



313  
75¢  
CAN 95¢  
U.K. 25p  
MAR 84

APPROVED  
BY THE  
COMICS  
CODE  
C.C.  
AUTHORITY

# WONDER WOMAN

KEITH!  
KEITH  
GRIGGS!  
CAN'T YOU  
RECOGNIZE  
ME ANY  
LONGER?!



HANNIGAN  
GIORDANO

GET  
THE NEW TEEN  
**TITANS**  
POSTER BY PEREZ

**CIRCE RETURNS--**  
AS ALL HER MAN-BEASTS STALK A  
**HELPLESS AMAZON!**



## At last. Different croaks for different folks.

Almost anyone can play Frogger at home.

Because now Parker Brothers makes exciting home versions of Sega's Arcade Game for ColecoVision, the Atari 5200, all Atari Home Computers, the Commodore 64 and VIC 20, TI 99/4A, and Intellivision. And, of course, there's the award-winning version for the Atari 2600.

Frogger dodges cars and crocodiles just like he always has. Only now he hops across your screen with state-of-the-art graphics that make the most of any home system. Including yours.

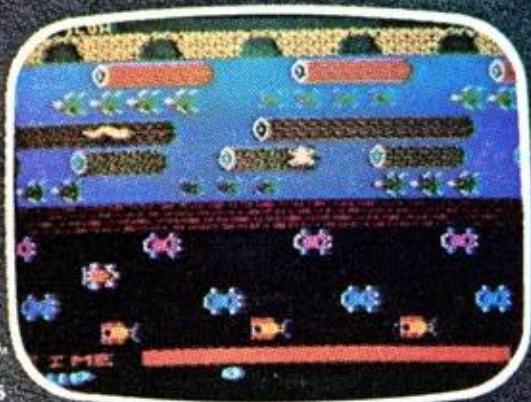
So stop waiting for Frogger.

Because now Frogger is waiting for you.

 **PARKER BROTHERS**

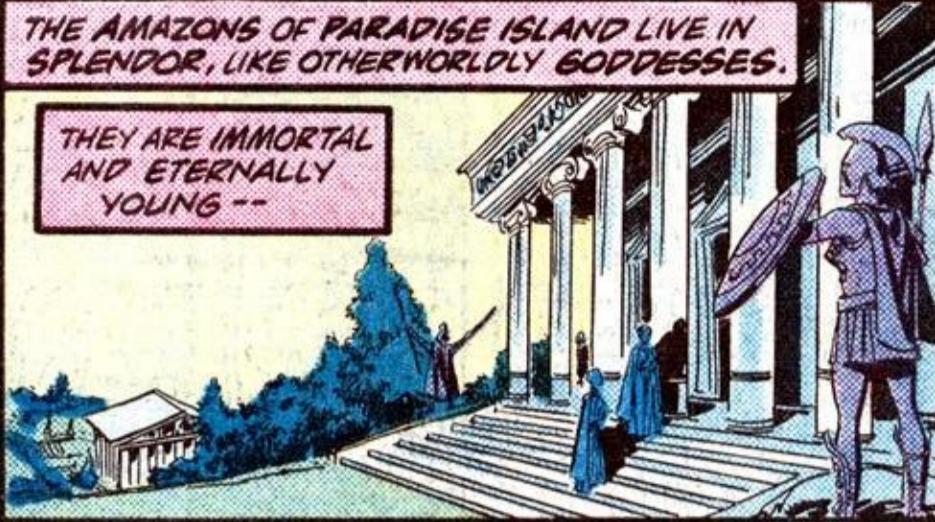
FROGGER game graphics © 1983 Sega Enterprises, Inc. FROGGER is a trademark of Sega Enterprises, Inc. Atari Video Computer System™, Atari 5200™, Video Game System and Atari® Home Computers are trademarks of Atari, Inc. Commodore VIC 20™ and Commodore 64™ are trademarks of Commodore Business Machines, Inc. Texas Instruments 99/4A™ is a trademark of Texas Instruments, Inc. Intellivision™ is a registered trademark of Mattel Inc. ColecoVision™ is a trademark of Coleco Industries, Inc. Parker Brothers is not affiliated with Atari, Inc., Texas Instruments, Inc., Mattel, Inc. or Coleco Industries, Inc. © 1983 Parker Brothers, Beverly, MA 01915.

Atari 5200™  
Graphics



THE AMAZONS OF PARADISE ISLAND LIVE IN SPLENDOR, LIKE OTHERWORLDLY GODDESSES.

THEY ARE IMMORTAL AND ETERNALLY YOUNG --



--BUT IN THEIR HEARTS STILL HUMAN...

THEN-- YOU DID NOT TELL HIM?



I WANTED STEVE TO KNOW MY SECRET IDENTITY, BUT HE REFUSED TO HEAR IT! \*

HE SEEMS TO WANT TO KEEP ME ON A PEDESTAL...

...AND WHILE I FOUND THAT TROUBLING AT FIRST, I THINK I UNDERSTAND IT NOW.

\* LAST ISSUE -- ALAN.

IF I TOLD HIM I'M REALLY DIANA PRINCE, WOULD THAT BE THE TRUTH OR JUST ONE VERSION OF IT?

WONDER WOMAN IS HIS REALITY... AND THAT'S HOW THINGS WILL STAY!

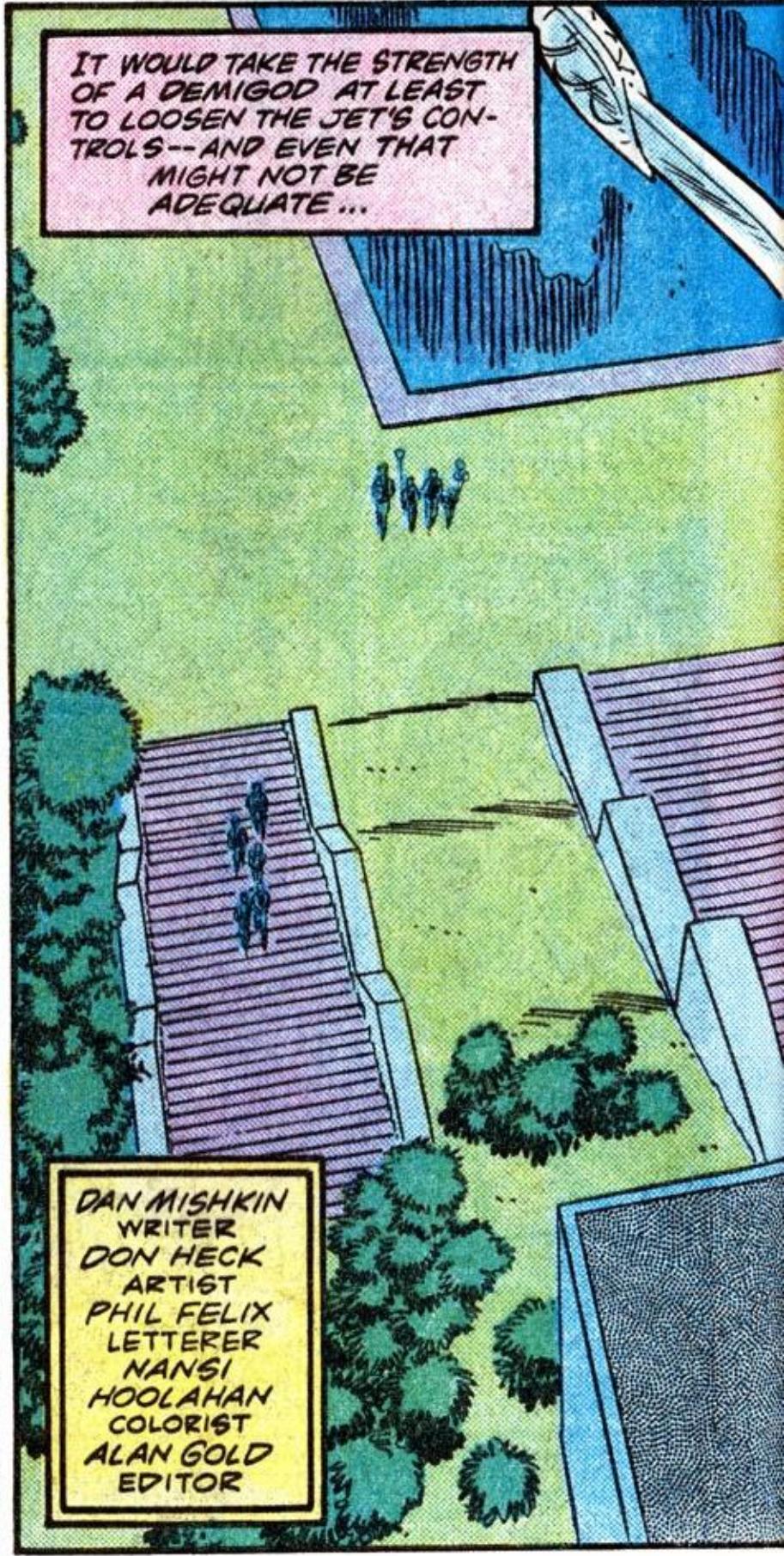
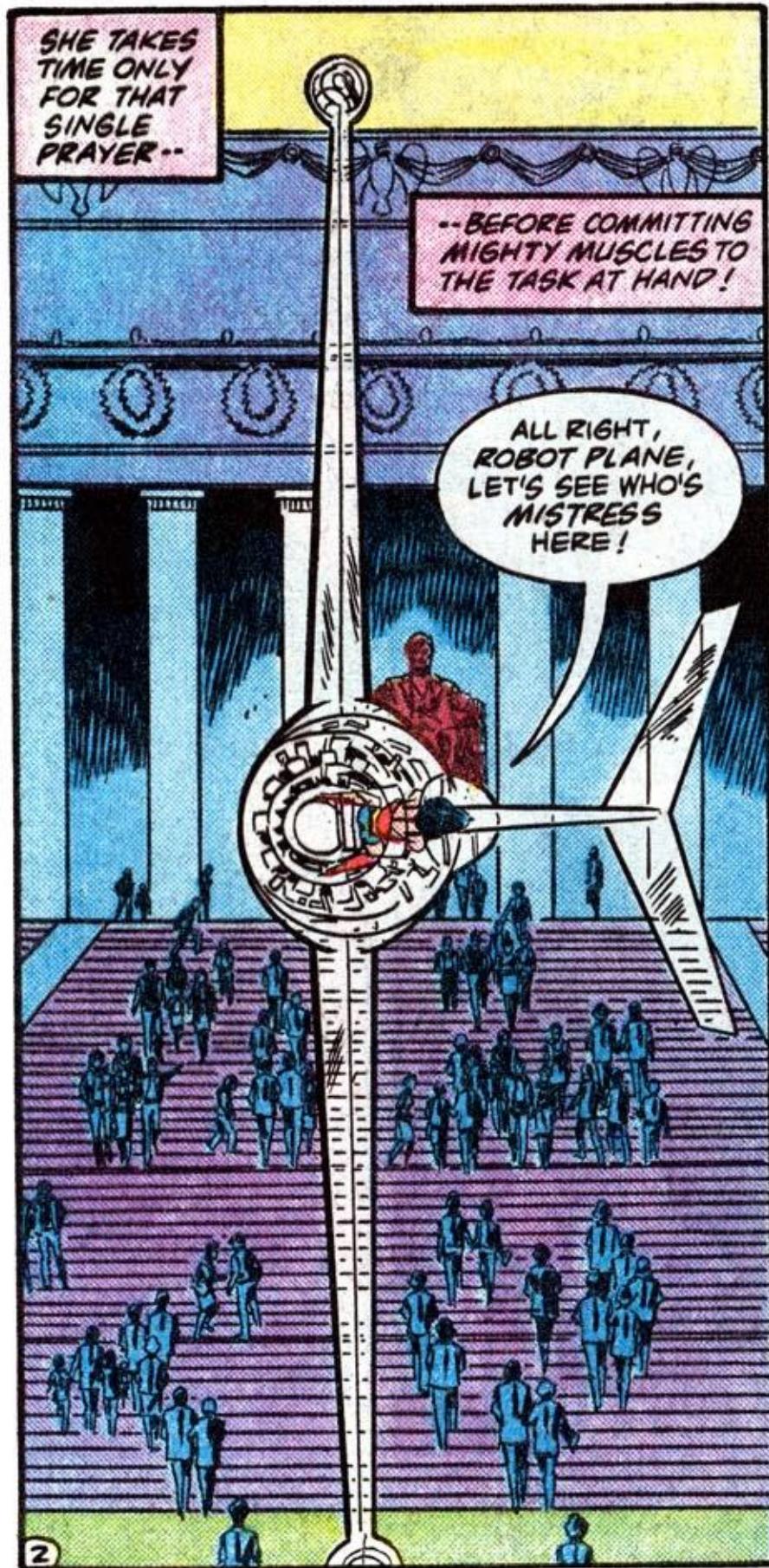
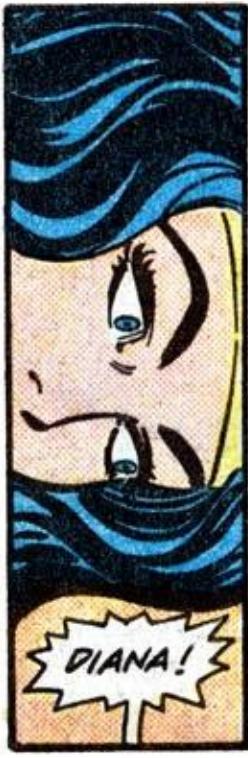
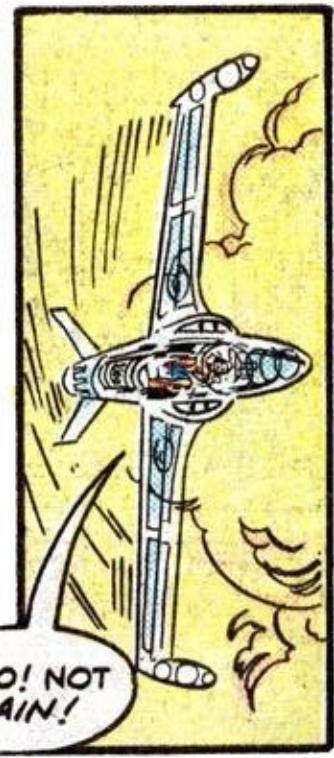


