



TRAPPED ABOARD A KLINGON WARSHIP,
KIRK FIGHTS FOR HIS LIFE!

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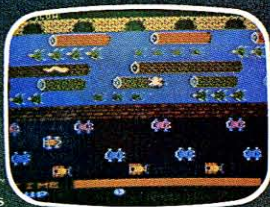


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PARKER BROTHERS

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Atari 5200™
Graphics

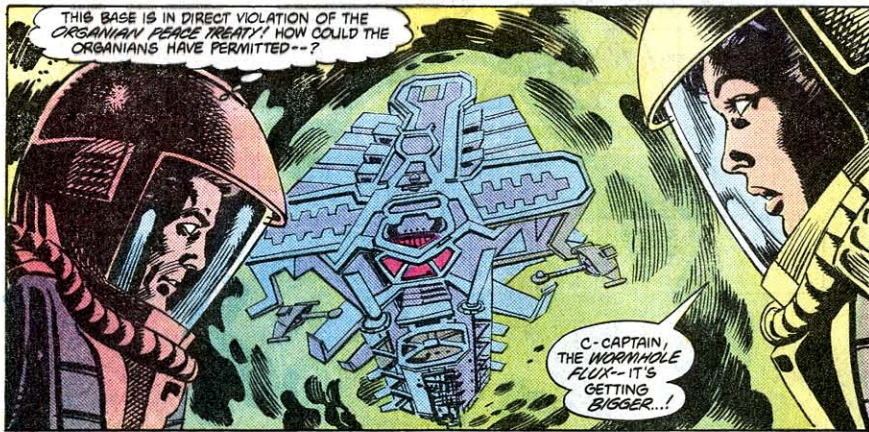
STAR TREK

Based on the series created by Gene Roddenberry



MIKE W. BARR * TOM SUTTON & RICARDO VILLAGRAN
Writer Artists
JOHN COSTANZA * MICHELE WOLFMAN * MARV WOLFMAN
Letterer Colorist Editor

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SHUTTLECRAFT GALILED THREE TO ENTERPRISE HAVE PENETRATED WORM-HOLE SPACE...



... SENSORS INDICATE A STRUCTURE OF KLINGON DESIGN 3.5 KILOMETERS AHEAD.



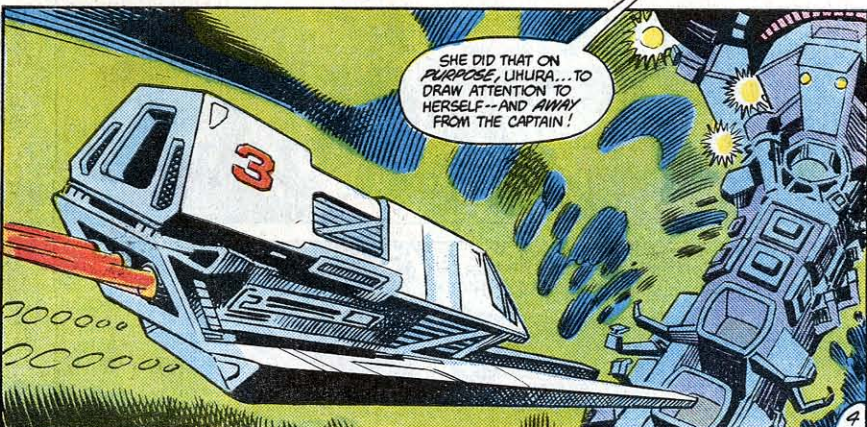
NOW BEGINNING RECONNAISSANCE SURVEY OF STRUCTURE...



... LIEUTENANT SAAVIK OUT.

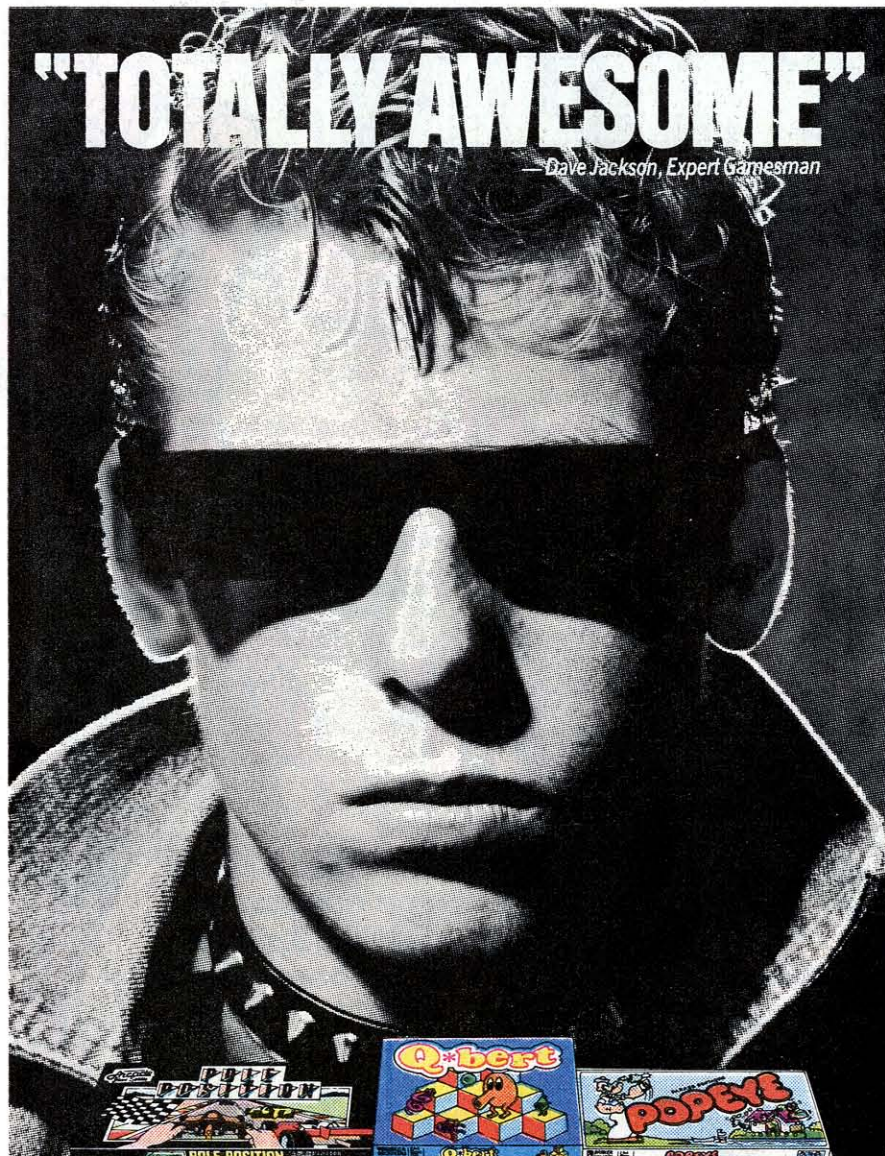
WHAT'S WRONG, UHURA?

