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AND
KLINGONS--

FOES AND FRIENDS!

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by MIKE W. BARR, TOM SUTTON and RICARDO VILLAGRAN



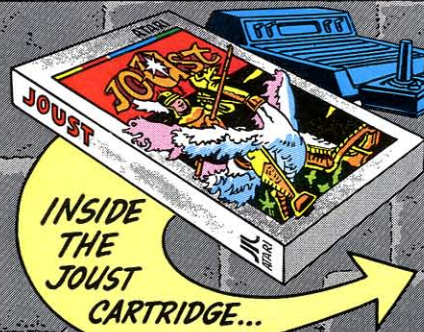
THE NEW



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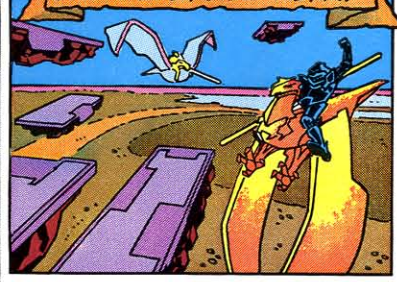
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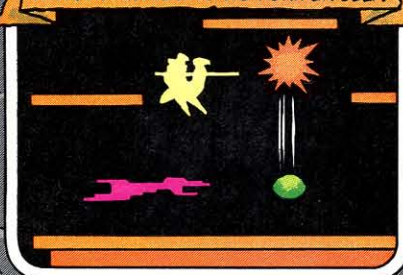
LONG AGO, IN THE DISTANT FUTURE, THERE'S A PLACE WHERE EVIL KNIGHTS JOUST UPON BEASTS OF THE AIR.



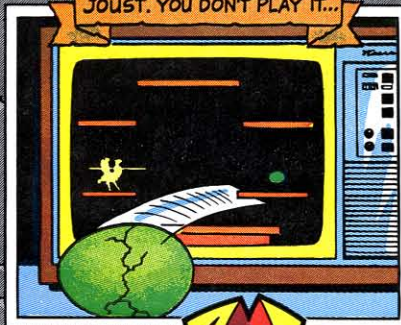
WHERE YOU MUST FLY,
JOUST WITH YOUR LANCE...



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JOUST. YOU DON'T PLAY IT...



...YOU LIVE IT!



JOUST

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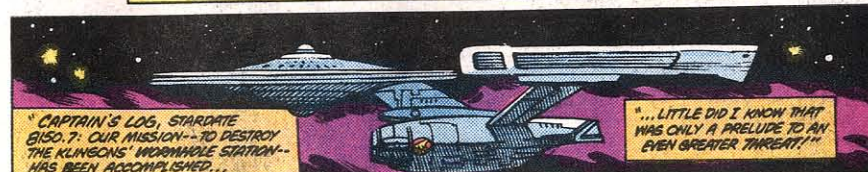
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STAR TREK

Based on the series created by Gene Roddenberry



"CAPTAIN'S LOG, STARDATE 6150.7: OUR MISSION--TO DESTROY THE KLIINGONS' WORMHOLE STATION--HAS BEEN ACCOMPLISHED..."

"...LITTLE DID I KNOW THAT THIS WAS ONLY A PRELUDE TO AN EVEN GREATER THREAT!"



"...I, KANLESS IV, EMPEROR OF ALL KLIINGONS, HEREBY DECLARE WAR ON THE FEDERATION--A WAR CAUSED BY THE SAVAGE, AGGRESSIVE ACTS..."

"...OF CAPTAIN JAMES T. KIRK AND THE STARSHIP ENTERPRISE!"

CHAPTER III:

ERRAND OF WAR!



WHAT?

MIKE W. BARR * TOM SUTTON & RICARDO VILLAGRAN
Writer Artists

JOHN COSTANZA * MICHELE WOLFMAN * MARV WOLFMAN
Letterer Colorist Editor

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END THE TRANSMISSION!

AS YOU COMMAND, MY EMPEROR...



...HOW ELSE MAY WE SERVE YOUR GREATNESS?

BY LEAVING ME, FOOLS! I WOULD BE ALONE, TO PLAN AND TO PONDER!

Y-YES, YOUR GREATNESS!



LONG HAVE YOU WISHED TO DESTROY THE FEDERATION, KAHLESS! ARE YOU NOW PLEASED?

N-NO! SUCH A WAR WILL DESTROY MY PEOPLE, AS WELL! RELEASE ME, CREATURE! KAHLESS IV COMMANDS YOU!

NOT JUST YET, KLINGON... THE PLAY IS ABOUT TO BEGIN!



UHURA, GET ME GRAND ADMIRAL STEPHEN TURNER, AT STARFLEET COMMAND--



--PRIORITY ONE!

I ALREADY HAVE HIM, SIR! COMING ON THE VIEWER!

THANK YOU, COMMANDER!



YES, CAPTAIN KIRK.

SIR, WE RECEIVED THE TRANSMISSION FROM KAHLESS IV...



...IS IT TRUE, ADMIRAL? IS IT... WAR?

I'M AFRAID SO, JIM, BUT WE FEEL THE KLINGONS ARE USING YOUR ACTION ONLY AS AN EXCUSE--



--THEY'VE BEEN LOOKING FOR ANY PRETEXT TO OPEN HOSTILITIES!

BUT ADMIRAL, SUCH A DECLARATION OF WAR--BY EITHER SIDE--



--IS CATEGORICALLY FORBIDDEN BY THE ORGANIAN PEACE TREATY! WITH YOUR PERMISSION, THE ENTERPRISE WILL GO TO ORGANIA AND FIND--

NO, JIM--WE WANT TO MAKE SURE THE ROMULANS DON'T ATTACK US WHILE OUR BACKS ARE TURNED...



