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THUNDERCATS™

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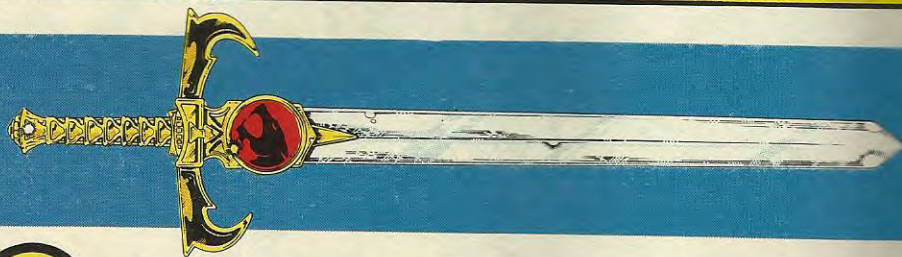
C-CAN'T
BREAK LOOSE,
CHEETARA!

WE'VE GOT
TO, LION-O! WE'RE
THIRD EARTH'S
ONLY HOPE!

www.ThunderCatsFans.org

TIMESTORM!

THE CATS' LAIR



GUILTY! That's the verdict in the Court of Catamountain—and there's no appeal! Here, there's no throwing yourself on the mercy of the court – it's the other way round! Lion-O has been judged and now finds himself flying towards the Thunderium Pits without the aid of a safety net! Read part 3 of *Trial By Fire!* for the gripping conclusion of the most unusual courtroo drama of the year! If you can stand the excitement, there's another gallery of readers pics in *Thunder Art* on page 10 and the posters return on page 12. This weeks text story finally unravels the riddle of the Sign of Six in *Geddontide!* and *Power Pack* are all set for a joyful reunion with their parents in the last part of *Going Home!* Phew! There's so much happening in THUNDERCATS 78 it'll curl your whiskers!



3 TRIAL BY FIRE! – Part 3

10 THUNDER ART

12 MINI-POSTER – THUNDERCATS COVER 56

14 TEXT STORY – Geddontide!

17 POWER PACK – Going Home! – Part 4

Galaxy Rangers – HO!

Can it be true? YES! The High Frontier has come to Third Earth! As of THUNDERCATS 79, the Galaxy Rangers will be joining up for a tour of duty in a regular weekly back-up strip. For those of you who don't know, (where have you BEEN!), the Rangers are four gallant Lawmen desperately trying to uphold the Law on the toughest frontier of all – SPACE! To help them in their struggle, the four have been given Series 5 Brain Implants which give them special powers:— Captain Zachery Faax has a bionic arm, Shane Gooseman has internal bio-defences making him virtually immune to any attack, Doc Hartford is a computer expert and Niko is a latent Psychic. So tune in next week for some all-new action and adventure out on the edge!

THUNDERCATS 78 COVER ART
ART WETHERELL/STEPHEN BASKERVILLE
COLOUR BY EUAN PETERS

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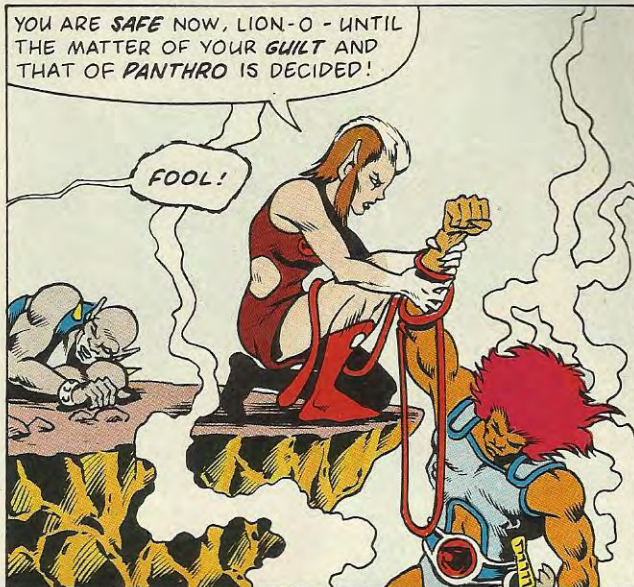
TRIAL BY FIRE!

