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NO. 296
OCT.

APPROVED
BY THE
COMICS
CODE
AA
AUTHORITY

YOU'RE DOOMED,

WONDER WOMAN™



ERNIE
COLÓN & Giacoia

SHE WAS BORN A PRINCESS--DAUGHTER OF HIPPOLYTA, QUEEN OF THE AMAZONS--BUT SHE LEFT THE TRANQUIL GROVES OF PARADISE ISLAND TO BATTLE EVIL IN A WORLD SHE NEVER MADE! SHE IS BEAUTIFUL AS APHRODITE. WISE AS ATHENA... STRONGER THAN HERCULES.. SWIFTER THAN MERCURY!

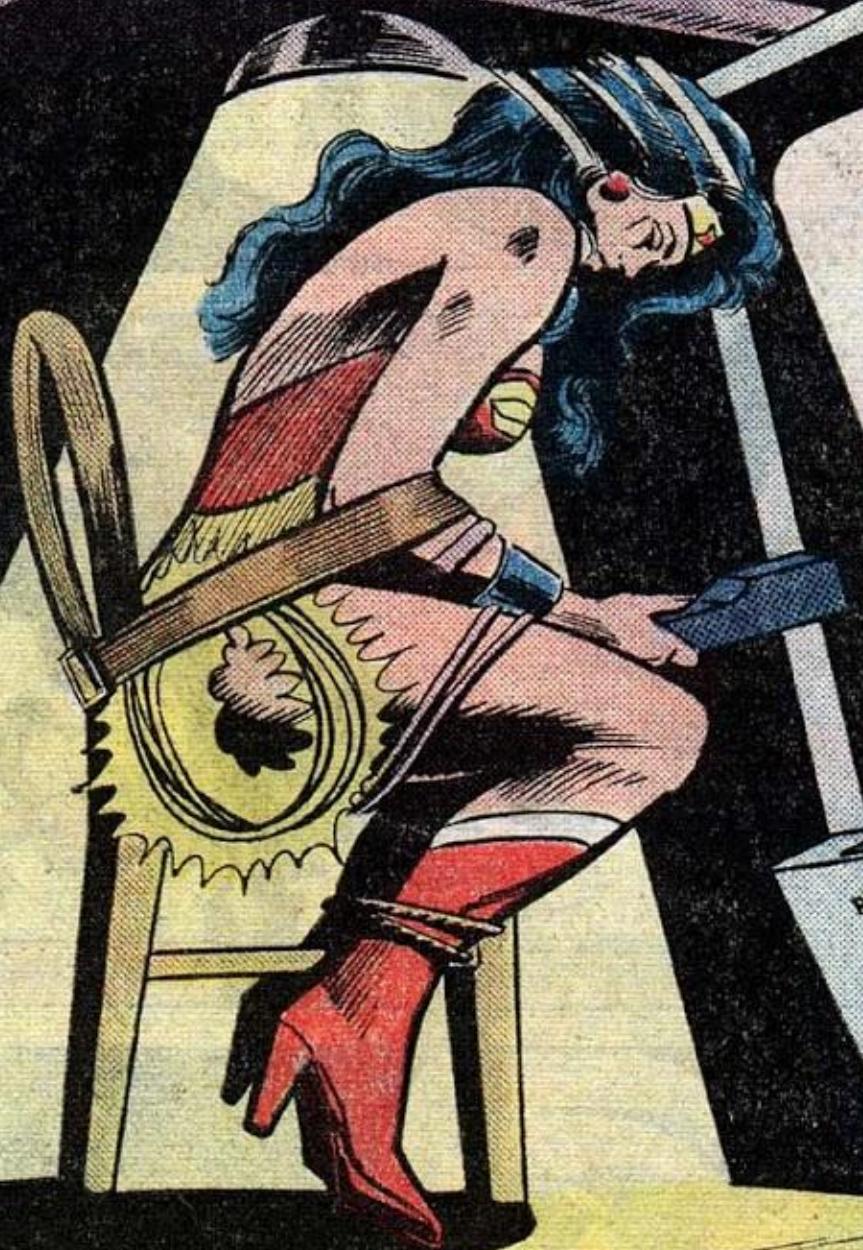
SHE IS...
WONDER WOMAN

LIKE THE MORNING SUN THAT BURNS AWAY A LOWLAND FOG, CONSCIOUSNESS SLOWLY DAWNS FOR THE AMAZON PRINCESS --

WHERE... AM I--? FEEL SO WEAK...

NO--! MY WRISTS-- ARE BOUND!

AND AS THE TRUE EXTENT OF HER PREDICAMENT BECOMES CLEAR, WONDER WOMAN REALIZES THAT SHE IS NOT ALONE --



ROY THOMAS
PLOT

GENE COLAN
PENCILS

BEN ODA
CARL GAFFORD

-

MARY WOLFMAN

DAN MISHKIN
SCRIPT

FRANK McLAUGHLIN
INKS

LETTERS
COLORS

EDITOR

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A Warner Communications Company

TO STRUGGLE IS USELESS,
WONDER WOMAN, FOR YOUR
AMAZON POWERS ALL FAIL
YOU WHEN YOUR HANDS ARE
BOUNDED BY A MAN!

ALTHOUGH IN
TRUTH YOUR
RESILIENCY
AMAZES ME!

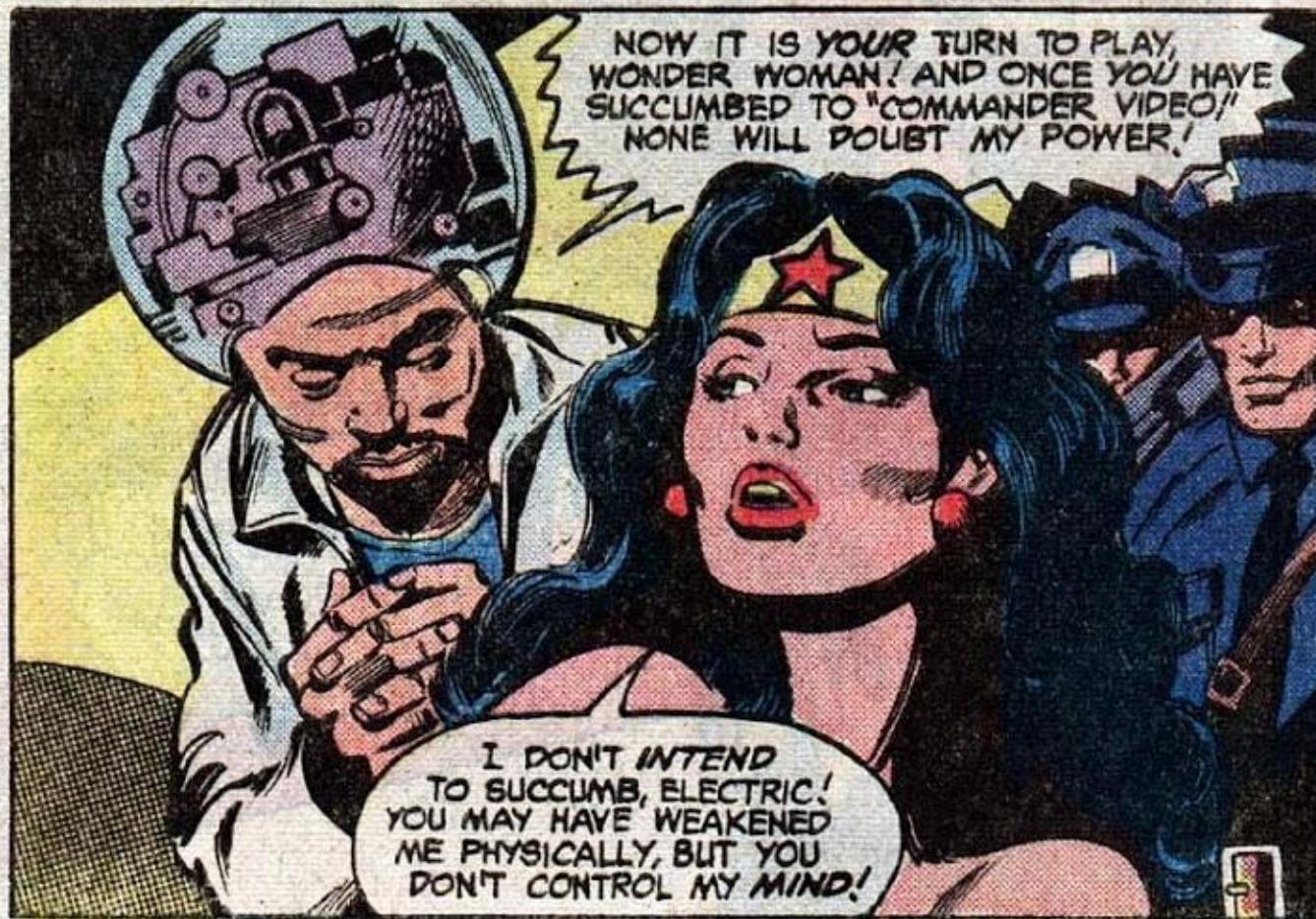
YOU'VE ALREADY
SURVIVED A BATTLE WITH MY
PRIVATE ARMY-- AND A
COLLISION WITH A
NUCLEAR MISSILE*!

