



BY
GERRY CONWAY AND
JOSE LUIS GARCIA LOPEZ

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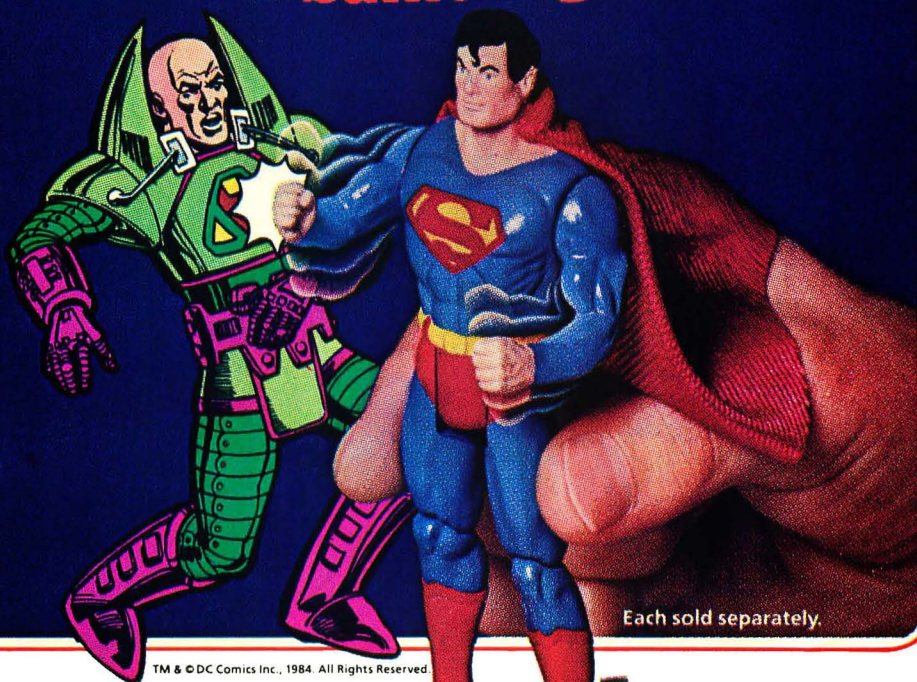
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"OUR SENSOR-SHIELDS
MUST BE WORKING, DART.
I DON'T THINK THEY
KNOW WE'RE HERE..."

"HMM, EITHER THAT
OR THEY'RE PLAYING
SPIDER TO OUR FLY,
LITTLE BROTHER.
SURE YOU WANT TO GO
THROUGH WITH THIS?"

"YOU SAW MY DAD'S
FACE WHEN I
VOLUNTEERED,
DART. HE THINKS
I CAN'T HANDLE
IT. I WANT TO
PROVE HIM WRONG."

"YEAH..."

"WELL, BE
CAREFUL. WE'VE
GOT NO IDEA WHAT
YOU'RE HEADING INTO
WHEN YOU PHASE-
FIELD FROM OUR
SHIP INTO THAT
MONSTER OUT
THERE."

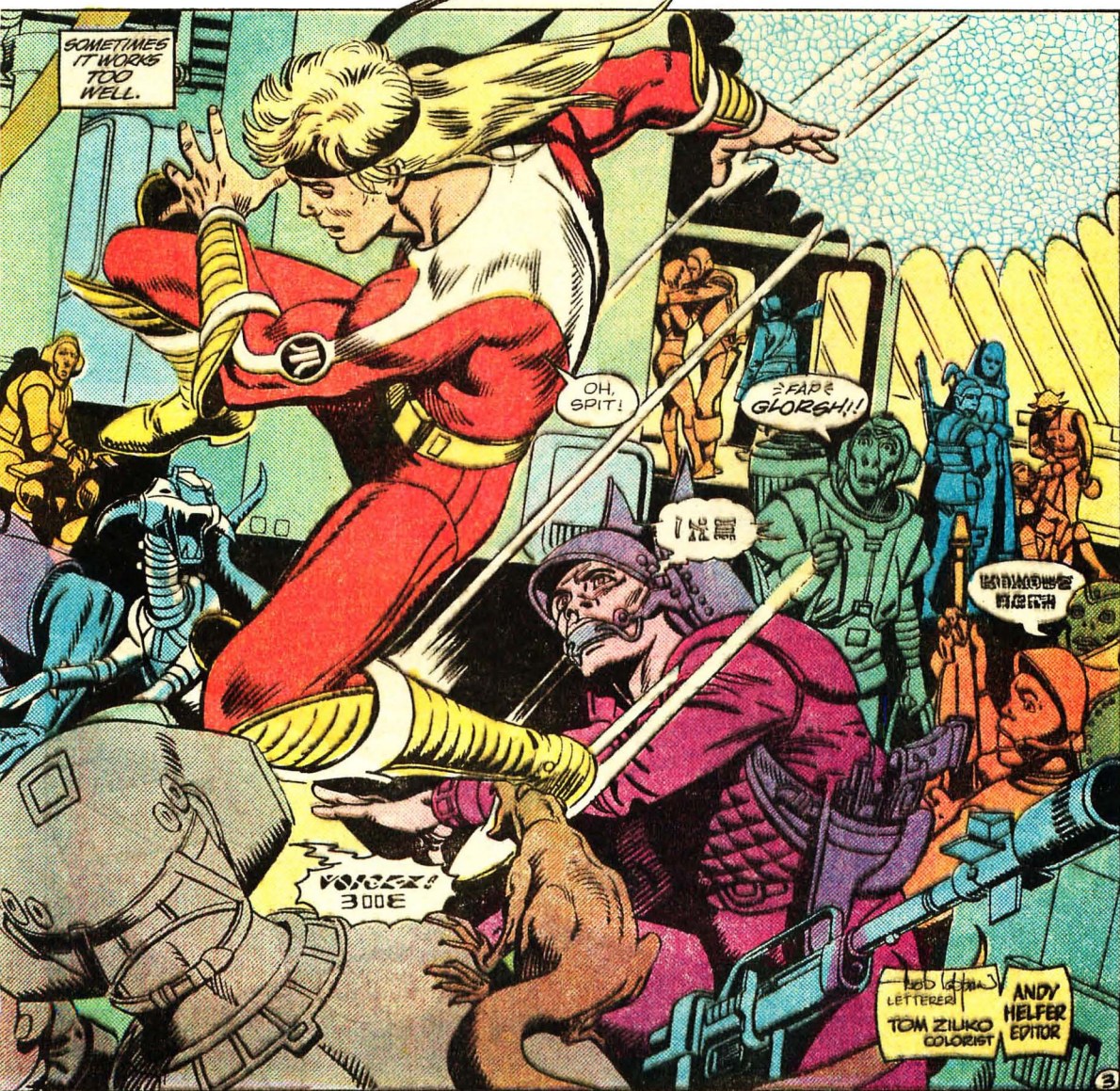
JUST
DO A QUICK
RECON AND
PHASE BACK--
GOT IT?

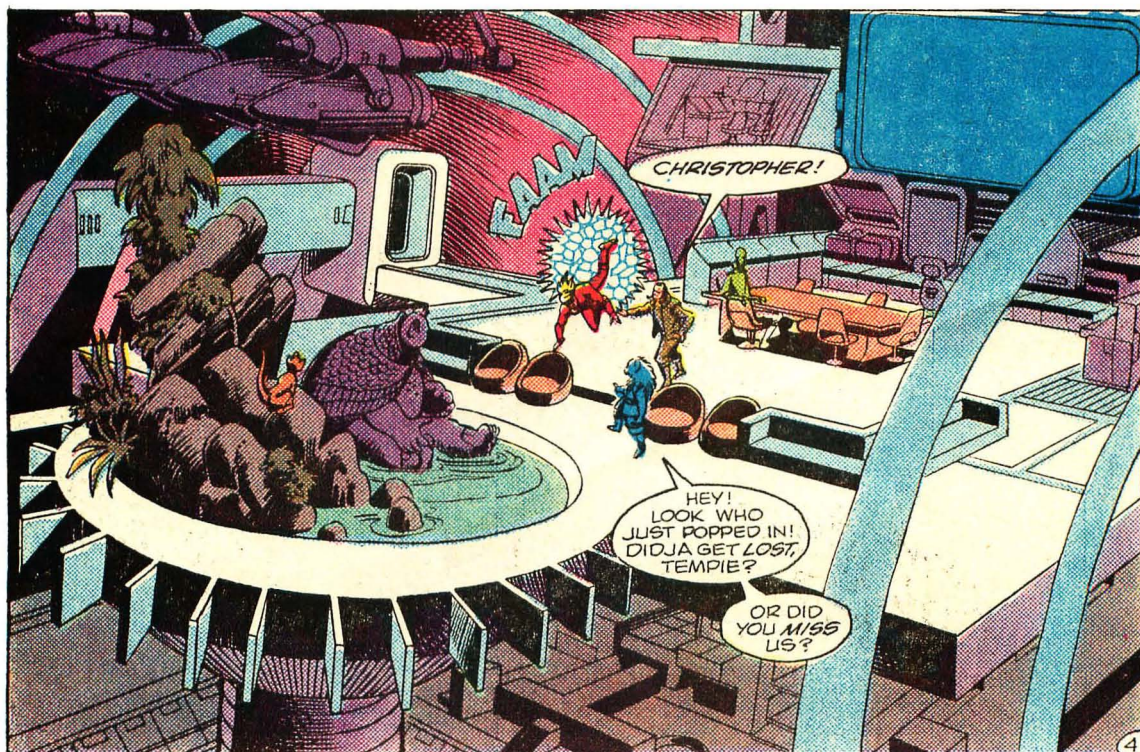
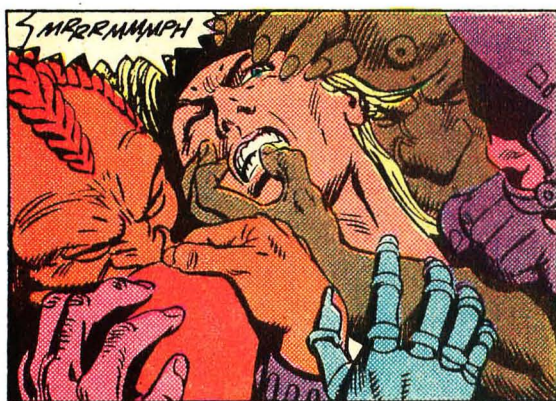
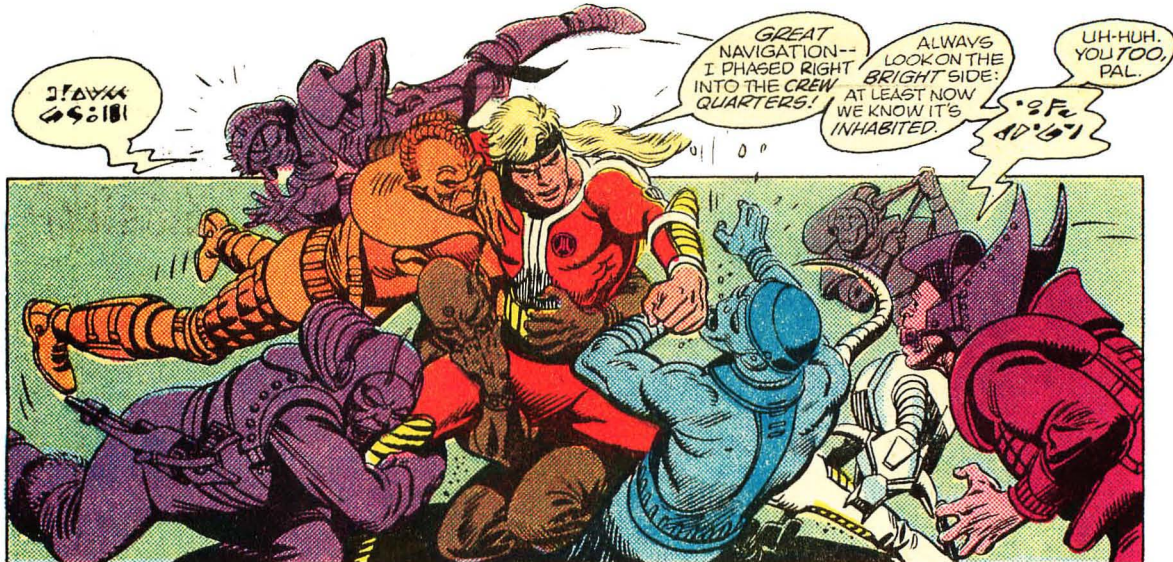
I'M
NOT A
CHILD,
DART.