SECOND CLASS POSTAGE PAID

COLONEL TREVOR IS MOST PERCEPTIVE... HE RIGHTLY REMEMBERS HE IS ONLY MORTAL...

AND WHAT MORTAL IS WORTHY TO SHARE SUCH SECRETS?

WONDER WOMAN 313 (USPS 690-040) Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103. Second class postage paid at New York, NY and at additional mailing offices. POSTMASTER: Send address changes to DC Comics Inc., Subscription Dept., PO Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate \$9.00. Outside USA \$10.00. Copyright © 1983 DC Comics Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. Printed in USA. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017 (212) 391-1400. DC Comics Inc. A Warner Communications Company. A Jane Jetson Scan.



THE ROBOT PLANE'S  
-- BEEN TAMPERED  
WITH! \* NO TIME  
TO EXPLAIN!

I MUST REGAIN CONTROL  
OF IT ... ! FORCE IT OUT  
OF THIS SPIN!

THERE! IT'S  
STABILIZING,  
AND --

\* ALSO LAST  
ISSUE--ALAN.

HERA HELP ME!

BUT THOSE WHO CALL HER A FEMALE HERCULES  
HAVE UNDERESTIMATED THE RAW POWER AND  
SHEER COURAGE OF --

WONDER  
WOMAN®  


# "THE ANIMAL WITHIN!"

FAR FROM THE NATION'S  
CAPITAL -- ON A SMALL,  
UNCHARTED ISLAND IN  
THE CARIBBEAN ...



I DON'T  
KNOW WHAT YOU'RE  
AFTER, LADY ...  
BUT ALL YOU'LL  
GET IS --

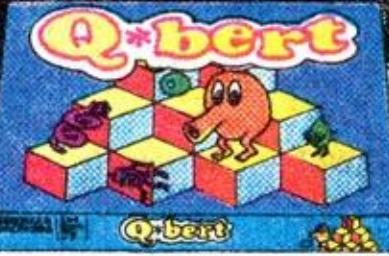
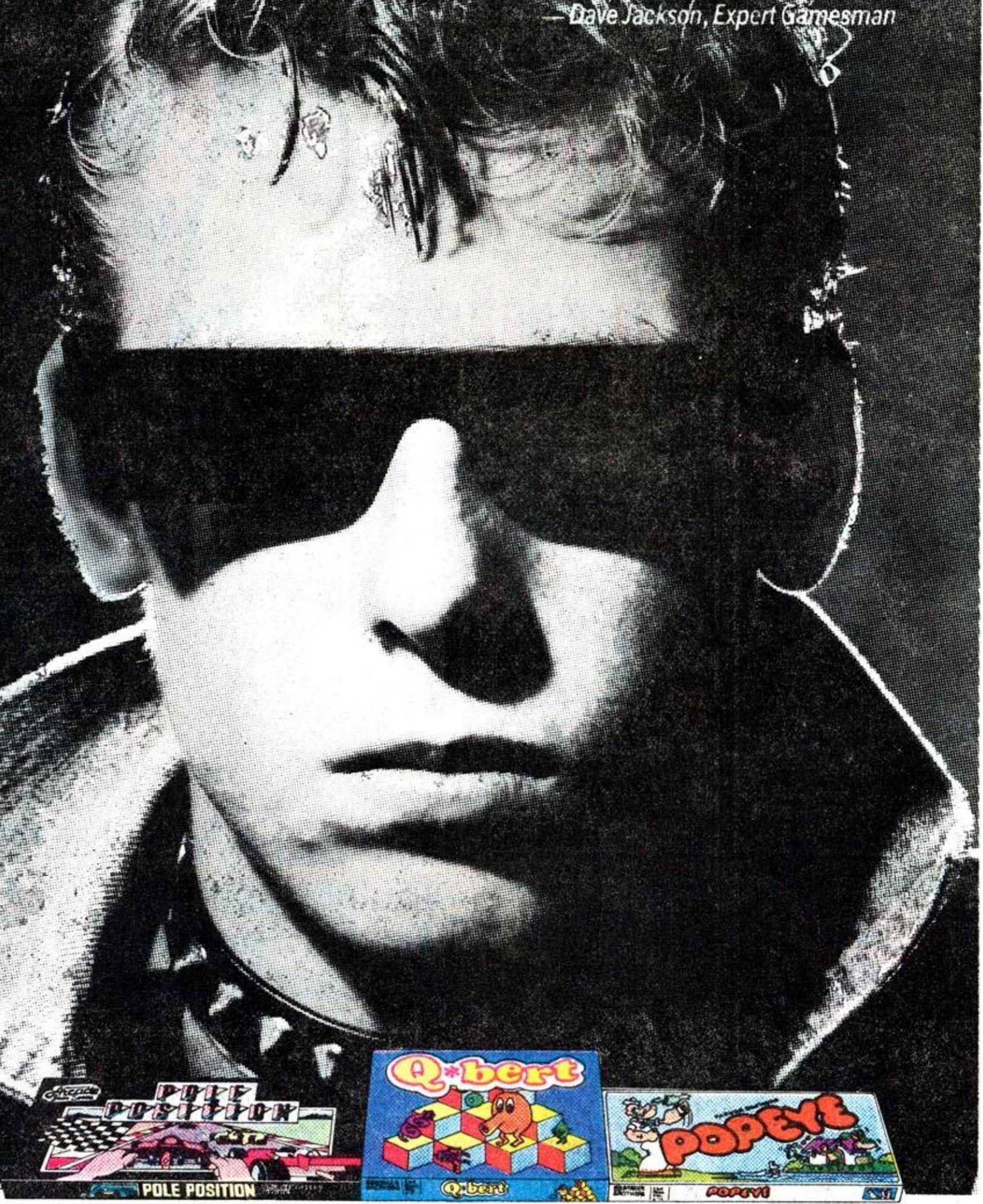


BUT THERE IS ALWAYS  
MORE TO A MAN THAN  
HIS CIVILIZED AIRS  
WILL SHOW!