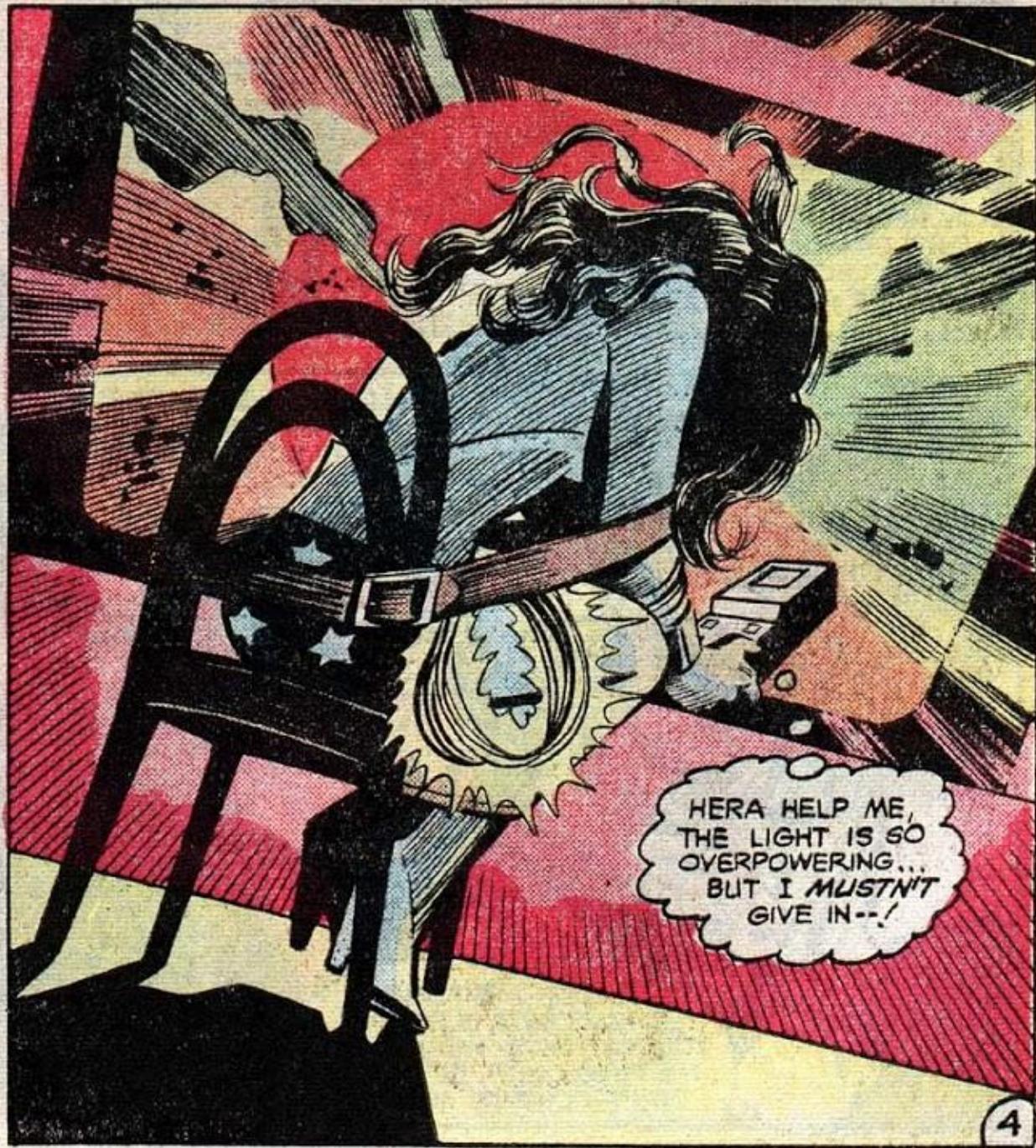
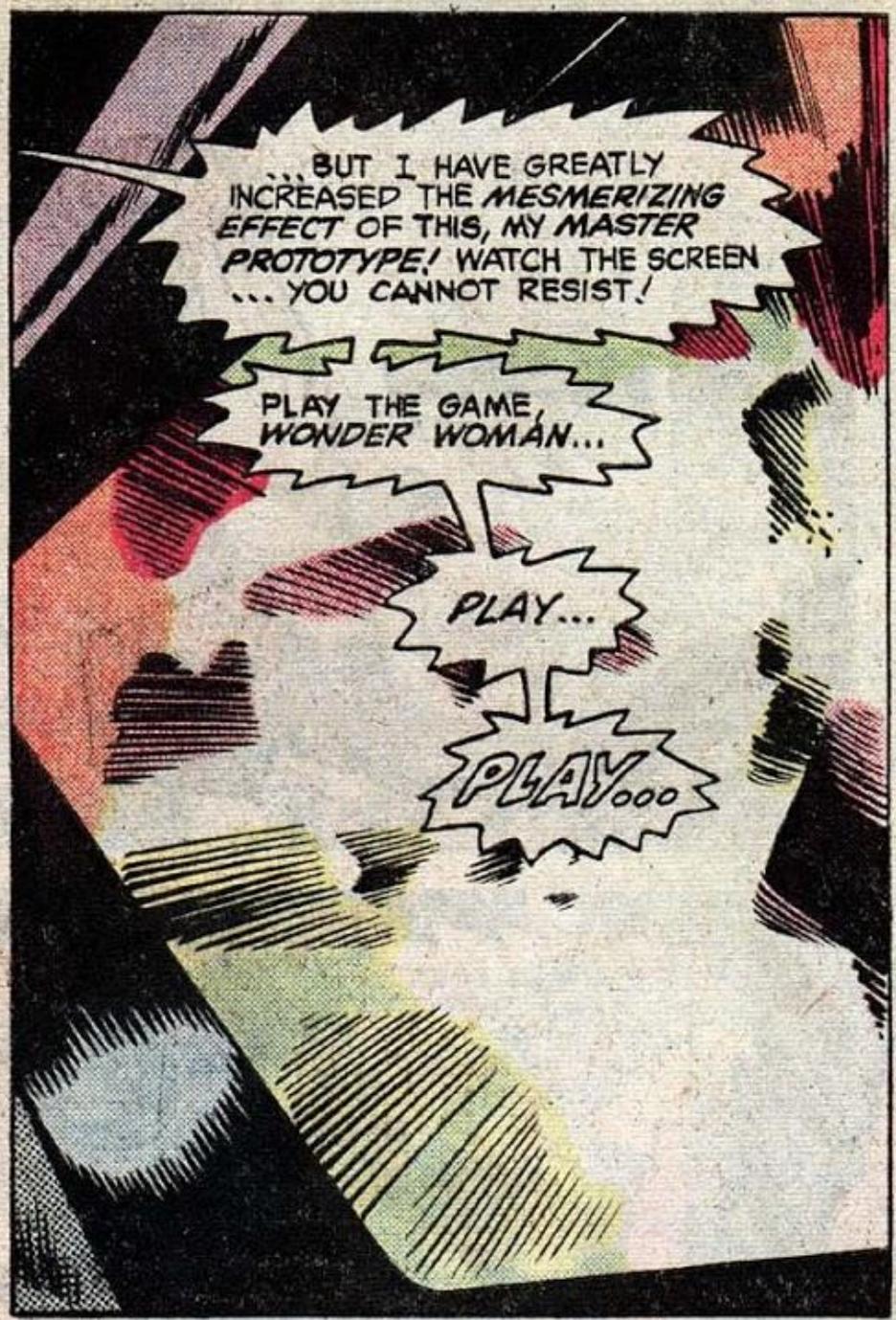
BUT THE END IS NEAR--
AND IN THAT FINAL CHAPTER
IT IS GENERAL ELECTRIC
WHO SHALL TRIUMPH!

*LAST ISSUE--MARY.

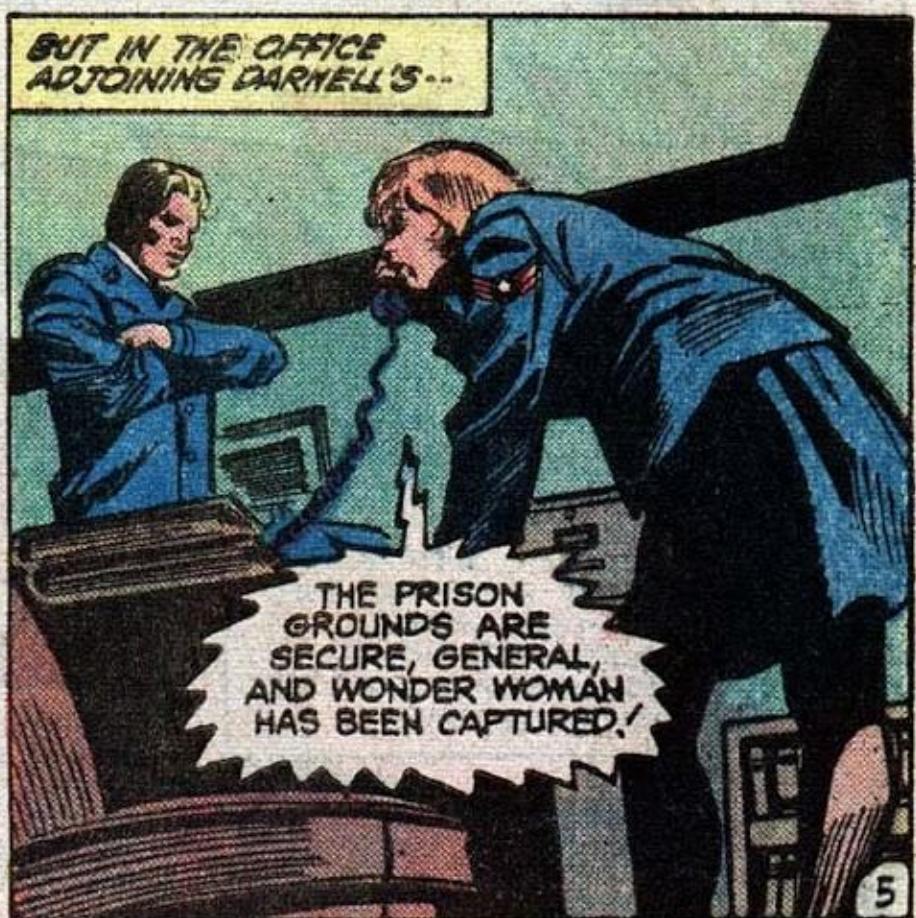
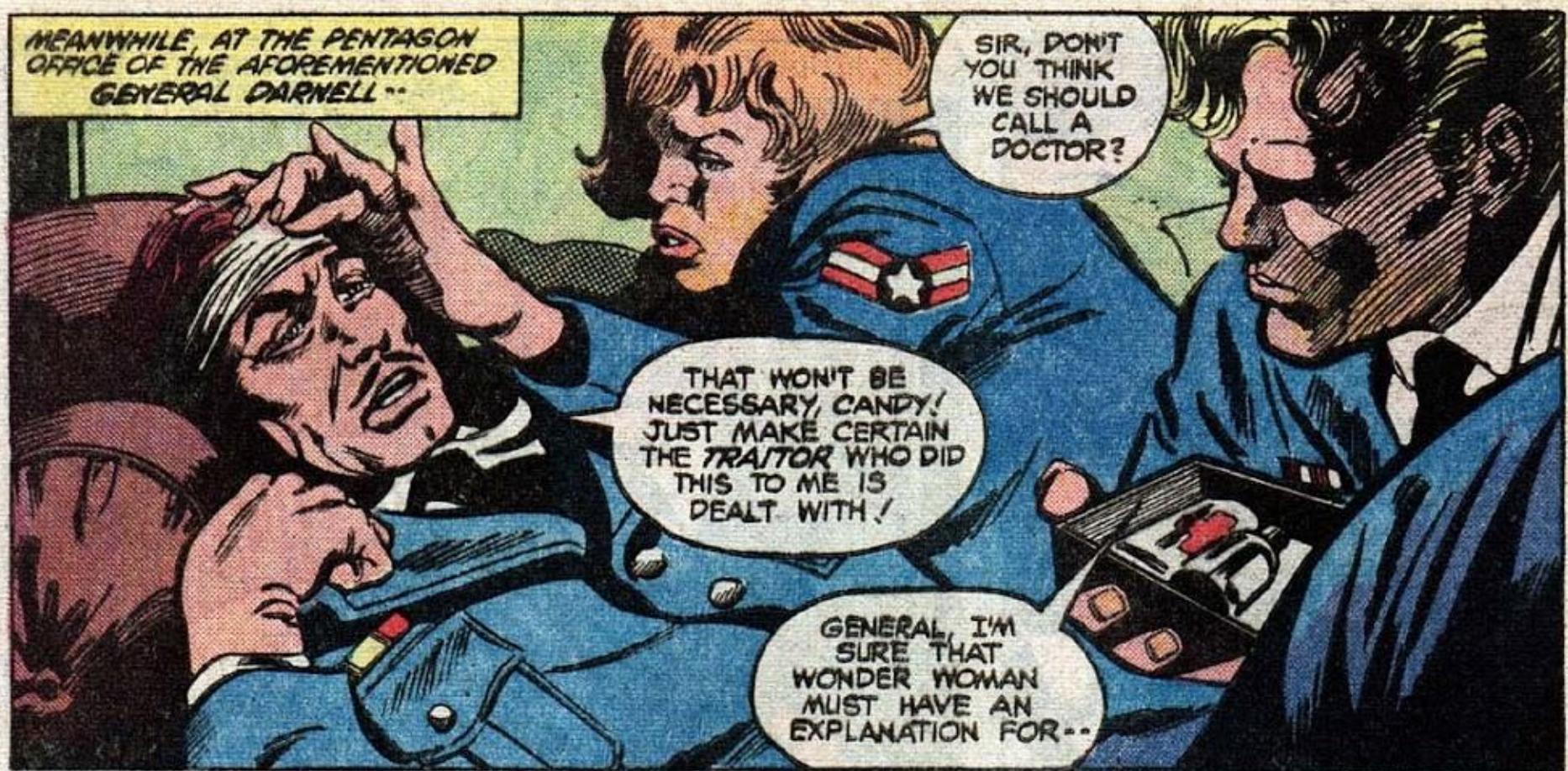
AND IN ORDER TO STOP
ME... YOU WERE WILLING
TO RISK THOUSANDS OF
LIVES AND UNTOLD
DESTRUCTION!