MR. SAAVIK'S TRANSMISSION-- SHE DIDN'T EVEN SCRAMBLE IT! THE KLINGONS ARE SURE TO PICK IT UP, TOO!



SHE DID THAT ON PURPOSE, UHURA... TO DRAW ATTENTION TO HERSELF-- AND AWAY FROM THE CAPTAIN!

CONTINUED ON 38P PAGE FOLLOWING



"TOTALLY AWESOME"

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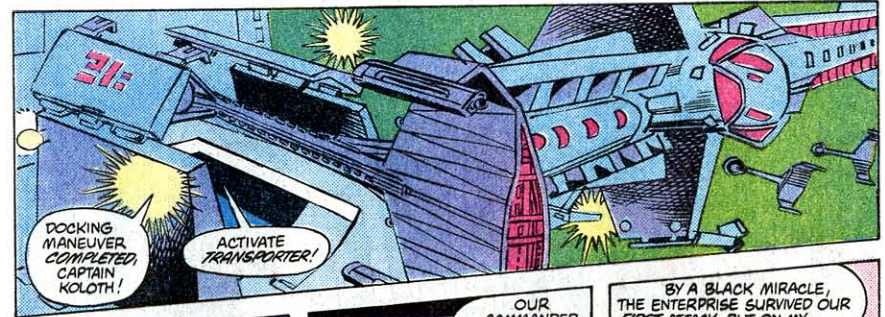


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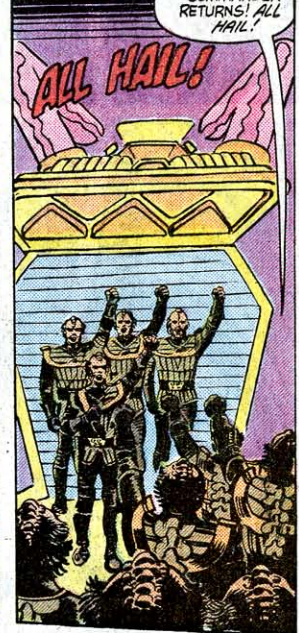


DOCKING MANEUVER COMPLETED, CAPTAIN KOLOTH!

ACTIVATE TRANSPORTER!



HAHAHAHAHAHAHA



ALL HAIL!

OUR COMMANDER RETURNS! ALL HAIL!



BY A BLACK MIRACLE, THE ENTERPRISE SURVIVED OUR FIRST ATTACK, BUT ON MY HONOR, SHE WILL NOT WITHSTAND A SECOND!

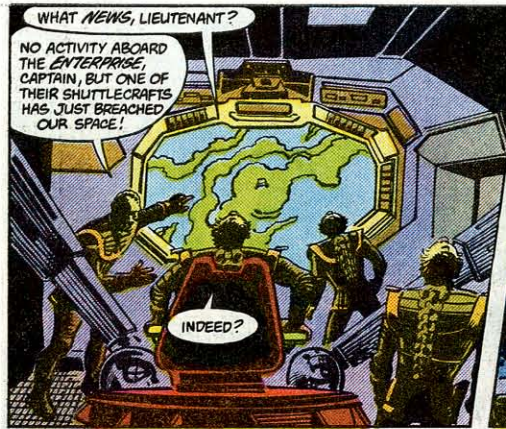
I GO TO COMMAND CENTRAL! RESUME YOUR STATIONS, AND AWAIT NEWS OF OUR GLORIOUS VICTORY!



THIS WILL BE A DAY LONG REMEMBERED, EH, HELMSMAN KONOM?

Y-YES! CAPTAIN!

GODS, HE KNOWS!



WHAT NEWS, LIEUTENANT?

NO ACTIVITY ABOARD THE ENTERPRISE, CAPTAIN, BUT ONE OF THEIR SHUTTLECRAFTS HAS JUST BREACHED OUR SPACE!

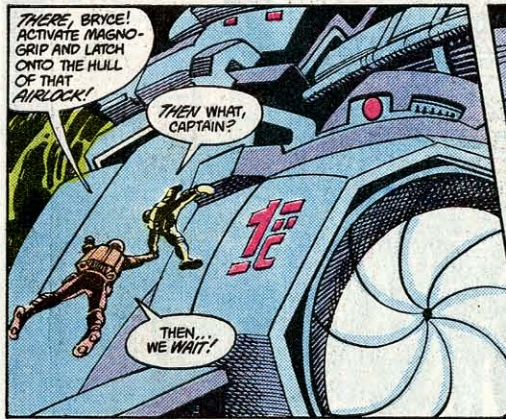
INDEED?



CAPTURE IT, BUT USE CARE! AND DOUBLE ALL SECURITY! THIS MAY BE A RUSE!

RIGHT AWAY, CAPTAIN!

NOW, LIEUTENANT!



THERE, BRYCE! ACTIVATE MAGNO-GRIP AND LATCH ONTO THE HULL OF THAT AIRLOCK!

THEN WHAT, CAPTAIN?

THEN... WE WAIT!

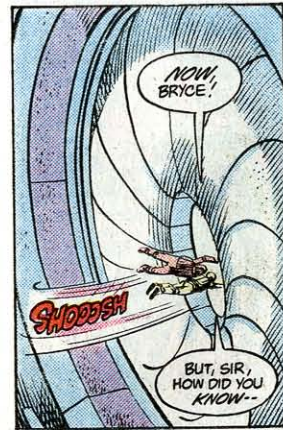


AIRLOCK OPEN! THRUSTERS ACTIVATED!

DOWN!



ASSUME STANDARD ATTACK FORMATION!



NOW, BRYCE!

SHOOOSH!

BUT, SIR, HOW DID YOU KNOW--

YES, SIR.



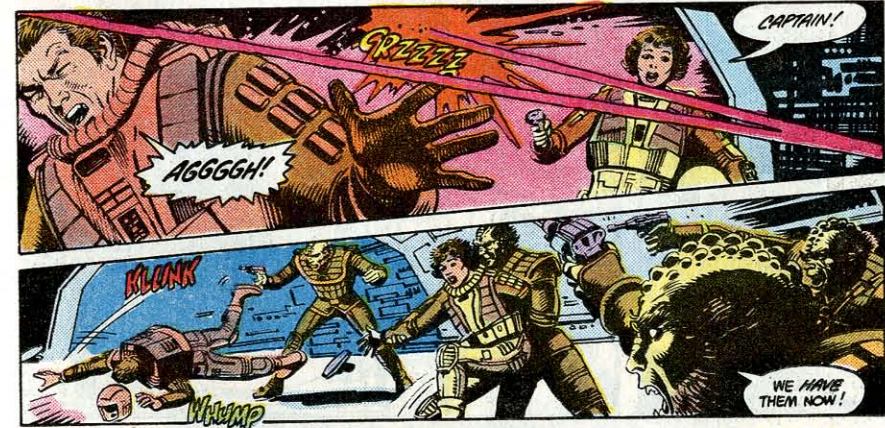
HOW DID I KNOW THIS AIRLOCK WOULD OPEN?

