



by MIKE W. BARR, TOM SUTTON and RICARDO VILLAGRAN

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# STAR TREK

TO LEARN THE DIFFERENCE BETWEEN **GOOD** AND **EVIL...**

...HUMAN AND KLINGON MUST FIGHT TO THE **DEATH!**



SUTTON  
VILLAGRAN

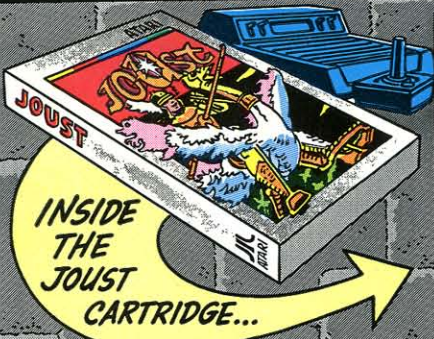


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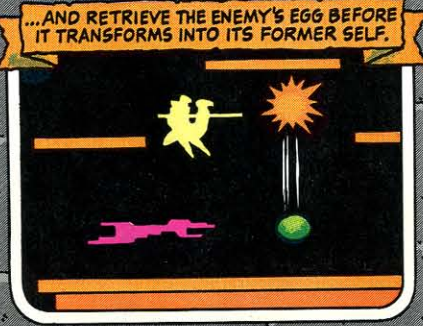
INSIDE THE JOUST CARTRIDGE...



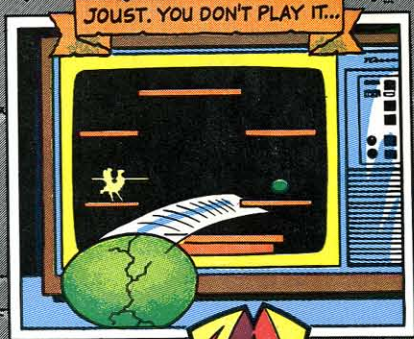
LONG AGO, IN THE DISTANT FUTURE, THERE'S A PLACE WHERE EVIL KNIGHTS JOUST UPON BEASTS OF THE AIR.



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



...AND RETRIEVE THE ENEMY'S EGG BEFORE IT TRANSFORMS INTO ITS FORMER SELF.



JOUST. YOU DON'T PLAY IT...



...YOU LIVE IT!

**JOUST**

**ATARI**

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**STAR TREK**

Based on the series created by Gene Roddenberry



"CAPTAIN'S LOG, STARDATE 8151.7: IN AN ATTEMPT TO STOP THE WAR BETWEEN THE FEDERATION AND THE KLINGON EMPIRE, THE ENTERPRISE HAS VIOLATED ORDERS AND TRAVELED TO THE PLANET ORGANAIA.

"THERE WE MET AND DEFEATED A KLINGON SHIP COMMANDED BY CAPTAIN KOR-- BUT I FIND THE MYSTERY ONLY DEEPENING."

YOU WILL LET THE DRAMA PLAY ITS COURSE, CAPTAIN KIRK...

...FOR TO INTERFERE WITH OUR QUEST FOR KNOWLEDGE WILL SURELY BE YOUR DOOM!

KIRK, IS THIS SOME FEDERATION TRICK--?

IF IT IS, KOR...

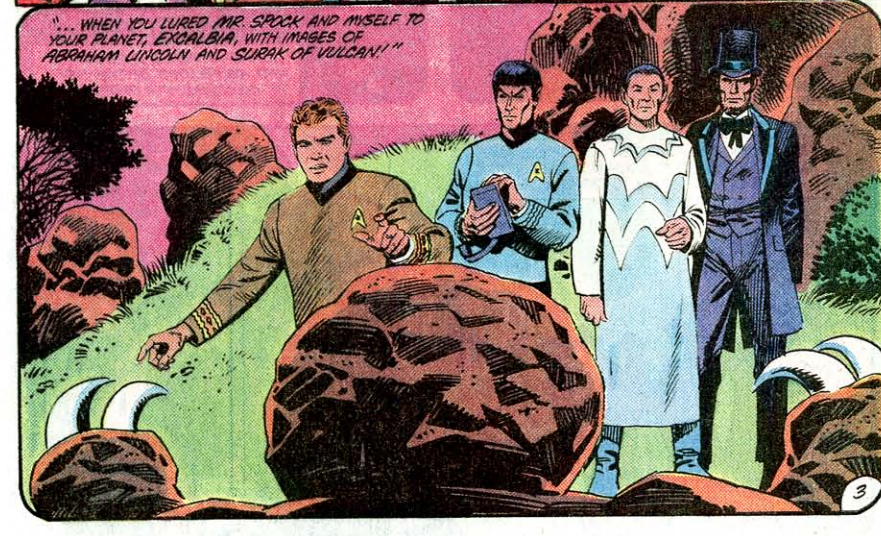
CHAPTER IV

**DEADLY ALLIES!**

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

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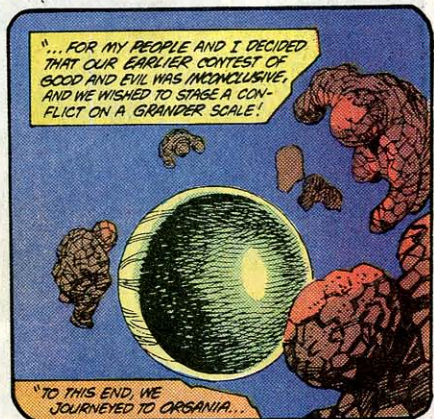
...YOU SAID YOU WERE TRYING TO FIND WHICH WAS STRONGER, GOOD OR EVIL...

...AND YOU STILL ARE, AREN'T YOU, YARNEK?



YOU CREATED THE BLACK FIELD HOLDING ORGANIA! YOU STARTED THIS DAMNED WAR!

VERY PERCEPTIVE, CAPTAIN! BUT I DO NOT ACT ALONE...

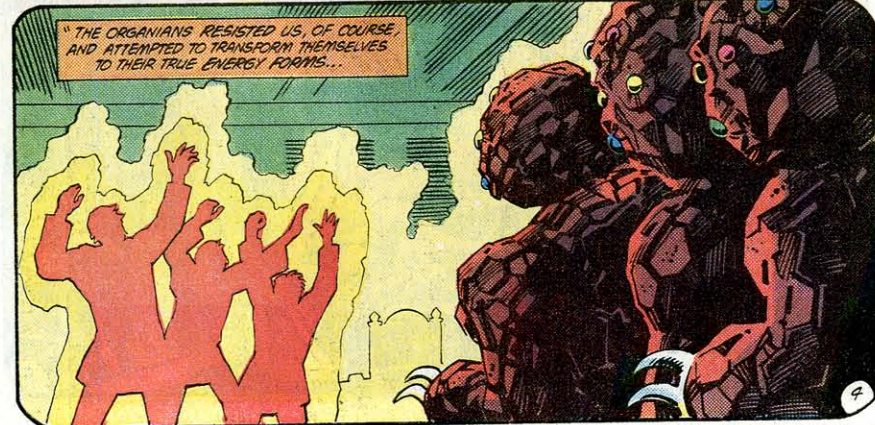


...FOR MY PEOPLE AND I DECIDED THAT OUR EARLIER CONTEST OF GOOD AND EVIL WAS INCONCLUSIVE, AND WE WISHED TO STAGE A CONFLICT ON A GRANDER SCALE!

TO THIS END, WE JOURNEYED TO ORGANIA...



... AND ATTACKED AYEL BORNE AND HIS FELLOWS BEFORE THEY COULD MOUNT A DEFENSE!



THE ORGANIANS RESISTED US, OF COURSE, AND ATTEMPTED TO TRANSFORM THEMSELVES TO THEIR TRUE ENERGY FORMS...