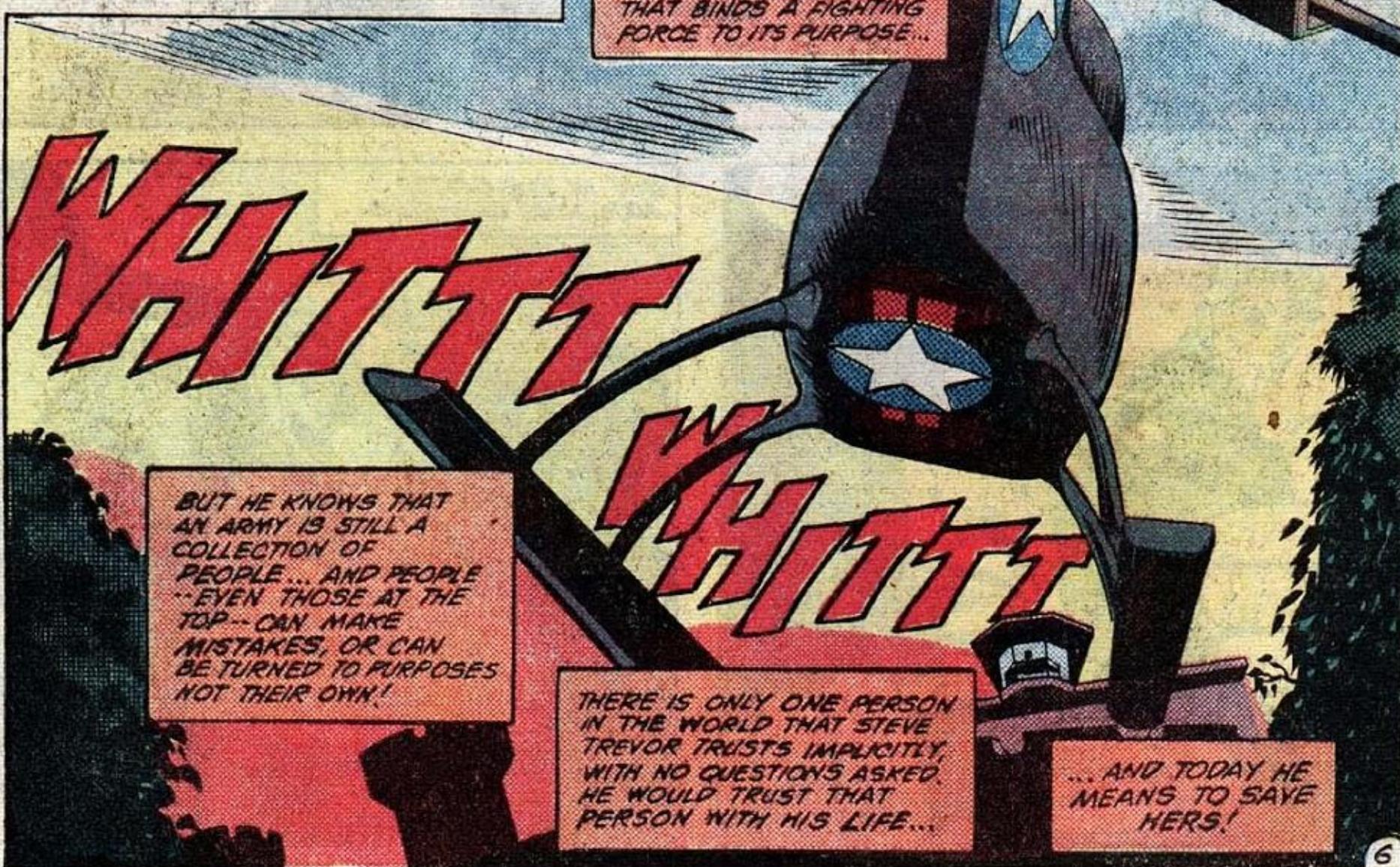
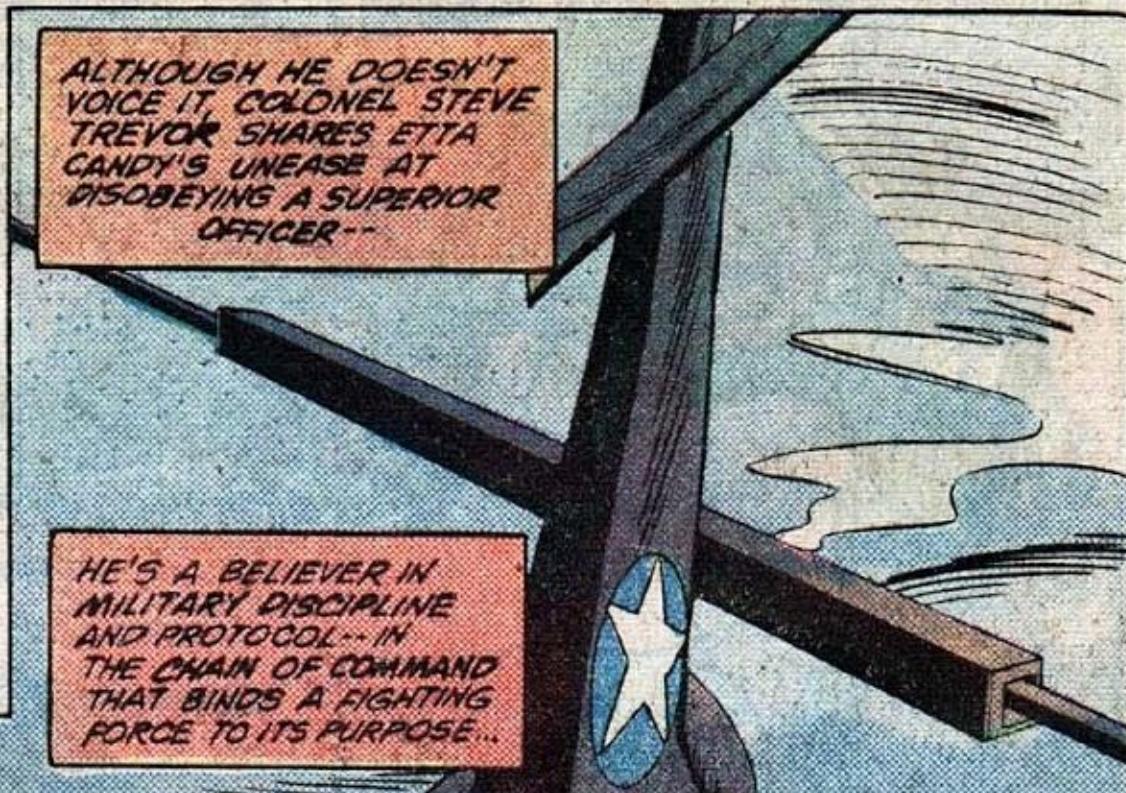
AT LEAST I
PREVENTED THAT
BY SETTING OFF THE
EXPLOSION HIGH IN
THE ATMOSPHERE!





MEANWHILE, AT THE PENTAGON
OFFICE OF THE AFOREMENTIONED
GENERAL DARNELL--





I'M COLONEL TREVOR--
THIS IS LIEUTENANT CANDY!
WE'RE HERE ON GENERAL
DARNELL'S AUTHORITY--
URGENT PENTAGON
BUSINESS! /

YOUR...
IDENTIFICATION,
PLEASE.

FUNNY-- HE'S
GOT SUCH A
FARAWAY SOUND IN
HIS VOICE... AND ALL
OF THEM ARE WEARING
THE SAME GLAZED
EXPRESSION--!

I WAS GOING TO BULL MY WAY
THROUGH WITH A LINE OF TOUGH TALK,
BUT I'VE GOT A BETTER IDEA!

I JUST HOPE
ETTA CATCHES
ON ...

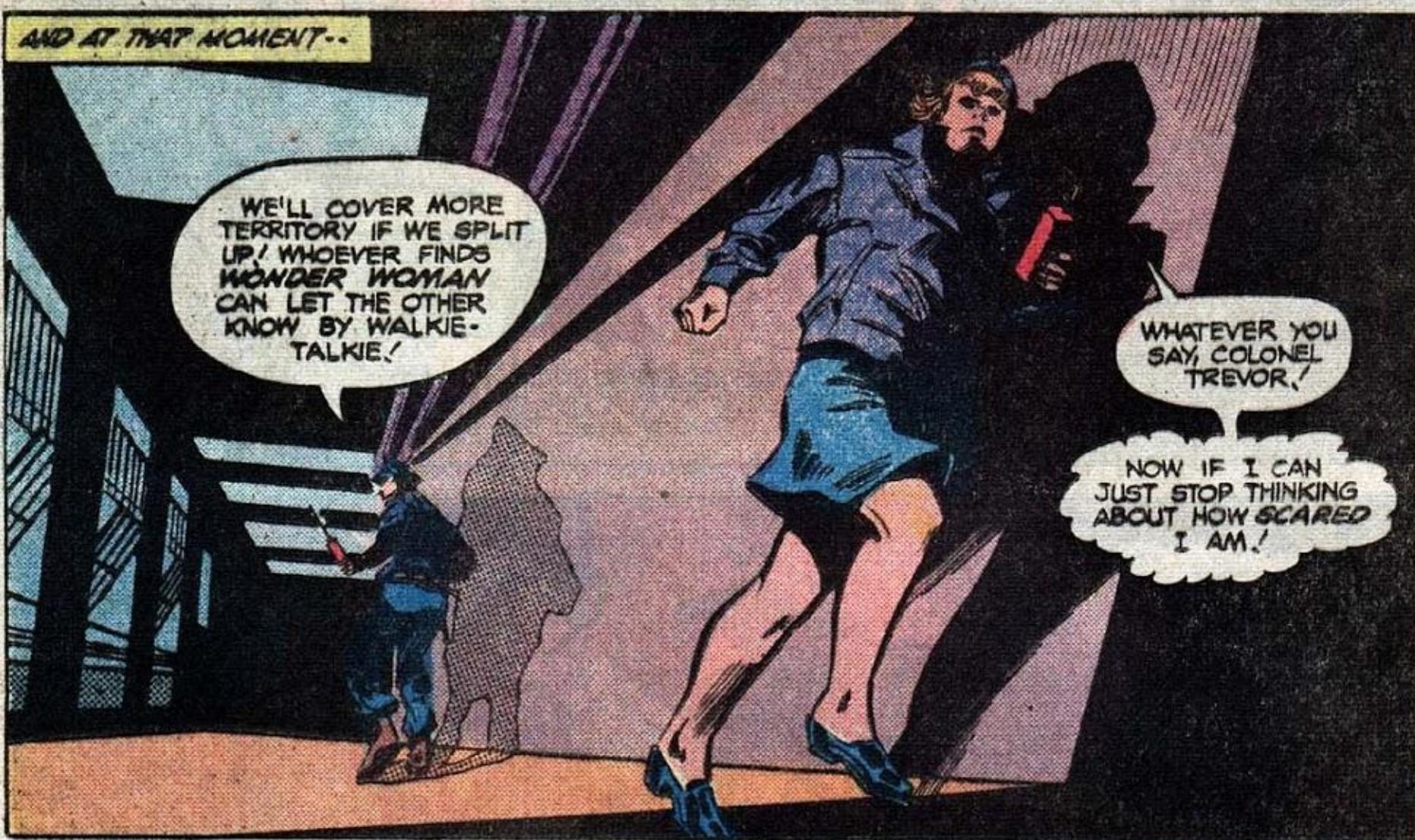
IF THAT'S SATISFACTORY... MAY WE PROCEED?
IT'S IMPORTANT THAT WE SEE THE COMMANDER--

-- AND
COMMANDER VIDEO
MUST NOT BE
KEPT WAITING.