# "TOTAL AWESOME"

—Dave Jackson, Expert Gamesman



"After I spend 5 hours and 40 quarters playing 'Popeye,' 'Q\*Bert,' and 'Pole Position' in the arcades, I split for home. And not to watch some dork show on TV, either. I play more games."

"I've got the new Parker Brothers Arcade Series. They help sharpen my strategies. Plus I can play them with all my friends."

And beat them. Which is one thing I can't do in the arcades.

"So get serious and pick up one of Parker Brothers' Arcade Series board games. Nothing is more totally awesome. Except me."

**PARKER  
BROTHERS**

© 1983 Parker Brothers, Beverly, MA 01915.

**PARKER BROTHERS ARCADE SERIES. THE WORLD'S MOST TOTALLY COOL BOARD GAMES.**

Popeye is a registered trademark of and licensed by King Features Syndicate, Inc. © 1983 King Features Syndicate, Inc. © 1983 Nintendo of America. Q\*Bert game graphics © 1983 Mylstar Electronics, Inc. Q\*Bert is a trademark of Mylstar Electronics, Inc. and used by Parker Brothers under authorization. Pole Position™ created and licensed by NAMCO © 1983. Dave Jackson is a fictional character.

# \$1 MILLION DOLLAR

## Christmas Rebate Spectacular

See your dealer for details



Ask Dad to help  
you choose the  
Garcia Spinning  
or Spincast model  
that's just right  
for you!

**garcia**

®

21 Law Drive  
Fairfield, N.J. 07006



ON THAT THREATENING NOTE, WE SHIFT OUR FOCUS TO THE PENTAGON, WHERE ...

OH, DI! I'M GLAD YOU'RE BACK!

WHY? WHAT--

THEY NEED YOU IN THERE --PRONTO!

AND I'M TELLING YOU, GENERAL, THAT YOU SHOULD NEVER HAVE SENT HIM DOWN THERE IN THE FIRST PLACE!

SEE HERE, TREVOR! I--

HOLD IT RIGHT THERE! YOU TWO ARE BEING SO LOUD, THEY CAN PROBABLY HEAR YOU IN THE KREMLIN!

NOW, WHAT'S THIS ALL ABOUT?

SORRY, DI ... IT'S JUST A SMALL DIFFERENCE OF OPINION BETWEEN THE GENERAL AND ME!

IT SOUNDED ANYTHING BUT SMALL, STEVE...

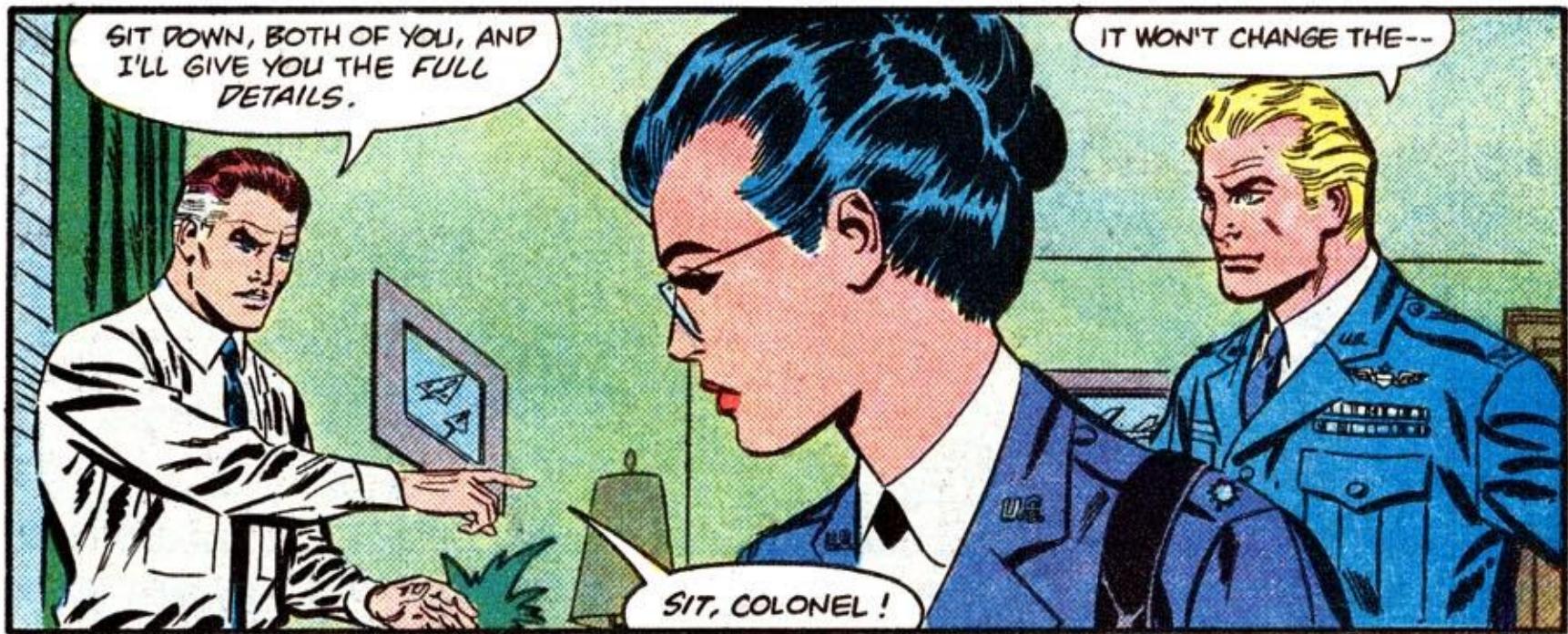
...WHY DON'T YOU EXPLAIN?

SURE ... GENERAL DARNELL SENT KEITH GRIGGS ON A MISSION -- SENT HIM SOLO, THOUGH HE'S ONLY BEEN HERE A FEW MONTHS...

... AND NOW GRIGGS IS IN A MESS OF TROUBLE -- WHICH IS WHAT I'D HAVE PREDICTED IF ANYONE HAD ASKED ME!

IF ANYONE ASKED ME, I'D SAY THAT STEVE IS JEALOUS--

-- BECAUSE SOMEBODY ELSE IS BECOMING THE GENERAL'S FAVORITE!



IN THE WARM WATERS  
THAT LAP GENTLY AT THE  
SHORES OF PARADISE  
ISLAND ...

NO ONE SAW ME  
LEAVING ... THAT'S GOOD.

EVEN THOUGH I  
KNOW WHAT I'M DOING IS RIGHT,  
I STILL DON'T WANT TO HAVE  
TO EXPLAIN --

--WHAT  
BUSINESS  
I'VE GOT ON  
SCIENCE  
ISLAND!

THAT MUST BE IT  
IN THERE ...

...THE MEMORY  
MACHINE!  
ONCE I PLAY BACK  
THIS TAPE I TOOK-- THE  
TAPE OF WONDER WOMAN'S  
MEMORIES-- I'LL KNOW WHAT  
THE QUEEN IS HIDING!

THE LABORATORY  
SEEMS  
DESERTED.

NOW TO LEARN  
THE TRUTH!

HUMMMMMMM

EH? WHAT  
IS THAT  
SOUND?

Play the  
game the generals  
play... for real!



# WAR ROOM

Feel the goose bumps on your neck begin to rise as you take your seat in front of the video monitor. The situation pictured before your eyes is critical. Actual enemy nuclear attack on your most important cities and natural resources has begun.

Only you can determine the best strategic defense of the nation. Only you can effectively repel the enemy attack.

But the situation worsens. As you're attempting to rebuild your cities and keep production of goods and



services going, you pick up enemy spies lurking within your midst on your video close-up monitor. Can you effectively deal with them...even as more enemy missiles are approaching?

Your time is running out.

It's WAR ROOM. The new high-technology Probe 2000 strategy game for the ColecoVision™ game system. The game

that's so realistic, generals might even play it.

Isn't it time you tested your skills?

