



MIKE W. BARR, TOM SUTTON & RICARDO VILLAGRAN

95¢  
11  
FEB 85  
APPROVED  
BY THE  
COMICS  
CODE  
AUTHORITY

# STAR TREK<sup>®</sup>

## MINDMELD







First Choice of the U.S. Cycling Team

**CRANK UP  
THE POWER**  
of PRO THUNDER!

**POWER BAR:**  
New design gets  
more power to  
the pedal and  
rear wheel.

**POWER STEM:**  
33% more  
gripping area  
than current  
pillow block  
stem.

**FORK:**  
New beefed up  
1 1/2" fork.

**FRAME:**  
New larger  
downtube for a  
more rigid frame.

**PRO DISC:**  
The most used  
type of sprocket  
on tracks today.

That feeling. Awesome power. The all new Pro Thunder™ Power System, from Huffy. The minute you grab the Power Bar, you've got Pro Thunder muscle. Cranked to the limit. There's no touching you now. The awesome strength from the Competition Certified™ monster frame and fork. The biting power from the teeth of the two-piece Pro Disc sprocket. There's no stopping the new Pro Thunder. From Huffy, America's largest selling brand. What's stopping you?

**HUFFY**  
America's First Choice

TM & © 2008 CBS Studios. All Rights Reserved.

# STAR TREK

Based on the series created by Gene Roddenberry

"CAPTAIN'S LOG, STARDATE 8217.2. AFTER 15 YEARS, THE BARRIER BETWEEN OUR PARALLEL UNIVERSES HAS BEEN BREACHED... AND I AT LAST FACE MY WEAKLING COUNTERPART!"

I CANNOT HELP  
BUT THINK OF THIS AS  
AN OVEN, "BROTHER"!  
FOR AS SURELY AS I  
HAVE OVERCOME YOU...

... OUR INVASION  
FLEET WILL OVERCOME  
YOUR UNIVERSE!

SLAPT



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

STAR TREK is a trademark of Paramount Pictures Corporation registered in the U.S. Patent and Trademark Office. STAR TREK 11 Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103 under exclusive license from Paramount Pictures, the trademark owner. STAR TREK art and text material Copyright © 1984 by Paramount Pictures Corporation. All Rights Reserved. All other material Copyright © 1984 DC Comics Inc. All Rights Reserved. POSTMASTER: Send address changes to STAR TREK, DC Comics Inc., Subscription Dept., P.O. Box 1308-F, Fort Lee, NJ 07024. Annual subscription rate \$9.00. Outside U.S.A. \$11.00 in U.S. funds. The stories, characters and incidents mentioned in this magazine are entirely fictional. All characters featured in this issue and the distinctive likenesses thereof are trademarks of Paramount Pictures Corporation. Advertising Representative: Sanford Schwarz & Co., 355 Lexington Avenue, New York, NY 10017. (212) 391-1400. Printed in U.S.A. DC Comics Inc. A Warner Communications Company

TM & © 2008 CBS Studios. All Rights Reserved.





AND THIS SHIP! QUITE AN ACHIEVEMENT, ADMIRAL...

...I ASSURE YOU, I'LL TREAT HER AS THOUGH SHE WERE MY VERY OWN!

I AM CAPTAIN STILES; THE EXCELSIOR IS UNDER MY COMMAND...



SO THIS IS MY COUNTERPART, DR. MCCOY, PHYSICIAN, HEALER...

...BLEEDING HEART!

JUST PUT THAT PHASER DOWN FOR FIVE SECONDS, MISTER, AND WE'LL SEE WHO DOES THE BLEEDING!



SPOCK, HOW COULD YOU DO THIS-- HELP THIS MURDERER!?

15 YEARS AGO, YOU TOLD ME YOU WERE GOING TO OVERTHROW THE EMPIRE! WHAT HAPPENED?

I SAID I WOULD CONSIDER SUCH A MOVE, ADMIRAL...

... AND I DID--UNTIL I REALIZED THAT WHAT YOU PROPOSED WAS, IN THE FINAL ANALYSIS, ILLOGICAL!

FOR ONE MAN TO OPPOSE THE EMPIRE WOULD MEAN THE DEATH OF THAT MAN, NOT OF THE EMPIRE!



... AND I DEMAND TO KNOW WHAT'S GOING--

GOOD LORD!

PLEASE, CAPTAIN, A MOMENT OF SILENCE...

...AS A LONG- OVERDUE MEETING TAKES PLACE!



THAT'S YOUR LOGIC TALKING, SPOCK-- BUT WHAT ABOUT YOUR ETHICS?

ISN'T IT *WORMS* TO DELIBERATELY AID EVIL, NO MATTER HOW ELOQUENT THE RATIONALIZATION?

THAT IS A QUESTION BEST LEFT TO THE PHILOSOPHERS, ADMIRAL--YOU AND I ARE MILITARY MEN, AND WE EACH HAVE OUR ORDERS!

SPOCK, HELP US! IT'S NOT TOO LATE--

BUT IT IS, ADMIRAL-- FOR EACH OF US!

SHOULD WE KILL HIM, SIR?

NOT YET...



...WE MAY BE ABLE TO PRY SOME VALUABLE INFORMATION FROM HIM! TAKE THEM TO THE STASIS CHAMBER WITH THE REST OF THE EXCELSIOR CREW...

...AND BE SURE KIRK IS UNHARMED! I'LL EXECUTE HIM MYSELF!

YES, SIR!



CAPTAIN, THIS SHIP IS YEARS AHEAD OF ANYTHING WE'VE GOT--

DO YOU DOUBT YOUR OWN COMPETENCE, SCOTT?

I DINNA SAY THAT, SIR! I'LL FIND WHAT MAKES HER TICK!

I SUGGEST YOU DO... FOR YOUR SAKE!



SCIENCE REPORT, SPOCK-- IS ALL THE SCIENCE OF THIS DIMENSION THIS ADVANCED?

BY NO MEANS, ADMIRAL, BUT THEY HAVE ATTAINED SOME GOALS OUR SCIENTISTS STILL STRIVE FOR!

