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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 KNEE, A PULL 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 SHORE TO JOIN HER IN HER BATTLE AGAINST THE FORCES OF THE DARK DESTROYER.

THAT WAS HOW IT WAS SUPPOSED TO HAPPEN.

BUT SOMETHING WENT WRONG.

ABOUT 500,000 MILES WRONG.


FIND MORPHEA, HELP MORPHEA, SAVE MORPHEA.
COUGH COUGH
BABE OKAY, HUIGA--

--HE JUST GOT WAWA IN EARS!

HUIGA!
WACHOLIT!
HUIGA!

YUK! BUT HE WANT TO EAT BABE AND HUIGA!
MAYBE HE ALREADY EAT MORPHA!

GO WAY, UGLY THREE-HEAD!
BABE NOT LIKE YOU!
NO WAIT! BABE SORRY, THREE-HEAD--DON'T GO 'WAY!
WHERE YOU TAKE MORPHA? PLEASE TELL BABE!

HE NOT STOP HUKKA!
NOW WE ALONE HERE.
NOW WE...

HUKKA!
LOST? HUKKA!

WE LOST? WAAAW!

BUT
BABE NOT CRY!

DON'T SNIFFLE!
BABE BE SORRY!

BABE FIND
MORPHA!

...AND FROM A NOT-TOO-DISTANT VANTAGE POINT...

HIP TO W
SZAN D'ER
ACK! HMMM...

CONTINUED ON 2ND PAGE FOLLOWING
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THIS ONE'S HEART IS TURNED WITH ANGUISH...

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

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

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

HELLO, EVERYBODY! HOW'S IT GOING?

MAYBE SHE'S GOT A POINT, KID. LET'S YOU AND ME GO HAVE A NICE HOT CUP 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!

GEE, I--Uh--SET THAT HURTS, HUH, KID?

DAMN!

YEOW!

MORE THAN YOU KNOW, PAKRAT--

MORE THAN YOU KNOW.
POOR MORPHEA... SHE'S INCONSOLED... AND I CAN SYMPATHIZE WITH HER. I'VE HARDLY HAD A SECOND TO THINK ABOUT MY OWN LOSS. MY POOR BLACKJACK!

BLACKJACK!!! MY GOD!

BUT... THIS IS IMPOSSIBLE! BLACKJACK IS DEAD! I SAID HIM DIE! AND YET... HE SEEMS SO REAL, SO ALIVE... AS IF I COULD REACH OUT AND TOUCH HIM!

DART! SNAP OUT OF IT AND KEEP YOUR EYES ON THE MONITORS! THE SOONER WE FIND BABE, THE SOONER WE CAN GET BACK ON THE TRAIL OF THE DARK DESTROYER!

I DON'T UNDERSTAND IT. MY VISIONS GIVE ME Glimpses of POSSIBLE FUTURES—HOW COULD I SEE BLACKJACK ALIVE? HOW COULD THAT BE IN MY FUTURE?

'SORRY, MARTIN...
MEANWHILE...
MORPHA!
MORPHA! COME OUT--
YOU SAPE NOW!
BABE HERE--COME TO SAVE YOU!

HUKKA! HUKKA!

HUKKA--YEEEPP!

HEEEEELP!

HUKKA HIZIT!
BABE--HLP!

UH-Oh!
HUKKA IN TROUBLE!
MAYBE THREE-HEAD
CAME BACK TO BITE HIM!

THAT NOT
MORPHA--
THAT HUKKA!

DON' WORRY,
HUKKA! BABE WILL
HELP YOU!

VEECC CNN R
TLAOLTIE CE4ZER

HUK-OW!
HUK-OW!

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

GROAN! HAH!

WELL, UNLESS YOU LET GO HUKKA!

WHY YOU WANT HURT BABE AN' HUKKA?

HUKKA! WATS!

GO WAY, SHORTY-MAN!

DON'T WANT TO FIGHT--HE MUST BE SLEEPING!

&%$&&$&##!!
Babe: Not like other Shorty-Man, always fighting. Nope.

Babe: Like the one, Babe. EH?

Babe: OH, IT YOU AGAIN.


Wuuf! Auu! Snurch Humph!

Wuuf? F: Wh? Whu?

Yup, he just sleeping. That nice.
OH, LOOKY, HUIGA! A LITTLE SHIP!

HUIGA! RUNNIN!
HUIGA! HIDE!

HIDE? UH--OKAY!

BUT WHAT ABOUT SHORTY-MAN? HIM ALL ALONE NOW! BABE WORRIED FOR HIM!
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WOW! SHORTY-MAN GOOD SHOT! HE SAVE BABE AN' HUUKA! THANKS!

HEY! WAIT, SHORTY-MAN, DON'T GO WAY! DON'T LEAVE BABE AN' HUUKA ALONE!

HUUKA! WE GO TU? HUUKA!

UH--SURE! WE ALREADY LOST ANYWAY!