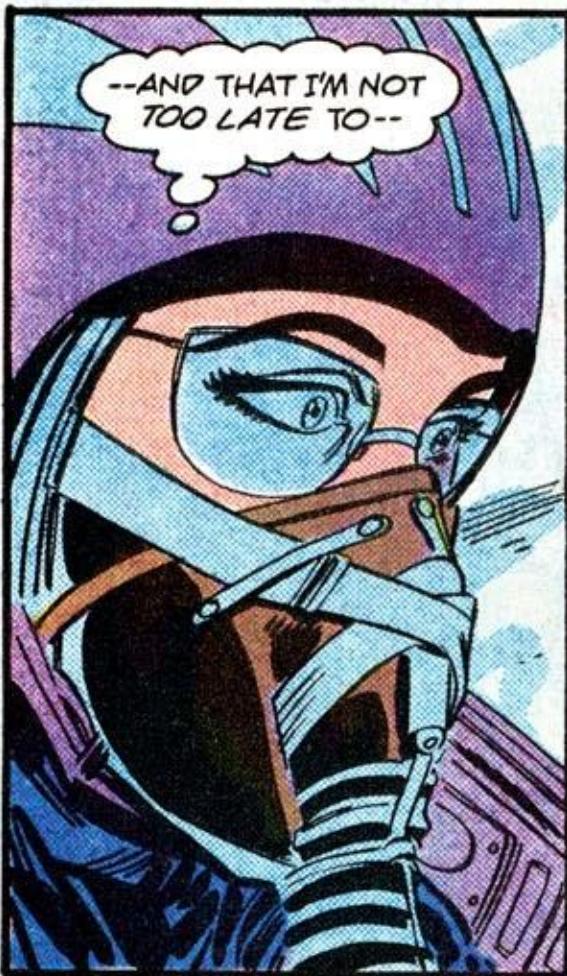
# PROBE 2000

series

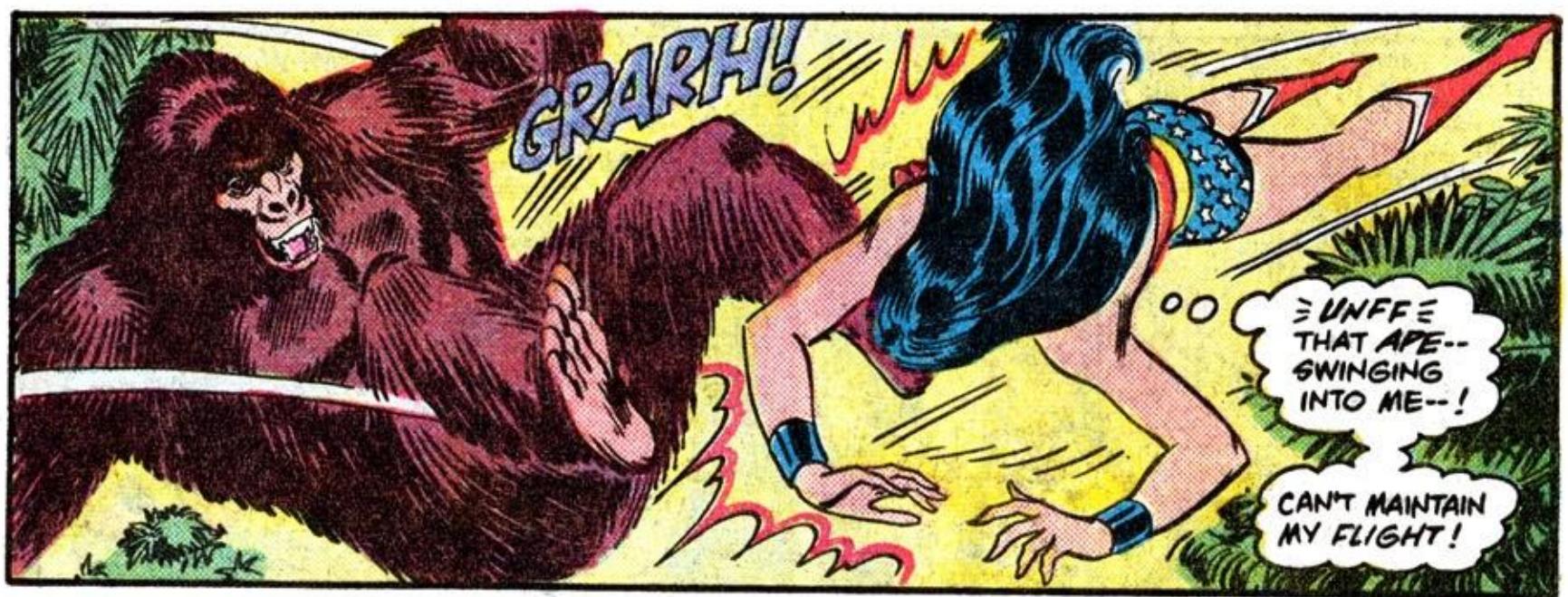
© 1983 N.A.P. CONSUMER ELECTRONICS CORP.  
**ODYSSEY**  
A NORTH AMERICAN PHILIPS COMPANY

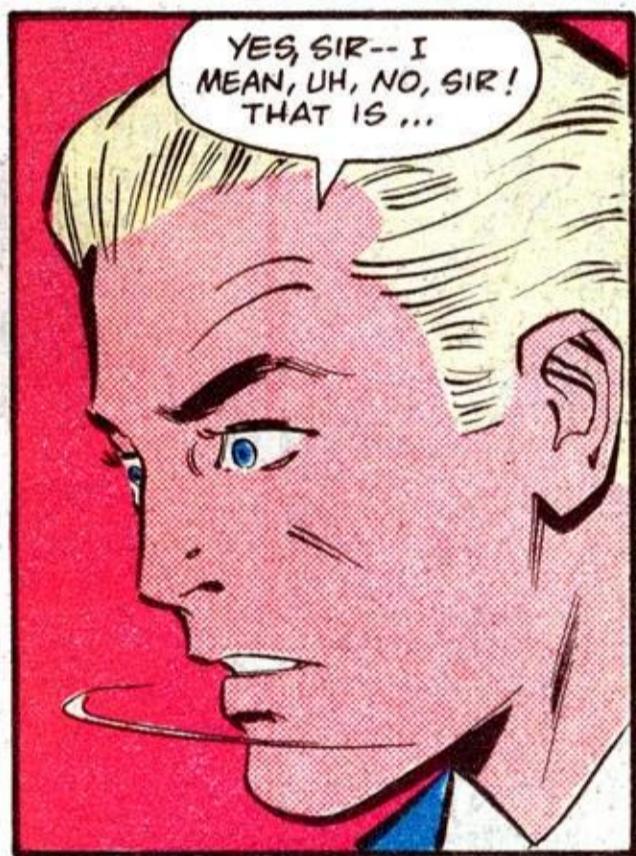
\*COLECOVISION IS A TRADEMARK OF COLECO INDUSTRIES, INC.



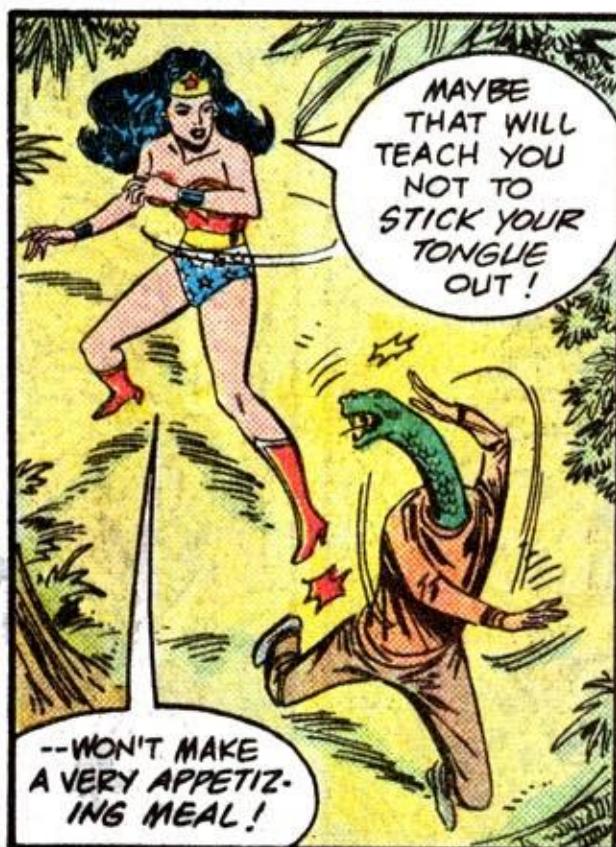








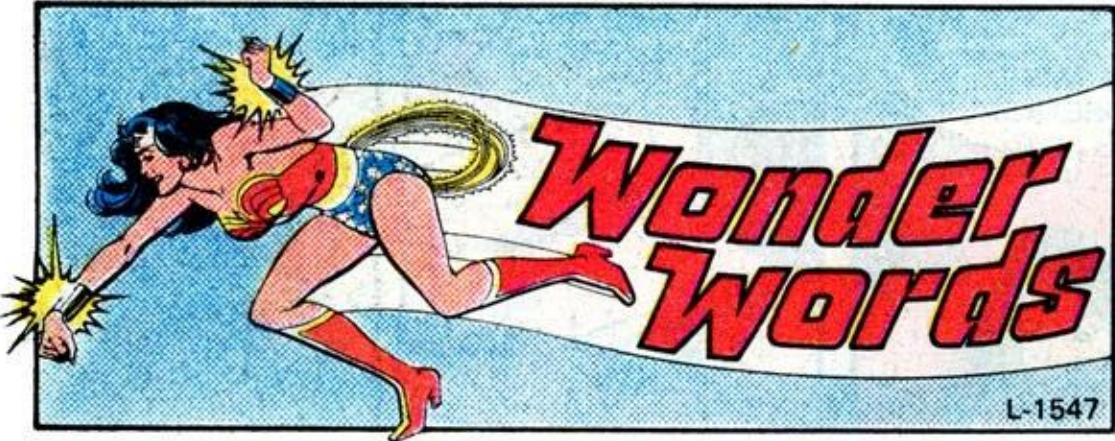






N  
E  
X  
T

CAN A WEAKENED WONDER WOMAN DEFEND HERSELF AGAINST THE BRUTE THAT WAS ONCE HER FRIEND? AND WHO IS CIRCE'S MYSTERIOUS ALLY? THESE QUESTIONS ANSWERED, PLUS MORE GREMLIN TROUBLE, AND "THE NATURE OF THE BEAST!"



# Wonder Words

L-1547

In issue #310 I printed excerpts from a long letter from Gina L. Dartt. We expected it to prove thought-provoking at least and perhaps to stir a little controversy, too, but we hardly expected the number and the variety of responses, folks! The first three letters give you some indication of the comments received.

\*\*\*\*\*

Dear Editor,

I agree with Gina L. Dartt in *Wonder Words*, Issue #310. She has some very good ideas, except for Steve. He is a very blah person, but is important in Diana's life. Well, why don't you make him important! He's always in the background, doing blah Army things. Why doesn't he really do something to get Wonder Woman in a remote place and let all of the feelings out?

And I especially agree about Etta. I like her as much as Diana. Why doesn't Etta save Wonder Woman or something? It would boost her morale, and maybe she would see she should do something with her life. In short, the characters in the background need to come out and breathe once in a while! Not once in a LONG while! I love them all, but even cartoon characters need to get out and smell the roses! Wonder Woman is a wonder, but so are some other people in her life!

Kenneth Pierce  
Winn斯boro, TX

Since Steve Trevor's an officer in the U.S. Air Force, Kenneth, he'll continue performing military business for years to come, I suspect. But we'll do our best to avoid blah assignments. In fact, he's about to receive a lot more responsibility. As for Etta, physical heroics are not in the cards for her, but she'll be stepping closer to the footlights in a couple of issues—and her life will take a few surprising turns, some of them pleasant. That's a promise.

\*\*\*\*\*

On the subject of Hippolyta, I agree with Gina Dartt in that she should get to the outside world a little more. But most certainly not as the mother of Diana Prince!

Let's face it, Diana Prince is as much a fictional character to her as Wonder Woman is to us.

Nor should she appear as "Wonder Woman's mother." After all, Wonder Girl isn't known only as her sister, but a heroine in her own right.

