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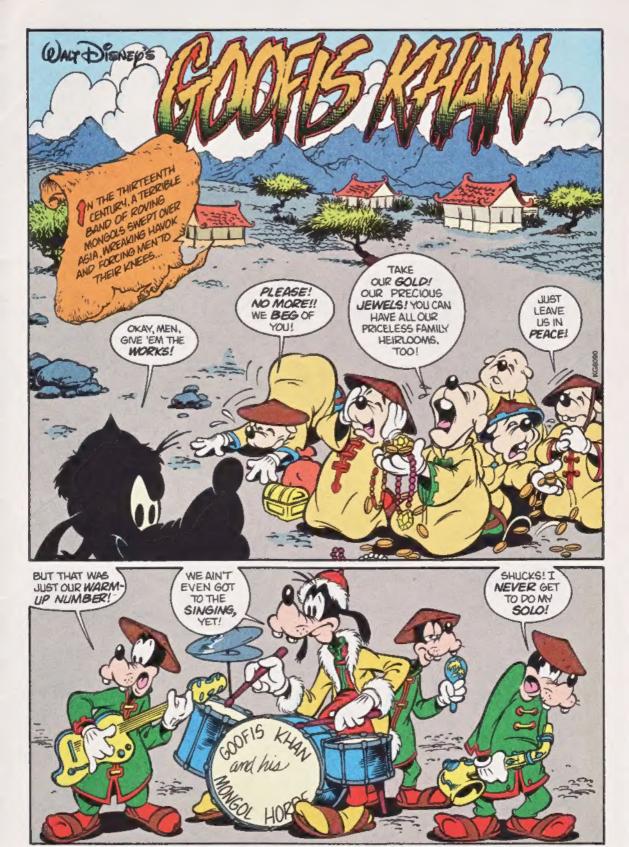
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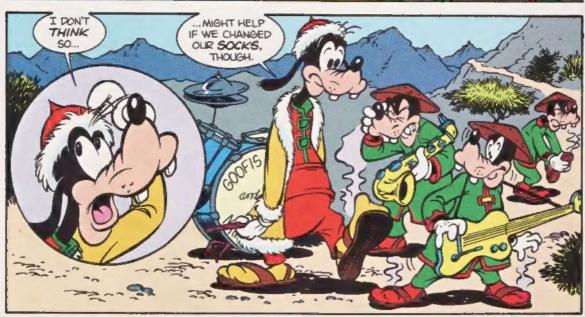
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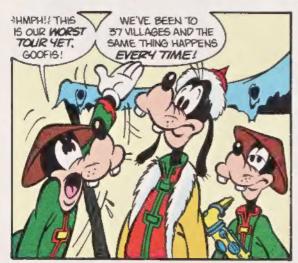




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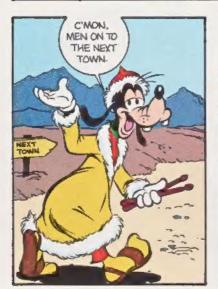


























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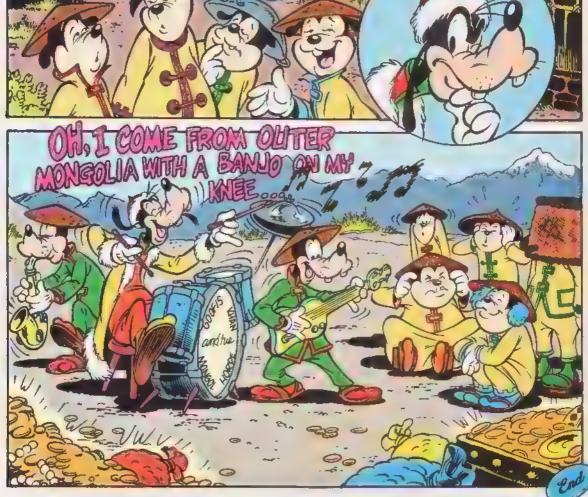
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ALL THIS

YOU THINK

OF GOLD?

YOU COULD USE A FEW EXTRA TONS





DISNEY MAGIC

At the bottom of my company business card, which lists, among other things, my name, business address, phone number and, of course, fax number, there is a phrase which reads "Part of the Magic of The Walt Disney Company ®". I've seen the line a thousand times, but its meaning never really registered on my consciousness.

Until this week.

A few days ago, I was in a business meeting with several representives of Disney Comics' European publishers, when the question of how many pages of original material we're producing here at the Mouseworks each year was asked. I did a little quick calculating and informed my guests that we created about 3000 original pages annually.

I then stopped in mid-sentence and shook my head. Until I spoke those words, it had never really occured to me how much work goes into bringing you our dazzling line of comics every month. When you think of stories in increments of twelve or twentysix pages, the workload seems a lot more reasonable and a whole

lot less overwhelming.