SHORTLY--

CELL
BLOCK
2

LET'S KEEP
TO THE SHADOWS!
THEY MAY HAVE
BOUGHT OUR ZOMBIE
ACT OUTSIDE, BUT
WE DON'T KNOW
HOW LONG OUR
LUCK WILL HOLD!



COLONEL, I'VE FOUND
WONDER WOMAN--DO
YOU READ ME? I'VE
FOUND--

WHOOPS!

LOOKS LIKE THE
FELLAS OUTSIDE
WITH THE GUNS GOT
WISE! THAT DOESN'T
GIVE ME MUCH
CHOICE--I EITHER
STAY IN THE
CORRIDOR AND
FACE THEM...

...OR
TAKE MY
CHANCES
IN HERE!

STOP BEING SUCH A FOOL
AND ABANDON THIS FUTILE
RESISTANCE! I WANT TO
CONTROL YOUR MIND,
NOT DESTROY IT--

--BUT THAT
WILL BE THE
RESULT IF YOU
KEEP FIGHTING!
YOU'LL BECOME
A MENTAL
VEGETABLE!

-- BETTER...
THAN BEING...
YOUR SLAVE--!

RIVETED BY THE
HEROIC AMAZON'S
STRUGGLE, THE
SHOCKED ETTA
CANDY DOESN'T HEAR
HER OWN SHARP
INTAKE OF BREATH...

... OTHERS,
HOWEVER, DO...



AND AS THE GAME BEGINS...

FASCINATING...
THE SCREEN SHOWS
NOT ONLY AN IMAGE
OF "COMMANDER
VIDEO"...



-- BUT A GRAPHIC
REPRESENTATION OF THE
OPERATOR AS WELL...
NO WONDER IT'S POPULAR!

FIGHT, WONDER
WOMAN -- FIGHT!
YOUR PLAYER
AGAINST MINE!

THERE MUST BE
A TELEPATHIC
COMPONENT TO THE
GAME -- AND HE'S USING
HIS ELECTRONIC BRAIN
TO CONTROL THE
"COMMANDER" FIGURE
DIRECTLY!

BUT ELECTRIC'S NOT A
FIGHTER... AND I AM! MY
AMAZON TRAINING SHOULD
ALLOW ME TO MAKE SHORT
WORK OF THIS!

WHAT!?
NO ONE HAS
EVER WON THE
GAME SO
QUICKLY!

BUT IN WINNING
YOU HAVE LOST,
WONDER WOMAN--

FOR NOW YOU ADVANCE TO
THE NEXT PLATEAU... THE LEVEL
AT WHICH ALL THE BEST PLAYERS HAVE
BEEN VANQUISHED BY MY WILL! PREPARE YOURSELF--

--FOR THE ULTIMATE
BATTLE OF
MINDS!

FOR AN INSTANT, THE
AMAZON PRINCESS
STIFFENS, AS THOUGH
JOLTED BY AN ELECTRIC
SHOCK--

THEN SHE SLUMPS LIKE A
LIFELESS DOLL, FEELING ONLY
A COLD NUMBNESS... HEARING
ONLY THE TRIUMPHANT VOICE
OF HER MAD FOE...

--SEEING ONLY AN
INCREDIBLE VISION OF
MENTAL POWER
UNLEASHED!

IN THE WORLD OF THE MIND
CREATED AND CONTROLLED BY
GENERAL ELECTRIC, COMMANDER
VIDEO LIVES--

--AND WONDER
WOMAN DOESN'T
STAND A CHANCE!

...OR DOES SHE?

SOMEHOW I'VE
BEEN DRAWN INTO
THE GAME-- OR AT
LEAST MY MENTAL
ESSENCE HAS...

...AND THOUGH
THIS FEELS LIKE AN
ACTUAL PHYSICAL
BATTLE, WHAT'S REALLY
GOING ON HERE IS A
CONTEST OF WILLS!

IT'S A CONTEST THAT
GENERAL ELECTRIC HAS
NEVER LOST-- HE'S BEEN
BUILDING AN ARMY WITH
HIS VICTIMS!

BUT I CAN'T
LET HIM BEAT ME--
THE VERY SAFETY
OF THE WORLD
IS AT STAKE!

BUT THEN--

AAGH! THAT
ELECTRICAL
BOLT SENT SHOCKS
UP MY ARM,
EVEN THOUGH I
DEFLECTED IT WITH
MY BRACELET!

YOUR ABILITY TO
GO ON DEFIES ALL
ACCOUNTING! PERHAPS
I CANNOT CONTROL
YOUR MIND--

SADLY,
THEN...
I MUST
ANNIHILATE
IT!

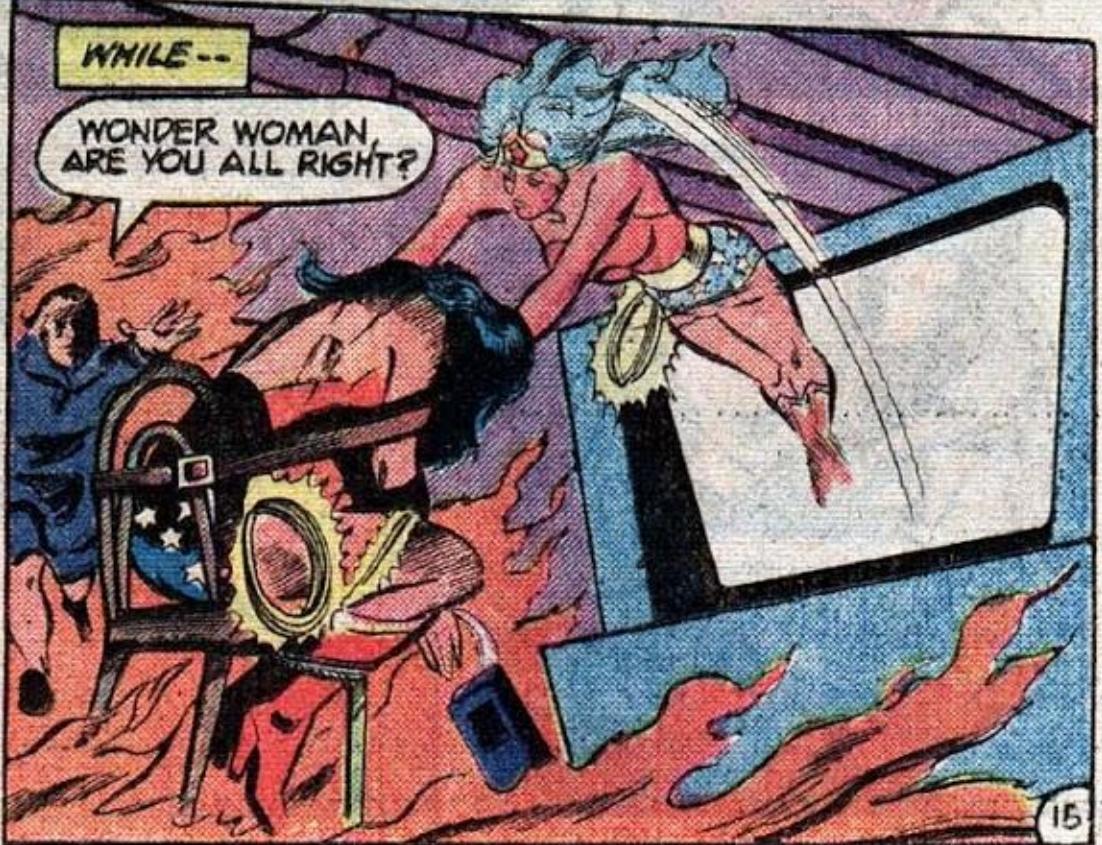
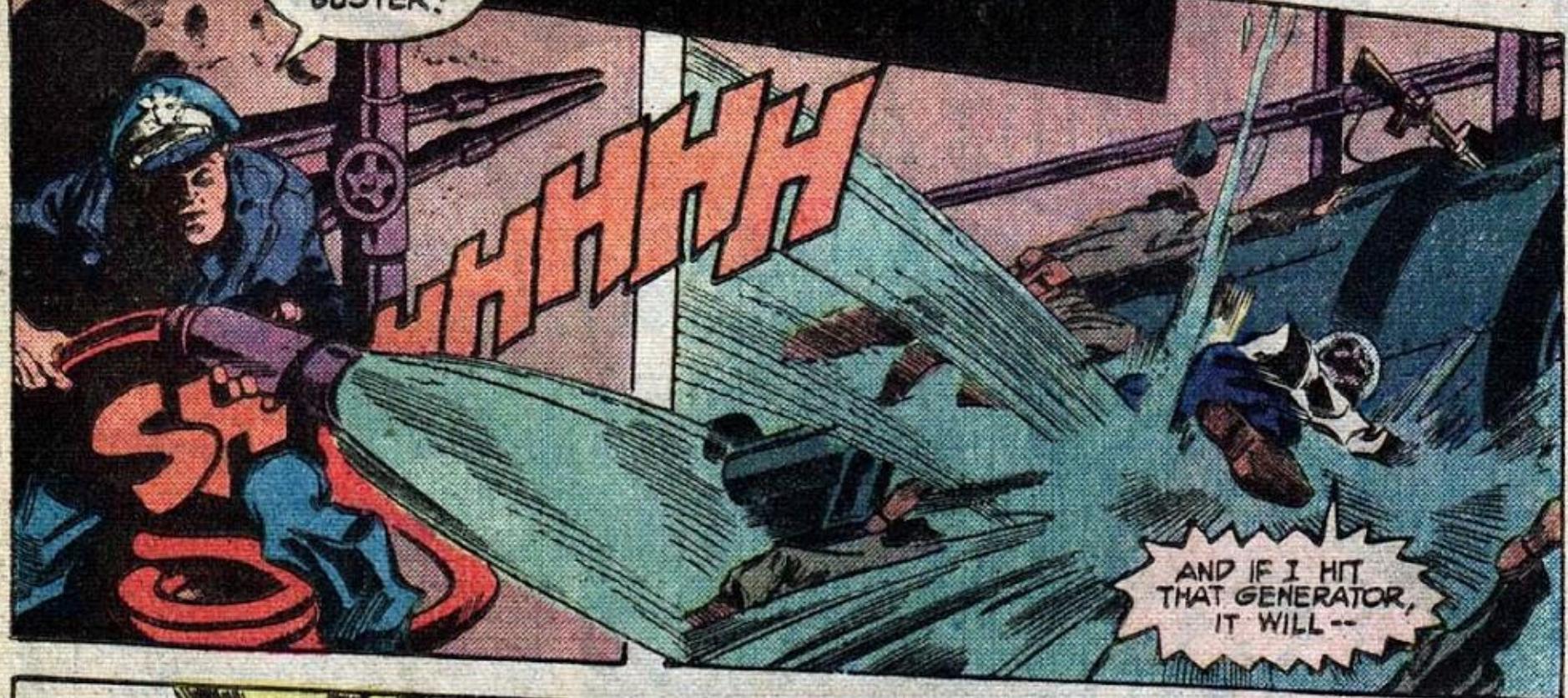