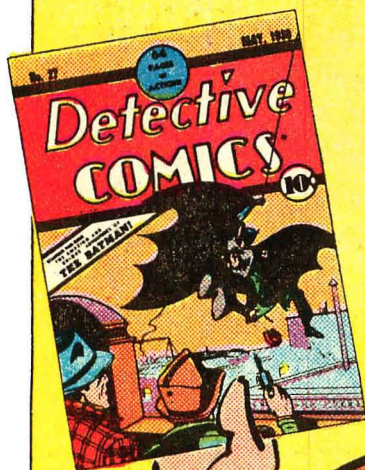
NOBODY
SAID YOU
WERE,
TEMPEST.

IT'S A
LITTLE OVER
FIFTY METERS
FROM SCANNER
ONE TO THAT
WARSHIP.

DO IT.







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SCANNER ONE...



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BOY--DON'T
TAKE A
DIVE.

MIND
TELLING
US WHY
YOU'RE
BACK SO
SOON?

COULD BE
HE WISED UP AND
GOT COLD FEET.

I VOTE
WE LEAVE NOW,
OKAY?

I'M
WAITING
FOR AN
ANSWER,
TEMPEST.

DAMN.

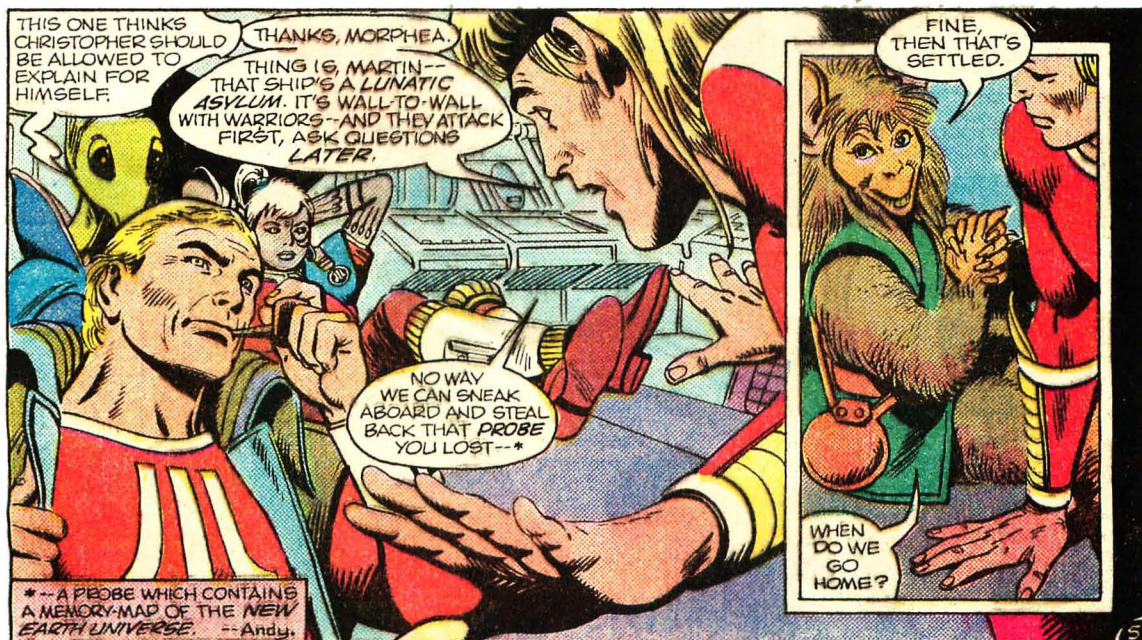


NO MATTER WHAT I SAY,
DAD'S GOING TO THINK
I TURNED COWARD.

HE'LL NEVER UNDERSTAND I HAD
NO CHOICE BUT TO RUN...

CHRIS!
YOU'RE
BACK!--

--AND
FROM THE LOOK ON
YOU'RE FACE, IT MUST'VE
BEEN PRETTY NASTY
OVER THERE,
HUH?



THIS ONE THINKS
CHRISTOPHER SHOULD
BE ALLOWED TO
EXPLAIN FOR
HIMSELF.

THANKS, MORPHEA.

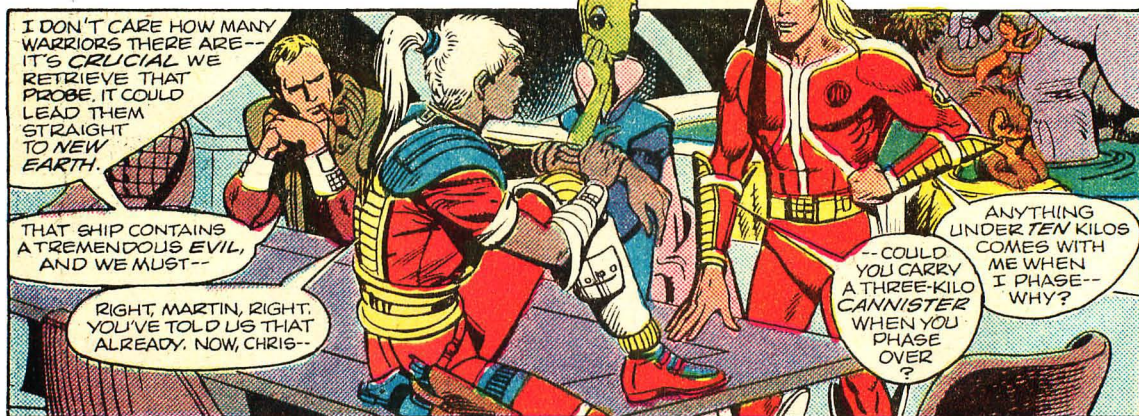
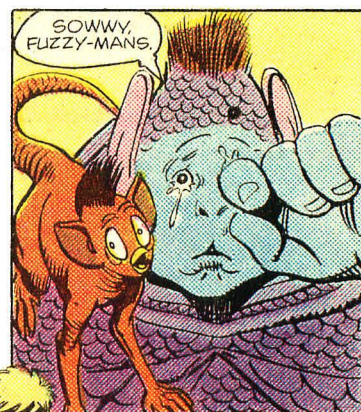
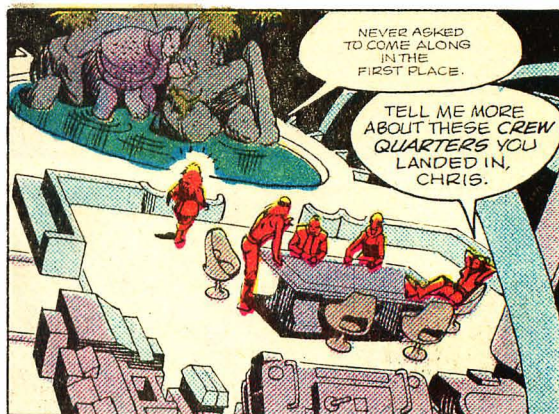
THING IS, MARTIN--
THAT SHIP'S A LUNATIC
ASYLUM. IT'S WALL-TO-WALL
WITH WARRIORS--AND THEY ATTACK
FIRST, ASK QUESTIONS
LATER.

NO WAY
WE CAN SNEAK
ABOARD AND STEAL
BACK THAT PROBE
YOU LOST--*

*--A PROBE WHICH CONTAINS
A MEMORY-MAP OF THE NEW
EARTH UNIVERSE. --Andy.

FINE,
THEN THAT'S
SETTLED.

WHEN
DO WE
GO
HOME?



I DON'T KNOW-- THAT KIND OF RESPONSIBILITY-- WITH THE CREW ALREADY ALERTED TO OUR PRESENCE--

YOU DON'T THINK I CAN HANDLE IT, RIGHT?

CHRISTOPHER, YOUR FATHER HAS A NATURAL CONCERN FOR YOUR SAFETY...

OH, SURE HE DOES.

SAVE IT, CHRIS.

MARTIN, WE DON'T HAVE A CHOICE. EITHER CHRIS GOES OR WE'RE FINISHED BEFORE WE START.

MARTIN, THIS ONE HAS SHARED YOUR THOUGHTS IN THE ROLE OF *PSYCHIATRIST-EMPATH*. THIS ONE UNDERSTANDS YOUR FEAR.

NONETHELESS, CHRIS IS OLD ENOUGH TO DECIDE FOR HIMSELF.

SEEMS HE ALREADY HAD-- GUESS I'VE BEEN OLT-VOTED.

ALL RIGHT, SON. DO WHAT YOU CAN.

DART'S BEHIND THIS. HER YEARS AS A MERCENARY SOLDIER GIVE HER A NATURAL SENSE OF COMMAND AND SHE'S TAKING OVER, GOD, I FEEL OLD.

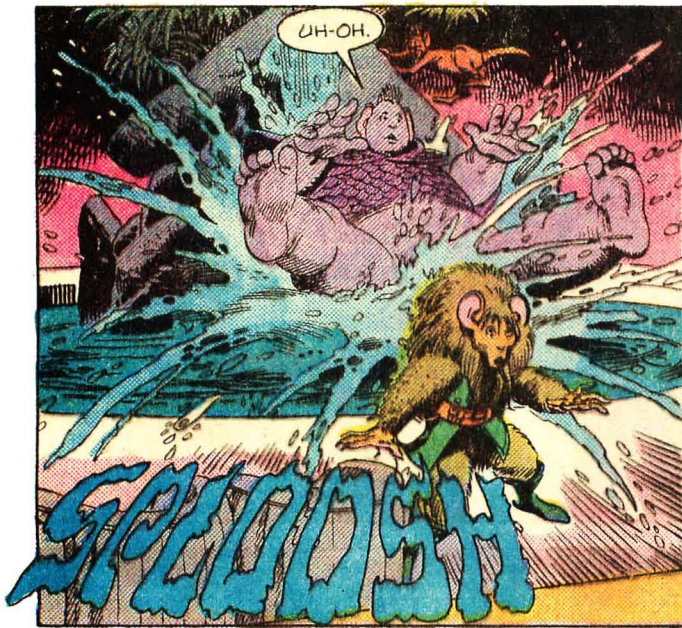
SO, DART-- WHAT ARE YOU GOING TO DO WHILE TEMPEST PUTS THE CREW TO BEDDY-BYE?

I'M GOING TO STEAL BACK THAT LOST *PROBE*, MARTIN.

I'LL NEED THE HELP OF A FIRST-CLASS THIEF... AND THAT'S WHERE *PAKRAT* COMES IN. ABOUT TIME THAT STOWAWAY EARNED HIS KEEP!

OOPS.

OH, NO, YOU DON'T!

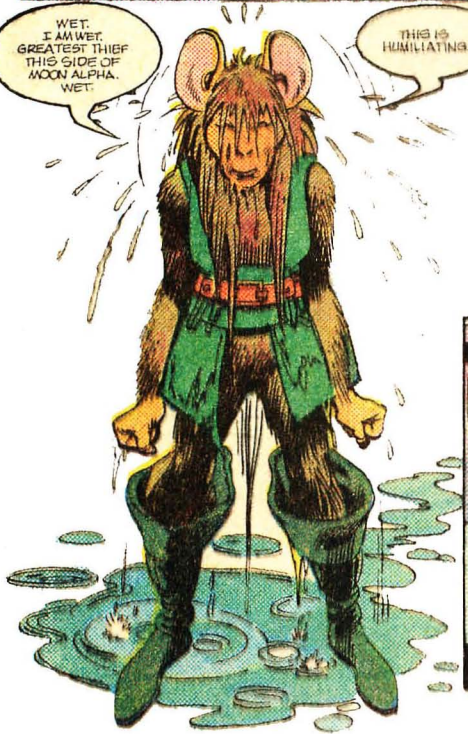


UH-OH.