You have to understand that the actual editorial and production staff of Disney Comics (and the comics section of our bi-weekly Disney Adventures digest) is barely a dozen people strong. That means it's up to these twelve willing, able (and obviously masochistic) people to oversee the creation of over 250 pages a month. And this doesn't even include the reprints of classic works by such Disney greats as Carl Barks and Floyd Gottfredson, or the effort involved in translating, rewriting and otherwise preparing the various stories we print that were originally produced by our European publishers.

Boy, 3000 pages a year-produced by only a dozen people. Hey, if that's not magic, what

--Len Wein Editor-in-Chief

ON SALE THIS MONTH!

CHIP 'N' DALE RESCUE RANGERS #11 "Bobo Wiggle's Circus Surprise"

Kidnapped and taken to the Pacific Northwest, the Rangers encounter the legendary Bigfoot! But is there more to this monster than meets the eye?

Story by SCOTT SAAVEDRA / Art by HECTOR SAAVEDRA and

RUBEN TORRIERO

DONALD DUCK ADVENTURES #11

"What's For Lunch...Supper?

When the nephews complain about his cooking, Donald decides to become a gourmet chef. But when Donald gains so much weight, he can't even lit through the door, the kids convince him to go to a "fat farm" to lose weight. Story by TOM YAKUTIS / Art by BILL WHITE and LARRY MAYER

DUCKTALES #11

The Once-And-Future Warlock* Escaping from Crab Island, Scrooge, Launchpad and the kids follow the trail of the golden comet to Stonehenge, where Doofus is transformed into a Druid priest. Story by BILL LANGHANS / Art by COSME QUARTIERI and CO.

GOOFY ADVENTURES #11

"Goofis Khan"

How does the semi-ferocious Goofis Khan terrorize all of Asia with a horde of only three? You wouldn't believe us if we told you. Story by JOHN BLAIR MOORE / Art by JOHN COSTANZA and BRIAN GARVEY

Also, "The Return of Goofy daVinci" and "A Goofy Look at Doors"

MICKEY MOUSE ADVENTURES #11

"When Mouseton Freezes Over"

Mouseton seems caught in its own private Ice Age, putting it at the mercy of the sinister Prince Penguin. Can even Mickey free the city from his icy grasp?? Story by MARV WOLFMAN / Art

by STEPHEN DeSTEFANO and **GARY MARTIN**

ROGER RABBIT #11

"Who Framed Rick Flint?"

When Rick is framed for art theft, Roger turns detective himself to help clear Rick's name. But are all Roger's antics enough to save him from Toyboy and Boneless Maloney? Story by PETER DAVID / Art by ANIBAL UZAL and JOSE MARZAN

"Movin' To The Music"

When Roger agrees to help deliver a grand plano for a friend, he gets more than he bargained for. Story by JIM BRICKER / Art by JOHN COSTÁNZA and GARY MARTIN

TALE SPIN LIMITED SERIES #4

"Plunder and Lightning!"

In this climactic chapter of our four-part Origin adventure, Don Karnage and his Iron Vulture finally breach the ramparts of Cape Suzette to unleash a firestorm of chaos. Will Baloo and Kit join forces once more in time to save their friends?

Story adapted by BOBBI JG WEISS / Art by COSME QUARTIERI and

.

ROBÉRT BAT

UNCLE SCROOGE #253

"The Fabulous Philosopher's Stone" In pursuit of the Philosopher's Stone, reputed able to turn common

metals into gold, Scrooge and the gang travel from the Black Forest of Germany to the island of Crete, where they discover the Labyrinth, a complex system of tunnels guarded by the legendary Minotaur.

Story and Art by CARL BARKS

WALT DISNEY'S COMICS & STORIES #558

DONALD DUCK - "Donald's Fix-It Shop" Armed with "Freebunkle's Fix-It Guide," Donald goes into business. Story and Art by CARL BARKS

BUCKY BUG - "All Wet"

When the reservoir floods, Bucky and Bo must rescue their friend.

