

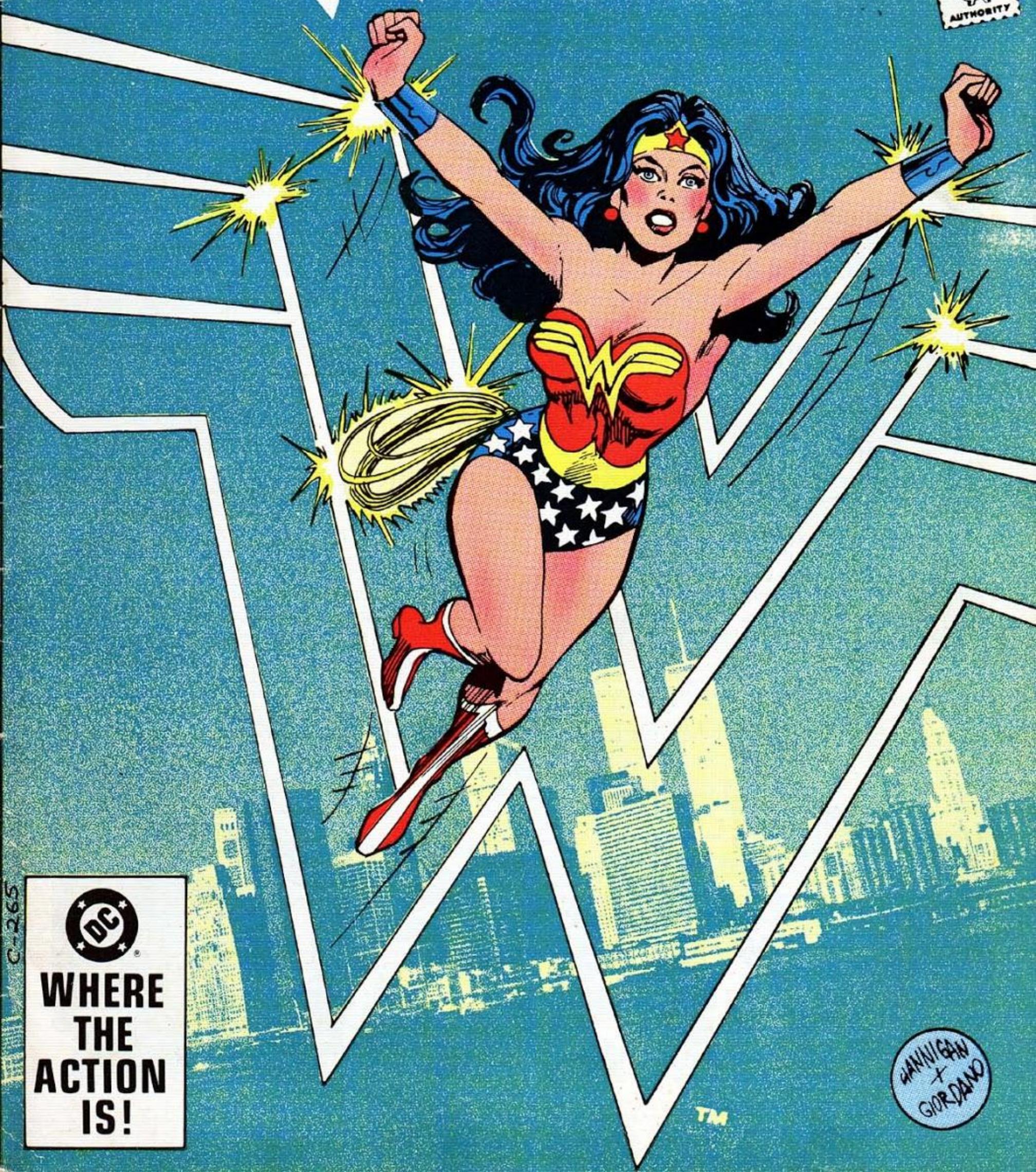


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NO. 302  
APRIL

# WONDER WOMAN®

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COMICS  
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CDA  
AUTHORITY



G-265



WHERE  
THE  
ACTION  
IS!

WANNIGAN  
+  
GIORDANO

TM

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**™

IN A CAVE THAT RUNS DEEP BENEATH PARADISE ISLAND, HOME OF THE AMAZONS, THE PRIDE OF THAT NOBLE RACE STANDS CHAINED AND ALONE...

HER SHACKLES ARE FORGED OF A METAL UNKNOWN TO THE WORLD OF MEN, THE WEIGHT THAT HOLDS HER DOWN IMMEASURABLE.

BUT RATHER THAN SOW TO THE TORMENT, SHE PERSEVERES-- RATHER THAN DESPAIR, SHE TRUSTS IN HER OWN LIMBS AND HER OWN SPIRIT...

SHE IS A HERO AMONG HEROES, AND SHE VOWS THAT THIS STRUGGLE WILL END, AND NOT IN DEFEAT, BUT IN--

**VICTORY!**

J-8632

DAN MISHKIN  
*writer*  
GENE COLAN  
*penciller*  
FRANK McLAUGHLIN  
*inker*  
BEN ODA - *letterer*  
C.GAFFORD - *colorist*  
MARV WOLFMAN  
*editor*

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WONDER  
WOMAN!

JUST BEFORE I  
LOST CONSCIOUSNESS  
I HEARD MOTHER  
CALL THAT SKELETAL  
WARRIOR WONDER  
WOMAN!\*

AND NOW I REMEMBER  
HER STORY--ONE THAT  
I HEARD AS A CHILD...

\*IT HAPPENED AT THE END  
OF LAST ISSUE -- MARY.

"HER NAME WAS ARTEMIS, AND  
THOUSANDS OF YEARS AGO --  
WHEN THE AMAZONS STILL LIVED  
ON THE GREEK ISLAND OF  
THEMISCYRE -- SHE WAS MOTHER'S  
CLOSEST FRIEND!"

"WHEN THE OLD AMAZON  
QUEEN WAS KILLED IN  
BATTLE, A TOURNAMENT  
WAS HELD TO DETERMINE  
HER SUCCESSOR..."

"AND THE CONTEST CAME DOWN AT LAST TO  
THOSE TWO FRIENDS, ARTEMIS AND HIPPOLYTA!"

"MOTHER WON, AND  
WAS CROWNED QUEEN..."

"BUT THERE WAS AN IMPORTANT TASK  
AWAITING ARTEMIS AS WELL!"



"THE GODDESSES ATHENA AND APHRODITE  
COMMANDED THAT AN AMAZON CHAMPION  
MUST VENTURE TO THE OUTSIDE WORLD,  
WHICH NEEDED NOT JUST HEROES, BUT  
ONE WITH WISDOM AND COMPASSION..."

"THERE WAS NEVER ANY QUESTION  
WHO THEIR CHOICE SHOULD BE.

"WITH SWORD AND SHIELD AND ROYAL TIARA,  
ARTEMIS EMBARKED ON HER NEW CAREER..."



