



MIKE W. BARR, TOM SUTTON & RICARDO VILLAGRAN

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STAR TREK




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THE COMIC BOOK

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WHERE LEGENDS LIVE.



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STAR TREK

Based on the series created by Gene Roddenberry

"PERSONAL LOG, STARDATE 8220.3:
THIS IS THE MOST DANGEROUS GAMBLE
MY CREW AND I HAVE EVER TAKEN, USING
THE USS EXCELSIOR'S TRANSWARP
DRIVE, WE HAVE BREACHED THE BARRIER
BETWEEN OUR DIMENSION AND ITS
HOSTILE PARALLEL...

"...AND NOW I STAND BEFORE
THE HIGH COUNCIL OF THE EVIL
EMPIRE ITSELF, POSING AS
MY OWN SAVAGE COUNTERPART!"



YOU
HAVE FAILED,
CAPTAIN
KIRK...

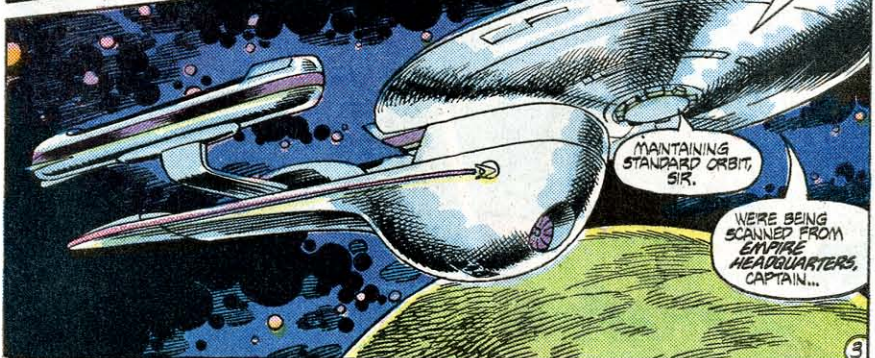
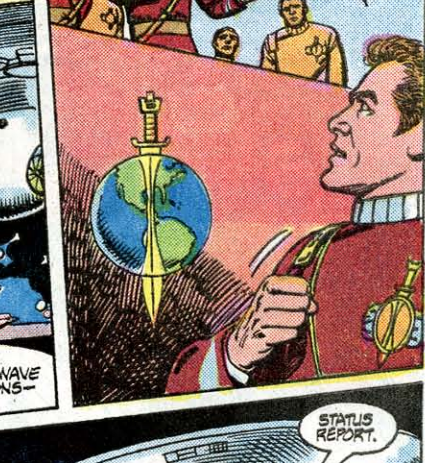
YOUR...
MISSION WAS
TO RETURN WITH
KNOWLEDGE OF THE
ENEMY'S STRENGTHS
AND DEFENSES...

NEW FRONTIERS
CHAPTER 5

MASQUERADE!

Mike W. Barr * Tom Sutton & Ricardo Villagran
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Carrie Spiegel * Michele Wolfman * Mary Wolfman
Letterer Colorist Co-editor

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BUT I HOPE HE'S SAFE.

STATUS OF CONSOLE REWIRING, MR. SPOCK?

I ESTIMATE ANOTHER 1.3 MINUTES TO COMPLETION...

...STATUS OF MATTER/ANTI-MATTER REALIGNMENT, MR. SPOCK?

MY TASK IS TAKING SOMEWHAT LONGER THAN ANTICIPATED MR. SPOCK—I SHALL NEED AN ADDITIONAL 2.7 MINUTES.

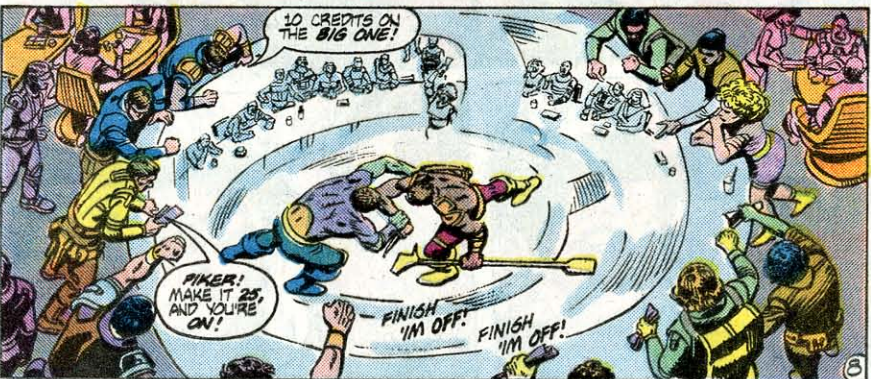
ACKNOWLEDGED...

BUT MAY I RECOMMEND THAT YOU PROCEED WITH ALL POSSIBLE SPEED?

UNDERSTOOD.

NGO-1784





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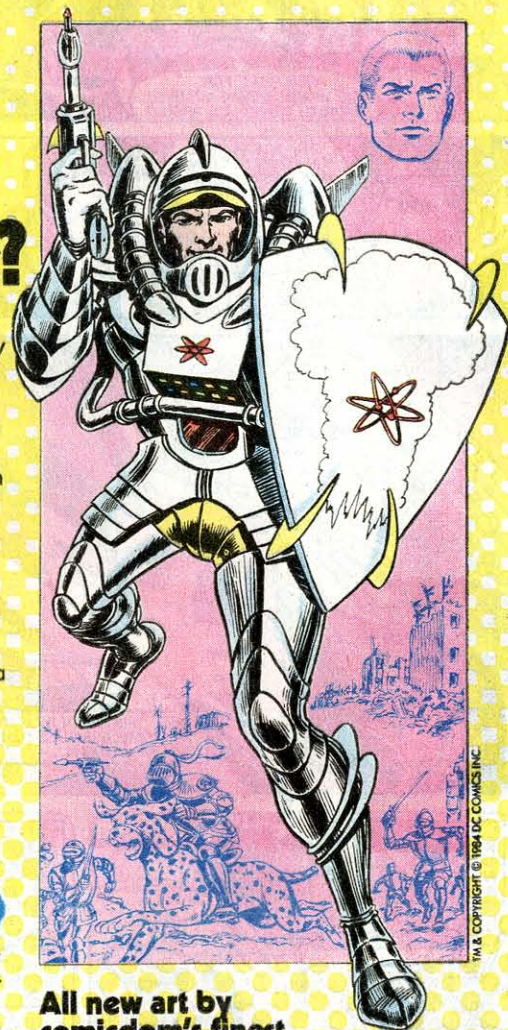


A 24-ISSUE GOLDEN ANNIVERSARY MAXI-SERIES

Do you know me?

Probably not! Few people do, since I only recently made my dramatic debut in this new and different identity! I've been around for years under another guise, but aside from Superman, nobody remembers that! That's why I carry **Who's Who: The Definitive Directory of the DC Universe!** One quick glance at my biography and friends from a previous lifetime know what they've been missing!