Then under what capacity? That of the

## Amazon Queen!

She should visit not only America, but many nations as a foreign dignitary. She should observe firsthand the customs and laws of today's world. Then she would know that Heracles is not representative of all males. She would meet women who are in high positions in "man's" world, such as Queen Elizabeth (and, of course, Lady Diana), Indira Gandhi, and Mother Theresa.

She should also see some of our amusements. Most definitely a performance of Shakespeare's *A Midsummer Night's Dream*.

She should meet rich and poor, famous and infamous. She should see the inside of hospitals and prisons and attend church services of the countries she visits. She should also visit schools, libraries, and historic landmarks. She might even visit present-day Atlantis.

Perhaps she could be the victim of a terrorist kidnapping attempt, and be given a chance to show that she can play bullets and bracelets as well as, or better than, Diana herself.

Perhaps Diana Prince could be assigned to accompany her while she's in Washington, thereby allowing her to meet some of Diana's friends without endangering her secret ID.

She would also be able to see just what a mousy character Diana pretends to be when Wonder Woman isn't needed.

While she's on her tour Donna should rule the island in her stead, proving once and for all that although adopted, she is subject to the same laws and responsibilities of her station of princess.

Think about it.

Dewayne Miller  
Wichita, KS

Thanks for the ideas, Dewayne. Actually, our plans for Hippolyta tend more to the "cosmic" than to the field of international events. The Amazon Queen and her nation inhabit a mythical world, another realm besides man's world to explore. But once again, thanks for sharing your thoughts.

\*\*\*\*\*

Dear Alan, Dan, and Don,

*WONDER WOMAN* has come quite a ways since Dan Mishkin took over the writing chores. Each issue is better than the last.

Don Heck has brought renewed freshness to *WONDER WOMAN* that Gene Colon's art had been lacking for quite some time. I hope that Don remains at this magazine for quite some time.

DC Comics Inc.  
666 Fifth Avenue  
New York, NY 10103

Jenette Kahn, President and Publisher  
Dick Giordano, Vice Pres.-Executive Editor  
Alan Gold, Editor  
Tom Condon, Managing Editor  
Pat Bastienne, Editorial Coordinator  
Bob Rozakis, Production Manager  
Joe Orlando, Vice Pres.-Editorial Director  
Paul Levitz, Vice Pres.-Operations  
Bruce Bristow, Marketing Director  
Arthur Gutowitz, Treasurer

I'm happy to see that Paradise Island is playing a bigger part in Diana's life than before, but be careful not to overuse the Island and Queen Hippolyta. Black Canary's guest appearance was also welcome, as there is nothing like an occasional guest appearance by a friend. It appears that Sofia has not been forgotten, and she posed Wonder Woman quite an interesting question in *WW* #308. The question about Steve Trevor's death had quite an interesting effect on the Amazing Amazon. I eagerly await the results of Sofia's "checking."

One of the biggest problems with this book is the supporting cast. As one astute reader put it, Etta Candy is a whiner. She is very unlikeable in her present state. General Darnell continues to be his loathesome self, while Major Griggs is a bright spot in this cast. Wonder Woman's alter ego is as boring as ever. Maybe another roommate for Etta and Diana is not such a bad idea. Put some spice in their lives. Steve Trevor is more likable with each issue, which really isn't saying much. Keep working, though, this cast may work out if you are persistent, Dan. In any case don't chuck it all for another new direction for our heroine (even though I liked her best at NASA).

Is Wonder Woman *really* going to tell Steve some of her biggest secrets? I think this could be a big mistake in many respects, but it is an intriguing thought to entertain. We shall see.

Wonder Woman's double-W insignia continues to be wildly inconsistent. Why not just have the DC Production Department plaster it on? Also, let's give William Moulton Marston the credit he deserves. How about giving him credit in every issue? The credit that Bob Kane and Joe Shuster and Jerry Siegel already receive. One last suggestion on *WW*, regarding her logo. Instead of writing Wonder Woman in plain letters, why not use her lasso signature?

HUNTRESS DESERVES HER OWN BOOK!!! If you could find a good and stable creative team, the book would surely take off!! Besides, Wonder Woman deserves the book all to herself.

Kelly James Blank  
Grand Rapids, MI

Since, more often than not, Wonder Woman is drawn in an action pose, the new insignia is rarely seen head-on or whole, and so a stat of the logo couldn't simply be pasted down. However, steps are being taken to get it drawn right by everybody, Kelly. Concerning creator's credits... we'll see.

CONTINUED ON 35 PAGE FOLLOWING.

**COMIC BOOKS FOR SALE**

1940 to 1978  
over 100,000 in stock  
50¢ for complete list  
**Robert Bell, Box 8326**  
Coral Springs, Fla. 33065

**VIDEO PLAYERS - IMPROVE YOUR SCORE WITH THE VIDEO-MITT**  
A soft leather mitt which wraps around the players hand. One size fits all.  
IMPROVES GRIP — COMFORTABLE PROVIDES SUPPORT — ADJUSTABLE USE WITH HOME OR ARCADE GAMES.  
Specify right or left hand.

For each VIDEO-MITT  
send \$3.25 + .50 postage to:

**D&D ENTERPRISES**  
P.O. BOX 92714, PASADENA, CA 91109

SEND FOR OUR GIANT 16 PAGE LIST OF DC & MARVEL COMICS FROM 1946 TO THE PRESENT. ONLY \$4.00. OVER 60,000 COMICS ON HAND. SAM'S COMIC WORLD, PO BOX 42106, TUCSON, ARIZONA 85733.

**KIDS! BUILD YOUR OWN FLYING SAUCER!**

Send now for Detailed Instructions on how to build your U.F.O.

Really Flies! Easy to build.  
Send \$3.00 to: P.S. Burroff,  
Box 62502, The Colony,  
Tx. 75056

**BIG COMIC CATALOGUE**  
MINT CONDITION Marvel, Disney, Golden Age and DC comics. Mini-investment Guide shows you how to invest! Send \$1.25 for big catalogue refundable with first order to the COMIC MINT 5335 S. Glen Oak, Saginaw, Michigan 48603.

**COMIC BOOKS FOR SALE**

250,000 in stock, complete Marvel & DC Groups from 1935-1983. Also T.V. Guides, James Bond, U.N.C.L.E., Doc Savage, Mags, Dark Shadows, T.V. Avengers, Disney, Movie Items, etc. From 1900-1983. We Buy. **GIANT CATALOG 95¢**

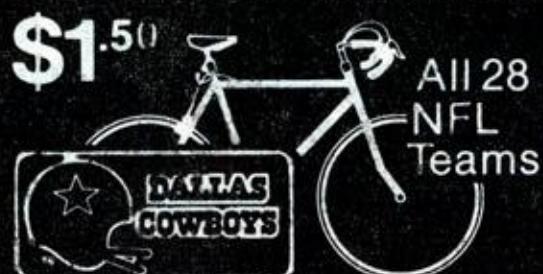
HOWARD D. ROGOFSKY  
P.O. Box 1102, Flushing, N.Y. 11354

DC, MARVEL, DELL COMICS SALE. ALL BELOW GUIDE: UP TO 50% OFF. BONUS OFFERS ON 12Pg. LIST. SEND 35¢ TO G. HEIDEN, 1650 OCEAN AVE. BKLYN, NY 11230 GUM CARDS STOCKED — SEND FOR SPECIAL LIST NOW & SAVE

**March of Dimes**  
BIRTH DEFECTS FOUNDATION

Write advertiser direct  
for information.  
For advertising rates write  
**SANFORD SCHWARZ & CO**  
355 LEXINGTON AVENUE  
NEW YORK, N.Y. 10017

**NFL BIKE TAG SPECIAL!**



Be the first to collect these great metal bike tags. Each tag is \$1.50 plus 50¢ postage per order. Order several. Send money and list of teams to MFP Manufacturing, Dept. DC-9, PO Box 30331, Raleigh, NC 27622. Dealer inquiries call 919 781-0877

Thousands of Marvels & DCs  
For catalog send 50¢ to:

**CENTORCOMICS**

122 E. 42 St. New York, NY 10168

A division of Centormedia Inc.



HAPPY 50th ANNIVERSARY KONG. Get 3½ x 5 thru Lifesize Photos of KING KONG on the Empire State Bldg. \$2.00 catalog & handling. L. BENAW & ORLAND, H.B.O. Photo, Box C-2, 639 Lenox Av., NYC 10037. COLLECTORS ITEM.

**SAVE ON NEW COMICS!**

Westfield Comics Subscription Service sells all new 60¢ comic books for 40¢ and all new 75¢ comic books for 50¢ (Marvel and DC). This saves you almost 35% off cover price!

We also carry all the direct-only titles like the new Epic line from Marvel, Moon Knight, Micronauts, Ka-Zar, Camelot 3000, Omega Men, Elfquest, Cerebus, Spirit, and the new independent comic book publishers such as Americomics, First, Eclipse, Pacific and Capital.

In addition we feature the best specialty magazines and fan publications like Amazing Heroes, Comics Journal, Comics Scene, Dr. Who, Dragon, Starlog, and many more, all at a substantial discount to you. **EVERYTHING WE CARRY IS DISCOUNTED AT LEAST 25%!!**

No service charge or hidden costs and the minimum order is only \$10! You pay the exact UPS shipping cost and you choose shipping frequency—biweekly or monthly. You will receive a new order form each month which provides you with total flexibility in ordering both titles and quantities. Your comics and magazines are protected in plastic bags and mailed in specially constructed boxes.

All subscribers are provided with advance DC and Marvel news and our special Westfield Newsletter for up-to-the-minute information and details on all special publications, an invaluable asset when preparing your order.

Send us your name and address (please write legibly) and a 20¢ stamp for complete prices and our special, easy to use order form.

**Westfield Comics**

6601 Grand Teton Plaza  
Madison, WI 53719 (608) 833-2122

Best Prices Paid! Huge Selection!

Used Video Game Cartridges  
Send self-addressed stamped envelope for FREE price list.