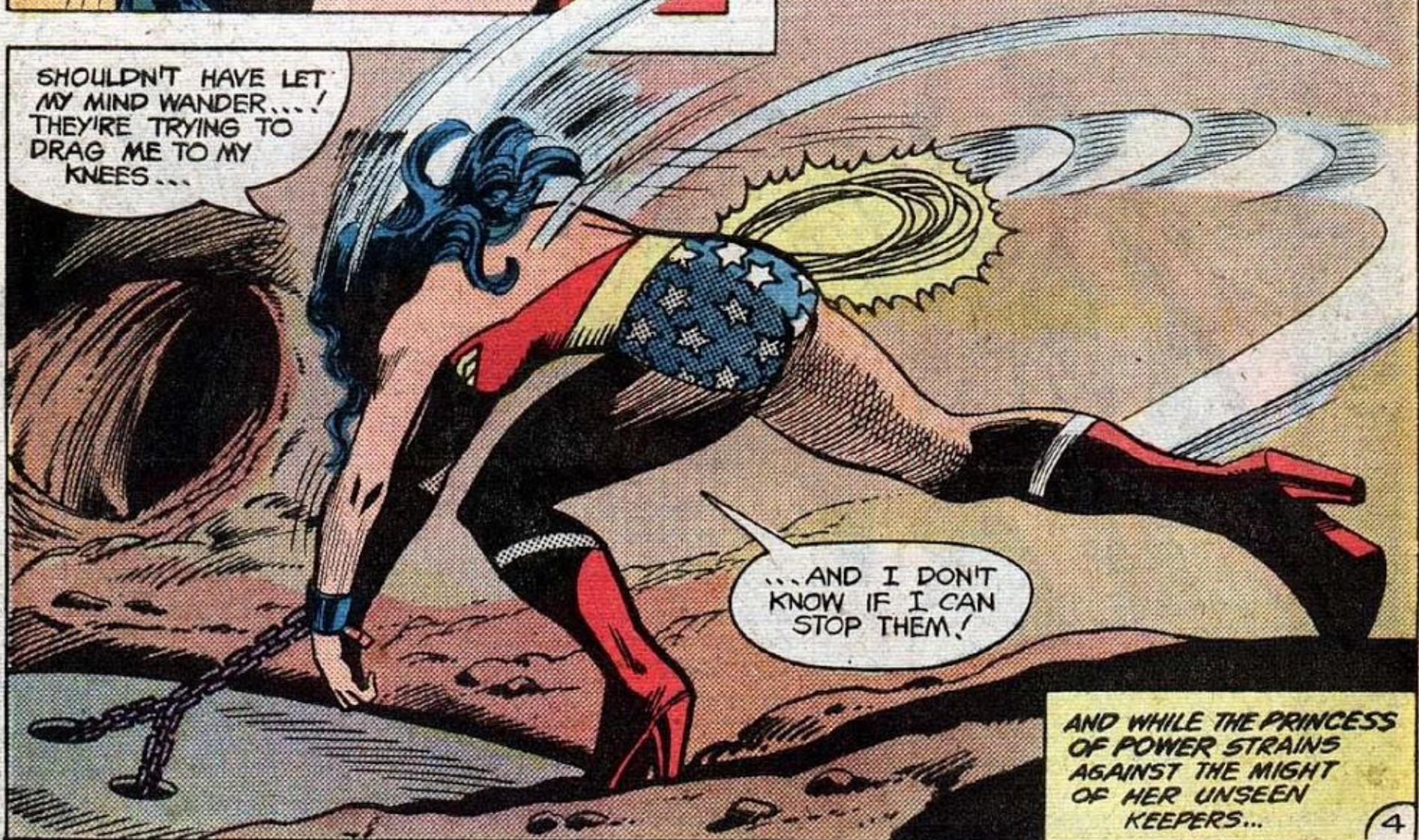
BUT INSTEAD  
OF BRINGING  
AMAZON VALUES  
TO THE OTHER  
CITY-STATES,  
SHE WAS  
CORRUPTED  
BY THEIR  
INFLUENCE.

I THINK  
IT'S BECAUSE  
OF ARTEMIS FATE  
THAT MOTHER'S ALWAYS  
FEARED I COULD BE  
CORRUPTED TOO.

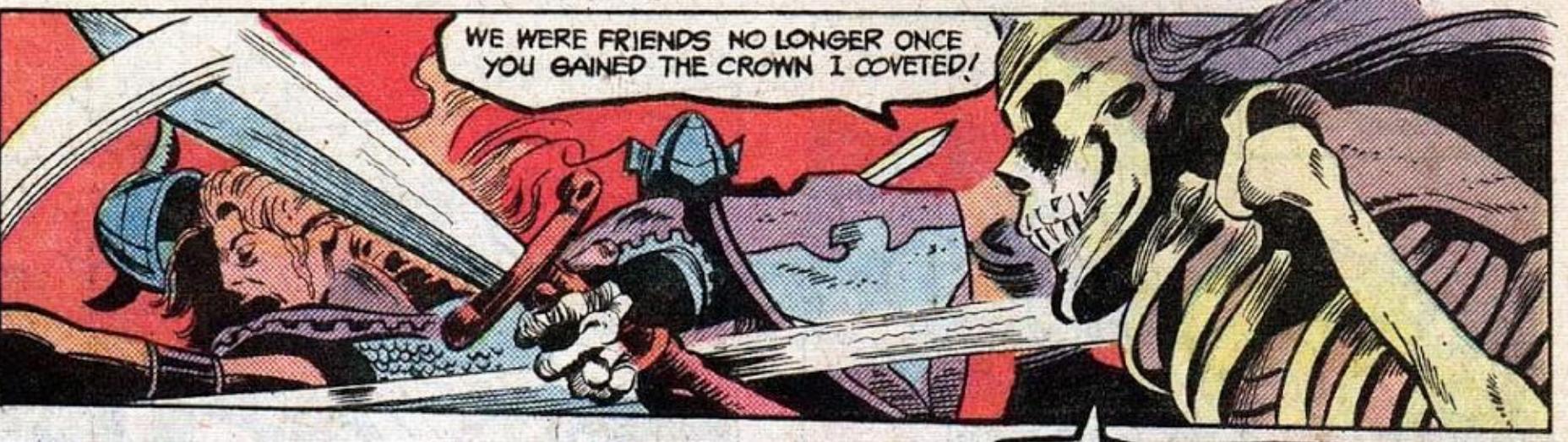
ARTEMIS HASTENED  
HER OWN END BY DARING  
TO DEFY ATHENA'S WILL--  
BUT AFTER ALL THESE  
MILLENNIA, HER LIVING  
BONES HAVE RETURNED!

SHE ACTED AS THOUGH SHE  
BLAMED HIPPOLYTA FOR HER  
DEATH--AND SHE MEANS TO  
PAY HER BACK IN KIND!

AFTER KNOCKING  
ME OUT, SHE CHAINED  
ME HERE... BUT I'M NOT  
BEATEN AS LONG AS I  
HAVE A BREATH LEFT  
IN ME!







WE WERE FRIENDS NO LONGER ONCE  
YOU GAINED THE CROWN I COVETED!

AND I SWEAR TO YOU THAT  
MY RETRIBUTION, THOUGH LONG  
IN COMING, WILL BE SWIFT!

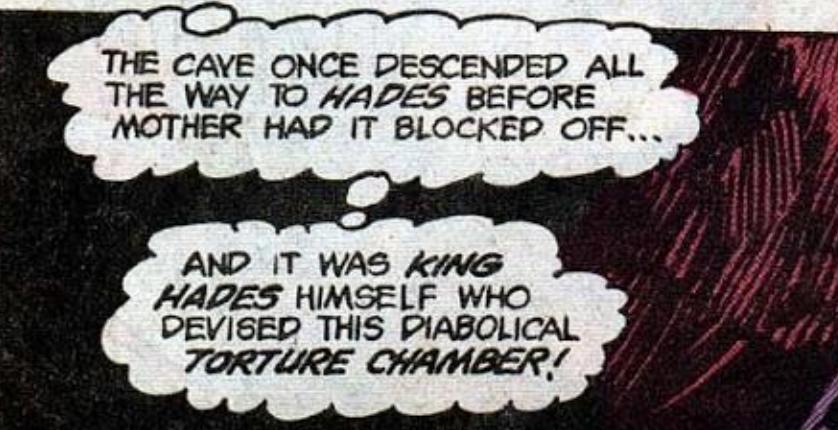


REGAINING  
MY FOOTING...  
FINALLY!



ARTEMIS MUST  
HAVE THOUGHT  
IT FITTING THAT  
I, WHO SHARE HER  
POWERS, SHOULD BE  
ENTOMBED AS SHE  
WAS ALL THOSE YEARS!

BUT HOW DID SHE  
KNOW OF THIS PLACE  
WHEN SHE'D NEVER  
BEEN TO PARADISE  
ISLAND?