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CARE TO PLACE A WAGER ON THE NEXT EVENT? THE HOUSE IS OFFERING ODDS OF--

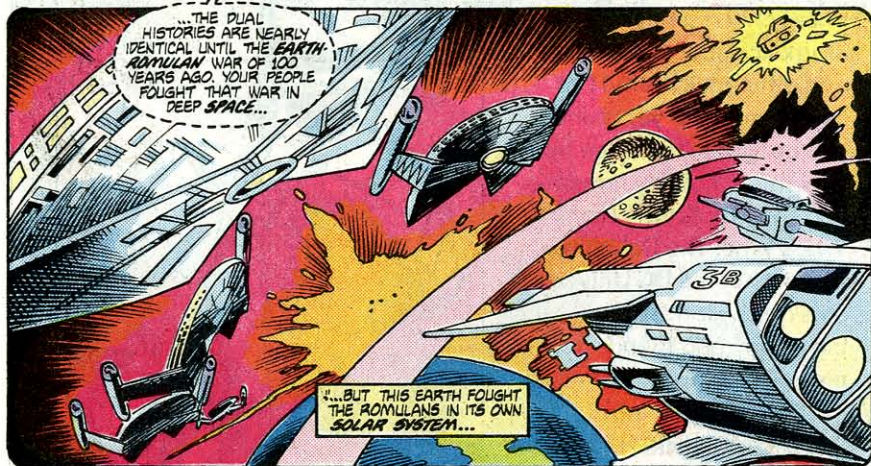
WE'LL WAIT FOR THE MAIN EVENT, THANKS! SALURIAN BRANDY ALL AROUND!

MAKE MINE WOPKA!



MR. SAUVIK, HAVE YOU FOUND OUT HOW THIS EARTH'S HISTORY DIFFERS FROM OUR OWN?

YES, CAPTAIN...



...THE DUAL HISTORIES ARE NEARLY IDENTICAL UNTIL THE EARTH-ROMULAN WAR OF 100 YEARS AGO. YOUR PEOPLE FOUGHT THAT WAR IN DEEP SPACE...

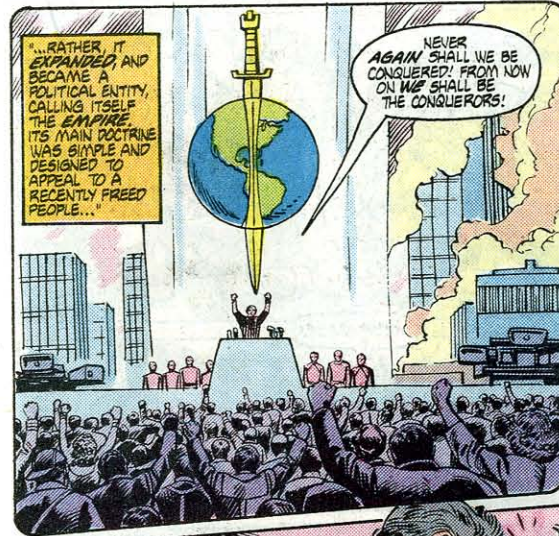
...BUT THIS EARTH FOUGHT THE ROMULANS IN ITS OWN SOLAR SYSTEM...



...AND LOST. THE ROMULANS CONQUERED EARTH, AND HELD IT IN SLAVERY FOR NEARLY A DECADE...



...UNTIL A BAND OF EARTHMEN UNITED AGAINST THEIR CONQUERORS, AND FREED THEIR PLANET. BUT THE RESISTANCE DID NOT DISBAND WHEN THE BATTLE WAS WON...



...RATHER, IT EXPANDED AND BECAME A POLITICAL ENTITY, CALLING ITSELF THE EMPIRE. ITS MAIN DOCTRINE WAS SIMPLE AND DESIGNED TO APPEAL TO A RECENTLY FREED PEOPLE...

NEVER AGAIN SHALL WE BE CONQUERED! FROM NOW ON WE SHALL BE THE CONQUERORS!

THIS PATTERN OFTEN REPEATS AMONG CONQUERED CIVILIZATIONS, CAPTAIN; THE WAY THE DICTATOR HITLER WAS ABLE TO MANIPULATE GERMANY AFTER YOUR FIRST WORLD WAR, FOR EXAM--

WELL, HELLO, COMMANDER MOREAU...



...STILL HANGING AROUND WITH THIS FOSSILE KIRK--INSTEAD OF A REAL MAN?

HANDS OFF, BLAINE!

YOU HEARD THE LADY, CAPTAIN!



OH, I HEARD YOU BOTH, KIRK--BUT WORDS DON'T SAY MUCH NOWADAYS!

IN THAT CASE...

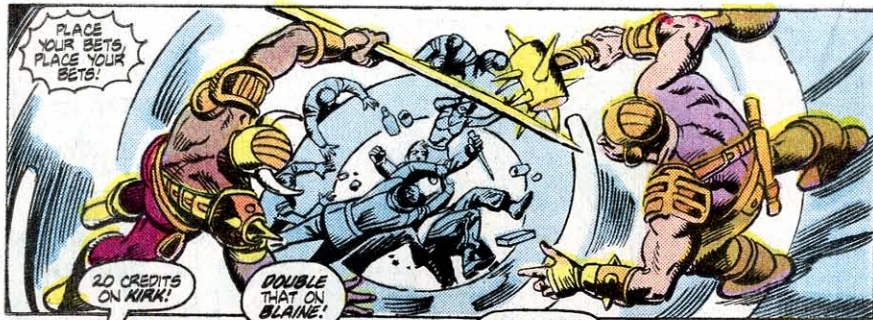


OOOOF!

...ALLOW ME TO TRANSLATE FOR YOU!



NEW FIGHT STARTING IN THE PIT...



PLACE YOUR BETS, PLACE YOUR BETS!

20 CREDITS ON KIRK!

DOUBLE THAT ON BLAINE!

KEEP BACK!



TO HELP JIM WOULD MAKE HIM LOSE FACE!



FINISH 'IM OFF! FINISH 'IM OFF!

UNGGGGH!



NOW, BLAINE...



...SHALL I GIVE THE CROWD WHAT THEY WANT?

Y-YES! KILL ME!

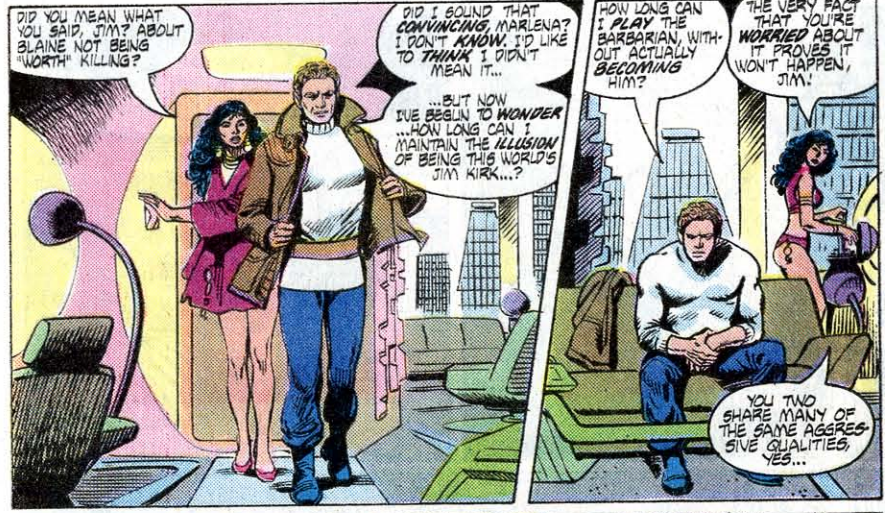


YOU'D LIKE THAT, BLAINE-- YOU COULD DIE WITH YOUR PRECIOUS HONOR INTACT! BUT I WON'T...

THUNK



...YOU'RE NOT WORTH IT!



DID YOU MEAN WHAT YOU SAID, JIM? ABOUT BLAINE NOT BEING 'WORTH' KILLING?

DID I SOUND THAT CONVINCING, MARLENA? I DON'T KNOW, I'D LIKE TO THINK I DIDN'T MEAN IT...

HOW LONG CAN I PLAY THE BARBARIAN, WITHOUT ACTUALLY BECOMING HIM?

THE VERY FACT THAT YOU'RE WORRIED ABOUT IT PROVES IT WON'T HAPPEN, JIM!