CONTINUED ON 3<sup>RD</sup> PAGE FOLLOWING

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 PARENTS' SIGNATURE: \_\_\_\_\_



# MEANWHILE.

Hi! My name is Mindy Newell. Okay, I know my moniker is unfamiliar to you, right now. Pretty soon, however, it will be gracing the pages of NEW TALENT SHOWCASE. There's been a lot of publicity about this project, but no one has thought to ask any of us ("us" being the aforementioned NEW TALENT) of our experiences. I thought it might be informative and encouraging for other aspiring comic professionals to learn a bit about the inner workings and machinations of being published.

I asked Dick, and he gave me permission to tell you about the phone booth hidden within the confines of 666 Fifth Avenue into which an ordinary, mild-mannered woman can enter and emerge seconds later as..... SUPERWRITER!!!!!!!

Well, so that's not exactly what happens. Sometimes my imagination gets a little carried away. I am a writer, after all. But I'm not mild-mannered, and I don't wear glasses, either.

How does it happen? I can only tell you of my own experience, and of the things I have been taught.

About a year ago, a note was made of the hunt for new faces at DC right on this page. I had written some articles for magazines, starting a nice collection of reject slips. There were also a pile of stories I had written, mostly for myself, sitting and collecting dust in one of my desk drawers. (What did I do for a living? I was a registered nurse.) But I had never written for any fanzines, nor had considered comics as a viable alternative for showing off any talent I might possess.

But I was at a crossroads in my life. Nursing had paled on me, even though the money was good...and I had vowed never to become the gruff, bitter type, feeling trapped in a job that calls for so much. A nurse means caring. I had what has been termed as "post-divorce syndrome": throwing myself into a variety of activities.

So it was a combination of these factors, plus curiosity, that made me sit down, compile a character and

storyline, and send it off to Sal Amendola, he being the NEW TALENT COORDINATOR. Poor guy. His desk has never looked the same. Among the hundreds of mania envelopes he plowed through was mine.

First there was some preliminary correspondence. Just enough to get my hopes up. Of course, I knew better than to count my chickens before they hatched, but who cared? There was a chance!

About six weeks later, I found myself sitting in Karen Berger's office. (She being the editor of the SHOWCASE book). With typical New Yorker aplomb, I was very matter-of-fact as we sat and discussed a bit of my personal history, writing experience, story-line and plot possibilities. Right, Karen? I even managed to shake Len Wein's hand with just the right amount of nonchalance when he interrupted our discussion, and Karen introduced me. Uh, Karen, don't look at me like that. Well, never mind her folks. I really was the height of Big Apple sophistication.

Then I was sent home with stacks of material on comic writing. Actually, I floated home. Why, I even got stuck in the Holland Tunnel for an hour and a half, and couldn't care less. If you've never gotten stuck in the Holland Tunnel.... How many of you have ever read Dante's Inferno? That's the idea. But I actually welcomed the traffic. Gave me a chance to think about what had transpired earlier.

Once I got home, I laid everything out in front of me. This included guidelines, old plot synopses and scripts, a couple of old House of Mystery's, and notes I had taken during my discussion with Karen. I didn't get to work right away.

But the next day, I tackled my typewriter with great fervor. There are many ways of writing a comic, but I was doing a full script. This entails art directions, panel breakdowns, sound effects, captions, and dialogue. Before one can graduate to other forms, a writer must learn to visualize the spread of the page. This includes understanding panel placement, the

amount of action that can be contained in a single panel, caption and balloon placement, and the amount of words per panel.

The comic book is a visual medium. For the writer, this means learning to have an artist's eye. A course in journalism is helpful, too, since the words themselves must be kept to a minimum. Yet, the story must be well-paced and cohesive, neither artwork nor printed word dominating. They must work together.

This is all part of the basics. Many writers prefer to always work with a full script, feeling that it helps them in planning and seeing the story in their mind's eye. I find myself in that fraternity. I don't know if I'll ever "graduate" to descriptive page breakdowns. (Or maybe I'm just starting to feel comfortable with what I already know...we'll see.)

It took a while, but I finally finished my first script. It took numero visits to Karen, lots of re-writes, learning, and unlearning. But when I first saw the pencils of JENESIS done by Mark Beachum, it was something hard to describe. Sort of akin to the feeling I had when I gave birth to my daughter. Creativity personified. Amazing!

Since then, I've written three more stories. Has it come easier with each passing one? Yes and no. I understand the mechanics better. My dialogue is becoming more polished, my pacing more professional. But, I still make mistakes. And that's the hard part, at least for me. I find myself pushing harder all the time, getting angry for not being SUPERWRITER. I expect more of myself with each visit to Karen. Of course, she does, too. Sometimes, the harshest criticism can come from inside.

Are there common factors with us? Talent? Sure, I suppose. Still, there are other things, some more important. Determination to succeed. Maturity to handle criticism. Ability to fall on your face, get up, dust yourself off, and keep going. Knowing that others know more than you do. Accepting that. Wanting to learn. Timing. Luck. Discipline.

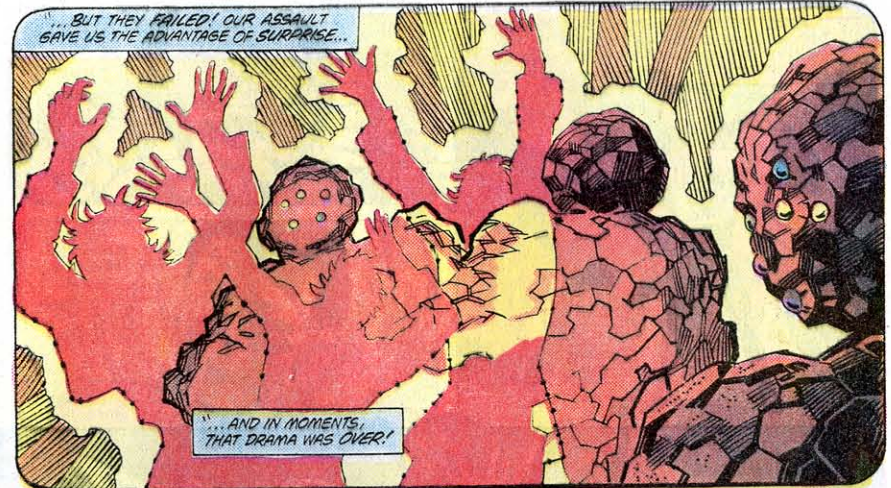
Finally, kudos must go to Dick Giordano, Sal Amendola, and Karen Berger. To Dick, for being the guiding light behind the drive to directly introduce and instill fresh faces into the industry. To Sal, for having the patience to listen as we have all cried on his shoulders at one time or another. And to Karen, for having the guts to take on a bunch of amateurs, and trying to turn us into pros.

Do I have any personal tips? Well, I shouldn't, but...sift through your record stack. Take out any John Williams score. Put on your headphones. Sit down in front of your typewriter. And write!

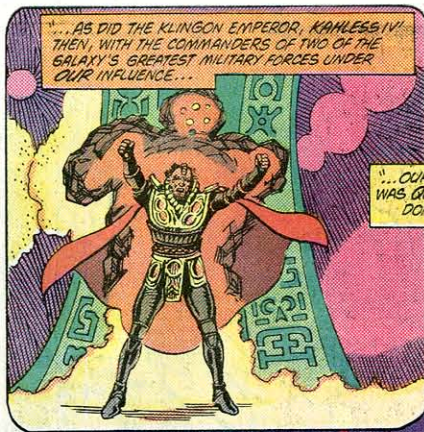
Excuse me. Have to go put the other side of THE EMPIRE STRIKES BACK on.

Thanks, Dick!

Mindy







... AS DID THE KLINGON EMPEROR, KAHLESS IV! THEN, WITH THE COMMANDERS OF TWO OF THE GALAXY'S GREATEST MILITARY FORCES UNDER OUR INFLUENCE...