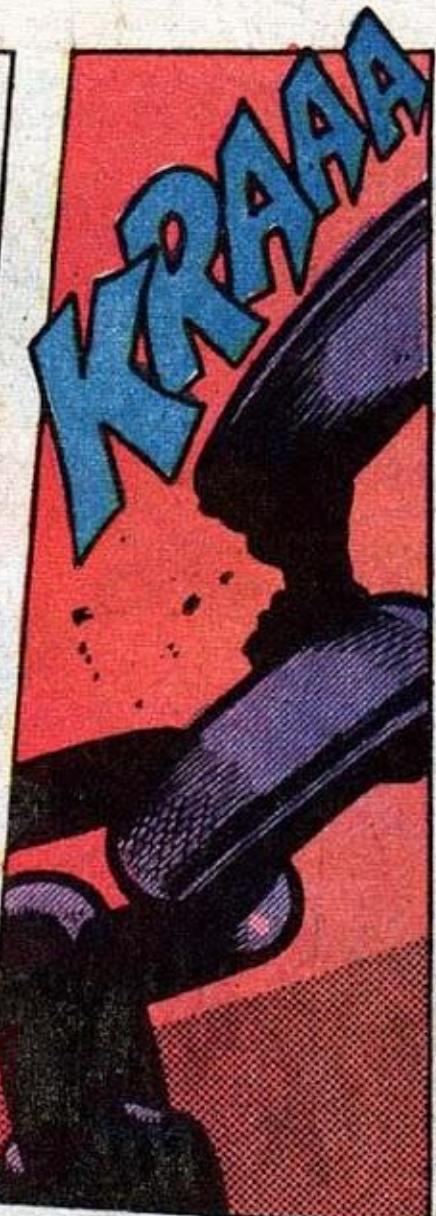


THE CAVE ONCE DESCENDED ALL  
THE WAY TO HADES BEFORE  
MOTHER HAD IT BLOCKED OFF...

AND IT WAS KING  
HADES HIMSELF WHO  
DEvised THIS DIABOLICAL  
TORTURE CHAMBER!



"HE PUT A PAIR OF TIREDLESS  
OGRES AT THE OTHER END OF  
THE CHAINS TO MAN THEIR  
CATCHWHEEL-- AND TO PLAY THEIR  
PRISONERS ENDLESSLY LIKE FISH  
ON A LINE!"



I JUST NEED A MOMENT--  
TO CATCH MY BREATH...

THEN I'VE  
GOT TO  
CLIMB BACK  
UP TO THE  
SURFACE  
AND--

OH NO....!  
NO!

I MUST HAVE  
WEAKENED THE WALLS  
AND CEILING OF THIS  
CUL-DE-SAC WHEN I  
DISLODGED THAT  
GROUND PLATE!

MERCIFUL  
MINERVA, I'VE  
STARTED--

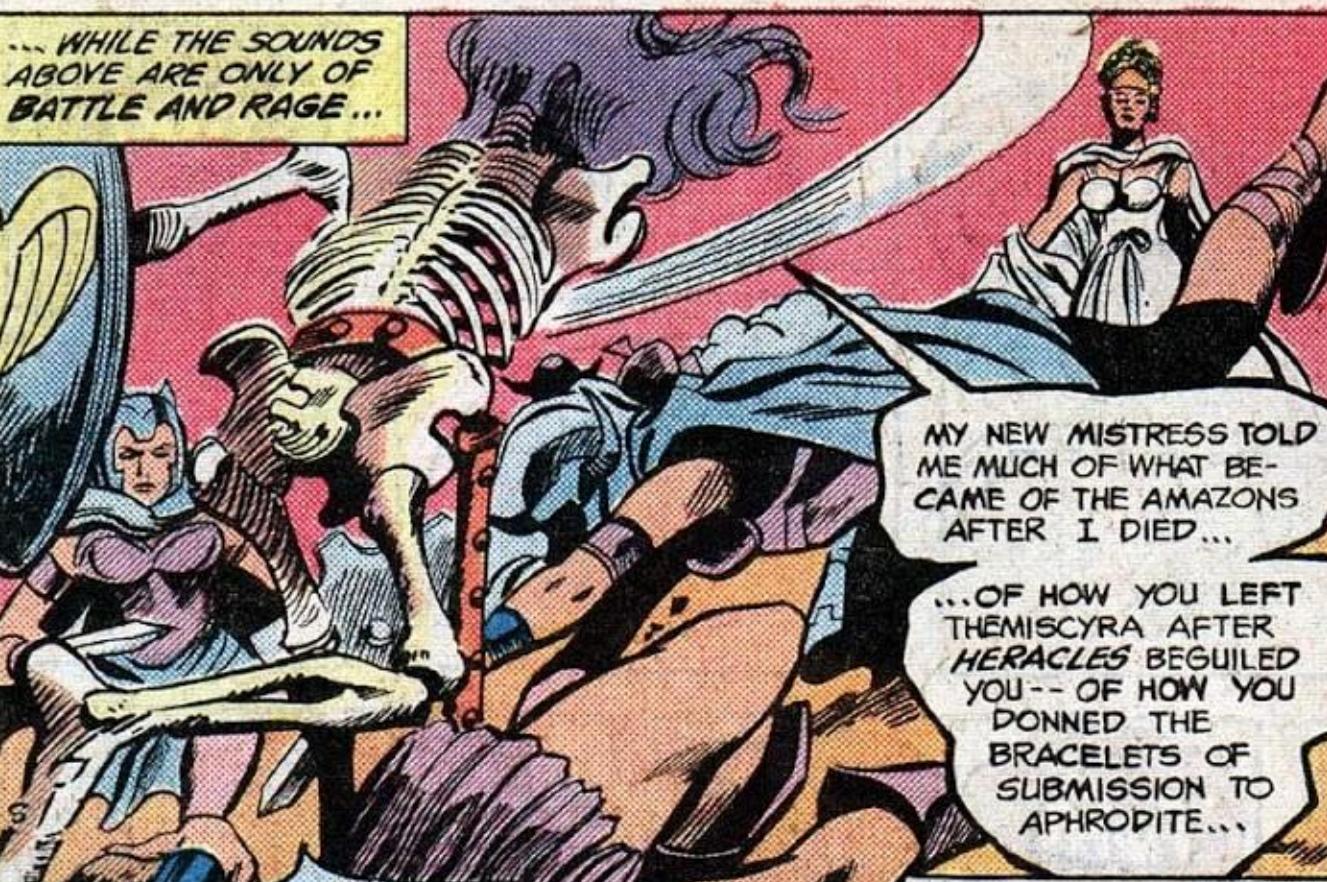
--A CAVE-  
IN!