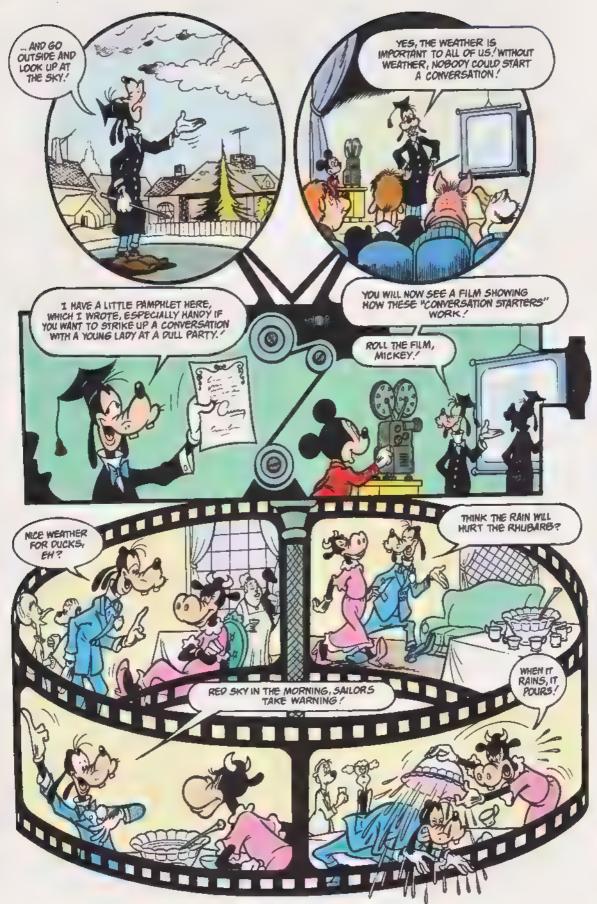
MICKEY MOUSE - "Castaways of Whale Bay " Mickey and Goofy go in search of ancient treaure. Story by CARL FALLBERG / Art by

PAUL MURRY

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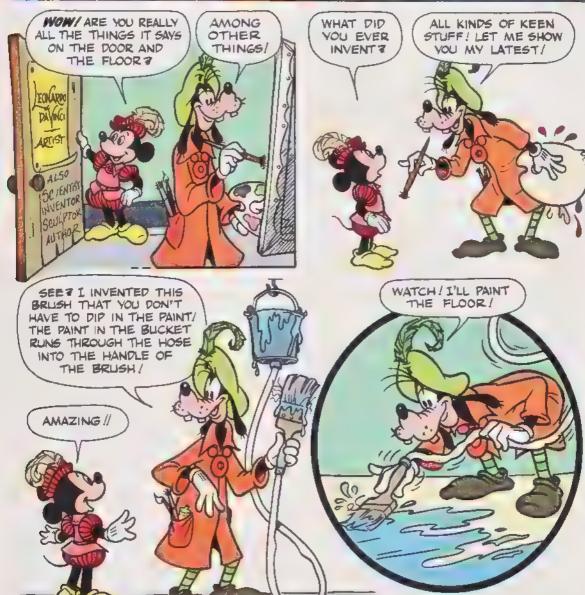
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Hi, there. We're a little short on letters this month, so instead of letters, let me give you a little backstage news about this issue and a few other things.

"Goofis Khan" is unusual, in that most of the people who created it never handled Disney characters before.

John Blair Moore, the writer, is a splendid cartoonist who wrote and drew "Invaders from Home!", a sixissue series from Piranha Press. Ask your tocal comics shop for a copy; it's strange, wonderful work.

Penciler John Costanza is a letterer for DC Comics and other publishers; he's also drawn for DC's various Looney Toons projects. You'll see more of John's work in Roger Rabbit #10 and #11.

Our inker, Brian Garvey, is best known for collaborating on many comic-book projects with Ian Akin, Brian is a fine inker, and I hope to see him in Disney Comics' pages again.

"Goofis Khan" was also the first Disney job for the letterer, Dan McKinnon--but we liked his work, and he'll be back.

Now, colorist Christine Shearer is no newcomer; she's in this month's Donald Duck Adventures and Walt Disney's Comics and Stories.

"A Gooly Look at Weather" was written by Cal Howard. Cal, ■ long-time Disney writer, contributed "Goofy Peary Discovers the North Pole" in Goofy Adventures #2.

The art was penciled by Hector Urtiaga of the Jaime Diaz Studios. The Diaz Studios produce the art for DuckTales, Chip 'n' Dale Rescue Rangers, and our new TaleSpin. The inker, the Diaz Studios' Carlos Valenti, has drawn for DuckTales and Rescue Rangers.

The letterer on "Goofy Weather" is Tim Harkins, who's lettered sev-

eral "Goofy Look Ats," as well as many stories for other companies.

The colorist, Janice Parker, has been with us from Goofy Adventures #1, and regularly colors the lead story in Roger Rabbit.

Prolific **Cal Howard** wrote our last story, "The Return of Goofy da Vinci." It first saw print in *Disney Magazine*, a periodical full of stories, comics, non-fliction, puzzles and games, in August, 1965.

The art was produced by the Al White Studios, which creates quite a bit of art for Disney publications. The penciler, Al Hubbard, was a veteran Disney artist who drew "Sir Goofy--Knight of the Square Table" in Goofy Adventures #5, as well as our graphic novels Peter Pan and The Jungle Book. The inker, Steve Steere, inked many, many Disney stories and virtually atl of the Disney characters from the 1950s to the 1980s.