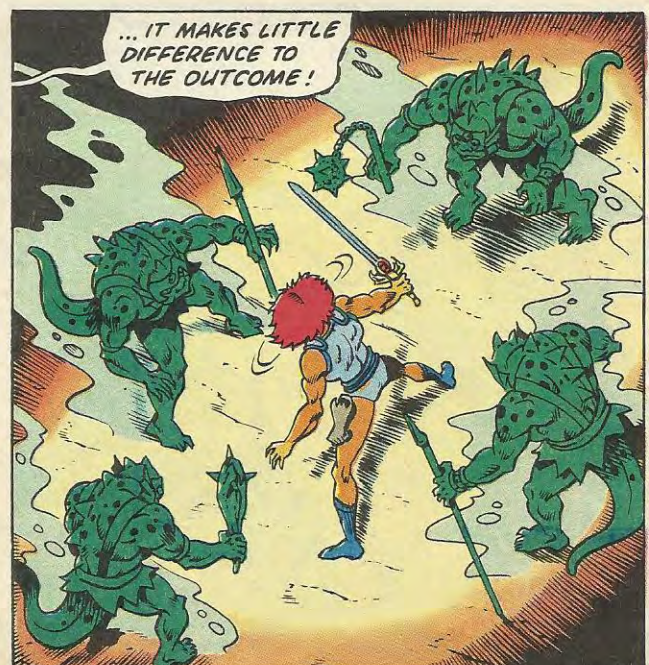
FIRE ROCK MOUNTAIN.
THIRD EARTH...

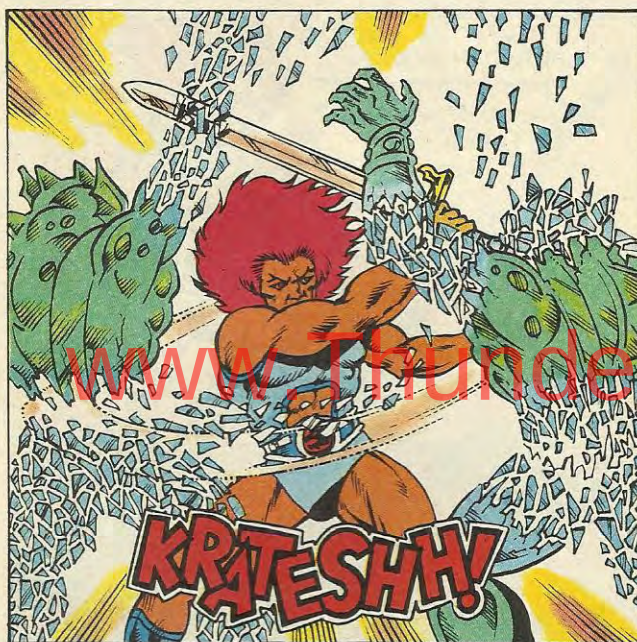
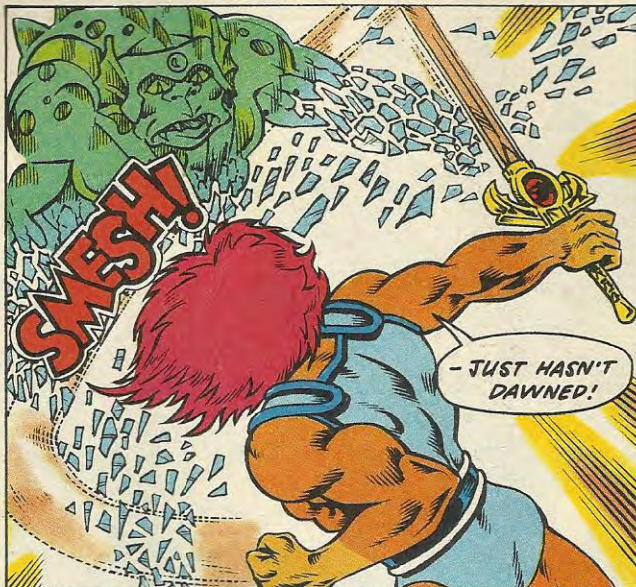
...WHERE AN ACCUSED LION-O PLUNGES
HEADLONG TOWARDS THE MOUNTAIN'S
DEADLY THUNDRANIUM PITS...!