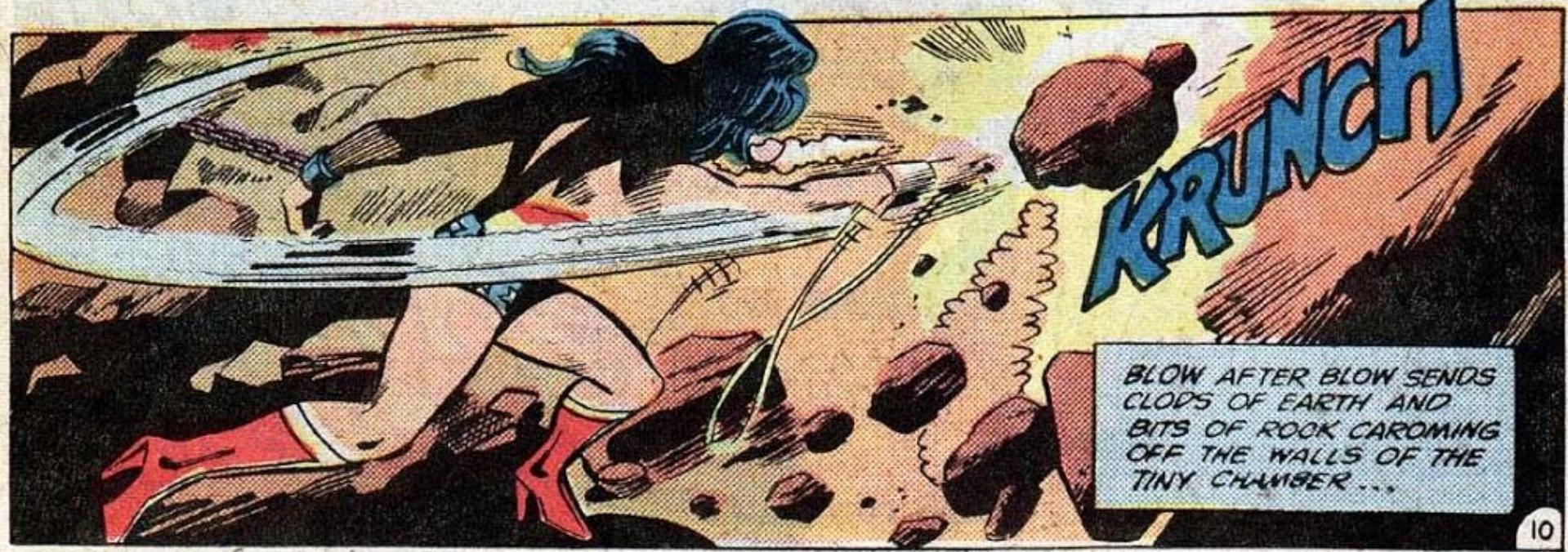
TONS OF EARTH AND ROCK FALL  
WITH A DEAFENING ROAR--  
BUT EVEN THAT DOES NOT  
MUFFLE THE SOUND OF HER  
QUICKENING HEARTBEAT  
AS THE AMAZING AMAZON  
DIVES FOR SAFETY...

**RUMBLE**

**ROOOOAAAR**

... WHILE THE SOUNDS  
ABOVE ARE ONLY OF  
BATTLE AND RAGE ...





HER ONSLAUGHT AGAINST THE FORBIDDING BARRIER IS AS UNRELENTING--



--AS IT IS FUTILE--

IF I HAD MORE TIME, I COULD DO IT... I CAN TELL I'VE LOOSENERED THINGS UP SOMEWHAT ALREADY...

BUT MY AIR WOULD BE GONE BEFORE I WAS HALFWAY THROUGH!

IT'S HOPELESS!



I MAY AS WELL WAIT FOR THE AIR TO RUN OUT OR THE ATLANTIC TO COME BURSTING IN!

NO!



NO, BY THE GODDESSES, I WON'T GIVE UP AS LONG AS I'M STILL STANDING!

AND I JUST HAD AN IDEA THAT CAN TURN ONE OF MY PROBLEMS INTO A SOLUTION!

IT'S A GAMBLE, BUT ONE I'LL HAVE TO TAKE!

I'D BETTER LET NATURE TAKE ITS COURSE AND BRACE MYSELF...

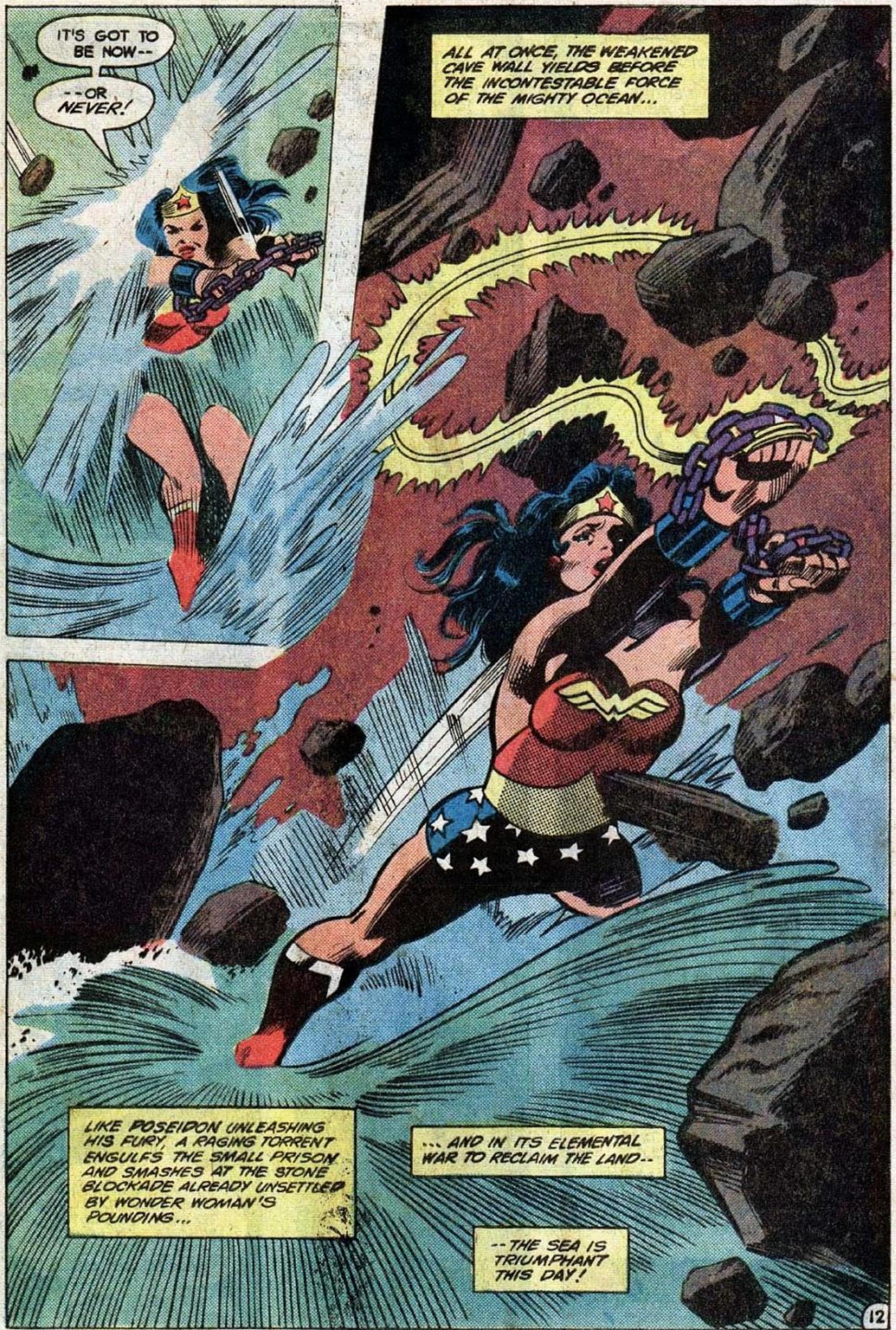
BECAUSE I FEEL PRETTY CERTAIN I'M NOT GOING TO GET A SECOND CHANCE!



YES, THE CRACK IS STARTING TO WIDEN--THE SEAWALL WON'T BE ABLE TO WITHSTAND THE PRESSURE MUCH LONGER!



SPLASH



PRAISE LEUCOTHEA,\* IT WORKED! THE WATER'S FLOODING THE ENTIRE CAVE AND CARRYING ME ALONG ON ITS RISING TIDE!

--AND KEEP ON HOLDING MY BREATH ON THE LONG RIDE TO THE SURFACE!

THEN--

MADE IT, THOUGH I FEEL SO BATTERED AND BRUISED THAT I ALMOST WISH I HADN'T... I HURT ALL OVER!

BUT IT ISN'T TIME TO CONGRATULATE MYSELF YET... I STILL HAVE TO AVOID BEING DASHED AGAINST THE JAGGED WALLS ON EVERY SIDE OF ME--

\* A GREEK GODDESS OF THE SEA -- Marv.