Valerie Dalchele, the colorist, has been doing Roger Rabbit stories recently, so keep your eyes open for her in that book.

Our cover was penciled and inked by Jukka Murtosaari, whose work also appears on this month's Duck-Tales and next month's Goofy Adventures, Donald Duck, Uncle Scrooge and Roger Rabbit. (Hey, when we find a good artist, we keep him busy.)

And the cover was colored by Gail Bailey, who colors most of our covers, plus the lead story in Mickey Mouse Adventures.

Elsewhere in Seidman's Stable, life is interesting.

Chip 'n' Dale Rescue Rangers #11. on sale next week, finds the Rangers in the Pacific Northwest, where they encounter a mystery at a circus--plus Bigfoot. It's written by Scott Saavedra, who wrote last issue's "Agent Goofy--the G-Man," and drawn by the Jaime Diaz Studios'

Horacio (Hector) Saavedra (no relation) and Robert Bat.

Roger Rabbit #11, which would ordinarily be edited out of my office, is being guest-edited by Len Wein to give little me a breather. The lead is "Who Framed Rick Flint?", by Peter David, John Costanza and Jose Marzan, Jr. Rick's under arrest, and Roger has to spring him. The back-up, "Movin' to the Music," by Jim Bricker, John Costanza and Gary Martin, has Roger trying to move a piano. You can imagine the chaos that follows.

Upcoming projects from my harried, little room include:

* I Hate Toons, ■ Roger Rabbit graphic novel;

* 101 Dalmatlans, a 48-page anthology due this June (just in time for the movie's re-release):

* Beauty and the Beast, an adaptation of an animated feature to be released in November;

* And an all-new monthly title that I'm not yet free to discuss--but I think that you'll like it.

Lastly, an apology. In Goofy #9, I wrongly credited Dwight Decker as the translator of "James Goof-Master Spy." The actual translator was Roman Arambula. Roman, by the way, also drew "The Lost Masterpiece of Goofy da Vinci" back in Goofy #5.

Next issue

It's a Goofy adventure so big that one issue can't hold it. Goofy Adventures #12 features Chapter One of the two-part "Arizona Goof and the Lost Tempte," which features not only Goofy and Mickey, but also Goofy's daredevil cousin, Arizona Goof! Those who have wanted an Indiana Jones parody, and those who have wanted Goofy in the present day, will love this issue. It's filled with laughs, derring-do, and cliff-hanging suspense.

Take care!

David Seidman Editor

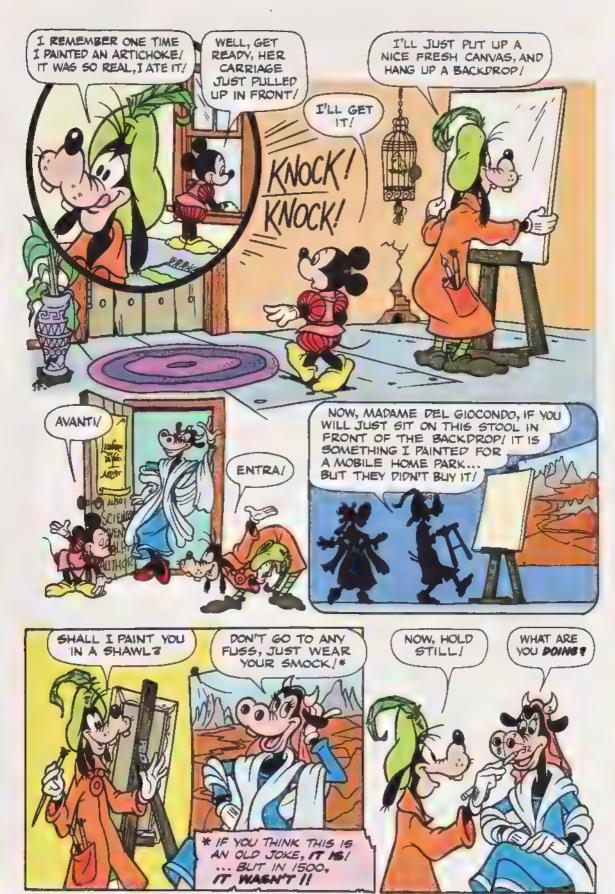






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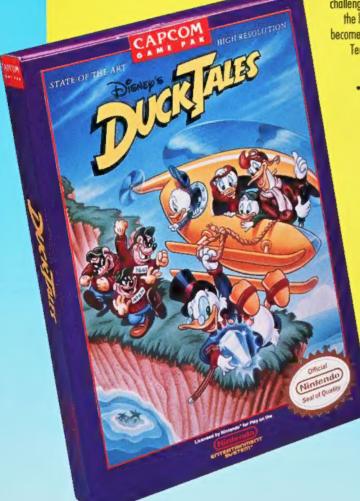








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