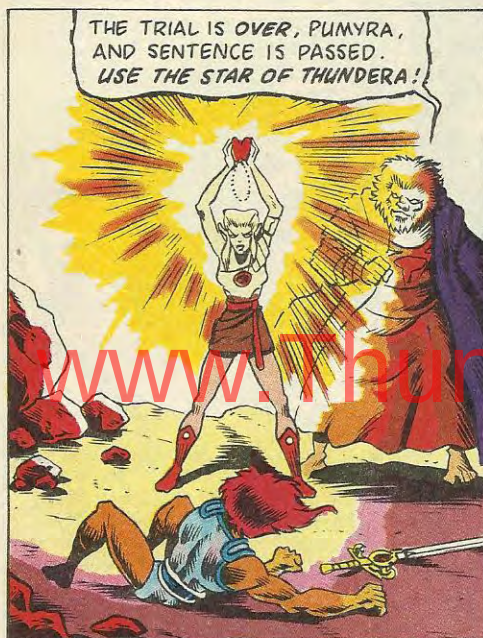
Part
3

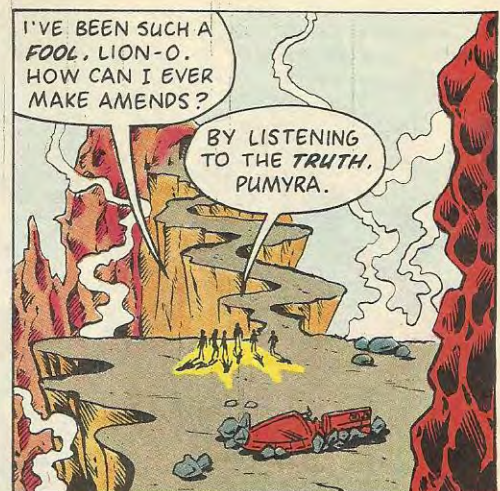












NEXT: THE MEMORY CRYSTAL!

THUNDER ART

Garry Chan, Montrose



Iain Mahanty, Caerphilly



David Barnard,
Gwent



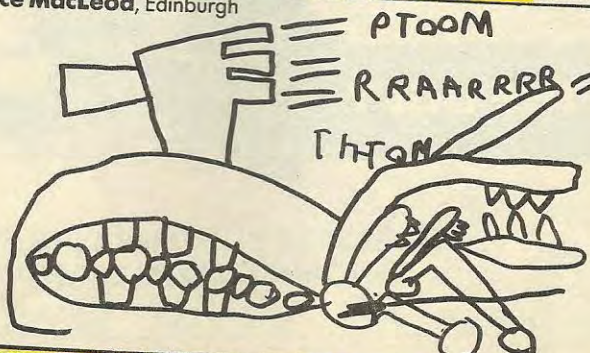
David Grade,
St. Ives



Stephen Moore



Bruce MacLeod, Edinburgh



THUNDER-
ARTISTS...HO!
SNARF HERE, WITH
A THIRD EARTH GALLERY
OF YOUR AWESOME ART-
WORK. SEND YOUR
ENTRIES TO:
THUNDER-ART,
MARVEL COMICS
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STREET,
LONDON WC2.
AND REMEMBER- DRAW
IN BLACK INK ON
WHITE PAPER!