LET'S JUST SAY, MR. BRYCE, THAT I ARRANGED A LITTLE DIVERSION!



GOOD, THEY'VE REPRESSURIZED! PHASERS ON STUN!

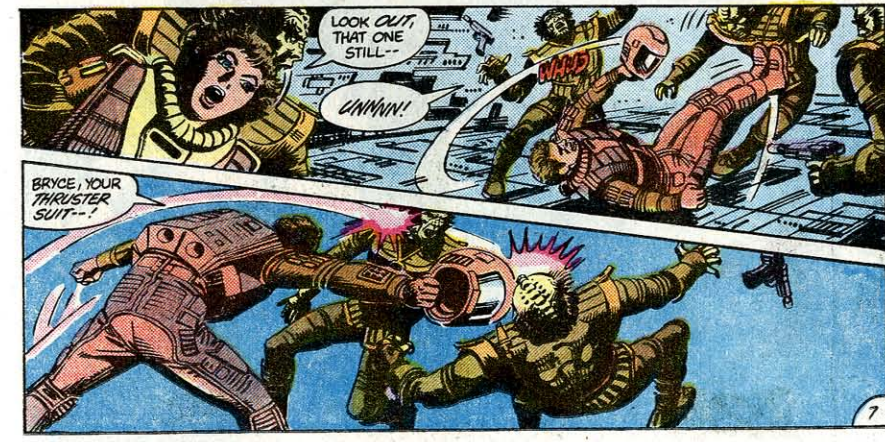
YES--



GRZZZ

AGGGGH!

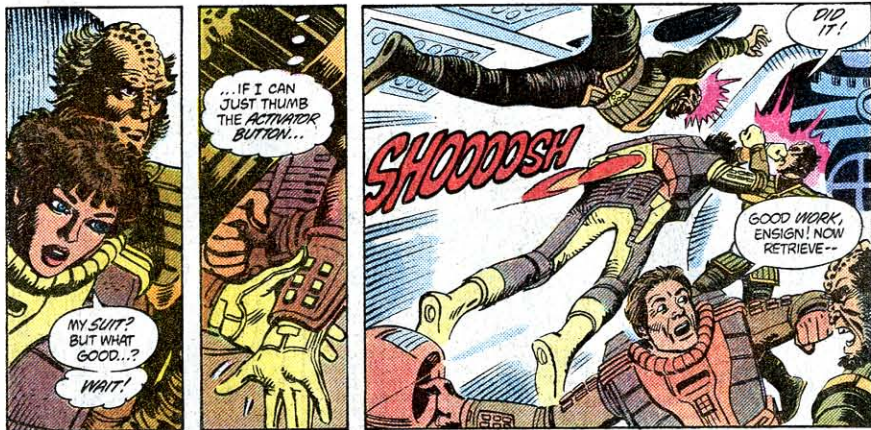
CAPTAIN!



LOOK OUT, THAT ONE STILL--

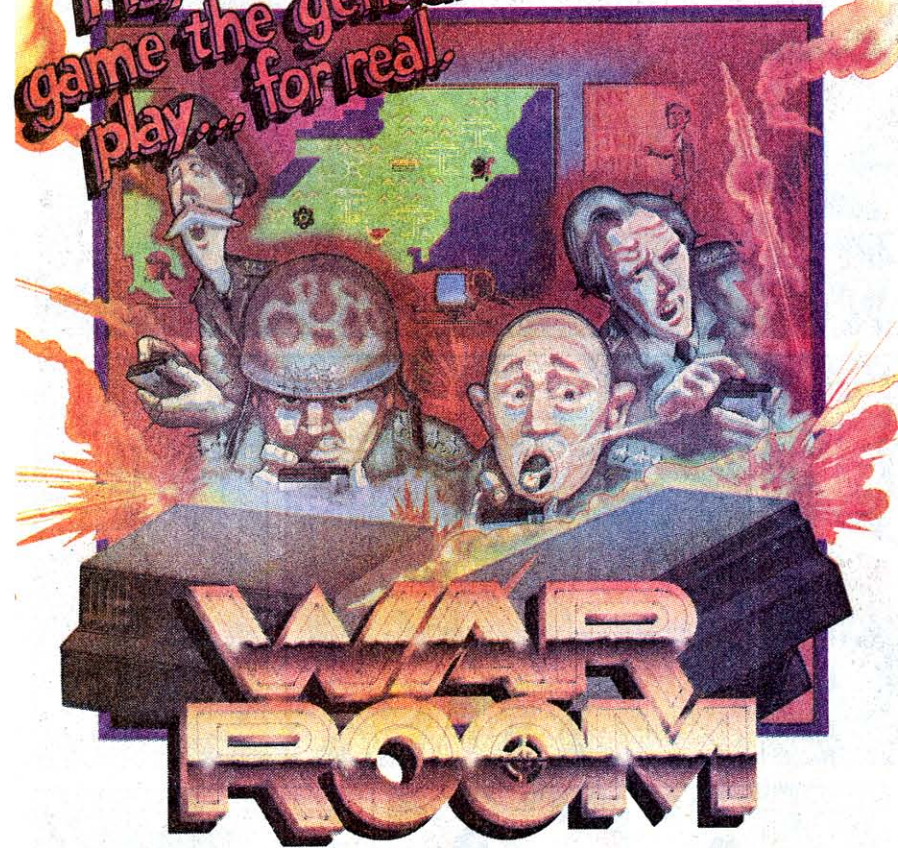
UNNN!

BRYCE, YOUR THRUSTER SUIT--!



CONTINUED ON 2ND PAGE FOLLOWING.

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... YOU HAVE NOTHING TO FEAR FROM US!

DAMN IT, BRUCE, FIRE! THEY KILLED YOUR FATHER...

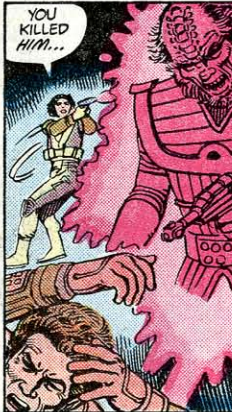
... DO YOU WANT TO BE NEXT?



