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WONDER WOMAN™



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WONDER MAN™



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WHERE THE
ACTION IS!

FROM THE TRANQUIL SHORES OF PARADISE ISLAND CAME DIANA, PRINCESS OF THE AMAZONS, TO BATTLE EVIL IN THE WORLD OF MEN! STRONGER THAN HERCULES AND SWIFTER THAN MERCURY... WISE AS ATHENA AND BEAUTIFUL AS APHRODITE... SHE CHAMPIONS JUSTICE AS...

WONDER WOMAN

TM



THEY CALL HER THE PRIDE OF PARADISE ISLAND-- THE STANDARD BEARER OF A NOBLE RACE TRAINED TO PHYSICAL PERFECTION FROM GIRLHOOD.

THE FEATS FOUND IN THE RECORD BOOKS OF THE OUTSIDE WORLD ARE CHILD'S PLAY TO THESE AMAZONS, AND PRINCESS DIANA IS THE GREATEST OF THEM ALL!

BUT EVEN A WONDER WOMAN CAN MEET HER MATCH...

DARK CHALLENGER

Dan Mishkin . Gene Colan . Frank McLaughlin . Costanza . Gafford . Marv Wolfman
WRITER PENCILLER INKER letterer colorist EDITOR

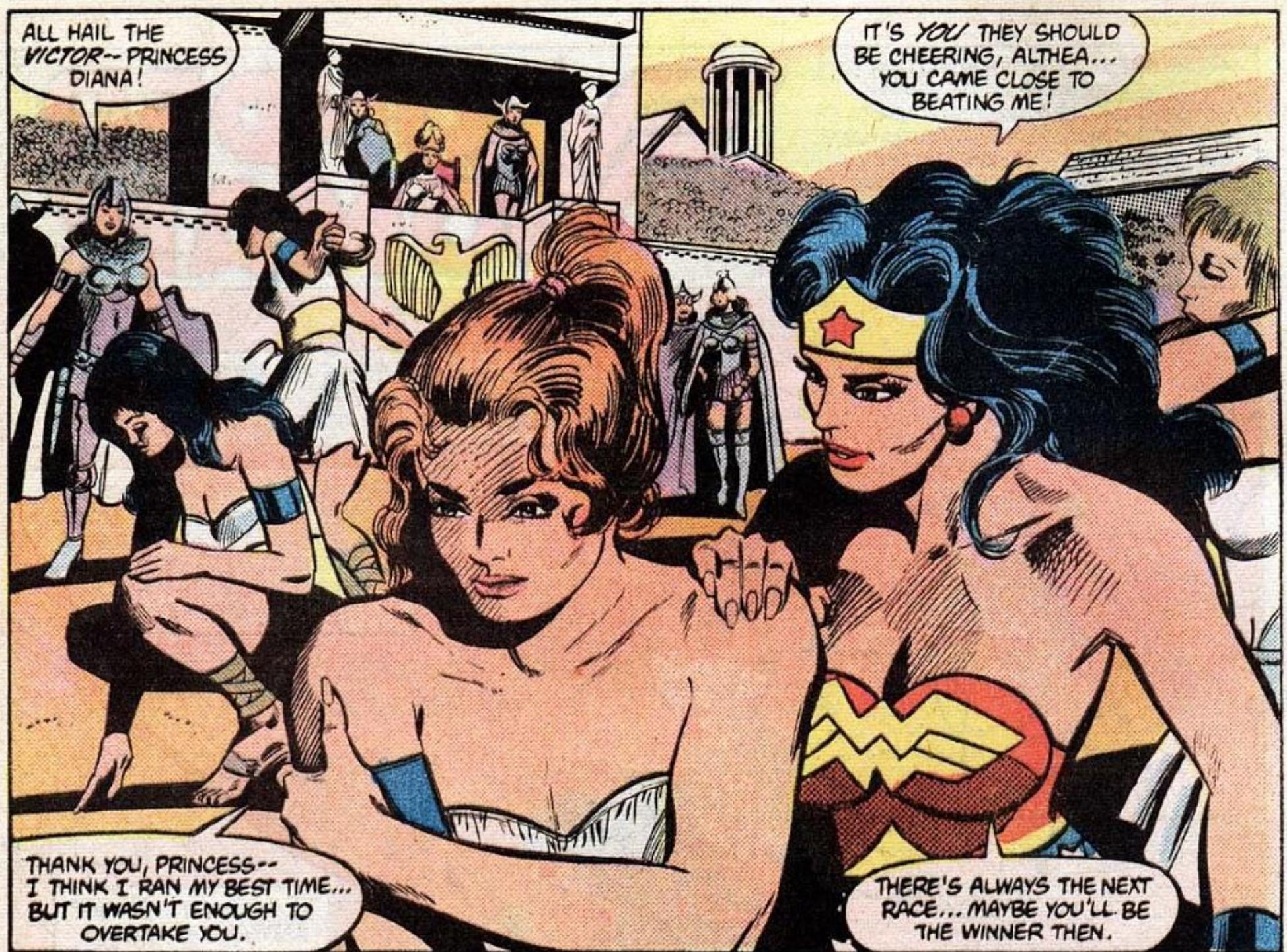
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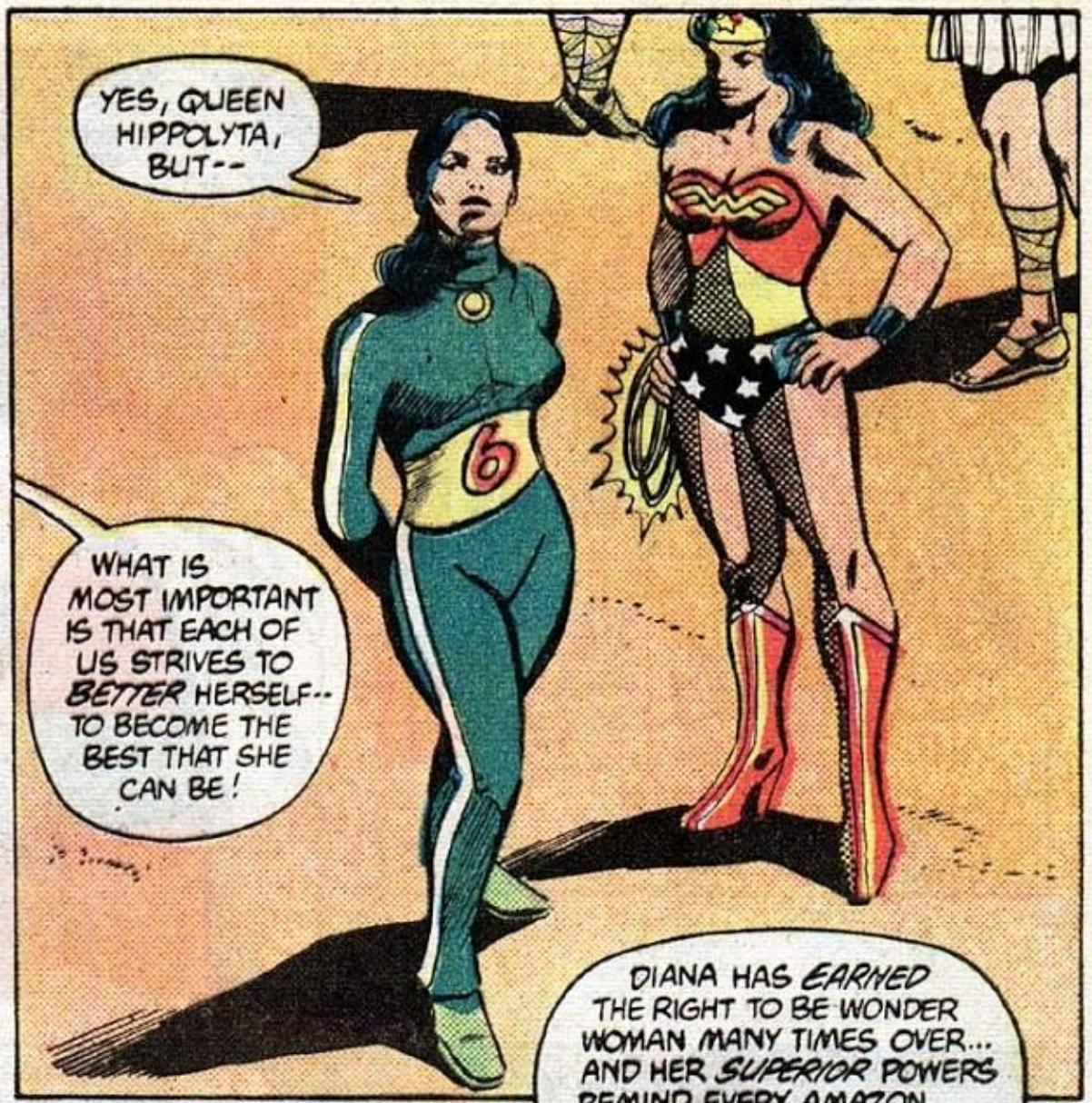
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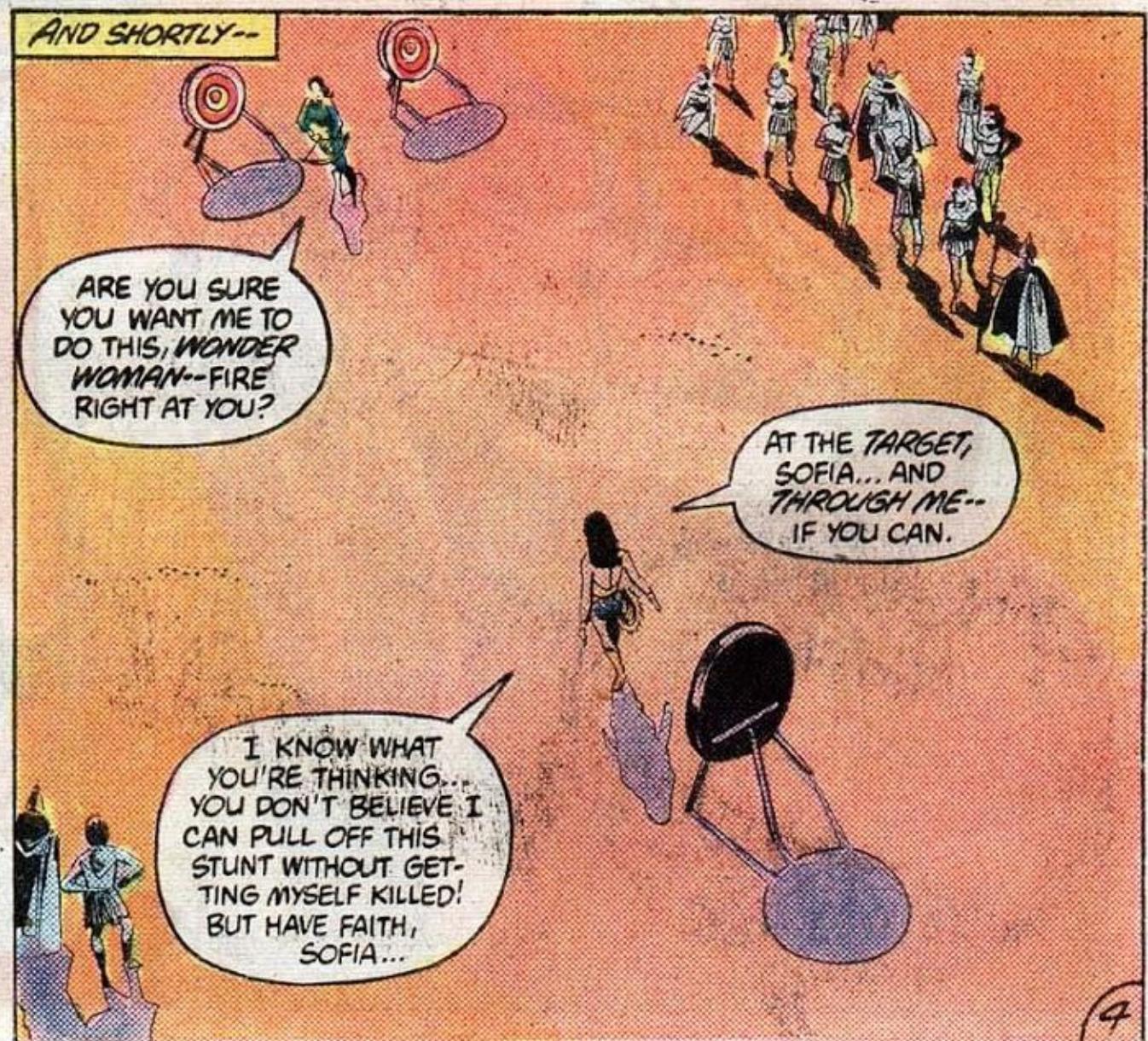
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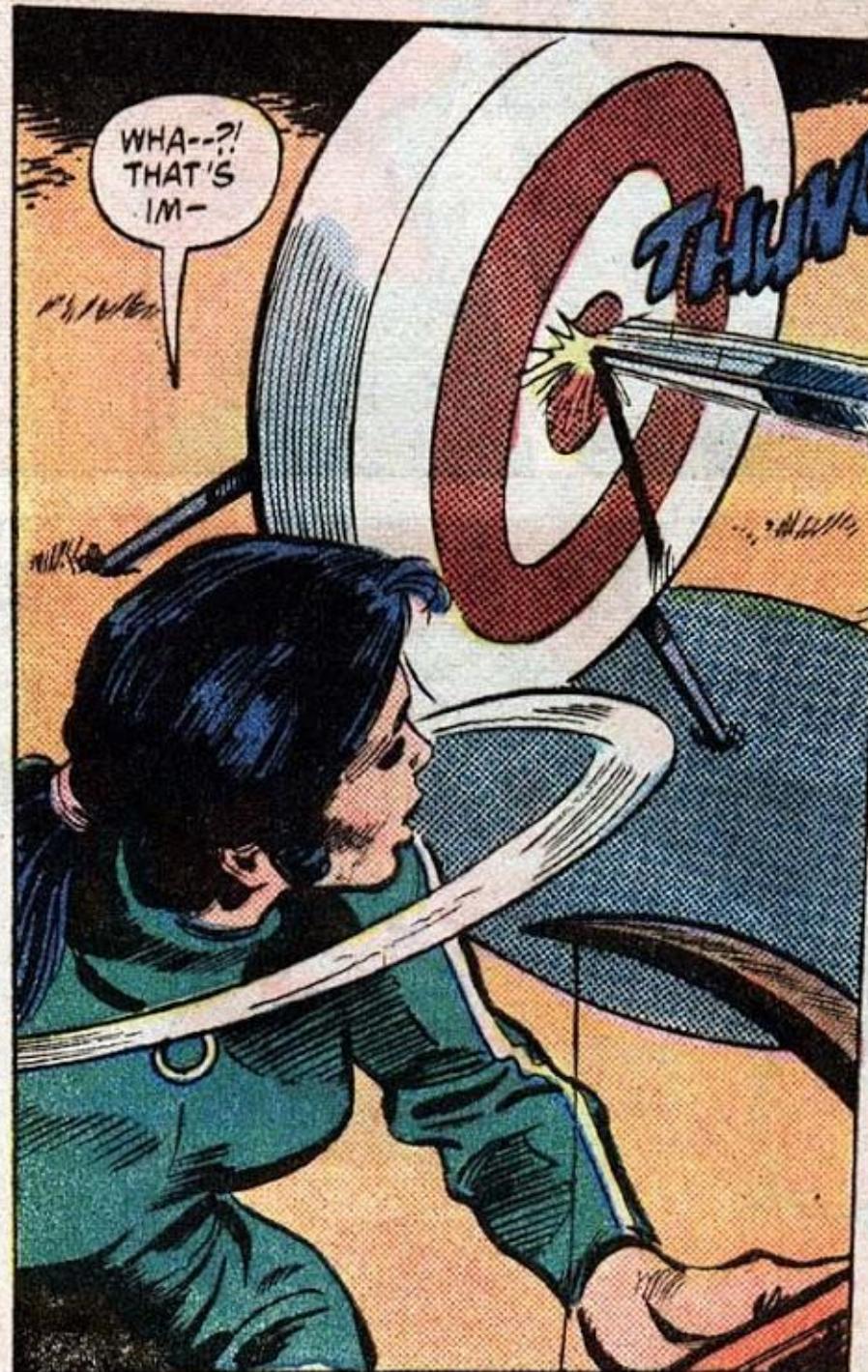


A Warner Communications Company









LATER, AS THE SUN SETS OVER PARADISE ISLAND AND THE TEMPLE OF APHRODITE WHICH STANDS AT ITS SUMMIT...

