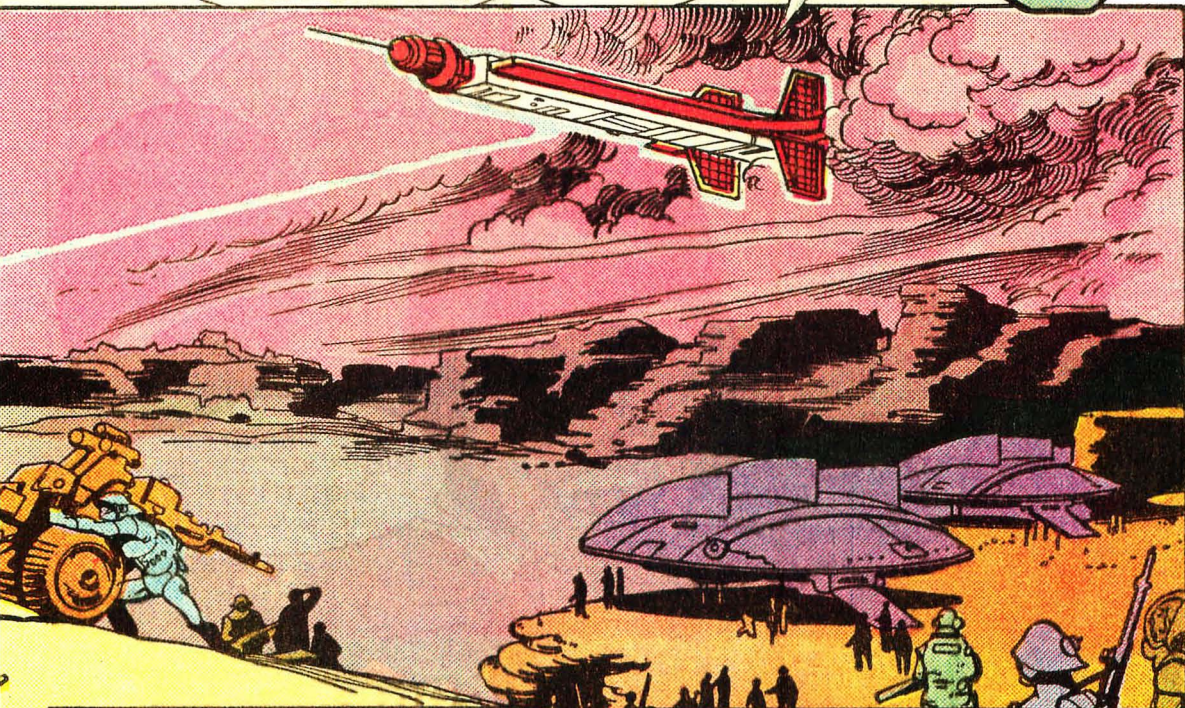
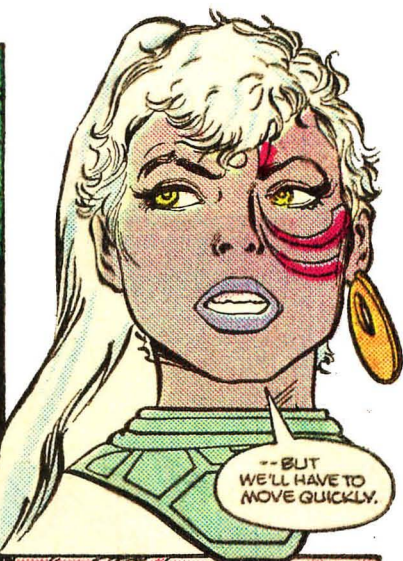
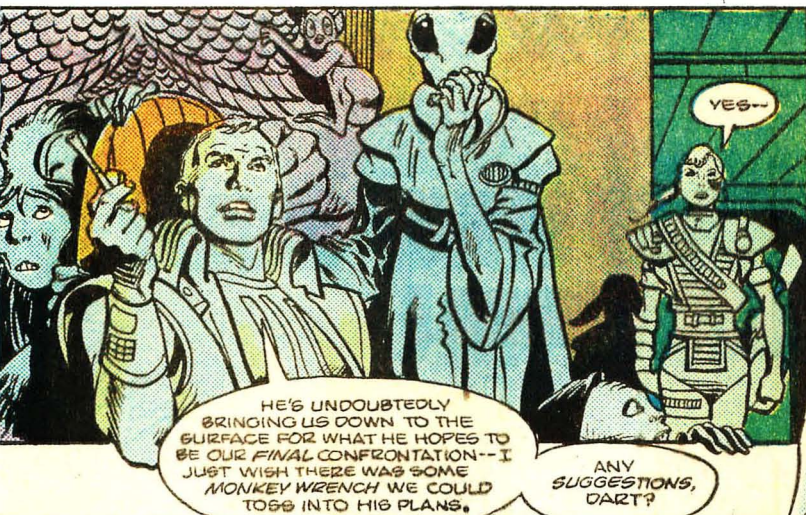


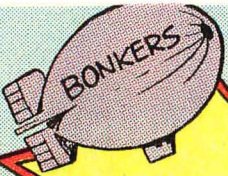
MINUTES LATER,
ON THE SURFACE...

I HAVE WAITED
A LONG TIME FOR THIS
MOMENT, KAROG--LONGER
THAN YOUR SIMPLE MIND
COULD COMPREHEND.

AND NOW THAT
THE TIME IS NEAR, I
FEEL A JOY UNLIKE
ANY I HAVE EVER
FELT BEFORE.

AH,
KAROG--
IT IS TRUE
WHAT THEY
SAY: THE
SIMPLE
PLEASURES
ARE THE
BEST.



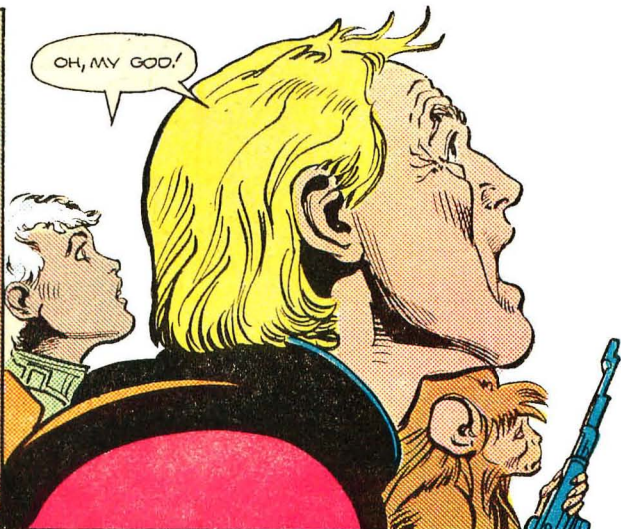
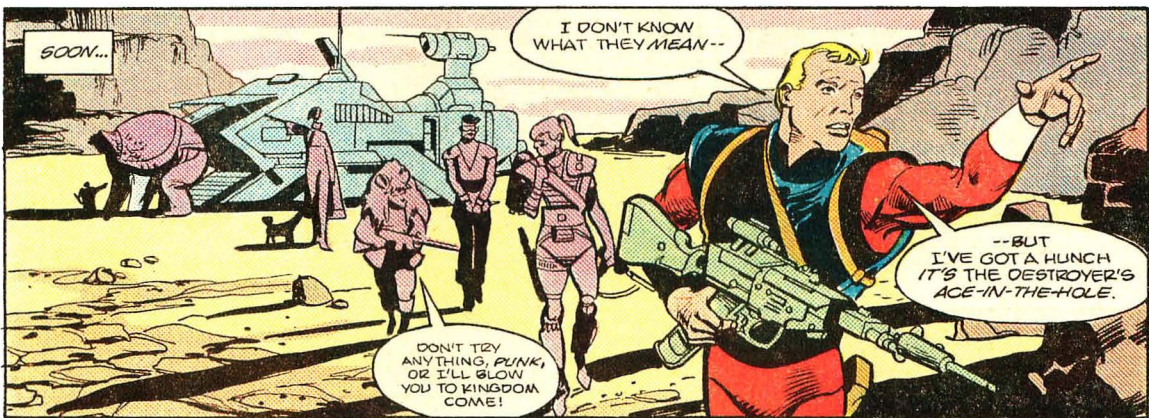


