

THE UNOFFICIAL KARATE KID INDEX

by John L. Censullo

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The cover of this index is a modified version of *Adventure Comics #346*,
with artwork by Curt Swan and George Klein.

The text of the Karate Kid biography is a modified version of the entry from
Who's Who In The Legion Of Super-Heroes #3, written by Barbara Randall.

The artwork for the Karate Kid biography is by Steve Lightle.

The creators responsible for the covers to *Karate Kid #1-15*,
Kamandi, The Last Boy On Earth #58, and
The Brave & The Bold #198 are noted under their respective entries.

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Karate Kid™

Real Name: Val Armorr
Planet of Origin: Earth
Occupation: Former member of the Legion of Super-Heroes; At the time of his death, Legion Reservist and Queen's consort

Marital Status: At the time of his death, husband of Queen Projectra of Orando

Known Relatives: Kirau Nezumi a.k.a. the Black Dragon (father, deceased); Valentina Armorr (mother, deceased); Toshiaki White Crane a.k.a. the White Toshi a.k.a. Sensei (adoptive father); Queen Projectra of Orando formerly Princess Projectra a.k.a. Sensor Girl (widow)

Base of Operations: 30th century Earth; 20th century Earth; 30th century Orando

Height: 6' 0"

Weight: 185 lbs.

Eyes: Brown

Hair: Brown

History: Val, named for his mother, Valentina, who died shortly after he was born, was the only son of Kirau Nezumi, a Japanese super-villain also known as the Black Dragon. Japan's "super-hero", the White Toshi (later called Sensei), killed Black Dragon, then promised to raise the villain's son as his own, teaching him not only the martial arts but also an appreciation for more peaceful pastimes such as sculpting and painting.

Val grew up in Japan, later moving to Metropolis to join the Legion of Super-Heroes. He viewed it as a challenge: how to make himself, a non-powered human, into a Legionnaire. By that time, he had established a proficiency in all forms of hand-to-hand combat and hand weaponry, with a special talent for karate. Focusing on this self-created super-karate, he tried out for the Legion on the eve of the Khund invasion and was accepted along with Princess Projectra, Ferro Lad, and Nemesis Kid.

He and Projectra fell in love and were married after Val took a trip back to the 20th century to prove his fortitude to her father. Val and Projectra left the Legion and moved to Orando, staying away from super-heroics until the Legion of Super-Villains invaded that world. Karate Kid was severely beaten by Nemesis Kid, then died trying to destroy a device the villains had erected to shunt Orando into another dimension.

Powers & Skills: Val learned from childhood every known form of unarmed combat and mastered most of them, making himself a "living weapon" specializing in his self-created "super-karate". He also studied the fighting techniques of every new world he encountered, devising defenses and attacks to use against them. He even adapted several moves for specific use with a Legion flight ring. Despite having no real super-power, he proved his worth by single-handedly fighting foes such as the Fatal Five. He trained many of his fellow Legionnaires in various types of hand-to-hand combat.

First Appearance: *Adventure Comics* #346 (July 1966)

Last Appearance: *Legion Of Super-Heroes [third series]* #4 (November 1984)

Origin Story: *Superboy [first series]* #210 (August 1975)

Legion Membership: *Adventure Comics* #346 (July 1966) to *Legion Of Super-Heroes [second series] Annual* #2 (1983)



Karate Kid # 1

March-April 1976

Cover Description

Karate Kid, Lightning Lad, Mon-El, Saturn Girl, Superboy, five members of Nemesis Kid's gang

Cover Credits

Artist: **Mike Grell** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

“My World Begins In Yesterday” (18 pages)

Credits

Editor: **Joe Orlando**

Writer: **Paul Levitz**

Artists: **Ric Estrada and Joe Staton**

Letterer: **unknown**

Colorist: **unknown**

Feature Character

Karate Kid (last chronological appearance in flashback in *Karate Kid #2*; takes a leave of absence from the Legion in this story)

Guest Stars

Members of the 30th century's **Legion of Super-Heroes**: **Brainiac 5** (last chronological appearance in flashback in *Karate Kid #2*; next chronological appearance on page 17 of *Superboy [first series] #224*); **Lightning Lad, Mon-El, Saturn Girl** (last chronological appearance of all in flashback in *Karate Kid #2*; next chronological appearance of all in the first story in *Superboy [first series] #225*)

Supporting Character

Iris Jacobs (first appearance)

Villains

Nemesis Kid (Hart Druiter of 30th century Myar; last seen in *Superboy [first series] #208*; also appears in flashback in a scene which immediately follows issue #208; appears next in *Legion Of Super-Heroes [third series] #2*)

Nemesis Kid's gang (consists of seven men; first and only appearance of all)

An unnamed criminal with a blaster (first and only appearance)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Two New York City police officers (Sgt. O'Conner and Sterno)

Students of PS 38 in lower Manhattan

Citizens of New York City

Cameo Appearance

Superboy (pictured on cover)

Comments

Placement of this story in continuity is based on the following facts: The letters page of *Superboy [first series] #217* establishes that the *Karate Kid* series takes place in the Legion's future. Given that the story in *Superboy & The Legion Of Super-Heroes #231* follows *Karate Kid #10*, and the last appearance in the Legion's magazine of *Karate Kid* as a full-time member prior to issue #231 is #224, then one can conclude that the events in *Karate Kid #1* through #10 must take place between issues #224 and #231. Since it is stated in *Karate Kid #1* that Mon-El is the current Legion leader, and since Mon-El was replaced by Wildfire as Legion leader in the first story in *Superboy [first series] #225*, then the only possible gap to place *Karate Kid #1* into is between issues #224 and #225. This conclusion is verified by Wildfire's statement in the first story in issue #225 that *Karate Kid* is on leave in the past.

At most, a few hours pass during the course of this issue.

Superboy appears on the cover of this issue, but does not appear in the story.

The character of Iris Jacobs is named after Paul Levitz's 4th grade teacher.

This issue includes a text feature entitled "The Story Behind The Story".

Synopsis

Karate Kid battles *Nemesis Kid* on the streets of New York City in the 20th century. *Nemesis Kid*, who has the ability to acquire a power which enables him to defeat any one opponent, has developed a personal force shield. *Karate Kid* is able to disrupt the shield, but *Nemesis Kid* gloats that he'll adapt a new power within seconds. Suddenly, Mon-El, Brainiac 5, Saturn Girl, and Lightning Lad come to *Karate Kid*'s aid in a time bubble. Just as *Karate Kid* is about to defeat his enemy, *Nemesis Kid* teleports away.

Karate Kid becomes angry at the Legionnaires because *Nemesis Kid* can only teleport if threatened by more than one opponent. *Karate Kid* tells his fellow Legionnaires that he specifically didn't tell them where he was going because he wants to fight his own battles. Brainiac 5 says the odds of him beating *Nemesis Kid* by himself were negligible.

Karate Kid points out that it was Brainiac 5 who designed the cell that was supposed to hold the villain when they caught him the last time. Karate Kid figured out that Nemesis Kid's adaptation power couldn't get him through the cell walls, so it transported him to the past before the cell was built. It left an after-image of the villain that fooled the Legionnaires for a year. Lightning Lad comments that it wasn't very bright of Karate Kid to charge off alone when Nemesis Kid sent him a challenge through the Legion communications systems.

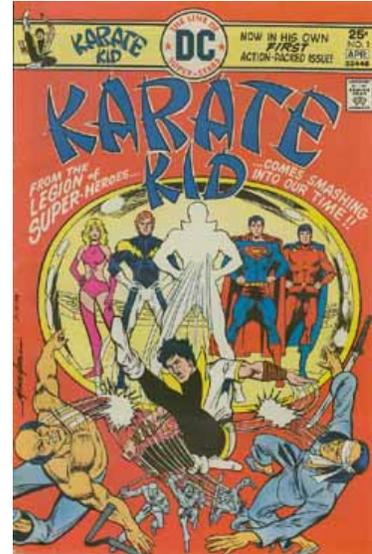
Mon-El exercises his authority as Legion leader and orders Karate Kid to return with them to the 30th century, but after Karate Kid resists, Mon-El says they'll go back without him and wait for his call. Karate Kid tells his teammates that, unlike the rest of them, he is an ordinary human who has developed his own powers through training, and that they can't understand his feelings of fear or pride. As the Legionnaires leave, Saturn Girl remarks that Karate Kid is right.

Moments later, the police arrive to evaluate the battle scene, mistaking Karate Kid for an actor in a kung-fu movie. He attempts to fly away, but soon discovers that his flight ring has been damaged in the fight. He makes it into the third floor of a school building window, where he surprises a teacher named Iris Jacobs. As he tries to calm her down, Karate Kid discards his flight ring and states that he needs to retrieve some of his things that he left on the roof. Iris escorts the strange visitor, but when they reach the roof, Karate Kid discovers that Nemesis Kid has stolen his time bubble. He also finds that his enemy has left a chronal energy detector behind so that Karate Kid may track him.

Using a bus token given to him by Iris, Karate Kid searches the city. A short time later, he spots a stranger carrying a large futuristic gun. He leaps off the bus and the stranger immediately fires at him. Karate Kid easily subdues the criminal, and discovers that the gun was made at Futuretech Inc., which just happens to be located directly in front of him. The detector verifies that the time bubble is somewhere in the building. Karate Kid breaks in and is confronted by seven martial artists. Karate Kid defeats them then continues deeper into the building, avoiding a laser death-trap along the way.

The hero finally finds Nemesis Kid and his lost time bubble. Nemesis Kid is glad Karate Kid has made it this far, because he wants to kill his enemy personally. The villain's powers transform his body into steel, and the two engage in battle once again, destroying Nemesis Kid's computer banks in the process. When Nemesis Kid throws Karate Kid through a window, the villain reverts to normal, believing he has won. However, Karate Kid has stopped his fall and leaps back into the building. Nemesis Kid develops nuclear power in response to the threat, but Karate Kid is able to dodge the blasts and knocks his foe unconscious.

Karate Kid sends his beaten foe into the future in his time bubble. The Legionnaires find a note from Karate Kid on Nemesis Kid's chest telling them that he is going to remain in the 20th century to find himself. He asks that they not contact him.



Karate Kid # 2

May-June 1976

Cover Description

Karate Kid, Iris Jacobs, Major Disaster, two members of Major Disaster's gang

Cover Credits

Artist: **Mike Grell**
Letterer: **unknown**
Colorist: **unknown**

STORY

“**The International Dooms Of Major Disaster**” (17 pages)

Credits

Editor: **Joe Orlando**
Writers: **Paul Levitz** and **David Michelinie** (together credited as **Barry Jameson**)
Artists: **Ric Estrada** and **Joe Staton**
Letterer: **unknown**
Colorist: **unknown**

Feature Character

Karate Kid (also appears in flashback which occurs in between page 16 of *Superboy [first series] #224* and *Karate Kid #1*)

Supporting Character

Iris Jacobs

Villains

Major Disaster (Paul Booker; last seen in *Green Lantern [second series] #57*; appears next in *Karate Kid #11*)

Major Disaster's gang (five men depicted, including **Arty** and **Herb**; first and only appearance of all)

Nurike (three members depicted, including **Carstairs**; first and only appearance of all; isolationists)

Guest Appearances

Members of the 30th century's **Legion of Super-Heroes**: **Superboy** (appears in flashback only, which occurs in between pages 16 and 17 of *Superboy [first series] #224*); **Brainiac 5**, **Lightning Lad**, **Saturn Girl** (all appear in flashback only, which occurs in between page 16 of *Superboy [first series] #224* and *Karate Kid #1*); **Cosmic Boy** (appears in flashback only, which occurs in between the first story in *Superboy [first series] #222* and the first story in issue #226); **Mon-El** (appears in flashback only, which occurs in between the first story in *Superboy [first series] #222* and *Karate Kid #1*); **Sun Boy** (appears in flashback only, which occurs in between *Superboy [first series] #224* and the second story in issue #225)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Three New York City police officers (including **Charlie** and **Fred**)

Students of PS 38 in lower Manhattan

Citizens of New York City

An unnamed taxi cab driver

Comments

Somewhere between a few hours and a day or two may have passed since the previous issue. The story begins at 3:00 PM. A few hours appear to pass during the course of this issue.

