



MIKE W. BARR, TOM SUTTON & RICARDO VILLAGRAN

75¢
CAN. 95¢
U.K. 30p
DEC. 84
APPROVED
BY THE
COMICS
CODE
AUTHORITY

STAR TREK

NEW FRONTIERS



THE
ADVENTURE
CONTINUES!
DC

TM & © 2008 CBS Studios. All Rights Reserved.

TM & © 2008 CBS Studios. All Rights Reserved.

ATARI® PRESENTS MARIO BROS.™

* Another smash arcade hit brought home only by Atari for use with the ATARI® 2600™ Game, Sears Video Arcade† systems and versions exclusively for the ATARI 5200™ Super System.

EXCITING 2 PLAYER ACTION!



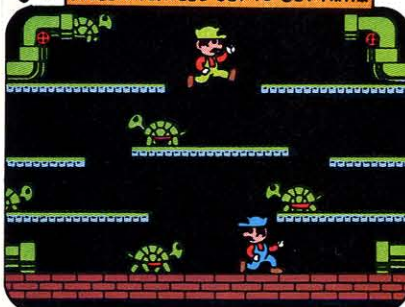
SOMETHING'S GUMMING UP THE PLUMBING...



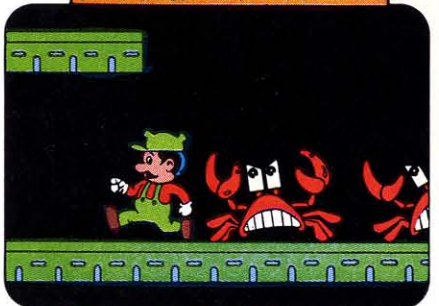
POOR LUIGI'S IN A BIND...



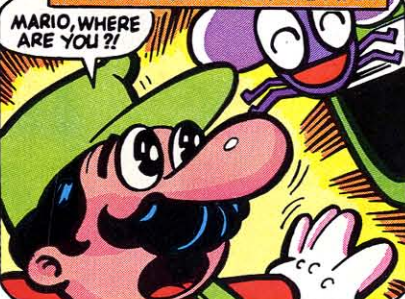
KILLER TURTLES OUT TO GET HIM...



GIANT CRABS ARE RIGHT BEHIND...



FIGHTER FLIES, HOLY CRIPES! THEY'RE ALL COMING OUT THE PIPES!



MARIO BROS.™

ATARI®

© A Warner Communications Company

*Mario Brothers by Nintendo Trade Marks and © Nintendo 1983.

†Trademark of Sears, Roebuck and Co.

STAR TREK

Based on the series created by Gene Roddenberry

YOUR FRIENDS APPROACH, SPOCK-- DO YOU REMEMBER THEM?

THERE IS... MCCOY... AND SAAVIK, AND A THIRD... HE...

...JIM. HIS NAME IS JIM.

CORRECT, SPOCK...

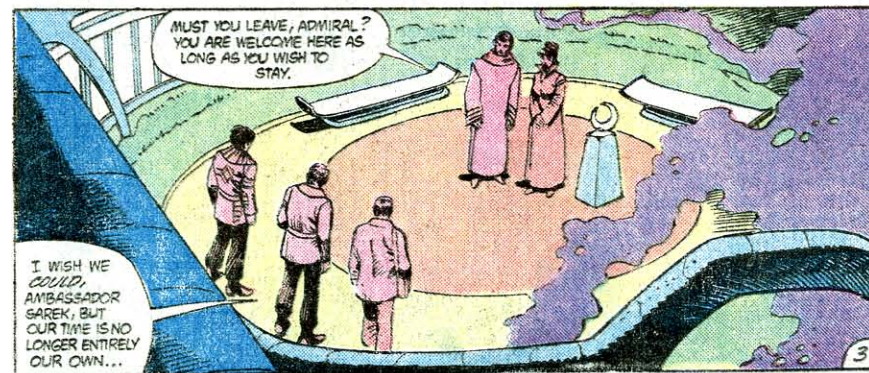
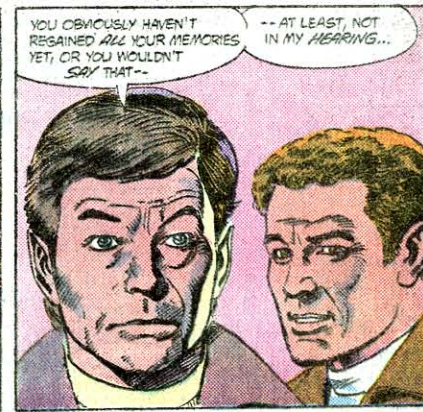


NEW FRONTIERS CHAPTER 1

...PROMISES TO KEEP

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

STAR TREK is a trademark of Paramount Pictures Corporation registered in the U.S. Patent and Trademark Office. STAR TREK is published monthly by DC Comics Inc., 966 Fifth Avenue, New York, NY 10103 under exclusive license from Paramount Pictures, the trademark owner. STAR TREK art and text material Copyright © 1983 by Paramount Pictures Corporation. All Rights Reserved. All other material Copyright © 1984 by DC Comics Inc. All Rights Reserved. POSTMASTER: Send address changes to DC Comics Inc., Subscription Dept., PO Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate \$9.00. Outside USA \$10.00. The stories, characters and incidents mentioned in this magazine are entirely fictional. Printed in USA. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017. (212) 391-1400. DC Comics Inc. A Warner Communications Company

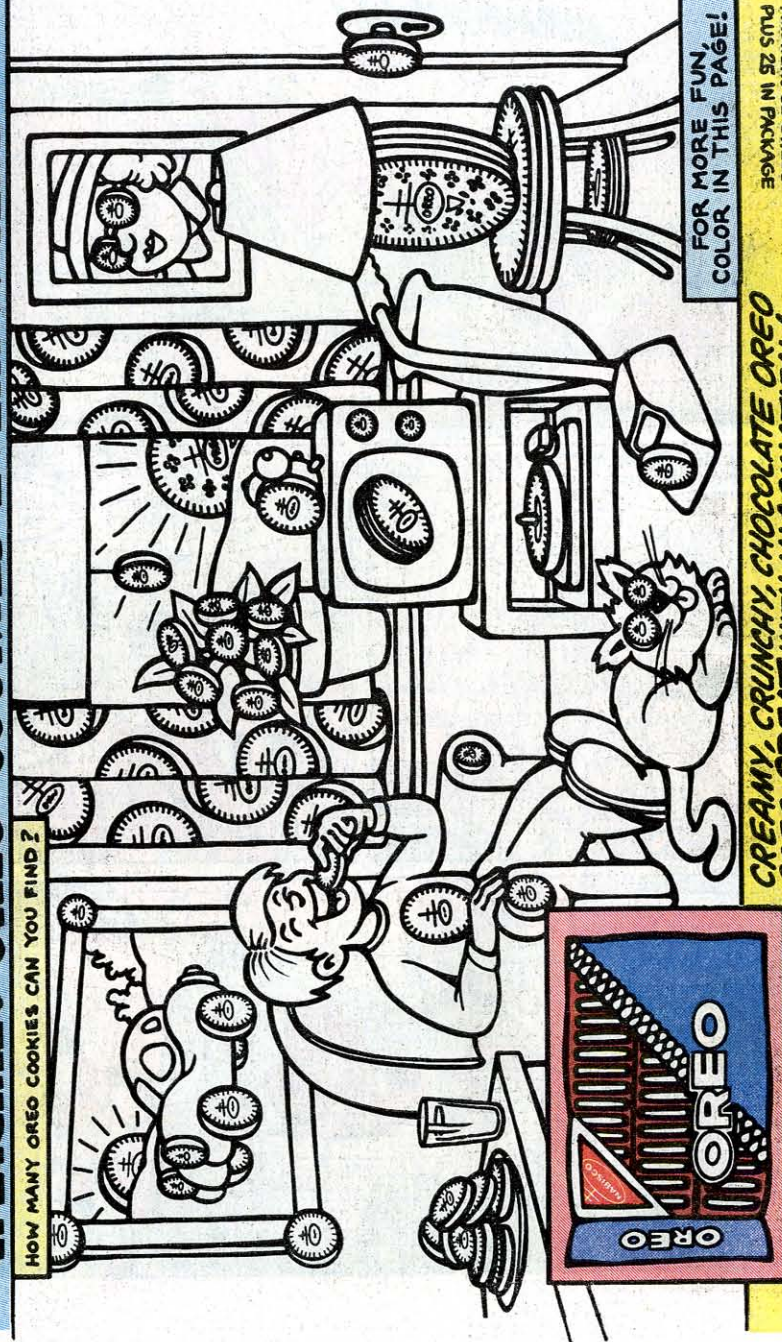




CONTINUED ON 2ND PAGE FOLLOWING

IMAGINE! OREO® COOKIES EVERYWHERE!!