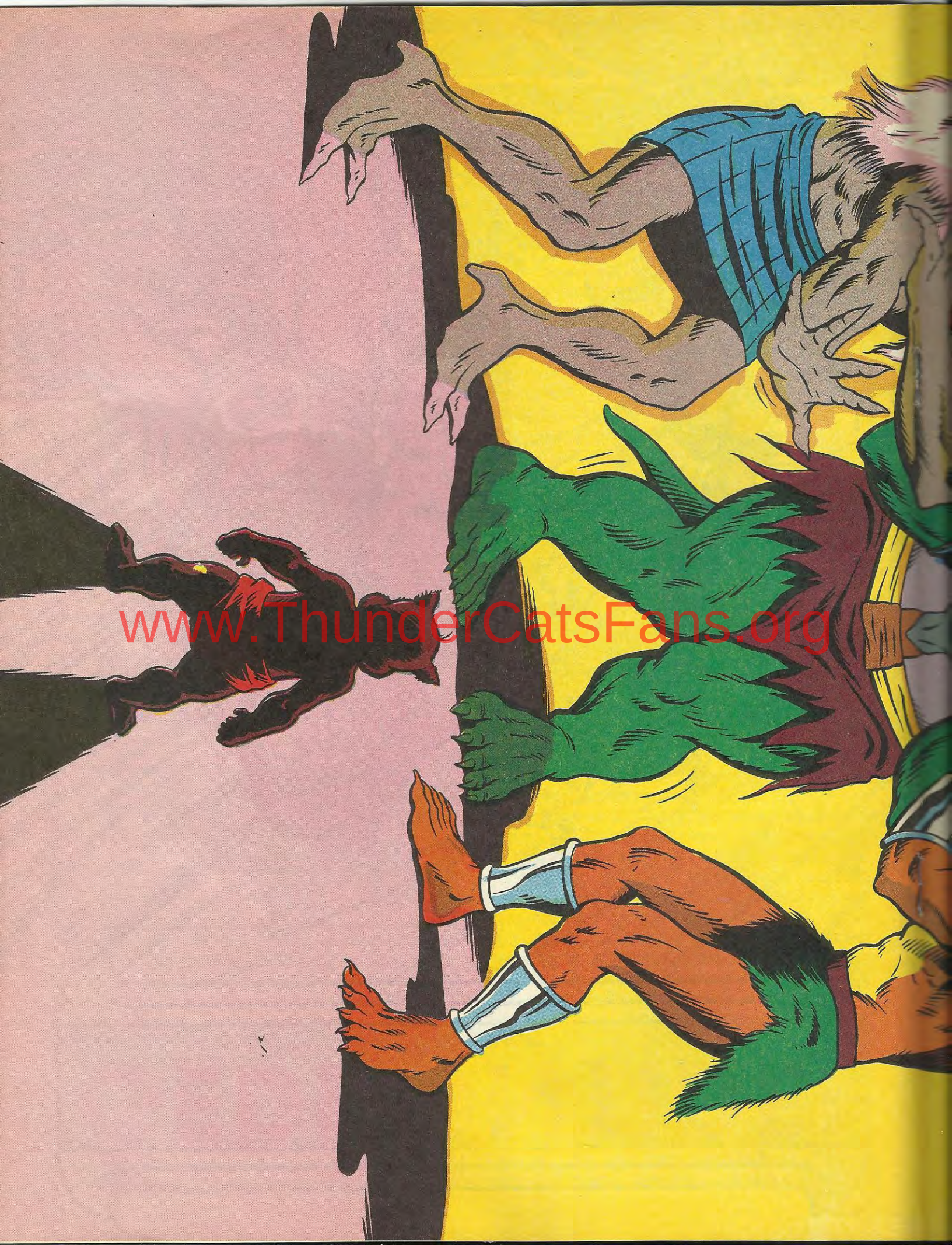


THUNDERCATS

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MINI-POSTER N°51





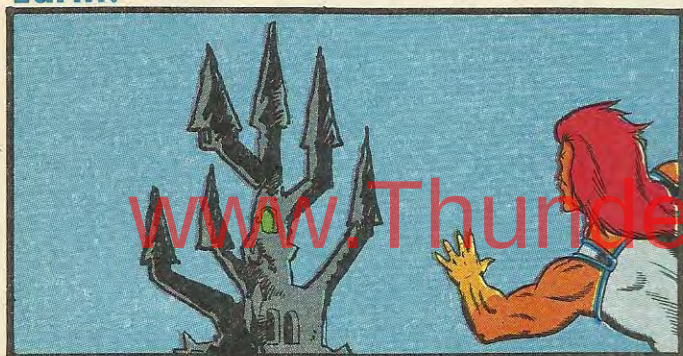
GEDDONTIDE!

by Steve Alan





'I never asked you, Ro-Ber-Keg,' said Lion-O, as he and Cheetara massaged warmth back into the old Berbil buccaneer's seized joints. 'Why did you come with us to the Kingdom of the Berserkers? After all, Berserkers hate Berbils!' Ro-Ber-Keg laughed a rich, deep laugh, not an easy feat for a Berbil. 'I've lived a little,' he said, 'and I've bin sneakin' in and out of Berserker country for years – know it like the back o' me paw! Thought I'd help ye out...' Lion-O smiled gratefully, shivering in the icy chill of the morning as he stood up, eyeing the black, six-turretted castle on the hillside above. 'Stick around,' he said. 'We're going to need all the help we can get if we're to stop the six brothers of Mumm-Ra from destroying Third Earth!'



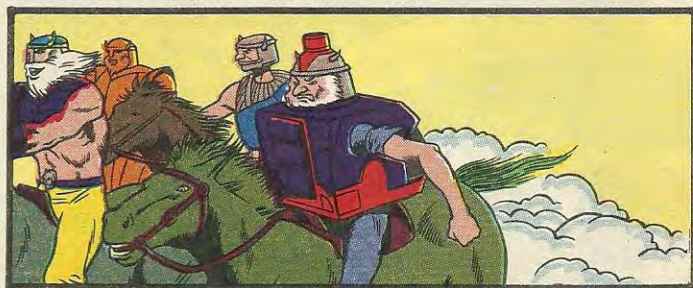
The frozen winds plucked at their clothing as the three companions toiled slowly up the hillside, and Lion-O realised with slow horror that this was no ordinary cold snap. Geddontide – that was what Shapeshade the Mystic had called it. The day when the six brothers of Mumm-Ra would return from where the devil priest had marooned them – from the great Ice Age at the dawn of time. To claim their terrible revenge, the six were sucking Third Earth back into its own past – soon the world would disappear forever beneath a crust of ice a mile deep. 'Could Shapeshade have been wrong, Cheetara?' said Lion-O sadly, turning to face her. Cheetara shook her head. 'He ought to know, Lion-O,' she said. 'After all, he was Mumm-Ra's father!'

'But he said only we could save Third Earth, with the Sign of Six!' he nodded up ahead. 'Now it turns out that the Sign of Six is a castle! What are we supposed to do with it?'

'Right now, that might be the least of our worries, Lion-O,' said Cheetara.



Galloping towards the three companions, their horses churning up clouds of dust, came a party of Berserkers. At the head of the gang was... 'Ram-Bam!' hissed Lion-O, his hand on the hilt of the Sword of Omens. At last, an enemy he could see – and fight! Ram-Bam leapt from his horse, a high-pitched whine and sizzle of electricity as the wheel on his chest powered to full intensity. Vaulting across the clearing on his sword, Lion-O escaped easily as Ram-Bam thundered past, and there was a splintering thud as the Berserker buried himself in a tree.