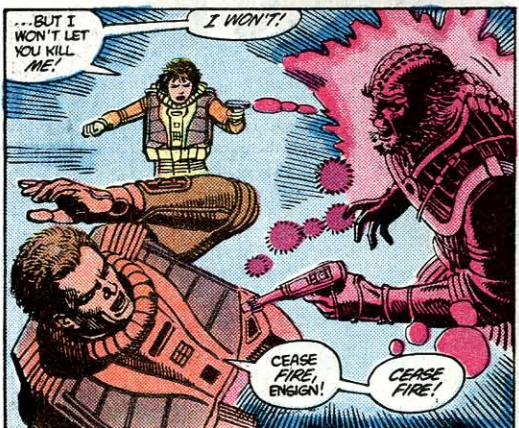
...MY FATHER...



NO!



YOU KILLED HIM...



...BUT I WON'T LET YOU KILL ME!

I WON'T!

CEASE FIRE, ENSIGN!

CEASE FIRE!



IT'S OVER NOW! THEY'RE GONE!

Y-YOU'D BETTER TAKE THIS, SIR!

WHY?

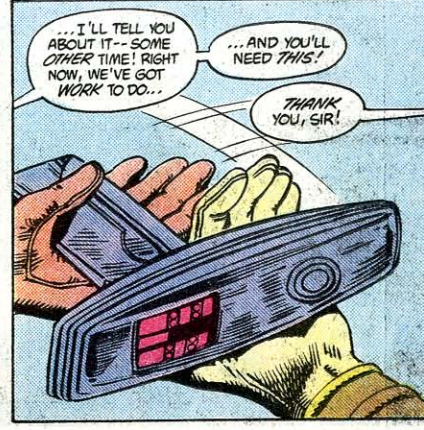
I... I FROZE... RIGHT WHEN YOU NEEDED ME...



ANYONE CAN FREEZE ONCE, ENSIGN! YOU DID IT... SO DID I!

Y-YOU, SIR?

ME-- ON A PLANET CALLED TIGHO IV, YEARS AGO...



... I'LL TELL YOU ABOUT IT-- SOME OTHER TIME! RIGHT NOW, WE'VE GOT WORK TO DO...

... AND YOU'LL NEED THIS!

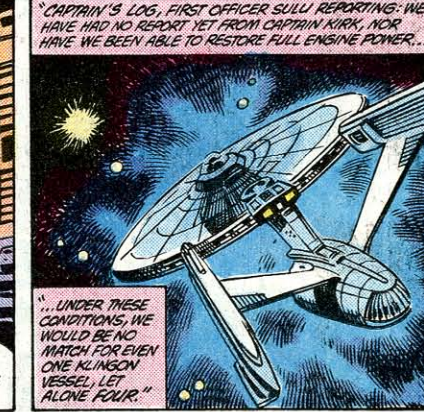
THANK YOU, SIR!



OUR SUITS SHOULD REMAIN UNDISCOVERED HERE! ANY SIGN OF ANOTHER PATROL, ENSIGN?

NO, SIR. I DOUBT THEY HAD TIME TO CALL FOR REINFORCEMENTS.

THEN WE'LL BE ON OUR WAY, MR. BRUCE... WE'VE NOT MUCH TIME!



"CAPTAIN'S LOG, FIRST OFFICER SULLU REPORTING: WE HAVE HAD NO REPORT YET FROM CAPTAIN KIRK; NOR HAVE WE BEEN ABLE TO RESTORE FULL ENGINE POWER..."

"... UNDER THESE CONDITIONS, WE WOULD BE NO MATCH FOR EVEN ONE KLINGSON VESSEL LET ALONE FOUR."



SULLU, ANY WORD FROM JIM?

NOT YET, DOCTOR.



HE HASN'T REPORTED IN? WHY DON'T YOU TRY RAISING HIM ON HIS COMMUNICATOR?

SO THE KLINGSONS COULD TRACE OUR SIGNAL AND FIND HIM? THAT'S JUST WHAT THEY'D WANT US TO DO!

BLAST IT, THERE MUST BE SOMETHING WE CAN DO!



I WOULDN'T WORRY, DOC. THE CAPTAIN WILL COME BACK, HE ALWAYS DOES!



THAT'S WHAT I ALWAYS THOUGHT ABOUT SPOCK!



"REMEMBER," SPOCK SAID...



...REMEMBER...



...REMEMBER WHAT?



SULLU HERE, SCOTTY, HOW--

AH KNOW WHAT YER GOIN' T'ASK, MR. SULLU...



...AN' I'VE NOT GOT THE MAINS BACK IN LINE--NOT YET? AH CAN TRY A DOUBLE BYPASS AN' GIVE YUH PARTIAL PHASERS, BUT--

NOT YET, SCOTTY, BUT KEEP THAT UP YOUR SLEEVE--

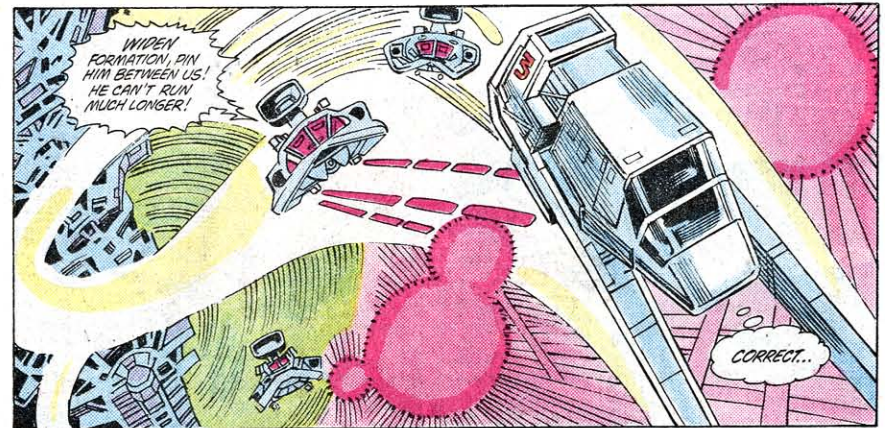


--WE'LL NEED THEM IN A HURRY IF OUR FRIENDS COME BACK!

AYE!

I'M IN COMMAND OF THE ENTERPRISE... UNTIL THE CAPTAIN COMES BACK! I'VE PROVED MYSELF FIT FOR COMMAND OVER AND OVER...

...SO WHEN WILL STARFLEET GIVE ME A COMMAND OF MY OWN?



WIDEN FORMATION, PIN HIM BETWEEN US! HE CAN'T RUN MUCH LONGER!

CORRECT...



...WHICH IS WHY, NOW THAT I HAVE LED THEM ON FOR SOME TIME...



EVASIVE!

