



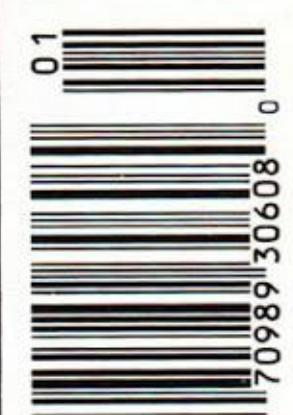
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JENETTE
KAHN
PRESIDENT AND
EDITOR-IN-CHIEF

DC THIS WEEK

It seems as though I've been traveling all summer. Several months ago, I made my way west with a legion of other comic book lovers to the annual July 4th convention in Chicago. One month later, I flew to San Diego to join hundreds of people from the comic book community for the annual convention there.

In between these two major summer conventions and for weeks after San Diego, I still found myself at an airport or in a plane or unpacking in a too familiar hotel room. Almost always, these planes were headed to Los Angeles where I spent the greater part of my time with Warner Bros. Television and Lorimar developing DC properties to present to the networks for possible airing in the fall of 1990.

By the time the summer was over, I was feeling the wear and tear of endlessly packing and unpacking, two of my least favorite activities. But there was still another annual convention that I had been attending for many years—the British Comicon in London—and I found myself debating whether to go.

The British Comicon is very special. To my knowledge it's always been held over a September weekend at the University of London. Artists and writers come from all over Great Britain, with talent like Cam Kennedy and Jim Baikie arriving from the desolate Orkney Islands at the northernmost tip of Britain and Grant Morrison (*DOOM PATROL*, *ANIMAL MAN*, and *ARKHAM ASYLUM*) traveling all the way from Scotland.

It's wonderful to spend time with the British freelancers. They have proven to be among our most valuable contributors. And they are such a friendly, warm, and interesting group of people.

I'd been going to the British Comicon for many years, first by myself and later with vice-president of editorial, Dick Giordano, and group editor Karen Berger. Several years ago, Dick and I gave Karen the assignment of liaison with the British talent. She had done such an outstanding job that this year Dick, in anticipation of the birth of his first grandchild, felt totally comfortable staying home. I, too, having total confidence in Karen, waffled about going.

It was Marv Wolfman who convinced me that I should not break with tradition but should pack one more time and head over the Atlantic. Marv, as you know, recently became the regular writer on *BATMAN*. Marv lives in L.A., which is a far cry from *DETECTIVE* writer Alan Grant who lives in England with his wife, Sue. Denny O'Neil, editor of both books and justifiably one of the most renowned Batman writers himself, is in New York. Denny, Marv, and Alan had decided to meet two days before the British Comicon to plan the *BATMAN* and *DETECTIVE* issues for 1990.

Year in, year out, Batman has always been voted favorite character by thousands of comic book fans. As those of you who read these editorials know, he has been my favorite since childhood as he is Dick's and Denny's as well. I think the Dark Knight teams are top-notch, with Marv and Jim Aparo on one book and Alan and Norm Breyfogle on the other. But I always have a lot to say about our Batman comics. No matter how good they are, I want them to be better. The recipient of many of my comments after an issue has already been drawn, Marv urged me to come share my views at the formative stage.

One sunny morning early in September, Denny, Alan, and Marv arrived in my London hotel room to start our brainstorming on Batman.

Denny and I had isolated a number of issues we wanted to address. Now that Tim Drake was on the scene, we wanted to make sure we developed him in relation to both Bruce and Alfred. It was important to us that—over time—both Bruce and Tim would be visibly affected by each other's presence.

Denny and I also wanted to reach consensus on which secondary characters to develop during 1990. We felt that too often in our books, Commissioner Gordon had been a stock character with two-dimensional responses. If you enjoyed the fuller presentation of Gordon in *BATMAN: YEAR ONE*, you'll be delighted by the very human portrait of Gordon that emerges in both *DETECTIVE* and *BATMAN* in the next year.

The *Batman* movie gave us a Vicki Vale who was at a major peak in her career. Next year's *BATMAN* and *DETECTIVE* will show Vicki at an earlier stage in her life as she tries to carve a name for herself as a photojournalist. She'll be taking on an exceedingly dangerous villain and Batman will become deeply disturbed that she's in way over her head.

Another concern of Denny's and mine was to make sure that next year *DETECTIVE* and *BATMAN* reinforced each other. Alan and Marv were totally open to this. We weren't looking for the totally intense continuity that characterizes the Superman books; we just wanted to make sure that if Alfred has a broken arm in *BATMAN*, he's still nursing that broken arm in *DETECTIVE*.

Also on our agenda was which villain or villains we should focus on for 1990. We couldn't let the year go by without bringing back the Joker. But all of us realized that this time the stakes would be higher than they've ever been. After all, last year in the best-selling *A DEATH IN THE FAMILY*, the Joker had killed Jason Todd. Since next year's Joker story will be launched in *BATMAN*, Denny and I agreed that we would go out to L.A. to see Marv so that together we would plot a truly fantastic Joker story.

Meanwhile, assistant editor Dan Raspler had put together a 45-page presentation of Batman's villains so that everyone working on the future Batman movies would have an invaluable resource on which to draw. It proved to be a rich lode, not just for Warner Bros. to mine, but for Alan, Marv, Denny, and me as well.

We decided to focus on the Penguin as the most important villain—next to the Joker, of course—that Batman will encounter next year. The problem was, it was hard to take the Penguin seriously. For about five decades he'd been a superficial aggregation of gimmicks without any real motivation or modus operandi. We gave him both without discarding any of the eccentricities for which Batman fans have embraced the Man of a Thousand Umbrellas. Eager to cast the new and formidable Penguin into a starring role, we agreed that he will be the centerpiece of at least five comics in 1990.

This trip was a total success. All four of us left tired but exhilarated, eager to see our plans come to fruition. Of course, with the *Batman* movie having taken the world by storm, all Batman books are flying off the shelves. But we at DC are dedicated to giving you the best comics possible, with or without Batmania. Stick with us. We'll give you countless reasons to read DC.

—Jenette

DEADMAN: LOVE AFTER DEATH 2

Deadman battles deadly beasts and fearsome freaks when he attempts to free his newfound love from the hands of the demented ringmaster. ★►▲

THE QUESTION 34

Will Hub City continue to remain peaceful . . . or is something festering that could finally destroy Myra and her city? ◆►▲

THE SHADOW STRIKES! 5

"Twin Trails" presents the four-part crossover featuring the first-ever meeting of The Shadow and Doc Savage! ■►▲

ADVANCED DUNGEONS & DRAGONS 14

The young Cat Lord . . . kidnapped by bounty hunters! ■►

DR. FATE 13

Wotan has beaten Dr. Fate in combat and is now set on taking over the world. ■►

LEGENDS OF THE DARK KNIGHT 3

A man is killed during a strange theft, and soon The Batman finds himself pitted against an almost ethereal foe. ◆►▲

NEW GODS 12

The conclusion of "Bloodlines," as Orion makes the ultimate decision! ■▲

THE PHANTOM 11

The Phantom fights to save a drought-ravaged nation. ■►

GREEN ARROW 28

The Warlord has the drop on Green Arrow . . . and just who is trying to kill Oliver Queen? ■►▲

CAPTAIN ATOM 37

Captain Atom absorbs a huge jolt of energy, bumping him 24 hours into the future. Now he must learn what happened or lose everything. ●

JUSTICE LEAGUE EUROPE 10

What happened to Power Girl? Will Red Fox join the JLI? And what about Metamorpho's baby? ●

SUICIDE SQUAD 37

The Red Shadows, the USSR's answer to the Squad, is formed; while in New Orleans, the coils of the LOA tighten—and the mad pie thrower is revealed! ●