THEY HAVE, FOR EXAMPLE, FASHIONED AT LEAST ONE WORKING MODEL OF THE GENESIS DEVICE!





CONTINUED ON 3RD PAGE FOLLOWING

# STAR TREK®

## STARSHIP COMBAT GAME

AN EXCITING GAME OF STARSHIP COMBAT  
ON  
THE FINAL FRONTIER

ALL OF THIS AND HOURS OF FUN... ONLY \$12.00!

Although this game contains beautiful full-color counters representing the various ships, you should consider adding a new dimension to your games with starship miniatures from FASA.

All the starships represented in this game are available currently or will be available in the near future. The ship counters are made of sturdy plastic and are approximately 3 inches long. All ships come with a color-coded plastic hex stand made to fit your game map. To make the games even more enjoyable, you can add more map sheets to give your battles a larger scope. Listed below are the ship order numbers, types, and prices. All miniatures come one (1) to a pack unless noted by a number in [ ].



MAIL TO: FASA CORPORATION  
Box 6930C  
Chicago, IL 60680-6930

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_  
Zip \_\_\_\_\_

Stock #	Title	Price	Quant.
2891	Star Trek III Starship Combat Simulator	\$12.00	3,000
2891	Starship Hex Grid 12" x 33" (13)		

### STAR TREK Starship Models

2501	USS Enterprise (new)	4.00
2502	USS Reliant (Cruiser)	4.00
2503	USS Klingon Bird of Prey (Cruiser)	4.00
2504	Remulan Bird of Prey (Cruiser)	4.00
2505	USS Enterprise (old)	4.00
2506	Regula 1 Space Laboratory	4.00
2507	USS Klingon Bird of Prey (Cruiser)	4.00
2508	Klingon D-18 (Destroyer)	4.00
2509	Klingon D-23 (Escort)	4.00
2510	Klingon K-23 (Escort)	4.00
2511	Orion Black Flag (Frigate)	4.00
2512	Orion Black Flag (Frigate)	4.00
2513	Klingon L-9 (Frigate)	4.00
2514	USS Loknar (Frigate)	4.00
2515	USS Klingon Bird of Prey (Cruiser)	4.00
2516	USS Klingon Bird of Prey (Cruiser)	4.00
2517	USS Excelsior (BattleShip)	8.00
2518	Klingon L-42 Bird of Prey	4.00
2519	USS Gnaton (Research)	4.00
2520	Deep Space Fighter	4.00

Subtotal  
Shipping & Postage  
Total Enclosed

Allow 4 - 6 weeks for delivery.

Each game contains beautiful full-color counters representing the various ships, you should consider adding a new dimension to your games with starship miniatures from FASA.

All the starships represented in this game are available currently or will be available in the near future. The ship counters are made of sturdy plastic and are approximately 3 inches long. All ships come with a color-coded plastic hex stand made to fit your game map. To make the games even more enjoyable, you can add more map sheets to give your battles a larger scope. Listed below are the ship order numbers, types, and prices. All miniatures come one (1) to a pack unless noted by a number in [ ].



MAIL TO: FASA CORPORATION  
Box 6930C  
Chicago, IL 60680-6930

Name \_\_\_\_\_  
Address \_\_\_\_\_  
City \_\_\_\_\_  
State \_\_\_\_\_  
Zip \_\_\_\_\_

EASY TO LEARN!

EACH GAME CONTAINS  
RULEBOOKS...MAPSHEET...SHIP INFORMATION BOOK  
DICE AND 78 COLORFUL PLAYING COUNTERS

18 FEDERATION STARSHIPS  
28 KLINGON WARSHIPS  
12 ROMULAN WARSHIPS  
6 GORN WARSHIPS  
4 ORION PRATE SHIPS  
3 MOONS  
3 PLANETS  
2 SPACE STATIONS  
2 PLANETS  
2 ASTEROID CLUSTERS

STAR TREK is a trademark of Paramount Pictures Corporation.  
STAR TREK: The Search for Spock products are published by FASA Corporation, a subsidiary of Paramount Pictures Corporation.  
STARSHIP COMBAT Game is published by FASA Corporation. The trademark owner is FASA Corporation. No trademark owner.



Did you say ...

# MONEY...PRIZES?

Yes, money, prizes and the opportunity to start a business of your very own awaits you! Sell GRIT and join the thousands of other boys and girls who already earn their own spending money.



Fill Out and Mail This Coupon In An Envelope Today

GRIT PUBLISHING CO., Williamsport, PA 17701

Please send me all the details and \_\_\_\_\_ copies  
Each week to start my own GRIT route. NC114

(PRINT)  
Name \_\_\_\_\_

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 \_\_\_\_\_

GRIT WILL ASSIST YOU IN EVERY WAY IN THIS HAPPY REWARDING ADVENTURE

For more details, mail attached coupon TODAY! HURRY!

**GRIT**  
AMERICA'S FAMILY NEWSPAPER

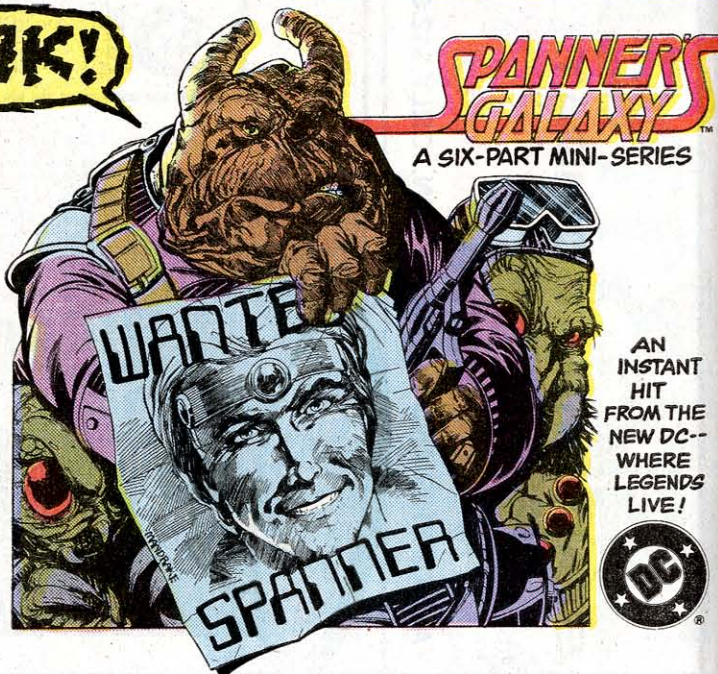
Papers sent only in the Continental U.S.