I'M SORRY FOR MY OUTBURST BEFORE... I'VE BEEN MORE ACCUSTOMED TO GETTING CHEATED THAN BEING CARED FOR IN THE PAST.

BUT HERE IT'S SO DIFFERENT... IT'S A BEAUTIFUL HAVEN FOR ME, WHERE I CAN FINALLY CHANGE MY LIFE!

I DON'T KNOW HOW YOU COULD EVER HAVE LEFT THIS PLACE FOR THE WORLD OUTSIDE.

IT WASN'T EASY... BUT IT TAKES SOMEONE WHO TRULY KNOWS WHAT PARADISE CAN BE LIKE-- TO SUMMON THE WILL AND THE STRENGTH TO SAVE THE WORLD FROM ITSELF!

TO SAVE IT FROM PEOPLE LIKE ME, YOU MEAN...

NO, SOFIA--THE CHANGE IN YOUR LIFE HAD ALREADY STARTED FROM WITHIN WHEN I CAME UPON YOU.

IT WAS BECAUSE I WAS SO CERTAIN THAT YOUR CRIMINAL PAST WAS BEHIND YOU THAT I ASKED THE AUTHORITIES TO LEAVE YOU IN MY CHARGE.

AND I'M JUST AS CERTAIN NOW THAT I MADE THE RIGHT DECISION.

AND NEARBY...

DEAR DIANA, YOU ARE AS WISE AND COMPASSIONATE A DAUGHTER AS I COULD EVER HAVE HOPED TO RAISE...

BUT IF YOU THINK THE NEEDS OF MAN'S WORLD WERE YOUR SOLE REASON FOR BECOMING WONDER WOMAN, YOU ARE FOOLING YOURSELF...

...FOR IT IS ALSO COLONEL STEVE TREVOR WHO KEEPS YOU THERE!

THE PENTAGON:
ARLINGTON, VA....

ANY IDEA WHEN DIANA PRINCE WILL BE BACK IN TOWN, ETTA?

NO, COLONEL...
GENERAL DARNELL
TOLD HER TO TAKE ALL
THE TIME SHE NEEDED
AFTER HER ORDEAL.

IT'S A MIRACLE
SHE SURVIVED THAT BOMB
BLAST! AND THEN THE WAY
SHE HAD TO HIKE BACK TO
CIVILIZATION...

WELL, DI ALWAYS COMES
THROUGH WHEN THE CHIPS
ARE DOWN...YOU'VE GOT
TO ADMIRE HER
SPIRIT.

COLONEL TREVOR--
LIEUTENANT CANDY--
THERE'S SOME-
ONE I WANT
YOU TO MEET...

BUT SHE SAID SHE
HAD SOMETHING
IMPORTANT TO DIS-
CUSS WITH ME, AND
I'D SURE LIKE TO
KNOW WHAT IT--

MAJOR KEITH GRIGGS-- HE'LL
BE WORKING WITH US FROM NOW
ON, SO TREAT HIM NICELY.



I WANT TO SHOW
HER I'VE GOT WHAT IT
TAKES... THAT I
DESERVE THE FAITH
SHE'S PUT IN--

EH? I JUST
STRUCK
SOMETHING WITH
MY LEG! WHAT--

NOO!
HELLP--!

HER ANGUISHED CRIES
DO NOT GO UNHEARD...

SOFIA!

AND AS THE EX-TERRORIST
STRUGGLES AGAINST HER UNSEEN
ATTACKER FROM THE DEEP--

...NOR DO THEY GO
UNANSWERED!

I THOUGHT AT FIRST
SHE WAS ONLY SHOWING
OFF... BUT CLEARLY.
SOMETHING HAS GOT
HOLD OF HER!



SPLASH

MERCIFUL
MINERVA!

NO WONDER SOFIA
SEEMED ALL AGOG! THIS
APPEARS TO BE SOME
ANCIENT AMAZON
WARRIOR... AND SHE'S
WEARING A TIARA
IDENTICAL TO MINE!

BUT WHO IN
HERA'S NAME
IS SHE?!



--TIME HAS JUST
RUN OUT!



...LETTING FINELY TEMPERED
STEEL DO HER TALKING!



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**ADVENTURE ON A
COSMIC SCALE!**

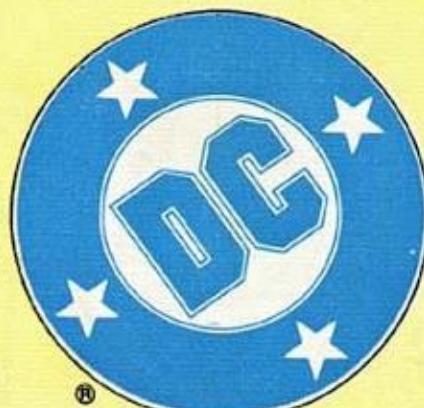
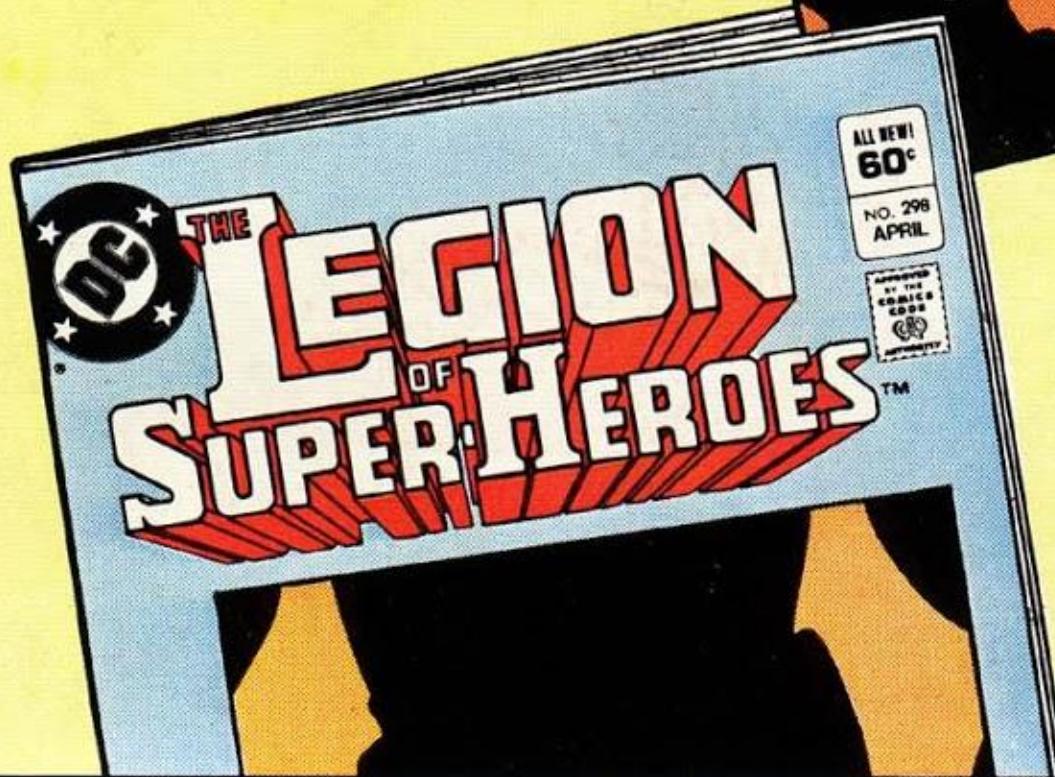
THAT'S THE HALLMARK OF
THE LEGION OF SUPER-HEROES!

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IN A REALM OF
SWORDPLAY
AND SORCERY!**

THAT'S THE SURPRISE WHICH
FACES AN ORDINARY GIRL
WHEN SHE AWAKENS TO FIND
SHE HAS BECOME--AMETHYST,
PRINCESS OF GEMWORLD!

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TO START YOUR AMETHYST, PRINCESS
OF GEMWORLD COLLECTION--STILL
ANOTHER EXCITING FIRST FROM DC!