The expiration date on Karate Kid's charge card incorrectly says "June 30, 2948". Since he has traveled from 2976, the date should likely read "2978".

The pseudonym "Barry Jameson" was derived from David Michelinie's middle name (Barry) and his father's first name (James).

This issue includes a letters page entitled "Karate Comments", which features letters from Jim Shooter and Fred Schneider.

Synopsis

Karate Kid tracks Iris Jacobs down as school lets out. He tells her he needs a place to stay and some advice. When he mentions the 30th century, Iris becomes annoyed, stating that she has had enough of his talk about time travel. Karate Kid tells Iris about the Legion and how he left his own time.

Suddenly, a tidal wave flows through 43rd street. Karate Kid acts quickly and saves Iris from the flood. Major Disaster then appears on a flying platform, along with two cronies. The villain declares that the flood is but one example of the natural calamities at his disposal. He chose it to lend credence to his ultimatum ... that the U.N. vacate its headquarters in the U.S. within the next three hours, under penalty of total destruction.

Karate Kid leaps onto the flying platform to battle Major Disaster, but is knocked off onto a rooftop below. There he encounters three more of Disaster's men, who he easily defeats. The police arrive and arrest Karate Kid as well as the others.

Elsewhere, Major Disaster speaks with Carstairs of Nurike, an isolationist group, who has paid the villain one million dollars to destroy the U.N.. Carstairs had hoped to avoid excessive violence, he just wanted to enforce Nurike's "America for Americans" philosophy, but he supposes there is no other way.

Iris arrives in a taxi in front of a midtown police station, where she picks up Karate Kid. He had been released by the authorities once they confirmed that he is actually a super-hero from the 30th century. While driving away in the taxi, an earthquake occurs. Karate Kid notices that the fissure lines radiate out from a specific building, which appears to be protected from harm.

Karate Kid finds Major Disaster there. However, when Iris catches up, she distracts Karate Kid. Using his tremulator device, Disaster triggers the master fissure, which will split Manhattan Island to the core.



Karate Kid grabs Iris and escapes. He then races ahead and, using a powerful super-kick, creates a counter-vibration so massive that it bounces Disaster's wave back to its source. Disaster tries desperately to shut off the tremulator before the feedback reaches it, but he is too late. He tries to flee, but appears to die in a mighty explosion.

Iris finds Karate Kid alive and well. He remarks that he still has to find a place to stay. She offers to take him in.

Karate Kid # 3

July-August 1976

Cover Description

Karate Kid, Iris Jacobs, the Revenger, one criminal

Cover Credits

Artist: **Mike Grell** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

"The Revenger" (17 pages)

Credits

Editor: **Joe Orlando**

Writer: **David Michelinie** (credited as **Barry Jameson**)

Artists: **Ric Estrada** and **Joe Staton**

Letterer: **unknown**

Colorist: **Carl Gafford**

Feature Character

Karate Kid

Supporting Characters

Iris Jacobs

Mrs. Emily Geichman (first name revealed in *Karate Kid #8*; first appearance; appears next in *Karate Kid #5*)

Villains

The Revenger (Dr. Norman Grimes; first and only appearance; also appears in flashback; origin revealed; dies in this story)

Five looters (including **Eddie**; first and only appearance of all)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

William J. Grant, Mr. Knight (first and only appearance of both; both also appear in flashback; both die in this story)

Douglas F. Spencer and other employees of Universal Concept (first and only appearance of all; all appear in flashback only)

Several New York City police officers (at least eight officers are depicted, including four in flashback)

Citizens of New York City

Comments

A few weeks have passed since the previous issue. A full day passes during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from Scott Gibson and Bob Rodi.

Synopsis

It is morning in Manhattan. Karate Kid and Iris Jacobs are standing on a long line in a midtown bank. They are waiting to deposit a donation from the city’s Good Samaritan Fund, given to Karate Kid for defeating Major Disaster. Iris has been putting Karate Kid up at her place for the past few weeks, but he will now finally be able to afford his own apartment.

Suddenly, a villain calling himself the Revenger bursts in. He is after the bank president, William J. Grant. Karate Kid tries to stop him, but fails, and Grant is killed. The murderer leaves a note behind that states the jeweler is next.

A short time later and some blocks away, while he feeds his pet birds, Dr. Norman Grimes reflects on why he became the Revenger. A few years earlier, Grimes joined the nation’s leading think tank, Universal Concept. The board of investors consisted of Grant, Knight, and Spencer. The men were very interested in Grimes’ heavy-metal formula. They assured him that they shared his dreams of building cities with indestructible materials that would last centuries, eliminating slums. Grimes worked hard for years, until he finally achieved success. He agreed to keep the discovery a secret while the board searched for the best way to use it to help mankind. When Grimes discovered that they were working with the military, intending to use his work to build weapons, he became furious. He was determined to make them pay. He soon created a deadly whip made of the same material he had invented, and a specially constructed power-arm to enable him to wield the weapon.



Elsewhere, at that moment, Karate Kid and Iris are looking at an apartment with the landlady, Mrs. Geichman. She comments that her son Sidney, the doctor, had lived there previously. Karate Kid tells Mrs. Geichman that he has decided to rent it. Just then, on the radio, he hears an announcement about a costumed maniac rampaging through the city's jewelry district. Karate Kid rushes to the scene. There he sees the Revenger, but is distracted by looters. By the time he gets to Knight Jewelers, the owner is dead. The hero finds another note, which says the leader will be the third and final victim. Karate Kid hurries to the police with the message.

As midnight approaches, the Revenger smashes into the office of D. F. Spencer, the administrator of Universal Concept. Karate Kid is there instead, waiting for him. The hero informs him that Spencer has been placed in protective custody. The killer then attacks Karate Kid. They clash briefly, then the Revenger heads to the roof. During the ensuing struggle, while trying to protect his pet birds, the villain is crushed by a falling billboard sign.

Karate Kid # 4

September-October 1976

Cover Description

Karate Kid, Master Hand, three of Master Hand's warriors

Cover Credits

Artist: **Mike Grell**
Letterer: **unknown**
Colorist: **unknown**

STORY

"The Rage Of Yesterdays Lost!" (17 pages)

Credits

Editor: **Joe Orlando**
Writer: **David Michelinie** (credited as **Barry Jameson**)
Artists: **Ric Estrada and Joe Staton**
Letterer: **Milt Snapinn**
Colorist: **Carl Gafford**

Feature Character

Karate Kid (appears in both the 20th and 30th century)

Guest Stars

Members of the 30th century's **Legion of Super-Heroes**: **Brainiac 5** (last chronological appearance in the Legion story in *DC Special* #28; next chronological appearance behind-the-scenes in *Superboy [first series]* #229, as shown in the flashback in the second story in issue #230); **Lightning Lad** (last chronological appearance in *Superboy [first series]* #227; next chronological appearance in *Superboy [first series]* #229); **Mon-El** (last chronological appearance in the first story in *Superboy [first series]* #226; next chronological appearance in *Superboy [first series]* #229); **Princess Projectra** (last chronological appearance in *Superboy [first series]* #227; next chronological appearance in *Karate Kid* #6)

Supporting Characters

Iris Jacobs

Police Commissioner Earl Banner (first name revealed in *Karate Kid* #8; first appearance; appears next in *Karate Kid* #8)

Villains

Master Hand (real name unrevealed; first and only appearance; also appears in flashback; origin revealed)

Master Hand's warriors (at least ten men are depicted, including **Tsutomu**; first and only appearance of all)

A raider robot (in the 30th century; first and only appearance)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Perkins (first and only appearance; special agent for the Governor's office)

Several New York City police officers (at least eight officers are depicted)

Students of PS 38 in lower Manhattan

Citizens of New York City

An unnamed hot dog salesman

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid* #1, that issue takes place between *Superboy [first series]* #224 and #225, and issues #1 to #10 take place between *Superboy [first series]* #224 and *Superboy & The Legion Of Super-Heroes* #231. The Pulsar Stargrave storyline runs through *Superboy [first series]* #223, #224, #226, and #227. Based on statements made by Brainiac 5, it is clear that this mutli-part adventure takes place over a relatively short period of time. Brainiac 5's appearance in *Karate Kid* #1, which occurs in the middle of the Stargrave storyline, suggests that Brainy started his journey to Zerox just after the events of issue #1, therefore the end of the Stargrave saga must take place within days of the conclusion of *Karate Kid* #1. Also, the Legion story in *DC Special* #28 establishes that it follows immediately after issue #227, so it too must take place within days of the conclusion of the first issue. According to issue #3, Karate Kid has now been living in the 20th century for at least a few weeks, therefore this issue must clearly take place some time after *DC Special* #28. Since no mention is made to Karate Kid of Chemical King's death, it is assumed that the Legionnaires' appearance here occurs between *DC Special* #28 and *Superboy [first series]* #228.

An indeterminate amount of time has passed since the previous issue. A few hours appear to pass during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from Scott Gibson, Bruce Parrello, and Ed Via.

Synopsis

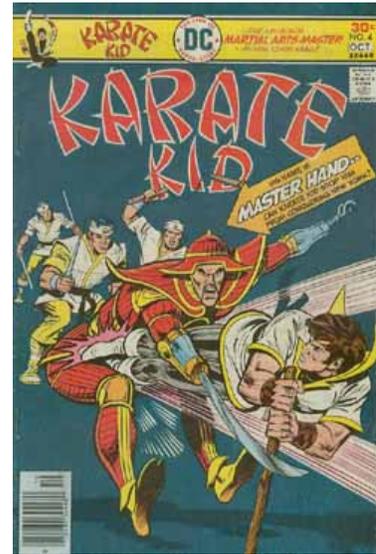
Karate Kid aids the Legionnaires in the 30th century, where they battle a raider robot that is pillaging an entire mining asteroid. Mon-El, Lightning Lad, Brainiac 5, and Princess Projectra have been ineffective. Because the robot was equipped with sensors to detect and nullify super-powers, Karate Kid is the only one that is successful in defeating the robot. They try to convince him he is needed, but he replies the only reason they plucked him out of the 20th century was to save their own skins. He tells them to stuff the humility bit and send him back into the past, which they do via a Legion time-projector.

Karate Kid arrives to find PS38, the school at which Iris Jacobs teaches, in the hands of a bunch of terrorists. From a window, the leader, Master Hand, demands that all western trade and influence in the orient is to be removed within one month or the streets of every major American city will flow red with blood. They have 24 hours to agree, or he will begin the blood-bath ... starting with Iris! The police prevent Karate Kid from interfering, so he storms off.

Inside the school, Master Hand tells Iris that he is a samurai -- a member of a warrior aristocracy as old as Japan itself. Only a cruel jest of nature robbed him of that heritage when he was born without hands. He was instead trained for an office job. That gave him the time to observe the corrupting influence of western culture on his country, tearing at the very foundations that once made Japan supreme. One day, the spirits of his ancestors appeared before him and he knew the responsibility for restoring Japan was his. He replaced one of his demeaning hooks with his ancestral sword, and swore to bring that blade the honor it deserved.