...SO YOU'RE TO GUARD THE ROMULAN NEUTRAL ZONE AGAINST ANY SUCH ENCRoACHMENTS!



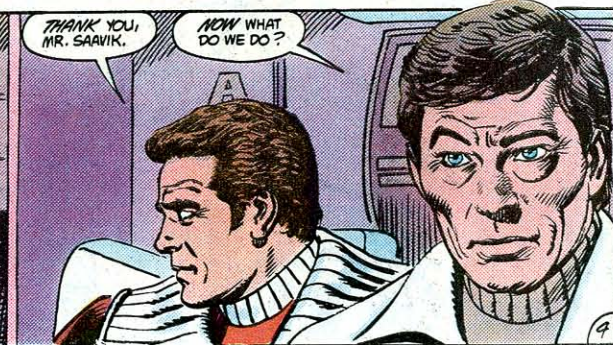
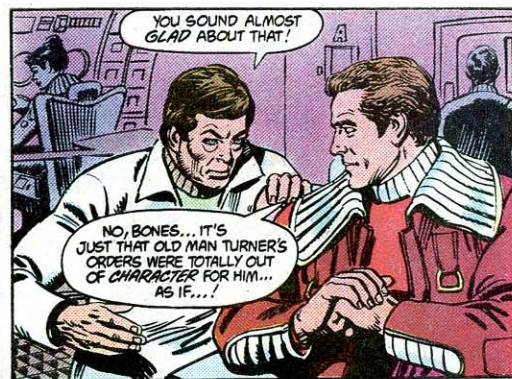
THE ROMULAN--! SIR, THAT'S 5,000 PARSECS OUT OF OUR WAY! I SUBMIT THE ENTERPRISE WOULD BE BETTER USED--



YOU WANTED YOUR COMMAND BACK, KIRK-- AND IF YOU WANT TO KEEP IT, YOU'LL OBEY ORDERS... CAPTAIN!

I... UNDERSTAND, ADMIRAL. KIRK OUT.

WHEN?



CONTINUED ON 3RD PAGE FOLLOWING.



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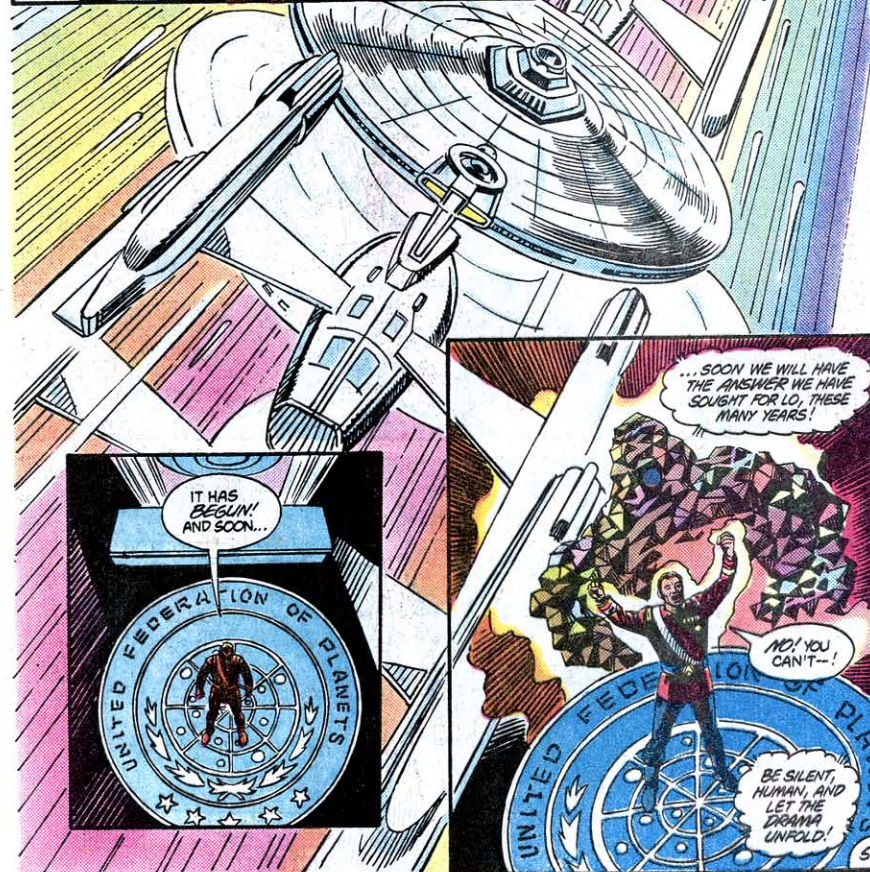
NOW, DOCTOR... WE GO
TO WAR! I HOPE WE DON'T
NEED YOUR SERVICES!

AMEN TO
THAT!

WARP FACTOR
SEVEN, MR. SULU!

AYE, AYE,
SIR...

...WARP
FACTOR
SEVEN!