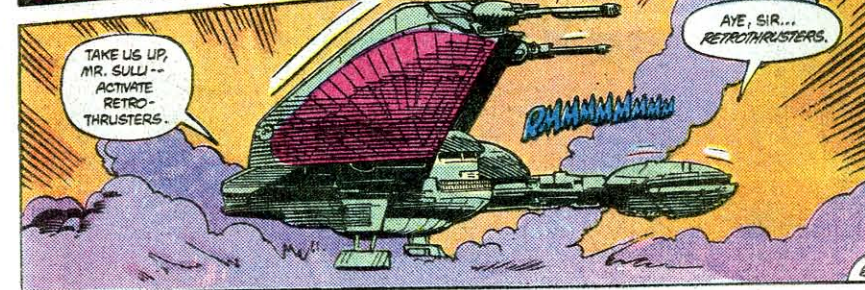
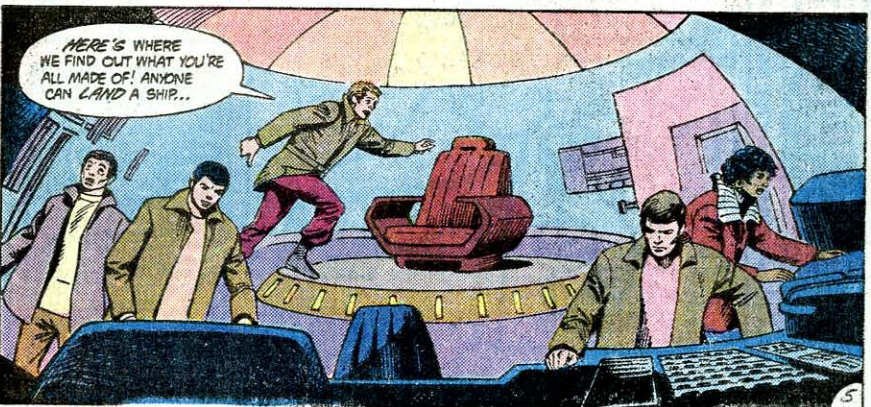
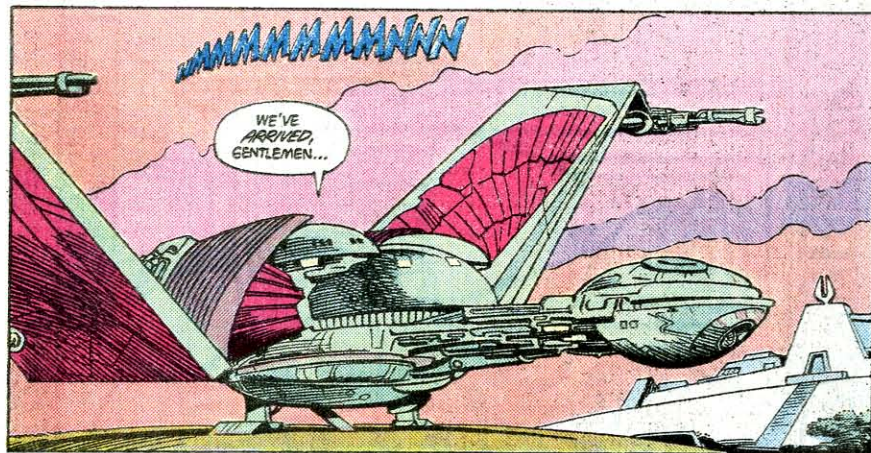
HOW MANY OREO COOKIES CAN YOU FIND?

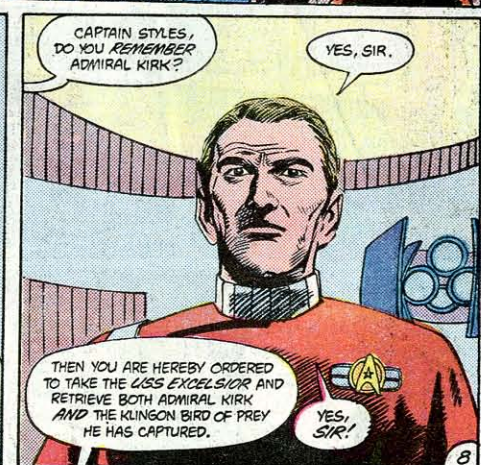
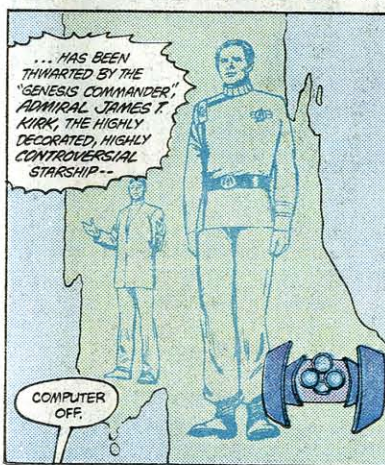
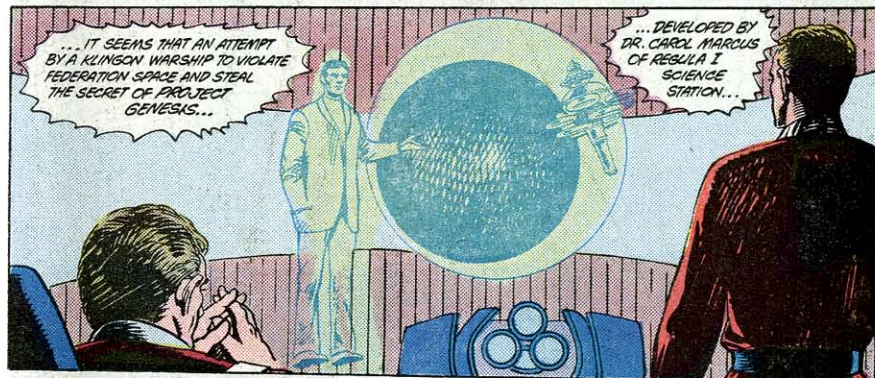
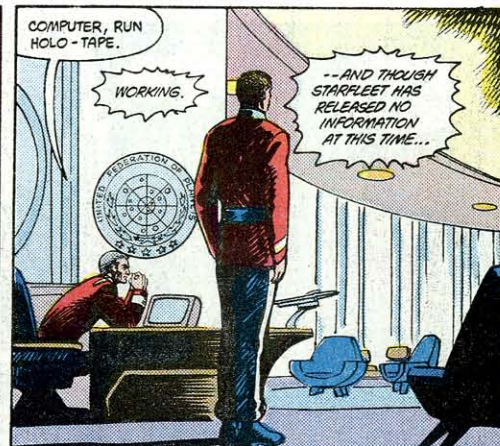
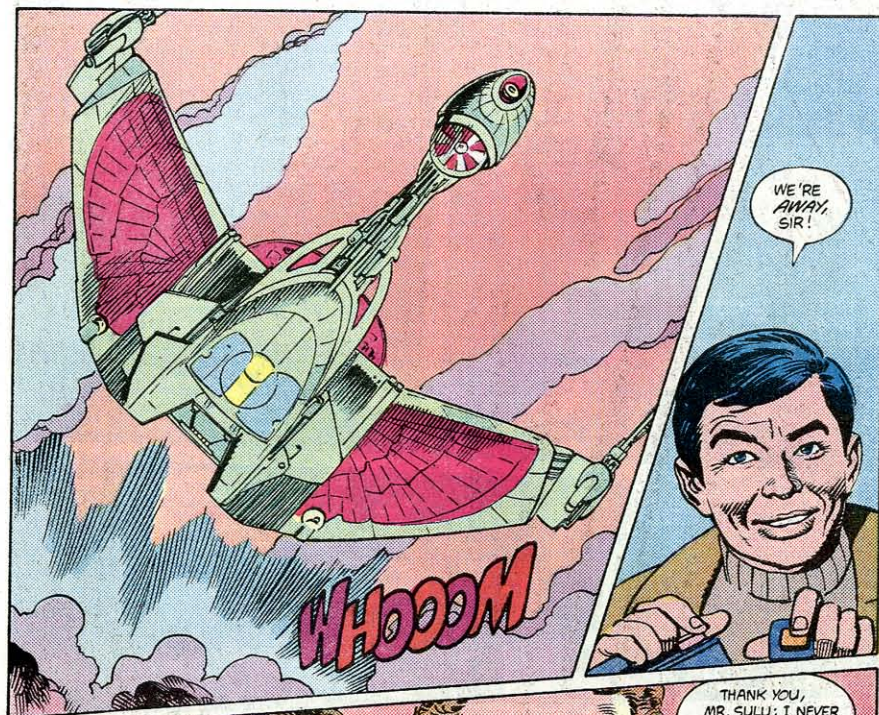