Karate Kid sneaks into the building from the roof, battling Master Hand’s warriors. The hero reaches and attacks Master Hand himself, but the villain’s men threaten the students. Karate Kid convinces Master Hand to fight him one-on-one and earn his honor. The samurai agrees, but states the fight will be to the death. The two engage in battle, and Karate Kid is ultimately victorious. Master Hand tries to commit suicide, but Karate Kid stops him and shatters his sword.

Outside, Police Commissioner Banner prepares to arrest Karate Kid. However, before he can act, a man named Perkins arrives and grants the honorary status of “Special Police Officer in the State of New York” to Karate Kid. He is now answerable only to the Governor himself.



Karate Kid # 5

November-December 1976

Cover Description

Karate Kid, nine of Commander Blud’s mercenaries

Cover Credits

Artists: **Ernie Chua** and **Mike Grell** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“**The Tomorrow Thief**” (17 pages)

Credits

Editor: **Joe Orlando**
Writer: **David Michelinie** (credited as **Barry Jameson**)
Artists: **Ric Estrada** and **Joe Staton**
Letterer: **unknown**
Colorist: **Liz Berube**

Feature Character

Karate Kid

Supporting Characters

Iris Jacobs

King Voxv (of 30th century Orando; voice only, transmitted through a monitor globe; last chronological appearance in flashback in *Karate Kid #10*)

Mrs. Emily Geichman (last seen in *Karate Kid #3*)

Villains

Commander Blud (Frederik Sanguine; first appearance)

Commander Blud's mercenaries (at least seven men are depicted; first appearance of all)

Other Characters

Citizens of New York City

Comments

An indeterminate amount of time has passed since the previous issue. A few hours appear to pass during the course of this issue.

This story takes place on Veteran's Day.

This issue includes a letters page entitled “Karate Comments”, which features letters from Alan Dei Rossi and Bruce Parrello.

Synopsis

It is Veterans Day, and Karate Kid and Iris Jacobs are on the sidewalk watching the parade. Without warning, soldiers marching in the parade begin to fire at the crowd! They use the resulting panic to grab Karate Kid, but it isn't him they want ... it's Iris. Suddenly, a signal device in Karate Kid's wrist band beeps. He rushes off, leaving Iris in the soldiers' hands.

Ten minutes later, in his West Side apartment, Karate Kid speaks to someone through a floating orb. He is angry because Iris might be killed. The person speaks of rules and a test that Karate Kid agreed to. One rule is to report to the monitor globe whenever the signal coil commands. The person adds that how well Karate Kid overcomes his personal obstacles to follow those rules will weigh heavily in the final judgment.

After finishing his conversion, Karate Kid heads out to try and find Iris. A man posing as an old lady leaves the hero a clue, which leads him to the Empire State Building. There he is attacked by Frederik Sanguine, a.k.a. Commander Blud, and his men. Iris, he learns, was just the bait. Blud wants Karate Kid's knowledge of the future. He has dedicated his life and resources to the art of combat, and now Karate Kid will help him further that dedication by telling him which countries will fight in the next world war. He intends on allying himself and his mercenaries with the losing side! That way, he can help tip the balance of power and prolong the conflict, giving even more men the chance to taste the splendor of battle. Karate Kid is sickened by what he hears.

Blud begins striking Karate Kid, and a battle between the two ensues. Just as it appears Karate Kid has beaten Blud, the villain shoots knockout gas out of his ring. When Karate Kid wakes up, he is bound next to Iris. They are strapped to a machine of Blud's own design. It works on principles of pain tolerance, developed from years of research into brainwashing techniques. Blud is happy to give the hero a little demonstration -- unless he wants to be smart and give Blud the information he seeks voluntarily. Karate Kid replies that Blud's insane plan would not only change history, but wipe out his own future in the process. In response, Commander Blud turns on the machine. The pain causes Karate Kid to snap and go berserk. He breaks free and begins tearing up the room in a rage, attacking all within reach.



Karate Kid # 6

January-February 1977

Cover Description

Karate Kid, Commander Blud

Cover Credits

Artists: **Ernie Chua and Mike Grell (signed)**
Letterer: **unknown**
Colorist: **unknown**

STORY

“Showdown With Commander Blud!” (17 pages)

Credits

Editor: **Denny O’Neil**
Writer: **David Michelinie** (credited as **Barry Jameson**)
Artists: **Ric Estrada** and **Joe Staton**
Letterer: **unknown**
Colorist: **unknown**

Feature Character

Karate Kid

Guest Stars

Members of the 30th century’s **Legion of Super-Heroes**: **Cosmic Boy** (last chronological appearance in *Superboy [first series] #229*; next chronological appearance in *Karate Kid #10*); **Princess Projectra** (last chronological appearance in *Karate Kid #4*; next chronological appearance in *Karate Kid #8*); **Star Boy** (last chronological appearance in the first story in *Superboy [first series] #226*; next chronological appearance in the first story in *Superboy & The Legion Of Super-Heroes #233*); **Sun Boy** (last chronological appearance in the first story in *Superboy [first series] #230*; next chronological appearance in *Superboy & The Legion Of Super-Heroes #231*)

Supporting Characters

Iris Jacobs

King Voxv (of 30th century Orlando; voice only, transmitted through a monitor globe)

Mrs. Emily Geichman (appears next in *Karate Kid #8*)

Villains

Commander Blud (Frederik Sanguine; final appearance)

Commander Blud’s soldiers (at least four men are depicted; final appearance of all)

Commander Blud’s cyborg corps (first and only appearance of all)

Other Characters

Several New York City police officers (at least four officers are depicted, including **Clancy**)

Citizens of New York City

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid #4*, the Legionnaires' appearance in issue #4 has been placed between *DC Special #28* and *Superboy [first series] #228*. Since very little time passes between *Karate Kid #5* and #10, and since the events of issue #10 lead directly into *Superboy & The Legion Of Super-Heroes #231*, then all appearances of the Legion between issues #6 and #10 likely take place between *Superboy [first series] #230* and issue #231.

No time has passed since the previous issue. A few hours pass during the course of this issue.

Sun Boy incorrectly answers to the name Thom, which is Star Boy's first name.

This issue includes a letters page entitled "Karate Comments", which features letters from Kevin L. Callahan and Edward B. Via.

Synopsis

Cosmic Boy, Star Boy, Sun Boy, and Princess Projectra arrive just in time to stop Karate Kid from killing Commander Blud. They knock out their teammate, but Blud escapes in the confusion. Upon seeing Projectra tenderly holding Karate Kid, Iris Jacobs leaves.

When Karate Kid awakens, his sanity has returned. The Legionnaires explain that their time-scanners at Legion headquarters detected someone trying to tamper with the timestream. They traced that tampering to this location. Karate Kid is angry that they let Blud escape, a man whose plans could destroy the future. He tells them to leave, but Cosmic Boy says the responsibility for stopping Blud can't be left to one man. Karate Kid storms off.

Projectra is concerned that he is not himself. Cosmic Boy has a feeling that Karate Kid has a deeper reason for coming to the 20th century other than the ones he's told them. They will have to worry about it later though. Right now they need to stop Blud.

Back in Karate Kid's apartment, Mrs. Geichman sees the monitor globe and thinks it's a television. When she turns the device on, the person on the monitor says she has seen too much and the globe zaps her, apparently killing her.

Elsewhere, Karate Kid is walking down the street, when suddenly he is grabbed by a large robot bird. The bird brings him to an artificial dome under the Hudson River, where he is attacked by Blud's elite cyborg corps. Karate Kid quickly defeats them all. Blud then tells the hero that he has gathered his finest robot warriors along with a fleet of submarines to take them to the site of the next world war, as soon as Karate Kid tells him where it will be.

Blud reveals that he has captured the other Legionnaires. They followed clues he left and fell right into his trap. He states that the force field holding them protects him from their powers, but also enables him to dissipate their mass. Blud activates the mechanism which causes the heroes to begin fading. Blud says they will soon disappear completely if Karate Kid doesn't cooperate.

Karate Kid rushes over to try and help Projectra. When it appears he can do nothing, he agrees to help Blud. Just then, the dome cracks and water begins pouring in. Karate Kid disables the force field and frees the Legionnaires. Suddenly, the crack and water are gone. Karate Kid had in fact whispered to Projectra to use her illusion powers, which were unaffected by Blud's force field. Blud orders his robot troops, Squadron D, to attack and destroy the outsiders, but the Legionnaires easily defeat them. Blud tries to escape in a mini-sub, but Karate Kid captures him.

Projectra asks Karate Kid to come back with them to the future. He says he can't, that his work in the 20th century is not yet done. The Legion time-projector glimmers once more and the four heroes return to their own time.

That evening, after Blud has been turned over to the authorities, Iris finds Karate Kid walking down the street. She apologizes for running off. As they approach his apartment, the police arrest Karate Kid for the murder of Mrs. Geichman!



Karate Kid # 7

March-April 1977

Cover Description

Karate Kid, the Gyro-Master

Cover Credits

Artist: **Mike Grell** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

“The Gyro-Master Strikes Twice!” (17 pages)

Credits

Editor: **Denny O’Neil**

Writer: **David Michelinie** (credited as **Barry Jameson**)

Artists: **Ric Estrada** and **Joe Staton**

Letterer: **unknown**

Colorist: **unknown**

Feature Character

Karate Kid

Supporting Characters

Iris Jacobs

King Voxv (of 30th century Orando; voice only, transmitted through a monitor globe; appears next in *Karate Kid* #9)

Villains

The Gyro-Master (Elroy Soames; first and only appearance; origin revealed)

The Gyro-Master’s gang (consists of at least three men; first and only appearance of all)

Pulsar (Benjamin Day; first appearance; last chronological appearance in flashback in *Karate Kid* #9)

Other Characters

Liz Day (first appearance; last chronological appearance in flashback in *Karate Kid #9*; wife of Ben Day)

Ben and Liz Day's son and daughter (first appearance of both; last chronological appearance in flashback in *Karate Kid #9*)

Aaron Temple (first and only appearance; curator of the Metropolitan Museum)

Several New York City police officers (at least eight officers are depicted, including **Harry**)

Three security guards (all appear in flashback only)

Citizens of New York City

Comments

No time has passed since the previous issue. A half day passes during the course of this issue.

The villain in this issue was originally intended to be the Top, a member of the Flash's rogues gallery. After the creators learned that the Top was dead, they changed the identity of the villain to the Gyro-Master.

This issue includes a letters page entitled "Karate Comments", which features letters from Mike Christiansen, Mary Jo Duffy, and Elizabeth Smith.

Synopsis

Karate Kid is arrested outside his apartment for the murder of his landlady, Mrs. Geichman. Suddenly, the ground ruptures nearby and a spin-borer vehicle emerges, right in front of the Metropolitan Museum. As his underlings battle the police, a villain named the Gyro-Master goes into the museum. Karate Kid breaks out of his handcuffs and tries to help.

Inside, the Gyro-Master steals the Milan Gyro. The criminal thinks back to when he was just Elroy Soames, a top industrial spy. He had broken into the research facilities of a powerful toy cartel to steal plans for a new super plastic designed to make toys spin at the merest touch. Unfortunately, the security system signaled the guards. Attempting to escape through the labs, he stumbled, falling into a monstrous cyclotron used in the company's super plastic experiments. It took the guards only moments to stop the machine, but in that time Soames had been spun at more than 1000 revolutions per minute. It was so fast that the super plastic mixture had been forced into the very pores of his skin. As he finally clambered to his feet, he began to turn -- faster and faster. He spun so fast that he was able to deflect people, billy clubs ... even bullets. He soon learned to control his new abilities, and set about using them to good advantage. His early capers brought him funds with which to develop certain aids. This latest item will bring him a fortune.