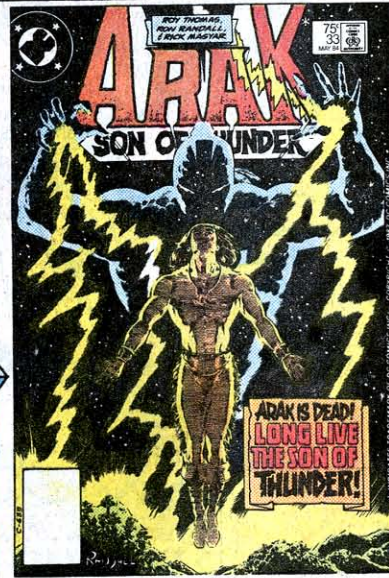
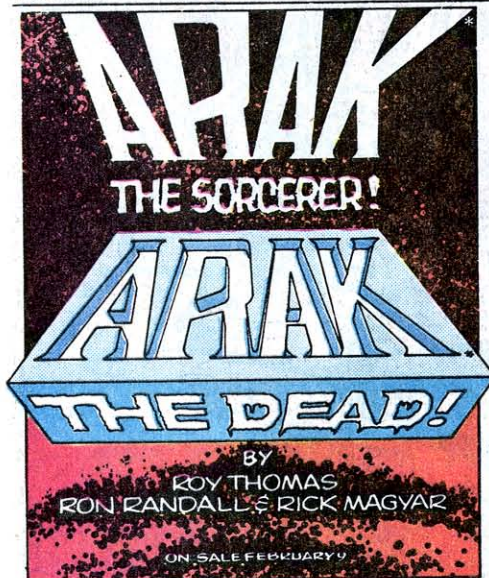


IT HAS
BEGIN!
AND SOON...

...SOON WE WILL HAVE
THE ANSWER WE HAVE
SOUGHT FOR LO, THESE
MANY YEARS!

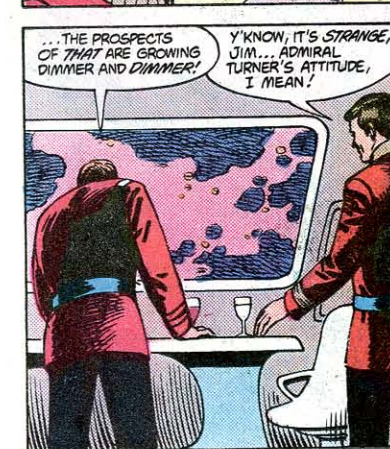
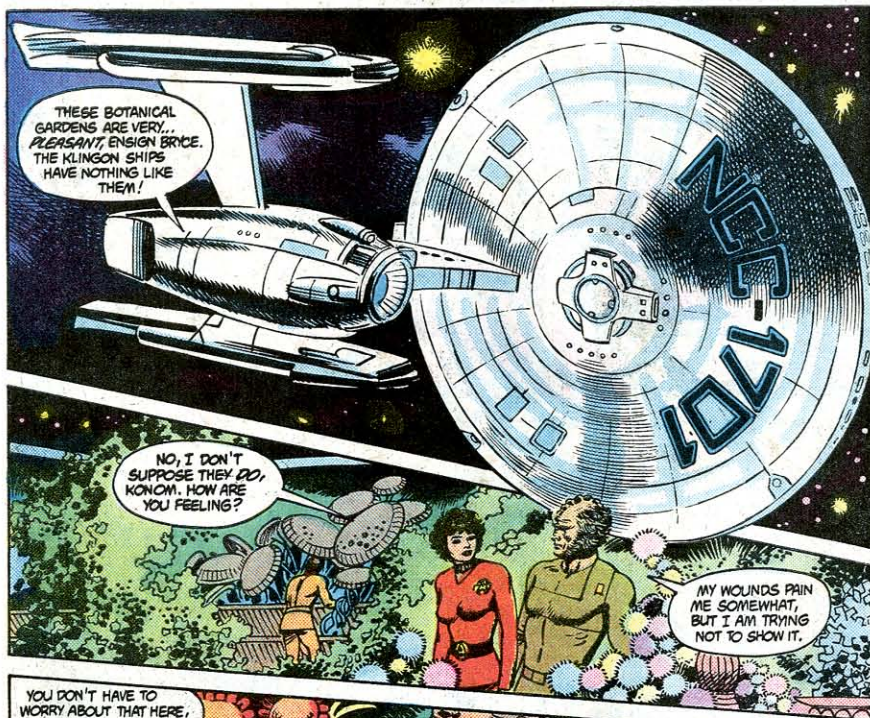
NO! YOU
CAN'T--!

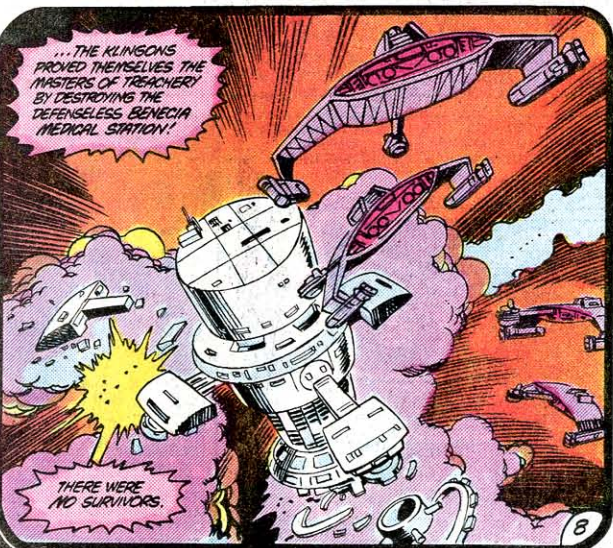
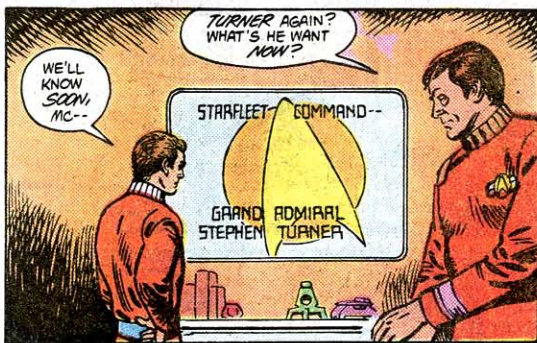
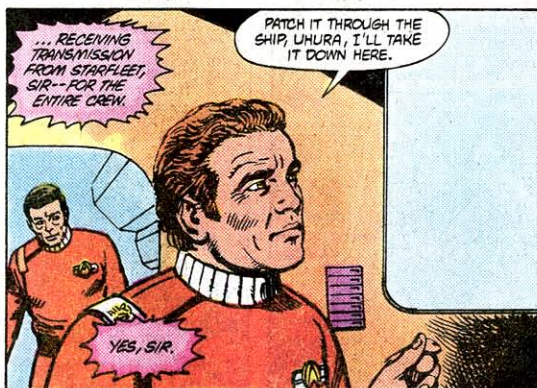
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HUMAN, AND
LET THE
DRAMA UNFOLD!