...BUT NOW I'VE BEGUN TO WONDER ...HOW LONG CAN I MAINTAIN THE ILLUSION OF BEING THIS WORLD'S JIM KIRK...?

YOU TWO SHARE MANY OF THE SAME AGGRESSIVE QUALITIES, YES...



...BUT--THE OTHER JIM KIRK DOESN'T KNOW WHEN TO STOP...HE'S NEVER HAD TO KNOW! BUT PART OF YOU IS KIND... GENTLE...

...BUT NOT TOO GENTLE...



JIM...? JIM, WAKE UP...

MMMMM?



HURRY UP! WE'RE LATE!

LATE? FOR WHAT? MARLENA ...WHAT TIME IS IT?

IT'S THREE IN THE MORNING.

THREE A.M.? WHY IN THE NAME OF--



YOU SAID YOU WANTED TO MEET THE LEADERS OF THE RESISTANCE I BELONG TO. REMEMBER? OF COURSE, IF YOU'VE CHANGED YOUR MIND...

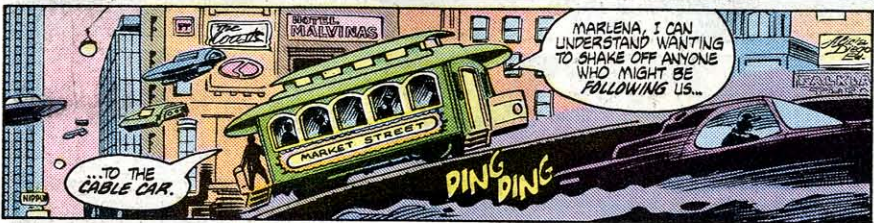
I'LL BE RIGHT WITH YOU!



WHERE TO?

THIS WAY...

DING DING



...TO THE CABLE CAR.

PING DING

MARLENA, I CAN UNDERSTAND WANTING TO SHAKE OFF ANYONE WHO MIGHT BE FOLLOWING US...



...BUT THIS IS TAKING US AWAY FROM THE TELEPORT STATION!

WHY DO YOU THINK WE'RE GOING THERE?

TO CONNECT WITH SOME SORT OF SPACESHIP I ASSUME --TO MEET WITH THE RESISTANCE.



THE RESISTANCE ISN'T BASED ON ANOTHER PLANET, JIM--THE EMPIRE WOULD DESTROY ANY PLANET THEY EVEN THOUGHT WAS HINGING THEM, EXCEPT--

EXCEPT... EARTH!



EXACTLY.

SPLASH SPLASH SPLASH SPLASH

13



WE'VE GONE FAR ENOUGH.

WHERE ARE WE?

PUSH OPEN THAT MANHOLE COVER, AND YOU'LL SEE.



THAT'S FAR ENOUGH...



ALCATRAZ?

ALCATRAZ HISTORICAL LANDMARK

...GIVE THE PASSWORD!

WRONG! OUT OF THERE, NOW!



HE'S CLEAN, REYNOLDS! NO BUGS OR TRACERS!

HE'S WITH ME, REYNOLDS! HE'S ALL RIGHT!

MARLENA VOUCHES FOR HIM, MEN...



...BUT JUST THE SAME, I'D LIKE A GOOD LOOK AT--

MOREAU'S BETRAYED US! WE'LL HAVE TO KILL THEM BOTH!

KIAK?



IF ANYONE KILLS HIM, IT'LL BE ME-- I'VE EARNED IT!

DAVID?

14



DAVID...YOU'RE STILL ALIVE...

NO THANKS TO YOU AND YOUR EMPIRE, KIRK! STAY BACK!

LET HIM COME, REYNOLDS! I'VE WANTED THIS FOR A LONG TIME!

YOU LOOK SURPRISED TO SEE ME, FATHER!



I... I THOUGHT YOU'D BE DEAD HERE, TOO...

THE EMPIRE THINKS I AM DEAD, BUT--

WHAT DO YOU MEAN, "HERE"?



DAVID, REMEMBER THE OTHER JIM KIRK I TOLD YOU ABOUT WHEN I JOINED THE RESISTANCE? THIS IS HIM!

KILL HIM, MARCUS!

SHUT UP, DANIELS! I'LL HANDLE THIS!



IF YOU'RE NOT MY TRUE FATHER... IF YOU ARE FROM ANOTHER DIMENSION...

...THEN YOU HAD NOTHING TO DO WITH THE DEATH OF MY MOTHER, CORRECT?

CAROL... READ? DAVID, JIM SORRY...



...IF IT MEANS ANYTHING, COMING FROM THE MAN YOU THINK I AM!

MY TRUE FATHER COULDN'T FAKE SURPRISE LIKE THAT-- MUCH LESS SORROW!

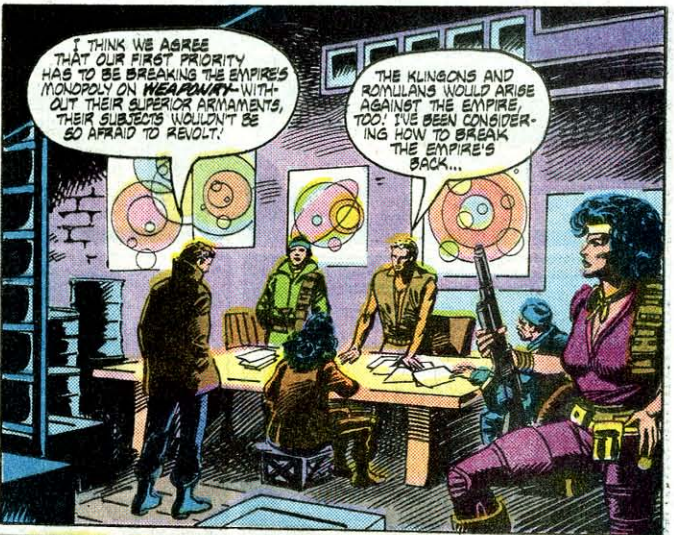


HE'S OKAY! KIRK IS ON OUR SIDE!



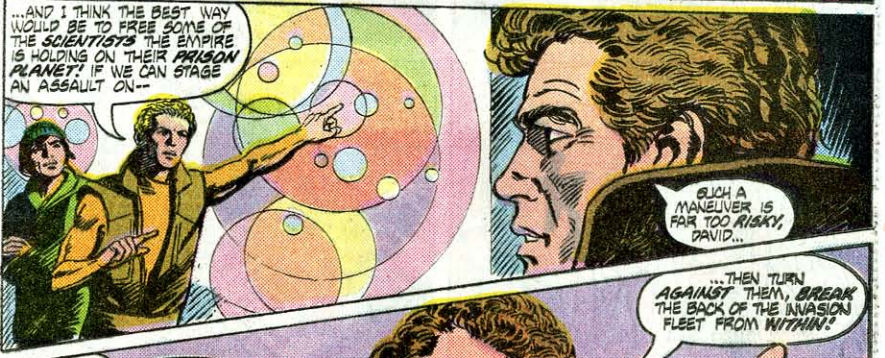
MAINTAIN TOP SECURITY, REYNOLDS, THESE ARE CRUCIAL TIMES FOR OUR CAUSE!

WE'RE ON MAXIMUM ALERT, DAVID! DON'T WORRY.



I THINK WE AGREE THAT OUR FIRST PRIORITY HAS TO BE BREAKING THE EMPIRE'S MONOPOLY ON WEAPONRY-- WITHOUT THEIR SUPERIOR ARMAMENTS, THEIR SUBJECTS WOULDN'T BE SO AFRAID TO REVOLT!