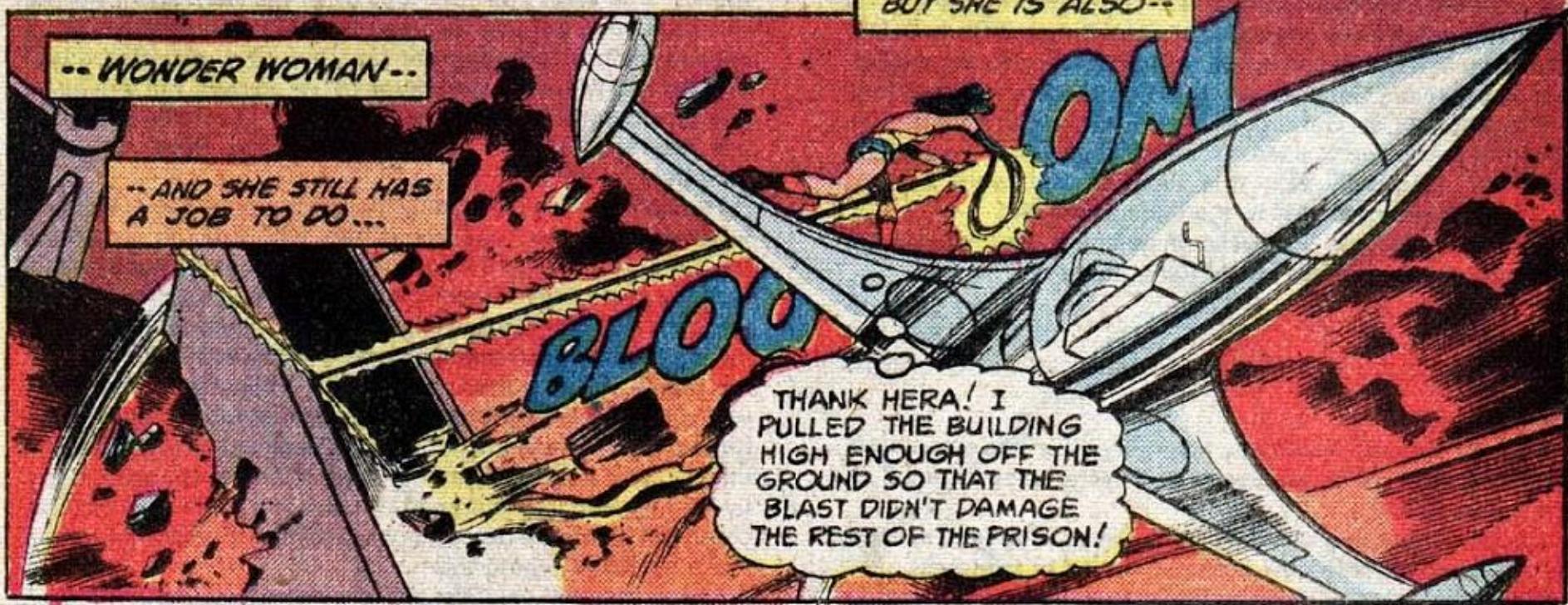
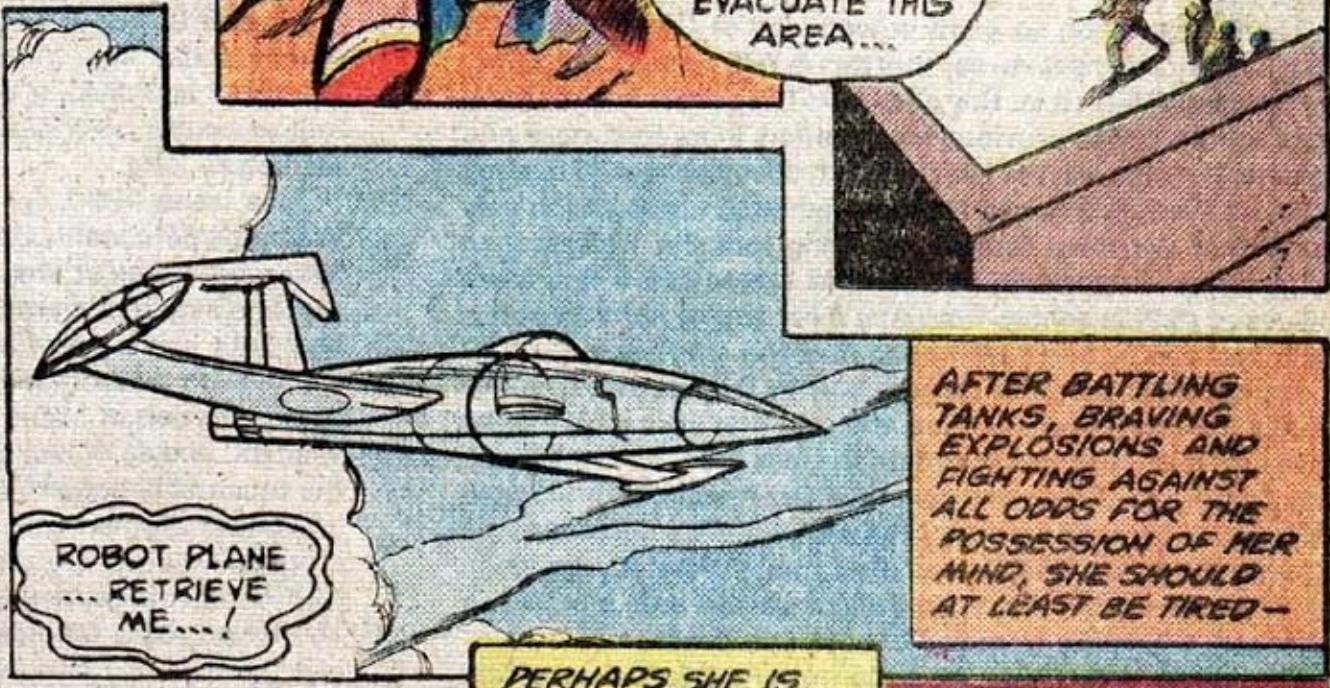
MUSTN'T FORGET THAT MENTAL STAMINA IS ALL-IMPORTANT! IF I CAN SUMMON UP THE WILL...

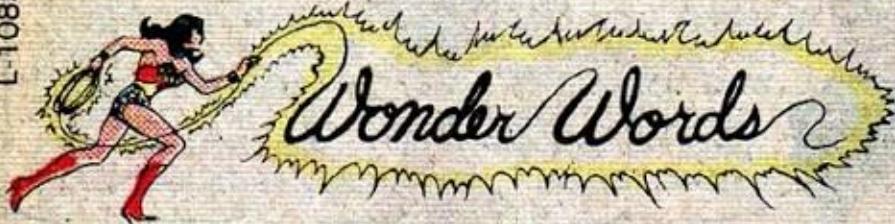


AND THE AMAZING AMAZON KNOWS THAT THE ASSAULT THAT SENDS COMMANDER VIDEO REELING IS ALSO HAMMERING AT ITS TRUE TARGET--THE MIND OF GENERAL ELECTRIC!









DC COMICS, INC. 75 ROCKEFELLER PLAZA NEW YORK, N.Y. 10019

Wondrous Ones, take note! There's great news in the ol' lettercol today! As of our October issues, there will be two letter pages in every title! That's one more page for letters, comments, debate, and even readers' polls! Imagine! Enough room at last for all the good stuff in comicdom—like scathing repartee, deadly wit, satirical commentary, brutal opinions, and last but definitely not least, dare we hope?—more than our fair share of sincerely meant compliments!—TOF

Dear Len:

There have been so many reworkings of *Wonder Woman* that it might be unsafe to say that this is THE version, but safety be hanged, I think it is. Roy and Gene have presented a Diana that is both unlike previous incarnations in its freshness and quality, but also like the past in that it does not seek to destroy *Wonder Woman's* strong and time-honored heritage. I'm only sorry that we must launch headlong into the wide-scoped mini-series next month because I'd like to see a few more issues of #290's calibre first. (We'll bet you're not a bit sorry, now that you've had a chance to read the mini-series!—TOF)

For the most part, Roy doesn't play by the hackneyed rules; in fact, he broke one this time, the rule that says a hero must face only one foe at a time, unless the foes are in cahoots. Well, the Swan and the newly-reworked Dr. Psycho both plagued WW in this issue, and separately as well. Psych eventually came up with the bright idea to send his Captain Wonder persona in to aid the Swan, but the original disjunction of their plots was a welcome departure from comic book standards.

Of course, #290 was an action-oriented issue; very few panels went by without some finely-crafted battle scenes. In a way, this might have been kind of a test for artist Gene Colan. Non-stop movement can be a tough proposition for a penciller, but as expected, Gene passed with flying colors, which brings me to colorist Carl Gafford. Carl's work complements Gene's emotion-packed art to a tee. *Wonder Woman* has never looked so good. Especially fine this time around were Diana's priceless facial reactions to the endless attacks.

Add one thrilling Huntress installment and you've got yourself one heck of an issue! Congrats to all.

Mark Lagasse
R.D. #1 Box 116
Hoosick Falls, NY 12090

Gentlemen:

Wonder Woman #290 was magnificent! It was the perfect culmination of the Silver Swan/Dr. Psycho trilogy. Taking all the points I liked...

Usually, I hate the "symbolic moral" type of ending, but this time it came off perfectly; not at all forced or contrived.

I liked the way you resolved Steve Trevor's problem, letting neither him nor *Wonder Woman* know there was anything wrong other than an unexplained illness. Those two have had enough heartbreak. Let them stay in blissful ignorance of Steve's origin. This is a fresh and happy life for them. Keep it that way.

I'm glad also that you did not give Steve Trevor superpowers, as I feared you had when I read the name Captain Wonder. Keep him a normal man. It's more entertaining to have him as a regular man dealing with the fact that the woman he loves is one of the most powerful beings in the world.

I liked Dr. Psycho's explanation of his name. I had always wondered why anyone would have a name that was such a dead giveaway.

The aerial battle between *Wonder Woman*, Captain Wonder, and the Silver Swan was beautifully rendered. There are so few artists who can give a sense of truly flying to the characters. Gene Colan obviously is one of them.

There was nothing that I didn't like save for the fact that *Wonder Woman* doesn't have an entire magazine to herself. (What an intriguing thing to say, considering how many letters we receive pleading for a book devoted entirely to Wondy's backup feature, *The Huntress*. We're pleased that WW has evidently impressed you that much. Thanks for the vote of confidence. We appreciate the support—TOF)

You are going to be hard-pressed to top this story. Still, I am looking forward to *Wonder Woman's* fortieth anniversary trilogy. Only DC could create such an enduring and popular character. Thank you for a great comic.

Adam Magnus

P.O. Box 164

Raleigh, Illinois 62977

Dear Editor,

Things are continuing to look up for *Wonder Woman* under the new creative team of Thomas, Colan and Tanghal. In three short issues, they have taken a series that was good but not great and turned it into one of the five best comics on the stands today (the other four being Legion, Teen Titans, Daredevil and JLA). If the new team's efforts to date are any indication, *Wonder Woman* will move up even higher on my list before long.

Take issue #290, for example. Never before has *Wonder Woman's* personality been so fiery and dynamic, as befits the Amazons' greatest warrior. When she tells the Silver Swan that she's more than ready to take her on, we believe her. This lady isn't just a lot of hot air, she's tough and backs up her words with action. This issue's fight scenes gave us a good demonstration of Diana's godly attributes of strength, speed, wisdom, and as drawn by Colan and Tanghal, WW finally has the much ballyhooed "beauty of Aphrodite".

Wonder Woman also now has one of the best villainesses around. I guess the Silver Swan's ability to beguile men transcends the printed page because I was fascinated by her. The Swan has a fabulous visual appearance, and though not exactly original, her powers can give Diana a good run for her money. I do wish you had kept us in the dark about her for awhile, letting her pop up here and there as a grandstanding heroine before revealing her true nature. I was also disappointed that Mars stripped Helen of her powers, but maybe he will give them back to her or some other deserving person in the future. A return appearance for The Silver Swan is definitely in order.

I wasn't entirely pleased by the resolution of Steve Trevor's inner conflict. The "my place is here with you" bit was much too simplistic. I hope the truth eventually comes out that this isn't the same Steve Trevor Diana once knew, but was made to forget by Aphrodite. The Amazons have tampered with WW's memory before, as revealed back in issue #212. She wasn't too happy about it then, and though Hippolyte's intentions were good, I don't think *Wonder Woman* would be happy about it now. Some really good character development could come out of Diana's conflict with her mother over these actions and by having *Wonder Woman* draw upon her inner resources to cope with her problems, as opposed to having enchanted mists make her forget about them.