Used Video Tapes, Inc.  
P.O. Box 4530 DC  
Warren, New Jersey 07060

COLLECTORS: Problems Finding That Special Comic? We have Thousands Of Comics Competitively Priced. For List Send 75¢ (Refundable With 1st Order) To: **K&R COMICS** 1388 Thomas Place, Dubuque, Iowa 52001

**USED VIDEO GAME CARTRIDGES**  
**SAVINGS UP TO 75%**  
**WE BUY & SELL**

SEND: SELF ADDRESSED STAMPED ENVELOPE FOR OUR FREE PRICE LIST **SHOW & TELL VIDEO**, GARDINER MANOR MALL, DEPT 98, 834 SUNRISE HIGHWAY, BAYSHORE, N.Y. 11706

**GOLDEN STATE COMICS**

Send 25¢ for comics selling list and FREE protective comic bag.  
4688 Boundary, San Diego, CA 92116  
or visit our store

**HIGH SCHOOL**

The American School has been helping adults FINISH HIGH SCHOOL AT HOME in sparetime, by correspondence for almost 80 years. **DIPLOMA AWARDED**... see if we can help you.

American School, Dept. 20112

850 East 58th St Chicago, IL 60637

Name \_\_\_\_\_

Address \_\_\_\_\_

City/State \_\_\_\_\_

Phone \_\_\_\_\_

--- NO FINANCE CHARGES ---

**An ATLAS BODY? In 7 days**

DYNAMIC-TENSION

starts giving results you can

feel and your friends will

notice. Big, useful muscles.

Gain weight, if needed. Lose

"pot belly." Send name and

address for 32-page book—FREE.

CHARLES ATLAS, 49 West 23rd St.,

New York, N.Y. 10010 Dept. 81C



AUTHENTIC

**Shark's Tooth**

PENDANT-ON-CHAIN

A LASTING GIFT  
FOR ONLY

**\$9.95**



2-3 WEEK DEL  
CASH • CHECK  
OR  
MONEY ORDER

**GARO SHARKO**

2238 OCEANSIDE BLVD.  
ORMAND BEACH, FL 32074

**KOLOR CUT/STICK-ON'S**

Unique Stick-On's that  
will "liven" up your  
notebook,

wall,

mirror,

lunch

pail or?

Color them, cut them out.

DRAGON AND  
HOT ROD  
8" WIDE

THEY WILL STICK TO JUST ABOUT ANYTHING!



**ALL 4 FOR \$1.75**

PLUS 25¢ POSTAGE  
OR SEND FOR OVER 85 DESIGNS

YOU CAN CHOOSE FROM  
ENCLOSE 25¢ FOR POSTAGE

**SEND NOW!**

• WILSON ART

P. O. Box 141012

Spokane, WA 99214

CROSS SWORDS WITH CHAMPIONS!

enter the lost world of

# The Warlord!

WITH REMCO TOYS!

ARAK™



ACTUAL  
SIZE  
5 1/2"



YOU MAKE DC COMICS'  
EPIC FANTASY  
HEROES COME ALIVE  
WITH THESE ACTION  
FIGURES FROM  
**REMCO!**  
EACH 5 1/2-INCH FIGURE COMES  
COMPLETE WITH ACCESSORIES!

AVAILABLE SOON  
AT YOUR FAVORITE  
TOY STORE!



**BONUS!**  
INSIDE PACKAGE--  
"BATTLE BENEATH THE EARTH!"  
A FULL-COLOR DC COMIC BOOK  
WHILE SUPPLY LASTS!



ACTUAL SIZE  
5 1/2"

**HERCULES™**

TM and © DC COMICS INC. 1983

Dear Mr. Colon,

WONDER WOMAN was the first American comic I ever saw—at the age of 7, one received by my brother from his pen-friend in 1947. The smell is still with me, and the memory of the robot plane. I have always been moved by the mysterious involvement of the ancient gods and goddesses (as is also the case with Captain Marvel).

Of course, I realized from an early age that there was a "philosophy" behind it. The "innumerable meetings" at which the comic's ethos was "forged," as you put it in issue 307, were very apparent. Exactly what it was I couldn't make up my mind. Obviously, a female Superman, perhaps using Wonder Woman's sexual attractions. The underlying anti-male element wasn't really to be taken seriously, and I was never sure why it was included. Certainly it wasn't for propagandist reasons; probably simply an element in the artistic makeup.

But now things are different. Anti-male propaganda is everywhere. Now is not the time to force it down children's throats, to indoctrinate them as they read. You, Mr. Colon, I know are well aware of the harm there is in allowing attacks on any section of the population, whether on grounds of religion, race—or sex. A recent editorial showed you were not in favor of the current sex war. So why do you publicize such statements as "the folly of submitting to men," "the male-dominated world," etc., which constantly hold up the dreaded and hated image of MAN as the enemy?

I am not asking you to change Wonder Woman's ethos; I am asking that emphasis is moved away from antimale statements. I do hope you will be able to use at least part of this letter, to bring home to your readers that there is another side to the question. And let's have the same sensitivity toward men in general that you so strongly showed Chop-Chop in BLACKHAWK, because of his race.

Francis Hertzberg  
Quarry Bank, Cheshire, England

Rest assured, Francis, "antimale propaganda" will never have a place in WONDER WOMAN. We take a pro-people stance, without regard for sex, race, favorite breakfast food, or any other category. It's hardly a secret, though, that in many areas of our culture women face discrimination and disrespect. From its beginning, WONDER WOMAN has taken a stand on human rights, illustrating the notion that women and girls no less than men and boys should shy away from no achievement—should never give up dignity, optimism, and self-respect.

\*\*\*\*\*

Hola!

I have just a few things to say. One thing is, why is it that a lot of people, let's say anybody, will write a letter to you editors and they are the ones whose letters get printed all the time? Like a young man, his name I won't mention, has had so many of his letters printed

that I just don't think it is fair. I have written in to THE NEW TEEN TITANS, ALL-STAR SQUADRON, SUPERGIRL, FIRESTORM, and WONDER WOMAN it seems like billions of times, and NONE of those letters have been printed. I try to write ahead of time, for instance when I first see the book on the stands, and they still are never printed. I guess maybe one reason for this is because I subscribe to a lot of comics and I don't get to read them until they come in the mail. Usually they are later than when the stands show them.

Now, for issue #305 I had written a very nice letter that I desperately hoped would be printed. It wasn't. I was almost heartbroken. I sent that letter in as soon as I read it after I had received it in the mail. I'll reask my "important" questions, hoping like heck that THIS time it'll get printed.

1. How about letting Diana tell Steve that she loves him, not only as WW, but as Diana Prince, too? I think it's great that she is going to tell him her secrets and all, but make it quick! I'm anxious!!!!

2. How about giving the Huntress her very own book or mini- or maxi-series? If you do that, on alternating issues, why not show us some of Artemis's adventures as Wonder Woman? I thought that that would be a very good thing to do. And if you don't dump the Huntress, at least make her alternating from issue to issue!!! Then every once in a while WW will have some space!!!

3. I can never get enough of Hippolyta. I think that she is the greatest Amazon next to Di. Hippolyta should come and see how her daughter is doing here in li'l ol' man's world, as Gina Dartt said in the letter col in #310.

As for issue 310, I loved it!!! It was the best story of the Amazons that I've ever read. Please have more and more of these type stories, Dan. They are the best.

Jason Carr  
Chesterfield, IN

Well, First of all, Jason, speaking for myself, favoritism is never a factor in selecting letters. And getting printed is never a matter of first-come, first-served. Generally, a few rules apply:

1. Nonspecific praise or condemnation is not likely to appear in Wonder Words. I love hearing that you like what we're doing, but I can only print letters I expect to be interesting to, and possibly thought-provoking for, other readers. I also look for specific points in a letter to which I can respond.

2. When several readers coincidentally make the same remark or observation, I usually select only one or two representative letters—those that are brief, but not mysteriously so, and most to the point.

3. Subjects adequately discussed in previous issues probably won't be covered again unless there is a new slant to consider. For example, if you think that "The Huntress" deserves a book of her own, please continue to flood me with demands. I need to know. But if that's all you have to say, you

probably won't find your letter printed in Wonder Words.

4. This is the least important point, but ... Unless your handwriting wins prizes, if you have access to a typewriter, please use it. Our typesetter needs typewritten copy, so somebody here in the office (usually yours truly) has to retype handwritten missives. Trust me, I'd never automatically reject a letter because it was handwritten (two of the letters in this column were handwritten), but when I'm pressed for a deadline, I select first from letters that are typewritten already.

So, I'm sorry if anybody is ever heartbroken over a letter column. Comics, including their letters columns, should spread pleasure, I think, not inflict pain. End of lecture.

As for your questions, Jason...

By now you know how the subplot involving Diana's revealing her alter ego turned out. We'll keep you hanging for a while yet over Sofia's intrigues and their effects on Steve and Di. It'll be worth the wait.

Concerning Artemis—How about it, readers? Would you like to read more about the prehistoric Amazons? It could be arranged.

Finally, as I mentioned earlier, Hippolyta and a couple of other Amazons will be playing a significant role in upcoming issues.

\*\*\*\*\*

Next issue you'll get to meet a truly unusual villain—he's Tezcatlipoca, the god the Aztecs called the Smoky Mirror, a trickster for whom the end of the world is the greatest joke of all. A new Huntress story begins, too, featuring a very unpleasant chap called the See-Lion. All in all, WONDER WOMAN 314 is worth the wait!