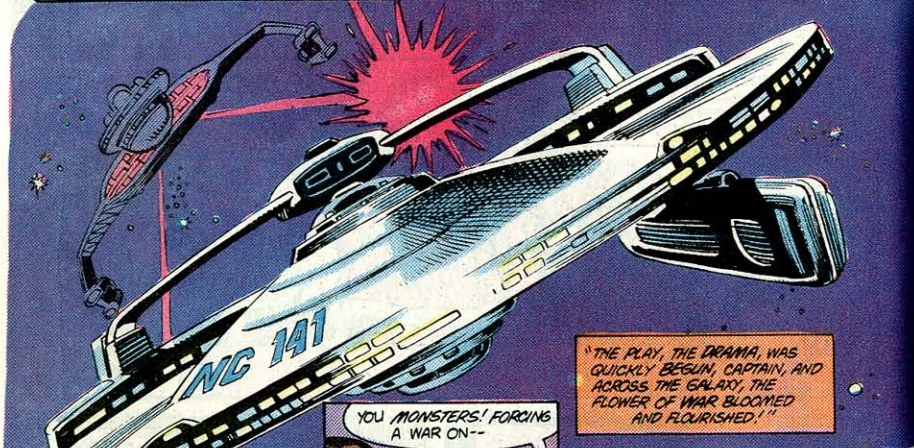
"... OUR WILL WAS QUICKLY DONE!"



WE DECLARE WAR ON THE FEDERATION!



KLINGON BUTCHERS! WE'LL KILL YOU ALL!



THE PLAY, THE DRAMA, WAS QUICKLY BEGUN, CAPTAIN, AND ACROSS THE GALAXY, THE FLOWER OF WAR BLOOMED AND FLOURISHED!

YOU MONSTERS! FORCING A WAR ON--

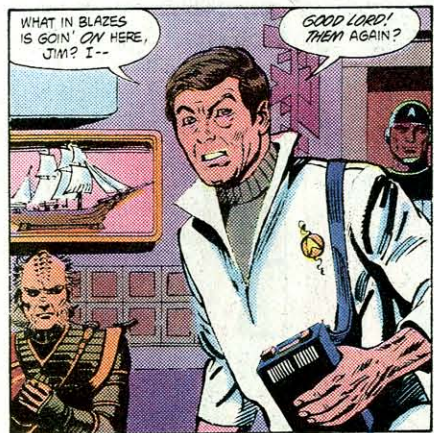


WE CONTROL ONLY THE SUPREME COMMANDERS, CAPTAIN...



...THE SPARK OF WAR BURNS IN YOU ALL--TO FAN IT TO A FLAME WAS BUT THE SIMPLEST OF TASKS!

SHAPPT



WHAT IN BLAZES IS GOIN' ON HERE, JIM? I--

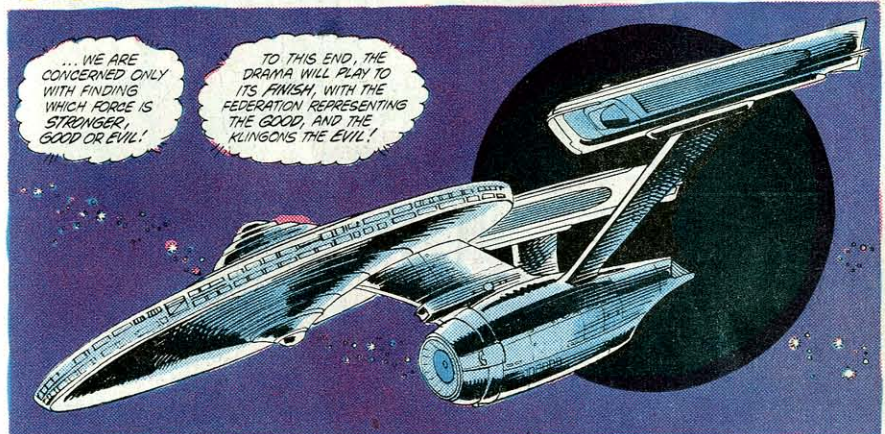
GOOD LORD! THEM AGAIN?



ATTEND TO YOUR PATIENT, DOCTOR!

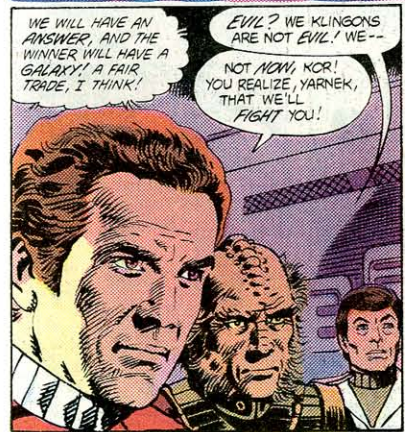
YARNEK, YOU CAN'T PLUNGE A GALAXY INTO WAR JUST TO FIND THE ANSWER TO A QUESTION! THE DESTRUCTION! THE DEATH--!

WE ARE NOT CONCERNED WITH YOUR LIVES, CAPTAIN...



... WE ARE CONCERNED ONLY WITH FINDING WHICH FORCE IS STRONGER, GOOD OR EVIL!

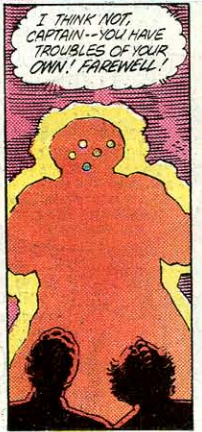
TO THIS END, THE DRAMA WILL PLAY TO ITS FINISH, WITH THE FEDERATION REPRESENTING THE GOOD, AND THE KLINGONS THE EVIL!



WE WILL HAVE AN ANSWER, AND THE WINNER WILL HAVE A GALAXY! A FAIR TRADE, I THINK!

EVIL? WE KLINGONS ARE NOT EVIL! WE--

NOT NOW, KOR! YOU REALIZE, YARNEK, THAT WE'LL FIGHT YOU!



I THINK NOT, CAPTAIN--YOU HAVE TROUBLES OF YOUR OWN! FAREWELL!



SCOTT TO CAPTAIN-- EMERGENCY!





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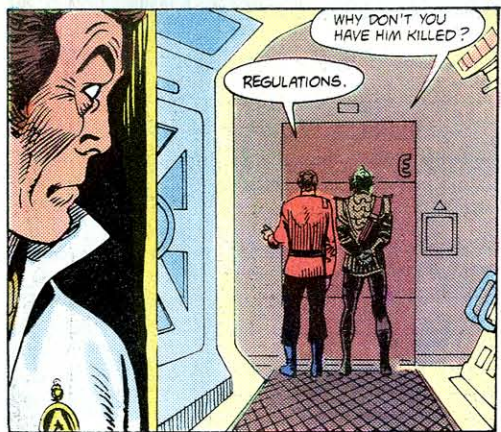
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KONOM?  
YES, SIR! I... I CAME DOWN HERE BECAUSE I WANTED TO SEE SOME OTHER KLINGONS-- I WAS LONELY FOR MY OWN KIND!



WE ARE NOT HIS "KIND!" WE ARE LOYAL TO THE KLINGON EMPIRE. HE IS A TRAITOR!  
TURNCOAT! YOU WORK FOR THE FEDERATION!

QUIET, THERE!



YOU THINK WE WANT HIM HERE? HE'S A KLINGON! WE WANT HIM DEAD!  
HE KILLED MY FATHER!



I KNOW HOW YOU FEEL, MR. BEARCLAW... AND I KNOW YOU WANT TO TAKE THOSE FEELINGS OUT ON SOMETHING...  
...BUT THIS ISN'T THE WAY TO DO IT!



KONOM HELPED US DESTROY THE KLINGON'S WORMHOLE STATION-- HE HELPED US SAVE LIVES!