MAYBE HE TAKING SICK SLEEPY-FRIEND TO MORPHA, SHE DOCTOR! SHE MAKE HIM ALL BETTER.

AND THEN--

--THEN MORPHA TAKE BABE HOME.
MANY MILES LATER...

HUKKA!
SORRY, BABE!
NO FOOD!
HUKKA!

AHEM!
THAT FOOD
LOOK TASTY,
RIGHT, HUKKA?

HUKKA!
YUP!
HUKKA!

OH?

MOMM... YUMMY!
THANKS,
SHORTY-MAN!

AND AFTER A HEALTY MEAL...

HUKKA!
GIMME TLI!
HUKKA!

GO YUM YUM
MEAL!
CHEESE!
AND SOON...

KNOW WHAT, HUKKA? BABE THINK SHOGOTY-MAN LIKES US!

AH HENNY NO MY MIA HEM HEM HEM!
GET 'EM AT YOUR COMIC STO

THE WAR OF THE WORLDS!
BY GERRY CONWAY,
CHUCK PATTON &
ROMEO TANGHAL
IT'S HAPPENING AGAIN--AND
THE JLA' AND J'ONN J'ONZII
ARE IN THE THICK OF IT!
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Use this page, or make a copy.
The more you buy, the more you save!
BY DAVE DEACON. THE TRIO IS OFF ONCE AGAIN. BUT BEFORE LONG...

MOMMA! MOMMA! BABE HERE! BABE COME HOME!

HUKA! HUKA! HUKA!

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

WHO'S FLYING IN WER! ORDEIGH?

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

BABE GO HAPPY HE COULD CRY!

WHO'S GOING TO MISS 'EM? A STRIP CONFRUZ!!!
'By gosh! I can't see! Need lizk!'

WHAT?

"MOMMA, SHOOT GUNS AT BARGE?"

MOMMA WANT TO HURT BARGE?

"WHY?"

BABE'S QUESTION IS MET BY A SHORT SILENCE...

...JUST TIME ENOUGH FOR HIS ANSWER TO BE AIMED...

...AND FIRED.

"NO! MOMMA LOVE BARGE!"

"MOMMA NEVER HURT BARGE!"

"THEN-- YOU NOT MOMMA!"

"YOU TRY TECK BARGE..."

"NUKA HYDE! NUKE HYDE!"
NOW BABE MAD!

HUHKAA! DON' WORREE! BABE STRON'! HUHKAA!

BABEE SEE YOU NOW-- UGLY MANS WITH BIG GUN!

WELL, BABEE TAKE GUN AWAY FROM UGLIES!

AND WHEN THE SMOKE CLEARS...

SHORTY-MAN HAPPY UGLIES SLEEP NOW?

HUHKAA--BABEE THINK MAYBE UGLIES HIT SHORTY-MANS SLEEPY-FRIEND!

HEE! HEE! HEE!

MAKE SURE THEM NOT HURT BABEE AGAIN!

THEM SHORTY-MANS-- UH--EMINEES!

HUHKAA! UGLEEES! LEF GO! HUHKAA!

CONTINUED ON 2ND PAGE FOLLOWING
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WRITE RIGHT NOW!

WRITE RIGHT NOW!

WRITE RIGHT NOW!
THE TWIN CROSS THE MOUNTAINS, AND THEN...

WHERE WE GO NOW, SHORTY-MAN?

I'VE GON COOK 13!

SHORTY-MAN POINT TO PRETTY VALLEY--HE WANT US GO THESE, HUKKA!

BUT BABE SEE LOTS OF UGLIES IN 'WAY--BE THEM NOT LIKE US MUCH EH, HUKKA?

MEANWHILE, ABOARD SCANNER ONE...

I KNOW WHAT YOU'RE FEELING NOW, MORPHEA--

AND I'M SORRY, BUT I'M ALSO GLAD YOU CAME TO HELP ME. I WOULD HAVE DIED IF PENNYLOPE HAD TORTURED ME MUCH LONGER.

I GUESS WHAT I'M TRYING TO SAY IS--THANKS FOR MY LIFE.

OH, CHRISTOPHER, YOU DEAR, SWEET--

MORPHEA! TIME TO SMILE! I'VE GOT SOME GOOD NEWS--FOR A CHANGE!
We'll have your babe back on board in no time! We just picked up a signal from the scout ship! It crashed on a nearby planet!

Crashed? -- perhaps the child has been injured! Has no one thought of that?

And on the surface of said planet:

These are the victors of war, enjoying the fruits of their struggle.

They have cleansed the world of the opposition, all save one. But now that one has a friend.

It is the sound of a distant, rhythmic thunders that alerts them to this new, possibly dangerous presence.

It is the sound of thousands of pounds of flesh slapping relentlessly against the cool, hard surface of this planet.

It is the sound of babe.

Yahah!

And as it is joined by the alien's piercing war scream, it becomes the sound of vengeance!
IF SHORTY-MAN NOT LIKE UGLIES THEM BAVE EMINNES, TOO!

HUKKA! YEEH! HUKKA!