BUT MY ACHES AND PAINS WILL JUST HAVE TO WAIT! MY MOTHER, MY HOME, MY AMAZON SISTERS ARE ALL RELYING ON ME...

AND AS ATHENA IS MY GUIDE, I WON'T FAIL THEM!

AND ELSEWHERE ON PARADISE ISLAND...

DO NOT TRY TO RESTRAIN HER ANY LONGER, PHOEBE.

I NEVER WANTED TO OPPOSE YOU, ARTEMIS, BUT YOU'VE GIVEN ME NO CHOICE...

IT APPEARS THAT WE *MUST* DO BATTLE ONCE AGAIN, AND SO I--

NO!

DIANA!

I'M THE ONE WHO WAS GRANTED THE POWERS OF WONDER WOMAN-- AS ARTEMIS WAS MILLENNIA AGO!

THAT MAKES THIS MY FIGHT!

VERY WELL, DAUGHTER OF HIPPOLYTA!

IF YOU ARE SO EAGER TO DIE, I WILL GLADLY OBLIGE!

HAVE TO TIME THIS  
RIGHT--MAKE IT  
LOOK REAL....

KRANG

BY LETTING HER  
KNOCK ME DOWN  
I CAN GET INTO  
POSITION--

NO! GIVE IT BACK!  
GIVE IT BACK...

--AND HURL IT  
FAR OUT OF  
HER REACH!

YOU WERE  
VERY KEEN TO  
RESCUE YOUR SWORD  
WHEN WE FOUGHT EARLIER\*!  
MY GUESS IS IT'S THE  
FOCUS FOR WHATEVER  
POWER BROUGHT YOU  
BACK TO LIFE!

\*LAST ISSUE--MARY

SO MY ROBOT PLANE  
WILL MAKE SURE YOU  
WON'T RETRIEVE IT  
THIS TIME!

NO!

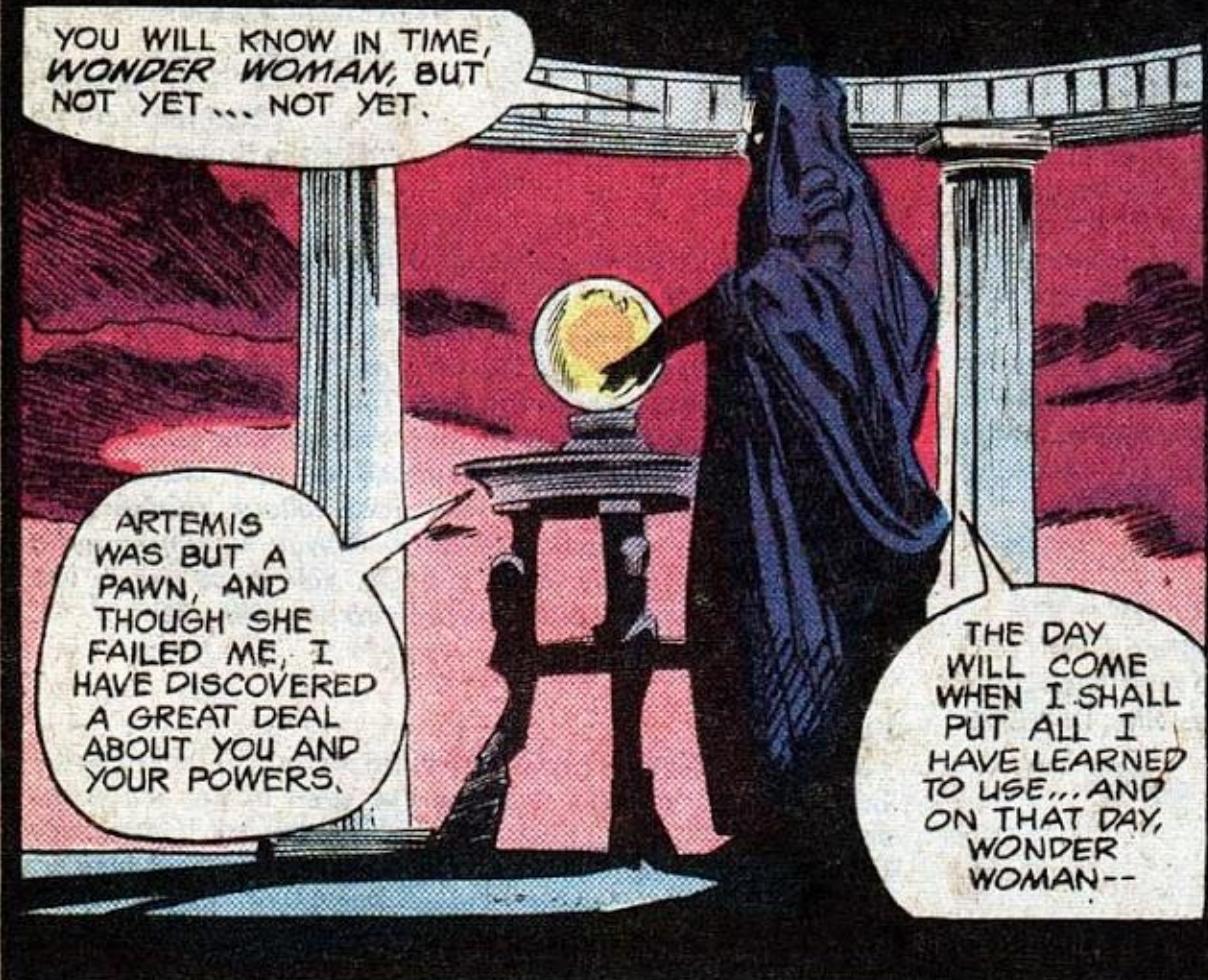
**Noooooooooooo...**



AND THEN...



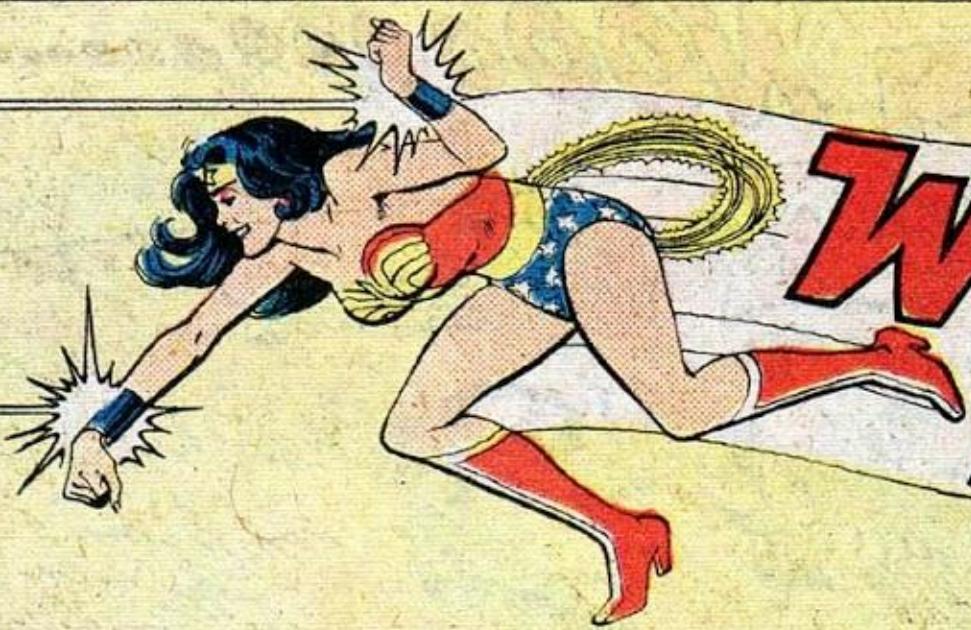
BUT WHO WAS THAT MISTRESS, I WONDER.



--BEWARE!