HUK-HUK-HUK!

SOWWY, FUZZY... I FAWL DOWN AND GO BLUMP.



WET. I AM WET. GREATEST THIEF THIS SIDE OF MOON ALPHA. WET.

THIS IS HUMILIATING.

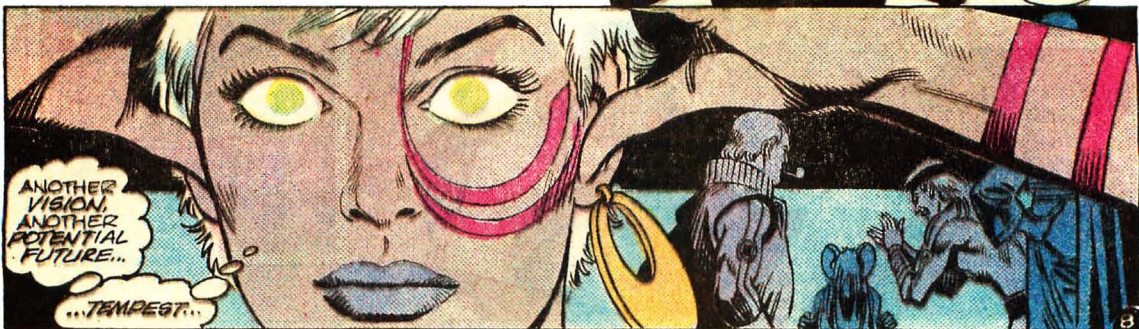


LOOK AT HIM, WILL YOU? UNDER ALL THAT HAIR--

--HE'S ABOUT AS IMPOSING AS A WET MOUSE!

PAKRAT, YOU'RE A RIOT!

... IT'S HAPPENING AGAIN. WEEKS SINCE THE LAST ONE, BEFORE BLACKJAK DIED.



ANOTHER VISION. ANOTHER POTENTIAL FUTURE...

...TEMPEST...

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DART AND TEMPEST, BORN OF DIFFERENT PARENTS, SHARE A SIMILAR HERITAGE-- BOTH HAVE INHERITED GENE CODES ALTERED BY UNSHIELDED EXPOSURE TO THE MULTIVERSE.

HER GIFT FROM THE MULTIVERSE, AS TWO-EDGED AS TEMPEST'S ABILITY TO PHASE BETWEEN REALITIES:

AT RANDOM MOMENTS SHE CAN SEE A FUTURE-- NOT THE FUTURE, BUT A FUTURE OF POSSIBILITIES.

HER VISIONS IT SEEMS ARE RARELY HAPPY ONES...

TEMPEST-- CAPTURED AND TORTURED BY THE LINKKNOW WHO COMMANDS THAT SHIP! BUT IT'S JUST A VISION--

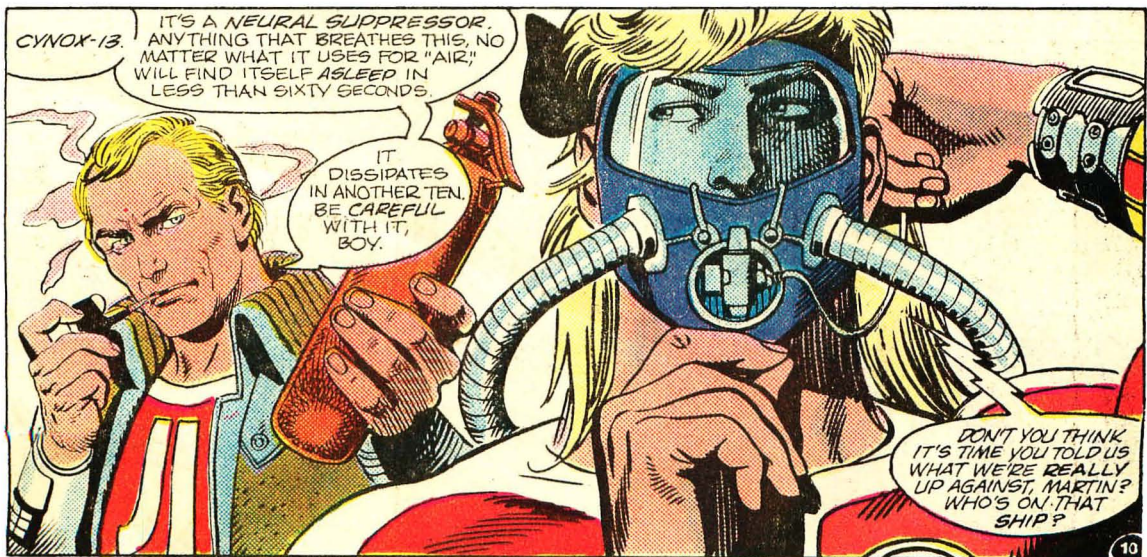
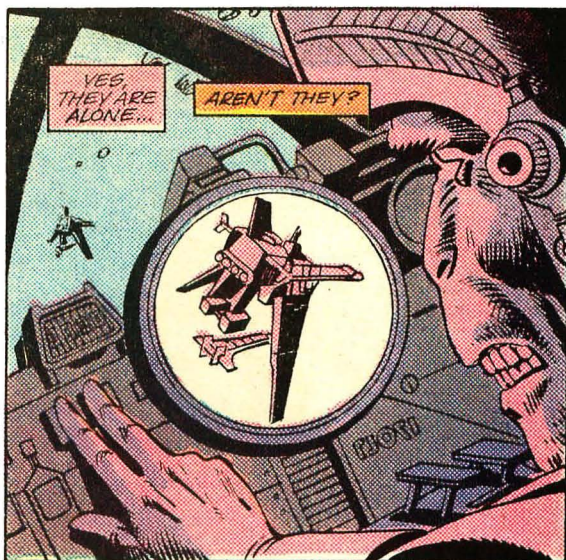
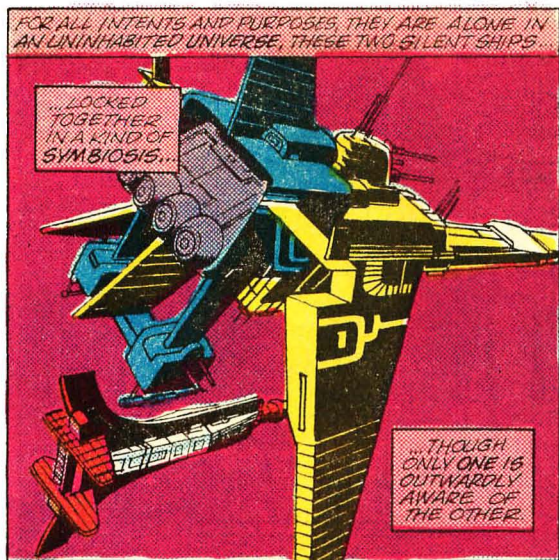
--IT DOESN'T HAVE TO COME TRUE. IT WON'T.

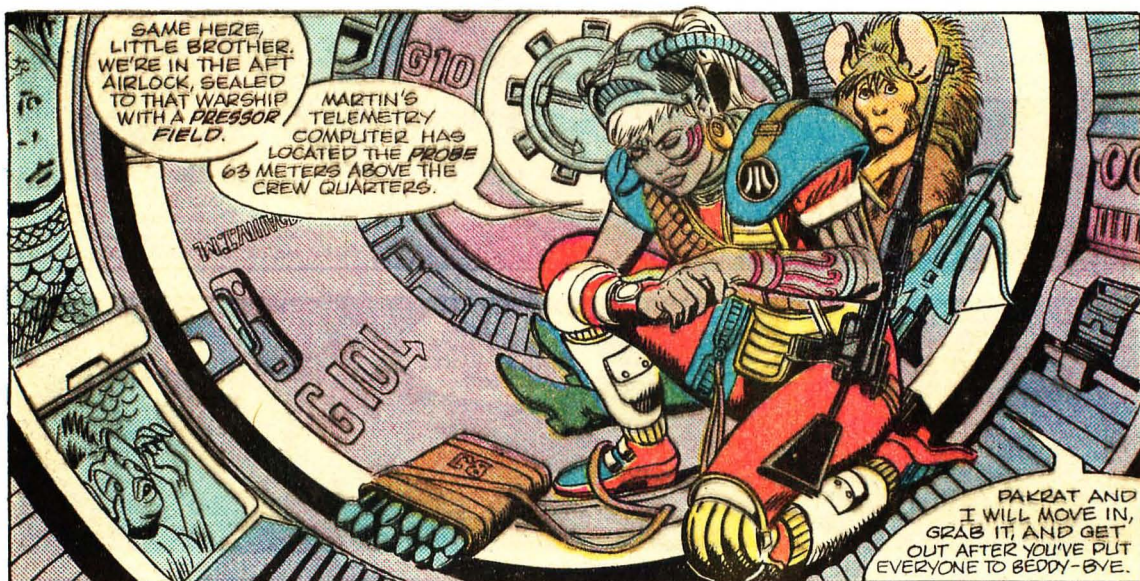
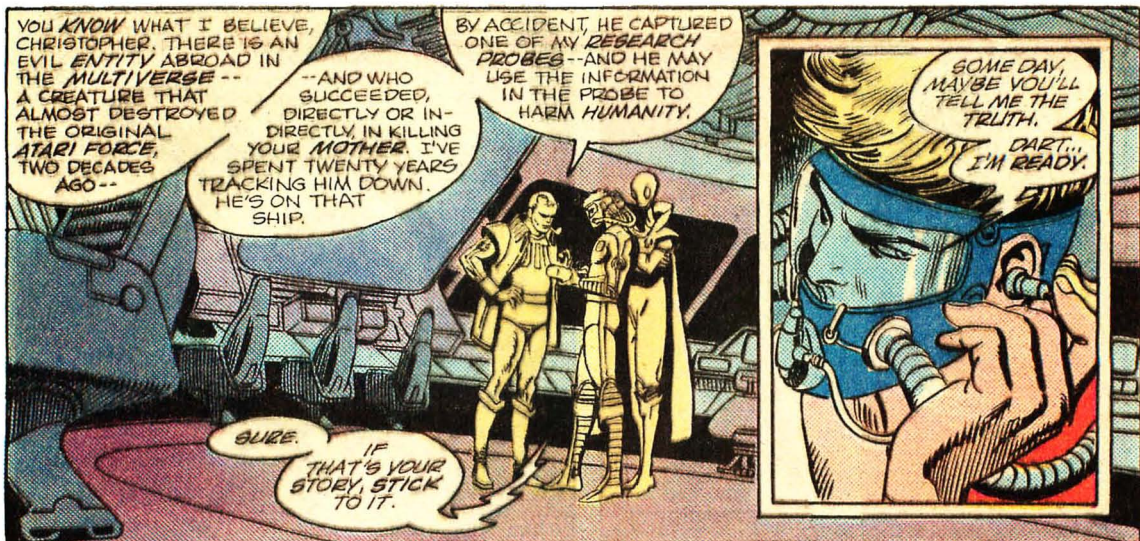
IT CAN'T.

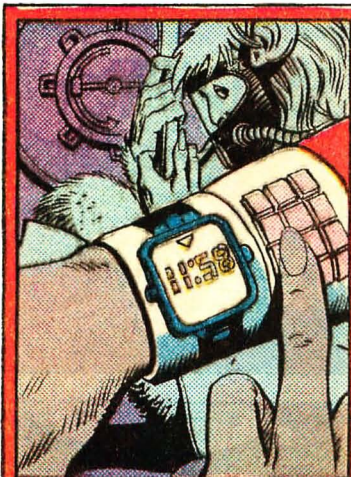
HAHAHA

GO AHEAD, LAUGH AT ME. I WON'T FORGET THIS.

WATER. AWWWWGH.