There was no time to recover. With a sound like a storm of angry wasps, the Berserker Top-Spinner spun across the clearing on a direct path for Cheetara. But Cheetara was gone, a blinding rush of speed as she unclipped her staff. Top-Spinner tripped over it – a serious mistake at the speed with which he was revolving – and took off, smashing into a rock. He lay still. Lion-O laughed as the remaining Berserkers galloped hastily away. 'Well done, Cheetara,' he began, and silenced himself. Cheetara stood stock still, and Lion-O recognised the blank, glassy stare of her Trance of Visions. 'Six doors,' she said. 'Six doors which must never be opened...' Lion-O had no time to wonder if it was the past or the future that Cheetara was glimpsing – a savage blow from the fists of another Berserker struck him across the back of the neck as he, too, fell unconscious.



The icy flagstones on which he lay awoke Lion-O with a start. Raising his throbbing head wearily, he peered through slitted eyes at Cheetara. Both were manacled, and Ro-Ber-Keg was nowhere to be seen. 'Welcome, outlanders,' said a voice, thick with triumph and rage. 'Welcome to the Court of King Ogravane – in the Kingdom of the Berserkers!' Lion-O squinted up into the eyes of the Berserker king. He saw no kindness there. 'King Ogravane, listen,' he began, struggling to clear his pounding head. 'Third Earth is in deadly danger. Unless we can work together—' Ogravane gave a savage, booming laugh, but

Cheetara cut him short. 'In the cellars of this castle there are six chambers,' she said. 'Six chambers which must never be opened! We —'

'Trespassers!' thundered Ogravane. 'How can you know of the sacred Sign of Six? You will pay for your crimes, Thundercats!' Lion-O leapt to his feet with a sudden surge of anger. 'Geddontide!' he cried. 'Third Earth will be *destroyed* unless you help us!' Another blow struck him across the head, and the Berserker throne room dissolved into darkness.



 'Waken, outlanders!' roared a voice from somewhere within the throbbing sea of pain that was Lion-O's mind. As his vision cleared, he noticed that he and Cheetara were now manacled together in front of a door. It was a tall, black door, a door which looked as if it might easily have been locked for a thousand generations. Around its edges was the very faintest glimmer of cool, blue light. Also swimming into view was the enormous figure of King Ogravane and two of his Berserker guards. Ogravane smiled, an ugly smile. 'The doors of the Sign of Six have remained sealed for long ages, Thundercats,' he said. 'I never understood why, since the information was contained in the Berserker Book of Skulls, which was stolen long before my birth.' The Berserker King's smile widened, an unpleasant sight. 'Legend speaks of a nameless horror behind the doors, Thundercats,' he said. 'And I have always been curious. How would you like to spend the night within the forbidden chamber?' Beside him, Cheetara gasped in terror.

 The two burly Berserker guards moved forward, reaching for the huge iron bolts on the black door. There was a brief, searing hiss, and both recoiled in alarm. 'I — I cannot touch the door, great Ogravane!' said one, his voice trembling with sudden fear. 'It's so cold!' Ogravane shouldered them both aside with a curse of rage. 'Cowards!' he stormed. 'Simpletons! Let mighty Ogravane —'

 The Berserker King screamed with pain and terror as he wrenched the door open onto the howling, blood-chilling gale of a blizzard from the dawn of time. In less

than a second, he was sucked through the gaping portal, disappearing in a blinding hail of snow. Across the castle five other doors opened by themselves, and the time-storm began. The Berserker castle groaned in its mighty foundations with something like fear as, slowly, it began to tear itself apart. Lion-O and Cheetara felt themselves sucked helplessly toward the open door, powerless to resist — and then the ground opened beneath their feet. Lion-O's last sight, before he lost consciousness for the third and final time, was of the grinning face of Ro-Ber-Keg.

 He awoke on a hillside, to the sound of rasping metal. As Lion-O's head began to clear, he saw that Ro-Ber-Keg was sawing through his manacles. Cheetara, already free, stood a short distance away, overlooking a vast heap of smoking black rubble, like a newly-formed mountain. 'Yep,' said Ro-Ber-Keg, anticipating his question. 'It's the Berserker castle. Just managed to get ye both out before the whole lot went up!'

'But how...?' said Lion-O, puzzled.