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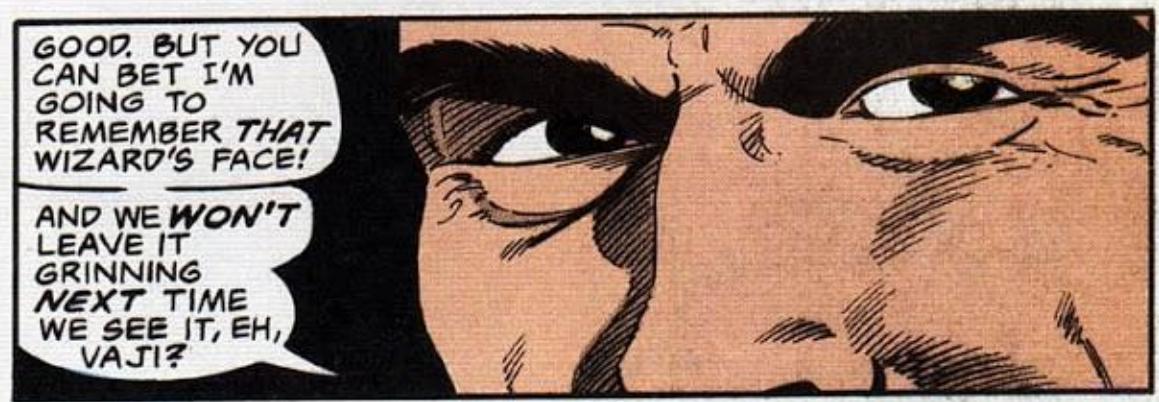


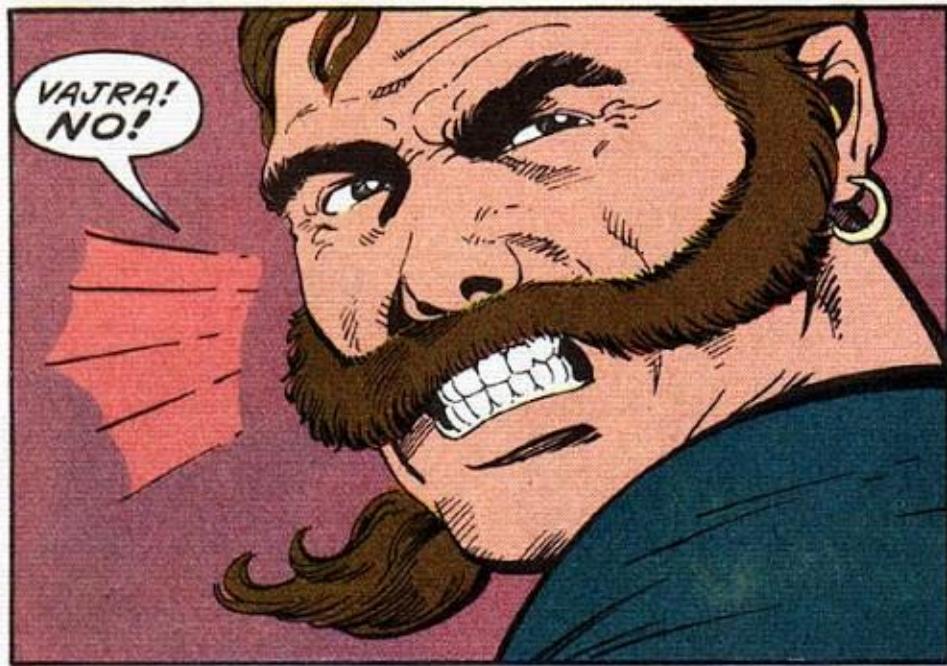
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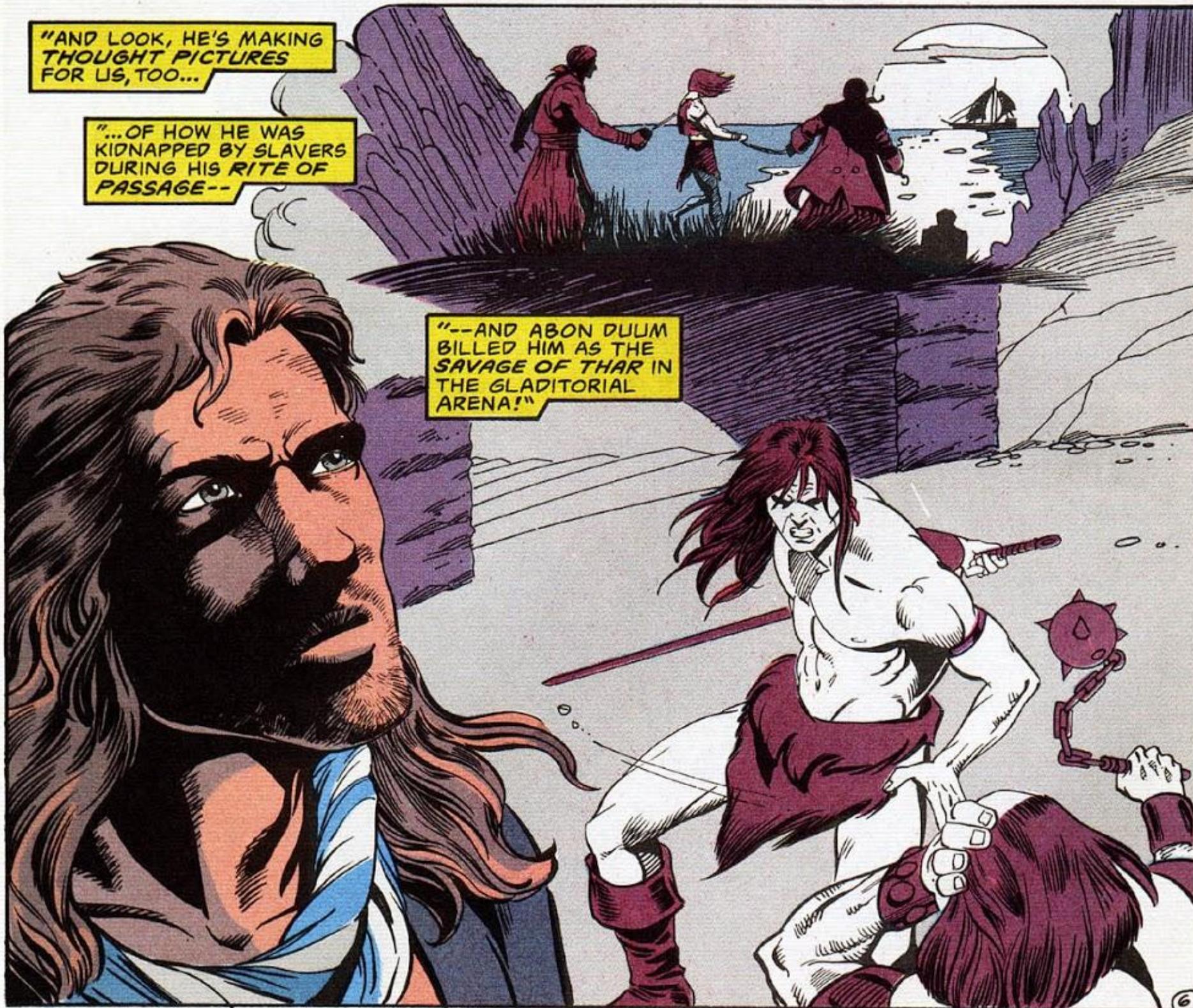
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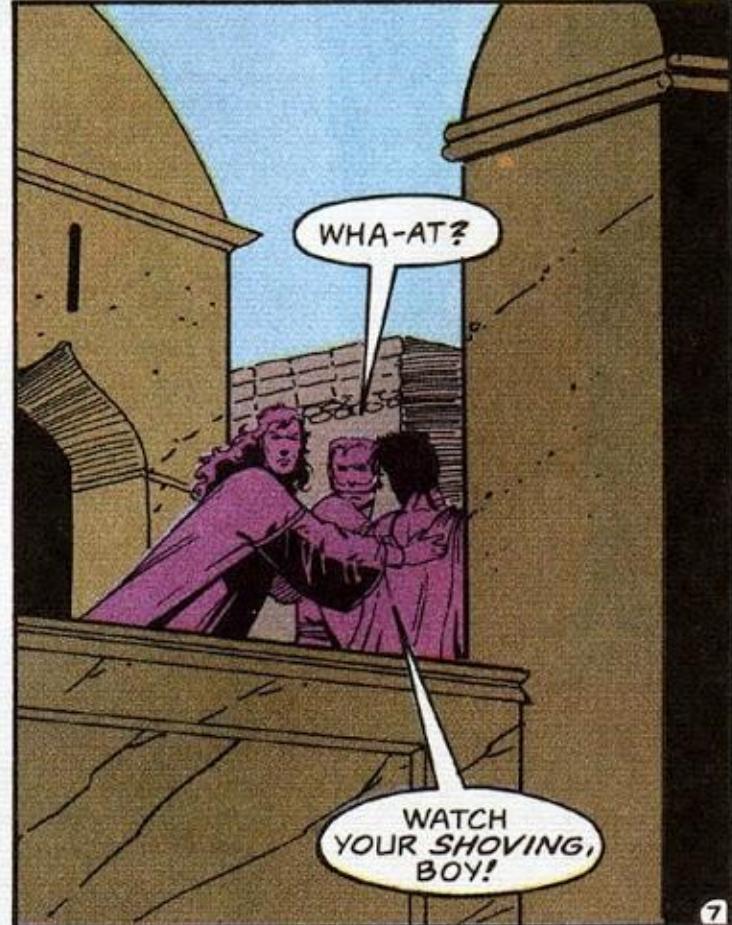