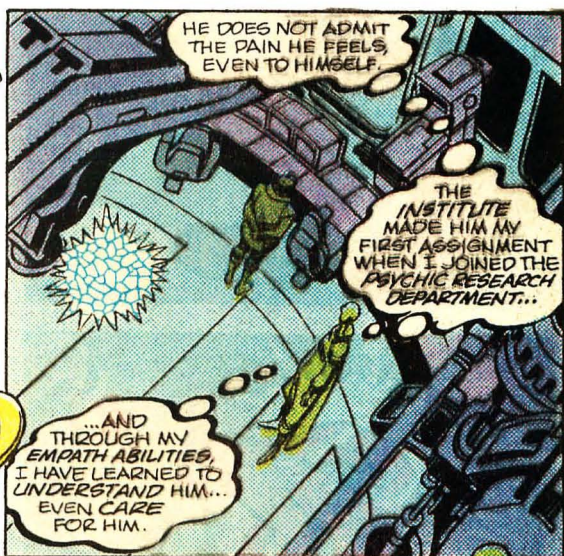






CHRIS...

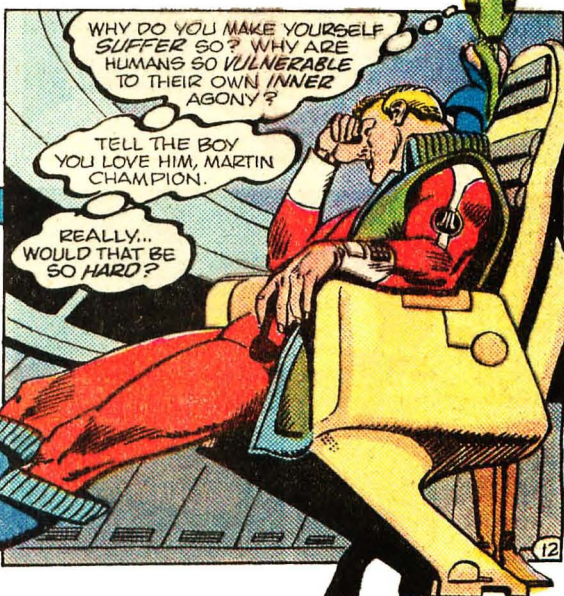
LITTLE LATE FOR A PEP TALK, ISN'T IT, DAD?



HE DOES NOT ADMIT THE PAIN HE FEELS, EVEN TO HIMSELF.

THE INSTITUTE MADE HIM HIS FIRST ASSIGNMENT WHEN I JOINED THE PSYCHIC RESEARCH DEPARTMENT...

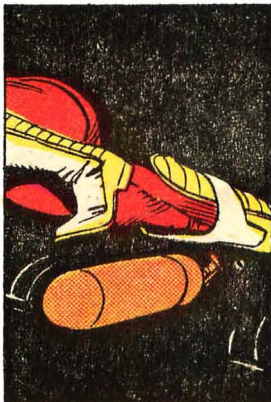
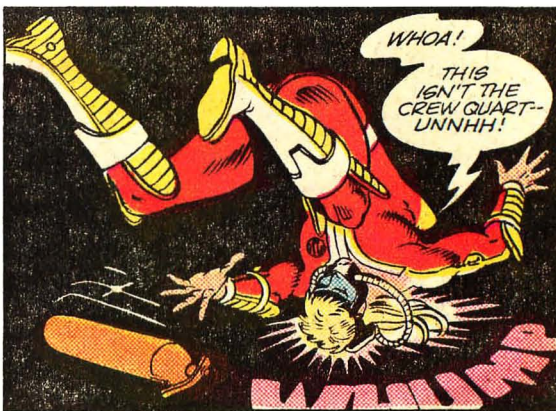
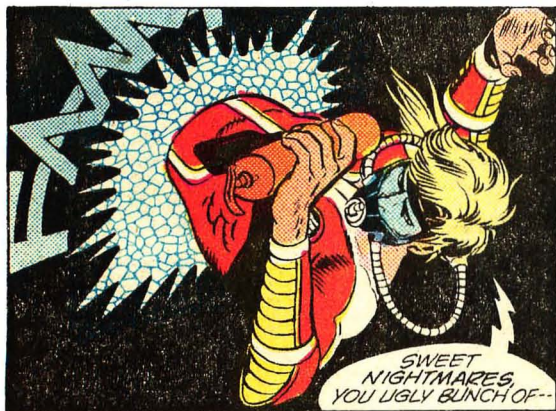
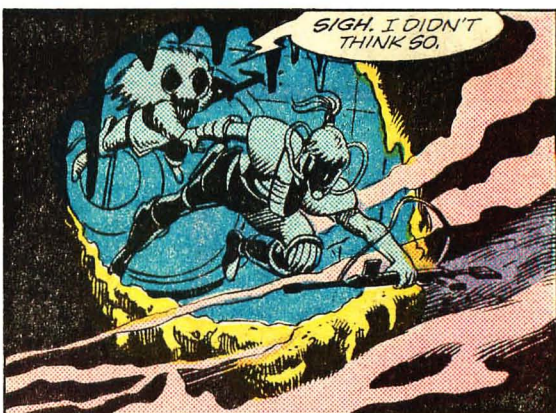
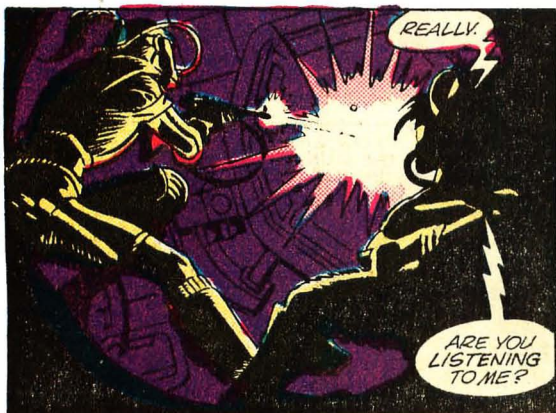
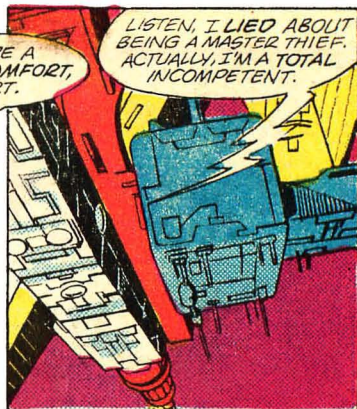
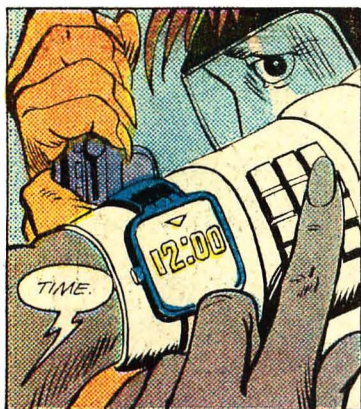
...AND THROUGH MY EMPATH ABILITIES, I HAVE LEARNED TO UNDERSTAND HIM... EVEN CARE FOR HIM.



WHY DO YOU MAKE YOURSELF SUFFER SO? WHY ARE HUMANS SO VULNERABLE TO THEIR OWN INNER AGONY?

TELL THE BOY YOU LOVE HIM, MARTIN CHAMPION.

REALLY... WOULD THAT BE SO HARD?



AND IN THIS SHIP
IN THIS UNIVERSE, ALL THAT *IS*
EXISTS ONLY TO SERVE
MY WILL.

YOUR FATHER
HAS DONE WHAT
I EXPECTED HE
WOULD DO. HE HAS
DELIVERED HIMSELF AND
HIS FAMILY INTO THE HANDS
OF HIS *ENEMY.* YOU
ARE *MINE, BOY.*

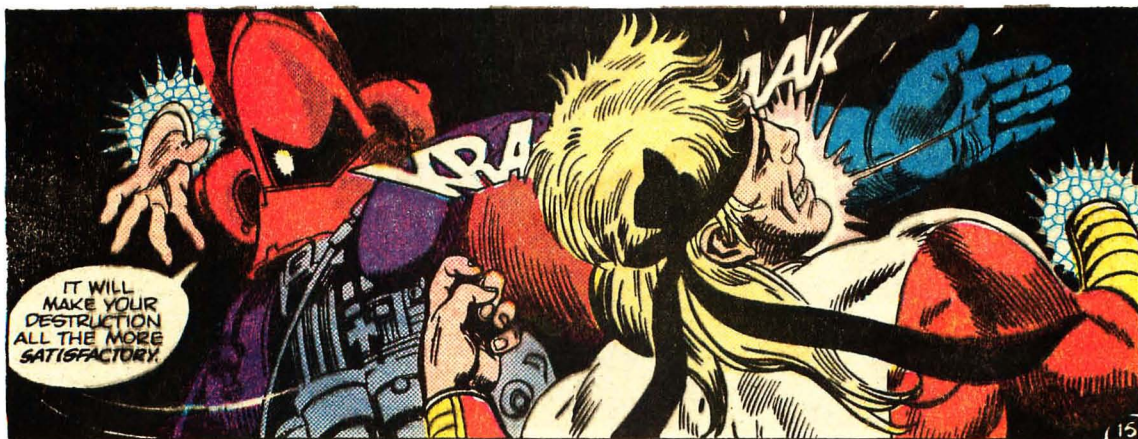
WHO
THE HELL
ARE
YOU?

YOUR
HUMAN THROAT
WAS NOT CONSTRUCTED
TO PRONOUNCE
MY *TRUE NAME.*
CALL ME BY THE NAME
YOUR FATHER GAVE
ME IN ANOTHER
LIFE.

THE DARK DESTROYER!

