

KOBRA, Vol. 1, No. 1, Feb.-Mar., 1976. Published bi-monthly by NATIONAL PERIODICAL PUBLICATIONS. INC., 75 Rockefeller Plaza, New York, N.Y. 10019. Carmine infantino, Publisher. Gerry Conway, Editor. Paul Levitz, Assistant Editor. Sol Harrison, Vice President—Director of Operations. Bernard Kashdan, Vice President—Business Manager. Jack Addler, Production Manager. Advertising Representative, Sanford Schwarz & Co., Inc., 355 Lexington Avenue, New York, N.Y. 10017. [212] 391-1400. Copyright © 1975 by National Periodical Publications, Inc. All Rights Reserved. The stories, characters and incidents mentioned in this magazine are entirely fictional. No actual persons, living or dead, are intended or should be interred. Printed in U.S.A.

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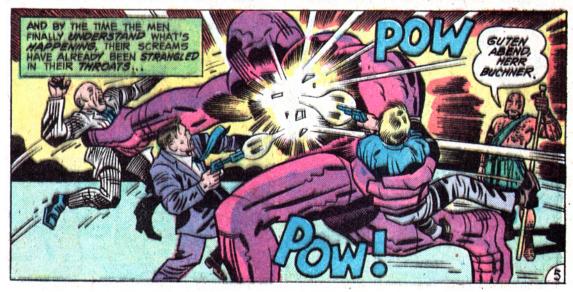