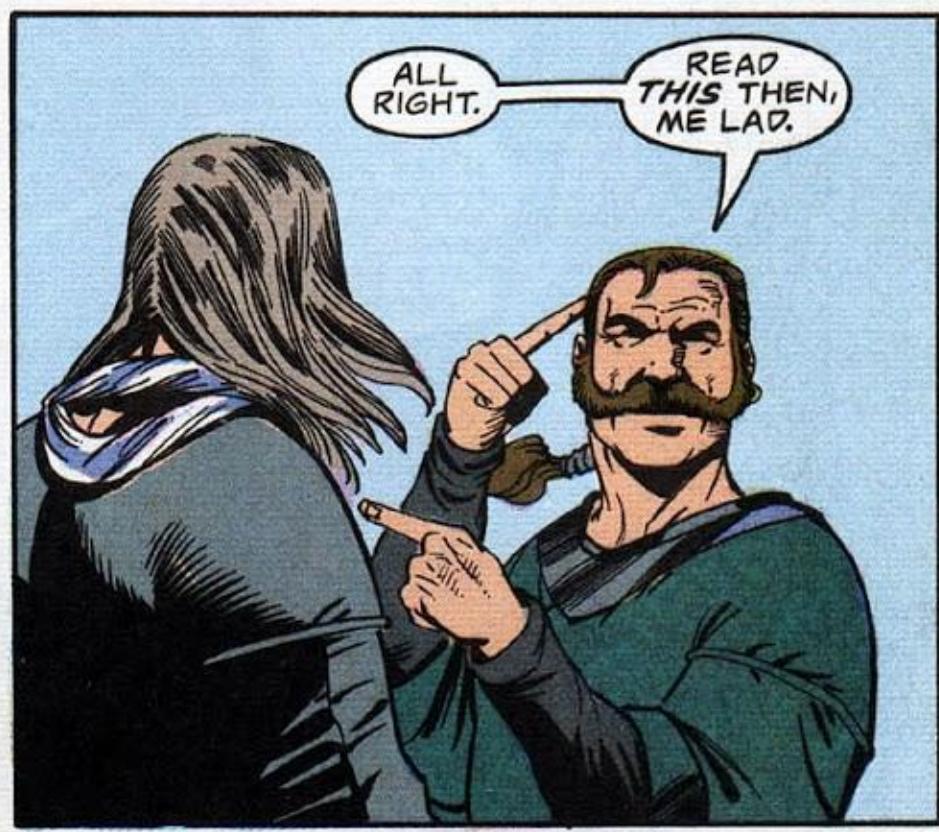
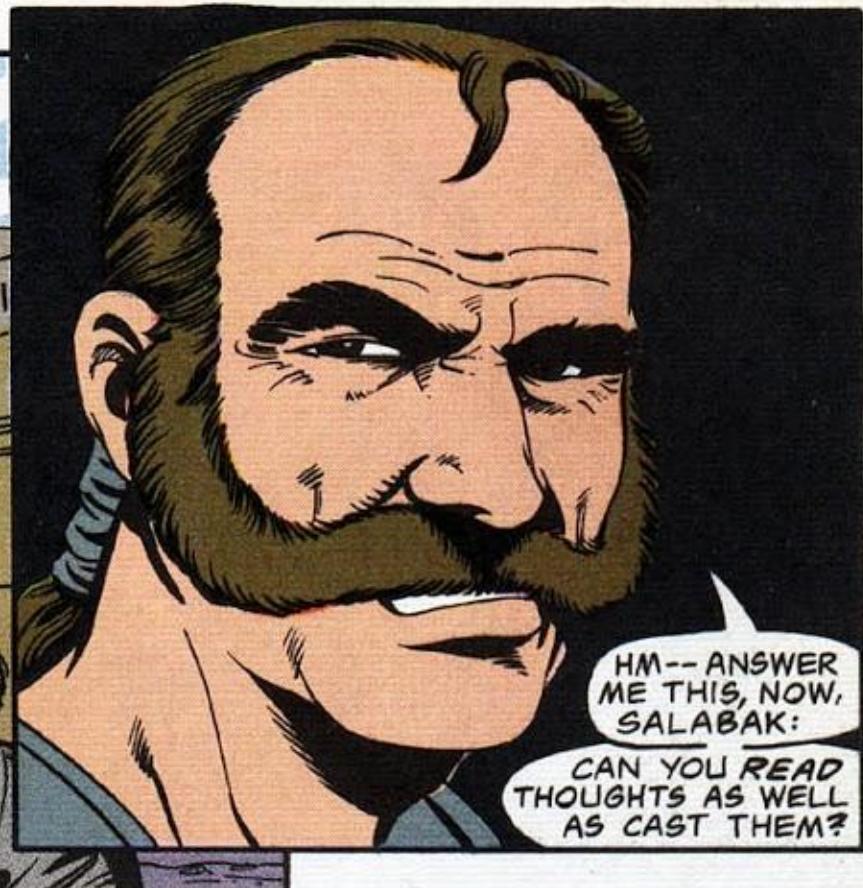
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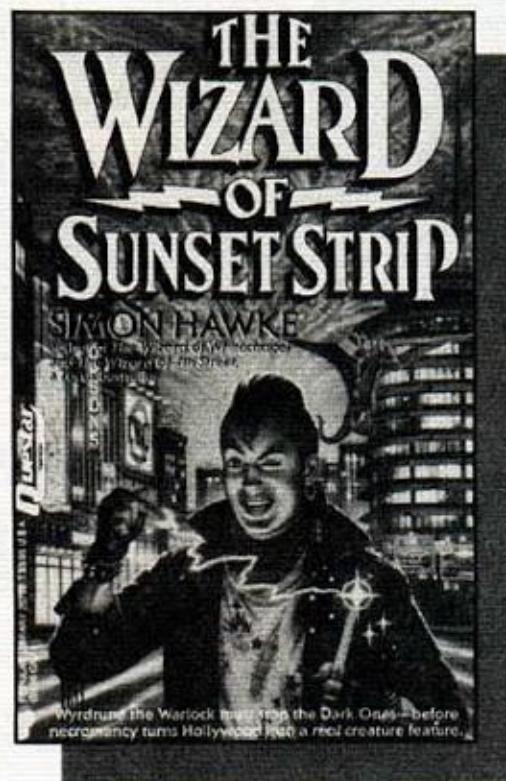


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turning into a house of horrors. Hollywood may be a strange place, but it's never been like this.