Karate Kid enters the museum and battles the villain, but is beaten back. The police follow, but the Gyro-Master escapes, turning down a blind hallway and disappearing into thin air. Aaron Temple, the curator of the museum, tells police that the thief stole one of the earliest gyroscopes known to exist, one designed by Leonardo da Vinci himself. It was part of a display loaned to them by the Italian government, and was due to be shipped back the next day. The diplomatic repercussions could be disastrous. Karate Kid slips away with Iris before he can be arrested again.

Elsewhere, in a quiet Long Island home, Benjamin Day receives a phone call. He suddenly becomes very serious, leaving his wife and two kids in the living room while he goes upstairs to gather the weapons he will need to kill a man.



Karate Kid sneaks into his apartment through a window. He speaks to the monitor globe, saying murder wasn't part of their agreement. The person responds that no murder has been committed, that his landlady's life functions will return to normal soon and she'll have no memory of the incident.

Two police officers, having heard voices coming from the apartment, barge in. They try to arrest Karate Kid, but he holds them off. Iris, concerned about her friend, follows the police into the apartment. She says something that prompts Karate Kid to figure out how the Gyro-Master disappeared earlier at the museum.

He slips away and heads back to the museum, telling the Gyro-Master to show himself. Karate Kid realized that the thief never left, that he was simply spinning faster than the human eye could see. The Gyro-Master reappears and attacks, using various weapons against him. As the criminal is about to escape, Karate Kid knocks him out cold. The hero quickly leaves before the police can arrive on the scene.

The next morning, Karate Kid and Iris join the weekend crowd at Washington Square Park. Ben Day watches from a nearby alleyway, transforming into the assassin known as Pulsar.

Karate Kid # 8

May-June 1977

Cover Description

Karate Kid, Pulsar, Police Commissioner Banner, innocent bystanders

Cover Credits

Artist: **Mike Grell** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

"Pandemonium ... Panic ... Pulsar!" (17 pages)

Credits

Editor: **Denny O'Neil** (uncredited)
Writer: **David Michelinie** (credited as **Barry Jameson**)
Artists: **Ric Estrada** and **Joe Staton**
Letterer: **unknown**
Colorist: **Liz Berube**

Feature Character

Karate Kid

Supporting Characters

Iris Jacobs

Mrs. Emily Geichman (first name revealed in this story; last seen in *Karate Kid #6*; appears next in *The Brave & The Bold #198*)

Police Commissioner Earl Banner (first name revealed in this story; last seen in *Karate Kid #4*; final appearance)

Villains

Pulsar (Benjamin Day)

Kade (first appearance; mobster)

Guest Appearance

Member of the 30th century's **Legion of Super-Heroes: Princess Projectra** (last chronological appearance in *Karate Kid #6*)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Liz Day

Eddie “The Lip” Vacarro (first and only appearance; ratted on the mob; dies in this story)

Two morgue attendants (including **Vinnie**; first and only appearance of both)

Several New York City police officers (at least twelve officers are depicted, including **Hennesey**)

Citizens of New York City

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid #6*, all appearances of the Legion between issues #6 and #10 likely take place between *Superboy [first series] #230* and *Superboy & The Legion Of Super-Heroes #231*.

No time has passed since the previous issue. A full day passes during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from Mike W. Barr, Rod McLaughlin, and Josh Penland.

Synopsis

In Washington Square Park, Pulsar fires off a warning shot, telling the crowd that he has a job to do and anyone who gets in his way buys it. Pulsar approaches a bum named Eddie “the Lip” Vacarro, who ratted on the mob. Before he can assassinate his target, Karate Kid intervenes. Pulsar stuns the hero with his staff, then chases after Eddie, who runs into the street and is killed by a horse-drawn carriage. Pulsar secretly changes back into Ben Day and slips away.

The police arrive and arrest Karate Kid. At that moment, in a basement room at the city morgue, Mrs. Geichman awakens.

Karate Kid and Iris are brought before Police Commissioner Banner, who becomes furious when he is informed that Mrs. Geichman is alive and Karate Kid must be released.

Back at his Long Island home, Ben Day learns that Kade, the mobster who utilizes him as a hitman, has shown up at his house. Kade says he has another assignment for Pulsar, but Ben responds that he's through. When Kade reminds him what will happen if he refuses, Ben reluctantly accepts the new mission.

Later, as night falls, Commissioner Banner is speaking before the annual police convention at Madison Square Garden. He talks of the recent wave of executions carried out by Pulsar. His anti-crime committee is going to make Pulsar its prime target. Pulsar suddenly appears, blasts the podium, and leaps on stage.

Back in Karate Kid's apartment, he and Iris are speaking with Mrs. Geichman. A news bulletin comes in over the radio, stating that Commissioner Banner has been kidnapped by Pulsar. They are informed that he is currently being held in the auditorium's lighting control room. Karate Kid rushes to the convention site.

Pulsar tells Banner he never wanted to hurt anyone, but there are other lives at stake. He will make the assassination as painless as possible. Karate Kid arrives and dashes past the police, smashing through the door. He attacks Pulsar from one side, while the Commissioner attacks from the other. Karate Kid kicks Pulsar into a control board, shorting it out, which begins electrocuting the killer. The hero kicks Pulsar free, which surprises him, but Pulsar says more than he will pay if he is taken in. He breaks free, grabs his power staff, and sprints outside.

Karate Kid follows, but has lost Pulsar again. He sees Ben Day with a walking stick in the crowd, recognizing him from the park. Before he can follow that line of thinking, the Commissioner interrupts to shake Karate Kid's hand.

Late that night, Karate Kid arrives home, where Iris is waiting for him. As they walk in, she says she was dumb to be jealous of Projectra. Taking the hero by surprise, she kisses him in his doorway. Suddenly, the light is turned on. It is Projectra, who came back because she thought he might need help. She says he's obviously doing just fine.



Karate Kid # 9

July-August 1977

Cover Description

Karate Kid, Pulsar, Kade, one of Kade's thugs

Cover Credits

Artist: **Allen Milgrom** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

“The Black Belt Contract” (17 pages)

Credits

Editor: **Denny O’Neil** (uncredited)
Writer: **David Michelinie** (credited as **Barry Jameson**)
Artists: **Ric Estrada** and **Joe Staton**
Letterer: **unknown**
Colorist: **Carl Gafford**

Feature Character

Karate Kid

Guest Star

Member of the 30th century’s **Legion of Super-Heroes**: **Princess Projectra**

Supporting Characters

Iris Jacobs

King Voxv (of 30th century Orando; last appeared, voice only, in *Karate Kid #7*)

Villains

Pulsar (Benjamin Day; origin revealed; also appears in flashback in his earliest chronological appearance, precedes his introduction in *Karate Kid #7*; appears next in *The Brave & The Bold #198*)

Kade (also appears in flashback in his earliest chronological appearance, precedes his introduction in *Karate Kid #8*; final appearance; mobster)

Kade’s gang (four men are depicted; three also appear in flashback, including Ben Day; first and only appearance of all except Ben Day)

Other Characters

Liz Day (also appears in flashback in her earliest chronological appearance, precedes her introduction in *Karate Kid #7*; final appearance)

Ben and Liz Day’s son and daughter (both appear in flashback in their earliest chronological appearance, precedes their introduction in *Karate Kid #7*; final appearance)

Several New York City police officers (five officers are depicted)

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid #6*, all appearances of the Legion between issues #6 and #10 likely take place between *Superboy [first series] #230* and *Superboy & The Legion Of Super-Heroes #231*.

No time has passed since the previous issue. A full day passes during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from Larry Cummings, Mike White, and Sam Stahl.

Synopsis

The story starts one hour before the previous issue ended. Pulsar meets Kade on a deserted riverside wharf. The assassin states that Karate Kid saved his life and he won't kill him. Kade says the hero must be eliminated after interfering in the last two assignments. Kade and his associates have invested a great deal of money developing Pulsar, and they require a return on that investment. Kade presses a switch and Pulsar collapses in pain. He leaves saying he looks forward to results by this evening.

The story then picks up where the previous issue left off. It is dawn at Karate Kid's apartment. Projectra is furious that she found Karate Kid kissing Iris Jacobs. The two women start arguing.

Pulsar, who was watching from an adjacent building, blasts Karate Kid and leaps in the window, but Karate Kid kicks the killer back out. He tells Projectra to protect Iris, and leaps to the street below, where the fight continues.

Pulsar succeeds in knocking Karate Kid unconscious. The fallen hero's wrist band begins emitting a beeping tone. Inside, the monitor globe is also beeping. Projectra recognizes it as a 30th century device. She is perplexed because Karate Kid said he renounced all ties to the future, but the monitor proves he's been in contact with someone. When she answers the call, she is shocked to see that it is her father, King Voxv of Orando!



Later, in the early evening, Kade is conducting business in his office in the back room of a posh East Side restaurant. His men are reporting on their ventures, when Pulsar arrives with a bound Karate Kid. Kade is furious that Pulsar brought the hero to his office. Pulsar says that Karate Kid is his trump card. The only thing holding the hero back is the atomic bonds from his staff. If Kade will hand over the switch, he'll hand over Karate Kid, otherwise he'll let him go and then help the hero to take Kade down.

Kade responds by having his men pull aside a curtain, revealing Pulsar's wife with a gun to her head. Kade says she'll remain safe as long as he remains docile. The assassin complies, but Kade says Pulsar has turned into a poor risk and he no longer wants him. One of Kade's men knocks the reluctant hitman out.

Hours later, at midnight, Pulsar wakes up. He and Karate Kid are bound in Kade's “disposal system”, an over-sized microwave oven. The mobsters leave the two men to die. Karate Kid doesn't even know why he is there, so Pulsar explains how he came to be.

As Benjamin Day, he had a congenital heart defect that kept him from getting decent work. This made him turn to crime to support his family. He started working for a mobster named Kade, and was among a group of Kade's thugs when the police busted up one of their jobs. In the excitement, his heart gave out. He later woke up in a lab. He discovered that mob scientists had saved his life by giving him an experimental atomic heart, as well as increasing his muscle power with new surgical techniques. He soon learned that circuitry had been implanted between his heart and a contact in his hand. Whenever a special fiberglass staff touched that contact, it turned him into Pulsar, focusing the power from his atomic heart into pulse-bolts. After he recovered, he was forced to become a mob assassin. He didn't want to kill, but Kade had foreseen that and had a two-phase control switch made. The first phase shuts his heart off, giving him a simulated coronary attack. The second phase overloads his heart, turning him into a walking atomic bomb. Kade never let him forget what would happen if that second phase was activated while he was with his wife and kids.

Soon afterward, Karate Kid breaks them free. Just as Kade is about to kill Liz Day for knowing too much, Karate Kid and Pulsar appear and take down Kade's men. Kade starts the overload process and runs off. Pulsar tells Karate Kid to take his wife to safety while he holds the thugs off. Instead, Karate Kid grabs Pulsar's staff and follows Kade. He knocks Kade out and uses the switch to shut down the overload. Both men then join forces to defeat the rest of Kade's thugs. Shortly, the police arrive. Pulsar knows he will have to pay for his crimes, but he is glad it's finally over.

Hours later, Karate Kid returns home to deal with Projectra and Iris. Projectra says she saw her father on the monitor globe before the transmission faded. Karate Kid says he can't explain now, but Voxv wasn't due to call for another two days ... something must be wrong. Karate Kid is able to barely re-establish contact. Voxv says they need help. Someone has to be stopped or his planet, Orando, is doomed. The signal is then lost.