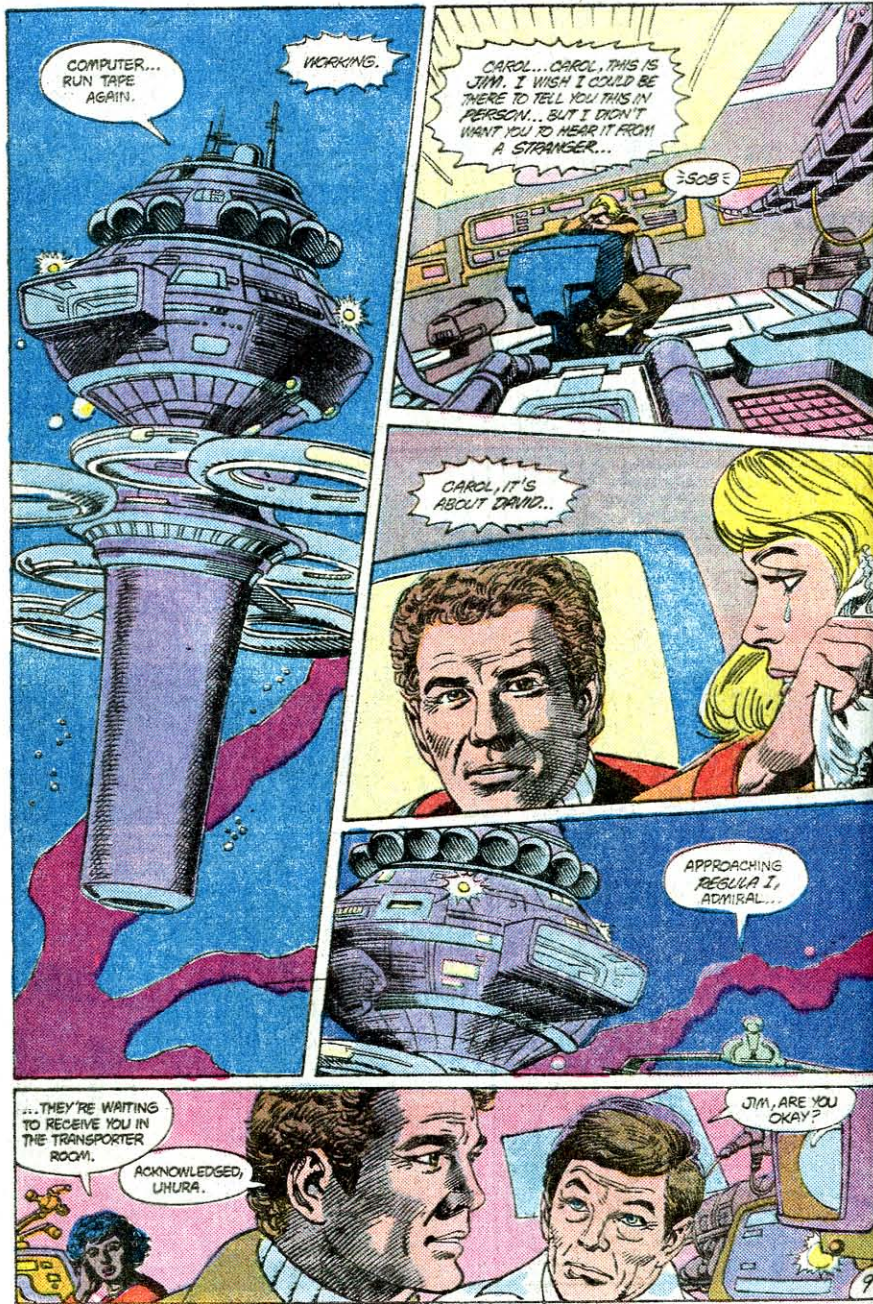
FOR MORE FUN,
COLOR IN THIS PAGE!

CREAMY, CRUNCHY, CHOCOLATE OREO
GOES GREAT WITH IMAGINATION!

ANSWER: 62 OREOS
PLUS 25 IN PACKAGE







CONTINUED ON 2ND PAGE FOLLOWING.

**LOOK OUT WHEN
NEW BONKERS® FRUIT CANDY
HITS TOWN!**

BONKERS

THIS TOWN'S GOING BONKERS!

SOMETHING FRUITY IS GOING ON AROUND HERE!

BONK!

I'VE HEARD OF BIG FRUIT TASTE, BUT THIS IS RIDICULOUS!

WATCH FOR FALLING BONKERS

BONKERVILLE POP: BONKED OUT!


Bonkers!
Strawberry FRUIT CANDY

Bonkers!
Grape FRUIT CANDY

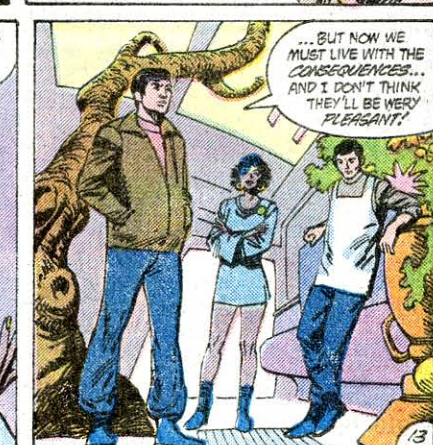
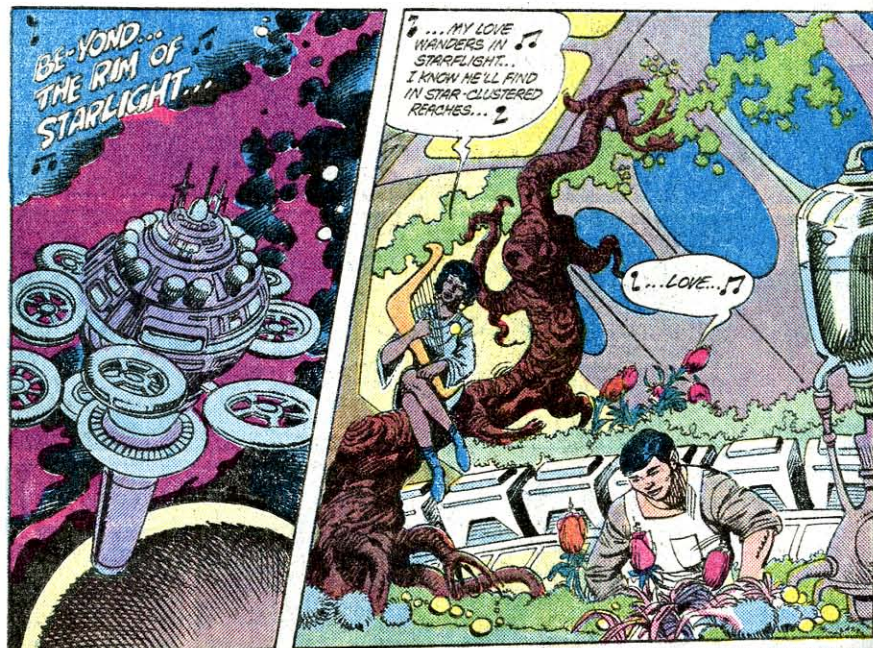
Bonkers!
Raspberry FRUIT CANDY

BONKS YOU OUT!

NABISCO BRANDS
© 1984 Life Savers, Inc., subsidiary of Nabisco Brands, Inc.

 NABISCO BRANDS © 1984 Life Savers, Inc., subsidiary of Nabisco Brands, Inc.





CONTINUED ON 38P PAGE FOLLOWING

SATURDAY MORNING

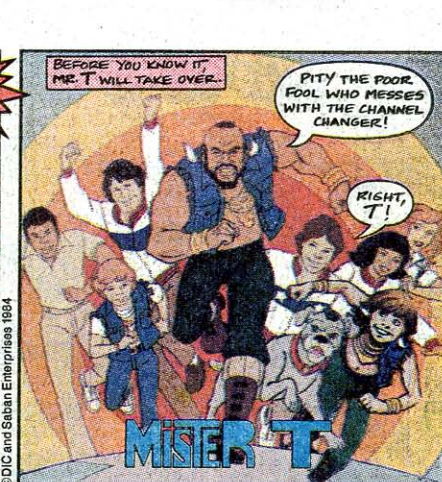


CONSIDER, FOR A MOMENT, THE SURPRISE IN STORE FOR YOU ON SATURDAY MORNING, SEPTEMBER 15TH, AS YOU LAY SLEEPING YOUR TELEVISION SUDDENLY COMES ALIVE!



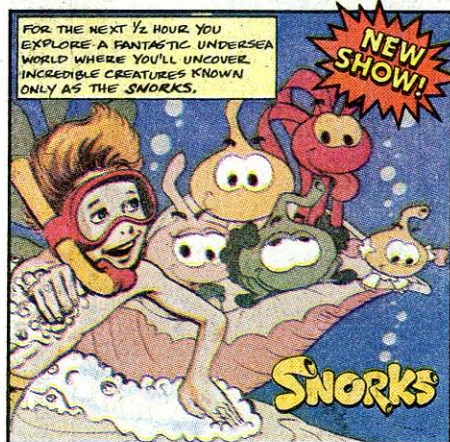
NEW SHOW!