Cover art by Dave Mattingly
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A WORD FROM Brian Thomsen



I've just finished reading a wonderful new book by Simon Hawke called *The Wizard of Rue Morgue*. I know this month's book is **THE WIZARD OF SUNSET STRIP** (and it is undeniably a winner), but I read that one months ago.

You see, as an editor, I always have to read one year ahead. What I'm reading in manuscript now will appear in book form next year. In a

Also this month: A New STARWOLVES Novel!

The Starwolves return in an action-packed adventure as they battle for their freedom against the evil rulers of Earth. *Rave Reviews* said Thorarinn Gunnarsson's first *Starwolves* adventure was "written engagingly in the style of early Heinlein."

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sense, all of publishing is science fictional—because we are always working in the future. Our 1989 is your 1990.

However, working so far ahead definitely has its advantages: I always have a sneak peek at Simon Hawke's next magical adventure.

When you see me around, ask me for a glimpse into Questar's future.





"...TO HIS MASTER'S DEN!"

AND YET
HOW CAN
THAT BE?

BUT IT WAS
THE SAME CAT!
I'M CERTAIN
OF IT!

...WHEN
THE CREATURE
HAS BEEN HERE
WITH ME ALL
ALONG--

--AND
COMPLETELY
UNDER MY
CONTROL.

COMPLETELY.

HAH! OLD ABON DUUM
DOESN'T APPRECIATE
WHAT HE'S GETTING...

...OR WHAT HE
MAY GET IF I
DECIDE TO LET
HIM HAVE THE
CAT CHILD
AFTER ALL--

HAHAHAHA-
HAHAHAHA-

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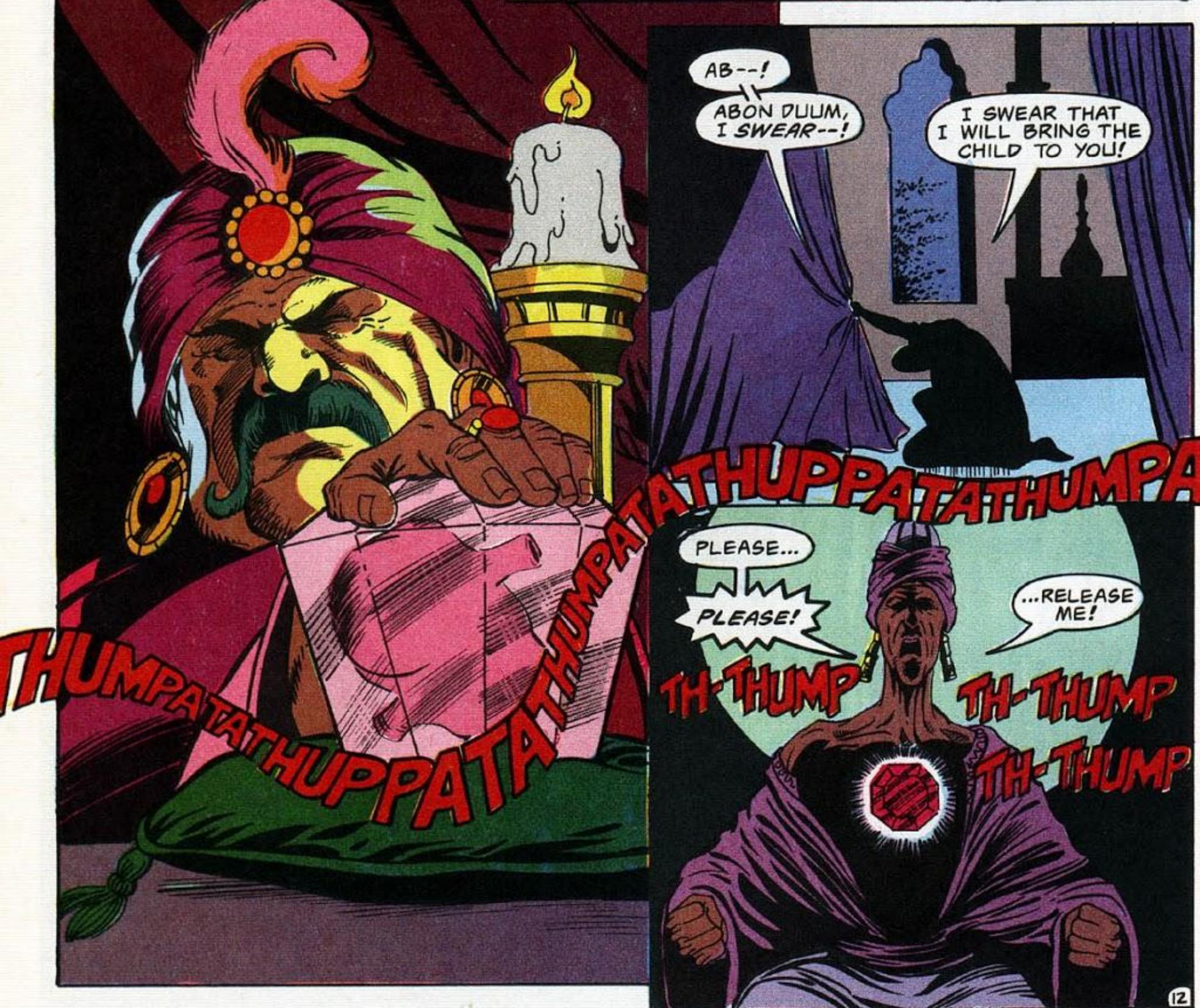
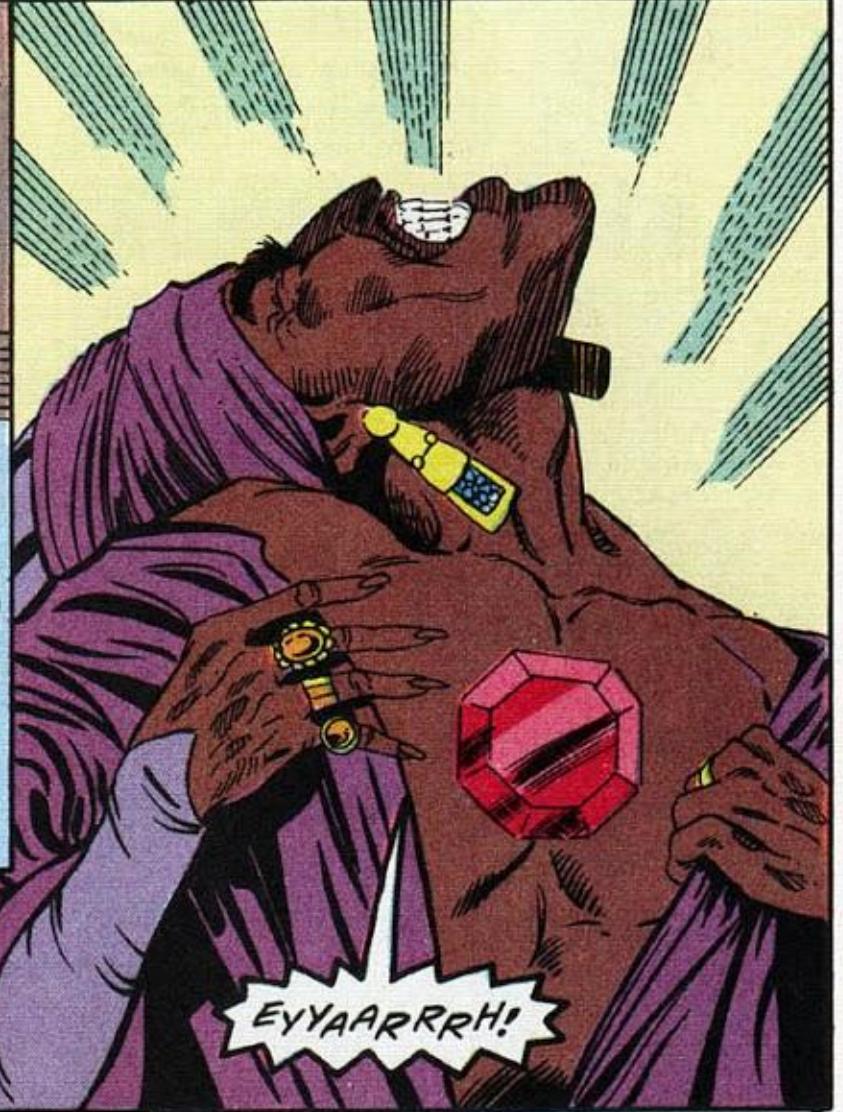
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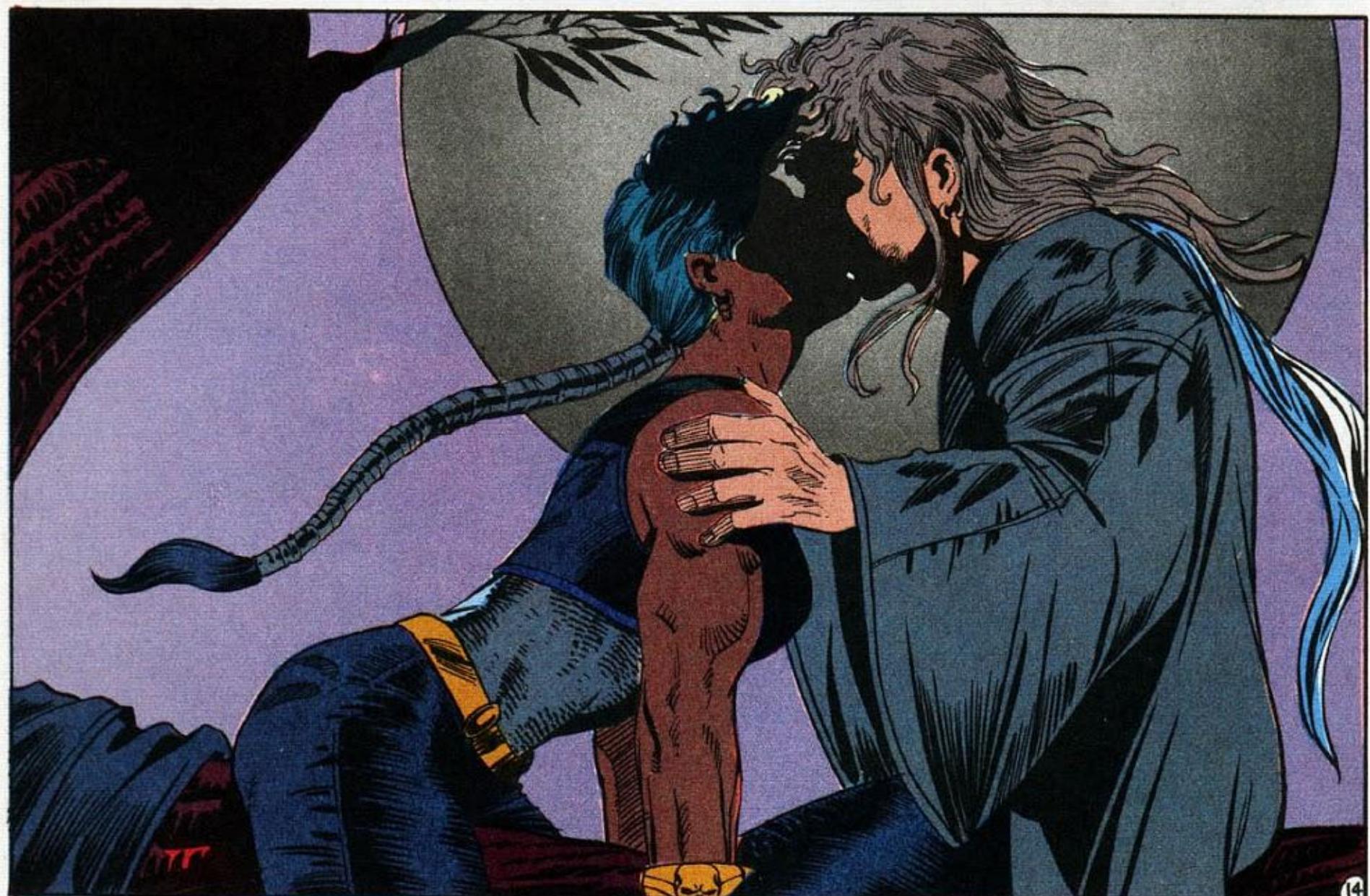