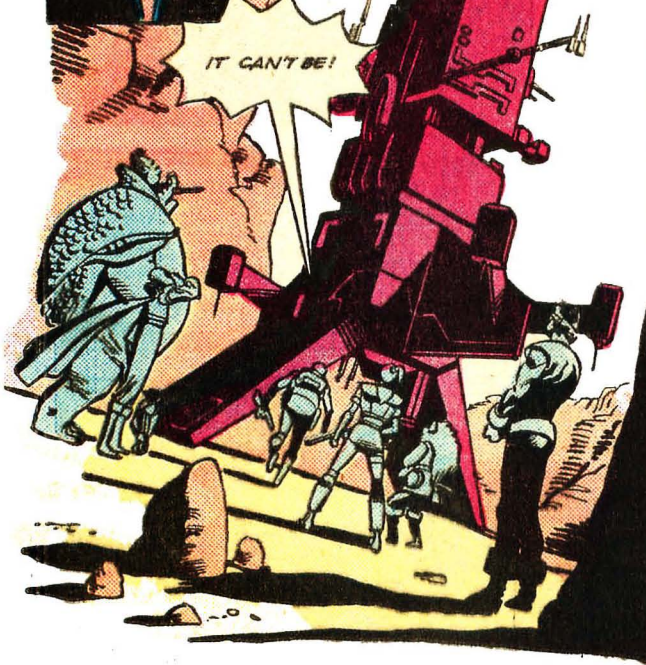
LOOK OUT WHEN NEW BONKERS® FRUIT CANDY HITS TOWN!

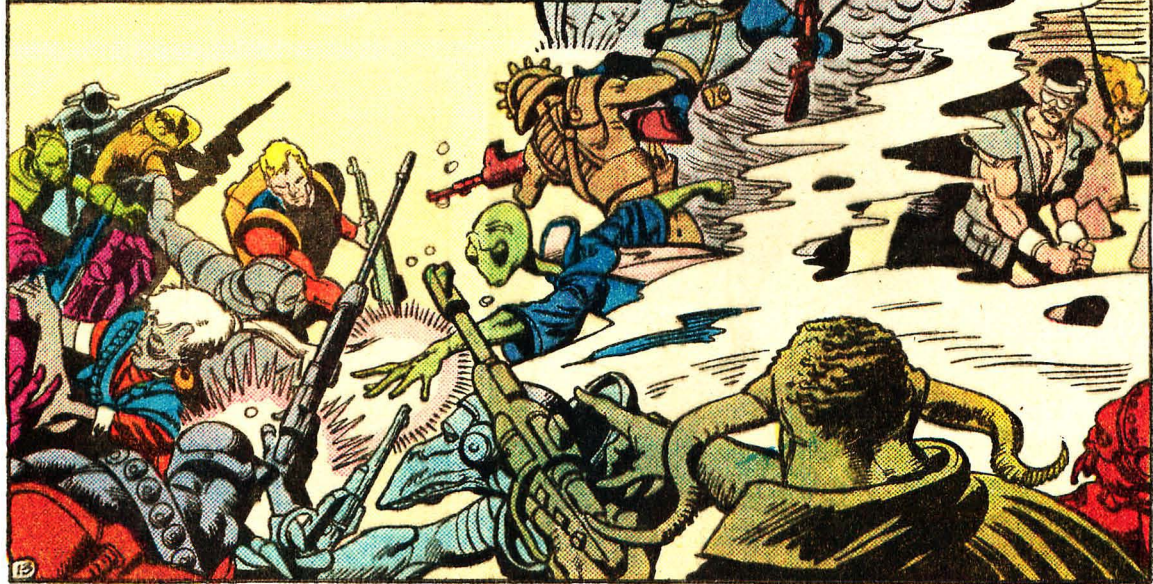
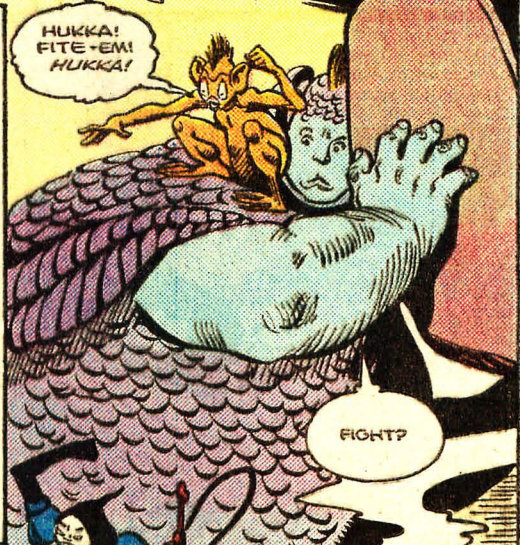
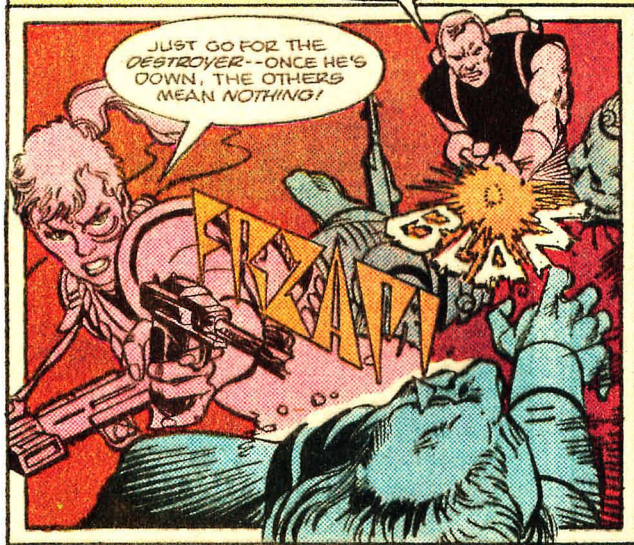
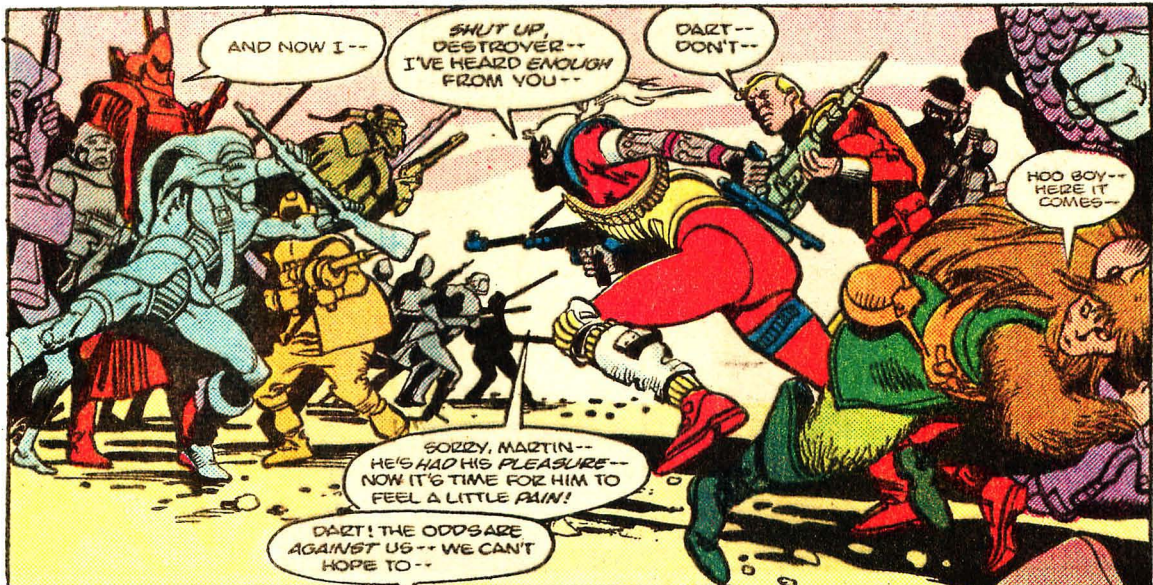