NEXT, KIDD VIDEO WILL TAKE YOU TO THE RUD SIDE OF THE UNIVERSE WHERE THE MASTER BLASTER IS WAGING A BATTLE TO RULE THE ENTIRE ROCK AND ROLL WORLD.



BEFORE YOU KNOW IT MR. T WILL TAKE OVER.

MISTER T

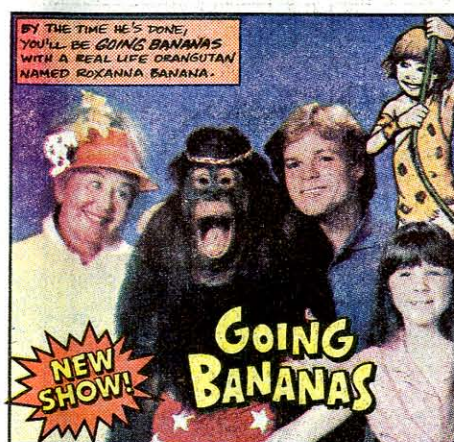


NEW SHOW!



NEW SHOW!

THE PINK PANTHER AND SONS



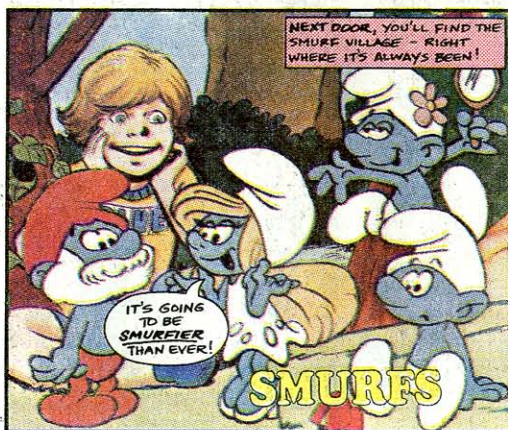
NEW SHOW!

GOING BANANAS



THEN SPIDER-MAN AND HIS AMAZING FRIENDS WILL JOIN FORCES TO MAKE THE WHOLE WORLD SAFE FOR DEMOCRACY... 'SPECIALLY ON YOUR BLOCK!'

SPIDER-MAN AND HIS AMAZING FRIENDS



NEXT DOOR, YOU'LL FIND THE SMURF VILLAGE - RIGHT WHERE IT'S ALWAYS BEEN!

IT'S GOING TO BE SMURFIER THAN EVER!

SMURFS



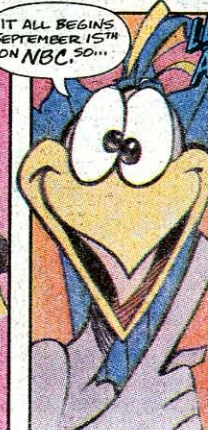
AS YOU LEAVE, ALVIN AND THE CHIPMUNKS WILL BE WAITING TO ROCK YOUR SOCKS OFF WITH THEIR VERSIONS OF HITS LIKE 'BEAT IT' AND 'GIRLS JUST WANT TO HAVE FUN'.

Alvin and the Chipmunks

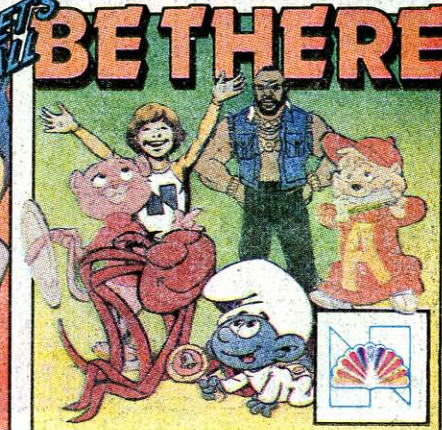


AND FIVE TIMES DURING THE MORNING YOUR FAVORITE NBC STARS WILL GIVE YOU ONE TO GROW ON!

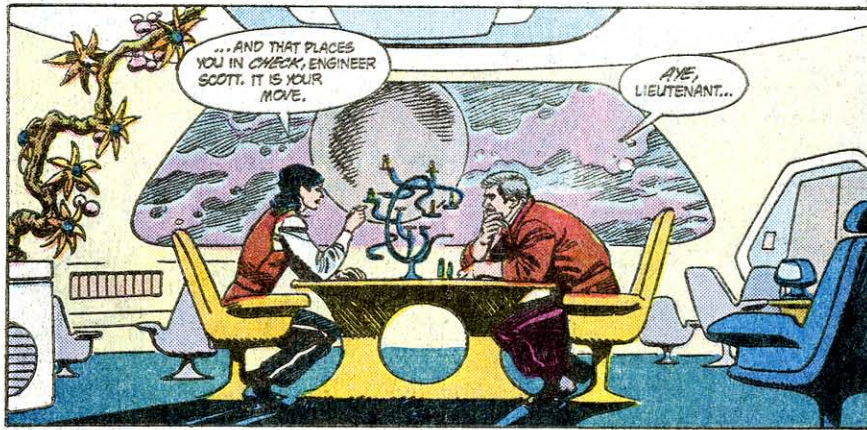
ONE TO GROW ON



IT ALL BEGINS SEPTEMBER 15TH ON NBC. SO...



LET'S ALL BE THERE



...AND THAT PLACES YOU IN CHECK, ENGINEER SCOTT. IT IS YOUR MOVE.

AIE, LIEUTENANT...



INDEED...

...AND THAT, I BELIEVE, IS A STALEMATE! NOT THE WIN I'D HOPED FOR, BUT ANY OLD PORT IN A STORM, EH?



...THIS IS MOST UNEXPECTED.

IF I MAY SAY SO, LIEUTENANT, YOUR GAME DOES SEEM A LITTLE OFF...

...IS THERE SOMETHIN' BOTHERIN' YOU SOMETHIN' YOU'D LIKE TO TALK ABOUT?



NEGATIVE.

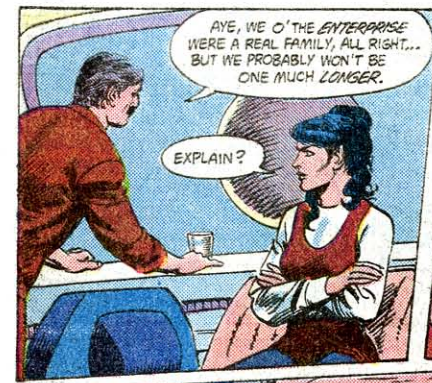
SUIT YOURSELF. I JUST THOUGHT THESE LAST FEW DAYS MIGHT HAVE BEEN A BIT WEARIN' ON YOU...



...NOT ONLY WITH YER MISSION T' THE GEMER'S PLANET, BUT WITH THE RETURN O' MR. SPOCK...

...I KNOW IT'D MAKE ME FEEL LIKE A REAL STRANGER--AND I'D FEEL UNEASY ABOUT TRYIN' T' AT MY TRIN' T BELONGS.

PERHAPS.



EXPLAIN?

AIE, WE O' THE ENTERPRISE WERE A REAL FAMILY, ALL RIGHT... BUT WE PROBABLY WON'T BE ONE MUCH LONGER.



OH, WE'VE BEEN THROUGH ROUGH TIMES BEFORE... EXPLODIN' STARS, TRAVELS THROUGH TIME...

...MORE'N ONCE, WITH THE CAPTAIN'S HELP, WE EVEN BEAT DEATH ITSELF...



...BUT IT LOOKS LIKE THAT'S ALL OVER NOW. THE ENTERPRISE, MAY THE POOR OL' GIRL REST IN PEACE, IS GONE...

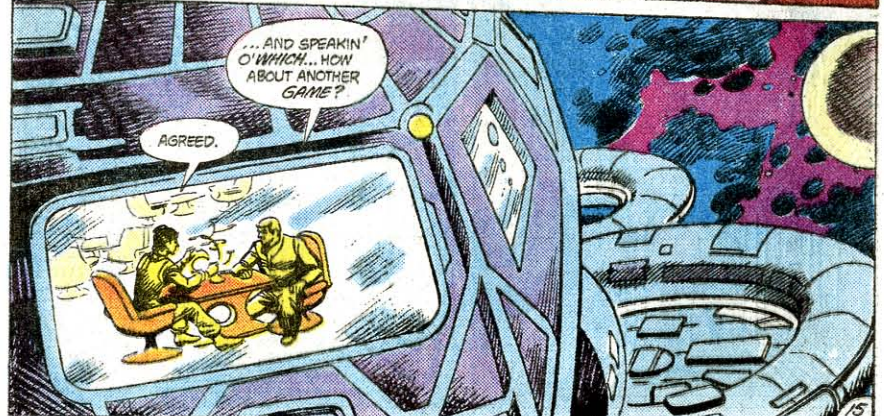
LATELY, I'VE THOUGHT THAT'S ON OMEN O' SOME KIND... WE'RE NONE OF US GETTIN' ANY YOUNGER, AFTER ALL...