WHAT?  
KOR, PLEASE--



-- COOPERATION BETWEEN US IS ESSENTIAL IF WE'RE TO SURVIVE THIS!  
OTHERWISE, OUR RESPECTIVE RACES WON'T REST UNTIL THEY'VE BLOWN EACH OTHER OUT OF EXISTENCE!



WELL, KOR? WHAT DO YOU SAY?

I SAY...



... THAT KONOM IS MORE THAN A TURNCOAT, HE IS A SABOTEUR, AS WELL! THE KLINGON CODE DEMANDS HIS DEATH--  
-- AND I AM A TRUE KLINGON! I FOLLOW OUR CODE!



DAMN IT, KOR, WILL YOU TAKE OFF YOUR GOLD BRAID FOR ONCE? HAVE YOU FORGOTTEN THAT BEFORE YOU WERE A SOLDIER, YOU WERE A MAN?  
IF YOU DON'T COOPERATE, THERE MAY BE NO KLINGONS LEFT TO UPHOLD YOUR "CODE" IS THAT WHAT YOU WANT?



VERY WELL, KIRK! WE WILL JOIN FORCES-- FOR NOW!





DID YOU HEAR THAT? WE'VE A TRUCE--

-- FOR THE PRESENT, WE WORK TOGETHER!



I'D RATHER HAVE YOU WITH ME THAN AGAINST ME, ANYWAY! YOU FIGHT PRETTY GOOD!

AS DO YOU, EARTHER!



ENSEIGN BEARCLAW, I AM TRULY SORRY ABOUT YOUR FATHER! I HOPE WE CAN--

I CAN'T BRING MYSELF TO SHAKE YOUR HAND YET, KLINGON...



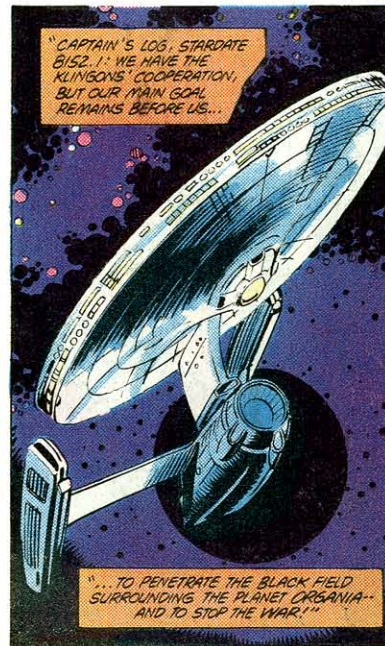
...BUT I WON'T TRY TO CUT IT OFF, EITHER!



MY OWN PEOPLE REJECT ME, NANCY... I'M ALONE NOW!



NO, YOU'RE NOT...



"CAPTAIN'S LOG, STARDATE 8152.1: WE HAVE THE KLINGONS' COOPERATION, BUT OUR MAIN GOAL REMAINS BEFORE US...

...TO PENETRATE THE BLACK FIELD SURROUNDING THE PLANET ORGANIA-- AND TO STOP THE WAR!"



MR. SAAVIK TELLS ME WE DON'T HAVE ANYWHERE NEAR THE POWER TO DISPERSE THE BLACK FIELD...

...SO WE'LL TRY TO PUNCH A SMALL HOLE IN IT-- AND FOR THAT, WE'LL NEED A SPECIALLY-MODIFIED SHUTTLE CRAFT, MR. SCOTT!

BUT, CAPTAIN...



...YE CANNOT EXPECT US T'DO THAT AND HOLD MHH ENGINES TOGETHER!

I DON'T EXPECT YOU TO DO THAT, MR. SCOTT-- NOT ALONE!

THIS IS ENGINEER KANNOR, MR. SCOTT-- HE'LL BE ASSISTING YOU!

? I CAN'T SAY I LIKE IT, SIR, SHOWIN' OUR ENGINE ROOM TO A KLINGON...



NOR DO I LIKE GIVING YOU MY EXPERTISE, SCOTT!



...BUT IF IT HAS T'BE, IT HAS T'BE!

TELL ME, KANNOR, HAVE YE EVER HAD A DRAM O' SCOTCH..?





MR. SAAVIK, YOU ARE TO INTEGRATE THE KLINGONS' WORMHOLE STABILIZER INTO THE SHUTTLECRAFT! YOU WILL WORK IN TANDEM WITH...



... SCIENCE OFFICER KAAS, WHO IS MOST FAMILIAR WITH THE DESIGN!

MY PLEASURE!

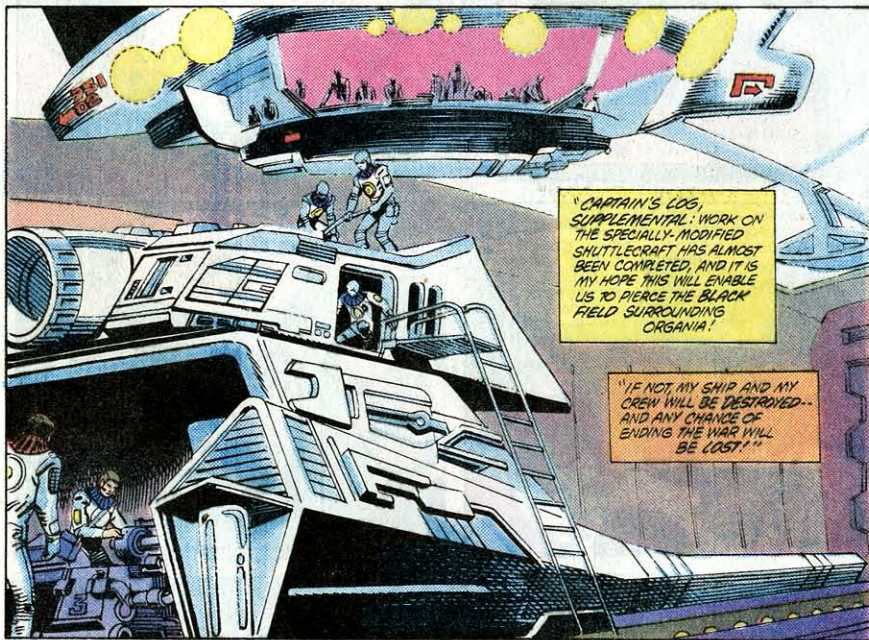
UNLIKELY.



PULL OUT ALL THE STOPS ON THIS, SAAVIK-- WE DON'T HAVE MUCH TIME BEFORE THE ENTERPRISE BLOWS ITSELF TO SMITHEREENS!

3 HOURS, 23 MINUTES, 13 SECONDS, SIR.

YES.



"CAPTAIN'S LOG, SUPPLEMENTAL: WORK ON THE SPECIALLY-MODIFIED SHUTTLECRAFT HAS ALMOST BEEN COMPLETED, AND IT IS MY HOPE THIS WILL ENABLE US TO PIERCE THE BLACK FIELD SURROUNDING ORGANIA!"

"IF NOT MY SHIP AND MY CREW WILL BE DESTROYED-- AND ANY CHANCE OF ENDING THE WAR WILL BE LOST!"



MODIFICATIONS COMPLETED, CAPTAIN!

THOUGHT YOU COULD LEAVE THE PARTY WITHOUT SAYING GOOD-BYE, JIM?

BONES...!

LET'S GO, GENTLEMEN, WE DON'T HAVE ALL--



GLAD YOU CAME, MCCOY! MR. SCOTT, YOU HAVE YOUR ORDERS!

AYE, SIR! IF I'VE NOT HEARD FROM YOU IN 2 HOURS, I'M TO DETACH THE MAIN SAUCER FROM THE SHIP, AND PROPEL THE NACELLES AND THAT BLACK BLOT...

...IN HOPES O' DESTROYIN' THE THING!