THE END



# Wonder Words

L-1254

DC COMICS INC., 666 FIFTH AVENUE, NEW YORK, N.Y. 10103

Dear Marv, Ernie, or Tamsyn,

I give up. Who really edits this magazine? Now Ernie Colon is co-editor. Or is he? (We'll interject just for a moment to say: No, Ernie is now editor of GREEN LANTERN and FLASH and ARION/LORD OF ATLANTIS. Marv is the current and only editor of WONDER WOMAN, but he also edits NIGHT FORCE OMEGA MEN and WORLD'S FINEST.—TOF)

Cover to cover, WONDER WOMAN 296 was the best issue in a long time. If all Ernie contributes in his editorial capacity is the cover, he will be serving well. Ernie's artwork has improved tenfold since his days at Atlas Comics. His cover was clean and well-executed, and aided by attractive coloring.

"Mind Games" was probably not outstandingly better written than any recent issue, including several before the "Big Change". The video games thing was a cute motif and I enjoyed it, but the Thomas-plotted issues are marked by dexterous and competent writing rather than great adventures in comic literature.

It is Gene Colan's matchless storytelling that makes WW so much fun. One thing among many that I love is that Gene isn't afraid to draw big pictures. The largest number of panels per page this issue is 8, while some other artists climb to twelve cramped and crowded little pictures.

"The Huntress Is Back in Town!" is possibly the best single story the series has produced. Not involved in beating up a major menace, our heroine was allowed to live life, while the larger machinery of the plot geared up for future developments.

Levitz used to do occasional change-of-pace, catch-your-breath stories in JSA, and I like them as much now as then. Don't get the impression I don't like continued stories, it's just that three months between Crimelord punches frayed the old continuity a bit and it's good to re-establish what we're doing here. Page one was a great vignette. I'm so glad Staton still draws this!

Although this was not a "continued story", it really left me hanging more than other recent cliff-hangers. All I knew in those was that someone was getting punched in the face next issue. Here I know some real plot development will be taking place.

I'm glad we're going to have two-page lettercols. Maybe I'll get published.

Stephen Gawronski  
330 Friar Tuck Drive  
Schererville, IN 46375

It's certainly a distinct possibility, Stephen!—TOF

\*\*\*\*

Dear Wonder People,

You guys shore have dunnit, the latest WONDER WOMAN was a smashing success in my book! WW #296 had the characteristics of the best of comics: a great plot, even

greater art, a great heroine and a great super-villain. All in all, a great comic book!

Drawing her mental essence into the game to battle Commander Video was more than interesting. I hope you'll give Di her own comic because she deserves it. (But Di already has her own comic! This is her own book! Or do you mean you'd rather she went full-length and didn't have to share with a back-up?—TOF)

Keep on making Wonder Woman the number 1 heroine around 'cause people like me enjoy it!

Sandra A. Trotter  
606 West Haven Drive  
Eldon, MO 65016

\*\*\*\*

Dear Marv and Tasmyne,

What a surprise! An issue of WONDER WOMAN, #296, where the Wonder Woman story is better than the Huntress back-up. Part of the reason for this was, of course, that the Wonder Woman story was an exciting end to a very strange story, while the Huntress has a mediocre start to a new storyline, filled with action, but little else...yet.

Say, why don't you still the cries of the increasing number of us who want you to give Huntress her own book? That way you could deal with some more aspects of the modern-day Justice Society. Give Huntress a new book. Please?

Jef Peckham  
503 Marlatt Hall  
Kansas State University  
Manhattan, KS 66506

Jef, after all we've meant to each other, how could you do this to me again and again? It's Tamsyn, not Tasmyne. Get it straight okay? Or we'll start referring to you as "Jeff" with two "f's" instead of one. But on a more serious note—we'd love to still those cries in the night (and in the daytime, too!), but until the powers-that-be give the ultimate go-ahead, it stays a very good idea, grounded on the launch pad. Incidentally, we do like your idea about modern-day adventures of the Justice Society—maybe we'll mention it again. (What the hey, after a while, you kinda get to like banging your head against the proverbial wall!)—TOF

\*\*\*\*

Dear Tamsyn,

I enjoyed WONDER WOMAN #296 so much I had to write. Gene Colan's art was the best I've seen in this magazine since he took over. Keep up the good work, Genel Roy Thomas comes up with very original plots; I'm just glad he didn't call Commander Video—Pac-Man! (Nope. Atari wouldn't care over much for that.—TOF)

I also think that Wonder Woman should regain her memory in parts, then go to her mother for the answers. It's a shame

CONCLUDED ON 3<sup>RD</sup> PAGE FOLLOWING



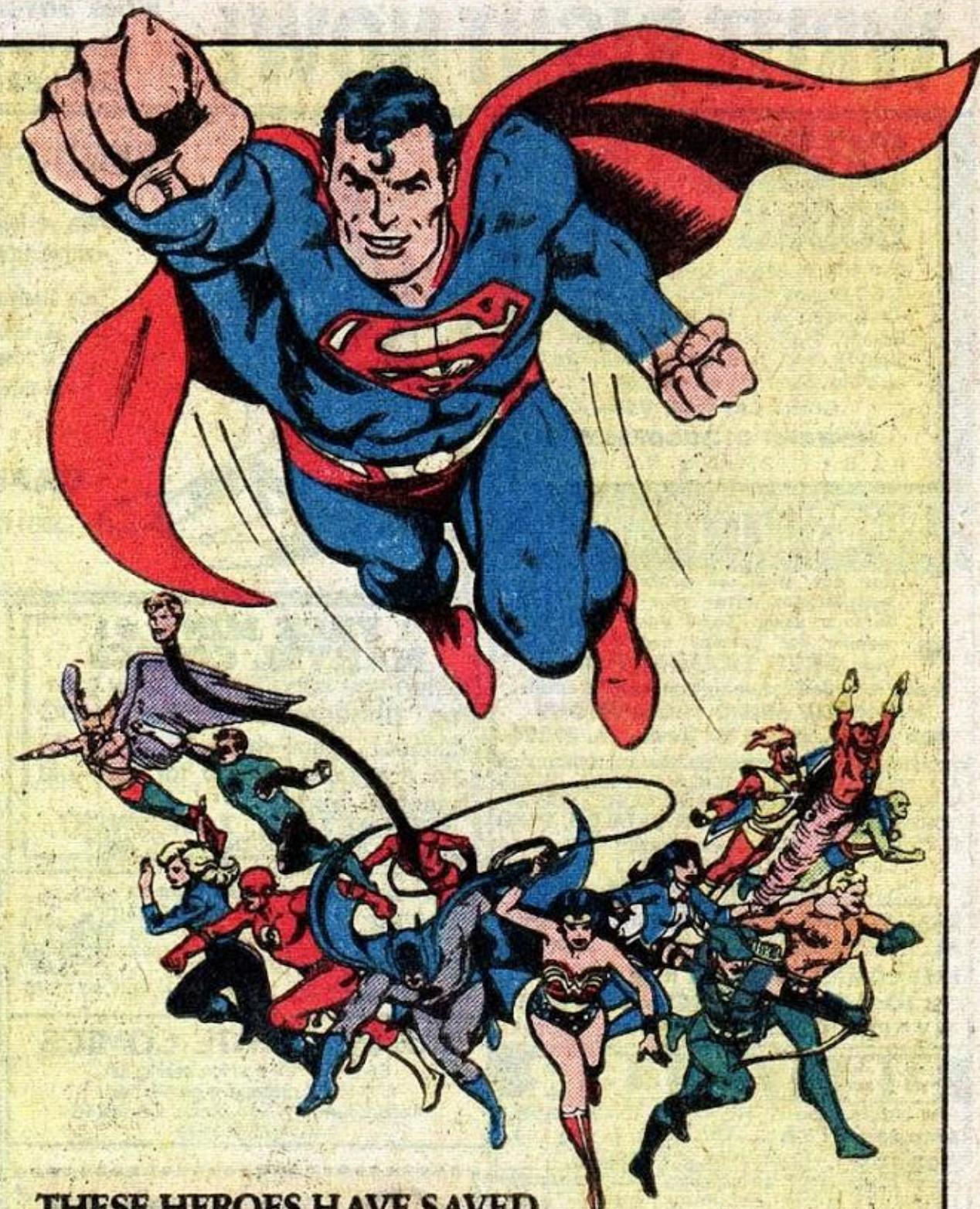
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DON'T  
FORGET TO PUT  
SOME CARROT  
IN YOUR HERO  
SANDWICH!