MR. SCOTT...MAY I POINT OUT THAT THE UNIVERSE IS A CONSTANTLY CHANGING PLACE.

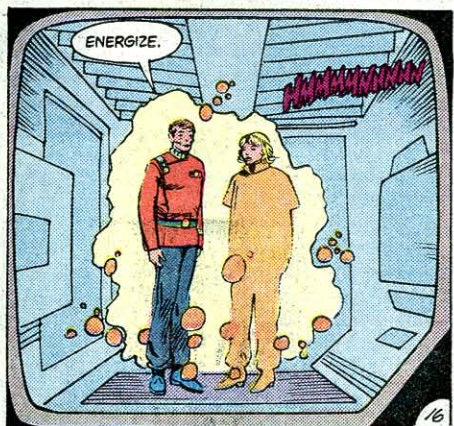
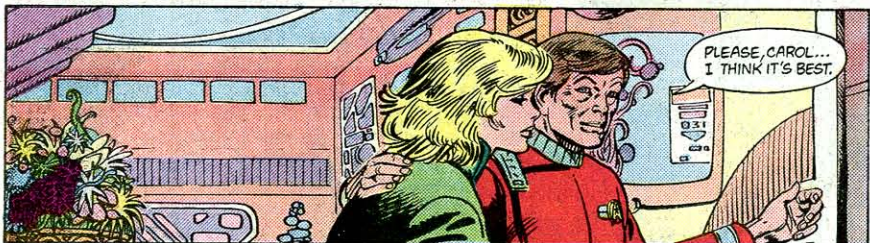
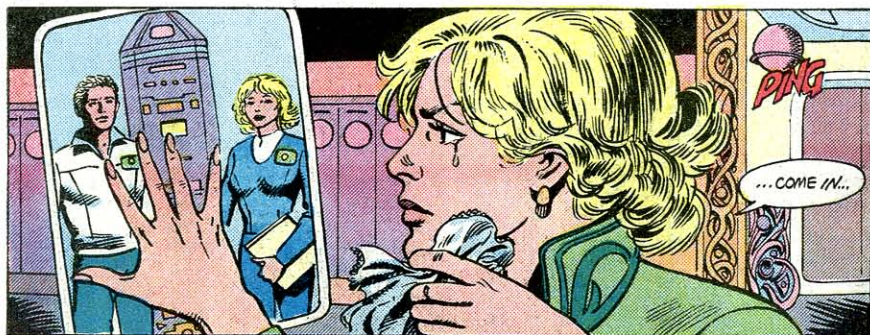
IT IS ILLOGICAL TO ASSUME THAT ALL CONDITIONS ARE MAINTAINED, UNCHANGED AND UNCHANGING. DO YOU UNDERSTAND?

AIE...



...AND SPEAKIN' O' WHICH...HOW ABOUT ANOTHER GAME?

AGREED.



CONTINUED ON 2ND PAGE FOLLOWING.

SATURDAY'S THE PLACE

Jim Henson's Muppet Babies

Dungeons & Dragons

SATURDAY SUPERPLACE

SPACE ACE

QUEST

PAYOR'S PLACE

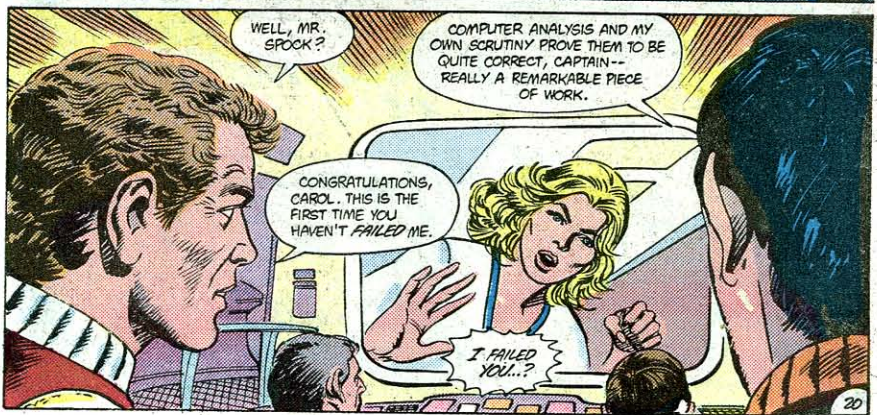
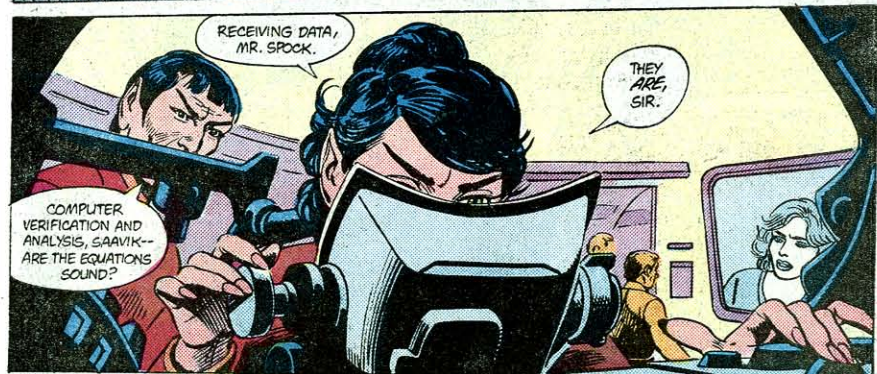
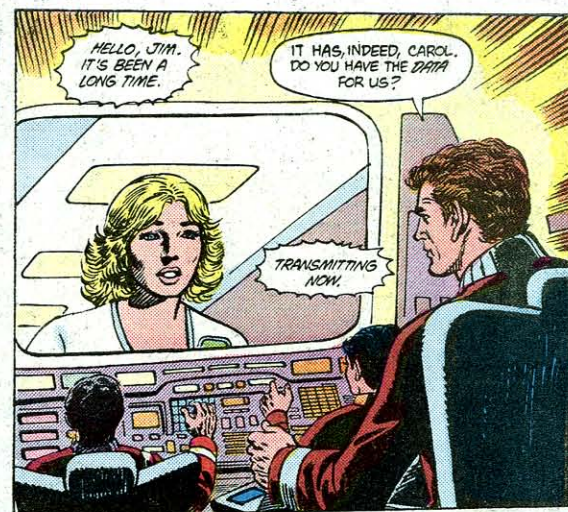
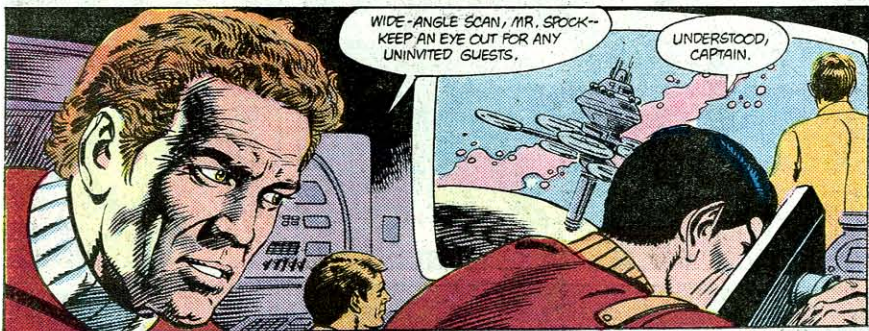
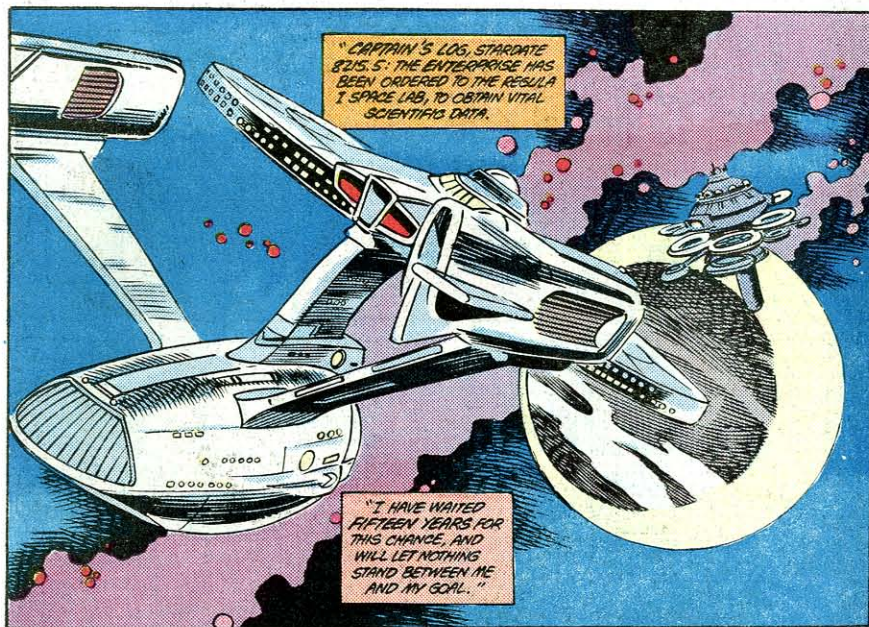
POLE POSITION