State law requires newspapers and girls to be 10 years or older, 12 years or older in the states of AL, DE, LA, MA, MD, NJ, NY, NC, PA, RI, VA and WI.

**BINK!**

THE CHASE GOES ON

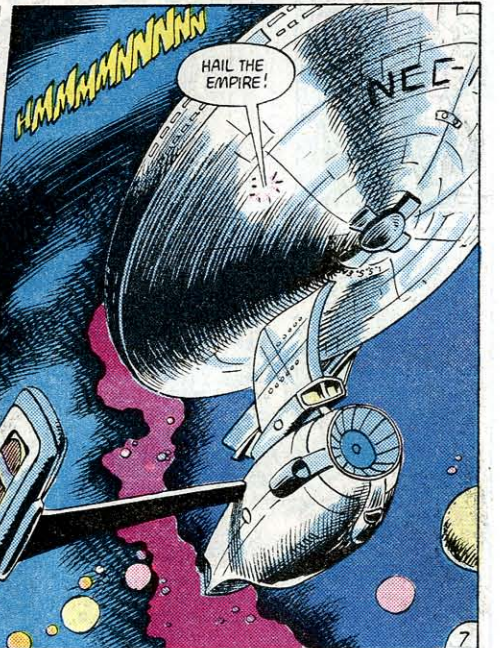
--KEEP UP WITH US!



AN INSTANT HIT FROM THE NEW DC-- WHERE LEGENDS LIVE!



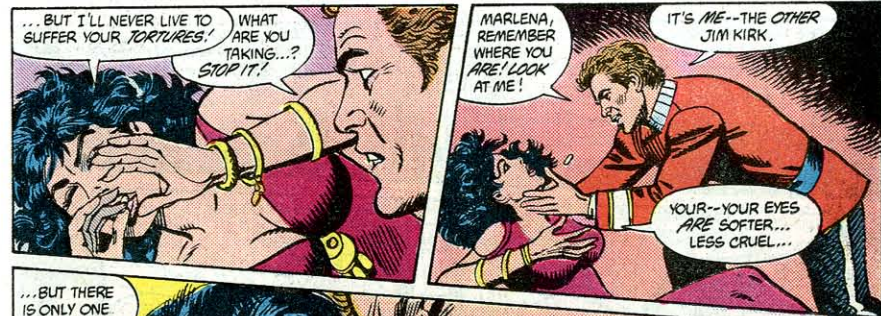
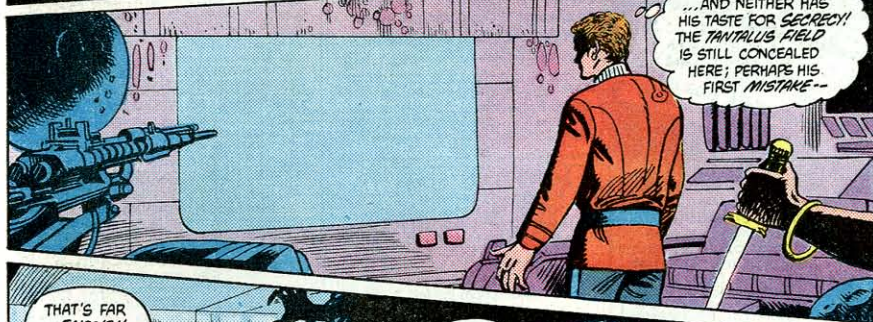






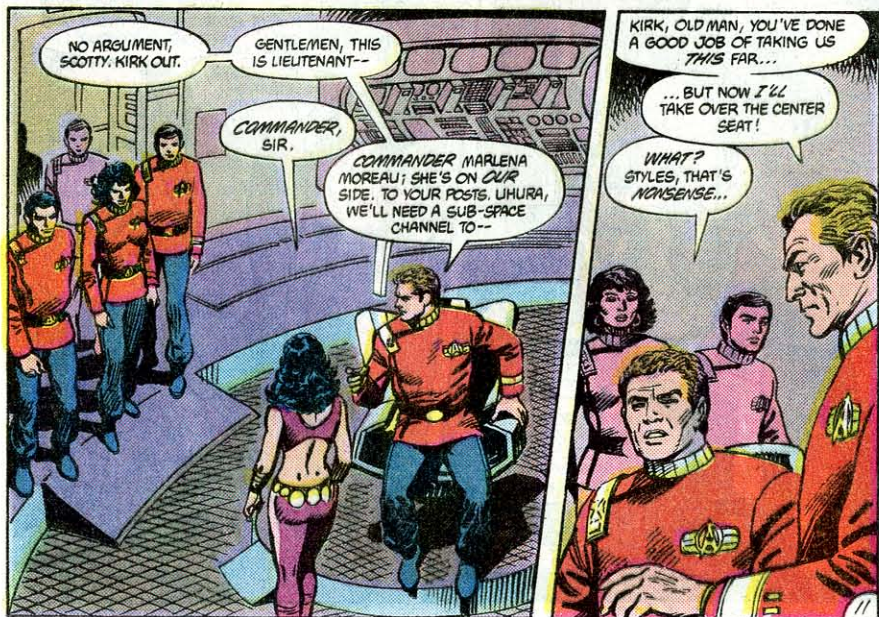






CONTINUED ON 2ND PAGE FOLLOWING.