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SATURDAY MORNING



CONSIDER, FOR A MOMENT, THE SURPRISE IN STORE FOR YOU ON SATURDAY MORNING, SEPTEMBER 15TH, AS YOU LAY SLEEPING YOUR TELEVISION SUDDENLY COMES ALIVE!

HEY, WAKE UP. WAIT'LL YOU SEE WHAT'S COMING ON NBC.



IT'S A WHOLE NEW SEASON!

FOR THE NEXT 1/2 HOUR YOU EXPLORE A FANTASTIC UNDERSEA WORLD WHERE YOU'LL UNCOVER INCREDIBLE CREATURES KNOWN ONLY AS THE **SNORKS**.

NEW SHOW!



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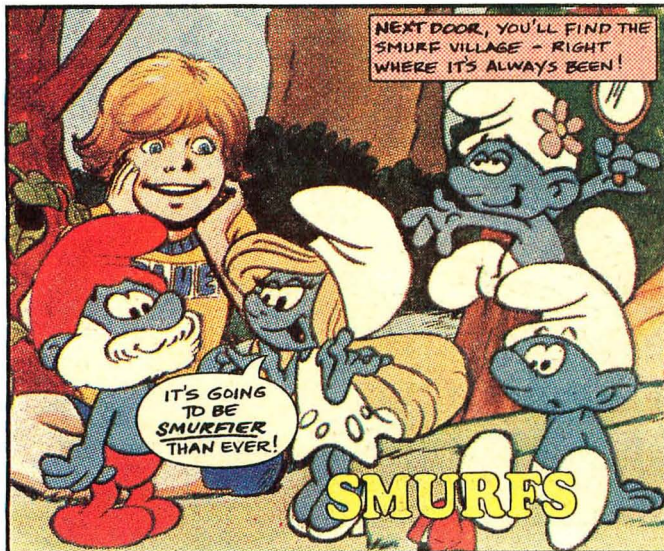
NEXT, YOU'LL SURFACE IN THE **PINK PANTHER'S** BACKYARD AND MEET HIS KIDS, PINKY AND PANKY, AND THEIR RIVALS - A PACK OF LIONS KNOWN AS "HOWL'S ANGELS".

NEW SHOW!



THE PINK PANTHER AND SONS

NEXT DOOR, YOU'LL FIND THE SMURF VILLAGE - RIGHT WHERE IT'S ALWAYS BEEN!



IT'S GOING TO BE SMURFIER THAN EVER!

SMURFS

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AS YOU LEAVE, ALVIN AND THE CHIPMUNKS WILL BE WAITING TO ROCK YOUR SOCKS OFF WITH THEIR VERSIONS OF HITS LIKE "BEAT IT" AND "GIRLS JUST WANT TO HAVE FUN".



Alvin & the Chipmunks

NEXT, KIDD VIDEO WILL TAKE YOU TO THE FLIP SIDE OF THE UNIVERSE WHERE THE MASTER BLASTER IS WAGING A BATTLE TO RULE THE ENTIRE ROCK AND ROLL WORLD.

NEW SHOW!

KIDD VIDEO

© DIC and Saban Enterprises 1984

BEFORE YOU KNOW IT, MR. T WILL TAKE OVER...

PITY THE POOR FOOL WHO MESSES WITH THE CHANNEL CHANGER!

RIGHT, T!

MISTER T

© 1984 Ruby-Spears Enterprises, Inc.

BY THE TIME HE'S DONE, YOU'LL BE GOING BANANAS WITH A REAL LIFE DRANGUTAN NAMED ROXANNA BANANA.

NEW SHOW!

GOING BANANAS

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THEN SPIDER-MAN AND HIS AMAZING FRIENDS WILL JOIN FORCES TO MAKE THE WHOLE WORLD SAFE FOR DEMOCRACY... 'SPECIALLY ON YOUR BLOCK!'

SPIDER-MAN AND HIS AMAZING FRIENDS

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AND FIVE TIMES DURING THE MORNING YOUR FAVORITE NBC STARS WILL GIVE YOU ONE TO GROW ON!

ONE TO GROW ON™

IT ALL BEGINS SEPTEMBER 15TH ON NBC, SO...