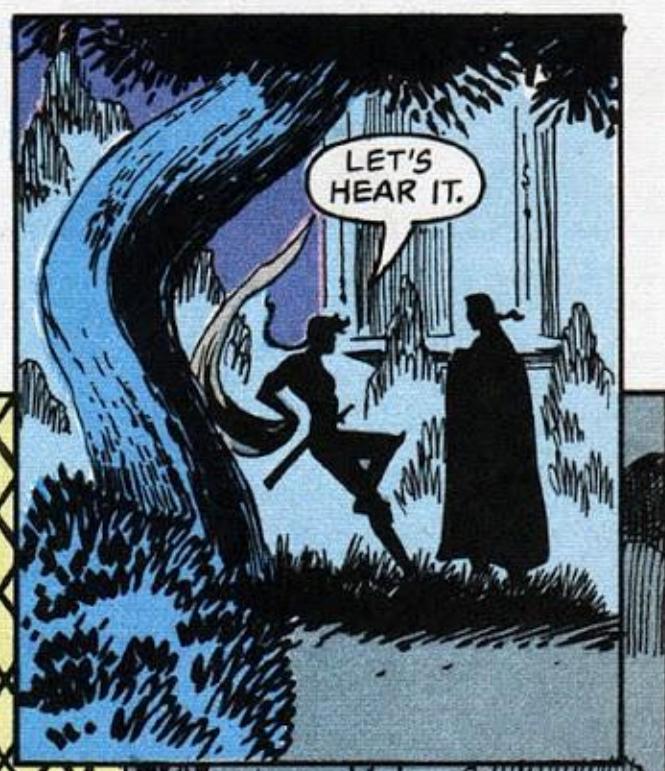
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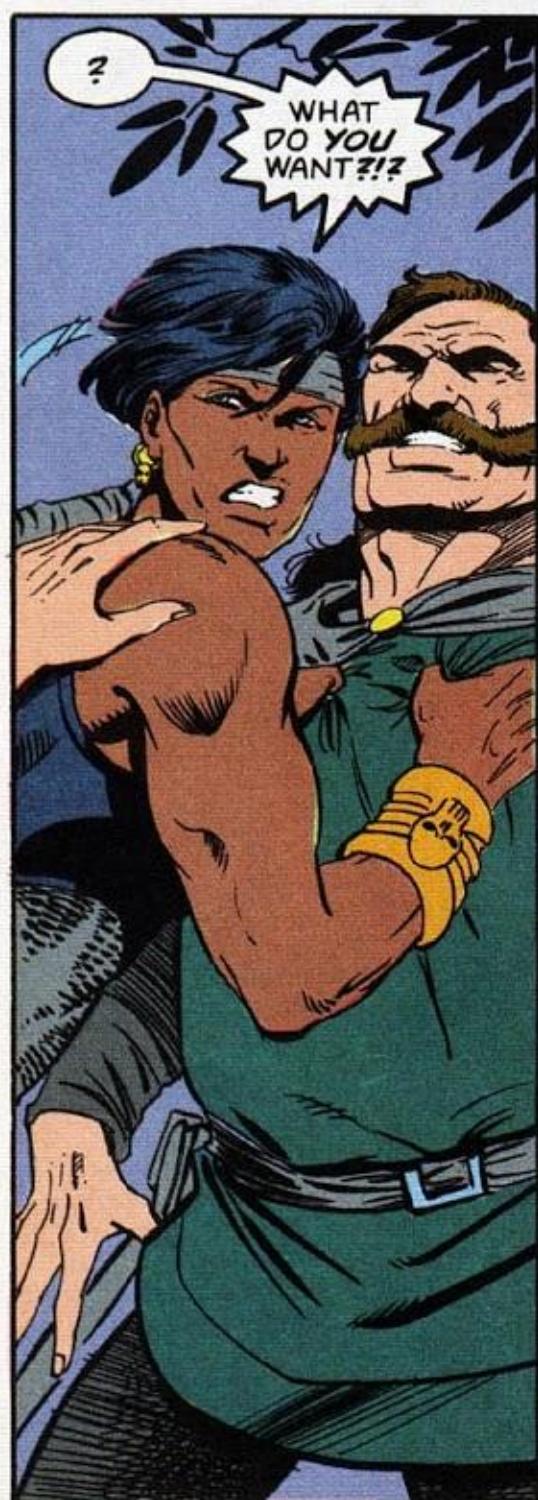
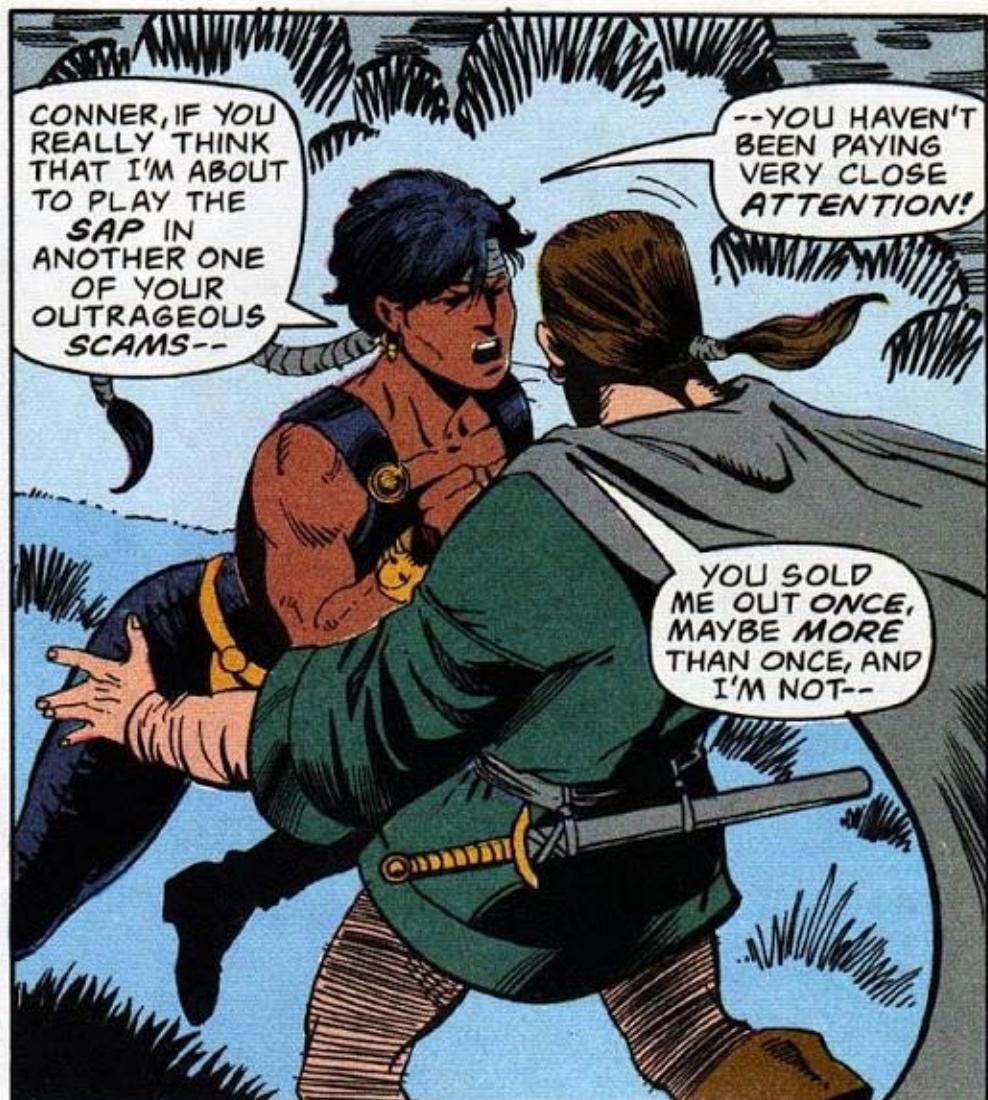
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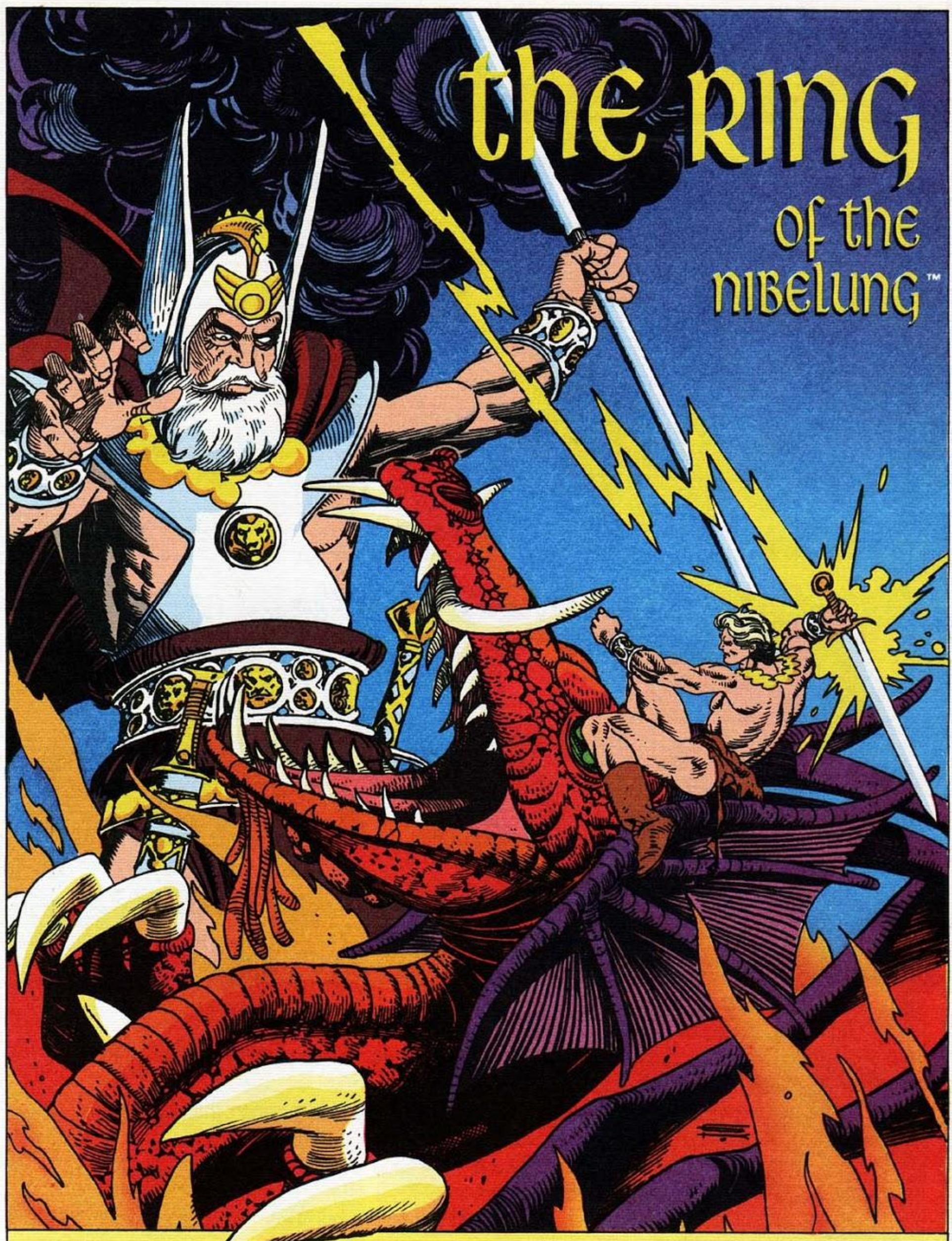