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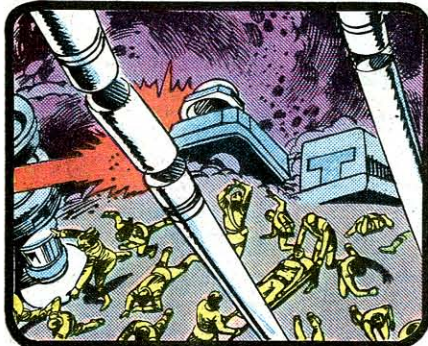
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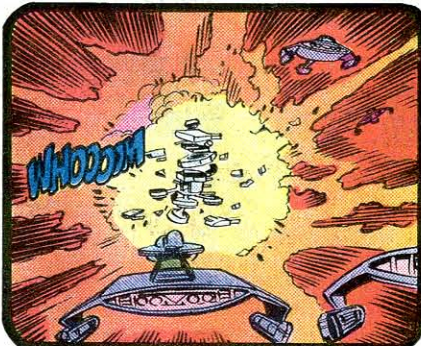
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THESE LAST TRANSMISSIONS FROM THE BENEZIA STATION SHOW THE MANY WOMEN AND CHILDREN PRESENT DURING THE KLINGONS' SAVAGE ASSAULT!



THEY BEGGED FOR MERCY-- BUT THE KLINGONS SHOWED THEM NONE!



BUT YOUR FEDERATION WAS NOT SLOW IN RETALIATING! FOR YEARS, A MINOR OUTPOST OF KLINGONS HAS BEEN LOCATED ON A SMALL PLANET JUST INSIDE THE NEUTRAL ZONE!



THEY CLAIMED TO BE A PEACE RESEARCH STATION-- BUT YOUR FEDERATION KNEW BETTER!



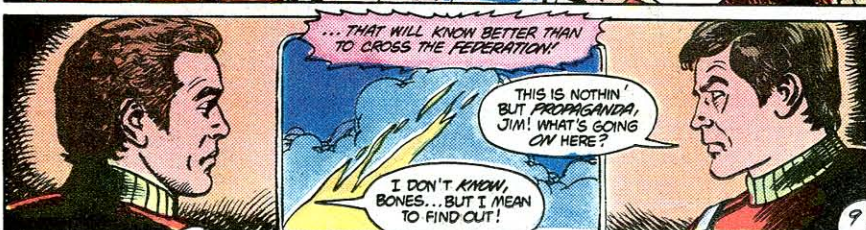
THAT'S IT! GET THOSE MURDERERS!



THERE'S ONE KLINGON OUTPOST...

KILL 'EM!

... THAT WILL KNOW BETTER THAN TO CROSS THE FEDERATION!



THIS IS NOTHIN' BUT PROPAGANDA, JIM! WHAT'S GOING ON HERE?

I DON'T KNOW, BONES... BUT I MEAN TO FIND OUT!



KIRK TO BRIDGE! UHURA, IS THAT AN ACTUAL STARFLEET TRANSMISSION?

I'M AFRAID SO, SIR!

I SEE! THEN HERE ARE MY ORDERS:



ONE: GET THAT FILTH OFF MY SCREEN-- ANY WAY YOU HAVE TO!

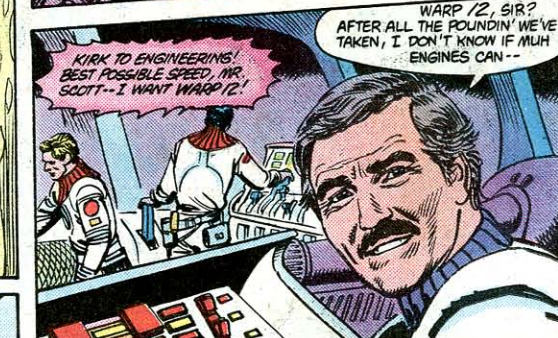
GLADLY, SIR!

TWO: CHANGE COURSE FOR ORGANIA...



... UNDERSTOOD, MR. SULLU?

UNDERSTOOD, SIR!



KIRK TO ENGINEERING! BEST POSSIBLE SPEED, MR. SCOTT-- I WANT WARP 12!

WARP 12, SIR? AFTER ALL THE POUNDIN' WE'VE TAKEN, I DON'T KNOW IF MUH ENGINES CAN--



WE'RE GOING TO ORGANIA, SCOTTY-- TO STOP THE WAR!