NOW BAVE MAKE THEM SORRY!

BUT AS THE ALIENS SWARM OVER BAVE, FEAR WELLS UP INSIDE THEM. THIS NEW CREATURE MIGHT HAVE THE POWER, THE SHEER BRUTE STRENGTH TO DO WHAT NO ARMY HAS DONE BEFORE: BREACH THEIR DEFENSES AND CAPTURE THE MUNITIONS DUMP AT THE CENTER OF THE ENCEMPMENT.

VICTORY HAD BEEN THEIRS; THEY MUST PREVENT THIS NEW CREATURE FROM WRESTLING IT FROM THEM.

IF THEY CAN.

THAT DA VOKSAH WHY GAY ABOOAH!

BOY! USLIES NEVER STOP FIGHTING! BAVE GETTING TIRED!
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 SHOR'TY-MAN POINT TO FUNNY HOUSE?

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.
MESSAGE RECEIVED...

HOUSE BAD?

BABE FIX!!

...AND UNDERSTOOD.

SHELTERED FROM THE BLAST'S FURY BY BABE'S STONE-LIKE EYES. A SINGLE THOUGHT WEAVER THROUGH THE ALIEN'S WEARY MIND...

“MY WAR IS OVER...

“NOW IS THE TIME FOR MOURNING.”

“NOW IS THE TIME TO BURY THE DEAD.”

WOW, BABE DO THAT?

HUKKA! SHORTIE GO! WE GO T’! HUKKA!
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NOW BY DOUG MOENCH, TOD SMITH & ROMEO TANGHAL!
WHY NOT?
THE MORE, THE MERRIER—
THIS GROUP IS ALREADY
STARTING TO LOOK LIKE
AN ALIEN CONVENTION!
WHAT'S ONE MORE?

PERSONALLY,
I LIKE THE
IDEA! HEH! HEH!
"SHORTY-HAH"
HE CALLS HIM!
AIN'T THAT
A HOOD—

GOOODDD....

WHY, THAT—
CHOKE A LITTLE...

AND SOON...

YOU KNOW, PAKRAH,
I'VE GOT THE FEELING
THIS COULD BE THE START
OF A BEAUTIFUL
FRIENDSHIP!

VERY FUNNY,
CHRIS, VERY
COUGH—FUNNY.
Oooh.

QUESTIONS & ANSWERS
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

(O.K., 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 opportunistic 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 Multiverse. 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. Morphea 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!) Datt...ah, Datt! Here we have an amazingly compiled mutation of clichés that somehow gel 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 outmatch 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 deudes outweigh image in this case, though, I predict that Dart will ultimately save the day by channeling her power through Morphea to reveal a most distasteful future for the Dark Destroyer. Maybe he'll see a vision of himself being led in iron 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 recap 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 #6 and #8 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 characters: Morphea'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 say much, let me just say—good work. You have entertained me.

Dennis K. Catucci
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Dear Atari Folks,

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 Dan, I determined her powers were purely precognitive, which held true until issue #8, 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? Why has this happened to the people left on ‘Old Earth’?

3) Do any ships have a “Multiverse Drive” as Rident’s does?

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

Keep up the good work.

Kevin Lawson
APPLEWOOD LANE
GETTYVILLE, 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, Dan’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 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.

As to the issue itself, if I had to pick the most gripping story, it would be the one that the next few issues help to resolve, but we’re still a long way from that. I hope that you will focus some more on what 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 to the challenge.

Yours truly,

‘T.M. Maple’

(As far as your frustrations with the ATARI FORCE thus far, T.M., we hope that the next issues will mollify 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 never 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 Helfer
I don’t know how warm it is where you are today, but the good ol’ summer time 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 comic buying. Have fun...and have a good summer.

**ARAK ANNUAL**

#1 1984 48 Pages Mando $1.25 in the U.S.A. Roy Thomas-Writer

Jurgens/DeCarlo/Alcala/Porton-Artists

Battle to the death with the Serpent Lord.

On sale July 26th

**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

Inks-M. DeCarlo

Morgan is thrown back in time to ancient Atlantis.

Events taking place in this issue bring this 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. Perez (Painting)

Writer-M. Wolfman

Inks-Giordano/DeCarlo

Last chapter of the Terra/Terminator story.

Brings to a conclusion the story that 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 Right for Harps’ Wings

Writer-D. Moench

Pencils-T. Smith

Inks-R. Tanghal

Harpie 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

**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. Mahlisted

Title-Mordru is Back!!

Writer-Levitz

Artiste-Swan/Tanghal

Is Darkseid’s curse Mordru’s freedom or Saturn Girl’s child?

On sale July 19th

**BATMAN ANNUAL**

#9 1984 48 Pages Mando $1.25 in the U.S.A.

Title-The Four Faces of Batman

Writer-M. Barr

Artiste-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. Calavleri

Artist-G. Morrow

On sale July 9th

**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. Calavleri

Artist-G. Kane

The evil Dr. Sivana robs the powers of Shazam 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

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