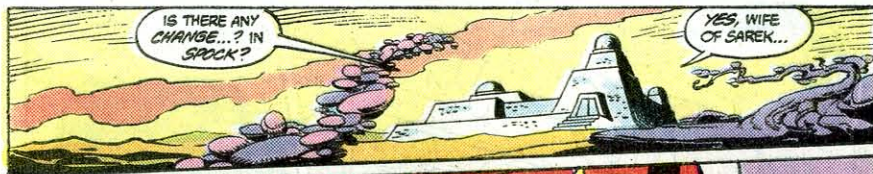












IS THERE ANY  
CHANGE...? IN  
SPOCK?

YES, WIFE  
OF SAREK...



... BUT NOT FOR  
THE GOOD. HIS BODY  
FALTERS, AND WITHIN  
HIS MIND, ALL IS  
CHAOS.



IT IS EVIDENT NOW,  
SAREK-- THE FALtering  
REFUSION, HAS  
FAILED.

THERE MUST BE A  
SOLUTION, T'LAR.  
AMANDA, WILL YOU  
SIT WITH SPOCK?

OF  
COURSE!



WE MUST RECONVENE  
THE ELDERS, T'LAR,  
PERHAPS THEIR  
MARSHALLED POWERS--

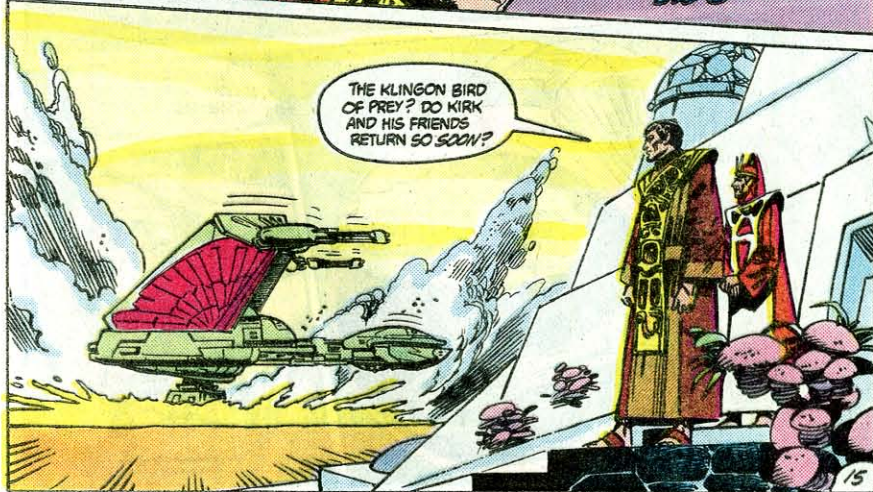
YOU SPEAK  
FROM THE  
HEART, SAREK,  
NOT THE MIND.



... THERE IS LITTLE THAT CAN  
BE DONE. AS SAID BEFORE,  
SPOCK MUST FIND HIS OWN  
PATH TO INNER ORDER...

BUT THE ELDERS  
MAY POSSESS  
KNOWLEDGE THAT--

WADDSSHAW



THE KLINGON BIRD  
OF PREY? DO KIRK  
AND HIS FRIENDS  
RETURN SO SOON?



GREETINGS, SAREK  
OF VULCAN. PEACE  
AND LONG LIFE TO  
YOU.

THAT VOICE.  
IT CANNOT BE...



BUT IT CAN,  
FATHER--PLEASE,  
DO NOT MOVE.



I WISH YOU PEACE  
AND KNOWLEDGE,  
SAREK; MAY YOU  
LIVE LONG AND  
PROSPER.

DO YOU NOT  
RETURN MY  
GREETINGS?

NOT UNTIL  
YOU TELL ME  
WHO YOU  
ARE!



STIFF-NECKED AS  
EVER, I SEE. IN MY OWN  
PLANE, I COULD NOT  
PREVENT MY FATHER'S  
DEATH AT THE HANDS OF  
THE EMPIRE...



... HERE, A LESS PERMANENT  
SOLUTION IS WITHIN MY  
GRASP.

IS THIS VIOLENCE  
NECESSARY,  
YOUNG ONE?

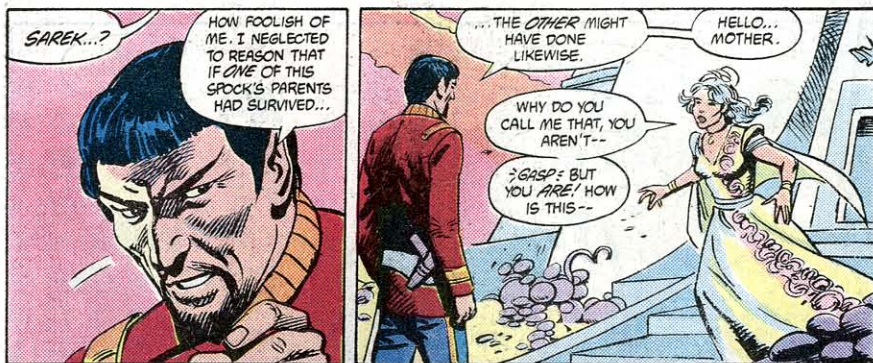


RATHER, WHY DO WE NOT-- UNHHHH!

LOOK OUT, MR. SPOCK!

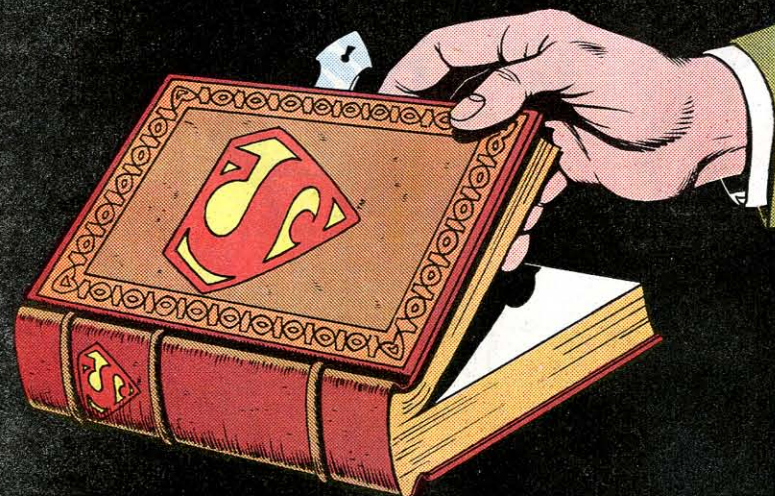
YOUR VIOLENCE  
WAS UNNECESSARY,  
MR. SULLU; THE  
ELDER WOULD  
HAVE PROVIDED  
NO OBSTACLE.