Karate Kid tells Projectra that they have to go back to the future, even if it means he has to give up everything he came to the past to achieve.

Karate Kid # 10

September-October 1977

Cover Description

Karate Kid, Cosmic Boy, Lightning Lad, Phantom Girl, Princess Projectra, Superboy, Black Dragon II

Cover Credits

Artists: **Allen Milgrom and Jack Abel** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

"Death-Duel On Orando" (17 pages)

Credits

Editor: **Denny O'Neil** (uncredited)
Writer: **David Michelinie** (credited as **Barry Jameson**)
Penciler: **Ric Estrada**
Inker: **Jack Abel**
Letterer: **unknown**
Colorist: **Carl Gafford**

Feature Character

Karate Kid (also appears in flashback which occurs in between *Superboy [first series] #218* and issue #223; next chronological appearance in *Superboy & The Legion Of Super-Heroes #231*)

Guest Stars

Members of the 30th century's **Legion of Super-Heroes**: **Superboy** (last chronological appearance in the Superboy story in *Adventure Comics #453*; next chronological appearance in *Superboy & The Legion Of Super-Heroes #231*); **Cosmic Boy** (last chronological appearance in *Karate Kid #6*; next chronological appearance in *Superboy & The Legion Of Super-Heroes #232*); **Lightning Lad** (last chronological appearance in the second story in *Superboy [first series] #230*; next chronological appearance in *Justice League Of America #147*); **Phantom Girl** (last chronological appearance in the Legion story in *DC Special #28*; next chronological appearance in the first story in *Superboy & The Legion Of Super-Heroes #233*); **Princess Projectra** (next chronological appearance in *Superboy & The Legion Of Super-Heroes #231*)

Supporting Character

King Voxv (of 30th century Orando; also appears in flashback which occurs in between *Adventure Comics #363* and *Karate Kid #5*; appears next in the first story in *Legion Of Super-Heroes [second series] #285*)

Villains

The Black Dragon II (Unon Sadaharu of 30th century Earth; last seen as Sadaharu in the second story in *Superboy [first series] #210*; final appearance)

Black Dragon II's warriors (of 30th century Earth; at least sixteen men are depicted, including **Hong Lo**; first and only appearance of all)

Airn (of 30th century Orando; first and only appearance; King Voxv's advisor)

Cameo Appearance

Sensei (as a mental image)

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid #6*, all appearances of the Legion between issues #6 and #10 likely take place between *Superboy [first series] #230* and *Superboy & The Legion Of Super-Heroes #231*.

Very little time has passed since the previous issue. A few hours appear to pass during the course of this issue.

Following this story, Karate Kid remains in the 30th century for a brief time before returning to his self-exile, as shown in *Superboy & The Legion Of Super-Heroes #231*.

It is incorrectly stated that all Orandians have illusion powers. Princess Projectra actually had her powers bestowed upon her as a child by a witch.

This issue includes a letters page entitled "Karate Comments", which features letters from Jim Mason, Paul Emrath, Brian D. Scott, and William Nutt.

Synopsis

Karate Kid and Princess Projectra use a time bubble to travel to 30th century Orlando, Projectra's home. They are suddenly attacked by non-Orandian soldiers carrying high tech weapons. The two Legionnaires try to fend them off, but Projectra's illusion powers inexplicably fail. The soldiers know martial arts and overwhelm Karate Kid with their numbers. After the hero finally defeats his attackers, he discovers that Projectra is gone.

A short time and distance away, in the castle home of King Voxv, Projectra is brought before Sadaharu, the new Black Dragon, who is sitting on her father's throne.

The Black Dragon says he is a man driven by vengeance. He was trained by Karate Kid's father, the original Black Dragon, a master villain who was killed by a Japanese hero called Sensei. When Sadaharu sought Karate Kid's help in fighting Sensei, the Legionnaire helped defeat him instead. So the villain took his mentor's name and costume and came to Orlando to set a trap for Karate Kid.

At that moment, Karate Kid fights his way into the castle. He enters the throne room and attacks the soldiers. The Black Dragon leaps into battle, fighting one-on-one with Karate Kid. However, their skills are so evenly matched, that the fight leads to an inevitable draw. The Black Dragon grabs a gun and holds Karate Kid at bay. Karate Kid says his father must have neglected to teach his student honor. Voxv's advisor, Airn, suggests the traditional Orandian method of solving disputes, involving a man-to-man duel. The Black Dragon agrees, but he states that the price shall be the winner's life and Princess Projectra. Airn protests, but the Black Dragon silences him. Voxv and Projectra are thrown into the prison chamber beneath the castle until after the winner is decided.

Projectra asks her father for an explanation of Karate Kid's exile. Voxv says it is simple -- she is of royal blood and he is not. It was only a matter of time before Karate Kid asked for her hand. It was necessary for him to first prove deserving of it. Thus, Karate Kid agreed to exile himself to Earth's barbarous past. If he could demonstrate courage and nobility under such adverse conditions, he would be considered acceptable by Orandian standards. Karate Kid was sworn to secrecy to prevent undue intervention by the Legion, and he provided the monitor globe so that Voxv could oversee his actions until he proved worthy. Projectra realizes that all this time she was angry because he left, and it was really all for her.

The contest continues in a nearby icy grotto, where Karate Kid faces the Black Dragon. A single misstep will send a fighter plummeting into the pit of liquid oxygen below. Frosty "statues", which populate the platform upon which they will duel, are actually previous combatants whose contests lasted overly long. The bubbling liquid is very unstable and has a tendency to erupt over the platform with startling regularity. The two combatants begin their duel.

Back in the dungeon, Projectra uses her flight ring to send a guard flying into the ceiling, knocking him out. She tells her father that she can't save Karate Kid herself, but she has some friends who can.

While all eyes are on the fight between Karate Kid and the Black Dragon, someone tips a brazier containing burning oil onto the ice bridge, melting their only exit. The soldiers try to throw the Black Dragon a rope, but at that moment a team of Legionnaires arrive. Superboy, Lightning Lad, Phantom Girl, Cosmic Boy, and Projectra engage the soldiers.

Karate Kid stops the fight with the Black Dragon. He tells his opponent that they can only survive if they work together. The Black Dragon must decide what is more important -- his revenge or his life. The villain considers Karate Kid's words, then agrees to a truce. The two men attempt to get across the chasm together, but when they reach the other side, Black Dragon starts slipping. Karate Kid pulls him to safety just before the pool erupts.

Soon, all the invaders are captured. Lightning Lad explains that Projectra contacted the Legion from the Black Dragon's spaceship. When Karate Kid questions how the fire started, Projectra says she has deduced that it was Airn because of the oil stain on his robes. The royal advisor admits he only did it because he has loved Projectra since she was a child. He was jealous of Karate Kid and thought this contest was a perfect opportunity to get rid of both a threat to the kingdom and a threat to his love. Airn is taken away for punishment.



Projectra apologizes to Karate Kid for how she treated him. Voxv says he is grateful and gives Karate Kid permission to spend some time visiting his friends ... before returning to the past. Karate Kid is shocked that his exile must continue, considering he just helped save Voxv's planet! He feels that should prove something. Voxv says it does, but they still had an agreement. Projectra apologizes for her stubborn father, but understands he must return to the past. She asks Karate Kid if he is in love with Iris Jacobs. He tells Projectra he is in love with only her.

Superboy & The Legion Of Super-Heroes # 231

September 1977

STORY

“A Day In The Death Of A World” (34 pages)

Chapter 2: “3 Hours To ... Holocaust!”

Feature Characters

Karate Kid (last chronological appearance in *Karate Kid #10*; next chronological appearance in *All New Collectors' Edition #C-55*; see Comments section)

Members of the 30th century's **Legion of Super-Heroes**: **Superboy** (last chronological appearance in *Karate Kid #10*; next chronological appearance in *Superboy & The Legion Of Super-Heroes #232*); **Brainiac 5** (last chronological appearance in the first story in *Superboy [first series] #230*; next chronological appearance in *Justice League Of America #147*); **Colossal Boy, Mon-El** (last chronological appearance of both in *Superboy [first series] #229*; next chronological appearance of both in *Superboy & The Legion Of Super-Heroes #232*); **Element Lad** (last chronological appearance in the first story in *Superboy [first series] #230*; next chronological appearance in the first story in *Superboy & The Legion Of Super-Heroes #236*); **Princess Projectra** (last chronological appearance in *Karate Kid #10*; next chronological appearance in *Justice League Of America #147*); **Saturn Girl** (last chronological appearance in the second story *Superboy [first series] #230*; next chronological appearance in *Justice League Of America #147*); **Shadow Lass** (last chronological appearance in *Superboy [first series] #229*; next chronological appearance in *Justice League Of America #147*); **Sun Boy** (last chronological appearance in *Karate Kid #6*; next chronological appearance in *Justice League Of America #147*); **Ultra Boy** (last chronological appearance in the Legion story in *DC Special #28*; next chronological appearance in *Justice League Of America #147*)

Villains

Members of the 30th century's **Fatal Five**: **The Emerald Empress, Mano, the Persuader, Tharok, Validus** (all last seen in *Superboy [first series] #219*; all appear next in the second story in *Superboy & The Legion Of Super-Heroes #246*)

Comments

Due to space restrictions, the information listed in this index for this issue is incomplete. Only data relevant to Karate Kid's exploits is included. This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Placement of this story in continuity is based on the following facts: *Karate Kid #10* clearly indicates that this story takes place between it and issue *#11*. However, Karate Kid's next appearance must actually be at the wedding of Saturn Girl and Lightning Lad, as explained in the Comments section for *All New Collectors' Edition #C-55*.

Synopsis

Karate Kid and Princess Projectra are piloting a space cruiser. Projectra flirts with her lover as he tries to set a course for Earth. She has other ideas, especially since he has to go back to the 20th century soon. Suddenly, the ship lurches. They have been grabbed by a tractor beam, emanating from a mammoth vessel that dwarfs their own. They are pulled into a vast cargo hold. When they exit their cruiser, they are faced by Tharok and Validus of the Fatal Five. Validus knocks out Karate Kid, while Tharok takes out Projectra.

Elsewhere, on Mordan, the third planet in the Ridgway system, the Legionnaires try to load its one million residents onto large space arks before their sun goes nova. The High Seer of Naltor had a vision that warned of the danger, and the Legionnaires only have a few more hours to evacuate the populace. Brainiac 5, Element Lad, and Sun Boy are studying the star itself, while Superboy, Mon-El, Ultra Boy, Saturn Girl, Colossal Boy, and Shadow Lass deal with the situation on the planet's surface.

The Emerald Empress attacks the Legionnaires in space as part of the Fatal Five's bigger plan. Validus, the Persuader, and Mano attack the surface. Tharok remains on the ship, monitoring their progress. He decides the conflict is taking too long and sends twin holographic beams out into space and down to Mordan. Tharok demands that the Legionnaires cease their efforts on the doomed planet at once. The death by nova of this world's unique people will generate a world's worth of priceless energite.

Superboy tries to storm the ship, but is repelled back to the surface. Tharok then shows two flight rings, those of Karate Kid and Projectra, to the Legionnaires. He tells them that if they do not surrender this world, his two captives will die screaming.

After Tharok's image fades, the Legionnaires once again engage the Fatal Five in battle. Tharok turns his attention to Karate Kid and Projectra. He regrets that they have escaped the detention cell -- and a lingering, painful end -- but he has disabled their cruiser and taken their flight rings, so they have no possible escape routes. Tharok believes his guardsman robot will undoubtedly be the instrument of their destruction.

Karate Kid and Projectra are indeed confronted by the guardsman robot, however Karate Kid quickly destroys it. They continue looking for a way out, and finally come to a large, steel door ... behind which is hiding Tharok. Karate Kid begins kicking in the door.