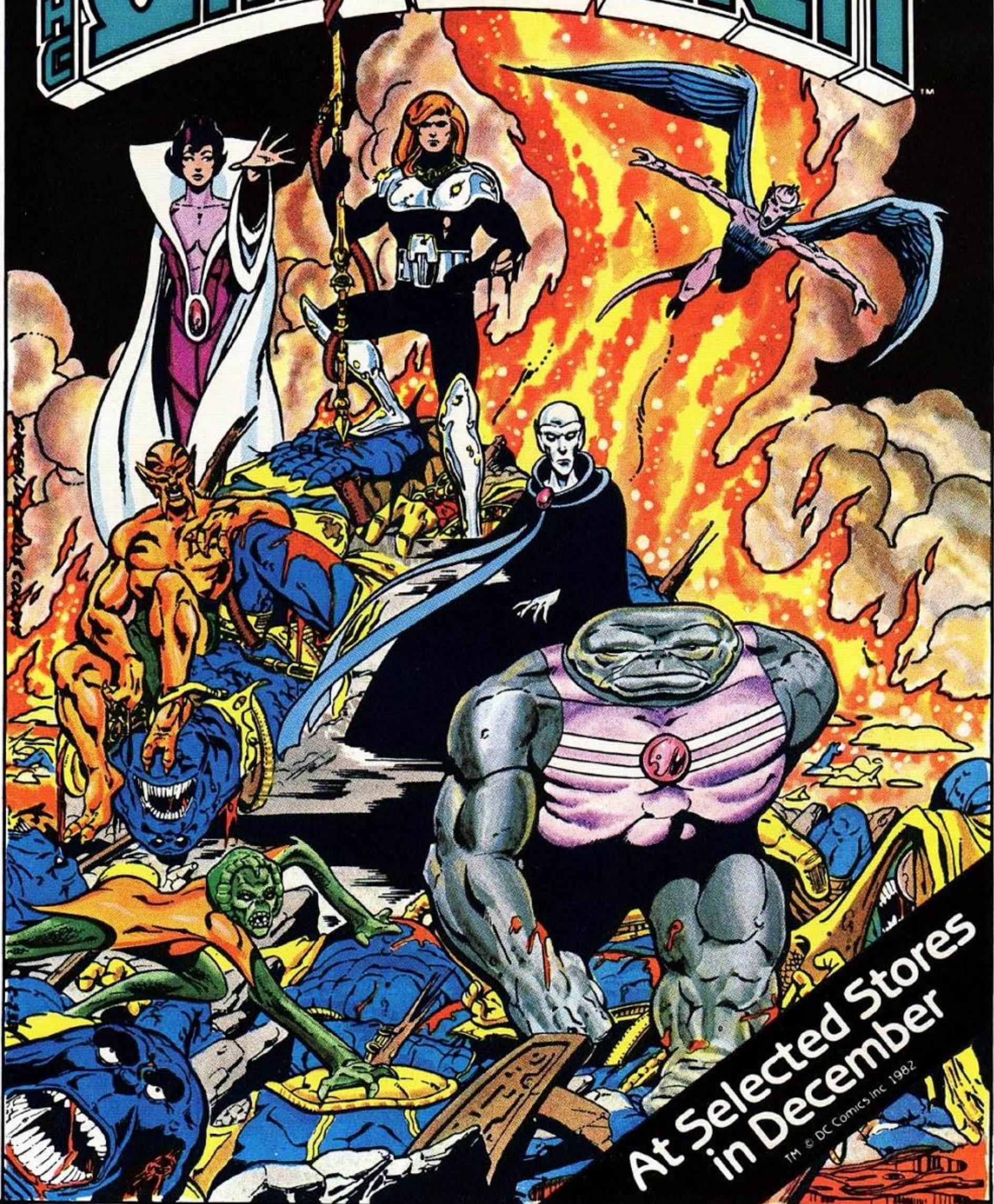


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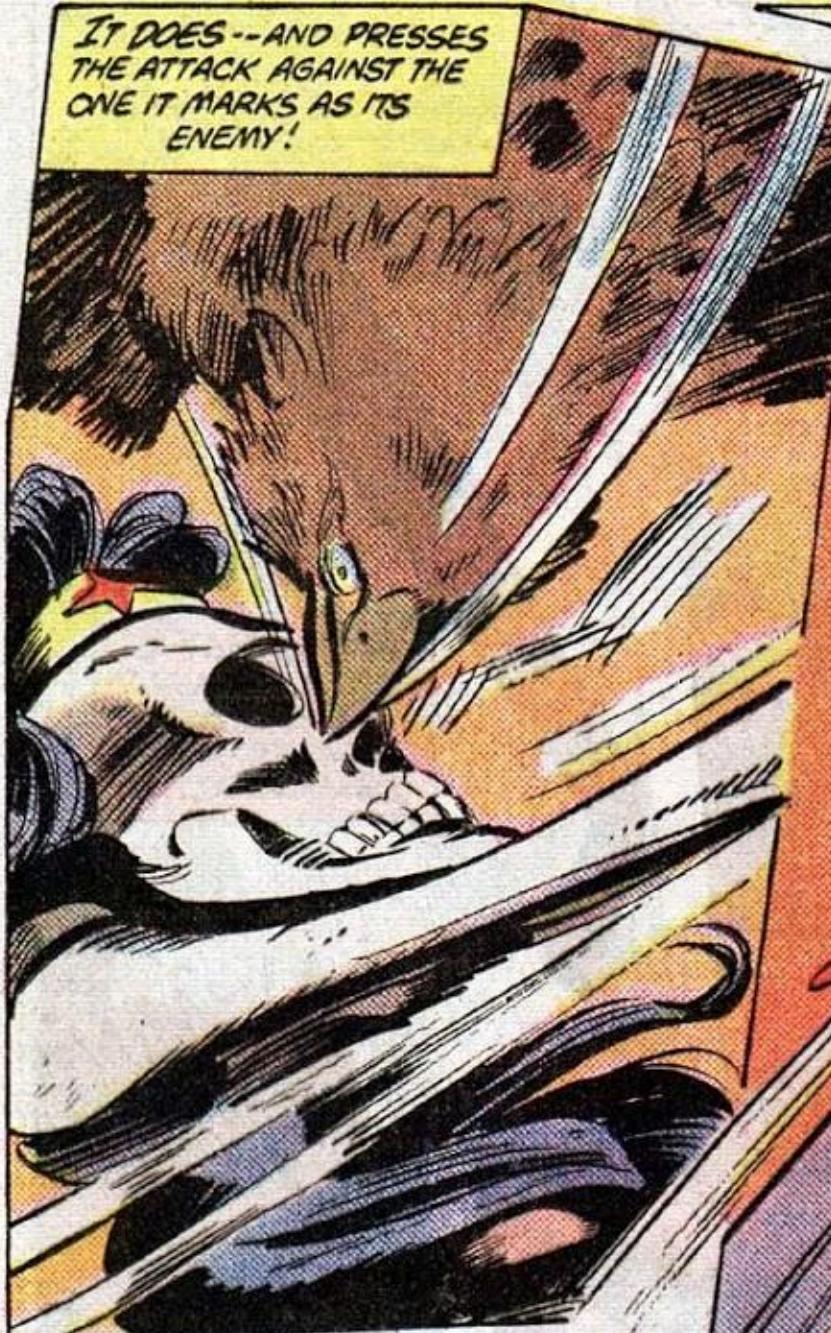
At Selected Stores
in December

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IT DOES -- AND PRESSES THE ATTACK AGAINST THE ONE IT MARKS AS ITS ENEMY!

THE BIRD SEEMS A RIGHTEOUS AVENGER, FULL OF PROUD FIRE AND WRATH--A NOBLE WARRIOR, LIKE THE AMAZONS WHO HAVE TAKEN IT AS THEIR SYMBOL...



...AND HOLLOW EYESOCKETS
SEEM TO WIDEN, AS IF IN
HORROR!

THEN,
UNEXPECTEDLY...

ABANDONING
THE BATTLE TO
RETRIEVE HER
SWORD...? BUT
WHY?

NO ANSWER IS
FORTHCOMING...

AND SOON, BACK
ON PARADISE ISLAND...

SHE STILL
HASN'T RE-
EMERGED...
BUT WHO
WAS SHE?
DO YOU
HAVE ANY
IDEA,
MOTHER?

I--HAVE A CONJECTURE...BUT
WITHOUT PROOF I FEAR EVEN TO
GIVE EXPRESSION TO IT...

HIPPOLYTA...I HAVE
COME FOR YOU...

THE VOICE, UNUSED FOR MORE
THAN A SCORE OF CENTURIES,
IS A CROAKING WHISPER...
BUT IF THE SPEAKER IS UN-
HEARD AT FIRST--

--SHE DOES NOT
GO UNNOTICED--

MY QUEEN!
PRINCESS!