I hope you will consider these suggestions, but whatever course you take, I'm sure it will be enjoyable. *Wonder Woman* has quickly regained her status as "Super-Heroine Number One" through your efforts and I am eagerly awaiting future issues.

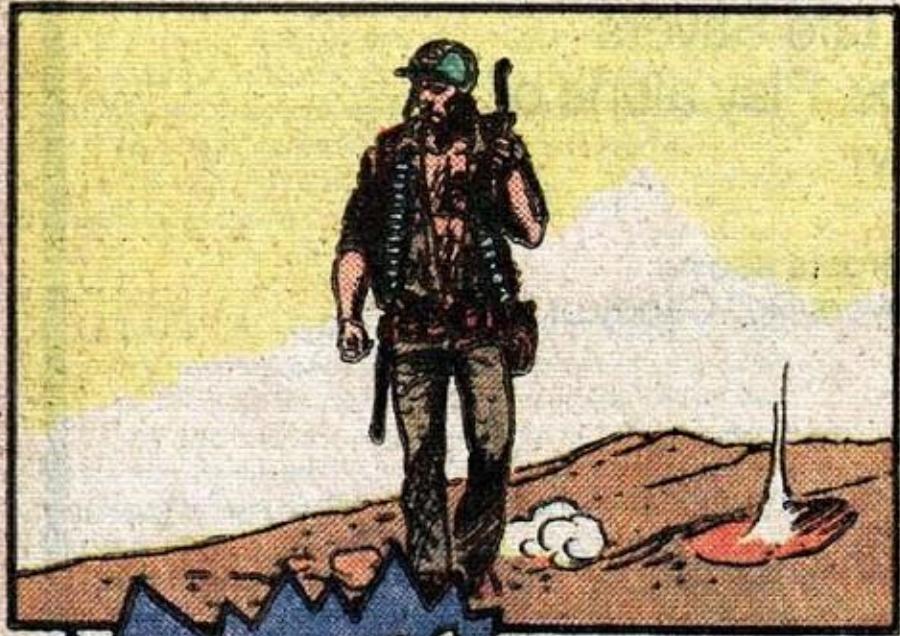
David W. Pou

103 Kurzweg Drive
Lafayette, LA 70508

Many readers have expressed an interest in seeing the Silver Swan's return to these pages, David. We can't guarantee a repeat appearance, but we certainly wouldn't rule it out, since she's proved to be an extremely popular character. Perhaps WW would be upset if she knew that her memory had been tampered with. But the key phrase here is "if she knew." Hippolyte apparently feels that "what you don't know won't hurt you". Unfortunately, what you don't know you also can't learn to handle. We'll pass your suggestions along to Roy, but in the meantime, at least one person agrees with your point—Tamsyn O'Flynn

SGT. ROCK

'IS ON THE MOVE
IN 82!



NEW FROM
REMCO

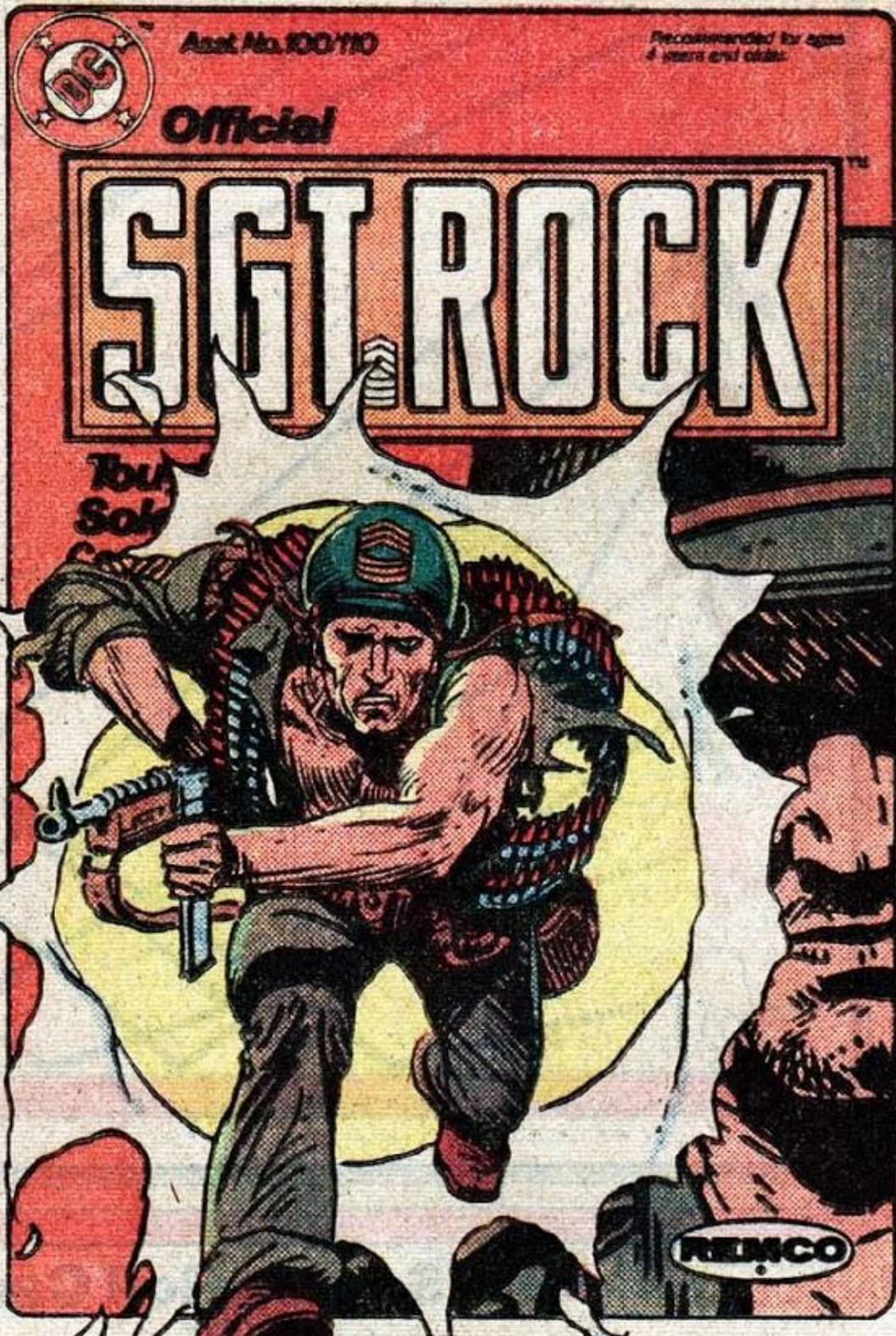
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Official

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IT'S A SOMEWHAT DIFFERENT GOTHAM CITY THAN THE ONE YOU'RE USED TO: ONE WHERE NO COWLED CRUSADER GUARDS THE FOG-SHROUDED STREETS OF THE CITY. BUT DON'T TAKE THAT TO MEAN GOTHAM STANDS UNPROTECTED FOR...

The Huntress Is Back In Town!™

PAUL
LEVITZ
PLOT

JOEY
CAVALIERI
DIALOGUE

JOE
STATON
PENCILS

JERRY
ORDWAY
INKS

BEN ODA - LETTERER
ADRIENNE - COLORIST

MARY
WOLFMAN
EDITOR

HEY, MAN! WE DIDN'T MEAN THE GUY ANY HARM!

WE WERE BROKE! WE JUST WANTED THE GUY'S MONEY!

SAY WHAT? WHAT'S DENIRO GOT TO DO WITH...

HEY, OWW! TAKE IT EASY!

YEAH, YEAH... AND NERO JUST WANTED TO BRIGHTEN THINGS UP A BIT!



HELENA, GOTHAM CITY HAS A FINE POLICE DEPARTMENT! WHY DON'T YOU LET THEM DO THEIR JOB ONCE IN A WHILE?

WHY CALL THE POLICE, HARRY...

...WHEN IT'S SO MUCH EASIER TO HANDLE THE SITUATION MYSELF?

BESIDES I DON'T THINK ANYONE SAW WHAT I DID...



AFTER ALL, PEOPLE DON'T LOOK AT SUBWAY INCIDENTS... THEY TRY TO LOOK AWAY!

BUT THE DANGER INVOLVED...

HARRY, NEXT TO A CREEP LIKE THE CRIMELORD, TWO JERKS WITH PENKNIVES FROM A GUMBALL MACHINE BARELY QUALIFY AS DANGEROUS!



A SHORT TIME LATER,
AT THE PRESTIGIOUS
LAW FIRM OF CRANSTON,
GRAYSON AND WAYNE...

SENIOR PARTNER ARTHUR
CRANSTON MUSES...

THESE
STATISTICS
TYLER BROUGHT
IN ARE
ASTONISHING!

I WONDER IF THE
PUBLIC REALIZES
HOW LITTLE TESTING
IS DONE ON PRODUCTS
BEFORE THEY'RE
MARKETED!

NOW IF WE
COULD JUST GET
SOME HELP WITH
THIS CASELOAD...

ARTHUR!

HELENA?

CUTTING YOUR VACATION
SHORT? YOU COULD'VE
KNOCKED ME OVER WITH
A FEATHER. WHEN YOU
JUST SUDDENLY DIDN'T
SHOW UP FOR WORK
LAST WEEK!

OH, COME
ON, ARTHUR!
I CALLED TO
TELL YOU I WAS
TAKING SOME
TIME OFF,
DIDN'T I?

YES!
TWO DAYS
LATER!

HONESTLY, HELENA,
YOU TAKE SO MUCH
"TIME OFF," I'M BEGIN-
NING TO THINK YOU
HAVE SOME OTHER
JOB ON THE SIDE!

AFRAID I'LL
DEFECT TO
NADER'S
RAIDERS
ARTHUR?

RELAX.
RALPH'S NOT
HALF AS
CUTE AS
YOU ARE.

SOMETIMES I
WONDER IF SUCH
AN UNPREDICTABLE
ECCENTRIC BELONGS
IN A LAW FIRM
LIKE THIS ONE...

BUT SHE'S
A DAMN GOOD
LAWYER... AND
I GUESS THAT'S
ALL THAT MATTERS!

MEANWHILE,
NOT FAR AWAY,
AT THE OFFICE
OF GOTHAM CITY
D.A. HARRY
SIMS...

I WISH SOMEONE HAD
TOLD ME THAT D.A. STANDS
FOR DRUDGERY ALWAYS!

IT'S GOING TO BE A
LONG NIGHT OF
PAPERWORK. CAN
YOU STAY LATE AGAIN,
LOUISE?

SURE, WHY
BREAK A FIVE-
NIGHT STREAK?

HARRY, SEEING
AS HOW YOU'LL
BE HERE FAIRLY
LATE ANYWAY,
I THOUGHT WE
COULD POSSIBLY
CHAT.

...THERE'S
ALWAYS
TIME FOR
YOU,
COMMISSIONER
O'HARA.

I JUST DROPPED BY TO SAY THAT
I'M MAKING PLANS TO EASE YOUR
WORKLOAD. HAVE A LITTLE PATIENCE,
I THINK YOU'LL BE PLEASED.

BY THE
WAY, I
NOTICE YOUR
GIRLFRIEND RE-
TURNED ABOUT
THE SAME TIME
YOU DID!

I...BEG...
YOUR
PARDON.

DIDN'T YOU SEE THE
PAPERS? THAT HUNTRESS
IS WITH THE JUSTICE
SOCIETY, ISN'T SHE?

YOU USED TO BE
PRETTY FRIENDLY
WITH THAT CROWD,
AS I RECALL...