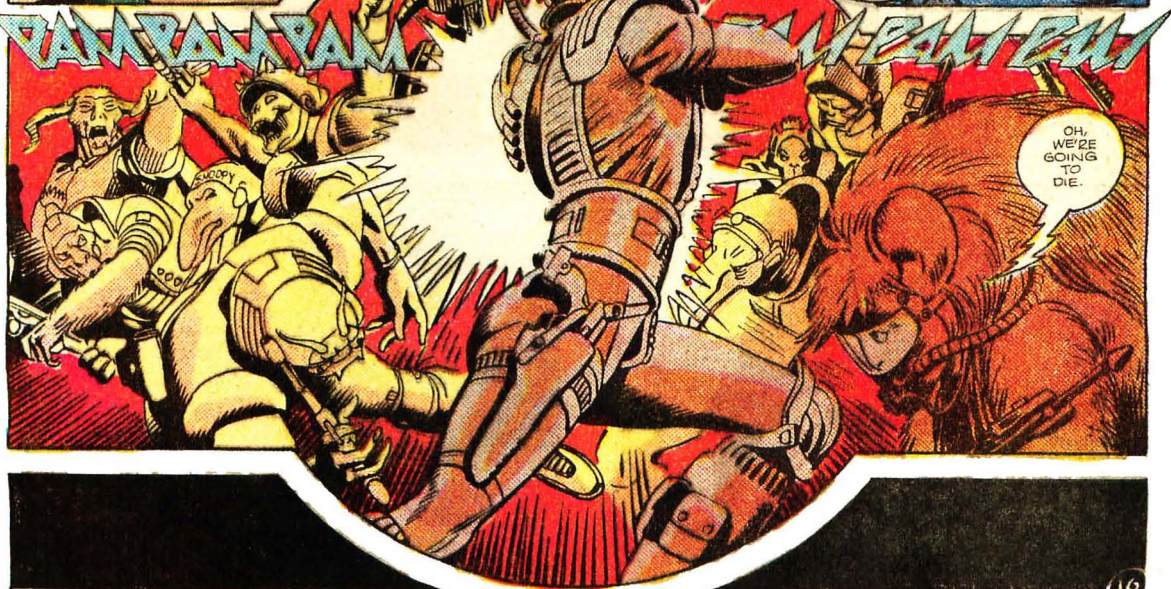
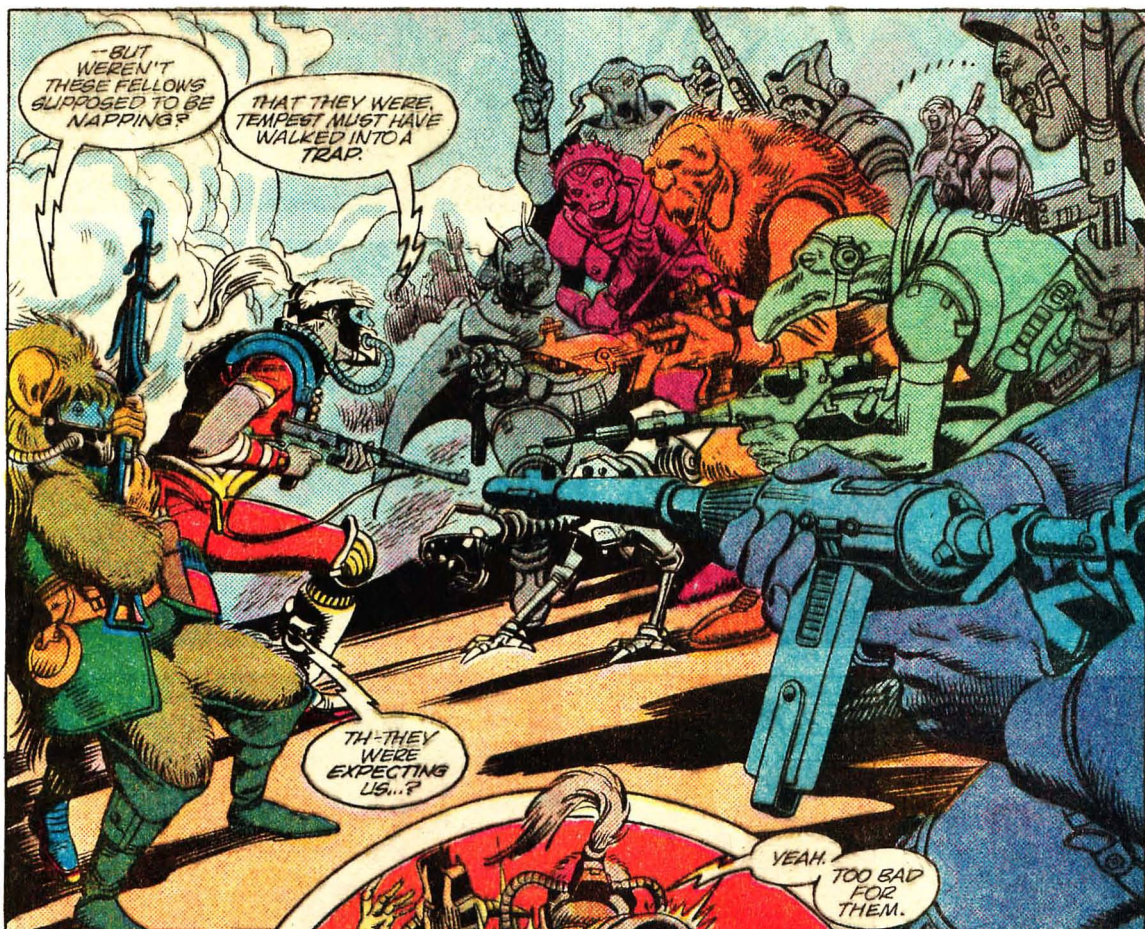
HE'S CRUSHING THAT
PLASTALLOY CANNISTER
LIKE IT WAS A *GLASS EGG!*
AND THE *GAS* ISN'T EVEN
AFFECTING HIM!

I'VE GOTTA
GET OUT OF
HERE--!



MEANWHILE:

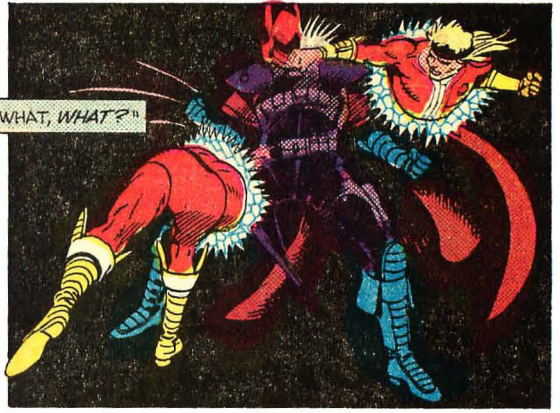
AH, DART, I DON'T MEAN TO BE FUSSY--



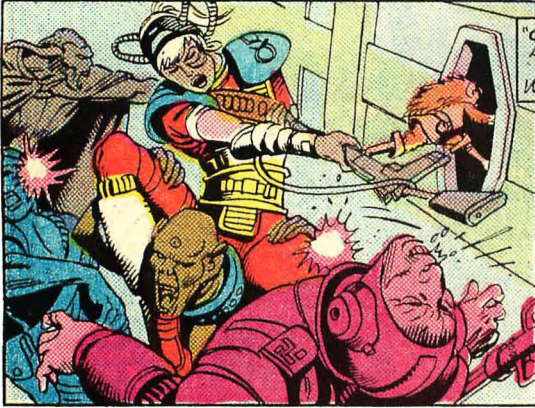


"PAKRAT..."

"RUN!"



"WHAT, WHAT?"



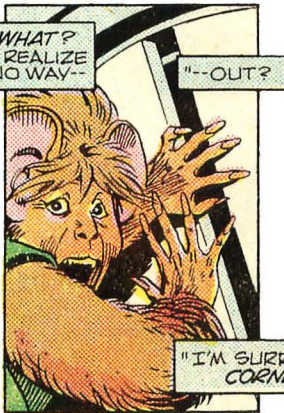
"GREAT
ADVICE.
RUN
WHERE?"



"FIND AN EXIT...
WE'VE GOT TO
HELP TEMPEST."

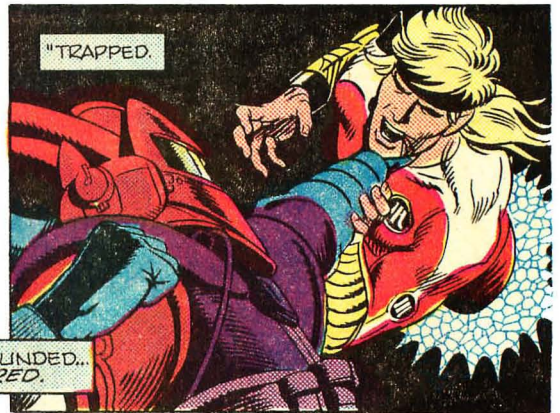


"FIND A WHAT?
DON'T YOU REALIZE
THERE'S NO WAY--"

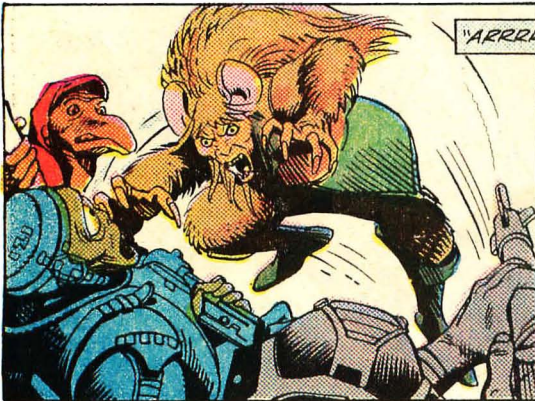


"--OUT?"

"I'M SURROUNDED...
CORNERED."



"TRAPPED."



"ARRRRRRRGHHH!"



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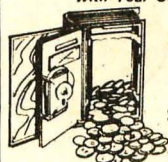