THE KLINGONS AND ROMULANS WOULD ARISE AGAINST THE EMPIRE, TOO! I'VE BEEN CONSIDERING HOW TO BREAK THE EMPIRE'S BACK...



...AND I THINK THE BEST WAY WOULD BE TO FREE SOME OF THE SCIENTISTS THE EMPIRE IS HOLDING ON THEIR PRISON PLANET? IF WE CAN STAGE AN ASSAULT ON--

SUCH A MANUEVER IS FAR TOO RISKY, DAVID...

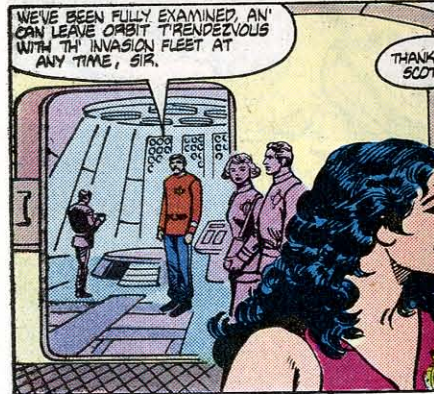
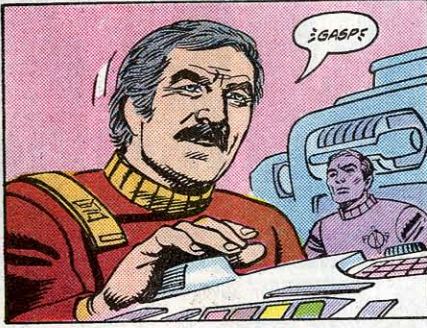
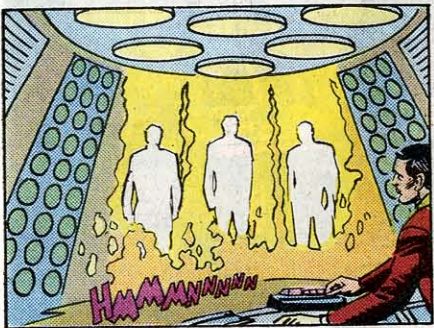
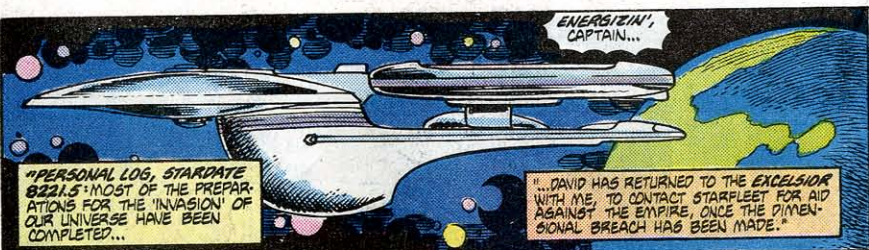
...THEN TURN AGAINST THEM, BREAK THE BACK OF THE INVASION FLEET FROM WITHIN!



...MY PLAN IS TO LEAD AN INVASION FORCE TO THE OTHER DIMENSION, A FORCE CONSISTING OF THE EMPIRE'S BEST AND MOST POWERFUL WARSHIPS...

THEN, WITH THE MAJORITY OF THEIR FLEET UNABLE TO AID THEM, THE EMPIRE WILL BE MUCH MORE SUSCEPTIBLE TO OUTSIDE ATTACK!

SO, KIRK HAS TURNED TRAITOR, EH? THE EMPIRE WILL BE VERY GLAD TO HEAR THAT....



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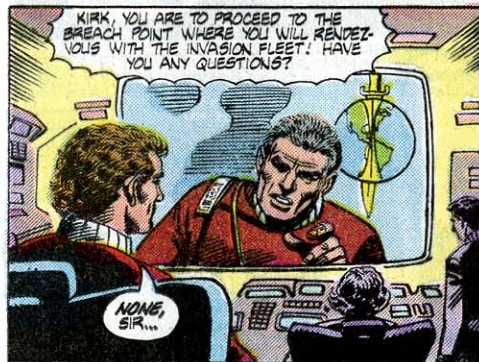
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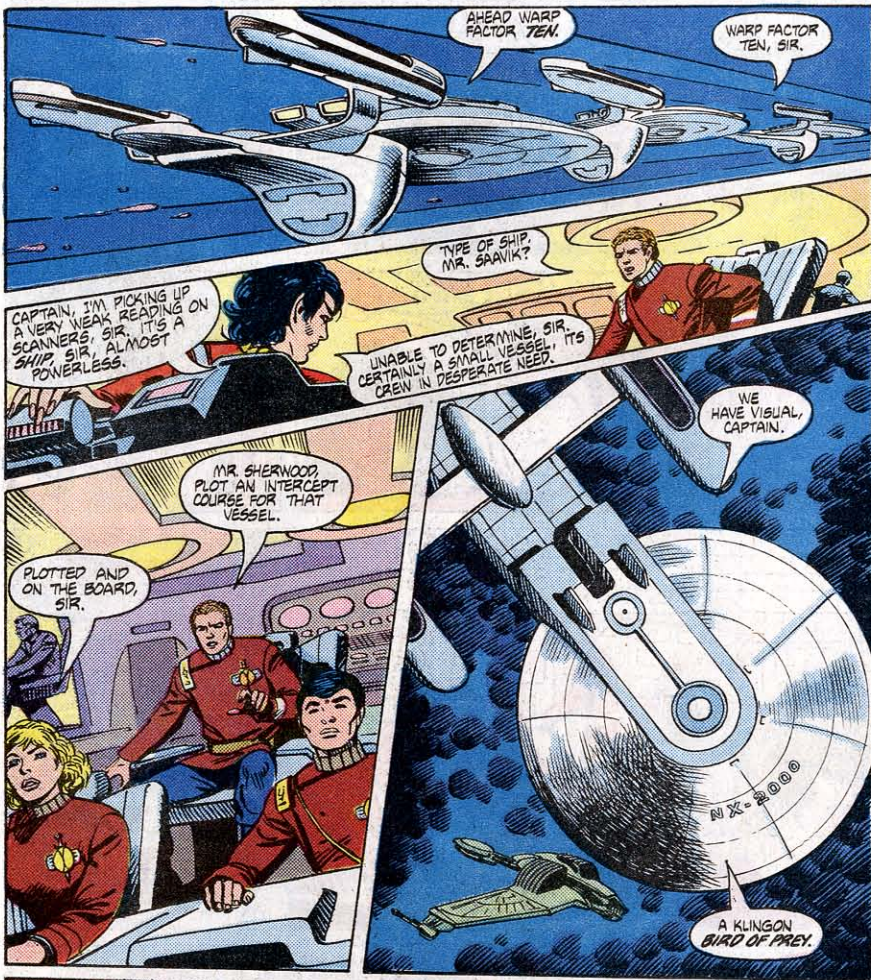


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AHEAD WARP FACTOR TEN.

WARP FACTOR TEN, SIR.

TYPE OF SHIP, MR. SAAVIK?

CAPTAIN, I'M PICKING UP A VERY WEAK READING ON A SCANNERS, SIR. IT'S A SHIP, SIR, ALMOST POWERLESS.

UNABLE TO DETERMINE, SIR. CERTAINLY A SMALL VESSEL, ITS CREW IN DESPERATE NEED.

WE HAVE VISUAL, CAPTAIN.

MR. SHERWOOD, PLOT AN INTERCEPT COURSE FOR THAT VESSEL.

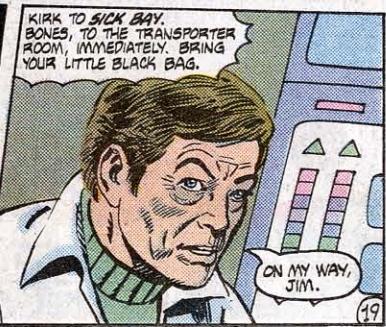
PLOTTED AND ON THE BOARD, SIR.