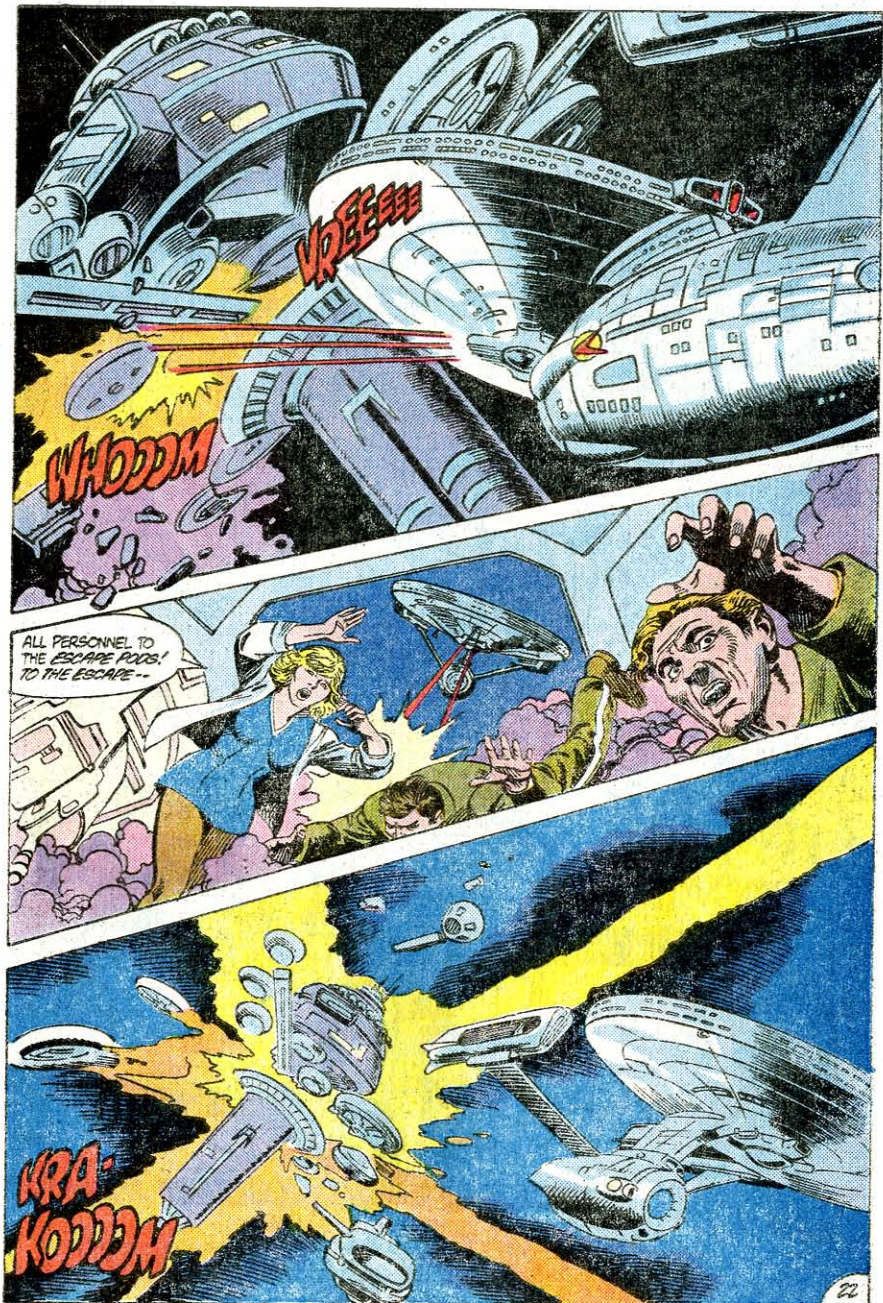
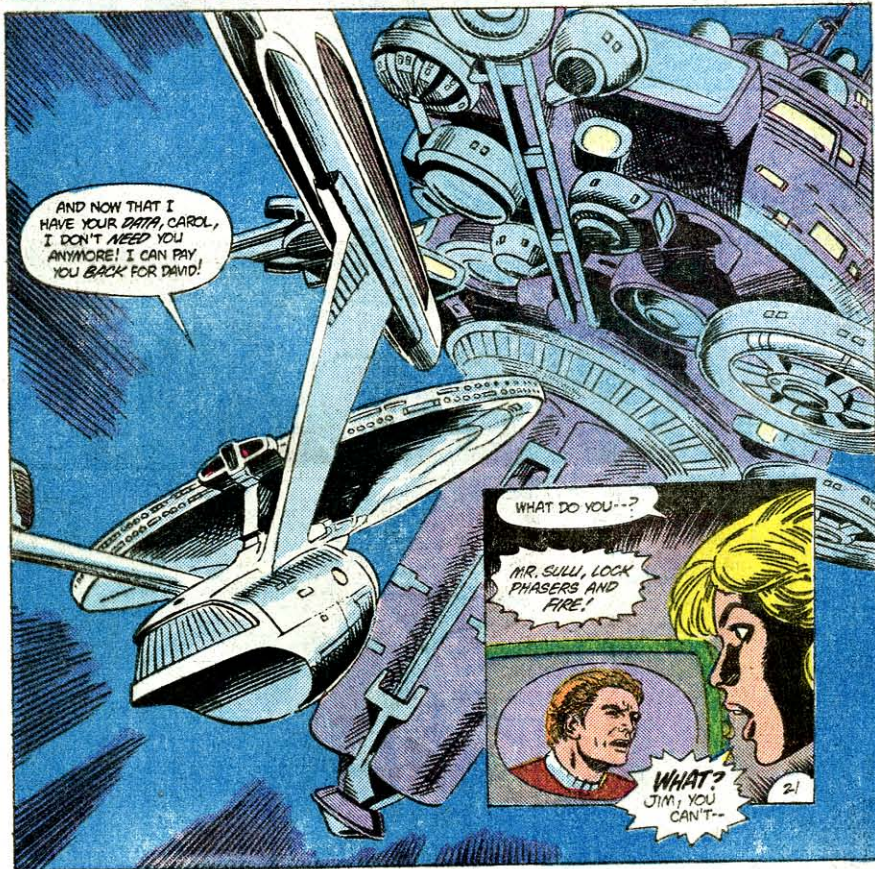
GET ALONG GANG

STARTING SEPT. 15 ON CBS

© 1984 Marvel Productions Ltd. / Dungeons & Dragons™ Entertainment Corp. © 1984 CBS Inc. All Rights Reserved.







CONTINUED ON 2ND PAGE FOLLOWING.

CROSS SWORDS WITH CHAMPIONS!

enter the lost world of

THE WARLORD

WITH REMCO TOYS!

ARAK

HERCULES

YOU MAKE DC COMICS' EPIC FANTASY HEROES COME ALIVE WITH THESE ACTION FIGURES FROM **REMCO!** EACH 5 1/2-INCH FIGURE COMES COMPLETE WITH ACCESSORIES!

JOIN FORCES with..

DEIMOS

NIKOLA

MACHISTE

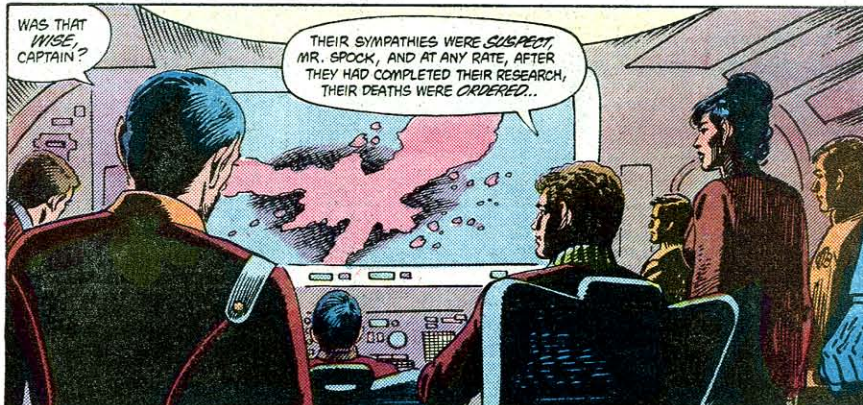
COLLECT THEM ALL!