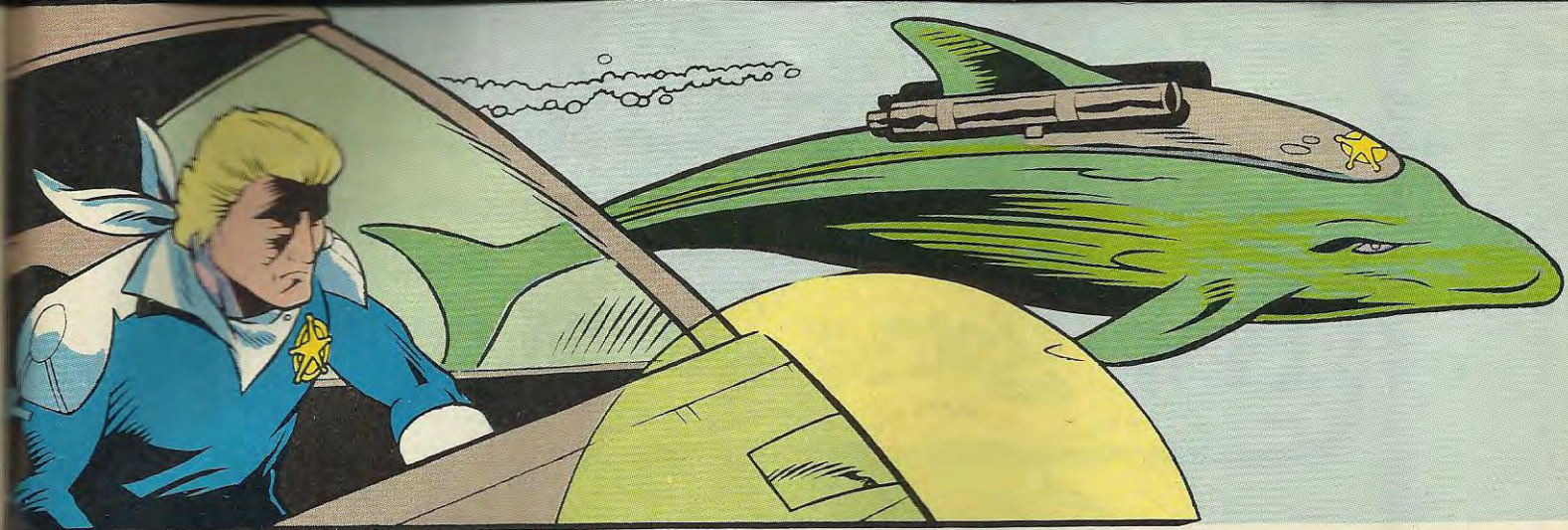
'Told ye,' said Keg. 'Know the place like the back o' me paw — in-cludin' the secret passages!' Lion-O smiled his thanks, massaging his wrists and joining the worried-looking Cheetara. 'Hey!' he said. 'Lighten up! Mumm-Ra's brothers didn't make it — Third Earth is safe!'

'Is it?' replied Cheetara gravely. 'we also saved Mumm-Ra, remember.'



 High above the Thundercats, overlooking the scene, the spirit-form of Shapeshade the Mystic glided, surveying his handiwork. The Cats had destroyed the Sign of Six — as he knew they would. Mumm-Ra the Ever-Living was safe — but as Shapeshade began to fade back into the timeless dimension he called home, he was smiling. He had plans of his own for his seventh son...





Remember... next issue is the very first issue of

THUNDERCATS AND THE GALAXY RANGERS

The weekly adventures of your favourite heroes continue! Join the Thundercats as they try and reverse the catastrophic effects of *Wilykat's Wish!* In the first part of this story, the dramatic changes in Cats' Lair are just the beginning of the big trouble in store for our heroes! Plus: Galaxy Ranger *Shane Gooseman* gets off his horse and into a *submarine* to save a race of huge sea-dwelling creatures from merciless pirates! Read the action in *Dreadnaughts* part one!

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