A KLINGON BIRD OF PREY.



...SAAVIK, WHAT DO YOU READ?

SHIP DRIFTING, ITS POWER NEARLY EXHAUSTED ...AND FOUR FAINT LIFE-FORMS, SIR.



KIRK TO SICK BAY, BONES, TO THE TRANSPORTER ROOM, IMMEDIATELY. BRING YOUR LITTLE BLACK BAG.

ON MY WAY, JIM.



I'VE GOT 'EM, SIR-- ENERGIZIN'!

JIM, WHO ARE THESE--



SPOCK?

SPOCK! I KNEW WE COULDN'T GET RID OF YOU, YOU OLD HOBGOBLIN!



TO WHICH OF US DO YOU REFER, DOCTOR?



HOLY GOD! JIM, THERE'RE TWO OF THEM!

I CAN SEE THAT, BONES! SPOCK, WHAT--



SPOCK!

ABOARD KLINGON VESSEL ...SULLI AND CHEKOV...



HOW IS HE, BONES?

I'LL KNOW BETTER ONCE I GET THEM TO SICK BAY, JIM! GET SOME STRETCHERS!



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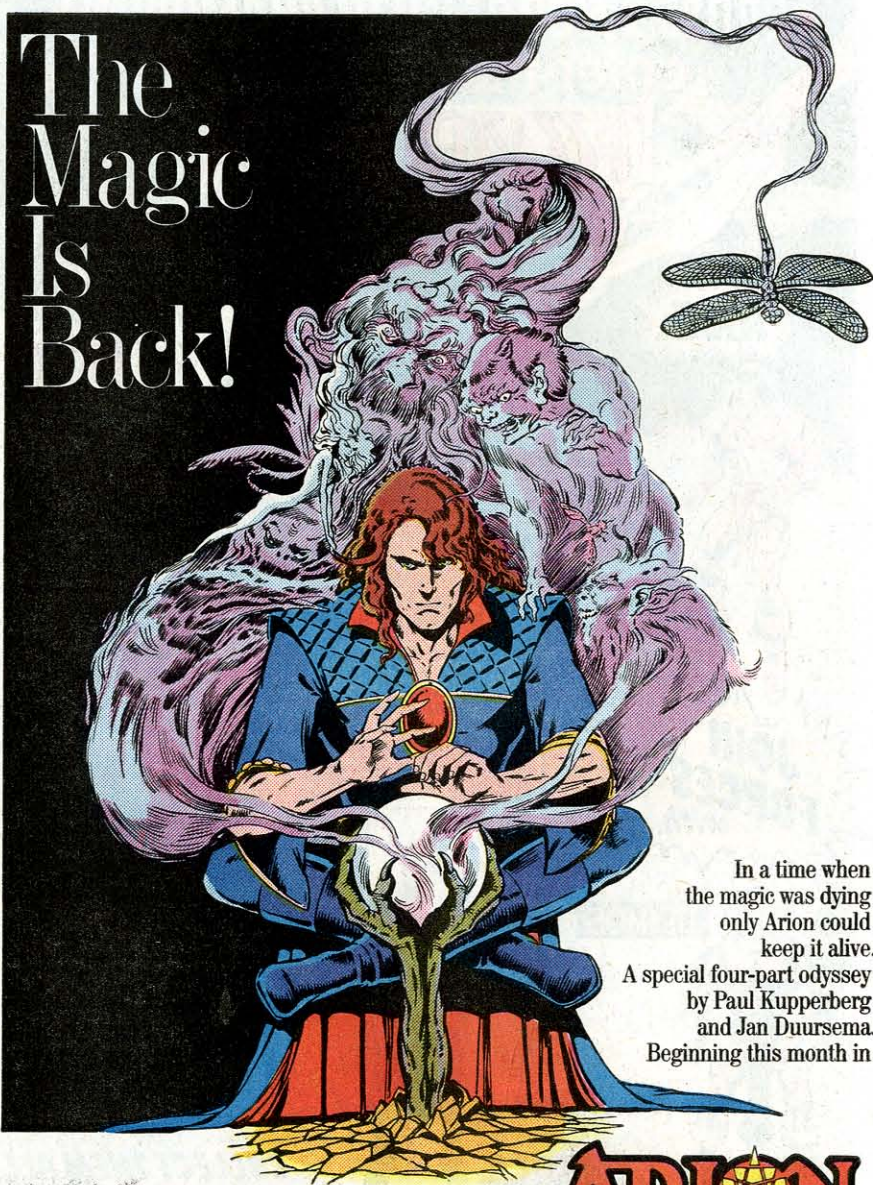
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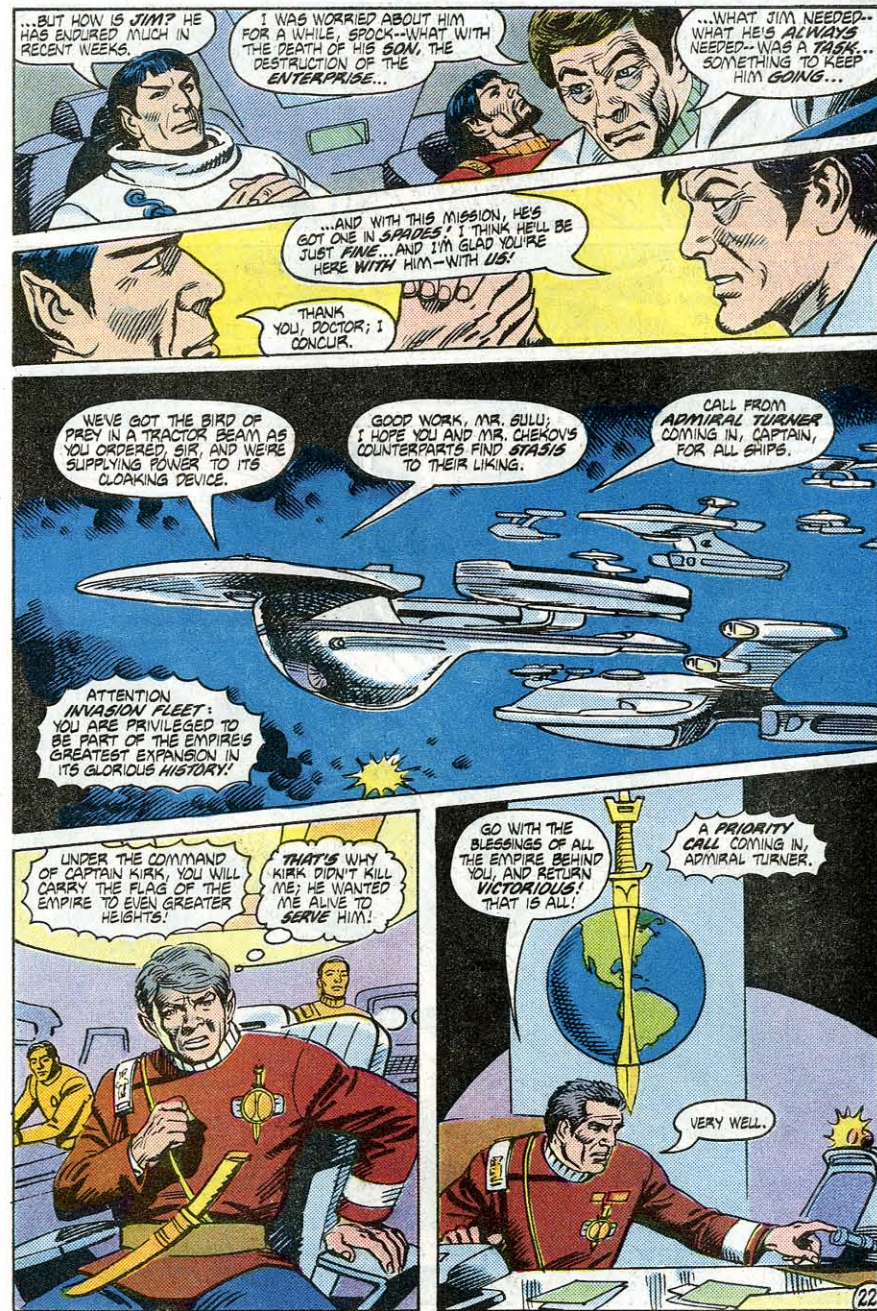