On the surface, Tharok contacts the other Fatal Five members and tells them it is time to leave, that they have delayed the Legionnaires long enough. The heroes have no time to chase the departing villains, instead they must try to save the planet.

Back on the ship, Karate Kid finally breaks in the door and takes down Tharok, but then the other villains arrive, overwhelming the two heroes.

After discovering something odd about the unstable star, Brainiac 5 comes up with an idea. He instructs Ultra Boy and Colossal Boy to create and enter a fake asteroid and launch themselves at Tharok's ship.

Karate Kid wakes up, bound and helpless. Projectra is also bound, her illusion powers nullified. The hapless heroes are surrounded by the Fatal Five. On the viewscreen, the Emerald Empress sees an asteroid streaking toward them. Tharok says there are no asteroids in this sector of space. Before they can react, the asteroid crashes through the side of the ship, and Ultra Boy and Colossal Boy emerge. Karate Kid uses the distraction to break free.

At that moment, the heroes and villains observe on the viewscreen that Mordan's sun has begun going nova, much sooner than anyone expected. Tharok says there is no time to prime his equipment, but he heads towards his control panel to try. Superboy and Mon-El arrive and the Fatal Five are quickly defeated.

After the villains are secured, Brainiac 5 deduces how to deactivate the solatherm bomb that Tharok had secretly implanted in Mordan's sun. The nova that they all saw on the viewscreen was merely a trick. Suddenly, Tharok triggers a self-destruct switch, and the Legionnaires escape the ship just before it explodes.

Moments later, on Mordan, the heroes evacuate the last of the people. The Legionnaires are the last to leave, and speed off just as the star goes nova for real. Brainiac 5 explains that his solar analysis had indicated an alien substance in the star, put there by Tharok to intensify the nova reaction. He instructed Shadow Lass to eclipse the planet, while Sun Boy and Superboy faked a nova. When Tharok rushed to his equipment, it identified for them the proper controls. Brainiac used the controls to slow down the reaction long enough to buy them enough time to complete their job.

All New Collectors' Edition # C-55

1978

STORY

Chapter One: "The Millennium Massacre" (61 pages)

Chapter Two: "Murder By Moonlight"

Chapter 3: "The Twisted History Mystery"

Chapter Four: "Showdown At The End Of Eternity"

Feature Characters

Karate Kid (last chronological appearance in *Superboy & The Legion Of Super-Heroes* #231; next chronological appearance in *Karate Kid* #11; see Comments section)

Members of the 30th century's **Legion of Super-Heroes**: **Superboy** (last chronological appearance in the first story in *Superboy & The Legion Of Super-Heroes* #236; next chronological appearance in issue #237); **Brainiac 5**, **Chameleon Boy**, **Colossal Boy**, **Cosmic Boy**, **Princess Projectra** (all last seen in the first story in issue #236; all appear next in issue #237); **Dawnstar** (last seen in *Superboy [first series]* #229; appears next in issue #237); **Dream Girl** (last seen in the second story in issue #233; appears next in issue #237); **Element Lad** (last seen in the first story in issue #236; appears next in the first story in issue #241); **Light Lass**, **Sun Boy** (both last seen in the first story in issue #235; both appear next in issue #237); **Lightning Lad**, **Saturn Girl** (both last seen in the third story in issue #236; both appear next in issue #237); **Mon-El** (last seen in the second story in issue #236; appears next in issue #237); **Phantom Girl**, **Shrinking Violet** (both last seen in issue #234; both appear next in issue #237); **Shadow Lass**, **Timber Wolf**, **Wildfire** (all last seen in the second story in issue #235; all appear next in issue #237); **Star Boy** (last seen in the first story in issue #233; appears next in issue #237); **Tyroc** (last seen in the first story in *Superboy [first series]* #222; appears next in *The Legion Of Super-Heroes [second series]* #263); **Ultra Boy** (last chronological appearance in *Justice League Of America* #148; appears next in issue #237)

Supporting Characters

Members of the 30th century's **Legion Reserve**: **Rond Vidar** (last seen in the first story in *Superboy & The Legion Of Super-Heroes* #233; appears next in *The Brave & The Bold* #179); **Bouncing Boy**, **Duo Damsel** (alternate reality versions only; first and only appearance of all)

Members of the 30th century's **Legion of Substitute Heroes**: **Chlorophyll Kid**, **Color Kid**, **Fire Lad**, **Night Girl**, **Polar Boy**, **Stone Boy** (alternate reality versions only; first and only appearance of all)

Member of the 30th century's **Heroes of Lallor**: **Duplicate Boy** (alternate reality version only; first and only appearance)

Villains

The Time Trapper II (real name unrevealed; last seen in *Superboy [first series]* #224; appears next in *Super Friends* #17)

Lunarite Raiders (including **Oseldan Khan**; alternate reality version only; first and only appearance)

Comments

Due to space restrictions, the information listed in this index for this issue is incomplete. Only data relevant to Karate Kid's exploits is included. This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Placement of this story in continuity is based on the following facts: The Legionnaires clearly believe that Karate Kid returned to the 20th century following *Superboy & The Legion Of Super-Heroes* #231, as shown in the second story in issue #233. However, Karate Kid appears in this story, which takes place between issues #236 and #237, and he is still in the 30th century even after the timeline has been restored. This presents a problem because very little time passes between *Karate Kid* #11 and the hero's final return to the 30th century in issue #244, and there are absolutely no breaks in Karate Kid's adventures during that period, therefore Karate Kid's appearance here must either be in error or it must occur before *Karate Kid* #11. One explanation is that, following issue #231, Karate Kid secretly returned to Orando to plead with King Voxv to end his exile. After being told his exile must continue, Karate Kid is informed that his friends are getting married and he is granted permission to attend their wedding. The opening scene in *Karate Kid* #11 would then follow this issue with no apparent contradictions.

Karate Kid's statement "I've lived in the 20th century" suggests that his exile still occurred in the alternate timeline, and may have ended earlier than in the original one.

Synopsis

Superboy travels to the 30th century to attend the wedding of Saturn Girl and Lightning Lad. He arrives only to find the future has been altered. The Legion headquarters is still there, but Metropolis looks like an armed camp. He is unexpectedly attacked by Science Police officers for not giving the proper password. The Legionnaires arrive, but when Superboy asks them for an explanation they say it is he who is acting strangely.

Later, at Legion headquarters, as the others prepare for the wedding ceremony, Princess Projectra tells Superboy of a turning point in history -- a nuclear war in 1978 that completely changed the world.

After the wedding, Superboy takes a team of Legionnaires back in time to investigate the events of 1978. They uncover a plot by the Time Trapper in which he altered history using the Miracle Machine. The Time Trapper escapes to the end of time to complete his plans.

The team returns to the 30th century for reinforcements. The entire membership of the Legion (minus Tyroc) travel to the end of time and defeat the Time Trapper, returning history to its proper course.

FEATURETTE ONE

“Superboy And The Legion Of Super-Heroes” (2 pages)

Comment

This featurette is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

FEATURETTE TWO

“The Origins And Powers Of The Legionnaires” (7 pages)

Comment

This featurette is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

FEATURETTE THREE

“Secrets Of The Legion” (1 page)

Comment

This featurette is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Karate Kid # 11

November-December 1977

Cover Description

Karate Kid, four prehistoric men

Cover Credits

Artists: **Allen Milgrom and Jack Abel** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“Disasters Of Yesteryear” (17 pages)

Credits

Editor: **Denny O’Neil** (uncredited)
Plotters: **Jack C. Harris** with **David Michelinie** (credited as **Barry Jameson**)
Scripter: **Jack C. Harris**
Artist: **Ric Estrada**
Letterer: **unknown**
Colorist: **unknown**

Feature Character

Karate Kid (last chronological appearance in *All New Collectors’ Edition #C-55*; see Comments section)

Supporting Character

Iris Jacobs

Villains

Major Disaster (Paul Booker; last seen in *Karate Kid #2*)

The Lord of Time (behind-the-scenes only)

Other Characters

King Voxv (of 30th century Orlando; behind-the-scenes only)

Prehistoric men (at least eight men are depicted, including one dubbed “**Ugly**”; first and only appearance of all)

Several New York City police officers (two officers are depicted)

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *All New Collectors’ Edition #C-55*, Karate Kid’s appearance in that story could only have occurred between *Superboy & The Legion Of Super-Heroes #231* and *Karate Kid #11*.

An indeterminate amount of time has passed since the previous issue. A few hours appear to pass during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from James F. Mills, Linda Oberlin, and David Hayes.

Synopsis

Karate Kid acquires a time bubble in the 30th century and heads back to 1977. The controls start going crazy and the bubble's speed inexplicably increases. When Karate Kid finally gets it to come to a stop, he finds himself in New York City. It appears to be the 20th century, but no one is around.

Without warning, Karate Kid is attacked by prehistoric men! He fights them off and races down 51st street. He tries to circle around and get back to the time bubble, but runs right into an invisible wall! He realizes that everything around him is fake. Karate Kid is unaware that, at that moment, he is being watched on a monitor by Major Disaster. The villain triggers his first test ... an earthquake.

Karate Kid saves one of the prehistoric men, whom he dubs "Ugly". The earthquake suddenly stops, and under the damaged street Karate Kid finds the machinery that caused the quake. He smashes it, then returns back to the time bubble, only to discover that it has been destroyed by the other primitive men.

The hero tries to get Ugly to help him find a way out. The brute brings him to a power cable attached to the edge of the city. Suddenly, the streets become engulfed in a raging inferno. Karate Kid smashes through the wall of the phony city and finds the gas supply for the fire, which he shuts off. He then steps through the opening to the outside world.

Karate Kid discovers that he was in an artificial city located in the middle of a prehistoric swamp. He determines that a cable is feeding the power from a boiling magma pit. He tries to break the cable, but his efforts are futile. He heads back into the city to try and learn who built the city and why they brought him there.

An out-of-control taxi nearly runs down Karate Kid and his companion. They barely avoid being hurt, and the taxi crashes. Major Disaster is furious because Karate Kid is wrecking everything, thwarting every threat he throws at him. The villain then triggers his supreme calamity -- a series of disasters -- earthquakes, fires, and auto accidents.

Karate Kid realizes he must be in a testing ground built by Major Disaster, which has been hidden deep in Earth's past. The villain announces his presence to Karate Kid over a speaker system, confirming his deduction. Disaster states that he needed a so-called super-hero to try his new catastrophes on. He detected Karate Kid traveling through time and snared him. He explains that he had escaped from their last encounter via a time ship he'd previously pilfered from a S.T.A.R. testing lab.

Now that Karate Kid has disabled most of his best devices, Major Disaster can re-design them to withstand such attacks. He decides he won't be needing the test-city any longer, and triggers the city's self-destruct mechanism. The entire place starts coming down around Karate Kid and Ugly's ears. Karate Kid believes the control center must be the tallest structure in the city ... the World Trade Center towers. He arrives there and discovers that the buildings are also fakes, forcing him to climb to the top on the outside.

Karate Kid spots Major Disaster on the roof getting into his stolen time ship. Ugly, who has followed his new friend, tosses Karate Kid onto the ship. Karate Kid easily knocks Major Disaster out, then uses the time ship to return to the 20th century, where Major Disaster is handed over to the authorities.

Karate Kid finally gets home, where Iris welcomes him back. She says she's been waiting for him and that she missed him. Karate Kid shakes her hand and tells her she is a great friend. He is confused when she walks off, not seeing the tears in her eyes.