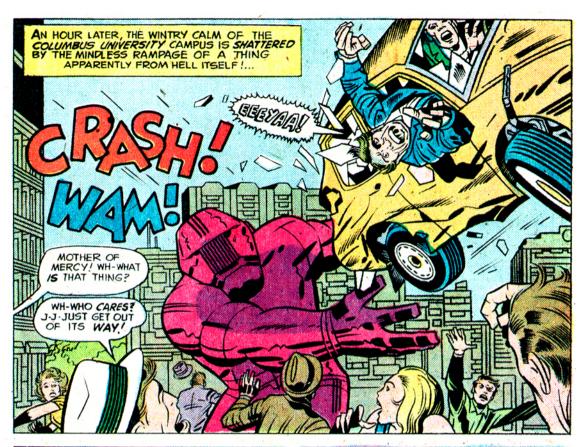






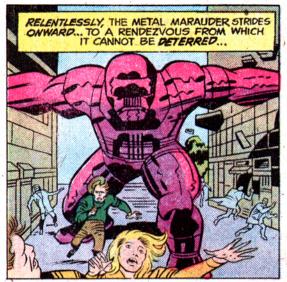




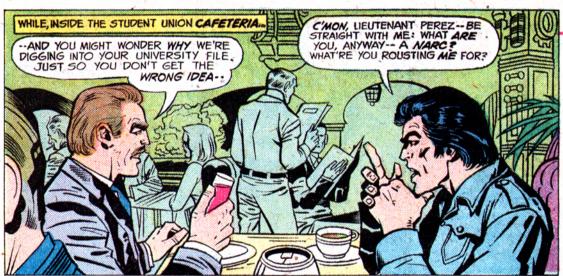














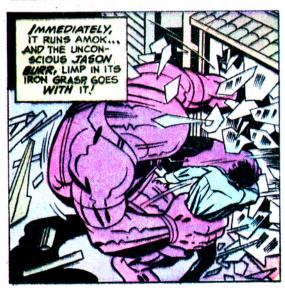




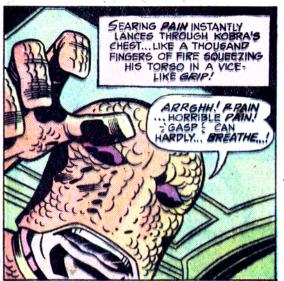




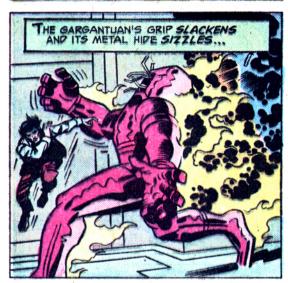


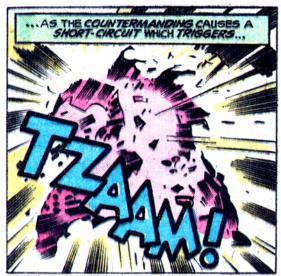


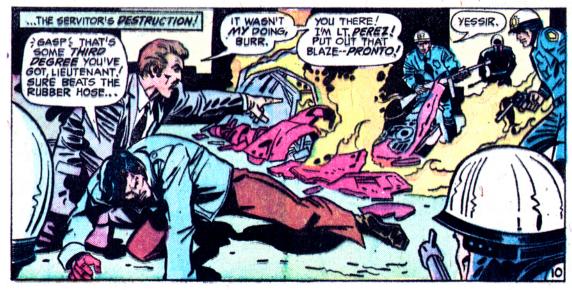
















































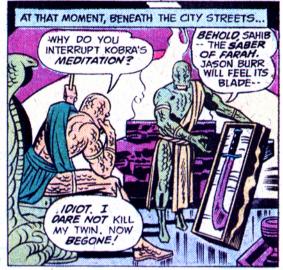










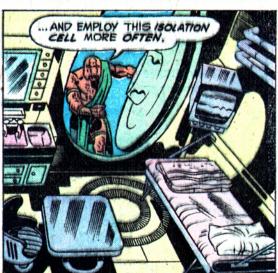






















































JANUARY.



Sometimes the genesis of a magazine is pretty clear-cut: an idea, and then the execution of the idea by the team listed in the credits box on page one. But once in a while, it gets a little more confusing, and as this issue's monster of a credits corner seems to hint, this was one of those times.

KOBRA started his career in the mind of publisher Carmine Infantino, who tossed editor Jack Kirby the concept of doing a modern day version of the Corsican brothers—but placing them on opposite sides of the law. Slowly the idea was fleshed out between them, and the twins grew to full characters. Then Jack turned to his assistant Steve Sherman, and they worked out the original plot and script.

The usual art processes followed: Jack did the pencilling, and D. Bruce Berry added lettering and inking. Then the mag arrived at the DC offices ... shortly before Jack's resignation (and totally un-

connected with it, naturally).

With Jack gone, the mag had to be taken over by a different editor if future issues were to be produced. The matter was debated for a while (the issue before you was meanwhile scheduled for three different FIRST ISSUE SPECIALs, and finally for its own mag), and at last was thrown into Conway's Corner as a bi-monthly title.

At this point, we had to begin all over again, As soon as new writer Martin Pasko took a look at the first issue, he started talking about all the things he wanted to set up in it, all the nice bits of copy he could add, and in general quickly convinced us a new dialogue job was well worthwhile.

Along with this, we decided to modify the characters a bit—giving Jason Burr a more youthful appearance, and adjusting Perez along with him. To make these corrections, we called on Pablo Marcos, who will take over the inking on KOBRA be-

ginning with #2.

Having done all this, with the assistance of letterer Ben Oda and the production department, we finally had a finished KOBRA #1 in our hands—except for the cover, which Jack had not had the opportunity to complete. So we turned to crack cover

artist Joe Kubert, and here we are ... finished at last.

Except that this is only the beginning of the KOBRA saga. The second issue will set the tone for what's to come, and with Martin Pasko painstakingly plotting out the past life of both KOBRA and Jason Burr in sufficient detail to fill a novel, you know how real the characters are going to be.

Naturally our new art team will also debut next time around, as Chic Stone (who is also replacing Jack on KAMANDI) takes on the pencilling, and the aforementioned Pablo Marcos gets to use his inky brush on the entire job. And with all that excitement coming up, no matter how much you enjoyed this issue, you're sure to get twice as much out of the next one!

To close out this column, here's a couple of coming comics from Conway's Corner that you might want to pick up on:

PLASTIC MAN returns to his own magazine with #11 (Feb./Mar.) and faces the incredible "Hamsters of Doom" in a Steve Skeates-Ramona Fradon-Tenny Henson tale.

Code Name: Assassin debuts in the current FIRST ISSUE SPECIAL and he's one of the new characters to really watch—his different powers and motivation make him one of the truly novel heroes of 1975!

And in the neighboring office of editor Joe Orlando, action fans are gathering to wait for KA-RATE KID #1 as the Legion's martial arts master takes off on his own, courtesy of Paul Levitz, Ric Estrada and Joe Staton.

If that isn't enough for you, tune in here two months from now, and meanwhile send your cards and letters commenting on this issue to: THE SNAKE PIT, National Periodical Publications, 75 Rockefeller Plaza, New York, New York 10019.