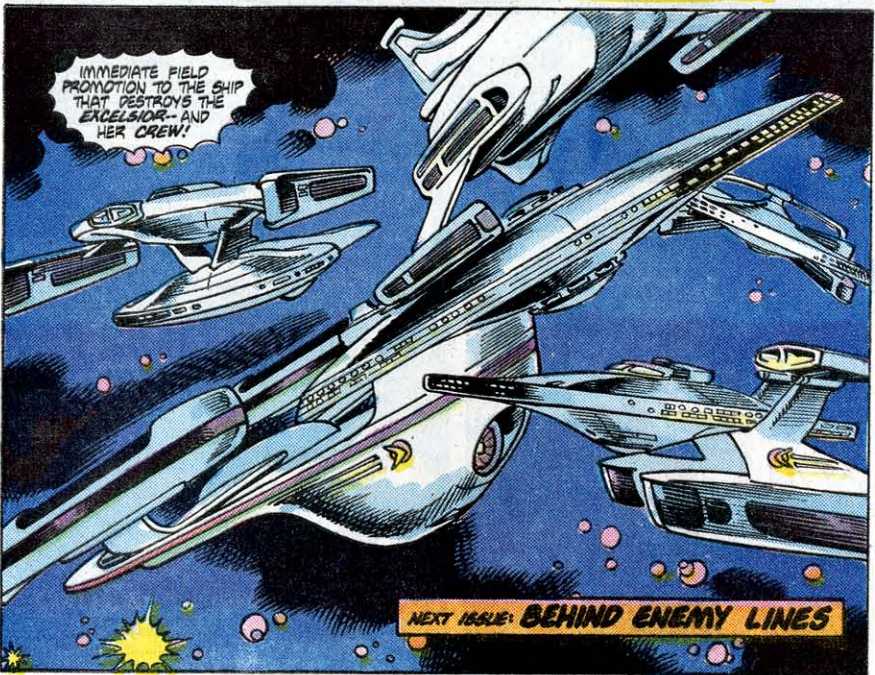
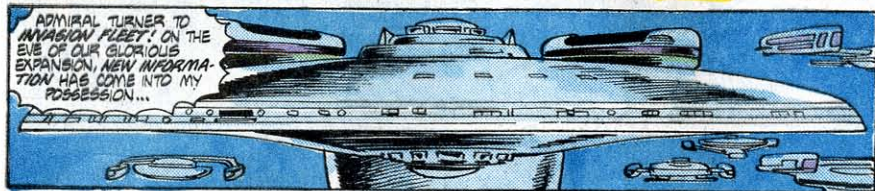
In a time when the magic was dying only Arion could keep it alive. A special four-part odyssey by Paul Kupperberg and Jan Duursema. Beginning this month in

ARION

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666 Fifth Avenue
New York, NY 10103

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L-1890

The mail on issue #9 was especially heavy, so we'll keep comments to a minimum this time and let you guys do all the talking.

Dear Mike and the Guys,
I have just finished reading "New Frontiers" and I am awestruck by the amazing content of the issue. When I saw *Star Trek III* I was worried that it was going to mean the end to your wonderful comics series. Boy, was I surprised when the December issue slipped through my door. The idea of bringing the Mirror Universe *Enterprise* crew to battle our *Enterprise* crew is a brilliant and fascinating new idea.

David Puteska
35 Richard Street
Tenafly, NJ 07670

Dear DC Geniuses,

What a brilliant way to bring back the *Enterprise*! Having read *STAR TREK #9*, it was easy to guess that Captain Kirk and company will capture the Mirror Universe *Enterprise* somehow. Simply brilliant! Keep up the good work.

Carl Stevens
No Address Given
Snickers, snickers

Dear Trekkers,

Wow! The guys from "Mirror Mirror"! I wasn't even expecting it. These have got to be the best adversaries that Kirk and Company could face. I hope you explore some of the characteristics of the parallels that were not very prominent in the television episode. Also, how do the parallel Klingons and Romulans act?

It was interesting to note that the Mirror Universe was not totally parallel to ours. The most prominent was that their *Enterprise* still exists and Spock seems his old self, as if the events from stardate 8130 never happened in the Mirror Universe. Another thing I noticed was Kirk's shoulder insignia, which probably means that not only was the Mirror-Kirk a captain, but that he never was an admiral.

Frank Reynolds
2737 Marion Avenue
Bronx, NY 10458

Dear DC Comics,
I was appalled at your *STAR TREK #9*.

My god, the counterparts were horrible people. You weren't specific if this was happening in current time or if the Mirror crew came through time. I think it was horrible that James Kirk could even consider killing the mother of his child. Also, the nice Kirk is very close to Spock. I don't think Kirk would abandon him while he is still "not all there."

Diane Maestas
No Address Given

The counterparts were acting just as horribly as they did in the original television episode. If you reread their dialogue at the end of issue 9, you will see that they talk about the time that has passed since the original encounter, firmly grounding the tale in the "present."

Dear Mr. Greenberger,

Of course, you had to have your little joke on pages 19-23, but I do think the Mirror Universe uniforms should have been a little more garish.

"Mirror Mirror" was one of my favorite episodes, probably everyone else's too. But I already see that things have changed, in ways I didn't expect. I'm surprised that Kirk-2 is still alive, after what Kirk-1 and Spock-2 discussed. I'm also surprised that Sulu-2 is still around after what he pulled. And what, I wonder, happened to Chekov-2's *Reliant*?

I hope we'll get to see ships and personnel of the Mirror Universe's Klingon Republic and Romulan Alliance.

John Henry Sain
2251 Kings Highway
Medford, OR 97501

Maybe Chekov-2 never got reassigned, or chose to stay aboard the *Enterprise*, hoping to eventually move up in rank.

Dear Admiral Wolfman,

STAR TREK #9 was a logical development of the consequences of the actions we have already witnessed. Captain Spock will heal slowly; it is possible, indeed probable, that he will never totally regain his memory.

Carol took David's death better than I thought she would. It was a poignant funeral.

Pages 12 and 13 were my favorites. Sulu and Chekov are almost certain to be court-martialed and they know it.

There should be very little hard evidence on Uhura, so they'll suspect her, but I don't think they'll prosecute. I also don't think she'll ever get promoted again.

Susan M. Murrie
San Diego, CA

Dear Mike, Tom, Marv,

STAR TREK #9 was an absolute gem. The best page had to be page 12. The scenes of Sulu tending to the flowers and Uhura singing were incredibly touching.

Mike, you really seem to have settled in. The characters are interacting much better than in any previous attempts at doing *Trek* in comic form.

Tom, you and Ricardo get better every issue. You are certainly better than many of the others who have drawn the characters.

Harold J. Farris
30 Riverside Road
Watsonville, CA 95076

Dear Mike,

BACK ON TRACK! *STAR TREK #9* was wonderful! It was absolutely great! The "minor" characters were treated as real people and the major characters were in character. I could not have asked for a better issue.