CONTINUED ON 3RD PAGE FOLLOWING.

# Opened at last! The sealed book of Superman's past!



## SUPERMAN THE SECRET YEARS

A four part mini-series.  
DC Comics. Where Legends Live.

TM & Copyright © 1984 DC Comics Inc.





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**



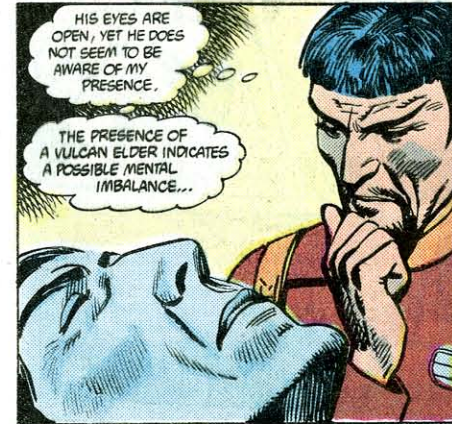
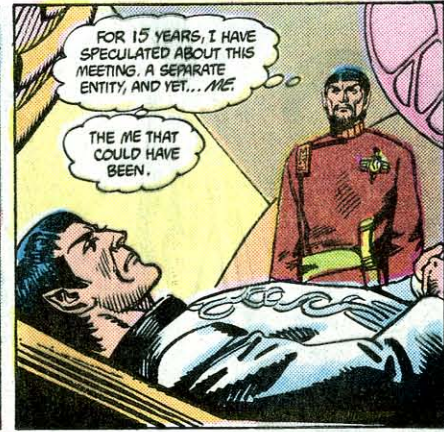
**COLLECT THEM ALL!**

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

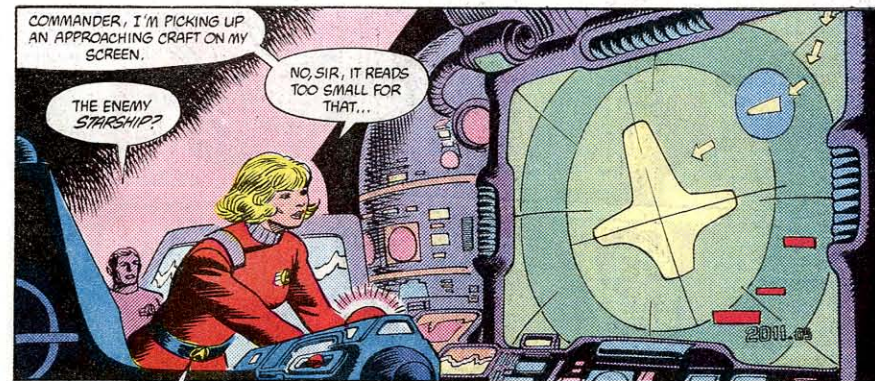
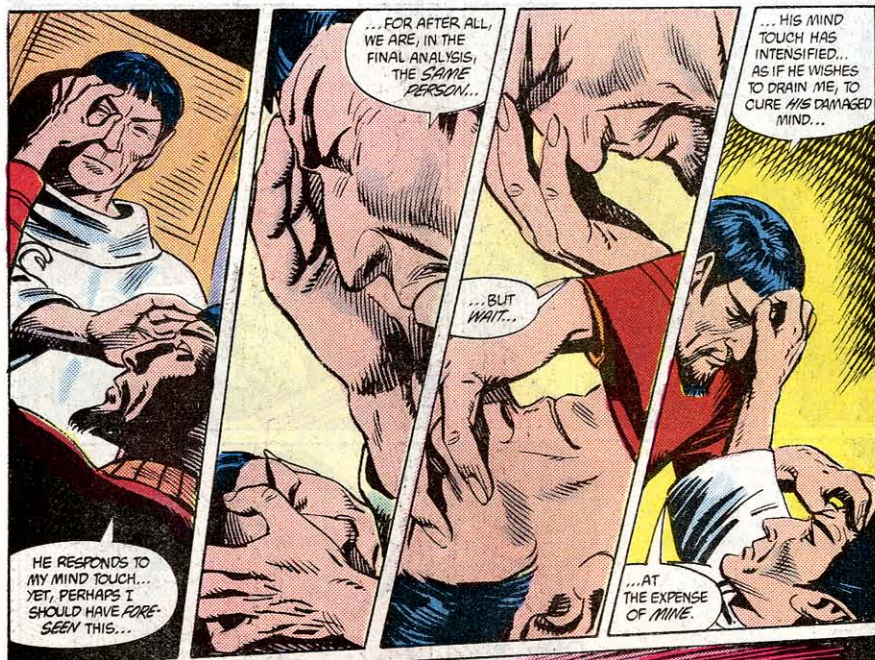
AVAILABLE AT PARTICIPATING

**Kmart**  
THE SAVING PLACE

STORES!