GOTHAM GLOBE
HUNTRESS SNARES
BANK ROBBERS

by Andrew V...
OFF DUTY GUARD JOHNNY O...
ASSISTED IN SNARING BANK

OH...OH
SURE...
FRIENDLY...

CONTINUED ON 3RP PAGE FOLLOWING.

YOU CAN ENTER THE **SWAMP THING** **MOVIE CONTEST!**

**GRAND
PRIZE:**
A FREE TRIP TO
NEW YORK CITY &
A TOUR OF THE
DC OFFICES TO
MEET WITH
SWAMP THING'S
CREATORS!!

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ONE YEAR'S SUBSCRIPTION
TO OUR SWAMP THING
COMIC BOOK!

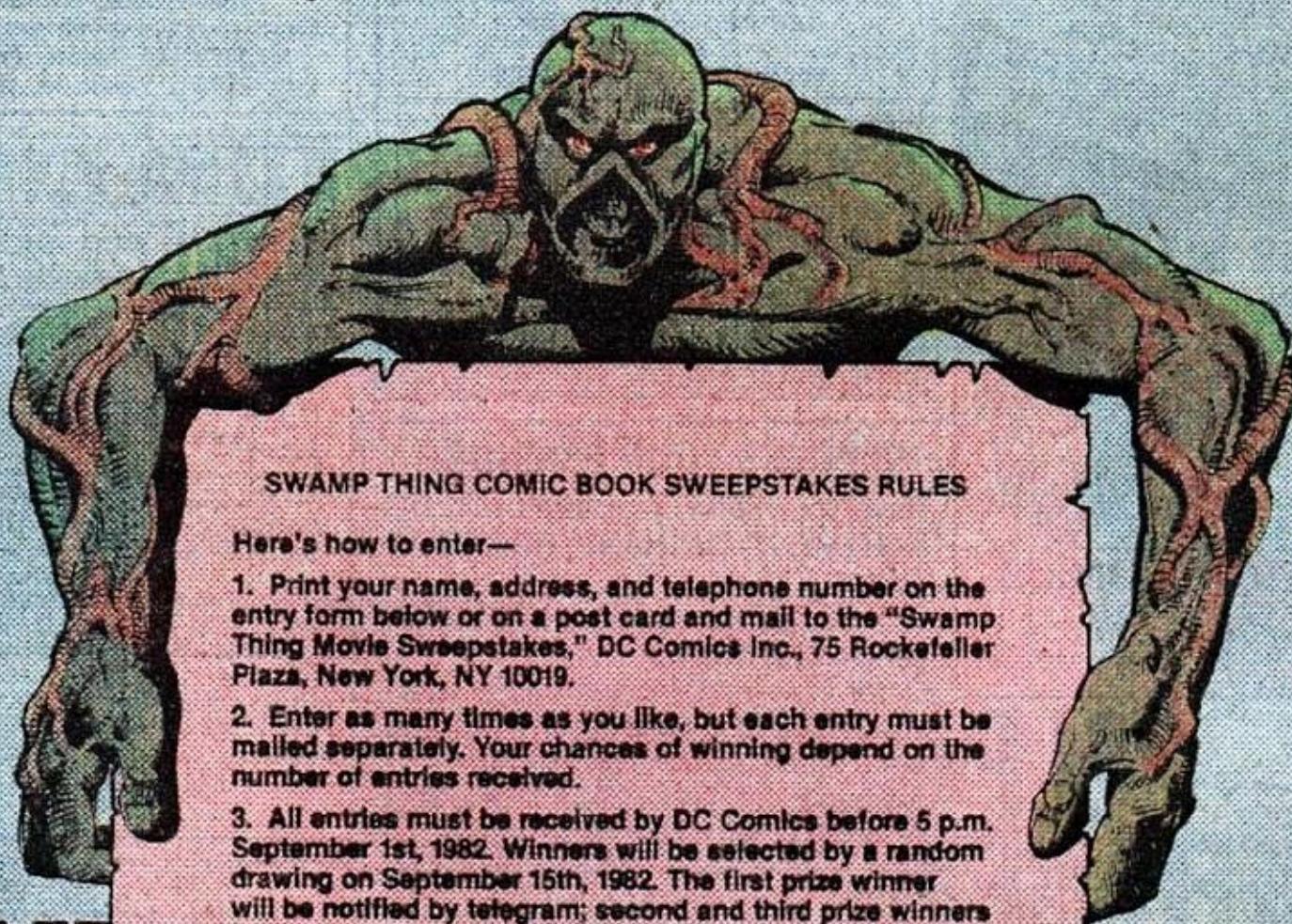
100 3RD PRIZES:
100 COPIES OF
TOR BOOKS' OFFICIAL
PAPERBACK ADAPTATION
OF THE SWAMP THING
MOVIE!

DC's at it again! Another of our comic book stars has made his way to big-screen stardom, and we're celebrating by throwing a sweepstakes so that you can share in our excitement!

The entry details are outlined below, but we just wanted to tell ya that the Grand Prize is an expenses-paid trip to New York! We'll fly you and your companion to the Big Apple; put you up in one of New York's finest hotels; and give you a tour of the place where Swamp Thing and our other excit-

ing characters are created—DC's own New York offices! And even if you don't win the Grand Prize, we are also giving away 100 free subscriptions to our Swamp Thing comic book and 100 free copies of Tor Books' official adaptation of the Swamp Thing movie!

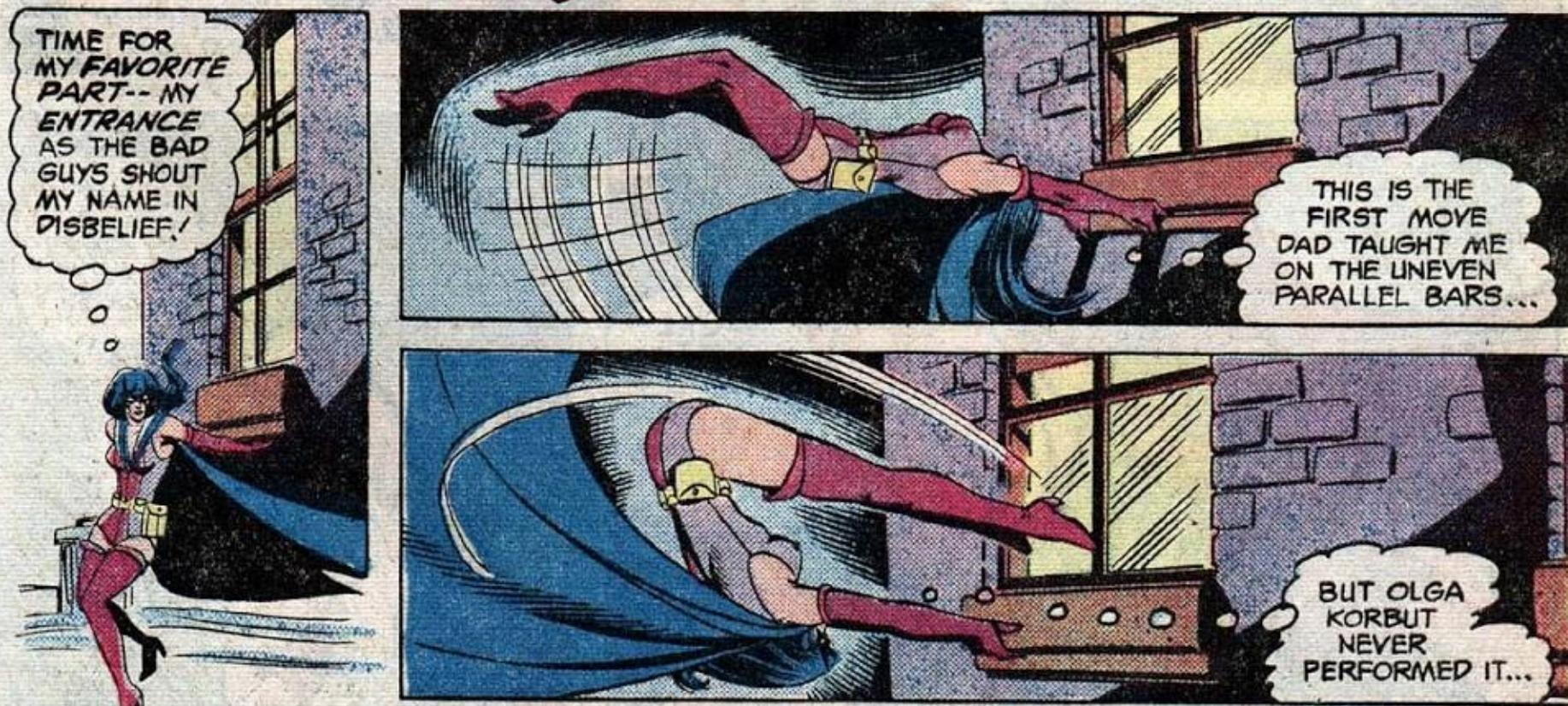
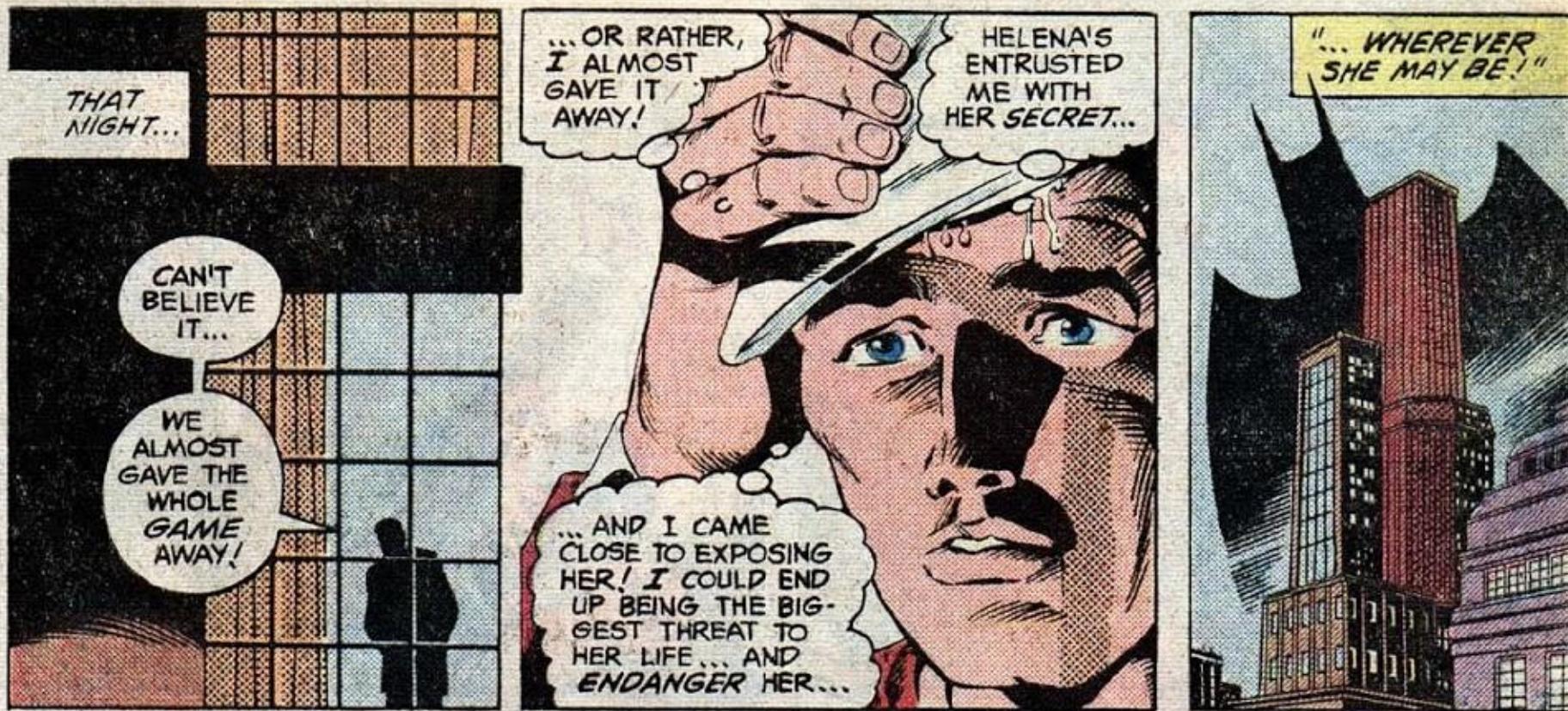
So don't delay, enter today! Swamp Thing might be our much-maligned mockery of a man, but this is no mockery; this is the real thing!