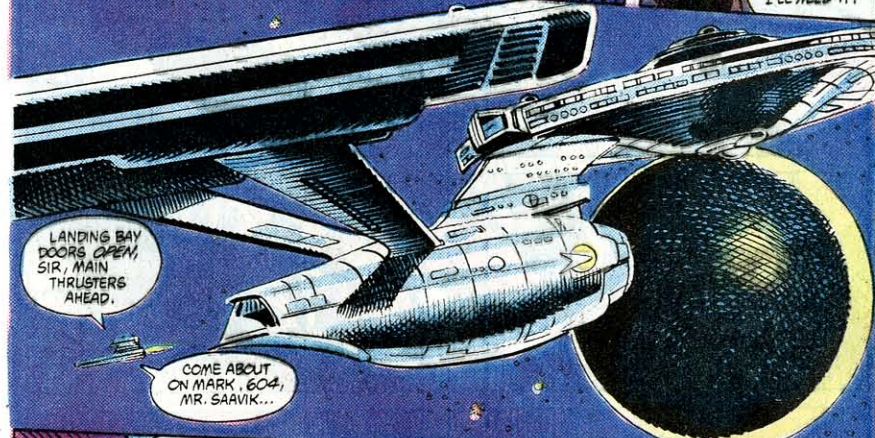
NO HEROICS, SCOTTY--YOUR MAIN CONCERN IS THE SHIP IS THAT CLEAR?

AYE...

... BUT I HOPE YOU'LL BE BACK TO REPRIMAND ME FOR CONDUCT UNBECOMIN' AN OFFICER... JIM!

GOOD LUCK, JIM!

THANK YOU, GENTLEMEN... I'LL NEED IT!



LANDING BAY DOORS OPEN, SIR, MAIN THRUSTERS AHEAD.

COME ABOUT ON MARK .604, MR. SAAVIK...



... AND SET A COURSE FOR ORGANIA!

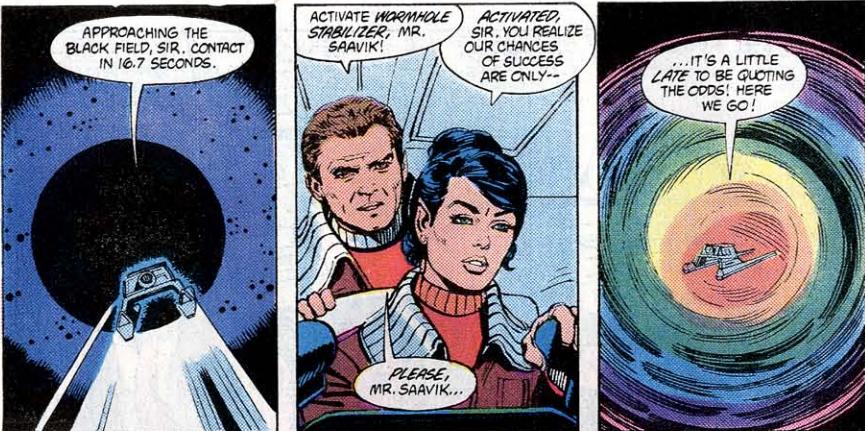
COURSE SET, SIR!

... AFTER THIS IS OVER, PERHAPS WE COULD DISCUSS OUR RESPECTIVE DUTIES, EH?

THAT WOULD BE... INADVISABLE, KAAS.

YOU ARE A MOST EFFICIENT OFFICER, SAAVIK...





APPROACHING THE BLACK FIELD, SIR. CONTACT IN 16.7 SECONDS.

ACTIVATE WORMHOLE STABILIZER, MR. SAAVIK!

ACTIVATED, SIR. YOU REALIZE OUR CHANCES OF SUCCESS ARE ONLY--

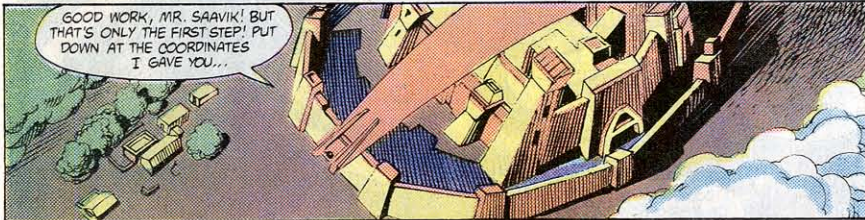
...IT'S A LITTLE LATE TO BE QUOTING THE ODDS! HERE WE GO!

PLEASE, MR. SAAVIK...

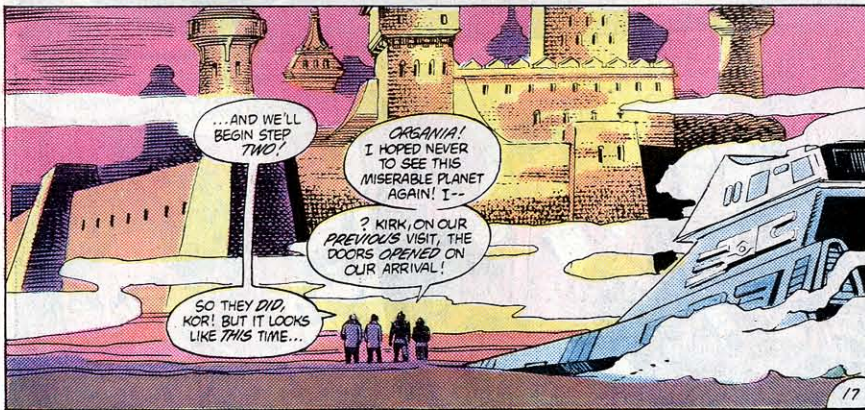


STATUS REPORT?

OBVIOUSLY, WE DID NOT STRIKE THE BLACK FIELD, SIR. I READ AN OXYGEN ATMOSPHERE AHEAD. WE MADE IT, SIR!



GOOD WORK, MR. SAAVIK! BUT THAT'S ONLY THE FIRST STEP! PUT DOWN AT THE COORDINATES I GAVE YOU...



...AND WE'LL BEGIN STEP TWO!

ORGANIA! I HOPED NEVER TO SEE THIS MISERABLE PLANET AGAIN! I--

? KIRK, ON OUR PREVIOUS VISIT, THE DOORS OPENED ON OUR ARRIVAL!

SO THEY DID, KOR! BUT IT LOOKS LIKE THIS TIME...