CONTINUED ON 3RD PAGE FOLLOWING


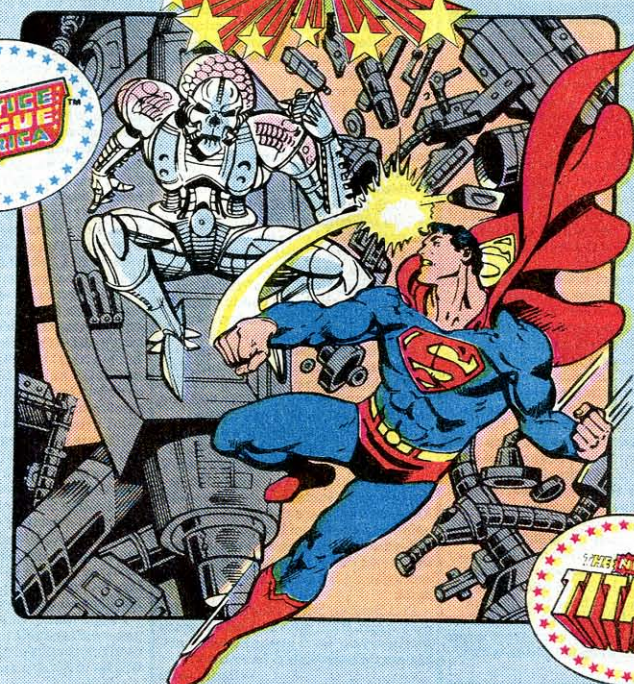

**Easy to learn!**



# HEROES

**ROLE  
PLAYING  
GAME**








**A NEW CONCEPT IN ROLE PLAYING GAMES!**

**For ages 10 to adult.**

All character names, renditions, associated slogans, and indicia are trademarks of DC Comics Inc. TM and Copyright © 1984 DC Comics Inc. All rights reserved.

for a catalogue write to:  
**MAYFAIR GAMES**  
**P.O. Box 5987**  
**Chicago, IL**  
**60680**





# MEANWHILE...

If you've ever spent a happy afternoon at a comic convention or bought a comic you enjoyed at a comic shop, consider spending the next minute in silent prayer. On August 21, 1984, Phil Seuling passed away and without him you probably would never have had either of those pleasant moments. Writers and artists deservedly get most of the attention from comic fans, because it's their dreams that are put on paper for all to share. But there are other dreamers, too, whose dreams you've shared without knowing it.

Phil was one of the early New York comic fans who took a hand in organizing the comic conventions of the sixties, back when a turnout that topped one hundred people was record-breaking. But he dreamed of the magic that a con could be, and when he took over the July 4th convention he made it into a Mecca for fans and professionals alike. For the first time legends of the industry were actually flown in for appearances after decades of anonymity, auctions were held, awards were presented, artists were given room to exhibit, even publishers were cajoled into participating and recognizing the existence of fandom. At its peak, every person who was interested in comics in this country who could afford to make the pilgrimage to New York for the "Seulingcon," which took on his name and personality as no such event in our field has ever been identified with a person.

Today that's all taken for granted as part of a good comic convention, and the good ones happen often enough

that July 4th's lost a bit of its luster. There are even monthly gatherings in some cities, just to sell and trade—another dream that started in Phil's imagination.

But there were larger dreams waiting. In 1973 it was almost impossible for collectors to find comics they wanted in mint condition or in sufficient quantities through newstand distribution. Phil envisioned a way for them to buy through the handful of stores that were selling old comics, or by mail order, if the copies could only be secured from the publishers. Together with partner Jonni Levas, he made the dream real: it became the "direct sales" industry, making it possible for comic shops to spring up across the country, new distributors to come into existence, established publishers to produce comics more oriented to the fans, and new publishers to open their doors. It's hard to count all the changes that you can trace back to that one dream.

Phil was also a talented writer, both of comics and about them, a precise editor and critic, a teacher who left his students sharing his appreciation of the beauty of our language, a man who knew how to share the richness of emotion he felt from love to anger with those he cared about, a devoted father to his two daughters, and a friend to more people than most of us ever get to meet.

Phil Seuling left his dreams to share and enjoy. We'll miss him all the more because now we'll never know what his next dream would have been.

—Paul Levitz

## GUEST MEANWHILE

COMIC BOOKS:  
THE MAINSTREAM ATTITUDE  
by  
John Callahan

One Saturday, I was at a comics convention in a nearby town. It was in a mall, and so people who were there saw all these kids and a few adults spread out all over the place, and speaking an indecipherable language, like, "Where did you get that TEEN TITANS Annual?" or "I swear, Richard, this X-Men Graphic Novel is a good buy!" or "I wonder who is doing the inking on the STAR TREK III Special?" I was just trying to trade some comics to someone when a middle-aged man comes up to me and says, "What's going on here today, son?" (He wasn't my father, in case you're wondering.) I tried my best to explain what a comic book convention was, and when I was done, he looked at me as though in pity and said, "I can't understand you kids anymore. Why don't you kids play baseball or something?"

I didn't try to answer his question then, but I'll answer it now. We "kids" buy, read, and collect comics because we like it. I have nothing against playing baseball; in fact, it is one of my favorite sports. However, I believe that comics, on the whole, are good, clean entertainment. (There are also good, gory comics that are also entertaining, but we won't talk about them; after all, this is a family publication.) They are certainly less repulsive than most R-rated movies, and some TV shows. Now, granted that comic books as a whole are not big candidates for future Pulitzer Prizes, but I think the critics of comics should look at and read them and see if they are different than the comics that they grew up on, when the stories and art were there to sell comics first, not for the quality of the plot or the drawings. In the real good comics, violence is there to move the plot forward, not to get a cheap thrill. (Your RONIN is a good example of this.)

I hope that adults will stop treating us comic fans like mental patients and read the comics of today. I believe they will be in for a pleasant surprise.



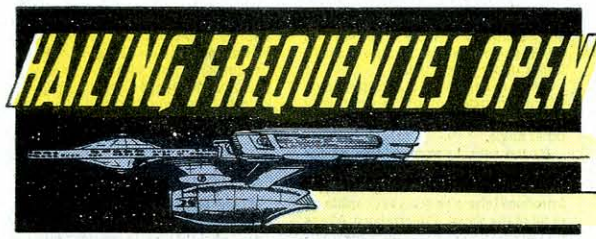
□ Arak, Son of Thunder 41: Arak begins the long trek home!