Karate Kid # 12

January-February 1978

Cover Description

Karate Kid, Chameleon Boy, Colossal Boy, Cosmic Boy, Lightning Lad, Saturn Girl, Sun Boy, Superboy

Cover Credits

Artists: **Rich Buckler and Jack Abel** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

“The "Time" Of Your Death!” (17 pages)

Credits

Editor: **Allen Milgrom**

Writer: **Bob Rozakis**

Penciler: **Juan Ortiz**

Inker: **Bob McLeod**

Letterer: **Milt Snapinn**

Colorist: **Anthony Tollin**

Feature Character

Karate Kid

Guest Stars

Superboy (last chronological appearance in *Adventure Comics* #329)

Members of the 30th century's **Legion of Super-Heroes**: **Chameleon Boy, Cosmic Boy, Lightning Lad, Saturn Girl** (last chronological appearance of all in *Adventure Comics* #329); **Colossal Boy** (last chronological appearance in *Adventure Comics* #326); **Sun Boy** (last chronological appearance in *Adventure Comics* #328)

Supporting Character

Iris Jacobs

Villains

The Lord of Time (real name unrevealed; of 38th century Earth; last seen in *Justice League Of America* #50)

Major Disaster (Paul Booker)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Dr. Lewiston of S.T.A.R. Labs (first appearance)

Comments

Placement of this story in continuity is based on the following facts: The appearance of Superboy and the young Legionnaires in this issue and the next must occur between either *Adventure Comics* #329 (where Legion flight rings are first distributed) and #330, or between *Adventure Comics* #331 and #332 (where Lightning Lad loses an arm). *Adventure Comics* #330 - #331 is a two-part story wherein the Legionnaires are expelled, thus this untold tale cannot take place between those two issues. Since *The Official Legion Index* chose to insert these events between *Adventure Comics* #329 and #330, this index shall follow that lead.

No time has passed since the previous issue. A few hours appear to pass during the course of this issue.

This issue includes a letters page entitled “Karate Comments”, which features letters from Nathan Chapman, Snapper Estes, and Bill Keller.

Synopsis

Karate Kid is confused by Iris’ behavior. As she walks away from him, he tells her to stop so he can speak with her. The hero is suddenly struck by a blast of energy, which teleports him away. Iris turns around to talk to him, but discovers he has gone. She decides that if he is to see her as something more than a friend, she must prove herself and show him that she is better for him than Projectra. Shortly, she arrives at a S.T.A.R. laboratories test center.

Karate Kid tumbles backwards through time, landing in Smallville, the home of Superboy. He has appeared in the midst of an earthquake, which rocks the small town. Karate Kid doesn’t see any people around and he fears they might be trapped inside some of the buildings.

After he searches and finds no one, Karate Kid concludes that he is in another one of Major Disaster’s testing grounds. He figures the villain must have dragged him back through time again. He makes his way to the town limits, but is surprised to find no barrier there. Karate Kid wonders if Major Disaster is using a real place instead of a mock-up this time. He is shocked to discover that the earthquake is being caused by Superboy himself!

Karate Kid figures that Superboy must be berserk, destroying his own town. The residents must have cleared out when he started his rampage. He tries to stop Superboy, knocking him down with a flying kick. Karate Kid apologizes for the rough entrance, but it was the best way for him to put Superboy on hold.



Karate Kid is surprised when Superboy says he doesn't recognize him. The Boy of Steel then hits the stranger back. Karate Kid thinks Superboy's mind has short-circuited. He won't let him continue the destruction, and prepares to fight. Superboy flies at him, but Karate Kid tosses his attacker using modified judo. Karate Kid then throws a rock containing lead, which smashes on Superboy's head. He uses the distraction of the resulting dust cloud to hide in a lead-filled hole.

Back at S.T.A.R., Iris signs up for a new project. She tells Dr. Lewiston that she needs a challenge, something to prove to herself just what she can be. He welcomes her aboard.

Superboy locates Karate Kid using his super-hearing. When the Boy of Steel strikes at the intruder, Karate Kid grabs his cape, and uses it to capture Superboy as he flies at him again. Superboy spins around, sending Karate Kid flying toward the wall of a warehouse. Karate Kid smashes through and discovers that the warehouse is empty. It was indeed a mock-up, as he had originally suspected. He is now convinced this is indeed one of Major Disaster's test sites, and proclaims that Superboy must be fake too. Superboy crashes through the wall, saying he's the real McCoy.

Major Disaster and his secret partner, the Lord of Time, watch the battling teens on a monitor. Major Disaster was worried that Karate Kid had stumbled onto their scheme. The Lord of Time says they have successfully kept their enemy mentally off-balance, leading him to one wrong conclusion after another. He comments that Superboy is making their job easier, that he will crush Karate Kid. Major Disaster remarks that the way the Lord of Time arranged it all is a masterstroke. The Lord of Time then states that it's time to assemble the rest of the cast.

Superboy explains to Karate Kid that the whole town is a fake, that he built it himself. He is helping out S.R.A. (Scientific Research Associates, the forerunner to S.T.A.R. Labs) in a research project, testing the effects of a massive earthquake on the buildings in a small town. Karate Kid says he guesses he was wrong, that he misjudged Superboy, and offers to shake his hand. As they grasp each other's hands, he puts Superboy in a special hold developed by police on Loback-III to overcome super-powered criminals. Karate Kid says he can't buy that the real Superboy wouldn't have known who he was.

Saturn Girl, Cosmic Boy, Lightning Lad, Chameleon Boy, Colossal Boy, and Sun Boy suddenly appear, telling Karate Kid he is making a big mistake. None of them have ever seen him before either! They tell him to let Superboy go before they take him apart.

Karate Kid # 13

March-April 1978

Cover Description

Karate Kid, Chameleon Boy, Colossal Boy, Cosmic Boy, Lightning Lad, Saturn Girl, Sun Boy, Superboy, Major Disaster

Cover Credits

Artists: **Rich Buckler and Bob McLeod** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“Tomorrow’s Battle ... Yesterday!” (17 pages)

Credits

Editor: **Allen Milgrom**
Writer: **Bob Rozakis**
Penciler: **Juan Ortiz**
Inker: **Bob McLeod**
Letterer: **Milt Snapinn**
Colorist: **Anthony Tollin**

Feature Character

Karate Kid

Guest Stars

Superboy (next chronological appearance in the second story in *Superboy [first series] #119*)

Members of the 30th century’s **Legion of Super-Heroes: Chameleon Boy, Colossal Boy, Cosmic Boy, Lightning Lad, Sun Boy** (next chronological appearance of all in *Adventure Comics #330*); **Saturn Girl** (next chronological appearance in the second story in *Superman’s Girl Friend, Lois Lane #56*)

Villains

The Lord of Time (real name unrevealed; of 38th century Earth)

Major Disaster (Paul Booker)

Diamondeth (Iris Jacobs; becomes Diamondeth in this story, named next issue)

Guest Appearance

Robin (Richard “Dick” Grayson; behind-the-scenes only)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Dr. Lewiston of S.T.A.R. Labs (final appearance; character may be a doctor other than Dr. Lewiston)

Several New York City police officers (three officers are depicted; all appear next in the following issue)

Citizens of New York City

Citizens of Smallville in the early 1960s

Comments

Placement of this story in continuity is based on the following facts: As explained under the Comments section for *Karate Kid #12*, this story occurs between *Adventure Comics #329* and *#330*.

In this story, time appears to pass at a different rate in Superboy's era than it does in 1977. In Superboy's era, no time has passed since the previous issue, and very little time appears to pass during the course of this issue. However, in 1977, at least a few days have passed since the previous issue, and an indeterminate amount of time has passed during the course of this issue. This could explain Karate Kid's later statement in *Superboy & The Legion Of Super-Heroes #245* that a few weeks have passed between that story and his fight with Superboy in issues *#12* and *#13*. Since no more than a day or two actually passes for Karate Kid between this issue and issue *#245*, it is possible that he was instead referring to the elapsed time in 1977.

This issue includes a letters page entitled "Karate Comments", which features letters from Shawn Williams, Randy Walker, Ted P. Skimmer, Bob Barnes, and Arthur Johnson.

Synopsis

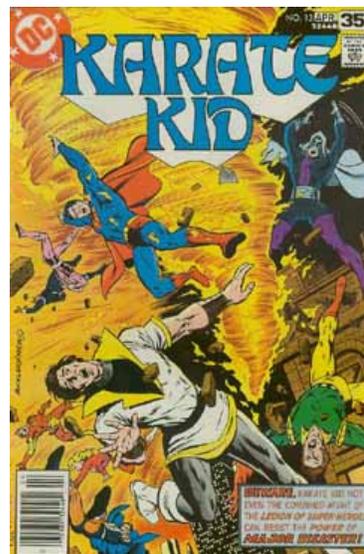
The Legionnaires demand that Karate Kid release Superboy. Karate Kid tells Lightning Lad that they don't understand -- it isn't Superboy that he is restraining, but some kind of duplicate. Lightning Lad zaps him in response, but Karate Kid uses Superboy as a shield. Sun Boy then uses heat to make Superboy too hot to handle. Karate Kid sends Superboy spinning at the Legionnaires, knocking them over. He figures Major Disaster has created fake Legionnaires too.

Colossal Boy grabs Karate Kid, but he kicks free. Lightning Lad shoots another bolt at him, but hits Saturn Girl instead. Chameleon Boy wraps around him and squeezes, but Karate Kid breaks free. He can't figure out Major Disaster's plan. He notes that the villain made it so easy for him to deduce that the Legionnaires are fakes -- they are even wearing their old costumes. Sun Boy and Cosmic Boy create a body prison which finally restrains Karate Kid. The helpless hero tells them to kill him and get it over with. When Cosmic Boy says Legionnaires don't kill, Karate Kid becomes very confused.

Lightning Lad asks him why he attacked Superboy. Superboy says their captive claims to be a member of the Legion. Saturn Girl reads Karate Kid's mind and determines that what he has maintained is the truth, but that he is from their own future. After Superboy frees him from his prison, Karate Kid explains how he got there. He says he was walking down the street in 1977, when suddenly he was struck by some kind of energy blast that transported him to Superboy's time. Cosmic Boy says the same thing happened to them at their Legion meeting.

Major Disaster and the Lord of Time have been watching on their monitor, and are very disappointed that the heroes have deduced the correct situation before any of them were eliminated. The Lord of Time comments that they will never guess that they were transported there by him. He then tells Major Disaster to initiate phase two of their multi-faceted plan.

Superboy's super-hearing picks up various distress signals. A tornado of fire threatens Metropolis, hailing boulders are striking Midvale, and a volcano has erupted in Smallville spewing forth a flood of water. Karate Kid suggests they split into four teams. He thinks Major Disaster is behind it all and needs Saturn Girl's help. Lightning Lad and Chameleon Boy handle the tornado, Superboy and Cosmic Boy take on the hail storm, and Sun Boy and Colossal Boy tackle the volcano. Karate Kid and Saturn Girl's search eventually puts them on the trail of Major Disaster. Saturn Girl believes she's locked in on their target.



Back in the present, at S.T.A.R. Labs, Iris has been the subject of an experiment for the past few days. It is an “adaptability to the future” program. A doctor injects her with a hydrocarbon serum to see if they can adapt the human body to the increasing amounts of pollution in the atmosphere. Later, she lies down to rest. As she sleeps, an energy beam sent by the villains penetrates her body ... radically changing the effects of the hydrocarbon injection.