Well, then again, maybe I could. Please stop bringing back everyone! Please bring in some new threats—go where no man has gone before! Life is more than a series of return bouts, and *Star Trek* has always reflected life.

Daniel Wolpe
1609 Hagys Ford Road
Narberth, PA 19072

Dear Marv and Crew,

STAR TREK #9 was a satisfying beginning to your post-*ST III* run. You appropriately pick up the loose ends from the film and begin weaving them into a tapestry of subplots that should keep us busy for months to come. All this and a threat from a parallel universe!

Everything meshed beautifully this issue. The more relaxed pace of the tale was a welcome change; it's a chance to see the personalities of our friends emerge as they are seldom allowed to do on film or television. We are reminded that Uhura is an accomplished singer, that Sulu enjoys horticulture, and that Chekov has higher ambitions than to be

the best screamer in Starfleet.

Andrew W. Laubacher
PSC #1 Box 129
Lackland AFB, TX 78236

Dear Mike, Marv, and Tom,

Now, this is *Star Trek*. Issue #9 could have been a disaster. Following up on the plot threads of *ST-III*, while leaving room for *ST-IV*, is very tenuous business and after last issue's backluster conclusion to the Saavik two-parter, we had our doubts as to whether you could pull it off. Fortunately, our fears were unfounded. Both plot and script were outstanding—Mike's best work to date. Two standouts: Uhura, Chekov, and Sulu's conversation on Regula and the inevitable confrontation between Jim and Carol. Also, the art was back to previous standards over last issue.

Now, some miscellaneous comments and suggestions:

1) Uhura's song was an excellent touch. How many readers knew that those were the lyrics to the TV theme, written by the Great Bird himself?

2) Carol looked too young, better luck next time.

3) David's funeral: beautiful.

4) How about showing us what's going on with Dr. Chapel, Admiral Morrow, Konöm and Nancy, and any of the other supporting characters since the events of the movie?

5) Please consider adapting *ST-II* for next summer's annual. Somehow the series doesn't seem complete without it.

6) The "Mirror Mirror" *Enterprise* planning an invasion, armed possibly with a perfected Genesis device, minus the protomatter flaw? Dastardly! Nefarious! Totally ingenious! We love it! Until Captain Siles wears a *SWAT* team cap...

Scott Huver and Jeff Shane
Grand Ledge, MI

Sorry, guys, but our first annual is already being written and it will be a local story set in the past, featuring... Naw, we'll leave you guessing for a few more months. Also, Dr. Chapel isn't scheduled to turn up yet but maybe in the future.

Dear Trekkers,

I think you're going to have a terrible time of it when *ST-IV* comes into the theaters in a year or two, as I expect another movie to, but you did such a marvelous job "setting the stage" for *ST-III* that I am sure you will handle it with the same degree of professionalism and effectiveness.

Tom Wheeler
1511 W. Sendero Cuatro
Tucson, AZ 85704

Gentlemen,

I must honestly admit that I haven't been satisfied with your comic—until now. Your issue nine was a very good

follow-up to the events of the recent film.

But what really won me over was the surprise ending—one of the best I've ever seen in a comic. It might also show Paramount where they could get a new *Enterprise* if enough people wanted it back.

James Scott Hicks
207 South Sumter Street
Columbia, SC 29201

Thanks for the nice words, but what didn't you like until now?

Dear Trekkers,

I liked what you did with *ST-1-8*, your *ST-III* book was great, and #9 tells me that you're headed in the right direction.

To get into a little more detail with #9, you guys have gone with the most "logical" and realistic continuation, I especially liked the scenes in the Genesis cave and on Regula I. If you'll forgive me I'd like to engage in a little "logical extrapolation." I see Kirk and his crew being picked up by *Excelsior*, then engaging the "Mirror" *Enterprise* in combat. I haven't figured out the details, but the real Kirk is going to capture the other *Enterprise*, scrape off all the Empire decals, and—voilà!—he's back in the center seat again! I've got \$10 riding on this one.

Rev. Dan Cziraky
100 Sunset Avenue
Newark, NJ 07106-1953

Sorry, Reverend, but as you have seen by now, you lost the bet. As to what will happen in the end, stick around.

Dear Trekkers,

After reading *STAR TREK #9*, I thought of some questions I'd like to ask. 1) I thought there was only one admiral in Starfleet at a time. Why then is there an Admiral Turner? He's not the one who appeared in *ST-III*.

2) On page 8 it showed the Federation's headquarters on Earth, but isn't it in space?

3) About the Mirror Universe: If Spock's counterpart has a mustache and beard, and the real Spock has a mustache, wouldn't his counterpart be clean-shaven?

4) It's clear to say the Federation is after Captain Kirk and Company. Why wasn't the crew at Regula I ordered to detain them?

Matt Anderson
Richland, WA

1) No one ever said there was only one admiral at a time. As a matter of fact, we have seen numerous admirals over the years, so there must be more than one. As for Admiral Turner, he was the officer in charge of dispatching the *Excelsior*. 2) Starfleet's main headquarters has been established as being in San Francisco ever since the first feature film. The spacedock we saw in the latest film may have offices but it is not the central command. 3) No. 4) Regula I, as established in the second feature, is a scientific research facility

that is not under Starfleet's command, nor does it have the weapons or personnel to detain a battle craft like the Bird of Prey.

Dear Gentelpersons,

I am hearing of a fund going around where *Star Trek* fans can give money for *Star Trek IV*. I would like to donate some money, but I am unable to reach this fund. Can you give me any information on this?

Jennifer Banks
559 Grand Avenue
Cincinnati, OH 45205

There is no need to search for this fund, because it is a bogus operation. Paramount Pictures is the most successful studio in Hollywood and does not need your money to finance the next feature. The current film has grossed more than \$80 million in North America alone, so it is very profitable. All readers should be wary of people raising money for films or television because most of them would just like to have your money for themselves.

COMING ATTRACTIONS

Kirk has been betrayed by a rebel spy! How will he survive? Also, both Spocks come before the Klingon ruler with their plea! Will they be heard? The Mirror Universe saga comes to its penultimate episode next month and you can be sure that the pace will reach a fevered pitch.

After that, we have just received approval from Harve Bennett to go in some new directions, so you can expect new voyages, new threats, new thrills. Mike and Marv are already plotting the next mission, so don't miss that in three months.

Meanwhile, we are beginning our second storyline in "V," the comic based on the NBC series. Marv edits, Cary Bates writes, Carmine Infantino and Tony DeZuniga draw, and the action never stops. Look for it on newsstands everywhere.

Keep those cards and letters coming and we'll see you next time. Until then, keep smiling!

—Bob Greenberger



MEANWHILE...

1985 promises to be our best year yet. I say that with some confidence because I have worked for the last year with DC's editorial staff to line up the best mini-series, annuals, maxi-series, and specials that we could possibly do. It's our 50th anniversary and that means a lot to us! For the next 12 months you are going to watch us salute the best of our past and prepare for the next 50 years.

In coming months you will be treated to revivals of mainline characters such as Hawkman (starting next month), Aquaman, Zatanna, and the Red Tornado in their own exciting mini-series. We'll have another **SWORD OF THE ATOM SPECIAL** and bring you a **LEGION OF SUBSTITUTE HEROES SPECIAL** and a **GREEN ARROW SPECIAL**. Gil Kane and Jan Strnad have a maxi-series in the offing, and Doug Moench has two very special projects planned for this year.

But I didn't come here to talk about those. No, today I'm here to talk about what I consider to be the centerpieces of our anniversary celebration: **CRISIS ON INFINITE EARTHS** and **WHO'S WHO: THE DEFINITIVE DIRECTORY OF THE DC UNIVERSE**. These have both been in the planning stages for nearly four years and they are finally ready to be unleashed upon the public.

