EDITORIAL

Hello and welcome to the first issue of the newest stripazine around, STARSLAYERS! Thank you for ordering this special first issue and I hope you won't be disappointed.

Most of you reading this will be subscribers, but some may have just ordered this one issue, alone. If you belong to the latter group, I would advise you to subscribe. The reasoning being that this entire epic (which will run 15 issues) is all tied together, and if you miss even one issue you'll be lost. Subs are $2.50 per issue, and no subs beyond issue fifteen.

In case you haven't heard, this stripazine is published tri-weekly, that is, every three weeks! To keep on a schedule like that we have to work fast, and believe me, we are! As of this writing (6/26/81) the first nine chapters are written and the first four or five being drawn. This is what the publishing schedule looks like:

#2: JUNE 26 (6/26/81)
#3: JULY 10 (7/10/81)
#4: AUGUST 7 (8/7/81)
#5: AUGUST 28 (8/28/81)
#6: SEPTEMBER 18 (9/18/81)
#7: OCTOBER 9 (10/9/81)
#8: OCTOBER 30 (10/30/81)
#9: NOVEMBER 20 (11/20/81)
#10: DECEMBER 11 (12/11/81)
#11: JANUARY 1 (1/1/82)
#12: JANUARY 22 (1/22/82)
#13: FEBRUARY 12 (2/12/82)
#14: MARCH 3 (3/3/82)
#15: MARCH 24 (3/24/82)

I think (and hope) that we can keep up the tri-weekly schedule. It'll make us pretty unique and hopefully draw more people to the project.

As far as the story, well, the name "STARSLAYERS" may not fit into the storyline right now but, believe me, it will. This epic is by far the best thing I've ever written in my life and I think you should enjoy it. It may seem to start off slow, but the pace will be picking up soon!

But I can't take all the credit. Steve Brooks helped co-create the cast and helped plot out a story or two. Steve's a young artist who is extremely talented. I think you'll like his pencils.

Bill Anderson inked this chapter, and will be inking next, and then a rotation between Ken Weis and Mark Proctor will begin, alternating issues.

If you haven't subscribed, like I said, please do. It's not that much and you'd be encouraging me to do similar type projects. For example, when this series runs out, Steve and I are considering doing a sequel. We think our enthusiasm is showing in our work and hope you like it.

As far as specials go, this issue had a four-page special "Prologue" but most issues will be eight pages total, except the last chapter (which is already plotted) which will contain a four page epilogue.

Issue #4 will feature a full-in pencil job by Willie Peppers as Steve catches up on his deadlines. Also, STARSLAYERS #6 will feature a special four page bonus feature already written which will be drawn by Willie Peppers. I can't tell you about it just yet, maybe in a couple of issues or so.

STARSLAYERS is just one of my publications. Currently available from me are:

FAR SPECTACULAR '81: A 52 page super-hero team-up featuring dozens of fan-favorite heroes written by me and drawn by Willie Peppers and various inkers. It's $1.00 ppd and has been the highest selling zine I've published in some time.

ULTIMATE SPECIAL #7: A 40-page stripazine featuring the team up of Owlman and Rage, plus many other strips all for only 60c ppd. Right now, so don't delay. Some good work here.

STARSLAYERS #1, Vol. 1, June 5th, 1981 is published tri-weekly by Matt Bucher/2550 Windgate Rd./Bethel Park, PA 15102 at 25c an issue. No parts of this publication may be reproduced without written consent from me.
BEFORE YOU STANDS A VERY NERVOUS YOUNG MAN ABOUT TO DEPART ON A MISSION OF GREAT IMPORTANCE.

DAMN! I'VE GOT TO HURRY AND GET READY, BETTER PACK THE REST. THIS IS THE MOST POWERFUL WEAPON ON ALL OF ORION.

OH, HI ROMCO, WHAT CAN I DO FOR YOU?

GOT TO PLAY THIS NIGHT.

I JUST GOT A MESSAGE FROM MY FATHER. HE WANTS TO TALK TO YOU.

OH, TIANS ROMCO, I'LL TRY TO HURRY BACK.

NO PROBLEM.

WHERE?

AND I'VE GOT THE ONLY TWO.

MOMENTS LATER, WALKING DOWN A LONG CORRIDOR...

THE GUARD GONE, THE MAN CALLED ROMCO BEGINS TO MOVE HASTILY.

BUT, UNEXPECTEDLY, ANOTHER GUARD RETURNS...

WHAT'S GOING ON HERE?

LISTEN, THIS IS A WARNING SHOT, LET ME GO!

GAH!

GOT TO REMAIN CALM. GOOD, ONLY ONE GUARD. THEY'LL MAKE MY JOB EASIER. HERE GOES...

EVERYTHING'S SETTLED. NOW ALL I HAVE TO DO IS BOARD THE STARSHIP AND MAKE THEM FREE.
RONDO? SORRY, I CAN'T LET YOU DO THAT.