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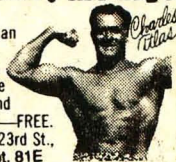
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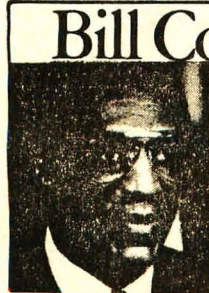
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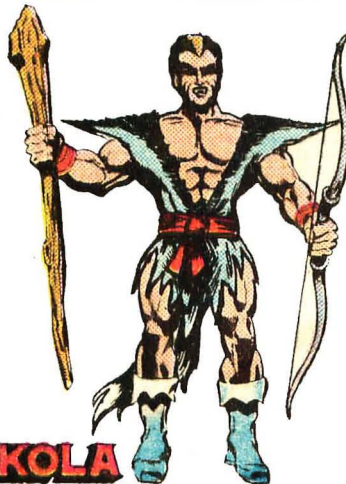
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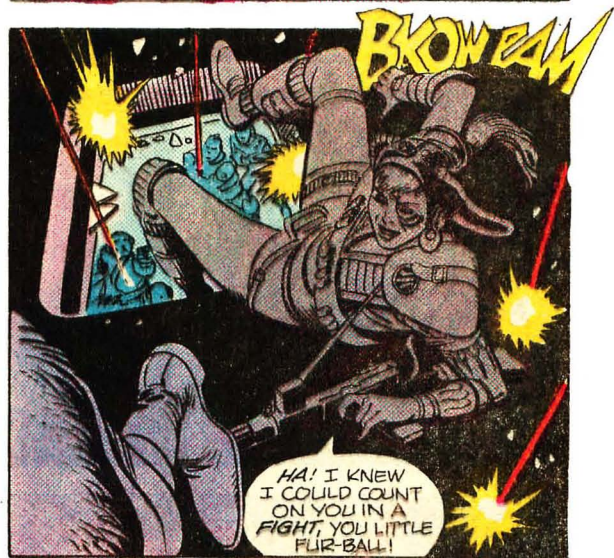
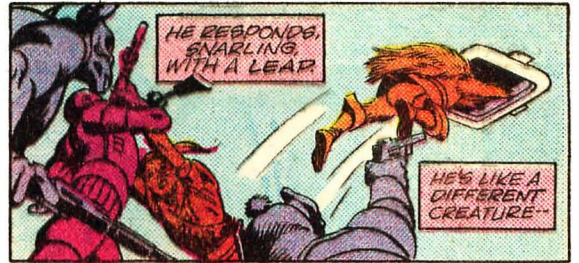
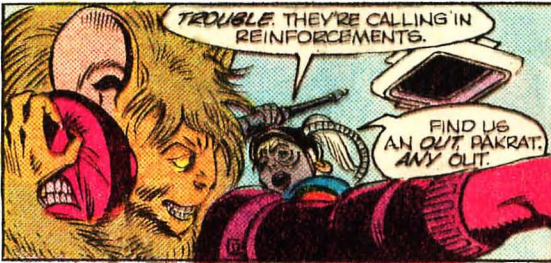
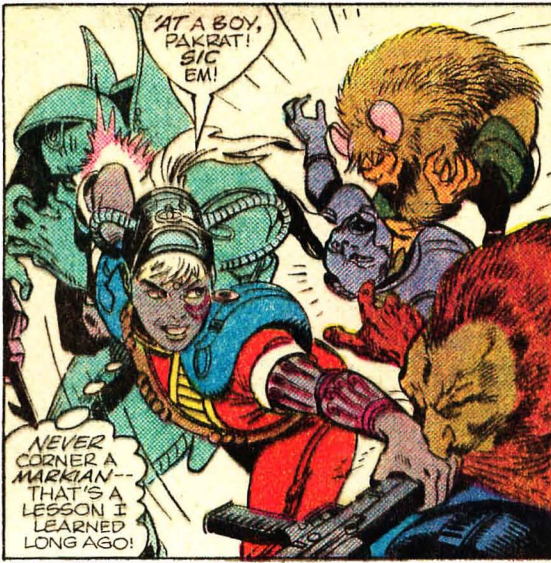
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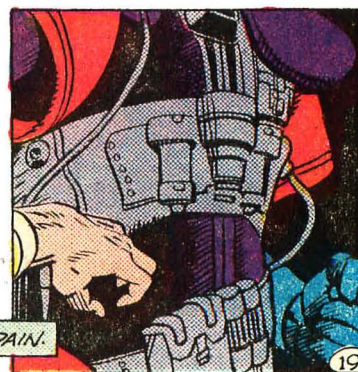
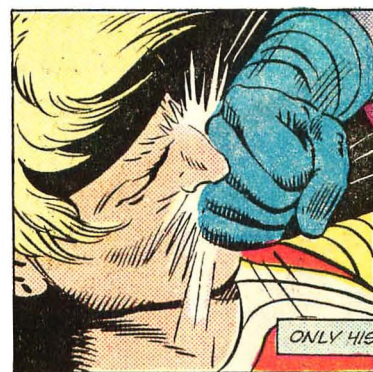
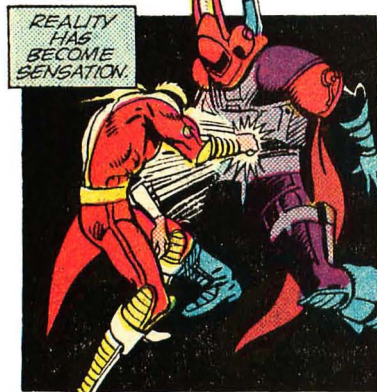
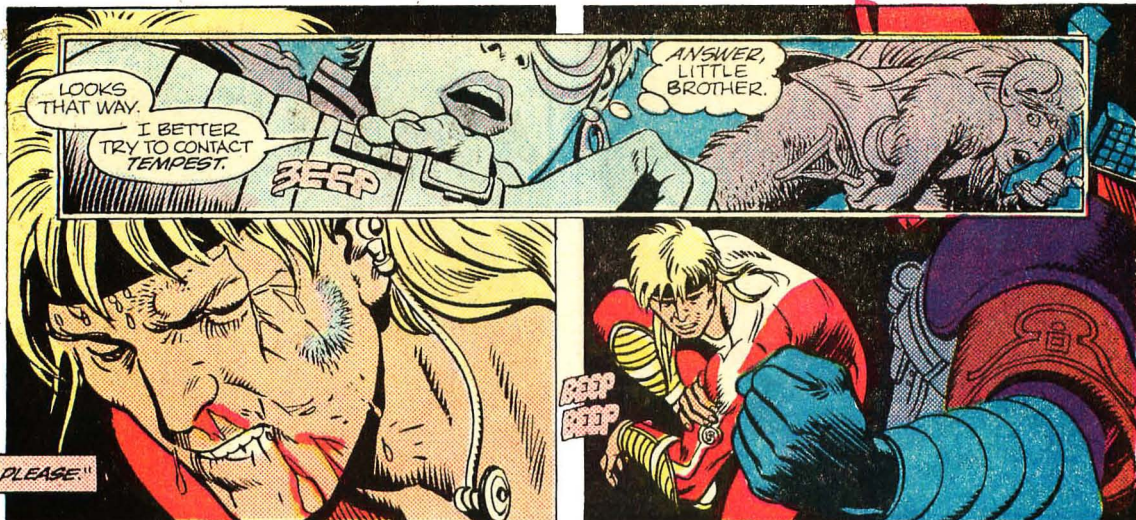
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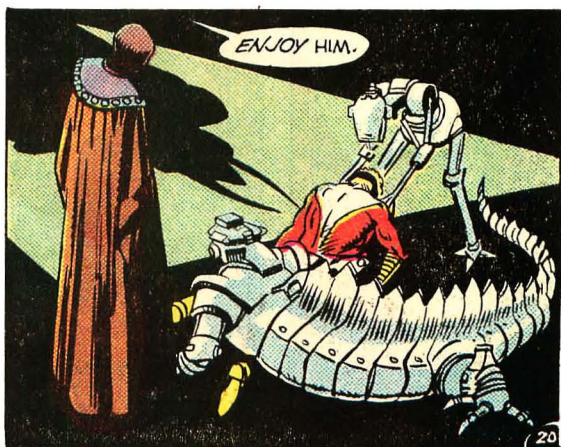
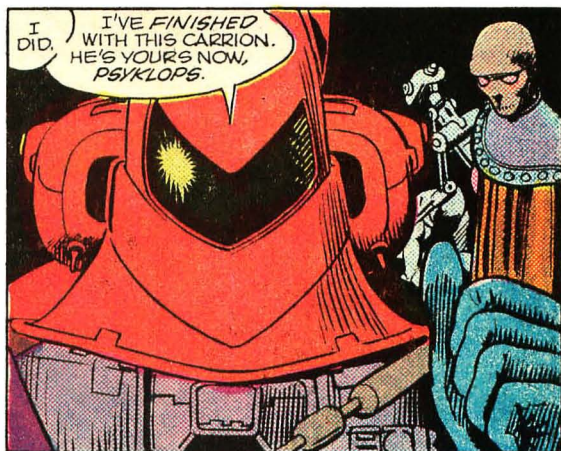
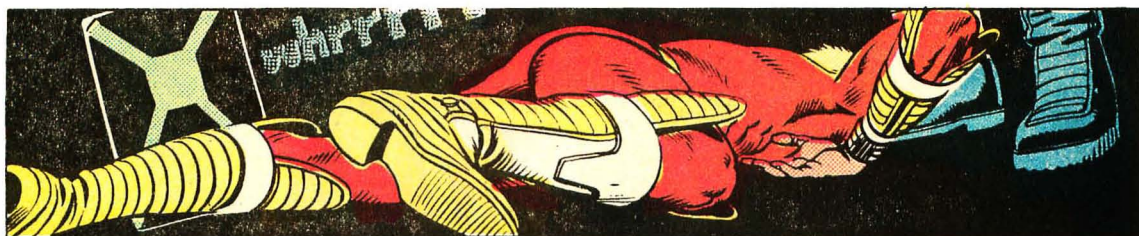
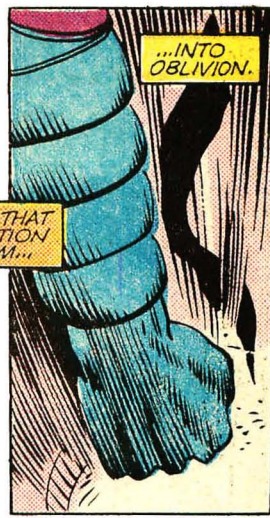
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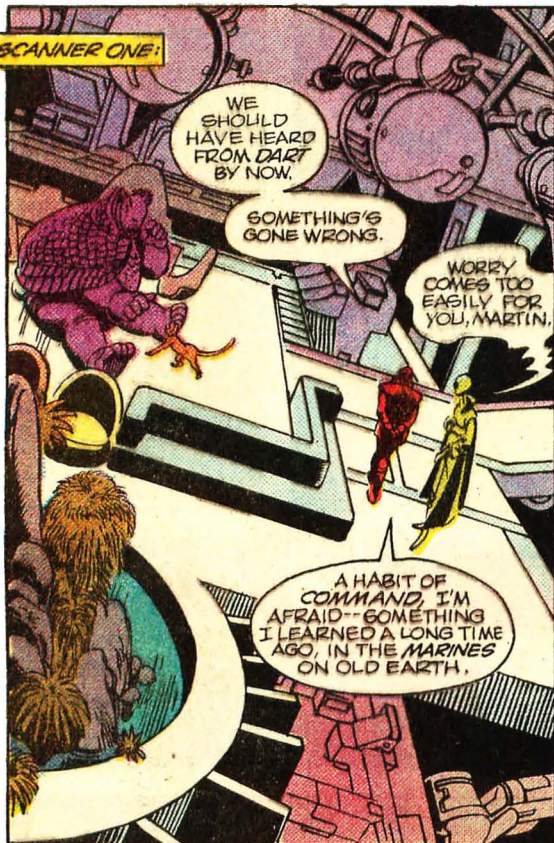
STORES!







SCANNER ONE:



WE SHOULD HAVE HEARD FROM DART BY NOW.

SOMETHING'S GONE WRONG.

WORRY COMES TOO EASILY FOR YOU, MARTIN.

A HABIT OF COMMAND, I'M AFRAID--SOMETHING I LEARNED A LONG TIME AGO, IN THE MARINES ON OLD EARTH.



ALLOW THIS ONE TO SOOTHE YOUR THOUGHTS...



NO, THANK YOU, MORPHEA--I DON'T QUITE TRUST YOUR EMPATH'S TOUCH.

IT STIRS UP FEELINGS I'D RATHER LEAVE BURIED.



AS YOU WISH, MARTIN, BUT EMOTIONS CANNOT BE DENIED... ONLY TWISTED INTO NEW FORMS.



HEAR HER, MARTIN CHAMPION. THE CANOEAN INSECT SPEAKS WITH WISDOM BEYOND HER SPECIES.

ANCESTORS!

SO IT'S YOU, YOU'VE CHANGED.



OUR LONG GAME IS AT AN END, MARTIN CHAMPION. YOU HAVE DONE WHAT I FAILED TO DO.

THREE TIMES I TRIED TO DESTROY A CHILD OF THE ATARI FORCE, THE FEMALE DART... THREE TIMES SHE ESCAPED ME.

NOW SHE-- AND YOUR SON-- ARE IN MY GRASP.

*ISSUE NOS. 1-3, --Andy

A TELEPATHIC PROJECTION! I MUST TRY A MIND-PROBE--

CONTINUED ON 3RD PAGE FOLLOWING.



Free preview in
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**By Gary Cohn, Dan Mishkin,
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MEANWHILE

Next year, 1985, DC Comics will embark upon a year-long celebration of its 50th anniversary. (More on that later.) Despite this irrefutable evidence of longevity, I tend to think of DC as a young company. The **New DC** is more than a slogan. It describes a radical change in our company's operating philosophies and in the nature of our publishing ventures. It started just two short years ago when DC Comics made a commitment to the creative community and the public that henceforth DC Comics wanted to publish comics that would make the creators proud and appeal to the readers. Since then we've had some hits and a few misses. We'll probably have more of both, but the commitment that we made two years ago will endure... and grow... because, you see, we are a young company and everyone knows that youngster's usually grow and mature.

1984 promises to be a year of growth and fun. We started firming up our plans for the year just after coming out of hibernation. (It took a few weeks to be convinced that big brother really wasn't watching us!), and I thought that this column, the first I write after the new year, would be a good place to start telling you about a few of those plans. (A quick aside: we have forty or so different projects in various stages of development so this will just scratch the surface!)

New Gods. Jack Kirby has returned to DC just in time to see his creation reprinted in a format that will do it justice. The deluxe format series (\$2.00 cover price) will reprint **New Gods** nos. 1-11 in six 48-page books with issue six featuring an all-new story written and drawn by Jack that will tie up the loose ends. King Kirby will also design six new covers for the series (some of them wraparounds) and perhaps some new pin-up pages or collages to enhance the interior art. Issue #1 is cover-dated June and will be on sale March 15th. Subsequent issues will be released monthly.

While we are on the subject of reprints, I think I'd like to take a few

lines to talk about DC's philosophy about reprints. Bear with me... I'll try not to sound too self-congratulatory.

First off, we pay the highest reprint rates currently being paid to creators. This means that the difference in cost to us between all new art, and reprinting existing art has been narrowed to the point that there exists no overwhelming profit motive to reprint, since production and shipping costs are fixed. Secondly, we choose only material that deserves to be reprinted... material that has withstood the test of time and has, in our opinion, earned the status of "classic," and we'll only release one title per month. Last, we heap lots of T.L.C. on these best of DC's past... we give the material the attention it deserves, and, wherever possible, invite the original creator(s) to join us in preparing the material for publication. I'm glad to say that, to date, that's happened for our first three deluxe format reprints. Neal Adams provided new full-color covers for five of the six

Green Lantern - Green Arrow reprints and colors for all six. Denny O'Neil wrote a text piece for the same project. Walt Simonson drew a new cover for **Manhunter** and I've just detailed Jack Kirby's involvement in **New Gods**.

In short, we do it as well as we can... a celebration of a past great event in comics history. Join us in that celebration, won't you?

Onward!