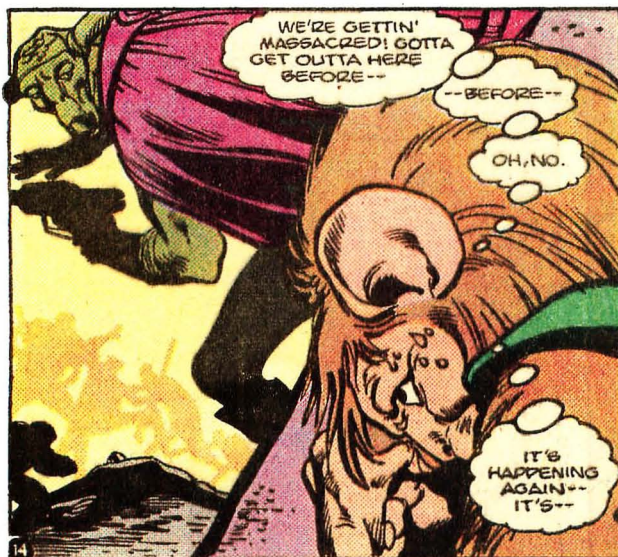
LET'S ALL

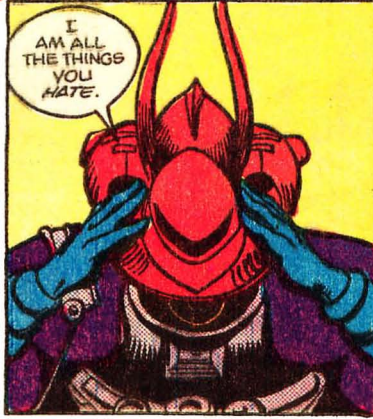
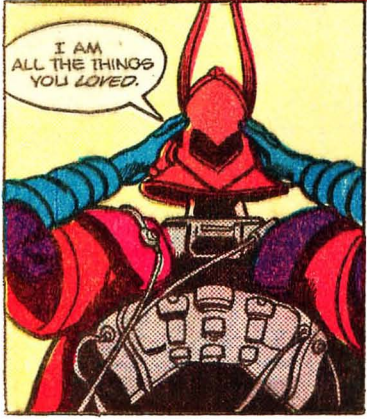
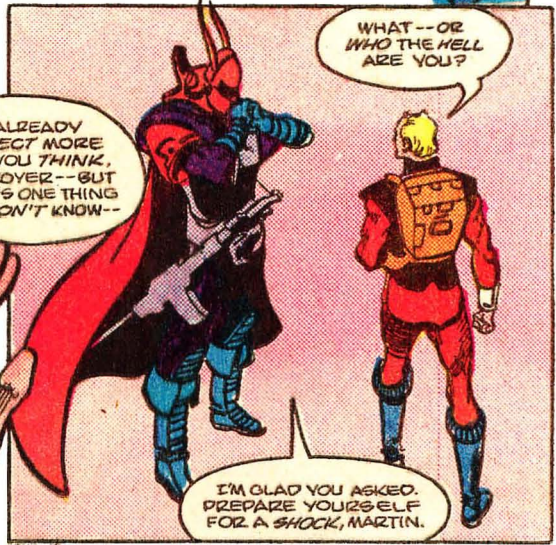
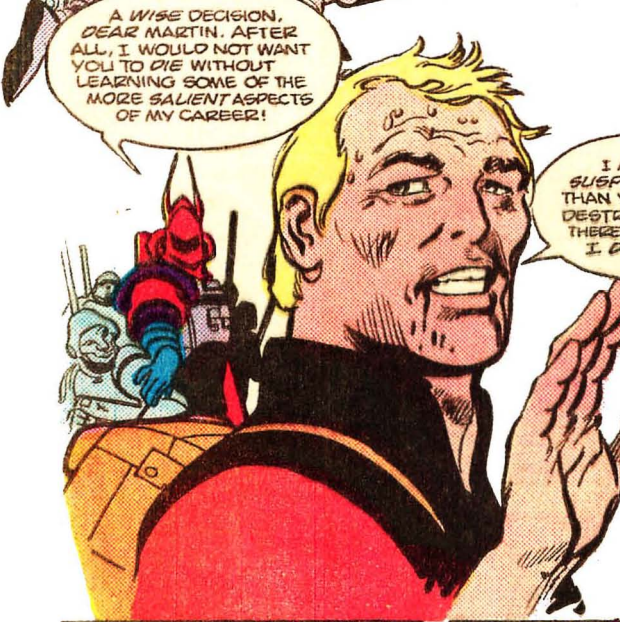
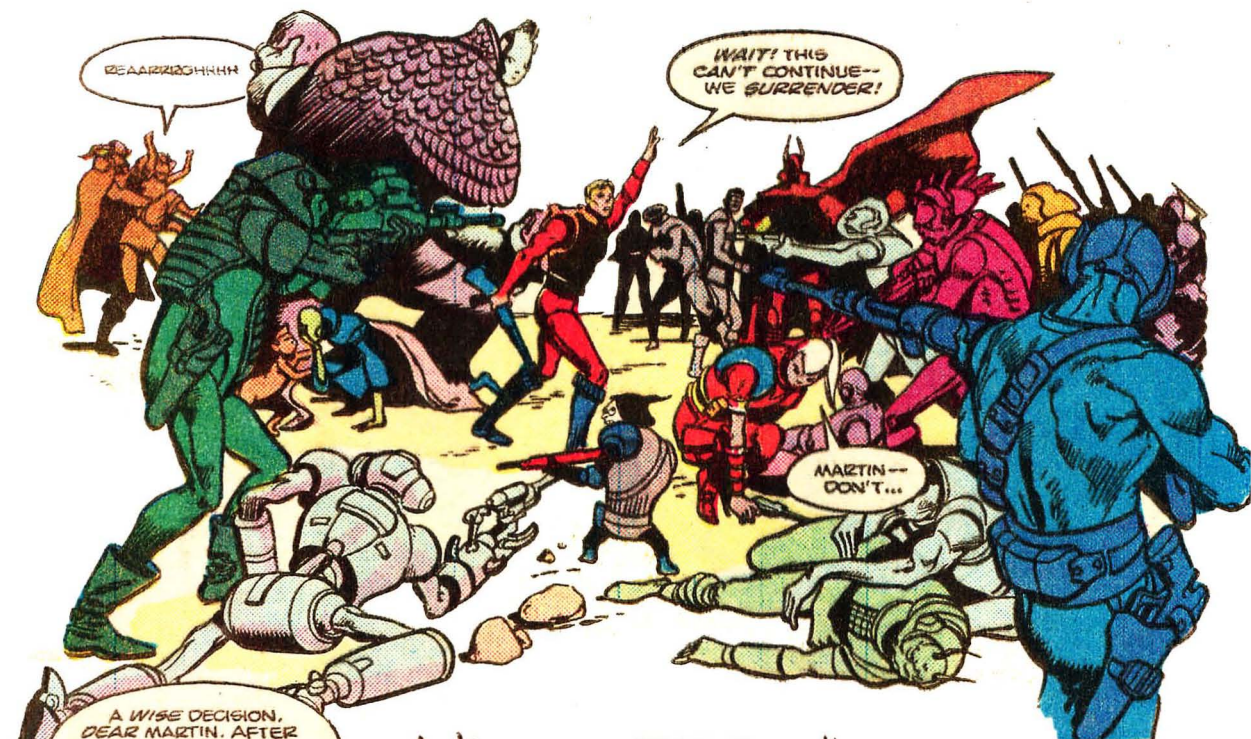
LET'S ALL BE THERE