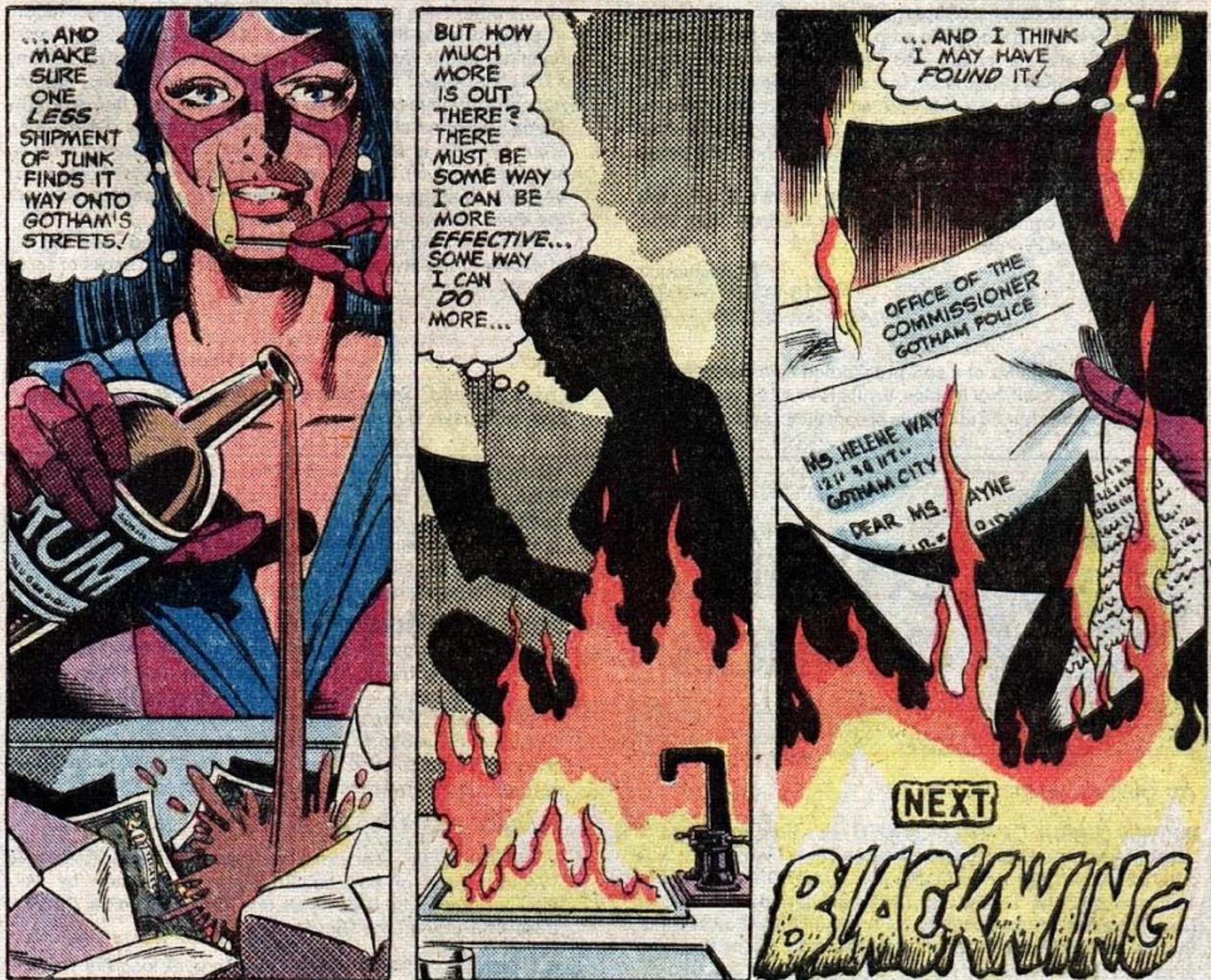
SWAMP THING COMIC BOOK SWEEPSTAKES RULES

Here's how to enter—

1. Print your name, address, and telephone number on the entry form below or on a post card and mail to the "Swamp Thing Movie Sweepstakes," DC Comics Inc., 75 Rockefeller Plaza, New York, NY 10019.
2. Enter as many times as you like, but each entry must be mailed separately. Your chances of winning depend on the number of entries received.
3. All entries must be received by DC Comics before 5 p.m. September 1st, 1982. Winners will be selected by a random drawing on September 15th, 1982. The first prize winner will be notified by telegram; second and third prize winners will be notified by mail.
4. First prize is a trip for two to New York, including air transportation, hotel accommodations for three days and two nights, free tickets to a Broadway show, and a personal tour of DC Comics! First prize winner must be available during October of 1982 to take the trip. If the first prize winner is a minor, his or her companion for the trip must be his or her parent or guardian.
5. There will be 100 second prizes: a year's subscription to our regular Swamp Thing comic book! There will also be 100 third prizes: the official adaptation of the Swamp Thing movie!
6. There will be no prize substitutions. Only one prize per person is allowed.
7. Employees of Warner Communications Inc. and its subsidiaries and affiliates, and DC Comic's freelance writers, artists, colorists and letterers, its commercial purchasers, and the immediate families of all these people are not eligible to enter the sweepstakes.
8. NO PURCHASE NECESSARY. Sweepstakes void in Florida, New York, and Rhode Island and wherever prohibited by law. Only U.S. residents may enter. Prize winners are responsible for any applicable taxes.
9. Winners may be asked to consent to the use of their names and pictures in advertising.
10. A list of winners will be provided to those who send a SASE to the address listed in Rule #1.









Wonder Words

1085

c/o DC COMICS, INC.,

75 ROCKEFELLER PLAZA, NEW YORK, N.Y. 10019

Dear Tamsyn,

Mxyzptlk!...Ooops! I mean, "Magnificent!" I'm so excited over Wonder Woman #291 my typing is all garbled! "Judgment in Infinity" is already proving to be the most exciting mini-series for this mag since our Amazon rejoined the JLA.

Not only is it great to see her teaming with other superheroines, but the plot is fantastic! Is the Adjudicator really wrong in playing judge, jury, and executioner? He may be rushing things a bit on Earth-One, but here on Earth-Prime, his presence warns against planetary procrastination and international indifference. (*All of which goes to show that a little alliteration goes a long way!*—TOF) What I mean is, thanks for reminding me of the sobering fact that starvation is still in existence.

Wonder Woman shows us the steps to becoming a hero in such circumstances; first, is to *care*, second, is to *act*, and the third is to rely on *teamwork* when the problem is too big to handle alone. (*And maybe the fourth step is to have the wisdom to know when not to act. Sometimes less is more.*—TOF) Her attitude portrays this in her spectacular solo battle, then in the JLA sequence which flowed so beautifully.

I enjoyed details such as Supergirl's inclusion, and I hope I'm not the only World's Finest fan who noticed that Black Canary finally got to take her solo trip to Earth-Two that she always wanted. Ever since Zatanna set foot on Paradise Island in JLA #200, I've wanted to see her teamed with Wonder Woman. Both are very serious about their work, and experts with their abilities, stepping in to help each other at the right times during their battle with Famine.

By the names of the other Horsemen, I have a feeling the worst is yet to come, which means only the best from Roy, Paul, Gene, and Wonder Woman!

Neil Ahlquist
1315 Madison St. NE
Minneapolis, MN 55413

Dear Len:

The first installment of a self-proclaimed epic doesn't have to be an epic in itself, but it helps. While WW#291 was no epic in itself, it certainly was epic in its proportions; and positioned

as a springboard to bigger and better things, it succeeds.

With the realization that Diana Prince and supporting cast will take a breather for the next few issues, Paul and Roy satisfy our Etta Candy habit and then plunge headlong into The Adjudicator's debut. Let's own up to the facts: The Adjudicator plays God to the extent that we earnestly suspect that he is God. What else are we supposed to suspect when he sends the Four Horsemen of the Apocalypse? The big question in my mind is which four Earths are going to be visited by the Horsemen? (*Ah, but that would be telling!*—TOF) Earth-One and Earth-Two, definitely. Our Earth, Earth-Prime, maybe. What's the fourth? Captain Carrot's Earth?... nah, even if Roy scripts both.

The JLA's part in all of this will have to be extended to preserve some semblance of reality. I'm glad that the Wonder Woman-Zatanna team-up was introduced so smoothly and without pretense. They worked together against "Famine" so well that it was more like Batman and Robin than these two, which have limited familiarity from League missions.

Utilizing Wonder Woman for the centerpiece of this storyline is doubtless going to have its problems. This is far beyond her or any other hero's ken. (*Who sez?*—TOF) The intrinsic nature of the plot lends itself better to a JLA-JSA team-up of Earth-hopping. In this respect, I suppose (and believe, after reading #291) that it will resemble a League-Society crisis, but just happens to focus on Wonder Woman. This may help to clarify Diana's inordinately large role in the proceedings. (*Remember, after all, she is the rightful star of the book and all; you admitted as much. So why would you imagine that Diana must necessarily stagger under the weight of the plot? Amazons are the most amazing creatures.*—TOF)

The scope of this project is greatly appreciated and so far it is of excellent quality. As an adjudicator of comic books of sorts, I'd only approve.

Mark Lagasse
R.D. #1 Box 116
Hoosick Falls, NY 12090

That's all, folks! See y'all next month, bigger and better than ever!—Tamsyn O'Flynn

WARLORD ANNUAL #1—A DC best-seller in annual format for the first time! Morgan must protect a lady aristocrat and her lover-from afar on their journey to her wedding and bridegroom-to-be. "Gateway to Doom" is a 41-page story written and pencilled by Mike Grell, inked by Bob Smith, and also features the return of Shikira, the cat lady. Cover by Grell.

BEST OF DC DIGEST #29—It's the return of that incorrigibly impish pair, Sugar & Spikel! New stories and reprints by Sheldon Mayer highlight this digest. The new Mayer stories are: "The Present," "The New Pull-Toy," "The Big Hippo Mystery," and "Adventure at the Animal Place." Also: a Binky tale by John Albano, Win Mortimer and Bill Draut, and a previously unpublished Stanley and His Monster story. And, naturally, both covers are by Sheldon Mayer.

ON SALE JULY 8TH

JONAH HEX #65—The orneriest, meanest, sharpest-shooting Western hero of post-bellum America! Written by Mike Fleisher, drawn by Dick Ayers and Tony De Zuniga. Cover by Ross Andru and Dick Giordano.

G.I. COMBAT #246—Jeb and the General lead the Haunted Tank into more battle excitement! Cover by Joe Kubert.



COMING COMICS

ON SALE JULY 1ST

JUSTICE LEAGUE OF AMERICA #207—It's time again for the JLA/JSA team-up, this time to be spread over five comics: JLA #207, 208, and 209, and ALL-STAR SQUADRON #14 and 15. The heroes of the 1940s and 1980s are pitted against Owl Man, Ultra Man, Superwoman, Johnny Quick and Power Ring: the Crime Syndicate of Earth-3! Written by Gerry Conway, drawn by Don Heck and Romeo Tanghal. Cover by George Perez.