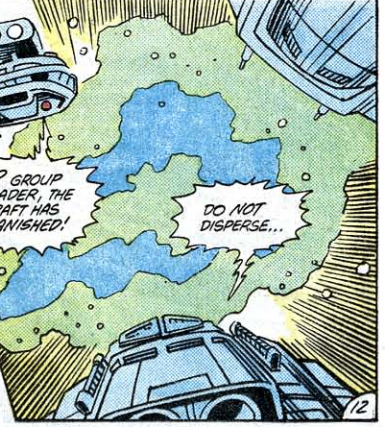


...I SHALL RETURN FIRE!

REGROUP AND CONSOLIDATE FIRE!

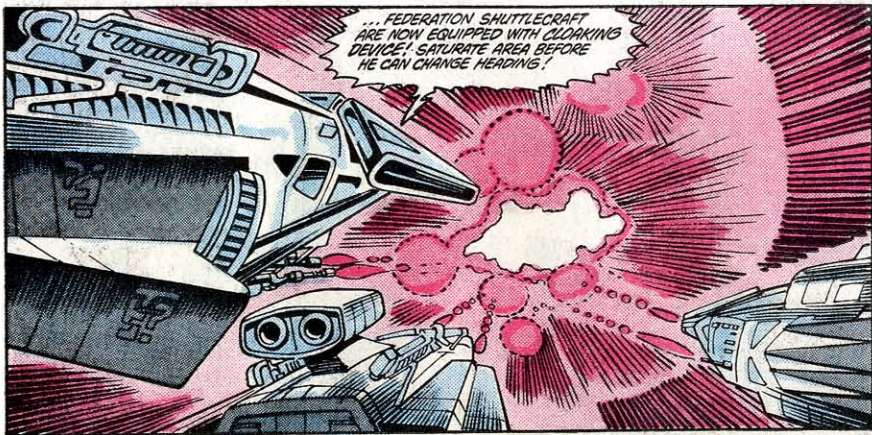


WE HAVE HIM NOW! ON MY COMM--

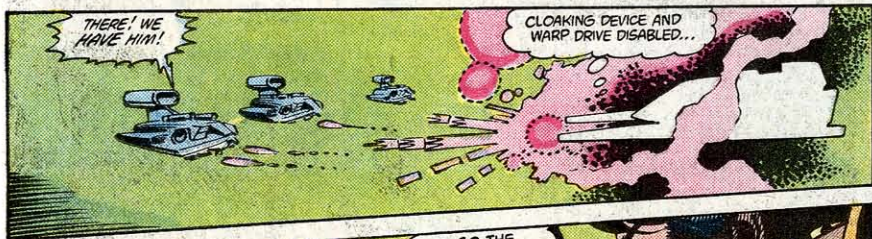


? GROUP LEADER, THE CRAFT HAS VANISHED!

DO NOT DISPERSE...

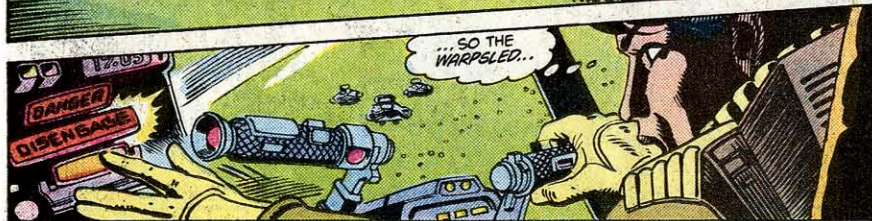


... FEDERATION SHUTTLECRAFT ARE NOW EQUIPPED WITH CLOAKING DEVICE! SATURATE AREA BEFORE HE CAN CHANGE HEADING!

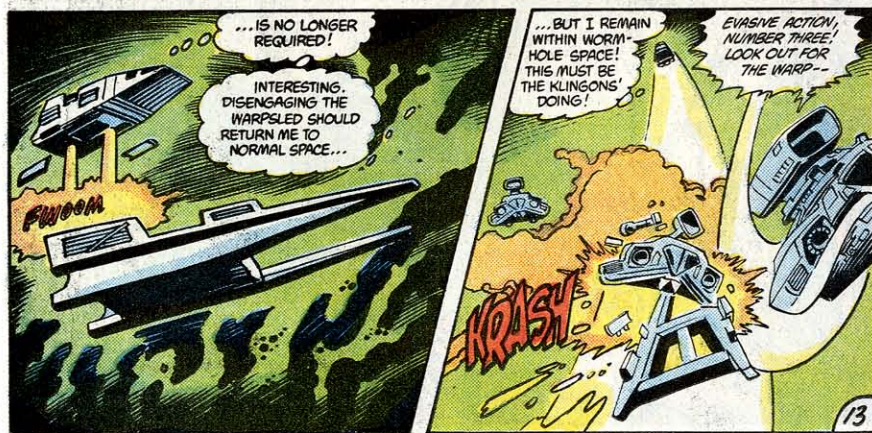


THERE! WE HAVE HIM!

CLOAKING DEVICE AND WARP DRIVE DISABLED...



... SO THE WARPSLED...



... IS NO LONGER REQUIRED!

INTERESTING. DISENGAGING THE WARPSLED SHOULD RETURN ME TO NORMAL SPACE...

... BUT I REMAIN WITHIN WORM-HOLE SPACE! THIS MUST BE THE KLINGONS' DOING!

EVASIVE ACTION, NUMBER THREE! LOOK OUT FOR THE WARP--

KRAASH!

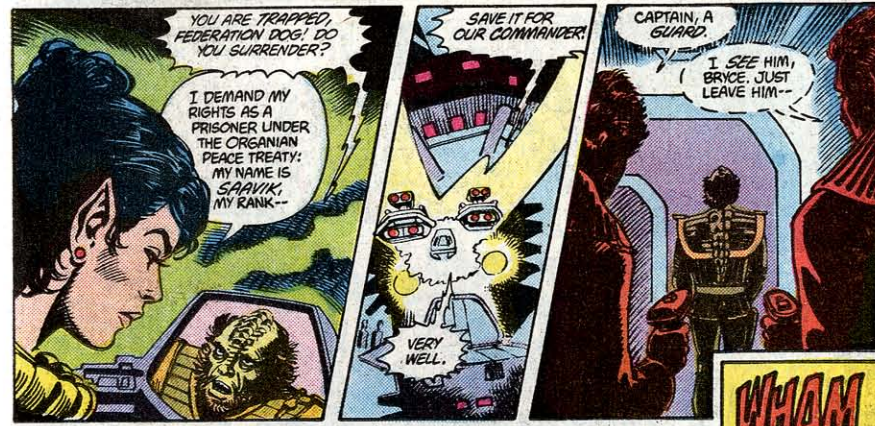
13



CAPTURE FORMATION, NUMBER TWO!