Blue Devil was created by Gary Cohn and Dan Mishkin and drawn by Paris Cullins. This should be a lot of fun. It's about a Hollywood stuntman and creator of monster costumes who creates the ultimate monster costume for a movie called... **The Blue Devil** and... well, why spoil the fun? **Blue Devil** will debut on the June schedule with a free preview slated for **The Fury of Firestorm #24** and issue number one of **Blue Devil**, releasing later in the

same month. It'll be in the Mando format, U.S. cover price: 75¢.

And, oh, yeah! Take a good look at Paris Cullins' art. A youngster from Philly, loaded with talent. A probable star of the not-too-distant future.

Sword of the Atom Special #1. Not content with the success of the recent mini-series of the same title, creative team Jan Strnad and Gil Kane surrounded me at lunch during a recent Kansas City convention (Jan's from that neck of the woods) and convinced me that they had to take the story line one step further to achieve true and lasting satisfaction. No argument from me. Matter of fact, the story that they unfolded at that lunch table sounded real good to me. Loaded with plot twists and a truly surprising ending, this 48-page Mando special will have a U.S. cover price of \$1.25 and will go on sale sometime in the spring, and if you enjoyed Gil's exciting art (many readers wrote in to say it was Gil's best ever!) and Jan's literate scripting on the recently completed **Sword of the Atom** mini-series, this one's a must!

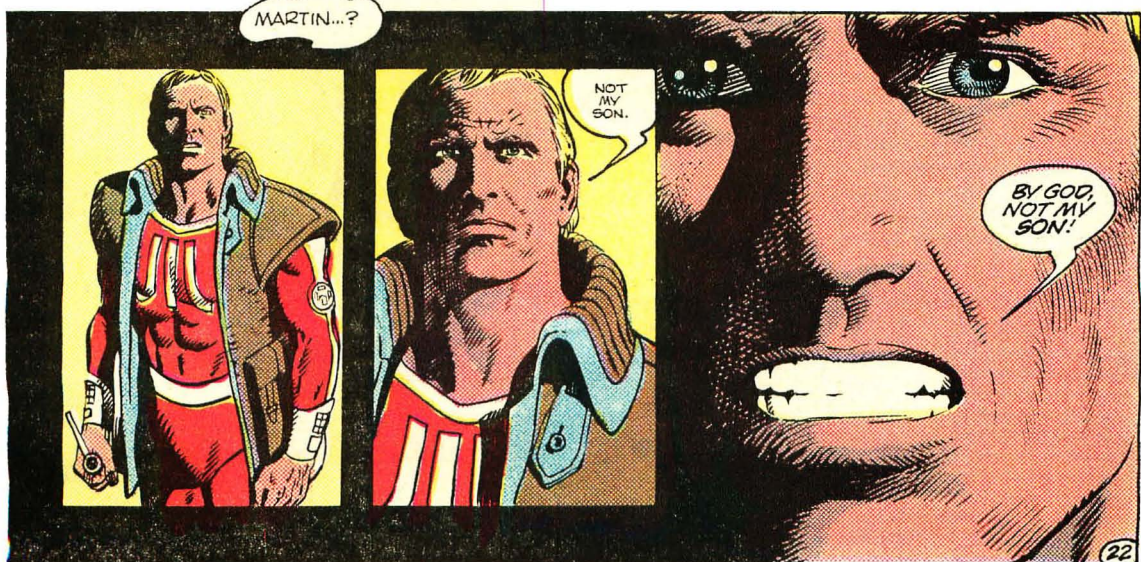
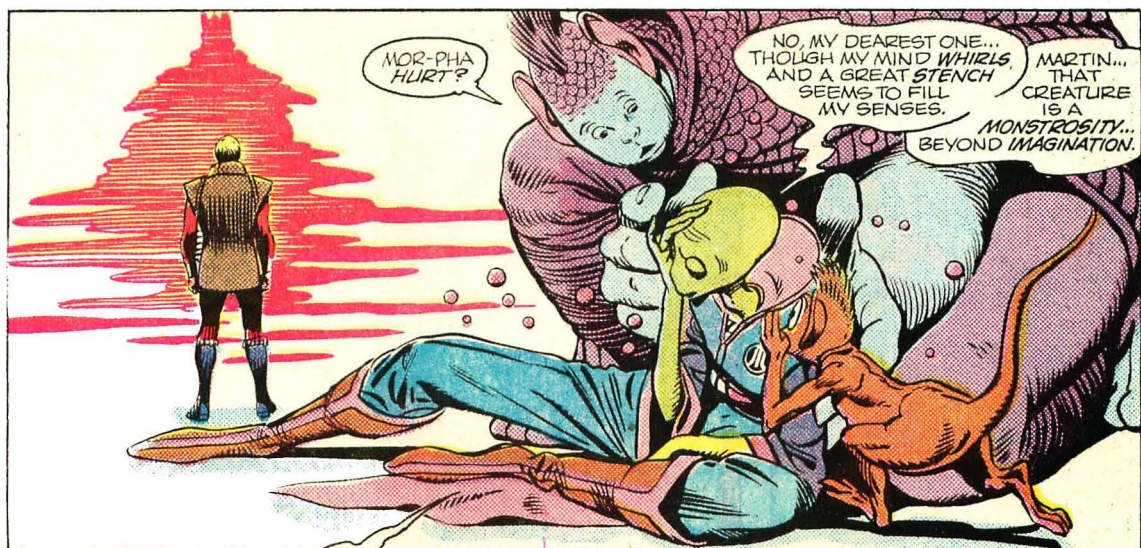
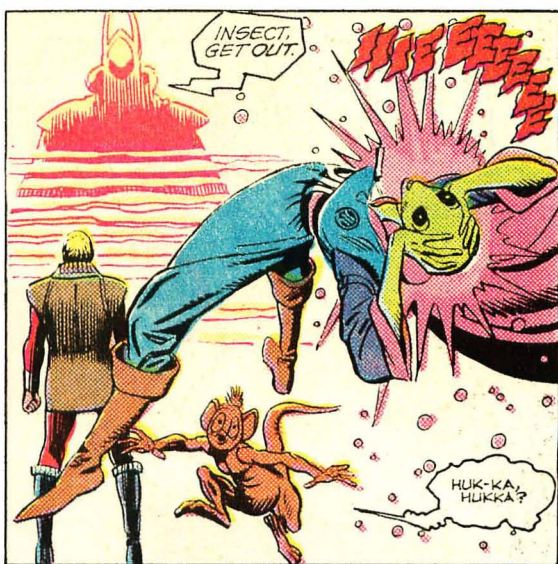
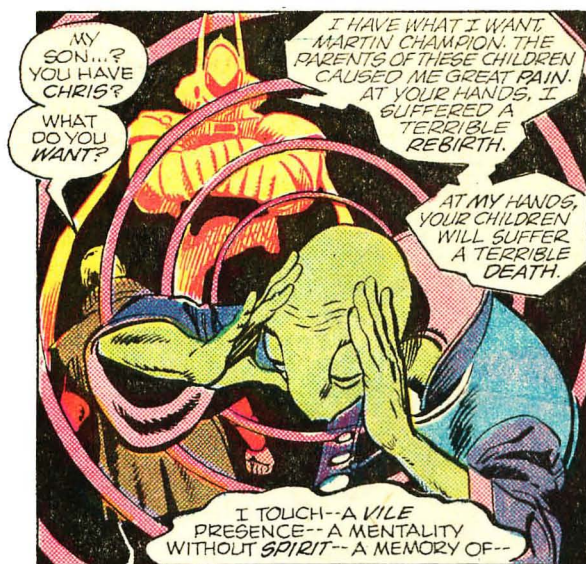
"More on that later" Department

It's too early to give you all the details of our upcoming 50th Anniversary celebration, but I can tell you that it will include as many as 20 special issues of regular titles; a 50th anniversary logo which will identify these specials; 12 handbooks of who's who in the DC Universe; and the previously announced **History of the DC Universe** maxi-series. We felt it appropriate to save this blockbuster maxi-series for this anniversary year because the changes in our universe and the startling events that will unfold within its pages will alter forever the DC universe and provide some wonderful stepping stones for the next 50 years. Clue: look for odd occurrences in DC titles from now till the end of this year. They'll provide additional clues as to the who, what, where, when and why of the DC Universe maxi-series and the 24 planned handbooks. Bob Greenberger, who has just rejoined our staff (welcome back, Bob), will assist them; and Peter Sanderson spent the better part of 18 months in our library doing the research that made it all possible.

Whew!

Thank you and Good Afternoon.

DPK



FORCE FEEDBACK

L-1622

Helloo again, dear friends and readers—we're back. Last issue this letter column was actually SQUEEZED out of the magazine—with 25 pages of story and art, there was simply no room for this page to appear! So, if you'll all indulge us for a moment, we have some people to thank for their creative efforts last time around:

First, a shake of the hand to Mr. Ross Andru, guest penciller for issues 4 and 5. Ross is one of our most versatile artists, and you can see his latest work in VIGILANTE.

Second, a slap on the back to Mr. Joe Orlando for contributing issue #5's glorious splash page, which was inked in the twinkling of an eye by our own José Luis Garcia Lopez. Joe (not José) is V.P. (that's Vice-President, for all you noncorporate types) and Editorial Director here at DC, but it's always nice to see him pick up a pencil now and then to remind us he's one of the comics' finest artists.

And finally, a whack on the head (an affectionate one, of course) to Mr. Bob Lappan, who, in addition to performing his regular duties as letterer of the ATARI FORCE, penciled and inked about half a dozen drawings of the Hukka after we discovered that he didn't appear ONCE aboard the ship with our other crew members. Not wanting to leave the orange critter behind (we've got some interesting things in store for him in the issues to come), Bob graciously volunteered his services. Thanks.

That's all the thank-yous for now. Moving on to some more unfinished business, on the bottom of the next page you'll find the remainder of our fact file corrections. The instructions are the same as always—cut 'em out and paste 'em over the originals.

If you've been especially observant, you may have noticed that we have a new title for this letter column. Thanks to Mark Mazur and Ricardo Rodriguez for their suggestion of FORCE FEEDBACK—it's got just the right mix of meaning and humor to make it the best entry we received. We've already sent Mark his set of all five ATARI FORCE mini-comics, and since both entries arrived within days of one another, we'd like to send Ricardo a set too—as soon as we figure out where to mail them! Hey, Ricardo! You out there? You forgot to include your address! Just send it, along with an example of your rather distinctive handwriting, and we'll mail you your set pronto! Okay?

And while we're on the subject,

please remember, folks, to include your name and address on each page of your LETTER, not just on the envelopes. Often, Gerry, José, or myself would like to respond to a letter personally, and while we read and save EVERY letter, we throw away the envelopes (unless there's something pretty drawn on it, in which case we save them too!).

And now, on to the letters...

Dear Atarians,

No beating around the bush, I'll get straight to the point. I'm MIFFED, to say it printably. I picked up ATARI FORCE #1 because I'm in the habit of trying whatever first issues find their way out here. I stayed with it mainly for two reasons—Dart and Blackjak.

Don't get me wrong. There were other things about the book that appealed to me. It was well written, with a touch of humor as well as drama. The way events in each character's life—which would presumably lead them to each other and the subsequent forming of the Force—were nicely paced. Of course, the art was first class. Chris and Martin bore a father/son resemblance that wasn't overdrawn. They looked like father and son, not twin brothers. The use of shadow and silhouette may seem out of place in some books, but in this it just added to the overall good quality. Even the lettering and coloring were done with care, and it showed.

But I digress. As good as all the other characters were, Dart and Blackjak were better. They played off each other strongly. Whatever they undertook, they did for mutual benefit. Their dialogue was snappy and made me smile. I couldn't wait for them to bring their particular talents to the Force.

And now you've killed Blackjak. Okay, I admit he may have been a little over-independent and probably would have had a hard time contributing to the team. He and Dart worked well together, and in time he could have gotten used to working with more than one person. Maybe that wasn't the reason you killed him off. Whatever it was, I'm sure you had your reasons, but that doesn't make it easier for me to see a person I really liked die. (Score one for the writing—without good characterization, any book is zilch.)