:UGH!!:

THE WARNING COMES
TOO LATE, HOWEVER,
AS--

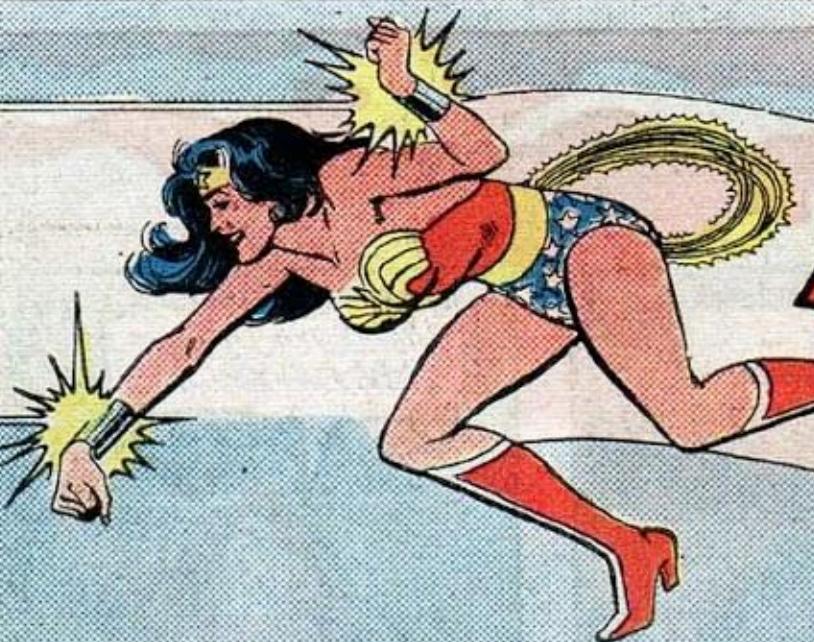
NO...TELL HER THE NAME I
WAS KNOWN BY...THREE THOUSAND
YEARS AGO IN MAN'S WORLD--!

NEXT

BURIED
ALIVE! 16

...WONDER
WOMAN!

...WONDER
WOMAN!



Wonder Words

L-1253

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

Dear Wonder People,

The latest *WW* epic "Video Mania" was super! I do hope Diana Prince gets away from her present, plain Jane look; she can still fight crime as the Amazing Amazon and look like a knockout, too! The *Huntress* tale was a mini-masterpiece from start to finish. I felt the *Batman's* presence all over the story while reading it.

I'm happy that old *Batman Family* members are popping up in Helena's life, like Alfred in this tale. Since her debut in *BRAVE AND BOLD* a few months ago, I've been dying to see more of the Earth-2 Kathy Kane, and the *Huntress* feature is just the place to watch her pop up. Consider it.

Fred Grandinetti
96 Edenfield Avenue
Wat., MA 02172

Stranger things than that have happened to pop up in these pages, Fred!—TOF

Dear Tamsyn,

Look out! It could happen any day now! It's coming to YOUR neighborhood! It's...It's...It's "Video Mania"!!

Anything that can turn a shopping center into a battleground and turn good friends and the military against *Wonder Woman* has got to make an exciting story! The events that built up to *Wonder Woman's* super-sacrifice flowed as perfectly as the brightly colored, clean-cut art. I especially enjoyed the scene with the startled shopper and the use of the latest fad as a deadly weapon. For some bizarre reason, I just couldn't tear myself away from that Atari ad in the middle of the issue....Now, before I go play some *Missile Command*....

"Out of the Darkness" was another *Huntress* classic. The dialogue alone was intensely dramatic. Helena wasn't the only one who feverishly sweated over Alfred through the story. She's right, y'know, the Wayne family has been hit by tragedy too often. It was great to see it averted this time. It was also great to see Harry Sims back, with a little more confidence in himself and Helena. Beautiful job, Paul, Joe and friends!

Neil Ahlquist
Minneapolis, MN

*We were all pulling for Alfred, Neil. And the real credit has to go to that splendid creative team you just mentioned for making it all seem so real! However, we would be remiss in our duties if we did not point out that Joey Cavalieri, *Huntress*'s new scripter, has matters well in hand. And you can expect to see some pretty special stuff in that feature...sometimes known as QUALITY.—TOF*

Dear Editor,

Do the people at Warner HQ know what you're doing? Do they know that in the guise of an interesting story of *Wonder Woman* versus General Electric (the villain, not the company—hmmm, do the people at GE HQ know what you're doing?) you're actually doing a symbolic story about the harmful

effects of video games?

This could lead to a serious case of intra-conglomerate warfare. In fact, we may already have seen the first counterattack in this war. Or didn't it seem peculiar that they chose #295 itself in which to insert a nice, glossy ad for *PACMAN*? But things could escalate. Maybe we'll see Atari come out with a new game called *Colonel Comic Book*. The premise will be that reading comic books slows down the good reflexes that are so important to good video game playing. The reader/player will face the onslaught of the *Reflex Robbers*. The *Video Vindicators* will try to help him fight them, but the *Comics Creeps* will try to hold him back and dampen his will and abilities.

Actually, "Video Mania" was an enjoyable story quite apart from considerations of corporate/divisional rivalries, real and/or imagined. The spectacle of *WW* fighting the effects of a large and spreading disease as well as trying to puzzle out its origin was quite nicely balanced. The villain was an unexpected one (to say the least!), but nonetheless appropriate.

I could do my usual paean to the *Huntress* feature, but instead I'll just say two things:

(1) I now hear that I was wrong and that Joe Staton will be staying with the feature—great news.

(2) Why hasn't she got her own book yet?

T.M. Maple
Toronto, Ontario, CANADA

*We can say for almost certain at this point that a *Huntress* book will not appear on next year's schedule, T.M. We'd like to be able to say different, but we can't really explain why it hasn't happened yet. All the signs, whatever they might be, seem to point to her increasing popularity and potential saleability. But when we last met in ye olde editorial meeting, her name was not one of those that had definitely been scheduled. Still, you know what they say, never say never. It could happen. And if it does, we hope it's sooner, and not later. Because that's one book we'd love to see ourselves!—TOF*

Dear Sirs,

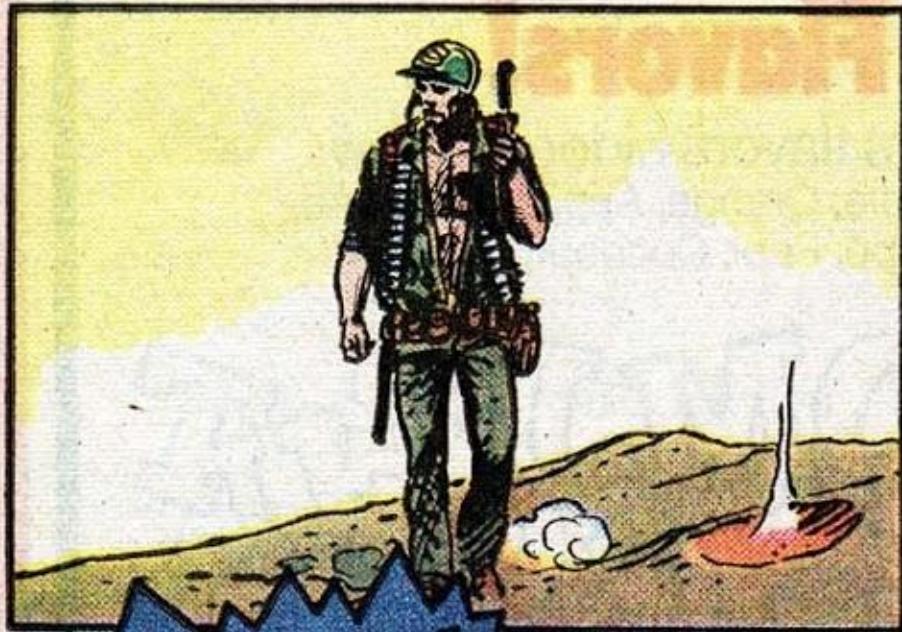
I picked up *WONDER WOMAN* #295 and found that Roy and Gene and the rest of the crew are doing what must be the best job possible with a character I find fairly moribund. I am just biased against her as a character, for no immediately accessible reasons. The presentation is without fault.