ACTIVATE TRACTOR BEAM!



YOU ARE TRAPPED, FEDERATION DOG! DO YOU SURRENDER?

I DEMAND MY RIGHTS AS A PRISONER UNDER THE ORGANIAN PEACE TREATY: MY NAME IS SAAVIK, MY RANK--

SAVE IT FOR OUR COMMANDER!

CAPTAIN, A GUARD.

I SEE HIM, BRUCE. JUST LEAVE HIM--

VERY WELL.

WHAM



-- TO ME, THIS WAY.

EARTHLINGS... HERE?

14



SENSORS SHOW THIS AREA CONTAINS THEIR MOST COMPLEX CIRCUITRY, BRYCE --

--HAVE YOU LOCATED THEIR... "WORMHOLE STABILIZER"?

NEGATIVE, CAPTAIN...



... I READ 4TH LEVEL KLINGONESE, BUT THE TECHNICAL SYMBOLS ON THESE CIRCUIT BANKS ARE UNKNOWN TO ME!

AND THE BANKS ARE TOO WELL-SHIELDED FOR TRICORDER READINGS TO TELL US WHICH ONE IS THE STABILIZER, SO--



SOMEONE'S COMING!

I KNOW YOU'RE BACK HERE...



... SHOW YOURSELVES, NOW!



DON'T FORCE ME TO--



IF YOU'RE HERE, YOU MUST HAVE RECEIVED THE ENERGY WAVE I TRANSMITTED... THE WORMHOLE FLUX; REMEMBER?

JUST A MINUTE, BRYCE! THE ENTERPRISE DID PICK UP JUST SUCH A TRANSMISSION! YOU WERE RESPONSIBLE FOR THAT?



YES! THERE'S SOMETHING... WARMS WITH ME! THE KILLING AND DESTRUCTION DONE BY MY PEOPLE HAVE ALWAYS REVULSED ME...



YOU WERE FOLLOWING US, WEREN'T YOU?

YES...



AND YOU'VE TOLD THE OTHERS WHERE WE ARE, HAVEN'T YOU?

NO! I SWEAR I HAVEN'T! I'M ON YOUR SIDE!

WHAT?



... BUT WITH THEIR NEW DEVICE, THE WAR COUNCIL COULD SLAUGHTER MILLIONS! I COULDN'T LET THAT HAPPEN!

CAPTAIN, DO YOU BELIEVE HIM?



IF YOU'RE ON OUR SIDE, YOU'LL TAKE US TO THIS "WORMHOLE STABILIZER, MISTER...?"

KONOM! I'LL DO IT... BUT PLEASE, NO KILLING!

IF ANY FIRE IS EXCHANGED, KONOM, I ASSURE YOU IT IS YOUR PEOPLE WHO WILL--



-- START IT!

PHWEEEEE



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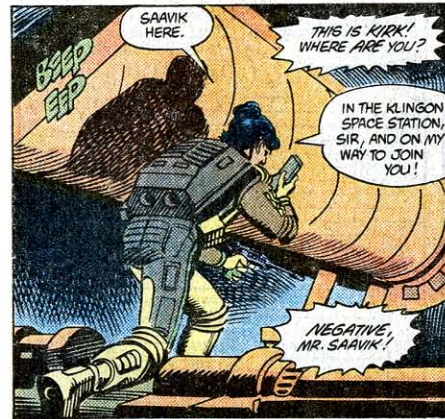
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I AM YOUR RELIEF!

UNHHHHH...



NOW IF THE CAPTAIN HAS LEFT HIS CHANNEL OPEN, AS HE SAID...



... IT WILL BE A SIMPLE MATTER TO ESTABLISH HIS COORDINATES...



... AND THAT'S AN ORDER-- DOCTOR!

MY OATH IS ORDER ENOUGH-- CAPTAIN!



SORRY, BONES... I'VE GOT A LOT ON MY MIND.

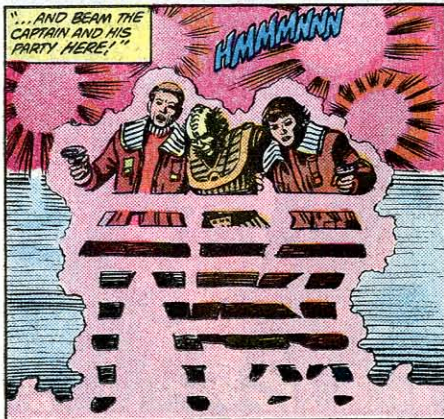
I UNDERSTAND, JIM.



I... I'VE NEVER BEEN LIKE THE OTHERS... I'VE ALWAYS FEARED... AND DYING...

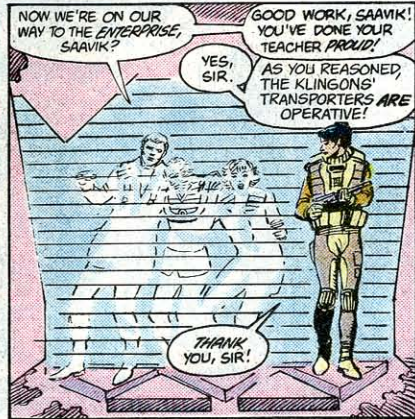
DON'T TRY TO TALK...

SHE'S RIGHT, SON. LAY BACK AND REMAIN CALM...



... AND BEAM THE CAPTAIN AND HIS PARTY HERE."

HAAMANN



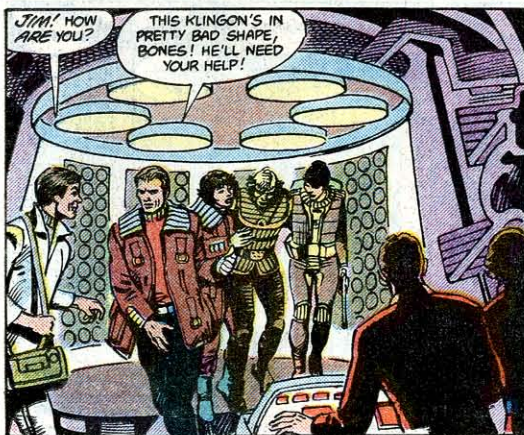
NOW WE'RE ON OUR WAY TO THE ENTERPRISE, SAAVIK?

GOOD WORK, SAAVIK! YOU'VE DONE YOUR TEACHER PROUD!

YES, SIR.

AS YOU REASONED, THE KLINGONS' TRANSPORTERS ARE OPERATIVE!

THANK YOU, SIR!



JIM! HOW ARE YOU?

THIS KLINGON'S IN PRETTY BAD SHAPE, BONES! HE'LL NEED YOUR HELP!



I'VE NEVER OPERATED ON A KLINGON BEFORE!