—Alan



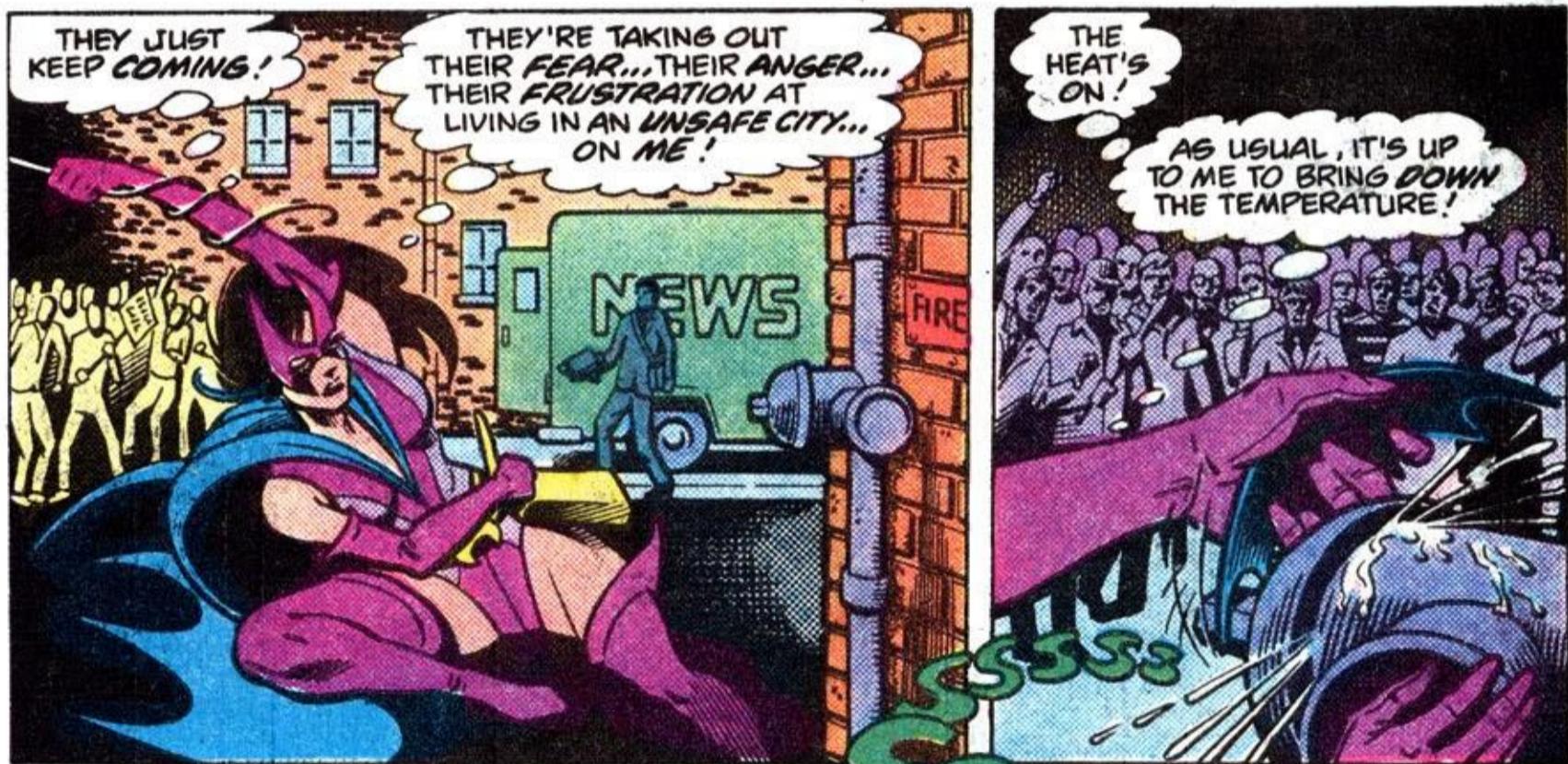


# The WORM TURNS

JOEY CAVALIERI \* TIM BURGARD \*  
• WRITER • PENCILLER •

GARY MARTIN  
• INKER •

\* NANSI HOOLAHAN \* ALBERT DE GUZMAN \* ALAN GOLD  
• COLORIST • LETTERER • EDITOR •



A LITTLE LATER...

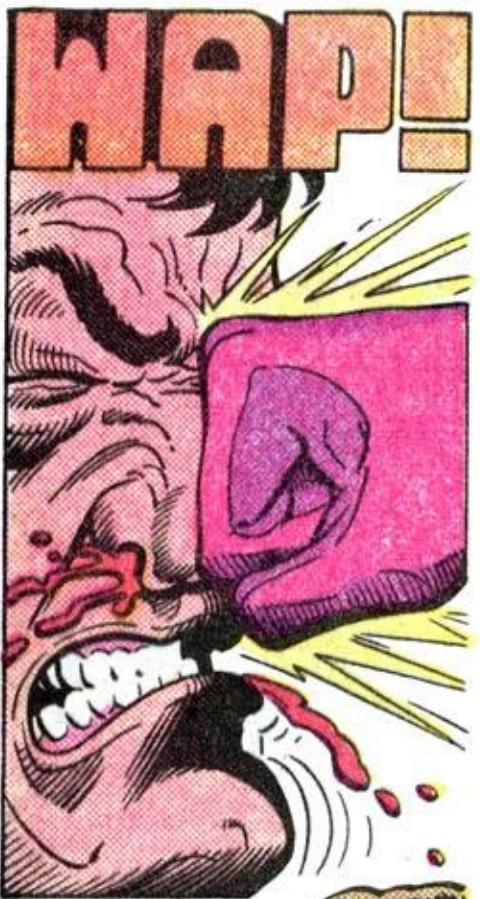
NEDRA'S BEEN GIVING THIS TERRY MARSH CHARACTER A LOT OF PLAY IN HER NEWSCASTS!

WELL, IT'S TIME FOR MARSH TO MEET THE LOYAL OPPOSITION!

HE'S THE ONE WHO'S ORGANIZED THE CITIZENS' GROUPS AGAINST ME... AND PUT A LOT OF PRESSURE ON THE MAYOR AND COMMISSIONER BESIDES!

IT'S THAT THUG'S JACKET! THE ONE WHO WAS WORKING FOR THE EARTHWORM! IT'S EVEN GOT THE KNIFE HOLES WHERE I PEGGED HIM UP!

WHAT'S IT DOING HERE, I WONDER? COULD THERE BE SOME CONNECTION BETWEEN...





# ZORCOM™ SPACESHIP

The Dynamic New Space Adventure Kids Can Really Get Into!

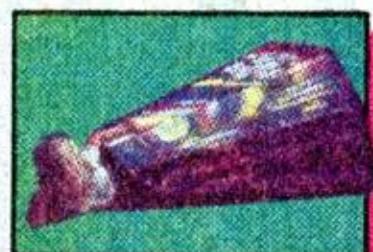
## STURDY PLACE

Made of heavy-duty 275 lb. tested fiberboard designed to withstand lots of vigorous play.

GREAT ADVENTURE AT GREAT PRICES!

## EXCITING PLACE

Illustrated with an astonishing array of colorful space graphics, ranging from vibrant reds & yellows to passive blues & greens.



## HIDING PLACE

Young Astronauts can crawl IN or THRU their own secret hiding place (more than one ship creates a squadron, space station, a tunnel and more).



## CREATIVE PLACE

The roomy interior has over 35 sq. ft. of clean white working space for children to customize their ship by drawing, coloring, stickers, etc.



"A Creative Growth Company" ZORCOM, P.O. Box 848, Utica, N.Y. 13503

**Easy to Assemble and folds up for storage.**



**Just open it up.**  
Insert inner and rear panels.

MADE IN AMERICA



## ZORCOM SPACESHIP Order Form

ONLY NOW! WITH MY SPECIAL SQUADRON OFFER CAN YOU AND YOUR FRIENDS PAY AN INCREDIBLE **9.95** EACH FOR TWO OR MORE SHIPS!

**Order Today!! Money Back Guarantee**

- Send me 1 spaceship at \$12.95 plus \$3.00 for shipping
- SPECIAL OFFER** (with 2 or more ships) Send me \_\_\_\_\_ spaceships at \$9.95 each plus \$3.00 each for shipping.  
If you live in NY State add sales tax.

(Make check or money order payable to: Zorcom P.O. Box 848 - Utica, NY 13503)

Name

Address

City

State Zip

Offer good in U.S.A. only.  
Void where prohibited.

**FREE POSTER** \*

A dazzling 17 x 24 inch poster  
of Zorcom's "Forgotten Zone"  
can be yours free  
with purchase of  
any Zorcom product.



**ZORCOM Vol. 1 in the ZORCOM Audio Adventure Series.** Join ZORCOM on a journey through time and space to the Forgotten Zone. Hear the attack of the dread Hakka beasts... listen to laser control beams as ZORCOM maneuvers inside the Caverns of Invisible Doom... brace for the surge of power that rockets YOUR SPACESHIP... feel the chill of the AUDIO ADVENTURE SERIES... One step beyond the thrills of the comic book/The next frontier in fantasy adventure... watch for Vol. 2,

© ZORCOM Enterprise Inc. 1983. All rights reserved.

# MEANWHILE

## RANDOM THOUGHTS: ON THE CONVENTION TRAIL, 1983

I like flying, I really do! (Providing I'm in an airplane ... no matter what the ads said, I don't believe a man can fly!) I hate getting to and from airports, though, and since I'm a bit paranoid about missing flights I tend to allow a little extra time to get to the airport (just in case) and inevitably find myself hanging around for an hour or two before I can board my flight. Thank God for airport bookstores, coffee shops and, I guess, cocktail lounges. Getting home after a trip is always a hassle. I live in Connecticut, about seventy miles from N.Y. airports and whether I have my car or hop a limo, the ground trip home seems to tire me more than the flight.

I became more aware of these attitudes this summer as just about every weekend I traveled to a distant city to attend a comic convention, the most ambitious convention tour ever undertaken by DC and/or yours truly. With Sal Amendola (our Talent Coordinator) for company on every trip and various other DC luminaries on some of them we attended conventions at Anaheim, CA; New York; Philadelphia, PA; Ottawa, Canada; Chicago, IL; San Diego, CA; Orlando, FL; still to come are Boston, Hartford, Wichita and New York again. I missed Houston, though I was scheduled to go and a small show in the Washington, D.C. area was cancelled.

I'm writing this a few days before Labor Day with Bob Rozakis (and the typesetter) hovering anxiously in the background. (copy was due September 1st ... late again!) A jumble of fleeting remembrances, impressions and random thoughts vie for attention.

I remember:

—Sal Amendola calling my home from Houston to make sure I was still alive. He'd flown there from Washington, D.C. where he had just completed teaching a week-long seminar on drawing S.F. comics at the Smithsonian Institute. He expected to meet me at the Houston convention. A rumor spread on the

convention floor that I had collapsed, passed out or had been taken to the hospital in a state of exhaustion. All untrue, of course ... but I was tired and not feeling well enough to take the trip. Still, Sal's concern (and the rumor-monger's) was touching.