GOT TO MAKE THIS FAST. DEACTIVATE MAGNETIC SUSPENSION.

PROPELLION RELEASED! I OUGHT TO BE ABLE TO MAKE IT THROUGH AND CONTACT HER NOW.

IN A BLAZE, STARSHIP ZIZNAZ SUCCESSFULLY DEPARTS...

RONDO'S ESCAPED! WE GOT TO WARN LORD KLAAR. IF HIS SON REACHES AGAIN, THIS COULD LEAD TO BIG TROUBLE!

A BEGINNING STEP...

THE CHRONICLES OF OMPAR

AND NOW BEGINS THE FAR OUT FANTASY SAGA CONCERNING CHARACTERS THAT WILL NOT SOON BE FORGOTTEN!

READ ON!

"PREVIEW!"

BEGINNING A FANTASTIC LEAP INTO THE UNIMAGINABLE COURTESY OF MATT BUCHER BROOKS

WRITER/CO-CREATOR/PENCILER

BILL ANDERSON

INKER/LETTERER
CHAPTER ONE

Inside one of the most fantastic monuments of the galaxy, the great cathedral, resides none other than Argon, the Space Warrior.
ARGON, I KNOW YOUR PAST, AND, WHAT'S MORE, I MAY BE ABLE TO HELP YOU OVERCOME IT.

 Argon, I know your past, and, what's more, I may be able to help you overcome it.

 How can I trust an unknown face?

 STARGATE ZLZNAF.

 The pain has stopped. Where am I? Where has the Transport taken me?

 You are on my starship Argon, it is I who sent you. I regret the pain you felt. It was a side-effect, but necessary.

 My past? What do you know?

 ARGON, PLEASE LET ME SPEAK.

 Although I cannot reveal my identity to you yet, I assure you my motives are honorable.

 I know that you are originally from a world called Ompar, a beautiful planet just to its neighboring planets.

 Who are you? Why are you hidden and why am I here?
THE GUARDING CARS TO OHMAR, EAGER TO TAKE CONTROL OF ITS WEALTH AND POWER.

THE PLANET WAS RUDELY ATTACKED BY THE WARRING GUARDIAN CO-ALIANCE.

EXECRATING THE ROOM, LORD BLACKSTAR IS GREATED BY LORD KLANN RIGHTS-OF-THE-AW-SONS.

DOWN IN THE ROOM, THE GUARDIAN CAR-SONS, WHOSE EYES WERE ON A STATUE OF OHMAR, SEEN THE TRASHED REPLACEMENTS, WHICH PLACED YOU HERE, WHERE YOU HAVE OBSERVED.

I CANNOT REVEAL, HOW I GOT THIS INFORMATION, BUT I CAN TELL YOU THIS...

CONFUSED? ANSWERS SOON!

LORD DAMNED BLACKSTAR IS NOBODY'S SLAVE!

THERE'S ONE OBLIGATION AND YOU ARE FREE. REFUSE AND YOU DIE.

AND DO WHAT ?

"TWO THINGS: A GUARDIAN HAS ESCAPED AND IS BELIEVED TO BE CONSPICUOUS. THE SPACE WARRIOR, WE WANT YOU TO KILL ARGON, AND RETURN THE GUARDIAN WEAPON TO ME."

BLACKSTAR, I WANT YOU TO TRAVEL TO THE MILKY WAY GALAXY FOR ME.

WITHIN THE WEEK, ARGON WILL BE DEAD.

ALRIGHT, KRANN, I DON'T LIKE IT, BUT YOU'VE GOT A DEAL.

LISTEN, GUARD, TELL LORD KLANN WE'RE HERE, HE'S EXPECTING US.

THIS WAY, PLEASE, LORD KLANN IS READY TO SPEAK WITH YOU.

ELSEWHERE, ON OHMAR, A STARSHIP LANDS.

IT'S PASSENGERS: LORD DAMNED BLACKSTAR AND HIS PROTEGE, DRAIAX.
Meanwhile, with Argon and the Stranger...

**What do you mean, Venus and Mars are alright tonight?**

In exactly 27 minutes, Venus and Mars will be aligned in such a position that the barrier will be weak, and you can return to Omara!

**The barrier will remain open for only sixty seconds. So do not waste time.**

I can... return? Where should I meet you?

**The small asteroid left of Venus. Don't dawdle!**

I recognize the voice of the Stranger, but his identity still eludes me. Yet, I must trust him.

Meanwhile, on Starship 2: Znag...

**A Skylan warship? What transpires?**

I didn't have the courage to admit to Argon my true identity. How can I be sure he'd trust me if he knew that I was really...

Rondo Klarn, son of the Man Who Banished Him.

In seconds, the transport is active again.

**I shall be there, Stranger, but first I must prepare.**

**Thank you.**

Heading to the Great Cathedral, Argon's thoughts are mixed.

To finally return, after all these years.

**Next: A Chance to Return!**