I know you guys work far ahead, and by the time you get this letter, you'll be working in the vicinity of #6, but could you please bring Blackjak back? I know he fell into a star and all, but couldn't he have escaped? Just consider it, please?

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In the meantime, I'm looking forward to meeting the rest of the original Force, especially Li San and Mohandas. And I hope Dart gets a hold of Kargg's master (if his name was even mentioned, I missed it. Could he be the Dark Destroyer mentioned in #1's lettercol space?) and does him great bodily harm.

Jo. Jacovino
2001 Ballard School Road
La Grange, KY 40031

Dear Mr. Helfer,

Please excuse the tear stains on this letter, but I still haven't gotten over the death of Blackjak. Why—why was this necessary? I understand the conflict that was destined to boil between Blackjak and Tempest, but why kill Blackjak? I know I will probably get over it during the many prosperous years of this comic, but it would be great if Blackjak were there during those years too.

Gratefully, but sadly yours,
Reagon Clamon

Dear ATARI FORCE:

ATARI FORCE #3 was excellent to say the least! With the death of Blackjak and the appearance of Pakrat's brother—not to mention the fact file pages! I'll make this letter short, but I have one question—Who is that guy who is trying to kill Dart and her family?

Rickie Fireline
P.O. Box 402
Syracuse, IN 46567

Dear Andy,

I have been a comic book fanatic for over ten years now. I've picked up at least one issue of everything DC Comics has put out, but this time you have outdone yourselves. ATARI FORCE is one of the best science-fiction comics I've ever read. But I do have one complaint—Why did you do it? Killing off Blackjak, I mean. Blackjak was, I stress WAS, my favorite character!

David Felts

P.S. Is Dart carrying Blackjak's child? Thanks for good reading!

Dear Editor:

Just finished AF#3 and was left numb with wonder. This book is really taking off! Conway's script is tight and effective. The shocking death of Blackjak certainly sets a grim pace for future episodes. Dart was interesting to date, and now the changes the death will bring to her character will make for a

dramatic focal point of the Force's star-spanning adventure. Bravo! This is solid writing!

Ron Fortier
P.O. Box 265
Somersworth, NH 03878

(Practically everyone who sent us letters of comment on issue #3 felt pangs of regret over Blackjak's passing, and just as many readers wondered about the identity and evil motives of the Dark Destroyer. Regarding that, all we can say for now is be patient—all will soon be revealed!)

Dear Creators,

I waited to write until I had read at least the first two issues of the new ATARI FORCE offering by DC. Based upon previous Atari Force efforts, I must admit to having already pretty much written this off as a losing product. However, Gerry Conway, Roy Thomas, José García López, and Andy Helfer are to be saluted for their incredible revamping efforts. This "new generation" Atari Force has many times the charm of its predecessor. Dart does indeed possess sufficient charisma to emerge as the group's leader and key character. Tempest's power is amazing and fascinating, but his personality is not that of a leader (at least not yet). I like the duplicity of Pakrat. It is interesting to see a self-realized coward who is such a savage fighter. I do think that Pakrat would be even more visually exciting if his fangs were to elongate when the fear-induced beastiality hits him. His eyes might also change from soft blue to screaming scarlet. Morpheus is a neat character who should serve as a calming and stabilizing influence on the team. Babe has me somewhat mystified. I suppose that he/she/it will be the major muscle (not to mention bulk) of the team. But if this is to be, we're going to have to see this character as something different from the whimpering, babyish simpleton we saw in issue #2. I'm very pleased that you elected to give the characters special powers. This will undoubtedly increase the potential, excitement, and flexibility of both the team and the individuals.

While I cannot be certain of my feeling for this new band of heroes/heroiness, there are two aspects of this new title which I can praise in all certainty. Paramount among these aspects is the absolutely wonderful art of José García López. Heck, I've always known this man was one of the best. His BATMAN and DEADMAN works were nothing short of spectacular. I am totally thrilled to see Mr. López elect to handle a regular title. Next, I must praise Gerry Conway for his superb scripting. You can always tell when Gerry really enjoys

a story or a concept or a character, and he seems to be really happy to be a part of ATARI FORCE. Lastly, Ricardo Villagran is new to me, but he appears to handle himself quite well. As far as a creative team goes, this book is a winner. Even great talents sometimes don't assure comic book successes, but this one certainly assures that this concept will receive one helluva chance at success. If the plots, characterization, and excitement can live up to the potential of the talent of Conway and López, this title could be a jewel in DC's crown of stars. I wish you great fortune.

Yours in Fandom,
Wallace Lee Hopkins

(In defense of Babe [one of our personal favorites] all we can do is ask you to sit tight and wait for issue #8—we promise you'll warm up to the baby behemoth after seeing him in the spotlight there!)

On a totally different note, it seems that the letters we get come from an extremely diverse group of readers—everyone from adult collectors who've been reading comics for years to young kids who've never read a comic book before. And while lettercols are usually chock full of adult LOC's, our younger readers seldom get their letters in print. We'll try to change that here. So without further ado...)

Dear ATARI FORCE,

I liked the first issue. I liked the little fur ball. Dart and Blackjak were great. The Egg people were funny and nice at the same time. Chris was great in the maze. The green lady was great too. The whole book was great!

Bobby Jones

(Glad you enjoyed it, Bobby. We received a letter from Bobby's brother too, and here it is...)

Dear Atari Force,

I liked the first book of ATARI FORCE. It was very funny the way the furball stole the jewels. I liked it when Blackjak and Dart fought General Ki and ran and blew up the wall and jumped out and fell. I liked it when Dart pulled out her hook and caught the mountain. I also liked the last page of the book. It was funny.

Billy Jones

Dear Atari-ites,

Today I take pencil in hand and write a few comments on ATARI FORCE #3:

1. Why does Dart have those markings on her body?
2. Why did Blackjak have the metallic eye?
3. On page 8, Professor Venture said that Dart has powers relating to the Multiverse. Does she really?

4. Why did you kill off Blackjak when he was such a help to Dart?

5. Can Tempest use his power to transport other people in the Multiverse?

Farewell,
Jason A. Wood (age 8)
Newport, ME

(To answer your questions one by one, Jason: 1. Dart has tattoos on her face and half her body. You'll learn how she got them in future issues. 2. Blackjak needs the eye camera to see! 3. Yes. Dart can see possible futures as they occur in the Multiverse. 4. We agree that they made a good team, but Blackjak's survival just wasn't in the cards. 5. You'll continue to learn more about Tempest's unique powers in the future. This issue's story helps to answer your question. By the way, Jason—thanks for including your age. We hope all our younger readers will remember to do it.)

Dear Editor:

Please send me issue #2 of ATARI FORCE. Enclosed is the amount of one dollar. If more is needed for the comic book and postage, please contact me.

John A. Brasfield III

(As much as anyone enjoys getting money in the mail, we'd like to remind our readers that we can't provide them with back issues—we hardly have enough for ourselves! We're sure that there are comic book shops in your area—look them up in the telephone book and call them. Chances are they'll have the issues that you're looking for.)

NEXT MONTH: Trapped in the clutches of Psiklop, the Dark Destroyer's latest underling, Tempest struggles to stay alive while the rest of the Atari Force tries desperately to come to his aid. The spotlight is on Morpheus in issue #7, in a story that comes wrapped in a positively WILD cover by José Luis García López and Terry Austin. Be there—or be square!

—ANDY HELFER

NAME: ERIN BIA
O'ROURKE-SINGH
AKA: "DART"
DATE OF BIRTH:
1/03/2007
AGE: 21
HEIGHT: 1.6 Meters
WEIGHT: 57 Kilos
NATIONALITY: HINDU-
IRISH-CHINESE

NAME: UNKNOWN
AKA: BABE
DATE OF BIRTH: 2026
(ESTIMATED)
AGE: 2 TERRAN
YEARS
HEIGHT: 5 Meters
WEIGHT: 500 Kilos
NATIONALITY: EGGITE
(NATIVE OF PLANET
"EGG")

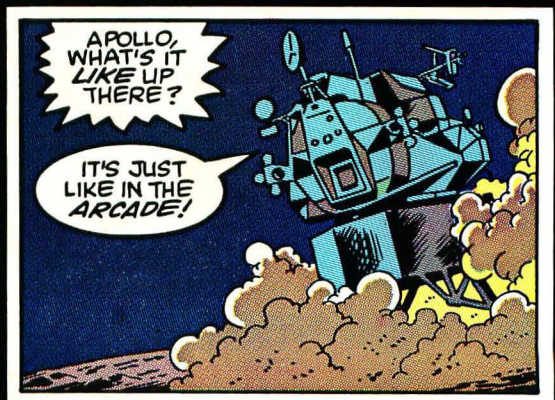
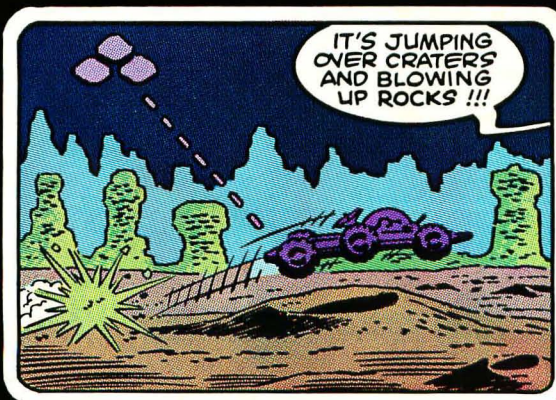
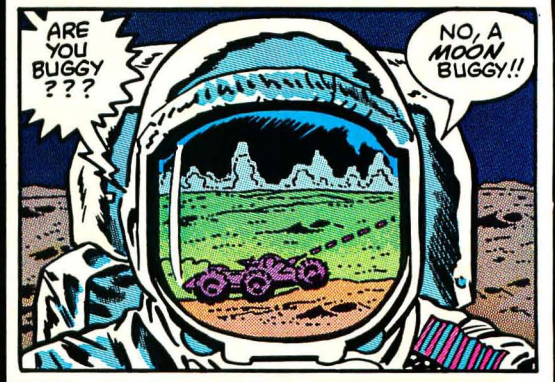
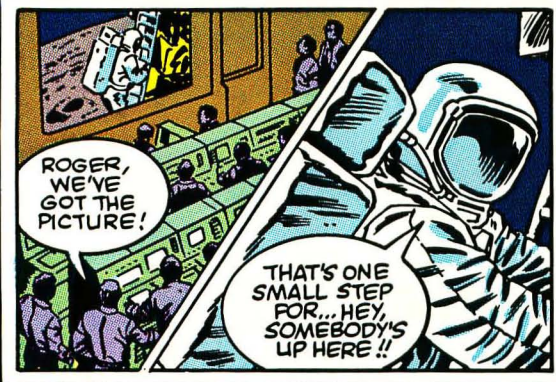
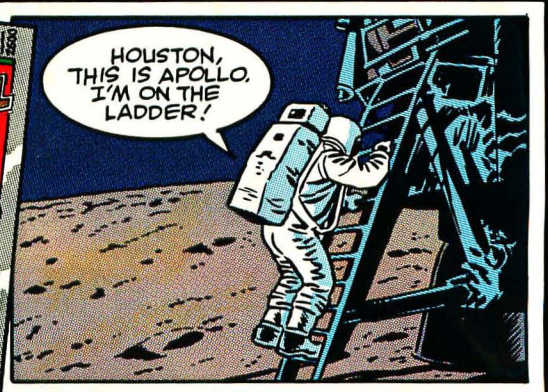
NAME: MORPHEA 6593AB-7
DATE OF BIRTH: Mikal's Feast, 17 Dark
Flower (4/04/1962 IN TERRAN CALENDAR)
AGE: 67 CANOPIAN YEARS (66 TERRAN YEARS)
HEIGHT: 2.7 Meters WEIGHT: 75 Kilos
NATIONALITY: CANOPIAN

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