LET'S ALL BE THERE

LET'S ALL BE THERE

NBC







SATURDAY'S THE PLACE

Jim Henson's
MUPPET BABIES

DUNGEONS & DRAGONS

SUPERHERO

SPACE ACE

POLE POSITION

PRYOR'S PLACE

**STARTING
SEPT. 15 ON CBS**

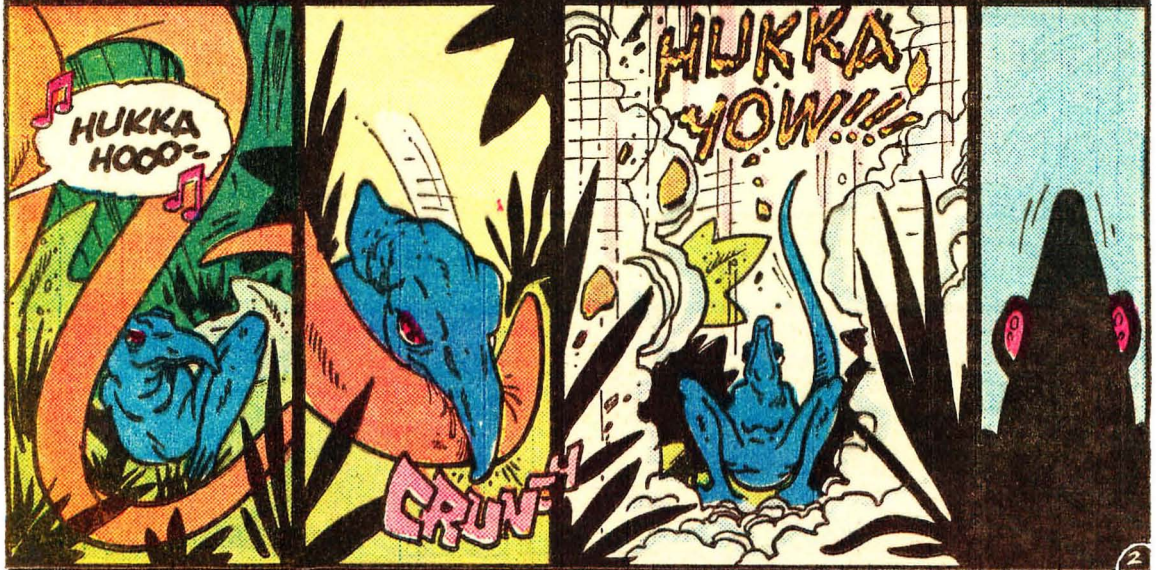
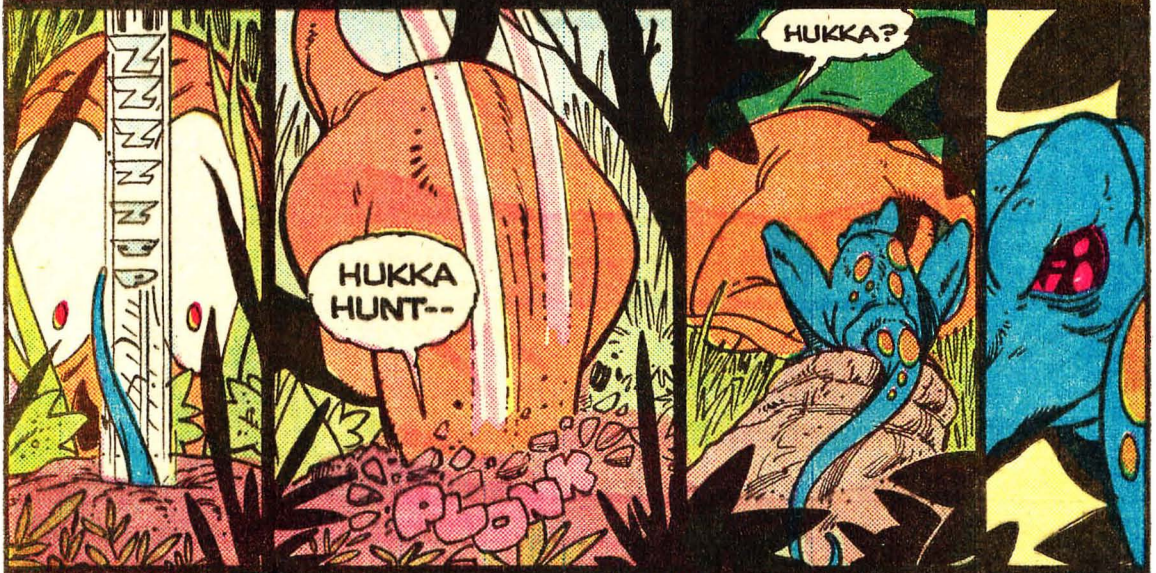
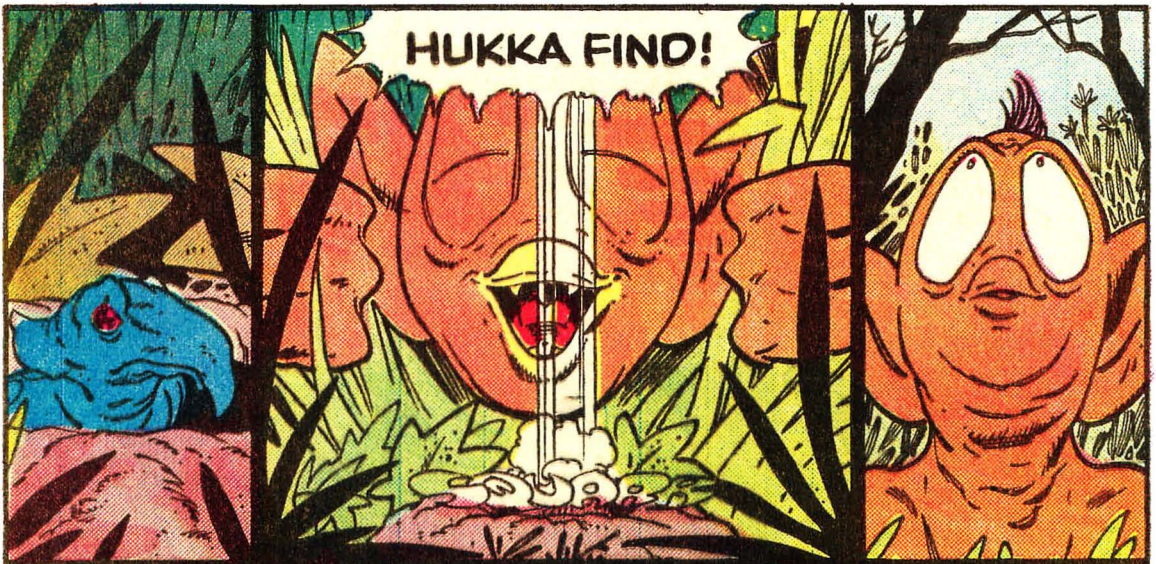
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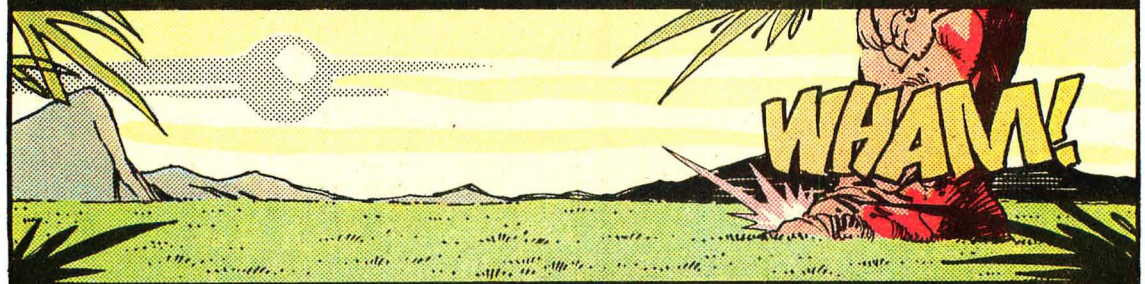
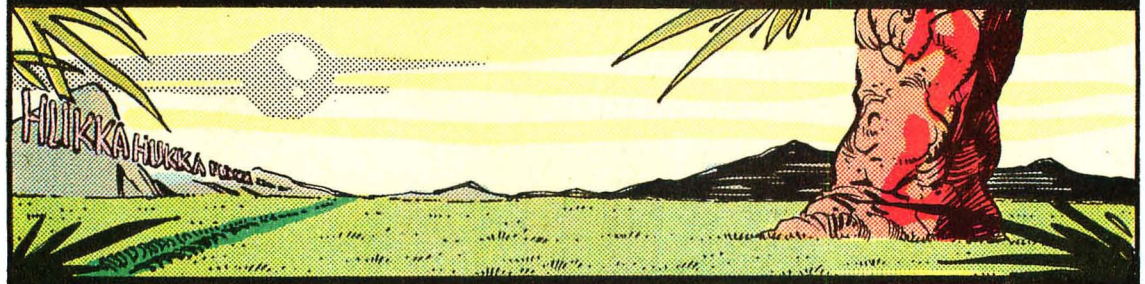
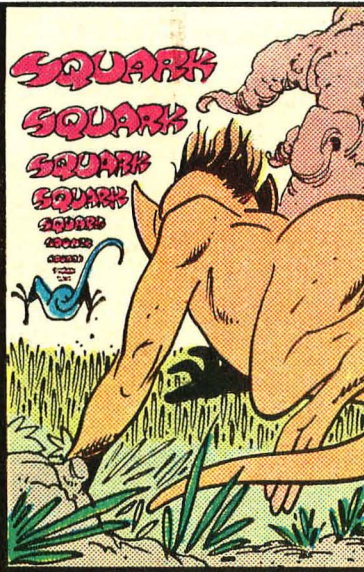
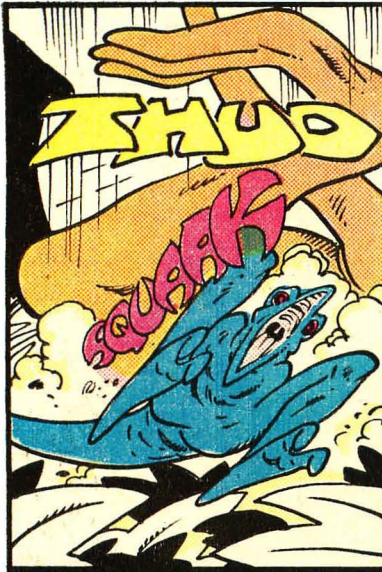
BOB THE BIRD