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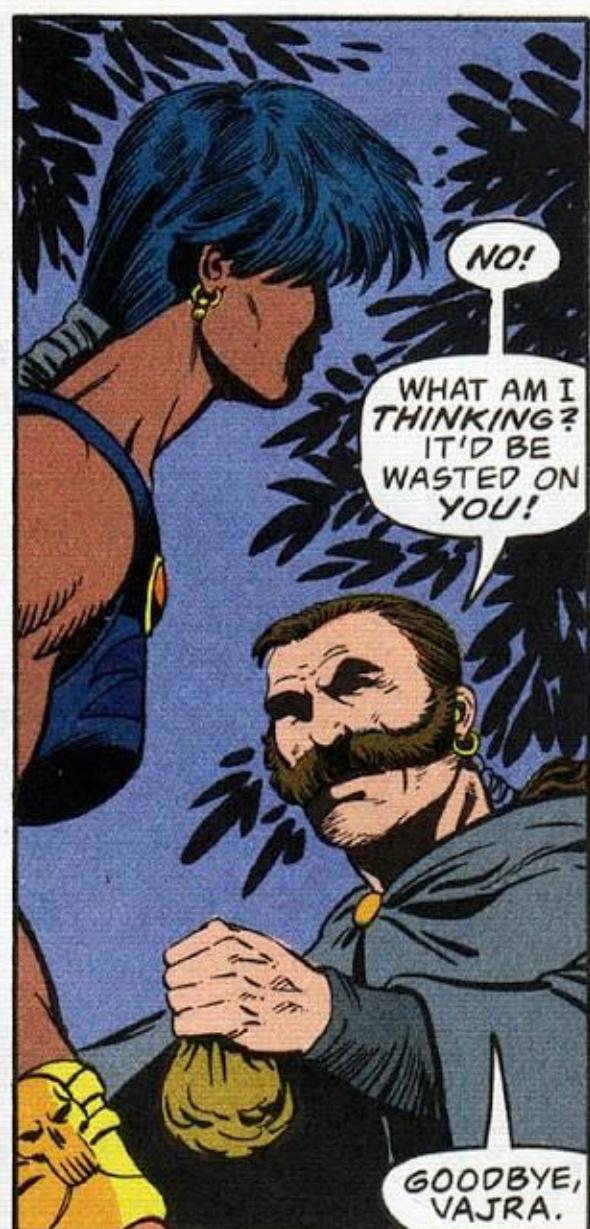