WELL, YOU'LL DO IT NOW...



GOOD TO HAVE YOU BACK, CAPTAIN!

IT'S GOOD TO BE BACK, MR SULL! ALL PHASERS FOR FIRING IN THIRTY SECONDS!



THE HUMANS PLANTED THIS DEVICE, SIR! WE CAN'T REMOVE IT!

THAT LIGHT! IT'S GOING TO--



WHOOOM



CONTINUED ON 58&P PAGE FOLLOWING.

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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 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 memories, 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 God! 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! Slushing 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.

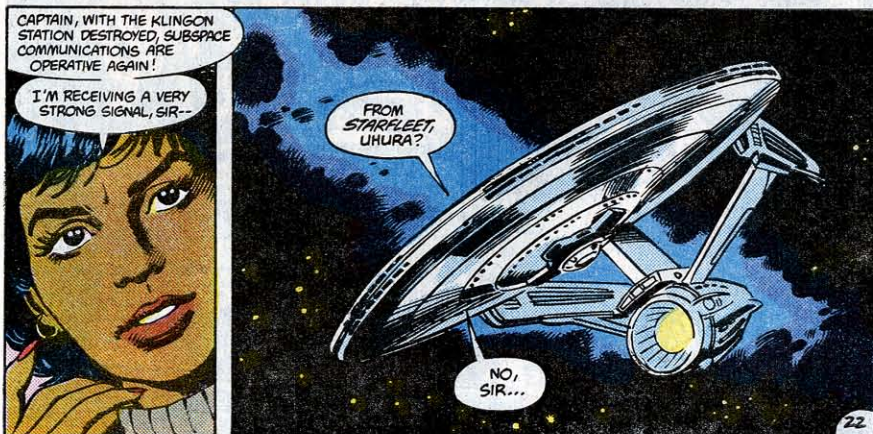
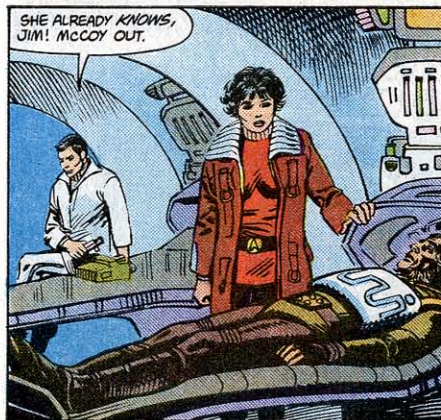
—The unprecedented steak 'n' eggs breakfast for attending pros given by the new guys on the block, Multi-Media conventions, at Philadelphia. Thanks, guys.

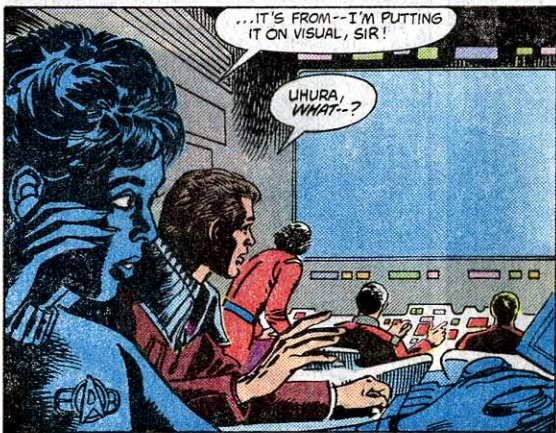
—The hotel itself at the aforementioned Multi-Media Con in Philly. Brand new and beautiful!

—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





STAR TREK

L-1548

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

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

As I write this page, the first issue of DC's *STAR TREK* has not yet been printed. Yet, such is the interest in *TREK*, that a few correspondents couldn't wait to give us their views. (Which is fine with me. Otherwise, you'd be reading mail on *BATMAN AND THE OUTSIDERS*.)

Harlan Ellison's excellent script "City on the Edge of Forever," which is generally regarded as *STAR TREK*'s most popular episode.

PLEASE keep your *Trek* trivia handy. The Marvel people forgot the Federation signed a peace treaty with the Klingons!

There was precious little, if any, character development in either previous incarnation of the *STAR TREK* comic book. Character development is what made *Star Trek* great (although again, the first film did not give Marvel much to go on). I would like to see a very simple thing: subplots.

Also, please remember to use ALL your characters. Throughout the show and both movies, we did not see anything new regarding the supporting cast. Issue after issue, the comic book focused continually on Kirk, McCoy, and especially Spock (who usually saved the day at Marvel or provided the essential clue needed to defeat the menace). We were still shown that Sulu was a fence, that Uhura was not just a weeping woman, that Chekov was still fiercely proud of Russia (although I think he has matured past that stage), and that Scotty was an engineer by nature as well as by trade. But that was ALL. If handled well, these characters can be as interesting as the major ones. Use them, please.

Marvel was held back by the fact that they could only use characters from the first movie to do their book. I would love to see some of the established characters from the series cross paths with the *Enterprise* right now. For example: Could Charlie X be given a second chance? How is Miri doing as an adult? How do the Federation and the Gorns behave toward one another? Are Gary Seven and Roberta Lincoln still around? What about Janet Wallace from "The Deadly Years"? (Now, there's someone who could help Kirk forget an aging problem.)

As always, the success or failure of any *STAR TREK* project rests on Kirk and Spock. It is inevitable. These two men are the backbone of *Trek*, and if they are handled incorrectly, everything suffers. Rumors exist that *STAR TREK III* will begin a galactic war featuring the Klingons, the Romulans, the Tholians, V'ger, and darn near everybody! This may be a milestone in Trekkism, but it could prove to be difficult to put into a comic in the months between *STAR TREK III* and *IV*. If Surak forbid, Kirk or Spock don't make it through movie #3, then don't attempt to do it without them. In a case such as that, your best bet would be to go back to the last two years of the original five-year mission.

This is the longest letter I've ever written to a comic magazine, and I wanted to do my part as a *Star Trekker* and write to tell you what I expect. After all, Mr. Wolfman, it is you who took a chance on another two-time loser and made it the best-selling book at DC. You

did it before, you can do it again.

Peter Greer
105 West Hicks Street
Hicksville, OH 43526

P.S.: It is never too early to select titles for the letter page. May I suggest "THE COMMAND CHAIR," "TREK-GRAMS," or "HAILING FREQUENCIES OPEN."

Marv didn't know what "best-selling book" you were talking about, Peter, until I reminded him that it was doubtless *THE NEW TEEN TITANS*. (Okay, Marv, now you owe *STAR TREK* a totally gratuitous plug.) And yes, we'd like to hear reader recommendations on the lettercol title. Please!