THESE HEROES HAVE SAVED  
THE WORLD MANY TIMES!

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she does not recall some of the events in her life.

Steve Trevor and Etta Candy are a very good supporting cast, just as Lois Lane and Jimmy Olsen are to *Superman*. It was nice to see Steve and Etta coming to the rescue for a change.

*Wonder Woman* has gone through quite a few changes in the past few months. So how about a new letter-column logo? The present one has been around for a number of years.

I'm very pleased with the new direction *Wonder Woman* has taken; now if only she could have a team-up book called **NEW SENSATION**. Please seriously consider it.

David Kelly  
1210 Arthur Street #5  
Aberdeen, WA 98520

A Wonder Woman team-up book is certainly within the realm of possibilities Marv will be seriously considering, David. It's too late for such a book to be placed on the '83 schedule, but there's always '84. As for the logo change, you're probably right; we're about due for a change there. What say you, people? Artwork change? Title change? Or both? At the risk of asking a question that will draw a multitude of replies—what would you like to see changed (if anything) in the **WONDER WOMAN** logo on the lettercol page? Take cover! It's the mad mailers!—TOF

\*\*\*\*\*  
Dear Roy, Gene, Frank, and Company.

I was planning on writing a very critical letter of your recent "Video" series, but you came through in WW #296. While I wasn't that crazy about the hypnotic video game idea, I did enjoy #296. The Colan art is as good as ever and Frank meshed perfectly.

I started reading **WONDER WOMAN** at about #260, but this is the first time I've ever written. With the "Red Dragon" episode (#283), I was ready to give *Wonder Woman* up, but I stayed because I heard there was a new *Wonder Woman* coming. Roy's first two trilogies were good. Then came Capt. Video. (Note: It's actually Commander Video; Captain Video was a science-fiction character in the TV serials on Saturdays when we were growing up. Boy, does that date us!—TOF) Roy, how about giving us a classic? You've got #300 coming up.

Anyway, I'm looking forward to Roy's fresh, new *Wonder Woman*, and the upcoming #300.

Kevin O'Connell  
905 Col. Anderson Pkwy.  
Louisville, KY 40222

P.S. I've never had a letter printed

We just had to print this letter, Kevin! Our relations hail from Kentucky, too! Two uncles and (not so incidentally!) one mother come from Louisville, though none of them live there anymore. You could say we're Louisville stock—after all, it's in the blood. Now you've been officially christened in print, Kevin, we expect to see more letters from you.—TOF

\*\*\*\*\*  
Dear People . . .

"Mind Games" was an unoriginal title with very original story that was a refreshing change to read. Amazon wits, just as great, if not better, than Amazon strength, speed, etc., are often put down in favor of the more physical battles. But it was clear, even in something as ludicrous as a fight inside a video game (*Did you see TRON?*—TOF), that the minds of our combatants, not their physiques, were in control. The Amazon will is so great, even under the strain of General Electric's mind blasts and her fear for Etta Candy, that *Wonder Woman* did not falter in her waging of the mind waves with the extremely powerful Commander Video. And to think, that through the whole battle, she was tied to a chair with her strength nearly drained. Such is the *Wonder* in *Wonder Woman*.

The Steve Trevor/Etta Candy search-and-rescue squad was very entertaining. I'm glad Etta found Diana instead of Steve, as he might have acted masochistic. Etta is a very valuable character, not only for comic relief, but for morale boosting as well. I think she should have a bigger role, at times leaving the Pentagon to aid *Wonder Woman*. She is much less inclined than Steve to go blundering in playing the hero, and her bravery showed through her face. She needs to show Diana that she cares and can cope, as she did in the 1940's stories while at Holiday College. But please, no "Woo, woo's!"

The Huntress keeps me wanting more every time I see her and this was no exception. Some people say that these little stories with the little drug dealers are a waste, and in a way, they are. But they also give good preludes to bigger things, and provide the characterization that befits Helena so well. One of the reasons so many stories lack said characterization is because they don't include a few of these "day in the life" segments. I'm glad these are becoming more popular because it allows you to get to know the character better. Ah, and one more thing. I must plead with you to give Helena her own book. Not just for her, but for *WW* as well. Both of our ladies need more space to explore the niches of their lives.

Dusty Leary  
Morehead City, NC

Amen. And so we've reached the end of yet another letters page, but we couldn't leave you without one more reminder that we need letters—so WRITE! There! That wasn't so painful, now, was it? Till then, Wonder Folks!—Tamsyn O'Flynn



ON SALE JANUARY 13, 1983

**BATMAN** #358—When a crime boss such as Boss Thorne is deposed, the power vacuum he leaves behind can't last long. For instance, there's Croc, the would-be King of Crime in Gotham City. Story by Gerry Conway, pencils by Don Newton, inks by Alfredo Alcala.

**THE FLASH** #320—Even as the Eradicator bites the dust, threads begin to come together which will eventually lead to a very messy tangle in Barry Allen's life. This story is by Cary Bates, drawn by Carmine Infantino and inked by Dennis Jensen. **THE CREEPER** continues as the second feature, although there's a good deal of doubt whether he will remain sane—if he ever was. Story by Carl Gafford, art by Dave Gibbons.

**G.I. COMBAT** #252—For a brief time, the Americans of **THE HAUNTED TANK** and the Nazis must band together against a common foe in "My Ally—My Enemy" by Robert Kanigher and Sam Glanzman. "Ghostly Godfather" is the second **HAUNTED TANK** story, also by Kanigher and Glanzman. Also featured: **OSS SUPER-SPY** featuring KANA, **THE NINJA MASTER** by Kanigher and E.R. Cruz; "Secret War of a Sergeant" (the Sarge wears skirts) by Kashdan and Zamora; and "Bad Luck Booty" by Kashdan and Matucenio. Cover by Joe Kubert.

**SUPERMAN** #382—A new villain named Euphor is on the scene further complicating the **SUPERMAN/SUPERBOY** mind switch. The thrilling conclusion is by Cary Bates, writer, Curt Swan, penciller, and Dave Hunt, inker. Cover by Gil Kane.

HE'S GOT AN OFFBEAT NOM DE GUERRE: PAT PENDING...

AND IF THERE'S AN OFFBEAT WAY TO MAKE A DISHONEST DOLLAR, CHANCES ARE, HE'S GOT THAT, TOO...

MY ROTO-DRILL GETS ME ONTO THE BANK FLOOR IN THE BLINK OF AN EYE...

I'VE GOT MY ELECTROMAGNET TO BEFUDGLE THE VIDEO CAMERAS, AND I'VE GOT WIRE CUTTERS TO SILENCE THE ALARMS...

MY X-RAY SPECS GET ME THE COMBINATION WHICH GETS ME INSIDE THE SAFE...

...AND THAT GETS YOU TEN TO TWENTY!

# The Huntress

"DYING TO TAKE YOU AWAY!"

J-BG25

JOEY CAVALIERI  
WRITER  
MIKE DE CARLO  
PENCILLER  
TONY DE ZUNIGA  
INKER  
BEN ODA  
LETTERER  
C. GAFFORD  
COLORIST  
MARY WOLFMAN  
EDITOR

1

THAT'S A CLEVER M.O. YOU'VE GOT THERE, FELLA...

BUT WHEN YOU GET GREEDY AND HIT SIX BANKS IN A ROW, IT BECOMES ONLY NATURAL FOR SOMEONE TO SET YOU UP!