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It's the world we live in.

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If we all gave just five hours a week as a volunteer, it would be like mobilizing a force of more than 20 million full-time workers.

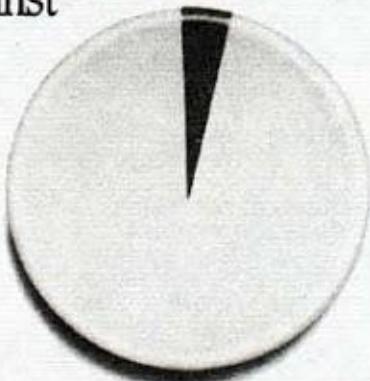
And if we all gave just five percent of our incomes, we could generate more than \$175 billion.

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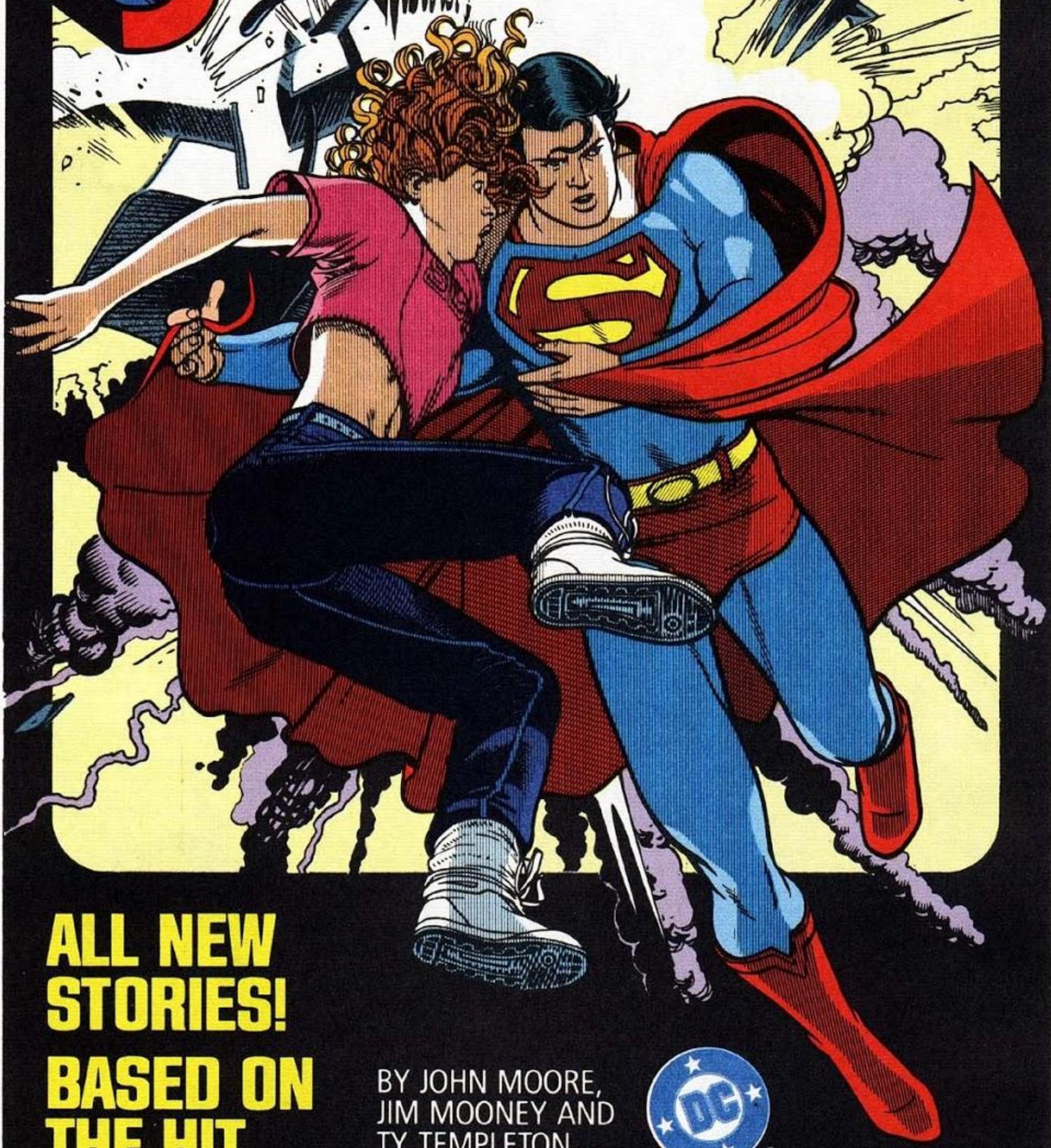
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BEGINNING IN DECEMBER