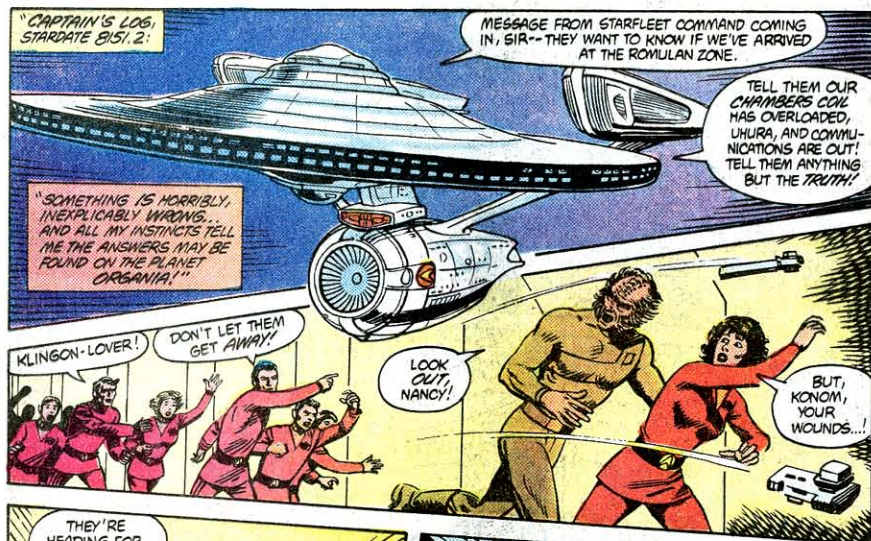
IN THAT CASE, SIR, I'LL SEE IF I CAN SQUEEZE WARP 13 OUT OF 'EM!

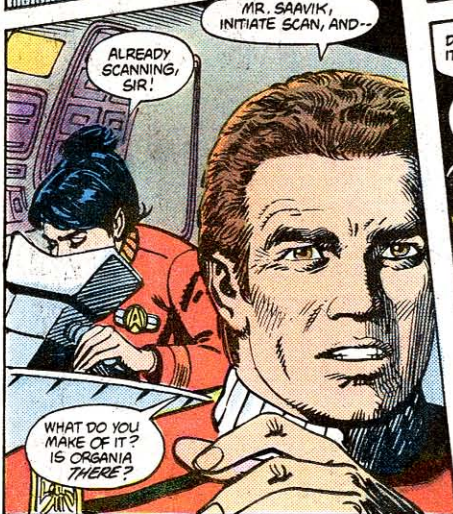
THANK YOU, MR. SCOTT-- KIRK OUT!