The real news in this issue (as in the *ALL-STAR SQUADRON*) is the amazing inking of Ordway! His work here over Staton's pencils on the *Huntress* strip was nothing short of metamorphic! While I have always found Staton's layouts and anatomical distortions to be dynamic and effective, I personally dislike the looseness of his line. Here, however, the combination was fine. There must be little doubt that Jeremiah is one of the great new talents and I hope to see his work on many other features in the future.

The script for the *Huntress* was really quite moving also, especially in Alfred's visit to an "old friend". The presentation of pathos in a comic book can be a tricky thing, since you are

SGT. ROCK

**IS ON THE MOVE
IN '83!**

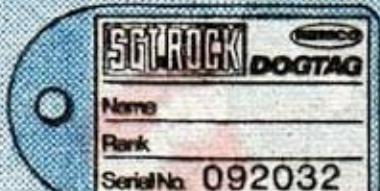


**NEW FROM
REMCO**

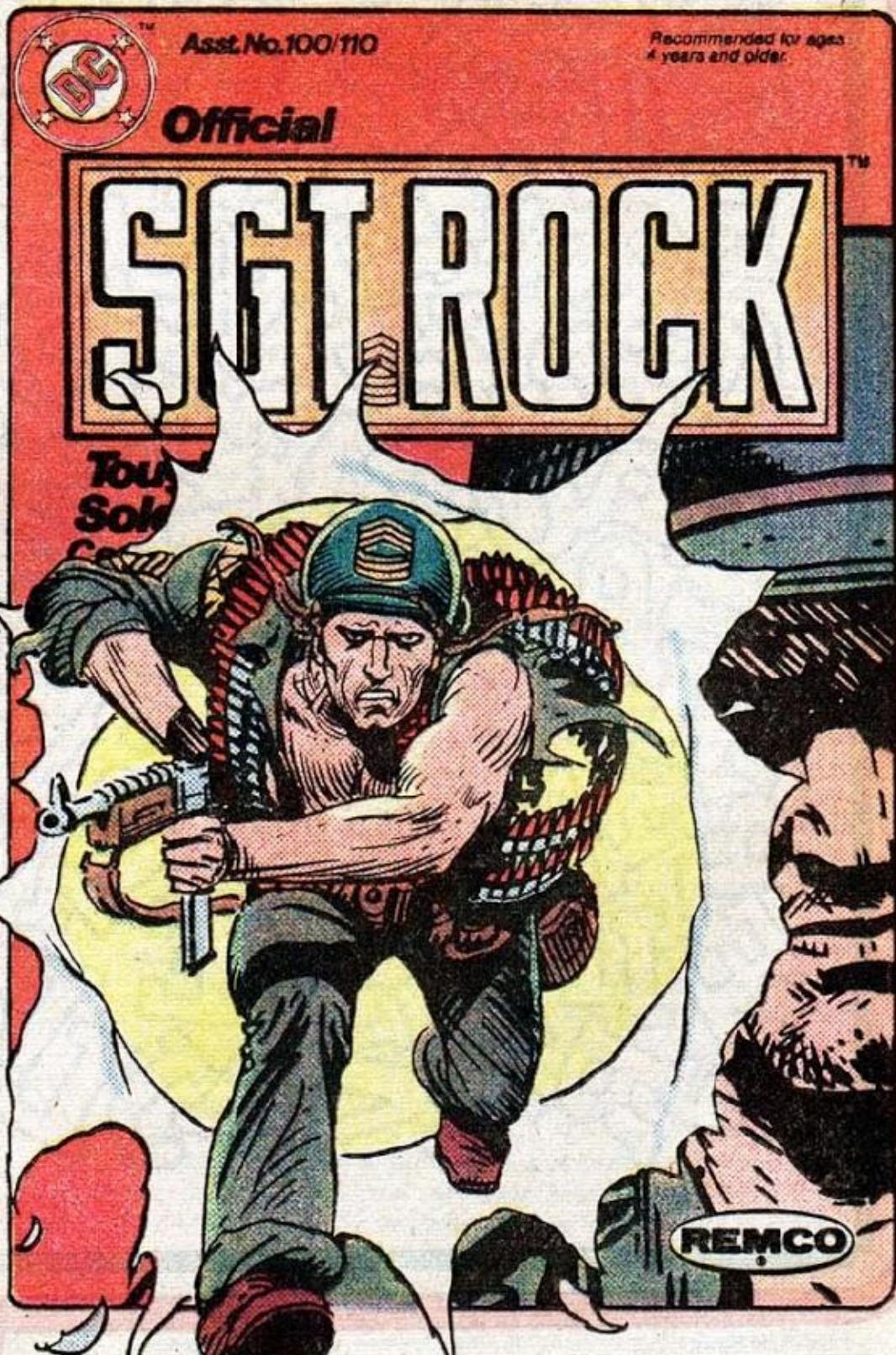
**SGT. ROCK,
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also appealing to adult readers who are aware that these, after all, are illusions, long-john bedecked eidolons. But this display of (simultaneously) devotion to the memory of a friend and guardianship of the future hit just right. All in all, this backup strip was the book for me.

By the way, who did invent this new *Huntress*? She is certainly the best change rung on the *Batman* mold, beating *Batgirl* (any incarnation!) by lightyears. Did Staton create her visually? If so, he also deserves a hand.

Sincerely and with love for all those in this great story-telling endeavor,

Dale M. Houstman
979 Cook Avenue East
St. Paul, MN 55106

Please note, Dale, that Bruce Patterson did a fill-in as inker on *Huntress*. We hope you found his inking to be the cat's pajamas, as it were. However, no regular art team has been set, as yet. To answer your question, the original creators of the new, improved *Huntress* are none other than Paul Levitz and Joe Staton. And, yes, Joe is responsible for her visual creation—aren't you glad?—TOF

Dear WW people,

"Video Mania" was a great story. We see Diana's dislike of video games and the crowd's mania, plus a new villain—General Electric.

As you no doubt know, #300 is coming up soon, I'm waiting for it! With the team you've got now, it should be great! Yours till Diana's hair grays,

William Rudolph
Rt. 1 Box 387
Hickman, NE 68372

We're the ones waiting anxiously now, . . . for your reply! We've just gotta know how everyone liked the 300th issue of **WONDER WOMAN!** So don't keep us in suspense too long—or we'll be the ones with gray hair! —TOF

Dear Creators:

When you started writing and drawing the new *Wonder Woman*, she had slipped from my favorite character in her own series to about number ten. Then, when you came along with the new, wondrous *Wonder Woman*, she went up the list faster than the *Flash* runs over water. Every issue since then has been a perfect masterpiece, with no flaws whatsoever. The action has been evenly balanced with tender scenes. Steve Trevor is not falling all over himself (quite the contrary, he even became a super-hero for a time), and Etta Candy, General Darnell and everyone else are developing nicely. And we haven't seen (and hopefully won't) that dippy Angle Man. He ought to be killed off, so remember that next time you're looking for a villain to murder.

Such a fine work of literature was "Video Mania". The current craze of video games has finally caught on in comics. From the looks of some of those panels, maybe our parents are right to be concerned about those things. Those people were downright dangerous-looking. And that scene with Diana changing in the dressing room was cute. I also liked her herculean show of strength in holding up the overhead walkway. Now that's *Wonder Woman*!

Of course, we had to have another super-hero fugitive sometime. But why pick on poor Diana? She just saved the whole missile base from Blockbuster. Well, I guess it goes to show how distrustful people are. And society hasn't helped much, with all the crime that's been going on in the last few years. Even ladies in tights are suspects. Well, let's hope Steve can bail her out of this one with the Pentagon authorities.

I recently purchased the complete six-issue run of the *Sandman*, and really admired General Electric. It's nice to see that someone from that book hasn't been forgotten. He makes quite a worthy foe. Hopefully, we'll see more of the Cheetah, Nubia, and maybe the Hyena. Another appearance by Hawkgirl might be nice, too.

Dusty Leary
Morehead City, NC

As you know by now, Dan Mishkin is the full-time scripter of *Wonder Woman* now. Dusty, and we'll be passing all your suggestions on to him for consideration. He's a real talented young man who hails from Lansing, Michigan (let's hear it for Michigan!). Well, my mother was born there...) along with his wife and baby daughter, Grace (Hi, Grace!). Just thought you might enjoy a little background info; we'll try to pass these tantalizing tidbits along as they come in, ok?—TOF

Dear Editor:

The *Huntress* story in #295 ("Out of the Darkness") contained no super-villains; no outer-space aliens; no super-powers for the hero(ine). Just words. Just plain people, coping with the glorious hell that is life. Dull? Uh-uh. The best *Huntress* of them all. *The Huntress* is the best, too. She just keeps growing and growing.