STARRING

'S ME!
'S ME!

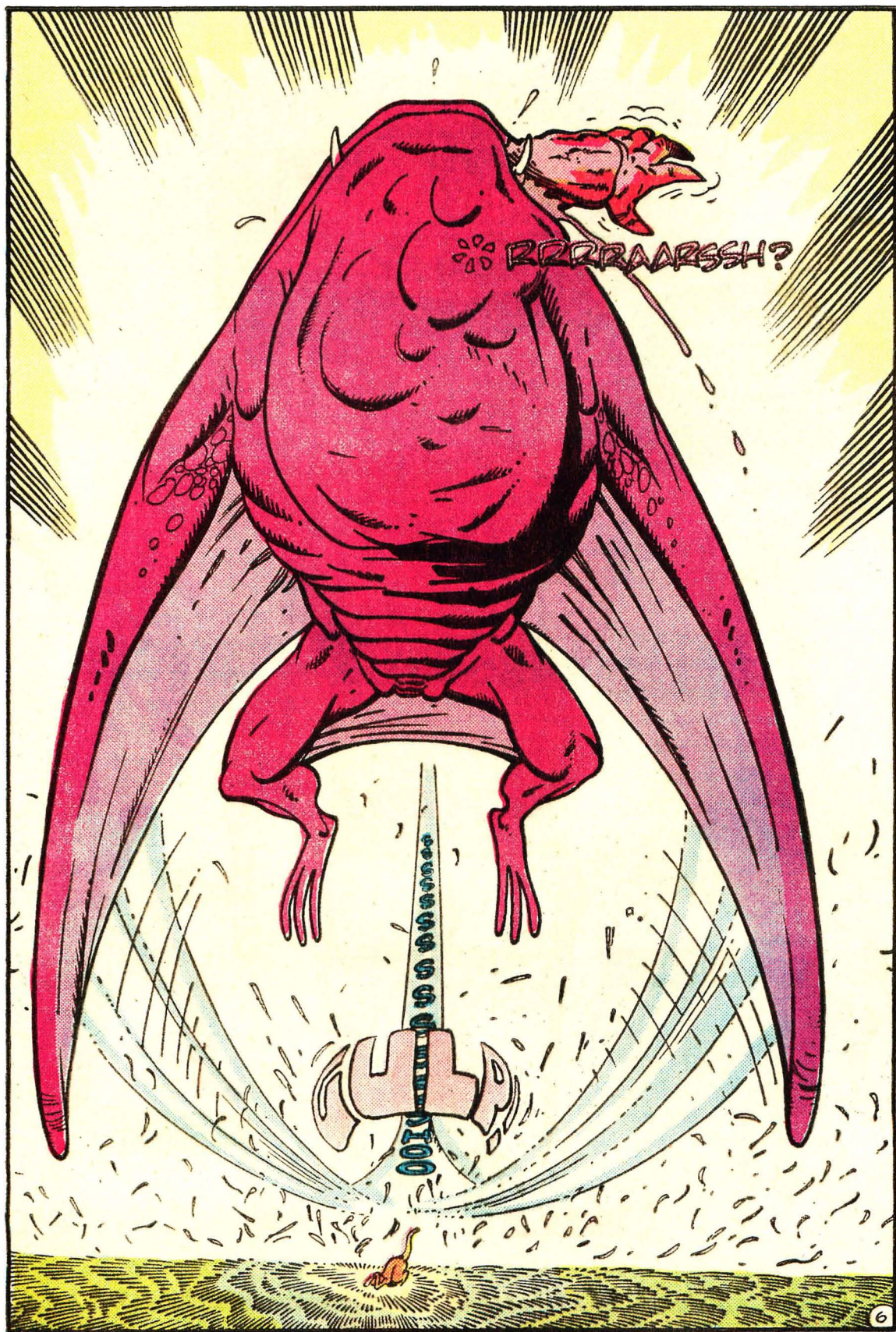












CONTINUED ON 2ND PAGE FOLLOWING

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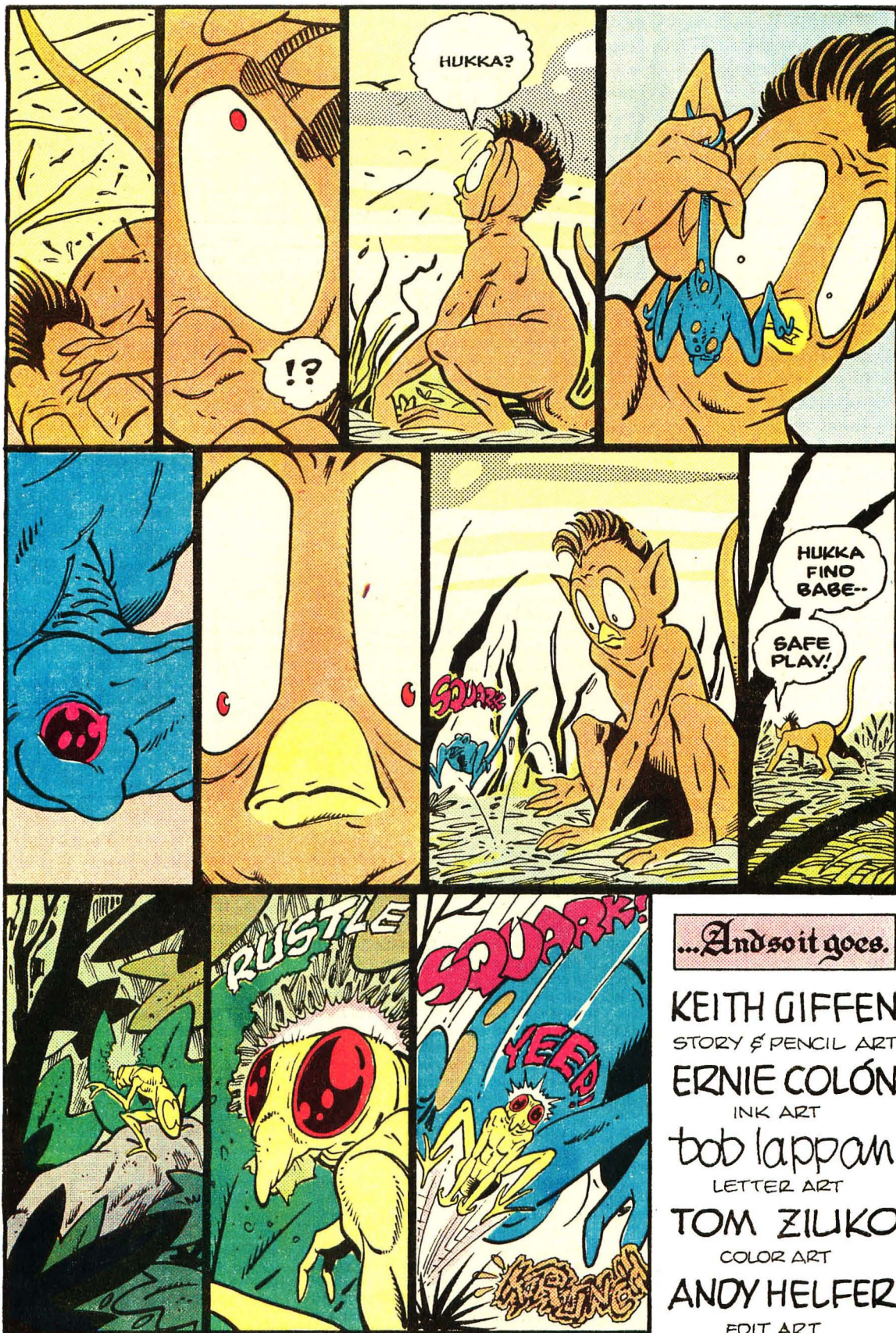
COLLECT THEM ALL!

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THE SAVING PLACE

STORES!



...And so it goes.

KEITH GIFFEN
 STORY & PENCIL ART
 ERNIE COLÓN
 INK ART
 bob lappam
 LETTER ART
 TOM ZILKO
 COLOR ART
 ANDY HELFER
 EDIT ART

FORCE FEEDBACK

L-1772

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This is probably the most important preface to a letter column I've ever written, and might well be the most important preface ATARI FORCE fans will ever read. As you may have read elsewhere by now—be it through fanzines, DC COMING ATTRACTIONS, or just word-of-mouth—this issue of ATARI FORCE will be the last issue penciled by José Luis García López—for the present.

Much as José loves doing ATARI FORCE—and he honestly *does*—next month he will begin a five-issue stint penciling the Direct-Only NEW TEEN TITANS high-quality book. Regular artist George Pérez needed a breather from the TITANS and since on a book like that you only use the finest talent, DC editor-in-chief Dick Giordano asked José Luis to take over. José agreed to the temporary switch, but with the stipulation that ATARI FORCE be left in good hands, so that he may return to the book in five months and resume chronicling the adventures of the *Scanner One* crew. As a group—that means me (Andy Helfer), José Luis, Dick Giordano, and Editorial Coordinator Pat Bastienne—we came up with a replacement that made everyone happy: Eduardo Barreto.

If you're a regular ATARI FORCE

reader, you've already seen Ed's inks on ATARI FORCE #10. If you're a DC fan at all, you've undoubtedly noticed Ed's stunning contributions to DC's cover gallery, since he is fast becoming one of our top cover artists. In addition, he's done a number of pencil and/or ink jobs for some of DC's most popular books, including STAR TREK, SUPERGIRL, and SUPERMAN. His work on the latter two magazines, incidentally, prompted *Amazing Heroes* reviewer R.A. Jones to "recommend these issues to art lovers (because) Eduardo Barreto shows promise of becoming a major talent." It is my sincere hope that ATARI FORCE will provide Ed with a forum to become just that.

I know that there might be some of you out there who are skeptical about the switch (however temporary it may be), and in a way I can't blame you—we've all come to appreciate José's skillful renderings, and the genuine love and care he puts into every single drawing. It's hard to believe that someone else can fill his shoes on this. But I think Ed is the right man for the job—he's been inspired by José in the past, and has the same kind of artistic sensitivity I've always admired in José's work. And if enthusiasm is any gauge of

the quality work to come ... well, suffice to say, Ed was ecstatic when we offered him the opportunity to take over for the next five issues.