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TSR Worlds

—The DRAGONLANCE® Checklist—

1990 will be an exciting year for DRAGONLANCE fans everywhere. Not only will DC be producing a great comic every month, TSR will also be releasing a series of great products for all the fans who have followed the DRAGONLANCE saga for years. Let me list a few things for you to think about in the coming months:

February: The DRAGONLANCE Monstrous Compendium MC4, comes out with over 100 monsters especially created for the world of Krynn. It also comes with a three-ring binder and a storage slipcover. Full color dividers will display the best art from the TSR DRAGONLANCE world.

March: Riverwind, the Plainsman is the first novel of the year and details the adventure Riverwind had in getting the clerical staff for his lady love.

Also in that month is DLA1, the first module in a new DRAGONLANCE series. Dragon Dawn presents the other side of the planet Krynn and allows adventurers to explore its hidden wonders.

April: Other Lands DLR1, is an accessory detailing the hidden and hard-to-explore areas of the planet Krynn. Ancient civilizations can be found in this 96 page booklet. Are these cultures better left untouched? You will have to be the judge of that.

June: Kaz the Minotaur continues the Legend of Huma novel series with a story about what happens to Kaz after he leaves his fallen hero friend.

The DRAGONLANCE 1991 calendar becomes available in this month. It is filled with full-color art especially prepared for the DRAGONLANCE series.

DLA2 Dragon Spear is the second in a trilogy of modules that centers around the other half of the world of Krynn. In this part of the world dragons don't behave as they do on the continent of Ansalon.

July: Flint The King deals with that time in Flint's life when he was captured by the Gully Dwarves and forced to serve as their king and master.

September: Tharbardin is a continuation of the Stormblade novel and follows the further adventures of the dwarves of Krynn.

In that same month is DLA3 Dragon's Rest. It is the third in a trilogy of modules and takes the adventurers to the other half of the world of Krynn. In this adventure the lava oceans are explored in Gnome steam slides that glide over the flowing lava oceans on a cool steam of water (as long as the water holds out).

October: DLC1 DRAGONLANCE Classic Reprints allow the fans of the series to experience the first four modules. DL1 through DL4 were printed over three years ago. For many they were impossible to find. Now those adventures can be experienced in the AD&D 2nd Edition rules system.

November: Tanis the Shadow covers the five years before the time of the Chronicles of Dragonlance. Tanis is wandering, looking for a sign of the old clerics and also trying to recover some of his old life with the true elves of the forest.

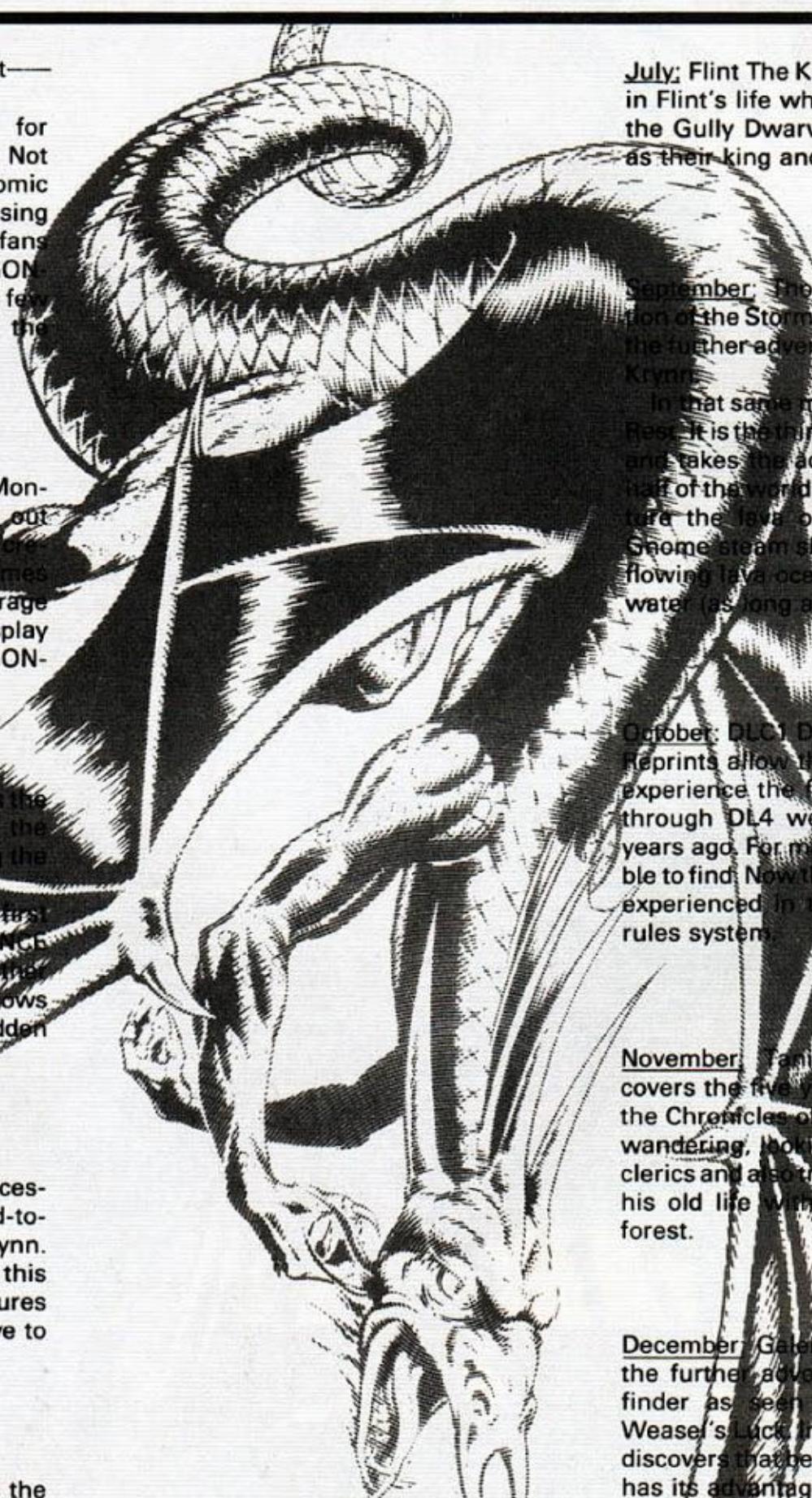
December: Galen Beknighted presents the further adventures of Galen Pathfinder as seen from the first novel, Weasel's Luck. In this book young Galen discovers that being honorable and bold has its advantages and disadvantages.

So that's the year for DRAGONLANCE products. I hope that many of you will find them interesting.

Jim Ward

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HO! HO! HO!

HO-NOK

The Holidays are almost upon us! It's time, once again, to ask that dreaded yuletide question:



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