YOU SHOULD'VE REALIZED THAT EVENTUALLY I'D COME GUNNING FOR Y-OWWWWW!!

YOU SHOULD'VE REALIZED I'D INSTALL A SECURITY SYSTEM OF MY OWN ON MY UTILITY BELTS!

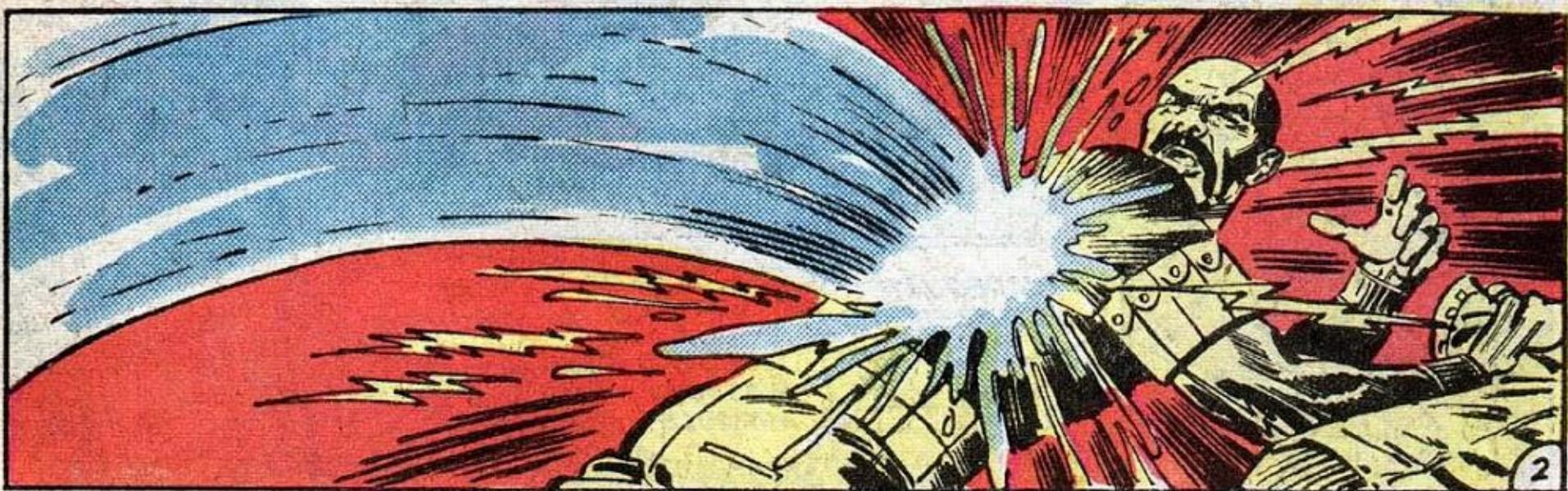
AH, BUT LOSS PREVENTION'S A LOSER'S GAME! THE MORE COMPLEX THE SECURITY SYSTEM, THE EASIER IT IS TO BEAT!

LASERS, TASERS, PHASERS ... DOESN'T MATTER WHAT THEY USE TO KEEP ME OUT... THERE'S A WAY TO BEAT THEM ALL!

HA HA HA HA HA!  
SHOCKED, HONEY?

AFTER ALL,  
I CAN'T HAVE  
JUST ANYBODY  
WALK UP AND  
SWIPE MY  
GIZMOS. IT'S  
DISHONEST!

ALL YOU NEED  
IS THE RIGHT  
EQUIPMENT!





*Bob—  
This is  
hot news!  
Make it fit  
somewhere!*

# 1ST STAR-SPANNING ISSUE

# THE OMEGA MEN



TO: MARV WOLFMAN  
FROM: DICK GIORDANO  
SUBJECT: KEY POINTS ON THE OMEGA MEN

- We can't show the impact of offset printing on quality paper in a standard comic book. Too bad.
- The characters' proven appeal earned them an ongoing book. It's an exciting struggle, more than impersonal superheroes and battles.
- Available only in limited quantities at specialty stores, it may be difficult to find.
- Here's a great offer: 12 issues for the price of 10! And readers who subscribe by Jan. 15th will receive issue #1, a sure collector's item.

*Dick*

Dick Giordano

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DC Comics Inc., P.O. Box 1308-F, Fort Lee, NJ 07024  
The Omega Men © DC Comics Inc. 1982/2472

# MEANWHILE...

The new DC is on the move! And if our greatly increased comic sales, volume of fan mail and response in the fan press weren't proof enough, the recent pot-shots aimed our way from the editorial pages of our major competitor is the frosting on the cake that provides proof positive. No one will bother to take pot-shots at you unless you represent a threat to their position and/or security. If you expect the fire to be returned from this page though, you're in for a disappointment...that kind of battle is undignified.

I will try, honestly I will, to avoid heavy-handed hype and extravagant promises both in this column and in any promotional or advertising material aimed at you from DC. We know you're constantly bombarded with self-laudatory "look at the wonderfulness of ourselves" kind of advertising from the media and we don't want to add to the overkill. However, I've been in the comics business for better than 30 years and I've never had more fun than I'm having right now and I've never been more enthusiastic about comics and the future of comic books than I am at the moment that I write this and my enthusiasm may on occasion lead me to make glowing statements about this artist or that writer or yet new title. If that happens, please have compassion and forgive an old pro for being carried away by having some of his dreams come true!

Speaking of the above, we've just seen the completed first issue of Ronin by Frank Miller and may we say that it's a milestone in comic history...a comic saga that will take your breath away...an unparalleled

event that must be seen to be believed. neat!

Confirmed and special for 1983 checklist #1:

1. **Frank Miller's Ronin.** First issue on sale in April. 48 pages, full color, no ads. 6 issues in all.
2. **Green Arrow mini-series.** Mike W. Barr (of Camelot 3000 fame) and Trevor von Eeden (exciting young artist). First issue on sale February 24. Four issues in all.
3. **DC Comics Presents Annual** by Elliot S. Maggin, Alex Toth and Terry Austin. On sale in April.
4. **Batman Annual** by Mike W. Barr and Michael Golden. On sale this summer.
5. **Atom mini-series: "The Sword of the Atom"** by Jan Strnad and Gil Kane. First issue on sale in May. 4 issues in all.
6. **JLA/Avengers team-up** by Roy Thomas, Gerry Conway and George Perez. On sale in May.

## Brooke Shields Visits DC

For just a while recently, the most popular young hero at DC wasn't a member of the **New Teen Titans** or the **Legion of Super-Heroes**. Rather, it was mega-star Brooke Shields, who was here in her role as youth spokesperson for the American Lung Association to help kick off their "Superstuff" program.

"Superstuff" kits are intended for youngsters who have asthma, which is a lung disease that will sometimes leave the sufferer gasping for breath and thinking he or she might be suffocating. "Superstuff" helps kids learn about and live with asthma. Two million kids 16 and under have asthma. We at DC helped in packaging the kits, just another

example of the kinds of things we do that you don't always see. You'll probably be seeing their commercials, which feature our favorite red, blue and yellow-hued Kryptonian proclaiming "Superman helps knock out asthma."

Of course you want to read about Our Miss Brooke. We all were thrilled to have her. She's a very attractive, very soft-spoken gal, and thoroughly pleasant to have around. Part of the press conference involved doing exercises with some asthmatic children, and she stretched and groaned along with them, smiling all the way. We managed to snap a photo of her while she was sneaking a peek at a recent **SUPERMAN**.



I want to publicly thank our own Corinda Carford for her hours of work, taking time to make certain everyone was happy—from Brooke and the kids to anxious parents and busy reporters and photographers. I also want to tip my hat to Roberta Thumim of the American Lung Association, who has worked so closely with us. Roberta asks that any of you who have questions about asthma or "Superstuff" contact your local American Lung Association or Write: American Lung Association, P.O. Box 596DC, New York, N.Y. 10001.

Mike Flynn  
Promotion Manager