TM indicates Trademark of DC Comics Inc. © 1982 · 1982 Remco Toys, Inc. New York, NY 10010

AVAILABLE AT PARTICIPATING

Kmart
THE SAVING PLACE

STORES!





We have a lot of ground to cover this issue because we'll examine comments on issues 5 and 6 to get us back on track. Besides, we expect a flood of letters concerning your thoughts on *STAR TREK III* and our adaptation. Don't disappoint us. And now, on to issue 5:

Dear Mr. Wolfman:

Oh, that dad-blasted Prime Directive again. But Admiral Kirk need not worry. The Prime Directive was meant to preserve the normal status quo of a planet. But since the normal status quo no longer existed on Beta Epsilon VI, by definition the Prime Directive would not apply.

Admiral Kirk mentioned that the Organians and Excalbians forced their wills, as gods, upon others. In a way, the Epsilonians forced their will on Captain Hodge when they made him a god. How many of us, spacewrecked and stranded in a strange land, and called a god, would have the nerve to deny it? Imagine the consequences if one did so. Snik-k-k-tl!

Finally, what a refreshing change that Lyla was not the usual ravishing human-with-technicolor-skin type of alien. She was certainly not unattractive, but she was non-human enough that it was clear Fry-Lip (Fy-Lip! That is charming!) fell in love with her as a person. Lovely.

John Henry Sain
2251 Kings Highway
Medford, OR 97501

Dear Trekkers,

You had Dr. McCoy looking for psychological reasons for Konom's aversion to violence. I don't think he'll find them—anyone than you could find most evidence that biological needs cause certain humans to kill. With an entire culture of billions of people to choose from, you are going to run into many Klingons who hate violence, and many others who cannot get out of bed without killing someone. The vast majority of Klingons will then fall somewhere between these two extremes. People, even Vulcans, are not stamped out of a machine somewhere, and will therefore vary in their actions.

John A. Whiting
230 S. Coronado St. #21
Los Angeles, CA 90057

Dear Mike,

On the whole, it was a very nice issue. I sincerely doubt that the Federation will achieve a permanent peace with the Klingons (especially considering developments upcoming in the third movie), but it's good that they're negotiating. With the abolishment of the Organian peace treaty, a major story impediment has been removed, and I welcome that. There was nothing too extraordinary about the way Kirk solved the problem of removing a false god. It's a little disturbing to note, however, that Kirk just finalized things. The actual means of solving the problem was thrust upon him by circumstance. If it hadn't been for the abduction of Captain Hodge and the subsequent almost-war, Kirk would have had a much harder time of it. Doubtless he'll get better at this sort of thing the more times he has to do it. Chalk it up to his being a little rusty. I also question his command to set phasers on kill. In the old days, a setting on stun would have sufficed. Granted, it was a life-threatening situation, but he's been in tight spots before and rarely resorted to killing. Why kill now?

Konom continues to be a joy. I rarely find myself amused by anything in a comic, but Konom's banter with McCoy, and his later views on his costume, reduced me to helpless laughter. I hope that he continues to verbally spar with the good Doctor. It fills in a certain void that's been present. One would think that by now he'd be garbed in a Federation uniform instead of a battle suit. I'd like to see a story regarding his first encounter with a Federation planet. No doubt news of his presence on the *Enterprise* has been spread all through the civilized Federation worlds. It would be interesting to see how well he's assimilating the differences in culture (especially under the tutelage of Nancy, who I suspect is falling in love with our favorite Klingon navigator).

Abe Goldblatt
61 Garfield Ave.
Danbury, CT 06810

Dear Mike, Tom, Marv, and crew,

Gosh, you can sure tell that Jim Kirk is getting old! It used to be he'd be meeting up with an old commander of his or a teacher from Starfleet Academy, but now in #5 he comes across a former student.

And this student seems to have

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

Janette Kahn, President and Publisher
Dick Giordano, Vice Pres.-Executive Editor
Mary Wolfman, Editor
Robert Greenberger, Associate Editor
Tom Connor, Managing Editor
Pat Saftian, Editorial Coordinator
Bob Rozakis, Production Manager
Joe Orlando, Vice Pres.-Editorial Director
Paul Levitz, Vice Pres.-Operations
Bruce Bawer, Marketing Director
Arthur Gutowitz, Treasurer

learned just about as much about the Prime Directive as any other previous student at the Academy, which is to know the rule and know why it is usually best to break it. The Prime Directive seems to be little more than a prime example of a rule observed more in the breach than in compliance.

Besides being a reflection of the needs of *Star Trek* writers, this might also be a reflection of the way human beings are. If there's one thing we humans have trouble doing, it's doing nothing. Our curiosity alone "forces" us to nose in. And then there is the desire to fix things up. If it doesn't work, then fix it so it will work; if it works, then fix it so it will work better.

In the end, I think the Prime Directive boils down more to a statement of purpose than to a hard-and-fast law of practical observance. Kirk's observation on the final page, that he gave Lorac's people a choice, hints at this purpose. The main point of the Directive can be seen to be that the Federation's interactions with "immature" cultures must not be for the Federation's benefit, but for that culture's benefit—the benefit being to be left to develop normally. (And it is not true that abnormal development is the most-cited reason, by Kirk and others, for ignoring the Prime Directive?)

"T.M. Maple"
Box 1272, Station B
Weston, Ontario M9L 2R9

And so the comments went on issue five. As for six, let's take a look:

Greetings,

STAR TREK is definitely one of the best comics around today, and issue 6 just proved that point once again! "Who is... Enigma?" was, overall, a very good story.

One of the most interesting parts of the story was taking Ambassador Fox and giving him a "human" side, with his daughter Trisha. And that wonderful closing line... "There are always possibilities, Mr. Ambassador... good luck..." Applause, applause!

The one thing I didn't like... or maybe I should just say I found questionable... something like 15 years have gone by since Kirk and Spock were trapped by the mad Garth of Izar on Elba II. I would think a substantially different code might have been developed in that time,

rather than "Queen to Queen's level three."

William Moschke
636 Kellogg Apt 1
Grand Rapids, MI 49503

Dear Trekkers,

STAR TREK #6 was a good issue. The Sutton/Villagran team is really beginning to mesh on the art (welcome back, Ricardo, you were missed). Now we have to do without Tom for a while! Oh, well...; Mike crafted an interesting and suspenseful yarn. Suspension of disbelief breaks down at one point, however; and I'm surprised that neither writer nor editors caught the mistake. When Trisha Fox changes into Jim Kirk's duplicate she does so in the open in plain sight. No matter how much she looked like Kirk it should have been obvious who was who! If the two had scuffled, then the sequence would have made sense; instead it stood out like a sore thumb.

Andrew W. Leubacher
PSC #1, Box 129
Lackland A.F.B., TX 78236

Dear Marv, Mike, Tom, and Ricardo:

Although I missed the last three issues of DC's *STAR TREK* I did pick up #6 at a local comic book store this week. I'm happy to say that the quality of both writing and artwork has not deteriorated since the first couple of issues appeared last year. Both are still superb. I'm especially impressed with the warmth you bring to the *Star Trek* characters, something that was missing from the Gold Key and Marvel series. I also applaud your policy of reintroducing old friends and enemies like the Organians, Robert Fox, and, of course, the ruthless Klingons.

Robert Parrin
16 Oakview Ave.
Nepean, Ontario
K2G 3A1

Dear Mike, Tom, and Marv,

After five wonderful issues in a row, I'm afraid that your *STAR TREK* title took a very slight turn for the worse with #6. Oh, it wasn't really a bad story or anything, but it had enough problems to knock it out of the "excellent" category and down to merely "very good."

Now, you may be wondering what these "problems" were. Glad you asked. First of all, the premise. We've seen shape-shifter stories before and we've seen doubles of Jim Kirk before too. Both at the same time is too much. Secondly, much of this issue looked rushed. Pieces of dialogue here and there didn't make too much sense either at times. For example, what was that whole bit on page 9, panel 8? Then, during the search for Scotty, we can see members of the search party armed with

lights and phasers. Phasers? Why? And where are their tricorders? Then, the worst part of all, over on page 20. Why did Enigma's change in appearance to Captain Kirk confuse everybody? Everyone was watching the alteration take place, right? So why didn't anybody know which was the real Kirk and which was the impostor? I'd ask for a No-Prize, but (1) you are the wrong comic company and (2) I don't have a plausible explanation for your obvious boo-boo. I would be very interested to see if you have an explanation.

To wrap up... nice try, but better luck next time.

Conrad P. Feiber
1319 Rose Marie Avenue
Sudbury, Ontario
Canada, P3A 4E4

You weren't the only person to catch that goof. We could say that the transformation happened so quickly that people were confused, but let's face it, we made a mistake. Why phasers? The very nature of an alert requires security forces to carry phasers.