We (that's Marv and Mike, mostly, with associate editor Alan Gold chiming in every now and then) agree totally on the treatment of the supporting cast, as well as the necessity of ongoing subplots. And we're also introducing some new characters who will be regulars, and, we hope, just as real a part of the *Enterprise* crew as the familiar faces we've known for so long. Let us know what you think of them, okay?

As indicated above, characters from the *TV* show will be appearing in these pages, and not just the alien races, either. In fact, if you were to bet the rent that one of the returning characters would be a guy whose initials were Harcourt Fenton Mudd, you wouldn't be sleeping on the street.

You've realized by now, Peter, that since our series follows directly after *STAR TREK II*, Mr. Spock is not an active part of our cast. However, his presence will be felt now and again—after all, if a friend of yours dies, you don't forget about him or her and I can safely say that Spock will appear—albeit briefly—in at least one flashback.

One last point, of perhaps historical interest: It was not "The Marvel people" who "forgot the Federation signed a peace treaty with the Klingons." It was me (PZ)! The letter-writer whose LOC brought on the famous faux pas referred only to "peace with the Klingons," which I didn't remember, as opposed to a reference to "The Organian Peace Treaty," which I would have remembered. To the best of my knowledge (which includes a deep dive into "Trek trivia"), the Organian treaty was never signed, or even agreed to by the Federation and the Klingons, but simply enforced upon them. All of which makes a nice segue into the

NEXT ISSUE BLURB: **THE U.S.S. Enterprise returns to Organia—not on an errand of mercy, but on "ERRAND OF WARI!"** Be here! —Mike W. Barr

Dear Mike:

I am glad to hear that you are writing the *STAR TREK* series. I liked your work on *GL*, so I expect a lot. I have been a *TREK* fan for years, and I want the book to be a big hit. I have a few suggestions:

- 1) Give Saavik a major part. She is the best character created since the TV series. If she was left out, I might not buy the book. I think she deserves a promotion. She was very well developed in the novel version of *Trek II*.
- 2) We fans have been waiting for a war with the Klingons or the Romulans, so how about it. We want to know what a Tholian looks like, and find out what the Gorns are up to.
- 3) Since Saavik is part Romulan, she would be perfect as a spy.

I wish you lots of luck. Rich Walsh II
2917 Emory St.
Melbourne, FL 32901

Thanks, Rich. And to take your comments in order...

1) Marv and I could not agree more as to the importance of Lt. Saavik, and we're already planning a story line dealing with her little-known past. And since Tom Sutton has referred to Saavik as "my current heartthrob," I rather think he likes her, too. But we think we'll keep her a Lieutenant for a while.

2) A war with the Klingons you got, as of this issue. And for the future, Tholians and Gorns are certainly a possibility. (And another alien race from the TV series will be popping up next issue.)

3) "That thought," as Mr. Spock once said, "has occurred to me." —MWB

Dear Mr. Wolfman:

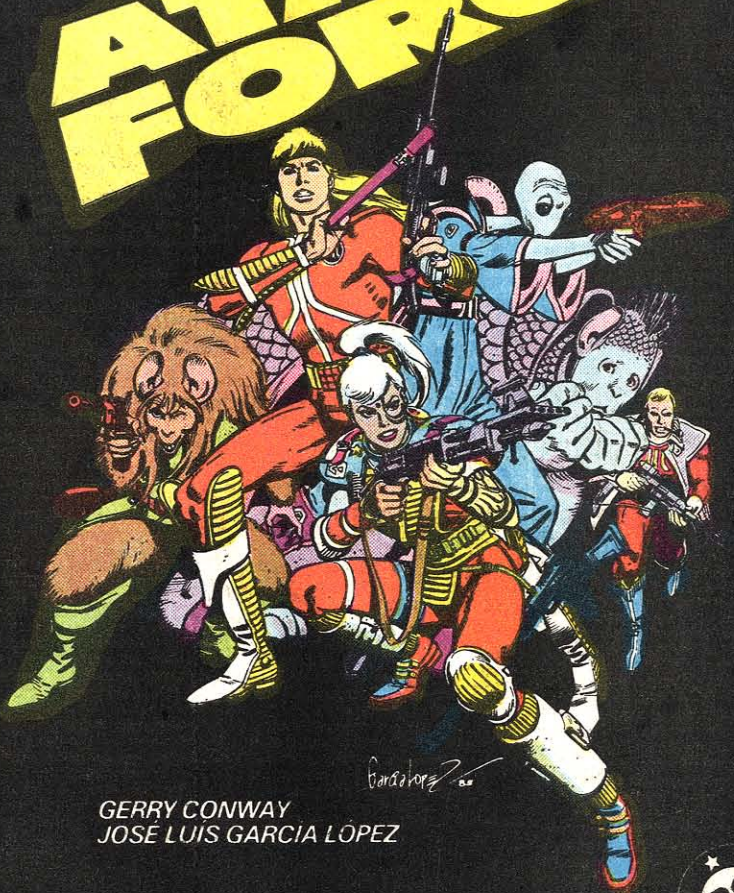
Congratulations are in order. I have longed for many years to hear the news that DC would start a book about my favorite television show. I wish you enormous success.

This letter, however, is to warn you to tread extremely lightly. There have been two previous attempts to make *STAR TREK* a comic; both of them failed miserably. Reproduction of a television show into a comic must be done delicately. While a (very) few adaptations of this type work, *STAR TREK* is not any mere movie or television series. It is cerebral, intelligent, and sophisticated, unlike almost any other science fiction ever seen in the movies or the small screen.

Remember that, often, the show did not have entirely happy endings. Oftentimes the protagonists suffered incredible losses (even though the good guys usually won). An example of this is

THE VISUAL EXCITEMENT
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EVERY MONTH

ATARI FORCE



Garcia Lopez D.S.

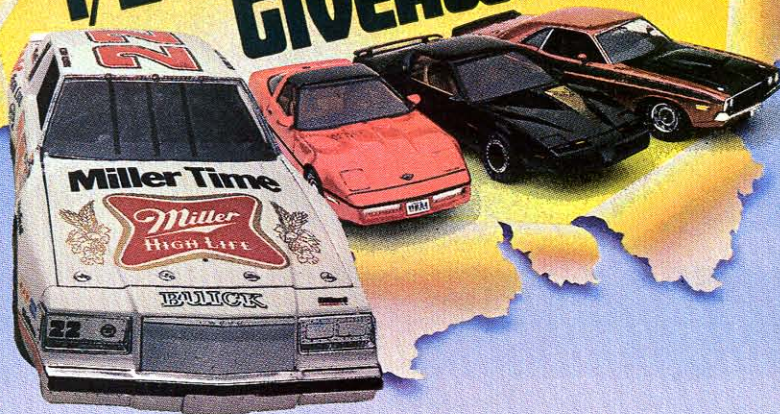
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