17  
CONTINUED ON 3RD PAGE FOLLOWING.

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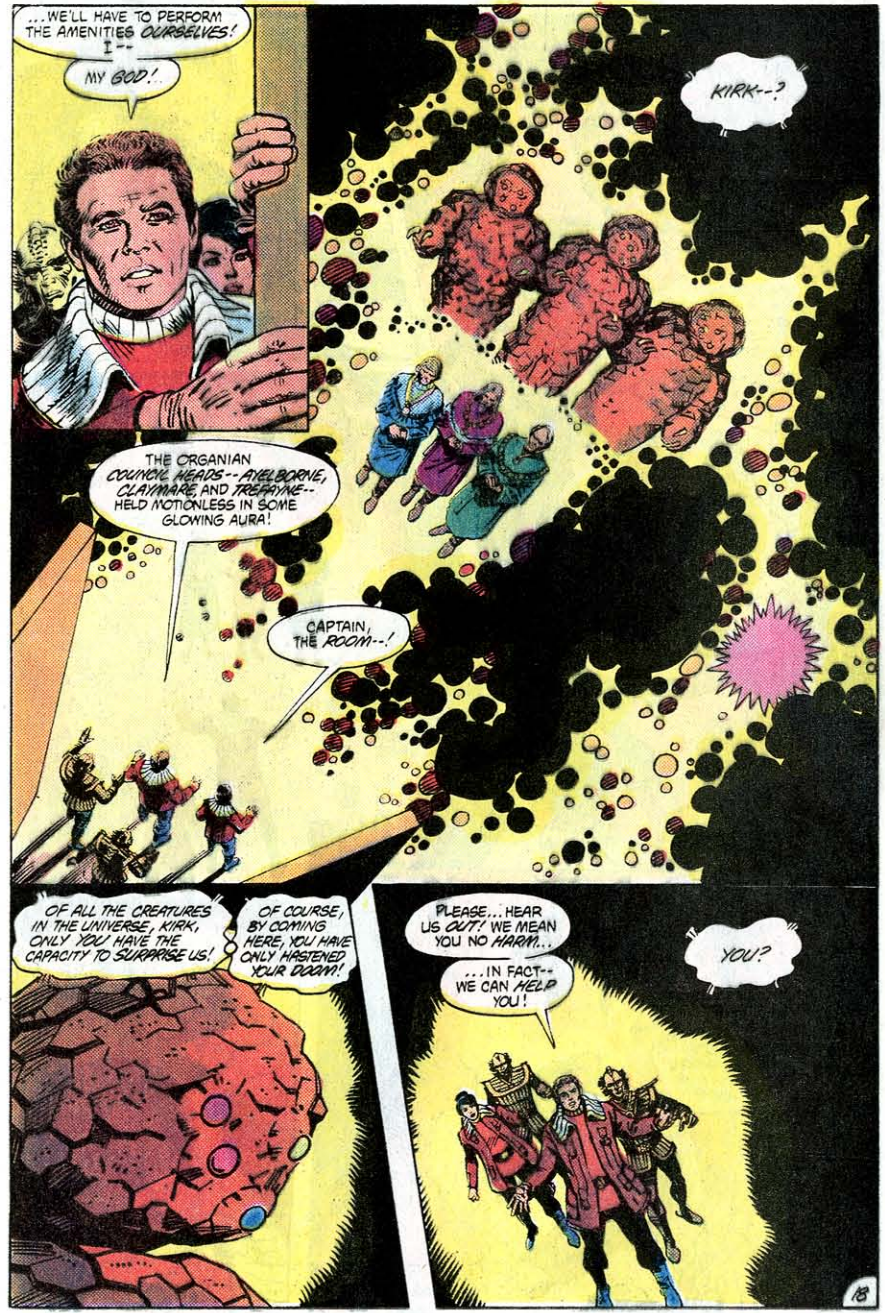
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MY GOD!

KIRK--?

THE ORGANIAN COUNCIL HEARS-- AELBORNE, CLAYMORE, AND TROVANE-- HELD NOTIONLESS IN SOME GLOWING AURA!

CAPTAIN, THE ROOM--!

OF ALL THE CREATURES IN THE UNIVERSE, KIRK, ONLY YOU HAVE THE CAPACITY TO SURPRISE US!

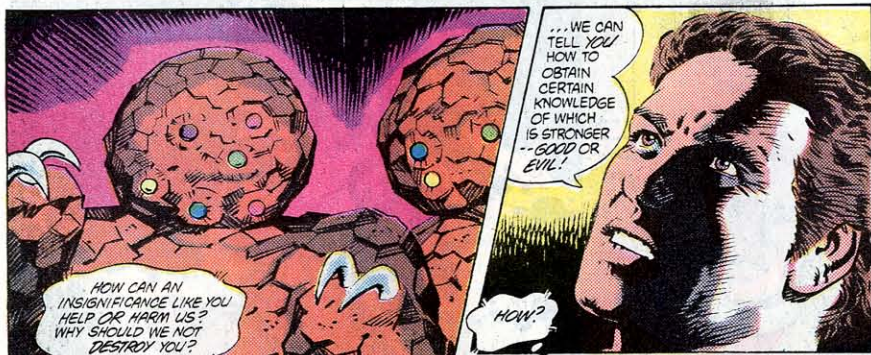
OF COURSE, BY COMING HERE, YOU HAVE ONLY HASTENED YOUR DOOM!

PLEASE... HEAR US OUT! WE MEAN YOU NO HARM...

...IN FACT-- WE CAN HELP YOU!

YOU?





... WE CAN TELL YOU HOW TO OBTAIN CERTAIN KNOWLEDGE OF WHICH IS STRONGER -- GOOD OR EVIL!

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THE SITUATION DOES, INDEED, HAVE POINTS OF INTEREST...



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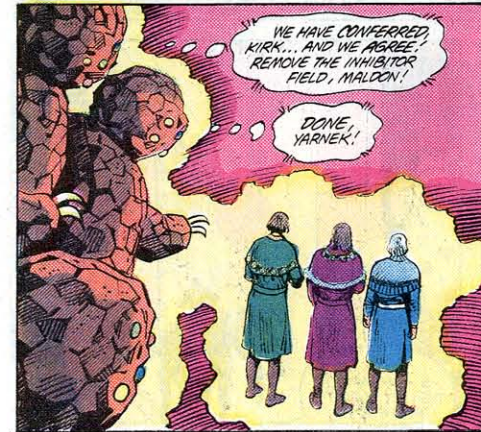


30 MINUTES LEFT UNTIL DEADLINE, SIR.

OF COURSE, THERE'S A LITTLE RISK INVOLVED...



... BUT ISN'T IT WORTH IT -- FOR THE ULTIMATE KNOWLEDGE OF GOOD AND EVIL?



WE HAVE CONFERRED, KIRK... AND WE AGREE! REMOVE THE INHIBITOR FIELD, MALDON!

DONE, YARNEK!



WHAT... WHAT HAS HAPPENED?

WE ARE FREE, TREFAYNE...





THE EXCALBIANS, AVELBORNE! THEY PLAN TO DO VIOLENCE FIRST TO YOU...

... THEN TO THE GALAXY! WILL YOU PERMIT THAT?

... BUT WHO IS RESPONSIBLE FOR OUR CONFINEMENT?

WE WILL NOT PERMIT YOUR VIOLENCE, EXCALBIAN!



WE WILL NOT!

THEIR FORMS... GLOWING, EXPANDING...

COME ON, ALL OF YOU...



THEN STOP US, ORGANIAN... IF YOU CAN!

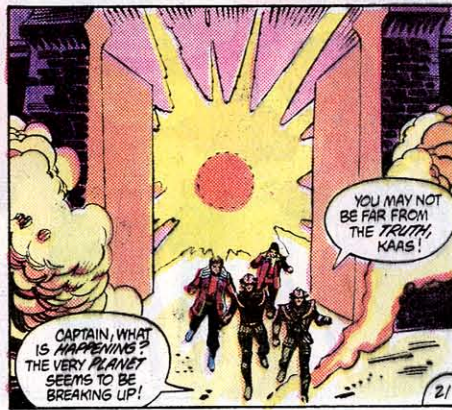
... WE WON'T WANT TO BE AROUND MUCH LONGER!



NOW, SAAVIK!

BUT, SIR, THESE READINGS COULD BE INVARIABLE! THEY CAN CHANGE FROM MATTER TO ENERGY AS EASILY AS--

THAT'S AN ORDER, LIEUTENANT!



CAPTAIN, WHAT IS HAPPENING? THE VERY PLANET SEEMS TO BE BREAKING UP!

YOU MAY NOT BE FAR FROM THE TRUTH, KAAS!

CONTINUED ON 2<sup>ND</sup> PAGE FOLLOWING.