Dear Mike,

What are you trying to do? Drive me more crazy than I already am? (Or worse yet, drive me sane?) Or are you trying to see how many times you can try and make me retract something I've written to you?

After *STAR TREK* #'s 5 and 6, you've come close. Earlier I complained about continued stories lasting four issues being too long. I asked for shorter stories. Now that you've given us two here I'm almost ready to say go back to continued stories. (Note that I said almost.) The stories aren't bad. They just don't capture the *Trek* "feel" the way the overlong four-parter did.

TREK #6 surprisingly had a problem with the art. Who was this fellow masquerading as Robert Fox? He didn't bear even the slightest resemblance to the Ambassador Fox I last saw on Eminian 7. Where were the bags under the eyes with the exhausted look in them? The story was good, even including a rare appearance in *Star Trek* annals of a non-bipedal humanoid, the Rigelian Decapod. By the way, what does Lieutenant Richardson look like? Or are there more than one of them?

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

Dear Folks,

The other day, I picked up *ST* #6 off the comic book stand in my favorite grocery store, and shelved out the usual \$.75 for the copy. I thereupon trucked it home, sat on the couch with my favorite junk food, and proceeded to read it. Let me tell you I was delighted!

It was very good to see the am-

bassador, Robert Fox, and to see that even in the 23rd century, people still have family disagreements. If they didn't, I don't suppose they'd still be humans, huh?

I can't wait for *THE SEARCH FOR SPOCK!* With Tom doing the art, and Mike doing the story, it's bound to be good. By the way, I am assuming it will cost in the neighborhood of \$1.25 and be on the same stand as the regular comic (but, as Spock said, it is always dangerous to assume). At least I hope it is. Could you fill us in as to the price?

Now—yes, here they come, folks!—a few gripes I have about the art. Tom is great, and in my book ranks right up there with Curt Swan, but I have reservations about the control panels of the ship. In the show, they were very good-looking, and not as bulky as what you have now. YEC! Please, let's see some compaction here! Also, the transporter bugs me a bit, and I like the TV's version better. I don't mean to blame anyone, cause no other comic of *ST* has ever shown a good-looking dematerialization of crewmembers. I do, however, have a solution. Why not use the "inking-out" process to make the sparkling, yellow figure of a guy beaming down? Of course, the figure must be yellow, like the show.

And why is it that the insides of the ship are that yecky, dingy, depressing brown? I mean, gimme a break! Who'd wanna sign aboard a depressing ship like that? Now, if you look closely at the backgrounds on the ship, you may see a wall colored red, yellow, and/or green from a reflected light (actually, I think it was only during the respected, or night cycle on the ship), but the most was colored white or light blue.

One more small gripe I have is the continual use of those funny-shaped doors. Any fan will tell you most doors were red (or blue) and rectangular. Please, fix them!

Mark Severy
Box 452
Ashland, ME 04732

Well, Mark, Tom is bringing a certain amount of interpretation to his rendition of the control panels, doorways, and corridors just as Michele Wolfman is trying to make all the colors mesh without distracting the eye.

COMING ATTRACTIONS

Next issue things pick up in high gear as we explore what has transpired in the last 15 years in the "Mirror Mirror" universe and we see what lies in store for Kirk, Spock, and company. Stick around because we're certain it's going to entertain you.

And if you're still lucky enough, our adaptation of *THE SEARCH FOR SPOCK* is still on sale. It's by Barr-Sutton-Estrade-Villagran and just nifty.

Hopefully, by next issue we'll have something special to announce. See you in 30! (I always wanted to write that.)

—Bob Greenberger

EXTRA SPENDING MONEY!

Here's your chance to start a business of your very own!

Extra spending money . . .
Great prizes . . . practical business experience.
For all details mail coupon TODAY — HURRY

GRIT PUBLISHING CO., Williamsport, PA 17701
Please send me all the details and _____ copies
Each week to start my own GRIT route.

(PRINT) Name _____ NC94
In Care of _____
Address _____
Town _____ State _____ Zip _____
Age _____ Date of Birth _____ Month _____ Day _____ Year _____
☐ Male ☐ Female Please Print Your Last Name Plainly Below
Signature of Parent or Guardian _____

It's fun . . .
It's easy!
GRIT will assist you in every way in this happy, rewarding adventure.

State law requires newspapers and gifts to be 18 years or older, 22 years or older in the states of AL, GA, LA, MA, MD, MI, NY, NC, PA, RI, VA and WI.

Papers sent only in the Continental U.S.

LOOK WHAT YOU GET WITH NEW

razzLes

MORE GUM 20% MORE GUM IN EACH PACK

NEW PRIZES WIN A TRIP TO WALT DISNEY WORLD AND EPCOT CENTER PLUS 500 OTHER GREAT PRIZES

MORE FLAVORS NOW IN TWO 4 FLAVOR ASSORTMENTS REGULAR & NEW TROPICAL

Tropical Flavors razzLes CANDY GUM

FREE T-SHIRT

WITH EVERY SPECIALLY MARKED MONOGRAM KIT!

FREE T-SHIRT \$5.95 VALUE

Terry Labonte's **PIEDMONT MONTE CARLO SS** Grand National Race Car

Go CAR-AZY with some of the hottest race cars on the Grand National stock car and Pro Stock drag racing circuits! Plus planes and other kits, too! Because with each specially marked kit found in the store, you'll get a free CAR-AZY T-Shirt! Just mail the coupon inside the package with \$2.00 for shipping and handling, and we'll send you the T-Shirt free! Or for just \$5.95 plus \$2.00 shipping and handling, buy a T-Shirt direct from Monogram. Just use the coupon below.

Please send the T-Shirts checked below @ \$5.95 each plus \$2.00 for shipping and handling per order to:

Name (Please print clearly) _____
Address _____
City _____ State _____ Zip _____
\$ _____ Total Price (Add 6% sales tax on orders sent in Illinois).

Indicate quantity and sizes in spaces below. T-Shirts are 100% cotton.
Adult sizes Small _____ Med _____ Large _____ X-Large _____
(32-34) (34-36) (36-38) (38-40)

Mail to: MAGAZINE T-SHIRT OFFER, MONOGRAM MODELS, INC.,
8601 WAUKEGAN ROAD, MORTON GROVE, IL 60053

Allow 4-6 weeks for delivery. Make check or money order payable to Monogram Models. No cash please. Available in U.S.A. only. Void where prohibited by law. Offer expires April 30, 1985.

I'M CAR-AZY

MONOGRAM
PLASTIC MODEL KITS

© 1984 Monogram Models, Inc. All Rights Reserved.

HOW TO WRITE WITH A CANDY BAR

1.



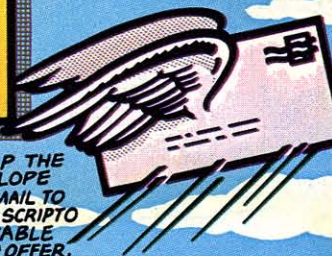
THE HARDEST PART. CHOOSE EITHER, BUTTERFINGER, THE CRISP FLAKY PEANUT-BUTTERY CHOCOLATEY TREAT. OR BABY RUTH, A UNIQUE COMBINATION OF CARAMEL, FUDGE AND PEANUTS COVERED IN CHOCOLATEY GOODNESS.

2.

DON'T THROW AWAY THE WRAPPER OR YOU'LL HAVE TO START ALL OVER AGAIN. FILL OUT THE COUPON BELOW AND PUT IT IN AN ENVELOPE WITH THE WRAPPER.



3.



STAMP THE ENVELOPE AND MAIL TO FREE SCRIPTO ERASABLE PEN® OFFER, P.O. BOX 4785, MONTICELLO, MINNESOTA 55365. THEN JUST SIT BACK AND WAIT. (ALLOW 6-8 WEEKS FOR DELIVERY.)

4.



WE'LL SEND YOU A FREE SCRIPTO ERASABLE PEN. ITS SMOOTH-WRITING INK WON'T SKIP OR GLOB LIKE OTHER ERASABLE PENS. SO GET THE PEN WITH THE HAPPY THUMB ON THE PACKAGE AND SEE WHY EVERYONE'S TURNING THUMBS UP FOR SCRIPTO.

Here's my wrapper from a Butterfinger or Baby Ruth candy bar. Please send me a free Scripto Erasable Pen.

NAME _____
(please print)
STREET ADDRESS _____
CITY _____ STATE _____ ZIP _____

Mail to: Free Scripto Pen Offer, P.O. Box 4785, Monticello, MN 55365.

*Limit one per customer. Offer expires Dec. 31, 1984.

© 1984 Life Savers, Inc., subsidiary of Nabisco Brands, Inc.



Butterfinger

Baby Ruth