- Batman 380: Rick Hobert joins as the new penciller!
- The Flash 342: The trial continues as the DA gains the upper hand!
- G.I. Combat 274: The Haunted Tank! Mercenaries! OSS!
- Superman 404: Imagine if Superboy never became Superman!
- Tales of the Teen Titans 51: Cheshire returns in search of Adeline Kane!
- Omega Men 23: Can Primus and the

- Omegans free Nimbus' lost power?
- Star Trek 11: The Mirror Universe Kirk gains control of the Excelsior!
- Amethyst 2: Amy is suddenly brought to the Gemworld as Amethyst to fight evil magic!
- Jemm, Son of Saturn 6: Jemm escapes from Synn!
- The Immortal Dr. Fate 2: Presenting the Pasko-Giffen saga!







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

Jenette Kahn, President and Publisher  
Dick Giordano, Vice Pres.-Executive Editor  
Merv Wolfman, Editor  
Robert Greenberger, Associate Editor  
Tom Condon, Managing Editor  
Pat Bastien, Editorial Coordinator  
Bob Rozakis, Production Manager  
Joe Orlando, Vice Pres.-Editorial Director  
Paul Levitz, Vice Pres.-Operations  
Bruce Bristow, Marketing Director  
Arthur Gutowitz, Treasurer

L-1834

Dear Mike and Tom,  
STAR TREK III, the comic adaptation, is without a doubt the best comic adaptation of any movie I have ever read. I sincerely congratulate you on a fine tribute to *Star Trek* and for setting new standards in the very difficult art of transferring from screen to printed page.

David Green  
Philadelphia, PA

team. Mike W. Barr is one of the most underrated writers in the field. As for Tom Sutton, I've never seen him put out such beautiful, detailed work.

The movie was a real charmer, enough to keep any Trekkie going strong. As well, your comic adaptation favored very well to the movie.

Dennis Payne  
724 McKellar Street  
Peterborough, Ontario K9J 1R3  
Canada

Jeffrey Mitchell  
Rush City, MN

Dear Mike and Marv,  
Your adaptation of *The Search for Spock* was excellent in all respects. My compliments to whoever drew the cover. The quote from Edith Keeler was a nice touch; I'm glad you added it. I enjoyed both the film and the comic a great deal, but I'm a bit concerned, as I'm sure most fans are, about the future of *Star Trek*.

*Star Trek* will never be the same without the *Enterprise*. It seems you really have your hands tied. Any resolutions will probably have to wait until the sequel. Have you discussed what direction the series will take with Harve Bennett? We're all curious to see where the various crew members end up.

Gino D'Ambrosio  
4651 S. Austin  
Seattle, WA 98118

First of all, Gino, Howard Chaykin painted the cover to the adaptation and everyone agrees—he did a magnificent job. Thank you, Howard. As you can see, we are skirting continuity a bit by doing the "Mirror Mirror" saga, which will end early next year. As for speaking with Harve Bennett, Marv and I met with the executive producer right after the World Science Fiction Convention. We talked about his ideas for *Star Trek IV*, which he is doing the story for. Current plans are to begin filming the new feature early next year and release it for Christmas. It's something we are all eagerly awaiting.

Dear Marv,  
I'd just like to commend your creative team for their work on DC's *STAR TREK* because the companies who tried to do *Star Trek* before don't stack up. I credit the success of *STAR TREK* to your creative

To the Crew,

The *STAR TREK III* adaptation was great. Your artwork was terrific with page 48 being worth the price. I am also pleased that Saavik acts like a Vulcan; the movie failed in that respect. Just so this won't go to your head, I'll point out a few flaws. I know it took a lot of work to get the movie into one comic, but I did NOT like the way you cut down Uhura's one big scene on page 30. You also draw Uhura as a man on page six. My final complaint is about the way you handled the bar scene. Why was the security officer changed from a black man to a blond giant?

I would like to see greater use of Uhura, Saavik, and Chekov.

Randall Capley  
Route 1  
Bon Aqua, TN 37025

For reasons too complicated to get into, mistakes crept into our adaptation, despite the best efforts of all concerned. Also, the movie was edited, removing the scene between Kirk and McCoy in the elevator and the barroom fight. Paramount didn't have any photos for us of the security officer, so we had no idea if he was black, white, or oriental. Also, when compressing a 120-page script into a 64-page comic, some scenes were compressed or deleted. Much as we personally loved Uhura's and Sulu's big scenes, they didn't fit into the adaptation. And for all of you wondering why the costumes kept changing, we admit it, we goofed.

Dear Editor,  
I thought the *STAR TREK III* movie special was a very good reproduction of the movie. There was one thing I disliked about both the comic and the movie: that

was the extremely little use of Uhura. She is my favorite *Star Trek* crew member and I want to see her used more often in the comic. I believe Uhura and Kirk's close friendship should be explored deeper. Have you thought of adding Nurse Chapel or Lt. Janice Rand to the series?

Sure, we'd love to add Dr. Chapel and Lt. Rand as regular members, but the way the stories have turned out, there's been no time to include them. Also, you may have noticed, Lt. Rand made an uncredited cameo appearance in *ST III*, watching the *Enterprise* return to the Space Dock.

Nichelle Nichols told convention audiences that she would have liked to have been in the film a bit more, but at least her scenes gave her more to do this time. She particularly loved the Transporter scene.

Gentlebeings,  
Oh, my gahh! Spock—and Saavik? Is he going to remember? Is she pregnant? Does any of it, cosmically speaking, matter?

Actually, I was quite pleased by this adaptation for several reasons. The artwork is nice; very nice. The dialogue is less pleasing, due, I am sure, to your having to work from the film script. You must have had to leave out a great deal in order to squeeze a very complicated plot into even a giant-size comic book.

And then...what indeed of the story currently running in the comic?

Oh, this is a gripe to Paramount, really; I know it's not your fault. Why does Spock Jr. understand what Saavik says to him and only later becomes a mindless vegetable?

Ros Calverley  
10 Victoria Road  
Summertown, Oxford OX2 7QD  
England

OK, one more time for anyone who was confused by the release schedule of issue 7, 8, and the adaptation. The two-part Saavik story follows events in *ST #6* and then we lead directly into the adaptation. As you have all no doubt seen by now, issue 9 followed the movie's storyline.