In addition to Ed's work on forthcoming AF stories, we'll continue running the ATARI FORCE solo adventures. As you've probably already noticed from Keith Giffen's delightful Hukka tale, these back-up features promise to give off-beat glimpses of some of the Force's stranger crew members.

And García López fans take note: José's work on the NEW TEEN TITANS will begin on issue #7 and continue through issue #11. We know that those five issues are *really* going to knock your socks off, so be sure not to miss a single one! And when José's done with the TITANS, he promises to return to ATARI FORCE, starting with issue #18, and take it to even higher heights of wonder! In the meantime, we respectfully suggest that you continue reading and enjoying the next five issues of the ATARI FORCE as produced by writer Gerry Conway, penciller Eduardo Barreto, and inker Bob Smith—'cause if you don't, you'll be missing a lot!

And, now, if there's any room left for letters, here they are:

Dear Atari Force:

When I first got my copy of ATARI FORCE #1, I didn't understand it until I read it twice. Now I think it's great! I have one question: On the cover of #1 it says "Introducing the strangest S-F heroes of all!" What does S-F mean? Also, I knew you had to kill off Blackjak, because you didn't make a file for him.

I picked up issue #6 and thought it was real exciting and couldn't wait to see what was going to happen to Tempest. Then I waited for a long time (until Tuesday, when the comic books came), but what I found was issue #8! So if you have any issue #7's around, I would gladly pay you *double* if you would send one. (I'll even pay postage and handling!)

Oh, I forgot to mention that I like the ATARI FORCE video game.

Sincerely,
Louis Fulmer
Ashland, OR

(Sorry, Louis, but once again we'll have to tell you that we have no back issues to spare—try your local comic shop, maybe they can help.)

You mentioned the ATARI FORCE

video game, and that's something we completely forgot to let our other readers know about—so we'll take this opportunity to clue them in: There is an arcade version video game featuring the Original Atari Force. It's called "Atari Force: Code Name Liberator," and if you're lucky enough to have it in your local arcade, you'll see Commander Martin Champion give you your orders to defend a multitude of worlds from attack. It came out about two years ago, so it might be a little hard to find right now—but how many other comic book characters can say they've had video games based on their adventures?

And by the way, S-F stands for science fiction, okay?

Dear Editor:

ATARI FORCE #8 was my favorite issue so far in the entire series. Babe is my favorite character, after Pakrat, in all of Atari Force. I am glad you did this spotlight issue on him; he deserves it! His childlike innocence and good-naturedness make Babe a super character. I especially enjoyed pages 16 and 17, when Babe wiped out the enemy gunner base. Great!