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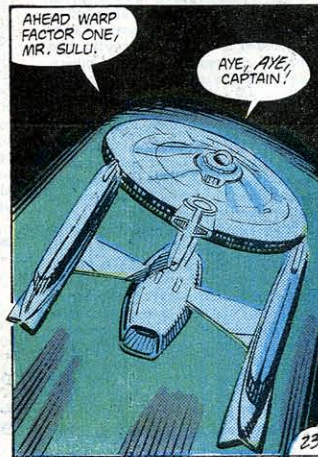
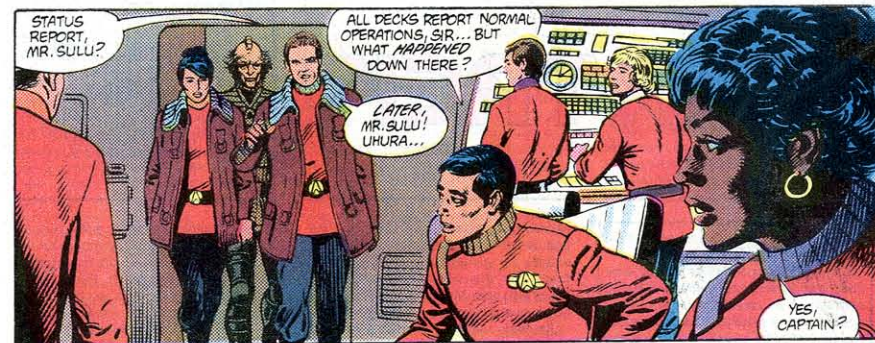
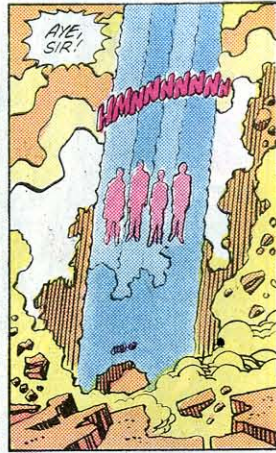
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Before we begin, here's a message from Tom Sutton, our nit-picking artist:  
Special thanks to Willis Morris, who built the Enterprise model I used to photograph as reference for the varied detailed views. (And you thought we just traced the "other guys" depiction of the great star ship!)

Dear Mr. Wolfman,  
Hearty congratulations to you and all involved for the first two issues of STAR TREK. For the first time, *Trek* fans have the comic they've always wanted: a magazine with a fondness for the *Star Trek* universe that equals their own.  
The first issue worried me a bit in that I could find no mention of who was First Officer of the *Enterprise*. Although Saavik is the logical (no pun intended) choice for Science Officer, she couldn't be second in command, being only a lieutenant. Even McCoy outranks her! In *The Best of Star Trek #6*, Leslie Thompson postulates that Uhura was Spock's First Officer, since Sulu gave the indication that he was assigned to another ship. In fact, Vonda N. McIntyre's novelization of the second movie specifically states that Sulu has been promoted to captain, and is waiting to take command of the U.S.S. *Excelsior*. (No wonder Sulu is so frustrated in issue #2.) (Makes you wonder how Uhura feels, too.)  
In order for STAR TREK: THE COMIC to be a success, I think it should strive to be as realistic as possible. So, when the time is right, Sulu should leave and be given his own command. Just as Chekov graduated from the *Enterprise* and moved on, so should the others. Although the *Enterprise* has and always will be the focal point of the *Star Trek* universe, it's a little presumptuous to think that *all* the excitement, *all* the adventure, and *all* the derring-do happen aboard *one* ship. Let's see some more of the Federation planets, some other ships, some new characters—and especially some old bad guys!  
Earlier attempts at putting *Star Trek* into comic form were hampered by copyright limitations, but DC's version has no such limitations. Not only can you refer back to characters and planets from the TV series, you are free to delve into the pasts of the main characters—something other versions of *Star Trek* were unable to do. Although many ideas will have to be shelved until your Klingon War story line runs its course, I would like to see the Kzinti (from the animated series), the Gorns, Harry

Mudd, and a side order of tribbles. (The war would give the Federation a good excuse for giving Sulu his own command, by the way. Unfortunately, it could also take Mr. Scott away from his engines and give him a command, too.)  
Anyway, I know this letter's way too long to print, so I just wanted to let you guys know you're doing a great job and to keep up the good work!

Tim Frayser  
2387-C S. 96 E. Ave.  
Tulsa, OK 74129

\*\*\*\*\*

Dear Mike, Tom, and Marv:  
You've got a winner on your hands. I am, of course, referring to STAR TREK #2. This is not to say that I didn't enjoy your first issue, because I did! However, your second effort confirmed my initial suspicions that your new STAR TREK title is a labor of love!  
Although it is obviously researched down to the smallest detail, your mag still appeals to both the neo-Trekkie and those who have been fans of the show right from the very start. I have yet to find any major (or even minor) deviations from the known *Star Trek* universe, and I am confident that this high level of excellence, both in the plotting and in the art, will continue.  
As to issue #2 itself, I know some readers may complain to you about Konom, the Klingon traitor. They'll probably say that Klingons are conditioned to be merciless warmongers from birth, which means that Klingons like Konom shouldn't even exist. I must admit that at first I thought that way, too, but there *are* exceptions to every rule. After all, look at the variety of people here on Earth! There are over four billion of us now, and (just like snowflakes) no two are alike. Some of us are ruthless killers, and some of us are pacifistic peaceniks. It would be pretty boring if we were all the same...and that goes for Klingons, too. It is refreshing to see you treating them like individuals.  
In closing, all I can add is keep up the good work!

Keep on trekkin'  
Conrad P. Felber  
1319 Rose Marie Avenue  
Sudbury, Ontario  
Canada, P3A 4E4

\*\*\*\*\*

Dear Starfleet Personnel at DC:  
Congratulations on what I feel is the most successful incarnation of the STAR TREK comic yet. I have just

finished reading Issue #2, and anxiously await Issue #3. I shall comment on the story, but first I would like to comment on the comments of Mr. Peter Greer, whose letter appears in issue #2.  
First off, I take some exception to his calling BOTH previous versions of this title miserable failures. I've READ both versions. While the Gold Key/Western version (TV series) was flawed, many of the stories were good and much of the artwork was excellent. Admittedly, it didn't have much in the way of subplots or characterization, but the comic existed in a time before such things were considered absolutely vital. For what it was, when it was, it was a good comic.  
The Marvel version (movie 1) did indeed suffer from only being able to use material from that movie. There was precious little of that to begin with. I don't blame Marvel for the poor quality of the book, I blame the first movie. The only thing I hold Marvel responsible for is a total lack of a consistent creative team for the book.  
Now it's your turn. I like what I see. More on this in a moment as soon as I finish with Mr. Greer: I don't know where he got the notion that ST III was going to be a war with everything but tribbles in it. That is not what I've heard. From what I know, the movie's working title is "*Star Trek III: The Search for Spock*." Much of the movie will take place on the planet Vulcan, and will herald the return of Mark Lenard as Sarek, Spock's father.  
Okay, back to your guys. You're bringing in some very nice subplots (Sulu wanting a command, Saavik trying to "fill Spock's shoes," McCoy trying to "remember"). You also have another thing I like: references to the past. The Klingon named Kahless, the Organians, Tycho IV, a reference to Khan, etc. And new characters like Bryce and Bearclaw are welcome. Also, and here's a weird notion, I'd like to see "good Klingon" Konom not only stick around, but become part of the crew. First Klingon in a Starfleet uniform! How's that for a wild idea?  
Keep up this kind of warp-speed work, and you have one sure sale every month! May this comic book, and its creators, live long and prosper!