As for your Paramount gripe, Ros, I



think that part of it was a result of the telepathic nature between Saavik and Spock. Some of the ritual responses may be inborn in Vulcans, becoming almost instinctual after centuries of ritual.

Dear Sir,  
I would like to tell you what a great job you and the others are doing with the STAR TREK series. I enjoy the great work being done on it.  
I would like to know if Mike Barr has written the first issue of DC's STAR TREK and if he has, how I can get a copy of it for my collection. I also would like to know how I can get a subscription to the STAR TREK comic books.

Thank you for starting the series. Keep up the excellent work.

Thomas Noyes  
PO Box 6241  
Fort Wayne, IN 46896

Mike has written every issue of DC's STAR TREK, beginning with number one. To obtain subscriptions we occasionally run ads for the entire DC line, as we did over the summer, and STAR TREK can be found there. If not, on the bottom of page one, every issue, we run the information for one-year subs. We do not stock back issues, but we run ads from services that can help you.

Dear Mike and Marv,  
Your adaptation of ST III was, to say the least, one of the best comics adaptations of a movie I have ever seen. Though there were minor errors, you still kept the spirit of Star Trek, the feeling that has made it what we know and love. The art was fantastic (you captured Robin Curtis beautifully!), so were the inks.

All I can say, DC, is that you have got a winner here. Thank you for making Star Trek what it should be.

Scott Curl  
1602 Oakwood Blvd.  
Southbend, IN 46816

Dear Mike,  
Despite the rather depressing fact that the Enterprise has been destroyed, David has been killed, Kirk has been forbidden to captain a starship, and Starfleet is probably out to break up the Enterprise "family," I'm going to be with STAR TREK all the way.

However, as I implied, it will be difficult to write STAR TREK, considering what the movie did (it was a great movie, though). It might be ill-advised to put out the regular type of stories, particularly since, according to the movies, the happenings in issues 1-8 didn't happen at all.

What do you put in STAR TREK, then? Untold stories from the last years of the five-year mission; the happenings between the mission and ST-TMP; the happenings between ST-TMP and ST II;

or adaptations of episodes. You could do stories from when the crew was on other ships—Chekov on the Reliant, Spock under Capt. Pike.

Or there could be stories focusing on specific members of the crew or people from the original series; stories about other ships.

By the way, I commend you on the introduction of alien crew members and hope that you a) put them to good use, b) introduce others as soon as possible or, c) all of the above. Preferably c. Aliens on the ship should make for some interesting moments. Can you imagine what a Melkotian, a Horta, or a Medusan would do to the ship's orderliness?

Ronald Byrd  
No Address Given

Actually, Ron, the races you mentioned aren't formally part of the Federation, except the Horta. A Horta can be found aboard the Enterprise in Diane Duane's delightful *My Enemy, My Ally*, one of the more recent Trek novel offerings. Periodically, we have discussed doing stories that flashback to other periods of time, and Mike has one story in mind that would be just perfect for next summer's annual. Stay tuned. (Just because Kirk and the others made no mention of the time that passed between films two and three, that doesn't mean our adventures may not have happened. As far as we're concerned, for the sake of the comic's internal continuity, those stories did happen and will be remembered by all concerned. Don't ignore what you've obviously enjoyed so much—it spoils the fun!)

Star Trek Fans,

Now that Spock is back, why not have our favorite bridge crew become renegades, since Starfleet will want to nail their backsides to the wall anyway.

They can use the Bird of Prey to explore strange new worlds. Maltz and Konom can help them understand the inner workings of the vessel. While they explore, they could anonymously send data to Starfleet Command and swear never to fire on a Starfleet ship.

Michael Woods  
233 N. Wyatt  
Buceton, TN 38317

Funny you should mention that idea. When DeForest Kelley was on a local news show, he recommended that the crew become pirates and have some real adventures in space. Any other guesses as to what may happen in the future films?

#### COMING ATTRACTIONS

We promised you an announcement for the special issue of STAR TREK I mentioned last month...so, here it comes. Some time next summer we will present a special tale written by Walter Koenig, Commander Chekov himself. It's his second ST story, the first being an episode of the animated series. "Chekov's Choice" is a story set in that unrecorded time between the first and second films. Illustrating the tale is Dan Spiegel, no stranger to science fiction or comic fans.

As for next issue, Spock and Spock exchange thoughts while the Federation forces rally to strike back against the Empire. It is by the regular team and should leave you breathless.

Later this month V will premiere, courtesy of Cary Bates and Carmine Infantino. Marv and I are the editorial team and we're basing our stories on events from the TV series on NBC, but we're not doing adaptations. All original. Look for it.

Until next time, take care and keep smiling.

—Bob Greenberger



# THINK DIRTY.

Think mean. Think massive. Think mudslinging. Then imagine the biggest thing to ever roar off a model builder's workbench.

This is Swamp Monster. Nearly a foot long, with mammoth Goodyear Super Terra Grip tires that are 3½ inches of swamp rippin' tread. And details like spark plug leads and brake hoses, made of real wire and vinyl tubing. Nasty stuff. So when the street life starts looking tame, start thinking dirty.



©1984 Revell, Inc. 4223 Glencoe Ave., Venice, CA 90292





LOST.

ENDLESS CAVERNS. ATTACKING BEASTS. FIND THE DIAMOND, THE GOLD. MAYBE.



Get the number one software entertainment title of the year for your Commodore 64™, Atari®, Apple II® and IBM® PCjr® computer systems. Also available for major game systems. Designed by David Crane

WE'LL OPEN DOORS FOR YOU.

**ACTIVISION**®

COMMODORE 64™ IS A TRADEMARK OF COMMODORE ELECTRONICS LTD. ATARI™ IS A REGISTERED TRADEMARK OF ATARI, INC. IBM™ AND PCjr™ ARE REGISTERED TRADEMARKS OF INTERNATIONAL BUSINESS MACHINES CORP. APPLE II™ IS A REGISTERED TRADEMARK OF APPLE COMPUTER. © 1984 ACTIVISION, INC.