It all started when Marv Wolfman and Len Wein suggested we do a history of the DC Universe maxi-series to help straighten out some of the confusing continuity that has cropped up—as is expected from any creative company in business for 50 years. This project required a great deal of research and we brought in fan Peter Sanderson to read just about every comic we have ever published. Blear-eyed, Peter filled two gigantic notebooks with notes about our characters. From this, Len and Marv thought it would be easy to craft the maxi-series and have it all make sense. Well, it took a little more time than they anticipated, so we held the entire project off until this year so it would coincide with this celebration. As they got more enthusiastic about the story, I got caught up in the creative flow and encouraged them to get even more

daring. From that grew what George Pérez named **CRISIS ON INFINITE EARTHS**. Marv created an enigmatic character, The Monitor, to be the catalyst, and since last year (actually longer, since he first appeared back in **TEEN TITANS ANNUAL #2**) this mysterious figure has popped up in almost all of our books.

Meanwhile, the storyline grew and grew and we knew this was becoming something too big for just one series. Thus, we created the **WHO'S WHO**, which will act as the companion piece for this series. The first issue of the **WHO'S WHO** came out last month and will continue for 24 months until every single one of our super-powered heroes and villains is catalogued.

Using Peter's research, newly hired Bob Greenberger prepared the notes and consulted with Len and Marv as they tackled the overwhelming task before them. After years in the making, both series are here and I am very proud of the finished results.

Enough history, let me tell you about these series. First off, the **CRISIS**, written by Marv and penciled by George, is a major storyline that will affect each and every one of our DC titles. It's a story about the parallel worlds concept—the one Julie Schwartz created in 1963 with his famous story "The Flash of Two Worlds"—and therefore it will bring into play everyone from the Golden-Age Superman to the Legion of Super-Heroes. Characters unseen in years will be seen once more and lots of confusing matters will be cleared up.

In the first issue alone we watch a familiar world fade from existence and see the Monitor for the first time. We'll be treated to the teaming of 15 very unlikely characters, plus the introduction of 3 new people, each of whom will play a major role in the story.

It's 12 issues, some of which will be double-sized, and the first one, now on sale, is a 32-page story with no ads and only 75¢ (our first anniversary present to you!).

As the ads say, worlds will live, worlds will die, and the DC Universe will never be the same.

As I have reported in this space, we have been holding frequent meetings over the last year with the complete editorial staff to refine our ideas and get input from everyone who will be concerned with these series. The

meetings have continued and at times we brought in people from our marketing and business departments to get immediate approval of proposed changes. This is a group effort and one I am very proud to take part in.

Let me take a moment to discuss change. Many people, usually ardent fans of a series, resist change because they fear it will ruin what they have come to love. Yes, this can happen, but since every one of our writers and editors is working with Len, Marv, and me on the projects, we're making sure that the changes will be positive ones. And they will be permanent ones.

While some characters will die or retire, others will come into the spotlight for the first time. People's allegiances will alter, as will powers and costumes. This isn't change for the sake of change but the next step in the evolutionary process. And it's a step designed to make us viable for the next 50 years—and beyond.

Now, of course, you can't tell the players in a game this huge without a scorecard. And that's the **WHO'S WHO**. Primarily written and edited by Len, each issue will be 32 pages without ads, featuring all-new artwork by the biggest names in the entire comics industry, and all the facts you need to know about who these people are, where they came from, and what they can do is inside. The art is designed to show you the characters in and out of costume and using their unique abilities.

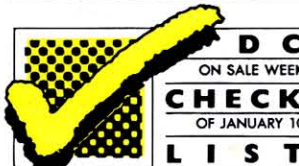
When finished, the 24-issue series will stand as our Bible. Budding artists can refer to this as a guide to what our characters look like, while new-talent writers will know the basics about why these people do the things they do. Len is saving the last few issues for updates so that changes occurring in the **CRISIS** will be reflected almost immediately.

Confidentially, I suspect Len, Marv, George, Bob, and maybe even me, since I'm inking the **CRISIS**, will all be ready for a padded room long before these series conclude.

You won't want to miss either of these series because, if you do, you'll miss out on the most exciting thing to happen to DC Comics since Superman first saw print. Quite a boast, but believe me, when this year is over, it will be a whole new ballgame and a game we're really excited about.

Join us and don't miss a thing! Thank You and Good Afternoon.

Dick



Batman 382: The Catwoman's back, but as friend or foe?

- The Flash 344: Kid Flash testifies against his mentor!
- G.I. Combat 276: More Haunted Tank and Mercenaries thrillers!
- Superman 406: Two more titanic tales with the Man of Steel!
- Arak, Son of Thunder 43: Arak versus the god Gilgamesh!
- Amethyst 4: Amethyst is gone, but Amy fights for her life!
- Jemm, Son of Saturn 8: Syrza's whereabouts are finally revealed!

- Star Trek 13: Kirk meets the Mirror Universe's rebellion—led by his son!
- Omega Men 25: Kalista versus the Branz Warriors alone!
- New Talent Showcase 16: More tales from tomorrow's top talent!
- Camelot 3000 12: At last—the time has come for... the conclusion!
- Legion of Super-Heroes 9: A reunion is interrupted to save Hong Kong!

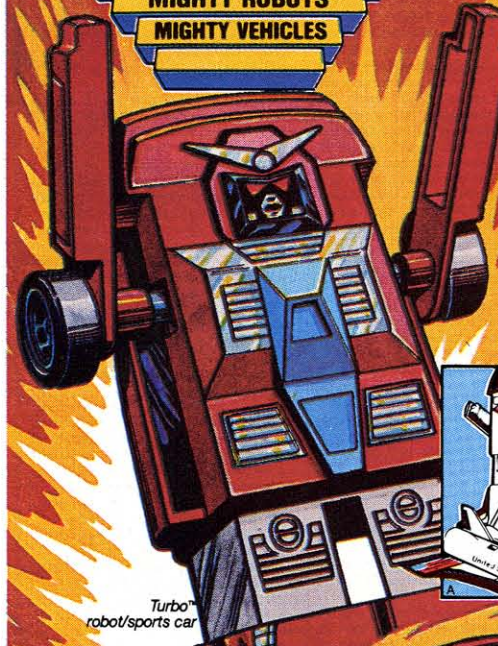
GO BOTS™

MIGHTY ROBOTS

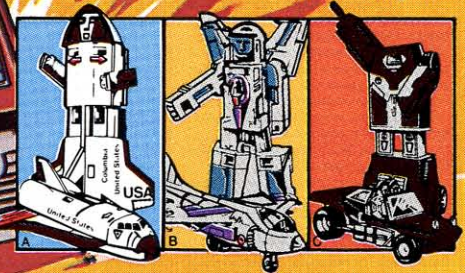
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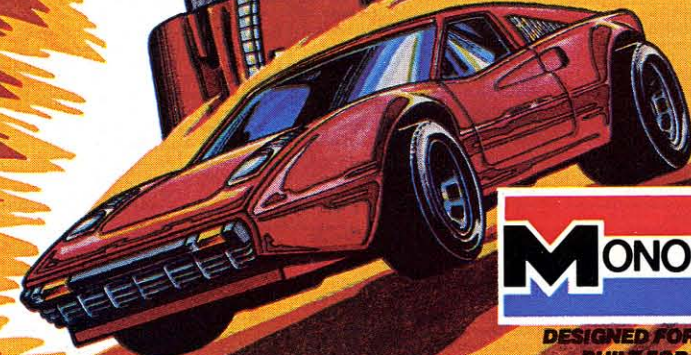
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