Tom Wheeler  
1511 W. Sendero Cuatro  
Tucson, AZ 85704

\*\*\*\*\*

Greetings and Felicitations:  
I was ecstatic to see *Star Trek* back in

comic book form. I have all the original DC and DC competitors' *Star Trek* comic books ever produced. Every time *Star Trek* has been discontinued, I have been desolated.  
I am a former commodore in Starfleet, a Paramount-sanctioned *Star Trek* revival club that is internationally widespread with over 400 members. I was the postgraduate school director, who created and distributed the trivia question examinations on all aspects of *Star Trek*. I have every technical manual, book, and document that has been produced publicly on *Star Trek*. So, I warn you now, you will be judged on your knowledge of *Star Trek*. And I will not be the only trekkie watching your every maneuver and slip-up. Your klingons are going to be your reading audience. Don't let them destroy you!  
Here are just a couple of warnings that I should relate to you. In your first issue, you mentioned that Lt. Saavik is half-Vulcan. Do you know what the other half is? It's not human, it's Romulan! Also, did you know Mr. Hiraaku Sulu was a captain in *Star Trek II*? If not, you better make note of that, too. So, be careful, you may be entering a Kobayashi-maru of your own. GOOD LUCK!!!  
Spock Lives!

Mark Aaron Klein  
3769 Chimney Creek Drive  
Virginia Beach, VA 23462

\*\*\*\*\*

Dear DC,  
As a longtime Trekker, and almost as long a time DC fan, I looked forward to the meeting of the two in the first issue of DC's STAR TREK comic. I've been defending it as what I consider to be the home for the comic even before seeing an issue, and am happy to say that while it isn't perfect, I don't feel disappointed.  
Starting up front, I loved the cover. All the characters looked like the actors except Kirk, who looked nothing like the image of William Shatner. Moving inside to the splash page, I can only find one thing wrong with this, and that is I don't know where to find the original. Absolutely BEAUTIFUL artwork. Stunning, and I could see why you chose it to advertise the comic by. In fact, almost all the art is fabulous. I find it hard to believe after the two previous mediocre attempts at a *Trek* comic that as much detail as this was devoted to the comic that previously failed. I'm glad to see it begin on such a fantastic note. Just don't burn out on us. Keep this stuff coming, it's great. Page three, panel five: "Gods, those poor souls..." (From a Klingon? About the Federation? No way, Mike. Page four: "Mr. Sulu?") What happened to Captain Sulu? Page six is a nice reflection back to the movie. Page seven came across very abruptly, but the follow-up on page eight was better handled. Pages nine and ten, last and first panels respectively: If he's a Klingon, I'm no Trekker. What's up, Mike? Federation spy maybe? The battle scenes were well done. Not overdone, but not lacking either. Let's not, however, rely on the destructive elements of the story, though, shall we?

"Explore strange new worlds..." remember? The battle and all that is as much a part of *Trek* as well, but it isn't the only part. Page 12, panel 2: "Shields're startin' t' buckle, Cap'n—they canna take much more!" Without that it w'na been *Trek*, laddie. Pages 15 & 16: You handle McCoy exceptionally well. I get the impression he's the character you have the greatest feel for. Saavik was true to form, though with as little as we know about her, almost anything could take care of that. Page 17: A scene between Kirk and McCoy I think many fans have been expecting. McCoy is still exceptionally well done. The worthwhile idea on pages 18 & 19 was okay, but was of little surprise, and appeared to be pretty much premeditated, like the characters were led right to it rather than coming upon the idea. Page 21: I don't mind the use of the Organians in the story, but please, PLEASE don't use them as an easy out to the solution to the problem. Also, Galileo three? The series got to seven in the old model shuttle. Wouldn't three be a little low? Page 23: nice cliff-hanger ending. I look forward to the next issue.  
Those are just a few general comments on the story. As a whole I think you did a fantastic job, and I don't mind admitting that while I was sure this would be better than the last two companies' attempts, I was leery of Mike writing and Marv editing, since Marvel's attempt—on all accounts—was an extremely poor job. My one complaint is that you did try to squeeze an awful lot into the first issue. Take it a little slower. Don't try to work every element of *Trek* into every issue. Keep the stuff coming along at a smooth pace, and I predict a winner on your hands.  
In closing, I want to say thanks for finally doing *Trek* right, and for not making me look like a fool for defending DC's *Trek* before I even laid eyes upon it. I don't feel so bad about proclaiming about six months ago that if anyone could do *Trek* right it was DC.  
Live long and prosper—both you and the comic!

Mark A. Ernst  
(current first officer and founder A.P.A. Enterprise)  
Clearview Park 9, Route 28  
Epsom, NH 03234

P.S. Suggested letter's page title: "Beam Me Up, Scotty!"

\*\*\*\*\*

Dear Mike,  
Yes, here I am again. I wrote to you immediately after I read STAR TREK 1, here I am again after 2, and I'll probably be back after 3, as well.  
STAR TREK #2 was excellent! The characterization was wonderful, and the story was creative and intelligent. (I loved the Kahless IV touch!)  
About the new and regular characters. Please don't overuse your own original characters, as they will not make sense in terms of all future movies. If you do use new characters, please confirm that these characters will be in future movies. Also, please remember Peter Greer's point that we

still haven't seen the supporting characters' full potentials. It would be great to have a story that concentrated on either Sulu or Uhura (or both), who are the two least-used characters in the series. (Chekov got a lot of exposure in the second movie, Scotty had his share of the episodes, but these two never received the exposure they deserved.)  
Also, thank you for your upcoming story with Harcourt Fenton Mudd! He's always been my favorite character; I even wrote a fanzine about him.  
Continue the great job, guys!

Daniel Wolpe  
1809 Hagerty Ford Rd.  
Narberth, PA 19072

P.S. Letterol name: "Where No Mail Has Gone Before!"

\*\*\*\*\*

Dear Mike and Marv,  
Congratulations. DC's version of STAR TREK is the best comic version of the show yet. The writing is good and Tom's art is great. The book has promise.  
But enough praise. I'm writing in regard to PREK's seven missing years. What missing years? Why, the years between the movies, of course.  
What makes me think that seven years have passed for Kirk and company? Simple. *Star Trek: The Motion Picture* was said to have taken place approximately three years after the end of the *Enterprise*'s five-year mission, or eight years after Kirk took command of the ship and began that mission.  
In *Star Trek Two: The Wrath of Khan*, Khan says that 15 years have passed since he met Kirk. "Space Seed," a first-season episode, took place in the first year of Kirk's command. Maybe my math is off, but I think 15 years minus eight years equals seven years. A gap does exist. So, the question is, "What did we miss?"  
I think Kirk and the others probably stayed together for almost two years aboard the *Enterprise*. When Kirk returned to his desk job, the others went their separate ways. Post-STTMP stories, novels, and the Marvel comic tell of adventures that occur during those two years. However, most of these stories are probably mere "fiction." Now you can tell us what really happened. You can also tell us what happened to the crew afterward. There's a lot of story potential in those years. Plus, you'll be able to have many Spock-filled flashbacks.  
Please remember that the main characters are growing older. Show how they deal with that. Also, bring back Harry Mudd, the Guardian of Forever, Gary Seven, and Roberta Lincoln (I love Terri Garr!).  
Best of luck with the book.

Randy Harrison  
3737 Park Ave.  
Terre Haute, IN 47805

NEXT ISSUE: A new story begins—watch for "Mortal Gods!" Many, many readers have been demanding the bold exploration of new worlds. Well, here's a story that will make you sit up and whistle. See you in thirty days.



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LYNN HAS A PROBLEM, TOO.

MY BIKE BROKE AGAIN!

HEY JEFF, YOU HAVE A NEAT BIKE! HOW'D YOU GET IT?

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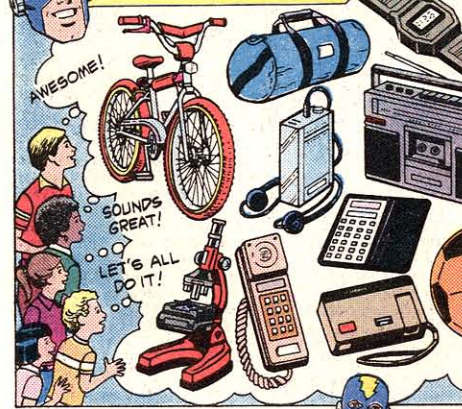


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