Charles D. Brown
39 Stockton Street
Brentwood, NY 11717

Dear Editor:

"Video Mania" had a lot of good *Wonder Woman* action in it, and a villain I never expected to see in the mainstream of the DC universe. As to that villain, General Electric made the transition from *Sandman* to here quite nicely, and under the new name of Commander Video, I see him as a viable villain for the traditional heroes.

His scheme is elaborate, well-thought-out and calculated to be widespread enough to give WW a real battle. And that is definitely what this lady needs. As to our star, I like it when *Wonder Woman* is seemingly frustrated at every turn, as she was this time. It makes her work harder and better displays her abilities. Her fight with General Darnell and then the Army provided some great action sequences. Of course, her display at the shopping mall was mighty fine, too!

Finally, I realize that with so much action going on that there was hardly any room for characterization, but that seems to happen to Diana all the time. I hate the wallflower disguise she hides behind and yearn for the days when Diana Prince was **WONDER WOMAN!** How about some kind of happy medium between that Di and the one we have now?

The Colan and McLaughlin art was again fantastic. Their action scenes are so full of movement and excitement!

Kent A. Phenis
1321 N. Meridian St. #913
Indianapolis, IN 46202

Dan will be making certain changes, Kent. We know it seems sometimes like we're just playing musical chairs with the creative teams, but honestly, that's not what we want, either! In the meantime, give Dan a fair chance, give him time to get broken in on the book and start weaving the plot threads he wants to bring out. Then write us again and tell us what you think. We feel quite positive about the new direction of the book, but due to that weird time lag between your letters and this page, you just haven't seen the evidence yet! Till next time (now that's original!)—Tamsyn O'Flynn

IN THIS INFINITE UNIVERSE,
THERE ARE MULTIPLES OF THE
EARTH THAT RUN SIDE-BY-
SIDE... SOME EVENTS ON
THESE APPROXIMATE PLANETS
CONCUR WITH THE EARTH WE
KNOW... OTHERS RUN AWAY!

CONSIDER THE GOTHAM
CITY OF EARTH-TWO...
NO CAPE CRUSADER
WE KNOW KEEPS THESE
STREETS FROM SPILLING
OVER WITH THE VERMIN
OF THE NIGHT...

HERE, GOTHAM'S GUARDIAN
IS... A WOMAN!

A WOMAN BORN OF THE MARRIAGE BETWEEN THE BATMAN AND HIS
CRAFTEST ADVERSARY, THE CATWOMAN: HELENA WAYNE WHO HAS SHORN
TO CONTINUE HER LATE FATHER'S WORK, UNDER THE NOM DE GUERRE...

THE HUNTRESS

"a little learning..."

JOEY CAVALIERI - writer • DON HECK - penciller •

LARRY MAHLSTEDT - inker

JOHN COSTANZA - letterer • ANTHONY TOLLIN - colorist • MARV WOLFMAN - editor

MS. BOGART, IF THE LAST GUEST ISN'T GOING TO SHOW UP, COULD YOU DISMISS US EARLY TODAY?

NO, LISANNA. SHE REPRESENTS AN IMPORTANT PROFESSION I WANT YOU ALL TO HEAR ABOUT!

BESIDES, NOT EVERYONE IN THIS CLASS HAS A FUTURE ASSURED IN MODELING LIKE YOU! OR A SCHOLARSHIP TO ITALY TO PLAY SOCCER LIKE YOU, ANTONIO!

GOTHAM JUNIOR HI CAREER DAY

COULD YOU PUT THE BALL DOWN PLEASE?

I CAN'T EVER PUT THIS BALL DOWN!

I THINK YOUR GUEST IS HERE, MS. B!



WHAT HAPPENED TO YOU? I WAS EXPECTING YOU HOURS AGO! IT'S NEARLY TIME TO DISMISS THE CLASS NOW!

I-I'M SORRY... I WAS UNEXPECTEDLY DETAINED!

I'D STILL LIKE TO ADDRESS YOUR CLASS IF YOU'D LIKE!

FOR HIS DAY

WELL, THERE'S STILL SOME TIME LEFT...

CLASS, THIS IS MS. HELENA WAYNE, WHO'S HERE TO SPEAK ABOUT THE LEGAL PROFESSION...

BORING!

SHUT UP, STUART! WHAT'S SO EXCITING ABOUT WANTING TO BE A VETERAN?

THAT'S VETERINARIAN, STACY, YOU WATER-HEAD!

ACTUALLY, RIGHT NOW I WORK FOR A LAW FIRM AS A LIAISON TO THE DISTRICT ATTORNEY'S OFFICE...

YOU MEAN LIKE THAT WOMAN ON "HILL STREET BLUES?"

DO YOU HAVE A BOYFRIEND?

HAVE YOU EXPERIENCED DISCRIMINATION IN YOUR FIELD ON THE BASIS OF YOUR GENDER?

ELIZABETH! DO YOU HAVE A LIFETIME SUBSCRIPTION TO "BOREDOM ILLUSTRATED?"!



THAT'S A VERY GOOD QUESTION, ELIZABETH... IT'S DIFFICULT FOR WOMEN TO BE TAKEN SERIOUSLY IN ANY MALE-DOMINATED FIELD OF ENDEAVOR...

IN FACT, I'M QUITE OFTEN AT ODDS WITH MY BOSS, D.A. HARRY SIMS...

BUT WE MANAGE TO WORK OUT OUR DIFFERENCES IN A CALM, PROFESSIONAL MANNER...

NO! NO! NO!
WE CAN NOT
WORK TOGETHER
IN THE SAME
OFFICE...

...BECAUSE IT'LL CHOKE OUR
RELATIONSHIP. THAT'S THE SAME
EXCUSE YOU HANDED ME LAST
TIME.

NO? THEN YOUR TIME WITH ME JUST REMINDS ME OF YOUR LIFE WITHOUT ME... AS THE HUNTRESS!

HARRY, I WAS ATTRACTED TO YOU BECAUSE I THOUGHT YOU'D UNDERSTAND WHAT I DO! I THOUGHT YOU'D REALIZE THAT WHAT I DO AS THE HUNTRESS IS A BIG PART OF WHAT I AM...

AND IF YOU LOVE ME FOR WHAT I AM, YOU'D LEARN TO ACCEPT MY ALTER EGO!

LOOK, TRY TO THINK OF IT AS TEAMWORK. I NAIL 'EM AND YOU JAIL 'EM. WHAT OTHER COUPLE CAN SHARE INTERESTS LIKE THAT?

LET ME SPEED THINGS UP FOR YOU ON THIS CASE... THIS GUY THEY CALL THE MECHANIC. IF YOU CAN'T BRING HIM IN AND MAKE IT STICK...

HELENA, THE MECHANIC'S A HITMAN WANTED UP AND DOWN THE EAST COAST! THE DANGER INVOLVED...

WHEN IT COMES TO DEALING WITH DANGER, HONEY, I'VE BEEN TAUGHT BY EXPERTS!

CUTE, HELENA.
AND WHAT AM I SUPPOSED TO TELL MY STAFF WHEN THEY QUESTION YOUR CHRONIC ABSENCE? HELENA WON'T BE IN TODAY... SHE'S OUT CHUCKING KNIVES AT THE CRIME-LORD!"

OH, NO! IF YOU'RE GOING TO WORK IN THIS OFFICE, YOU'RE GOING TO WORK IN THIS OFFICE!

AND I'LL MAKE SURE IT STAYS THAT WAY!

OHHHH, HARRY, MY MOTHER TOLD ME TO WATCH OUT FOR MEN LIKE YOU!

MEANWHILE...

...Being a monthly column wherein DC's Managing Editor holds forth on matters: a) Close to his heart; b) Trivial; c) Not so trivial; d) That he feels like holding forth on; e) None of the above.



Well, there goes my career as a columnist! First time out of the gate and I goofed. Managing Editors aren't supposed to goof... not when listing the Annuals he's presenting this summer... not in his **very first column**... not in front of all those people, for pete's sake! Mea culpa! (The real Annual line-up is: All the Annuals we published last year except **Swamp Thing**. Plus **Justice League**, **Superman** and **Firestorm**.) Oh, well. I was close.