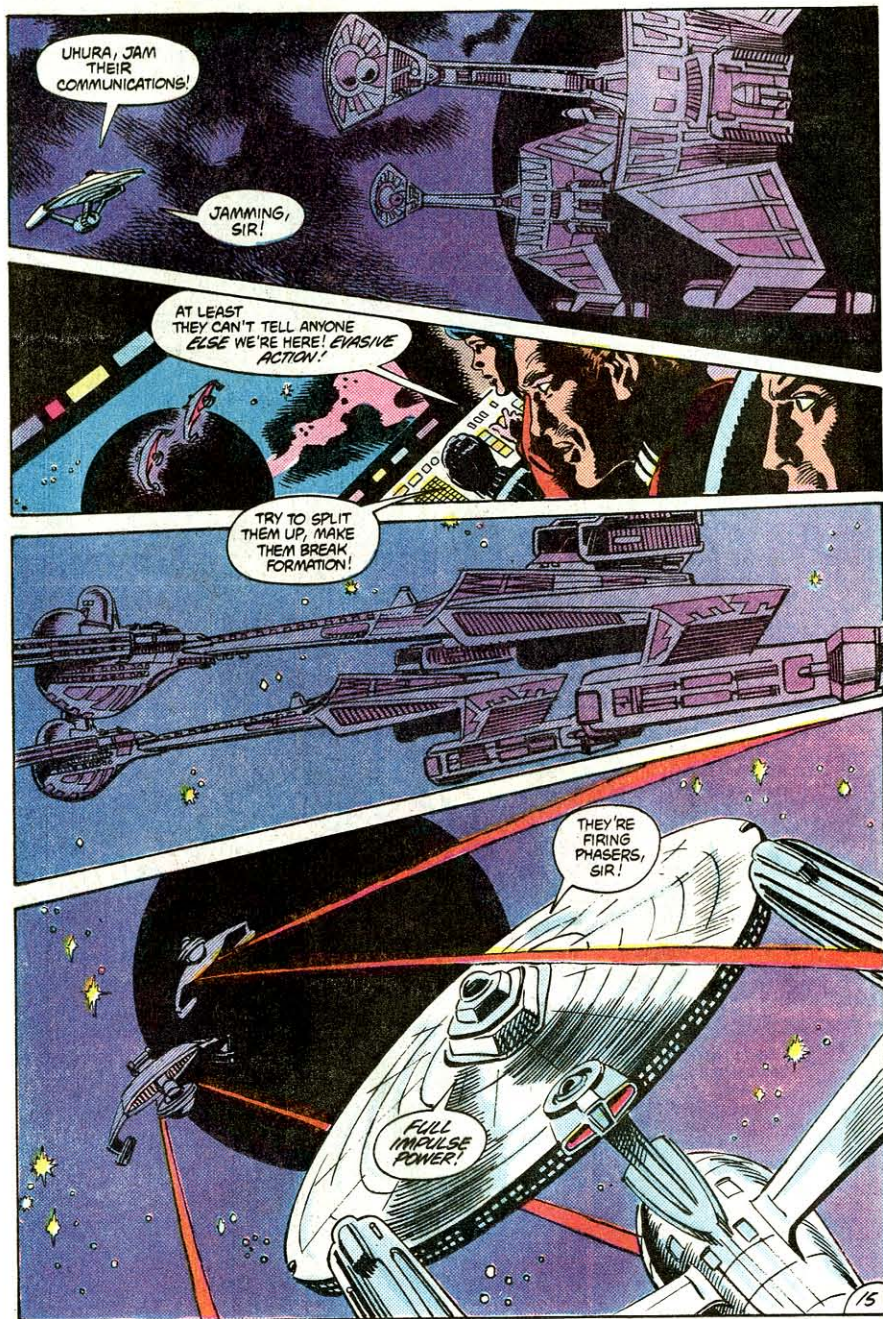


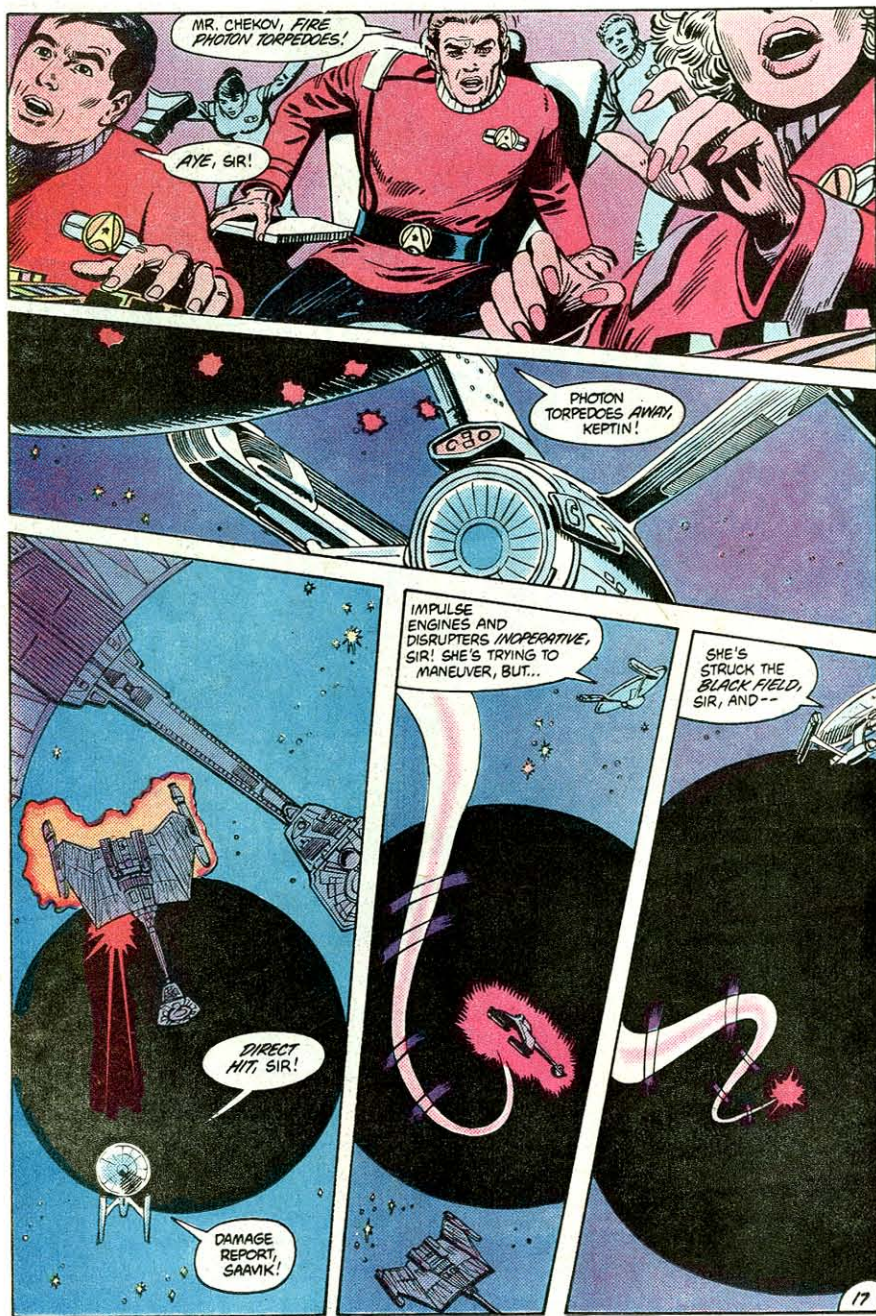
TO PEACE, DOCTOR!

TO PEACE... CAPTAIN!









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MEANWHILE...

"The way of the trailblazer is often strewn with rock and thorny bushes." (Ancient Sicilian folk saying)

Blazing new trails can be an exhilarating adventure, but even the most cautious adventurer may find himself bruised and bleeding at journey's end. Such thoughts never entered our minds when we embarked on our oft-heralded DC talent search two years ago. Armed with the advice of my forebears and a confidence born of having spent some time in my 30-odd year career trying to develop new talent on a small scale, I ventured forth into the countryside determined to find the raw talent that would be tomorrow's creative force in the comic book industry.

Our search was successful, I'm glad we did it, but I gotta tell you...I was in no way prepared for the events that brought us to where we are now and if I had it to do over again, I'd need to find a new source of time and energy. It's been fun but it's been tough!

In 1981, I found myself in a decision-making capacity at DC Comics. It became clear to me that if DC (and the rest of the comic publishers, for that matter) was to continue publishing new material for an expanding market, we would have to find a way to enlarge the talent pool to accommodate the growth of new kinds of comics and new ideas, characters, and titles. Some very talented people had left comics for greener pastures. Others started doing less work in order to do it better to meet the demands of the rapidly emerging direct sale market. Still others left the industry because they could not meet those demands. And the influx of new talent wasn't sufficient to meet current schedule requirements, much less future ones.