—The wonderful reception afforded DC's 16MM sound film which was shown at least once each convention. It's about ten minutes long and after a brief retrospective, it outlines all the new and exciting comics coming from DC for the rest of '83 and some of '84.

—Having Murphy Anderson (and Mrs. "Murph") show up, unexpectedly, at many of the conventions. Murph has been away from comics for about 10 years while he handled the immense task of producing a monthly preventive maintenance magazine for the U.S. Army. He's finished with that and his byline and familiar style will be gracing the pages of DC Comics again! Welcome back, Murph.

—Meeting Joe Shuster and Jerry Siegel at San Diego. We've met before, of course, and we didn't have too much time to talk this time but it's always good to meet Superman's creators.

—Chicago and San Diego which continue to be among the best attended and best organized cons around. (Although there was a massive room foul-up at Chicago this year, it was the hotel's fault.) Lotsa pros, lotsa fans and dealers at both.

—The Ottawa con held on a modern college campus. We slept in small, clean dorm rooms (Ye Gods! No TV?) Some pros thought that wasn't sophisticated enough, I guess, and opted for hotel accommodations nearby. Sal and I (the DC contingent) stayed and had fun! Sloshing beer with college guys made me feel young again ... Briefly.

—Talking to so many of our readers and fans. About comics in general and DC Comics in particular. Most of 'em thought comics today are more exciting than they've been in years.

—Wishing I could have talked to more.

—Grateful to be alive after being attacked (sort of) by about a half

dozen crazed DC writers upon my return to the hotel in San Diego. I was coming home from a nice dinner at a Mexican restaurant down at the harbor and these six loonies had concocted an idea for a new maxi-series and were looking for me to approve the idea. They charged at me as I entered the lobby and in exchange for sparing my life I gave them the go ahead ... and the DC Challenge was born! (More on that later.)

—Talking with DC regulars and old friends Roy Thomas, Gerry Conway, Dan Jurgens, Mark Evanier, Dan Spiegel, Jerry Ordway, Mike Machlan, Jan Strnad, Don Newton, Steve Gerber and others (whose names I will remember the moment this goes to press) who live and work too far from the home office for me to see regularly.

—All those hotel rooms, all those restaurant meals, all those rented cars, all those cab rides. All those carefully collected receipts for my expense vouchers.

—Talking comics with old friends Mike Friedrich (of Star\* Reach) and Dez Skinn (Editor of Warrior, a top-notch British comic).

—Beating Marvel (by a nose!) at the Comics Feud, a San Diego Con version of The Family Feud! They'll be after us next year, with blood in their eyes, at a re-match.

—The projector breaking down at Philadelphia about 2 minutes into our film and Sal Amendola and me having to do about 15 minutes of impromptu chatter and fielding questions from the audience while a new projector was found and set-up.

—The unprecedent steak 'n' eggs breakfast for attending pros given by the new guys on the block, Multi-Media conventions, at Philadelphia. Thanks, guys.

—The hotel itself at the aforementioned Multi-Media Con in Philly. Brand new and beautiful!

—Talking to aspiring writers and artists as Sal Amendola and I looked at their portfolios. So many reminded me of myself some thirty-odd years ago. Incidentally, we're being forced to temporarily shelve our talent search for a time. We've been overwhelmed by samples mailed to us and folk who have talked to us and showed us samples at conventions. We're going to have to spend some time working closely with the talent that has surfaced and responding to all who have submitted samples. If you've thought of submitting, please hang on for a while as we dig out. We'll give you the go-ahead in this column as soon as all's clear.

—Seeing and chatting with our comic distributors all of whom I was lucky enough to meet at a meeting on the Warner's lot in L.A. earlier this year.

—Hearing the universally positive attitudes expressed by publishers, distributors, dealers and fans about the future of comics in this country.

Thank you and Good Afternoon.

Dick

SOON AFTER, BELOW AVENUE XX...

GUESS I SHOWED MARSH HIS PLACE, HEY, EARTHWORM?

GETTING A TOUCH FEISTY WITH THAT EPITHET, AREN'T YOU, EDDIE?

SORRY, AH... HERBIE...

ALLASAME, WE DID MANAGE TO BRING MARSH BACK IN LINE...

TRUE, HE WILL TOE THE MARK...

...BUT I'M NO LONGER SURE I WANT HIM TO CONTINUE IN HIS PREVIOUS FUNCTION... FINDING US CLIENTS TO SELL THE INFANTS WE'VE BOUGHT.

HE SEEMS TO HAVE LUCKED ONTO SOMETHING...

...THAT OF BEING THE STUMBLING BLOCK THAT CAUSES THE FALL OF THE HUNTRESS!

"FALL," UGLY?

I DIDN'T EVEN STUB MY TOE.

YOU'RE UGLY ENOUGH TO BE CALLED THE EARTHWORM, YES?

FLIPPANCY  
IS THE MARK OF  
OVERCONFIDENCE.

WE'LL SEE HOW  
COMS... YOUR FLIPPANCY  
AND YOUR CONFIDENCE  
CAST!

I'VE THE CONFIDENCE...  
OF FIGHTING TWO LIFETIMES  
WORTH OF GARBAGE  
LIKE YOU!

...BUT I'VE NEVER  
HAD TROUBLE AGAINST  
VERMIN--

YOUR CROCS  
GAVE ME A TOUGH  
TIME...

-- WHETHER IT  
WALKS ON FOUR  
LEGS--OR TWO!

THEY DIDN'T STOP  
HER! THEY DIDN'T EVEN  
GROSS HER OUT!

LET'S--  
GET--  
GONE!

POP

SPLASH!





# THE GREAT MONOGRAM 1/24<sup>TH</sup> SCALE CAR GIVEAWAY!



## Three Will Get You One. Free!

Here's a fantastic chance to add to your model car collection. Or start a new one. Just buy any three *different* Monogram 1/24th scale car kits and we'll send you another one. Absolutely free. See details on coupon.

Buy your Monogram favorites—the hot ones from Detroit, muscle cars, street machines, Grand National or the latest race cars—any model at all. They're all designed for detail and built for fun.

Visit your Monogram dealer soon. After all, chances like this don't come down the pike every day.

### The Great Monogram 1/24th Scale Car Giveaway Official Certificate

Complete and mail this certificate together with the dated cash register receipts or a photo copy of the receipts and the top of the front page of the instruction sheets (no reproduction) from any three different Monogram 1/24th scale car kits showing the Monogram trademark and stock numbers of the kits. Monogram reserves the right to choose which 1/24th scale model car kit to send you. Mail to:

1/24th Car Offer  
Monogram Models, Inc.  
P.O. Box 813  
Morton Grove, IL 60053

Send my free 1/24th scale car to: (Please print clearly)

NAME \_\_\_\_\_

ADDRESS \_\_\_\_\_

CITY \_\_\_\_\_

STATE \_\_\_\_\_ ZIP \_\_\_\_\_

Limit one free model kit per household or organization. Allow 6-8 weeks for delivery. Offer void where prohibited, taxed, or otherwise restricted. No rainchecks or other price/product guarantees will be honored. Certificates are non-transferable, non-reproducible. Offer good only in U.S.A. and Puerto Rico. Monogram Models, Inc. is not responsible for lost, misdirected, or late mail.

Purchases must be made between November 15, 1983 and July 31, 1984. Requests must be postmarked no later than August 15, 1984.

© 1983 Monogram Models, Inc.

# MONOGRAM

Monogram Models, Inc.  
Morton Grove, Illinois 60053

© 1983 Monogram Models, Inc. All Rights Reserved

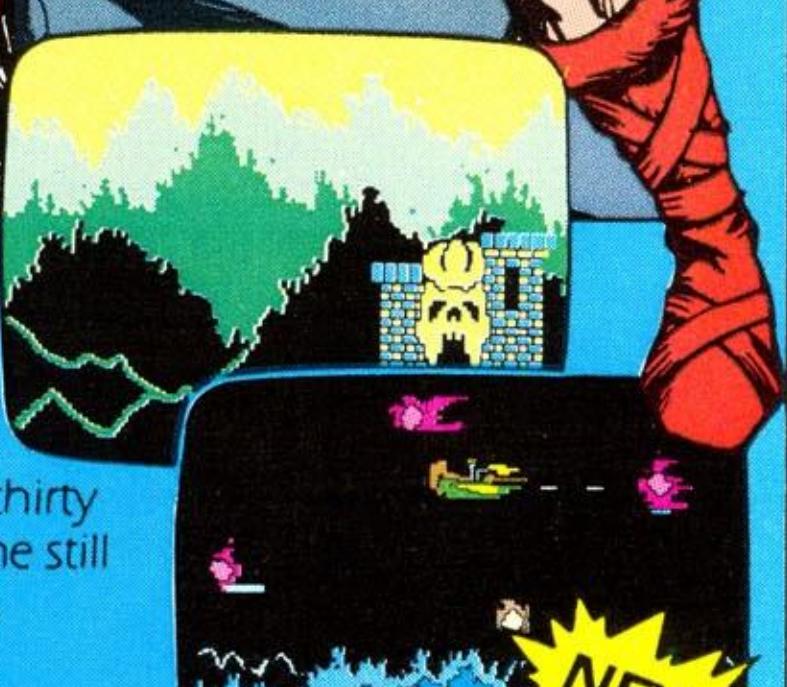
DC

# MASTERS

OF THE UNIVERSE™  
THE POWER OF HE-MAN™  
VIDEO GAME



THE POWER OF HE-MAN™\* for Intellivision® and Atari® 2600. It's the first Masters of the Universe™\* video game, but it could be the last for He-Man.™\* Because even if he survives thirty treacherous miles in his Wind Raider™\* he still has to battle Skeletor™\* in the mysterious Castle Grayskull™\*!



**MATTEL ELECTRONICS®**

©Mattel, Inc. 1983. All Rights Reserved. \*Trademarks used under license from Mattel, Inc.

Game shown on Intellivision, with SuperGraphics.  
Game varies by system.

1 2600 650