By the time you read this, at least 4 issues of **Camelot 3000** will be out. If you don't know what **Camelot 3000** is, chances are you don't buy your comics at a comic shop or any other dealer who gets his comics on a non-returnable basis. If that's the case, you'll want to look around you to see if such a dealer, shop or store is currently doing business in your area or you'll miss out on reading some of the best comics coming from DC Comics in 1983. **Camelot 3000** is the first in a line of very special comics we will be publishing this year. They'll be printed offset on Baxter paper (a

far better grade of paper than regular comics. It's actually white.)

We expect to have four or five monthly titles in this format before 1983 is out and the word is that they'll all be pretty special. (More details in a future column.)

If your search for a non-returnable comics dealer (the term refers to a dealer who buys his comics from a distributor who buys from us outright and cannot return them as the typical newsstand distributor can) turns up zip, write us and we'll try to help you find the one closest to you. Some of them even offer a neat subscription service for readers who live too far from the store (or are too lazy) to stop in every week. Of course, we'll be offering subscriptions to titles published in this format that are regular monthly books. (Not mini or maxi-series.) Check our house ads or the indicia, that block of obligatory type found on the bottom of page one of every book, for details.



If you happened to be in New York City on September 13-15 and passed near the Berkshire Place Hotel on 52nd Street during the wee hours and heard strange sounds emitting from within, it was just a group of freelance comic artists and writers (plus some wives, girl friends, etc.) indulging in all-night, or **nearly** all-night, bull sessions. DC's Prez and Publisher Jenette Kahn had approved a plan submitted months earlier, to invite free-

lance contributors who live a considerable distance from the Big Apple to join us at DC's offices for a round of talks, mini-conferences, lunches, and a sit-down dinner.

On the second day, we invited local free-lancers to join us and for the first time, people who had been working on the same projects were able to meet each other and exchange ideas nose-to-nose. At the close of each business day, they were free to wander off and do what they wished but word got back to me that each day's activities generally ended back at the hotel talking comics.

The people who made this historic pilgrimage were: Gerry Conway (who also celebrated his birthday while he was with us); Danette and Roy Thomas, Dan Jurgens, Mark Evanier, Al Gordon, Dan Spiegle, Dennis Jensen, Jerry Ordway, Tony DeZuniga, Scott Shaw!, Steve Gerber, Rick Hoberg, Pat Broderick and Keith Pollard. Invited but unfortunately unable to attend were Mike Grell, Alex Toth, Don Newton and Marty Pasko.

We all enjoyed the chit-chat and each others company and we're looking forward to being able to make this a regular annual event. (Or bi-annual...? or quarterly, Jenette...?)



Hey, just because this page isn't technically a letters page doesn't mean you **can't** write letters. I'd like to hear your comments on the new DC and I might be able to print one or two of your letters in this space. Worth a shot, if you like to see your name in print!

Incidentally, by the time you read this, DC Comics will be comfortably ensconced in new quarters at yet another prestigious address (remember, you read it here first), so address us at:

Meanwhile...
DC Comics, Inc.
666 Fifth Ave.
New York, NY 10103

Thank you and good afternoon.

Dick



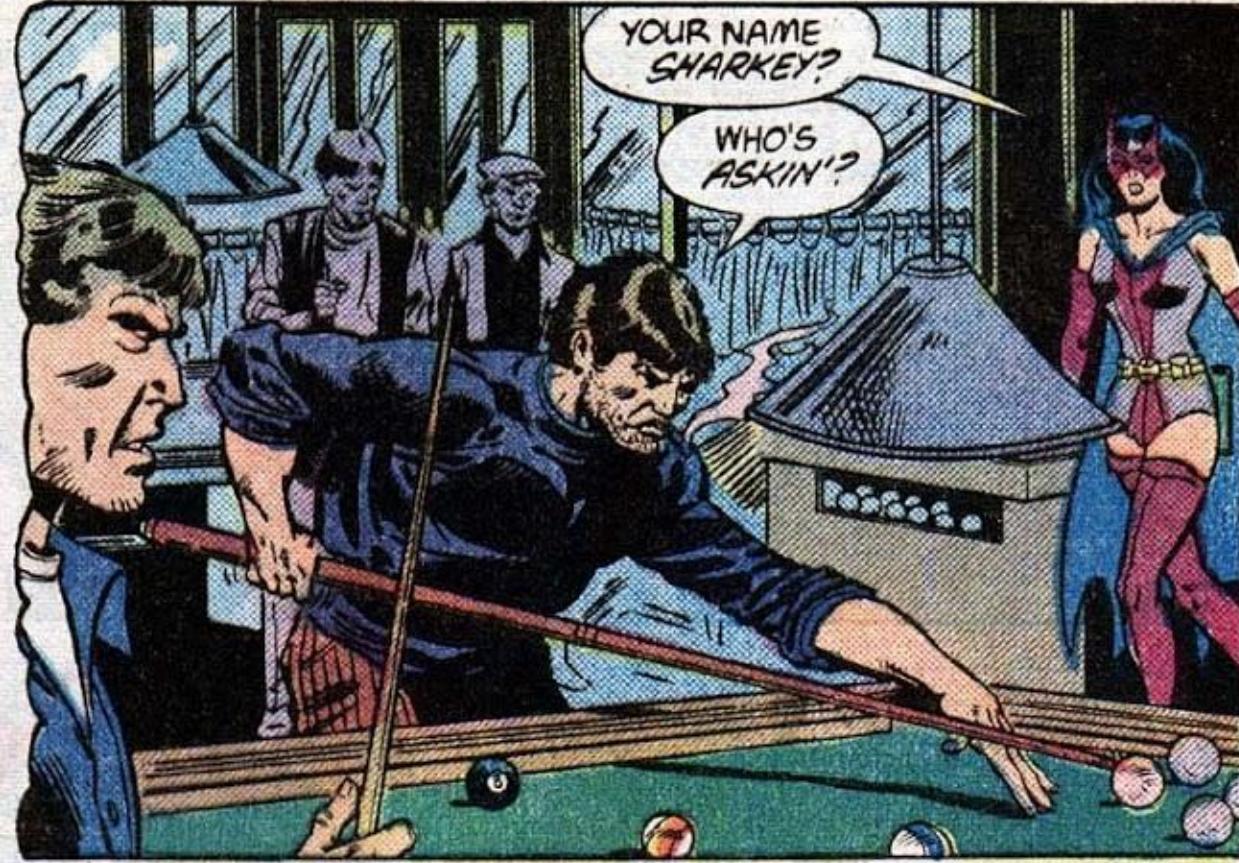
BUT I'LL BET YOU JUST SEE
THE SAME FACES EVERY DAY!
DON'T YOU EVER GET TO
MEET NEW PEOPLE?

WELL,
THERE'S

CLIENTS... AND,
UM... DEFENDANTS
... WITNESSES...

YOUR NAME
SHARKEY?

WHO'S
ASKIN'?



THE WORD ON THE STREET IS THAT YOU AND A GUY
CALLED THE MECHANIC USED TO HUSTLE GAMES
TOGETHER.

I DON'T LISTEN TO
WHAT THEY SAY ON THE
STREET. I MIND MY
BUSINESS.

I WANT TO
GIVE HIM A
MESSAGE...

I AIN'T NO
ANSWERIN'
SERVICE!



I WANT YOU TO TALK TO YOUR
FRIEND THE MECHANIC. TELL HIM
HE DID A SLOPPY JOB, ONE
THAT POINTS RIGHT TO HIM. HE
DID EVERYTHING BUT TACK ON
A COPYRIGHT NOTICE.



TELL HIM YOURSELF.
SO MUCH FOR STRIKING
FEAR INTO THE HEARTS
OF EVILDOERS.



IT DOESN'T SOUND AS THOUGH YOU'D GET MUCH JOB SATISFACTION... I MEAN, WHAT IS IT ABOUT YOUR JOB THAT MAKES IT... YOU KNOW... FUN?

WELL, LISANNE, SOCIETY NEEDS JUSTICE AND ORDER TO SURVIVE...

AND I FIND SEEING JUSTICE IN ACTION IMMENSELY GRATIFYING!

LET'S SEE HOW SHARP YOU ARE...





NEXT ISSUE:

DYING TO TAKE YOU AWAY!