So we embarked on our Talent Search...amid scoffing from some quarters and a watchful eye from all. (It's significant to note that most of the scoffers have since announced some form of talent search themselves!)

On the convention trail during 1982, I looked at portfolios and read script submissions till my eyes bled...or felt like they did. Back at the

office, mail submissions piled up at an alarming rate. Two things became quickly evident: 1) the talent was out there...in goodly numbers. 2) I couldn't handle the volume of work my other duties demanded and still conduct the talent search. What to do? We decided that a position should be created and a person hired to devote all his attention to the task of identifying, locating, and training new talent. The position: Talent Coordinator. And to fill it, old friend Sal Amendola. Sal was uniquely qualified for the job, having worked in every aspect of comic production and having spent a considerable amount of time in recent years teaching at The School of Visual Arts in New York City and Joe Kubert's School of Cartoon Art in Dover, New Jersey. When we announced Sal's arrival on the scene, mail submissions seemed to double, and during the 1983 convention swing we noticed that in addition to looking at many new portfolios, we found ourselves looking at updated portfolios of people whose work we had looked at in 1982. They came back again to show us that they had improved.

Fair questions: What has this all accomplished and where do we go from here? Quite a bit and as far as we can, sez I.

- 1) The New Talent Showcase title was created to provide a vehicle to showcase the talents of some we feel are ready to our comic readers. A new, expanded version of this book will begin publication sometime in 1984.
- 2) Most, if not all, of the new names you'll find in the credits of DC Comics are products of the new talent program. We expect to add more new names.
- 3) Sal relentlessly prods our less adventuresome editors to take a chance with one of the artists or writers on his "ready" list (which we intend to turn into an actual catalogue). This list is comprised of people we feel need professional experience and feedback to take the next step in their development. This list adds considerably to our available talent pool.
- 4) Some of the writers and artists

presented in the aforementioned New Talent Showcase turned pro before their new talent work was published (delays in scheduling were caused by a series of editorial assignment shifts) and often their pro assignments came from other publishers. I'm not always happy with that happening, but fair is fair...and it does expand the industry talent pool. It'll all shake out in the end.

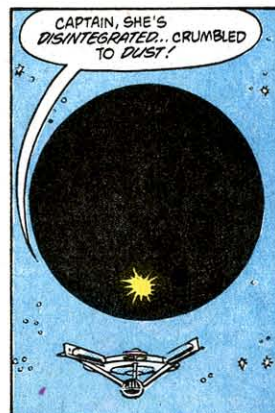
Ah, the future! We are now requesting that mail submissions cease. We will not conduct talent searches at conventions in 1984. This is not because the new talent program is ended but because we must take the next step to bring the program to fruition. We call it phase II. To wit: All work that has been submitted to us will be returned with some evaluation or response. In some cases we will request updated samples for our in-house catalogue. Others will be informed that they are one of the fifty or so who we feel show the most promise. These fifty or so will be invited to attend seminars conducted by Sal Amendola and/or myself and others during the summer of 1984. The sites of these seminars will be determined by the demographics of the people chosen. Wherever possible, the seminars will be conducted in conjunction with or adjunct to comic conventions. Chicago and San Diego look like good bets. We are now making up that list and those on it will be informed before summer. Please don't call us...we'll call (or write) you with all the pertinent details as soon as they are determined. For those of you not on that list, DC Comics is currently preparing a sort of "How To..." book that may be helpful in improving your skills and providing the kind of information our talks with some of you have indicated would be most helpful. Sal Amendola and Nick Cuti will co-edit this book and more details will follow.

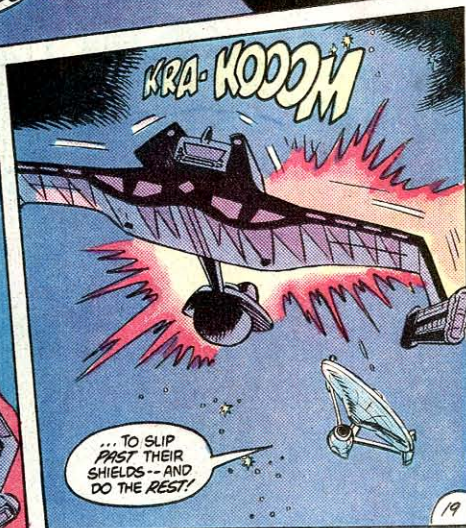
To all who submitted samples or came to talk to us at conventions, thanks for letting us look at your material. We know how much courage that often takes. We enjoyed talking with you and look forward to doing so again. We apologize to those who had to wait long periods of time for a response from us to their submissions. We did not anticipate the volume of submissions that were made and we were, and are, clearly understaffed. Moving our offices in November of 1982 didn't help either. Anyway, thanks a bunch for your participation, cooperation, and understanding when glitches developed. I appreciate.