I hope you come up with a better name than "Shorty-Man" for the new member. I also hope that he plays a big part in upcoming issues, not just a character to be introduced and killed off soon after.

Kevin Hall
Route 1 Box 216
Castlewood, VA 24224

NEXT ISSUE: So you think you've got it all figured out, right? So you think you know not only the who, but the what and why of the DARK DESTROYER. Well, guess again—next issue features the long-awaited conclusion to our first epic maxi-saga (this time for sure) and it contains enough twists and turns of the proverbial plot to make your head spin! We guarantee that Gerry Conway and Eduardo Barreto will make ATARI FORCE #13 an issue you will never forget! Plus: If that's not all, we've got the first of a three-part PAKRAT tale calculated to calm you down a bit after all the AF excitement. So be there, or you won't know what's going on when issue #14 rolls around!

—Andy Helfer

MEANWHILE...

A Day in the Life of a
Cartoonist/Commuter/Executive Editor

"Good morning—it's 4:00 A.M., time for WEZN news—yesterday President Reagan stated that there was only a slight chance that..." "Click" Time to get up—can't remember why, though... Lemme think—(Wonder why everybody is itchy in the morning—) Oh, I remember—I gotta start penciling the second issue of **JONNI THUNDER A.K.A. THUNDERBOLT** this morning! Hey, okay! I don't mind getting up for that. Feet, do your stuff.

Quiet. Dark down the stairs, turn on kitchen light, put up the tea kettle, fix my tea cup, teabag, Sweet 'n Low, cream. Sometimes I wonder how well the comics business would run without caffeine. Coffee, tea, Coke... know how many people I see during the day that don't have a cup or a glass of one of the above in his/her hand? Not many. Paul Levitz never touches coffee, neither does Jenette Kahn. Bet they have secret ways of getting their caffeine fix, though. Do any other businesses rely on this stuff? I dunno. I started working in comics when I was 18. Never did anything else. How would I know?

Pot's on the stove. I'll play a couple of games of solitaire. Handling the cards gets my fingers limbered up, and playing the way I do (I mentally calculate odds on turning up the cards I need as I play) gets the gray matter limbered up, too. For variety I alternate between a half dozen variations of the game.



Good grief! 4:22! I gotta get crackin'! Cup'a tea in hand, up the stairs to my studio. Lights on. Sit down. Read the script again for the second issue of **JONNI THUNDER**. I always read the script a few times before starting to draw. Give the story time to sink in thoroughly. Most of the storytelling problems are solved in my mind, not at the drawing board. After 30 some-odd years the drawing problems are simple to solve... they're generally textbook and I have all the textbooks. Anatomy,

perspectives, etc. The storytelling problems are more complex. There are no textbooks. I rely on instinct, knowledge gained from my study of cinematic techniques, and plain old-fashioned logic. First rule: show the reader, don't tell him. I feel that I've done my job well if I can look at pages I've drawn, before the dialogue and captions are added, and have a good idea of what the story is about. If you're working with a good writer, that's not so difficult. I'm working with a good writer on JT and the work is going well and I'm having fun. Roy Thomas (with an assist from wife Dann) is the writer. I bought this idea many months ago. Ernie Colón was originally slated to draw it, but his busy schedule made it necessary to keep pushing the starting date back. From the day I first read the presentation script, I lusted after Jonni... to draw her adventures, that is. This had everything the cartoonist in me looks for in a series... an attractive female lead, who is a strong character, not the usual window dressing or appendage that women in comics are; a contemporary (L.A.) setting; a private eye a la Chandler, Hammett, et al., background; interesting and real supporting characters; and finally the surprise! Jonni Thunder, private investigator, gains a power... a very special power... and she is then also known as **Thunderbolt**. Anyway, when it became clear that Ernie would not be able to fit JT in his schedule in the foreseeable future, I assigned it to another artist. Me. Now, several months later, the first issue is penciled, and while I'm waiting for Roy to dialogue it, I'm penciling the second issue.



This time, as I read the script, I jot down some notes on the reference I'll need. 1. Copies of the last half of issue #1. This second issue storyline picks up just minutes from the point at which the first issue concluded. Also, there are two flashbacks in the first five pages to bring our readers up to date. 2. '37 Thunderbird. Same references I used on issue #1. A tip of the Giordano hat to Dave Powers for supplying me

with the hard-to-get photos of that classic car. Magnificent and thorough job, Dave. Way to go! 3. San Francisco. I have a Time-Life photo book. That'll help for background material. My main reference, though, is thoughtfully supplied by Roy himself, and attached to the script. Seems Roy recently took a trip to San Francisco and took pics at locales that are called for in the story—an older building that houses the office of a San Francisco private eye that Jonni meets and a strip joint where some of the important action takes place. Roy also did most (on a recent trip to L.A., I taxied to Hollywood Blvd. and took two rolls of film at locales I had no pics of) of the Los Angeles research that I'll use for the entire mini-series. Many thanks, Roy—it's not always that easy.




Okay. Time to start. Page one is a piece of cake. The body of the laser-armed villain of book one lies at the bottom of a rocky ravine located behind Griffith observatory. Cope near the body take notes and pictures. On the balcony above, Lt. Reyes and Sgt. McGuffin question Jonni as to how the aforementioned bad guy managed to get himself dead. (I won't ruin the surprise by telling you too much here.) Two ways to shoot this scene. From the balcony looking down; from the body looking up. I'll go the latter route. Looking over the cop's and Jonni's shoulder to see the scene below won't give me a clear view of their faces, and the view of the activity below will lack drama because of its distance. If I shoot it from the body, at least I'll have a dramatic shot of that, and if we can't see Jonni and her police questioners clearly here, we can rectify that on the next page. Decision made. Draw it. I draw all my pages the size of this page first. Then I blow up my drawing (via photostat) and trace it through on bristol board that is considerably larger than the printed page. I prefer to start with the smaller version so I'll see what the printed page will look like. If I can see it on my drawing, you'll see it on the printed pages.

There! Done and— Holy train-schedules, it's 6:35 and I still have to shower, shave, get dressed, and get out of here by 7:10 so I can get a cup of coffee at Dunkin' Donuts before I get the 7:28 to New York. Gotta fly.

Obviously no room here for the commuter/executive editor parts of my day. Next time.

Thank you and—er—Good Morning.

Dick



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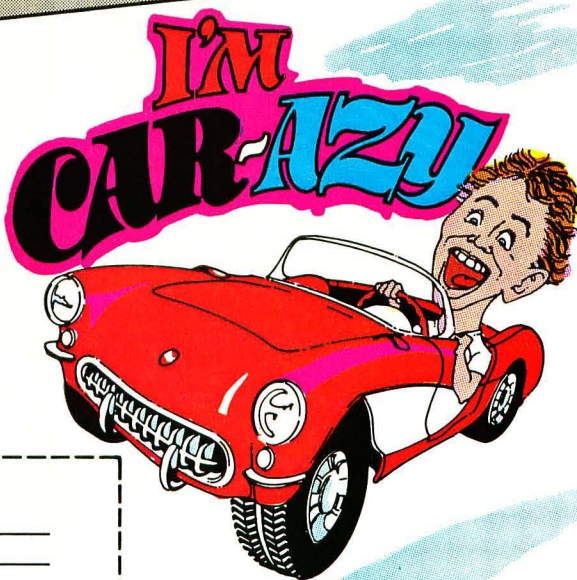


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