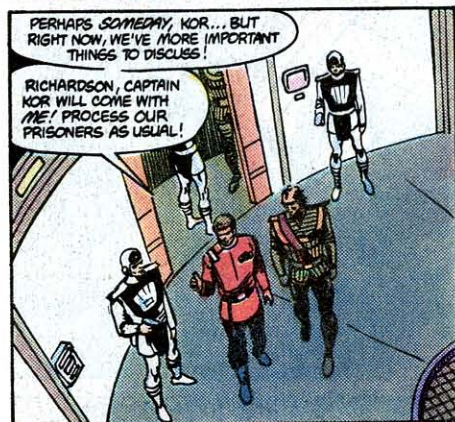
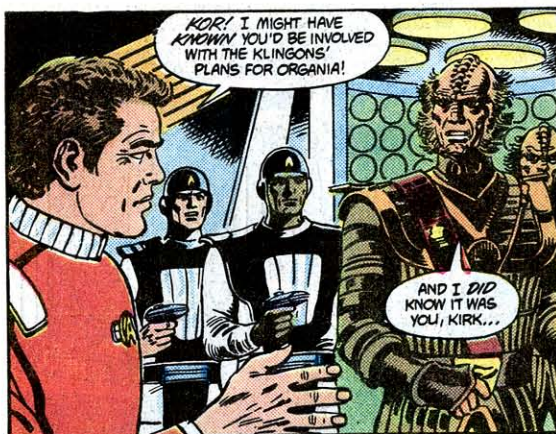
And by the way, I made up that "ancient Sicilian folk saying" at the beginning of this column. It just seemed like a better way to start than "About our talent search..."

Thank you and good afternoon...

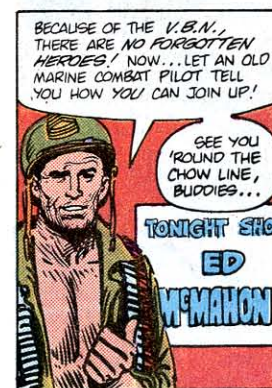
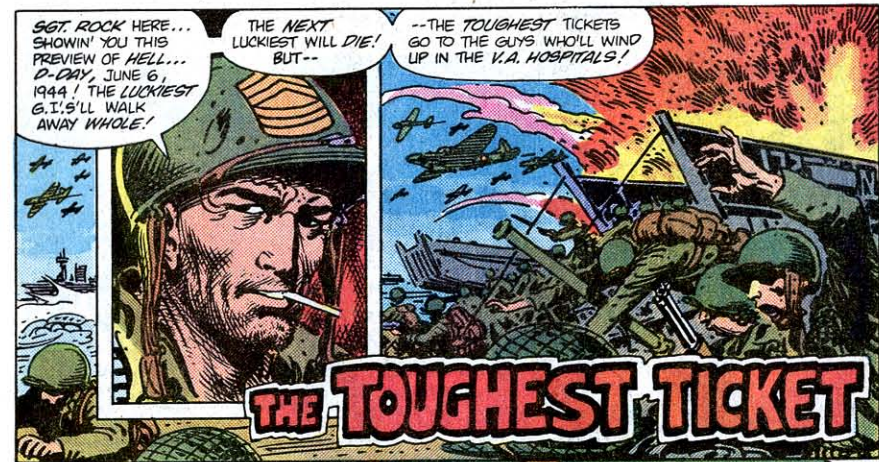
Dick







CONTINUED ON 2ND PAGE FOLLOWING.

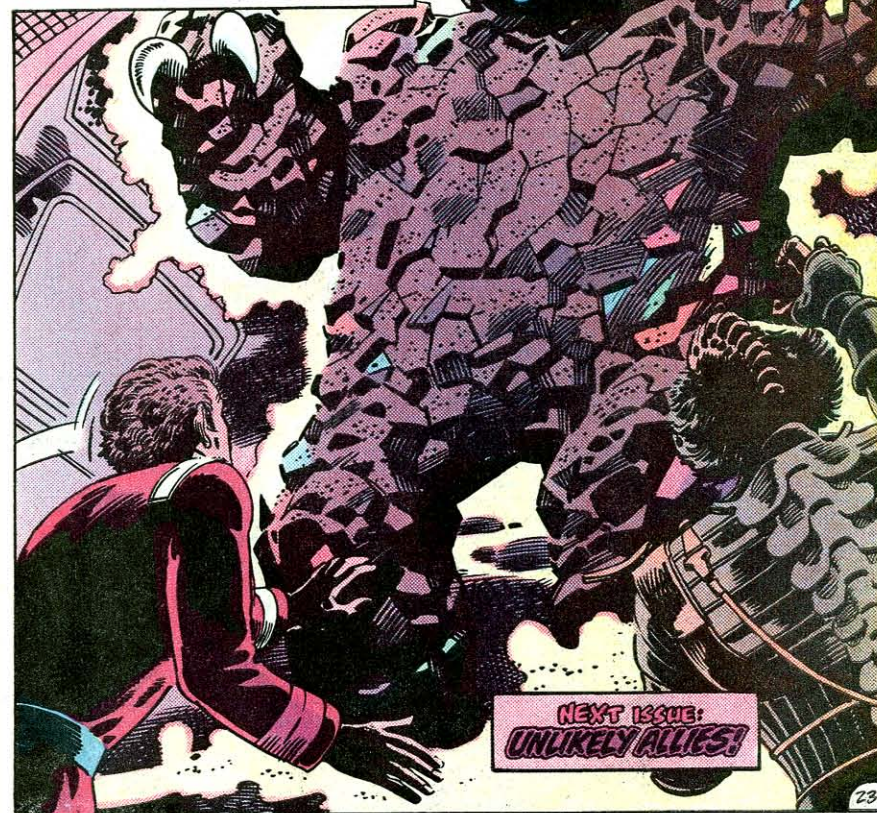


Yes, I want to help a hero. I'm at least 16 years old.

NAME: _____

ADDRESS: _____

MAIL TO:
Veteran's Bedside Network
1841 Broadway
New York, N.Y. 10023
Attention: Arnold Drake



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Game shown on Intellivision, with SuperGraphics. Game varies by system.