Back in the past, Karate Kid and Saturn Girl have tracked Major Disaster down to his headquarters. Karate Kid breaks down the door. He easily knocks out Major Disaster and the Lord of Time, then smashes the disaster-generating machinery. Moments later, after Saturn Girl has summoned the others, the Lord of Time awakens. He sends the Legionnaires back to their own time with no memory of the events so they won’t think of returning. He transports Karate Kid back too before he can act. Superboy tries to stop the Lord of Time, but he and Major Disaster teleport away.

Karate Kid arrives home to find a berserk diamond-like creature attacking New York. He recognizes it as Iris!

Karate Kid # 14

May-June 1978

Cover Description

Karate Kid, Robin, Diamondeth

Cover Credits

Artists: **Rich Buckler and Frank Giacoia** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“**Diamondeth Is Forever!**” (17 pages)

Credits

Editor: **Allen Milgrom**
Writer: **Bob Rozakis**
Penciler: **Juan Ortiz**
Inker: **Bruce Patterson**
Letterer: **Milt Snapinn**
Colorist: **Mario Sen**

Feature Character

Karate Kid

Guest Star

Robin (Richard “Dick” Grayson; last chronological appearance in *Showcase #100*; next chronological appearance in flashback in *Karate Kid #15*)

Villains

The Lord of Time (real name unrevealed; of 38th century Earth)

Major Disaster (Paul Booker)

Diamondeth (Iris Jacobs)

The Rats (six men are depicted, including **King Rat** and **Red**; first and only appearance of all; street gang)

Two unnamed criminal fences (first and only appearance of both)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Carl Teaberry of S.T.A.R. Labs (first and only appearance)

Several New York City police officers (four officers are depicted; all last seen in the previous issue)

Citizens of New York City

Cameo Appearances

Members of the **Justice League of America**: **Batman**, **Green Lantern**, **Superman**, **Wonder Woman** (as mental images)

Comments

No time has passed since the previous issue. A few hours pass during the course of this issue.

Bob Rozakis wanted to refer to Iris as “Diamondette”, but Al Milgrom changed the name to “Diamondeth”.

This issue includes a letters page entitled “Karate Comments”, which features letters from Wallace L. Hopkins, Mark Lamport, John Gerdes, Shalom Fisch, and Gary Klein.

Synopsis

Karate Kid has just returned from the past to discover that Iris Jacobs has been transformed into a diamond-like creature and is on a rampage on the streets of New York. Robin, who had been passing through New York on his way to Gotham City, arrives on the scene, swinging in on a rope. He is attempting to stop the creature he has dubbed “Diamondeth”.

Fearing that Robin’s impact might cause her damage, Karate Kid stops the Teen Wonder by knocking him down. Robin fights back, but Karate Kid is able to stop him and explain that the creature is Iris Jacobs, a friend of his. He needs help to find out what turned her into a menace, and would appreciate Robin’s assistance. Robins agrees, but first they need to help the people on the street.

They soon come across a street gang called The Rats, who are looting the stores damaged by Diamondeth. After the two heroes capture the crooks and hand them over to the police, the officers inform them that they lost the creature down by the waterfront.

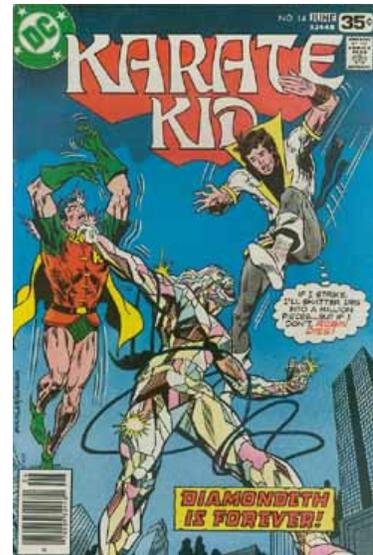
Carl Teaberry, who is in charge of a S.T.A.R. Labs project here in Manhattan, arrives and tells them that the creature is a product of an experiment gone awry. He explains that Iris was a volunteer in that experiment. The scientists can't figure out what went wrong though, because no other subject has been affected in this way.

Major Disaster and the Lord of Time are observing the events on a monitor. They reflect upon the fact that they are behind Iris' bizarre transformation. Although both villains want revenge on Karate Kid, Major Disaster is curious about the project the Lord of Time keeps referring to. He wants to know what's behind his partner's elaborate attack on an inconsequential teenage crimefighter. The Lord of Time tells Major Disaster he underestimates Karate Kid. The Legionnaire is the key that will unlock a kingdom for him -- a kingdom that will make him the Lord of ALL Time! While it may appear he has transformed Iris Jacobs into a diamond being merely to vex Karate Kid, he assures Major Disaster that every move he makes has been carefully calculated to evoke the proper responses from his pawn. Major Disaster asks the Lord of Time if he isn't afraid that the Justice League will come after him again. He responds that they will be helpless, that he will be invincible.

Some time later, night falls on an abandoned warehouse on the waterfront. King Rat, the leader of The Rats, speaks with a couple of fences who typically buy the loot he and his gang steal. He has brought a now docile Diamondeth with him this time. King Rat says they can use her to go on a crime spree. He claims that she listens to him, doing whatever he tells her to do. Karate Kid, who has been watching from a skylight, crashes down into the room. He fights the three criminals and, when they try to flee, Robin is waiting for them at the door.

Diamondeth, who had been sitting immobile, suddenly attacks Karate Kid. He sees nothing but hatred in her eyes. Fearing he might shatter her with one of his blows, Karate Kid tries to contain the berserk creature, but he is unable to stop her. Karate Kid decides that he and Robin must implement their back-up plan. Both strike her at specific spots, on two opposite stress points at the exact same instant, knocking her out.

Robin asks if they are going to take her back to S.T.A.R. Labs to see if the scientists can cure her. Karate Kid decides that her best hope is in the 30th century, whether King Voxv approves or not. The Lord of Time, who is still monitoring the heroes, proclaims that this is precisely as he had planned!



Karate Kid # 15

July-August 1978

Cover Description

Karate Kid, Kamandi, Diamondeth, Dr. Canus, Pyra, two lobster men

Cover Credits

Artists: **Rich Buckler and Jack Abel** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“**Bring Back My Future To Me!**” (17 pages)

Credits

Editor: **Allen Milgrom**
Plotters: **Bob Rozakis and Jack C. Harris**
Scripter: **Bob Rozakis**
Artist: **Juan Ortiz**
Letterer: **Clem Robins**
Colorist: **Mario Sen**

Feature Character

Karate Kid (appears next in *Kamandi, The Last Boy On Earth #58*; also appears in flashback which occurs in between *Karate Kid #14* and *#15*)

Supporting Characters

Diamondeth (Iris Jacobs; appears next in *Kamandi, The Last Boy On Earth #58*; also appears in flashback which occurs in between *Karate Kid #14* and *#15*)

Dr. Canus, Doile, Mylock Bloodstalker, Pyra, Spirit (all of an alternate 30th century; all appear between *Kamandi, The Last Boy On Earth #57* and *#58*)

Villains

The Lord of Time (real name unrevealed; of 38th century Earth; appears next in *Kamandi, The Last Boy On Earth #58*)

Major Disaster (Paul Booker; appears next in *Kamandi, The Last Boy On Earth #58*)

Several lobster beings (all of an alternate 30th century Earth; including **Crabby, Crawdaddy, Red**; all appear between *Kamandi, The Last Boy On Earth #57* and *#58*)

Guest Appearances

Robin (Richard “Dick” Grayson; appears in flashback only, which occurs in between *Karate Kid #14* and *#15*; next chronological appearance in the second story in *Batman Family #18*)

Kamandi (of an alternate 30th century Earth; appears between *Kamandi, The Last Boy On Earth #57* and *#58*)

Other Characters

King Voxv (of 30th century Orando; behind-the-scenes only)

Cameo Appearances

Chameleon Boy, Superboy (in flashback to *Karate Kid* #12 and #13)

One prehistoric man (in flashback to *Karate Kid* #11)

Comments

Very little time has passed since the previous issue. A few hours pass during the course of this issue.

Before this title was cancelled, Bob Rozakis had plans to take Karate Kid and Iris Jacobs into the future. There was going to be a lot more regarding the Lord of Time's master plan, which involved altering the future so that the Legion would never exist. Instead, the story was reworked and the conclusion presented in *Kamandi, The Last Boy On Earth* #58.

This issue includes a letters page entitled "Karate Comments", which features letters from Mike White, Wallace L. Hopkins, E. J. Pardovani, and Neil Durbin.

Synopsis

Karate Kid and Robin arrive at Karate Kid's apartment with a tranquil Diamondeth. Karate Kid uses a time-scanning communicator to contact the Legion in the 30th century. They then send a time bubble to him so he can return to their era. Karate Kid hopes that Iris can be cured of her Diamondeth condition using the future's advanced technology. He sets the controls from 1978 to 2978, but the time bubble inexplicably ends up somewhere else.

Karate Kid lands the time bubble on a beach, and leaves Diamondeth safely inside while he scouts around. Luckily, she only moves when she is provoked. He spots two man-sized dogs dressed in clothing, and assumes they must be part of another scheme engineered by Major Disaster and the Lord of Time. He figures that the Lord of Time side-tracked him again into another testing site, complete with kooky characters.

The villains are watching the events unfold from their monitor screen. Major Disaster asks the Lord of Time where Karate Kid has landed. The Lord of Time explains that the Legionnaire is in the 30th century of an alternate timeline.

Karate Kid listens as the two dogs, Dr. Canus and Mylock Bloodstalker, speak to each other in English. They comment that this "animal", indicating Karate Kid, resembles Kamandi. Karate Kid warns them that he is a master of combat, and comments that Major Disaster probably built that fact into their memory banks. They respond that they have no desire for combat, and add that they know of the Great Disaster, but have never heard of a Major Disaster. Karate Kid can't afford to let his guard down, thus he attacks Dr. Canus. Bloodstalker pulls a gun and fires, but Karate Kid avoids the bullets and knocks him to the ground. Suddenly, Karate Kid is zapped into unconsciousness. The energy beam came from Pyra, an alien being who has just arrived with two others, Spirit and Doile. They are all friends of Canus and Bloodstalker, as well as Kamandi.



Bloodstalker, being the world's greatest detective, deduces that the strange human used the time bubble to travel from Earth in another era. Karate Kid awakens and, concluding they are real and not part of Major Disaster's plans, introduces himself to them. They in turn introduce themselves and mention that they are searching for another of their group, Kamandi, an evolved human like Karate Kid. He was abducted by lobster beings that came to the region following what they thought to be a star. The creatures believed Kamandi to be a god! Kamandi's friends were unable to stop the kidnapers, and were searching the beach for some clue when Karate Kid appeared.

The villains watch on their monitor as Karate Kid tries the time bubble again. He hopes that it just needs some recalibrating, but the device still won't respond. The villains have succeeded in trapping him in this alternate future. They now initiate phase two of their plan.

On an island off the coast -- the Island of the God-Watchers -- three surfing lobster beings are drawn out to sea by a reverse tidal wave caused by Major Disaster, sending them back to the mainland. The large wave approaches the shoreline of the beach, so Karate Kid grabs Diamondeth and they all flee to safety. The time bubble is crushed by the incoming wave. The lobster beings land on the beach, believing the gods have brought them there again to find Karate Kid, a second god! They tell Karate Kid that he must come with them. The hero tries to fend them off, but they are impervious to his blows. They knock him out and kidnap him.

Nearby, Pyra transforms Diamondeth back to normal but, when Iris sees them, she screams in terror. Pyra quickly changes Iris back into the creature, fearing the sight of them might destroy her mind, but the alien plans on informing Karate Kid that she possesses the power to cure his friend. However, Karate Kid's new allies quickly discover that he was taken away by the lobster beings. Dr. Canus and Bloodstalker are able to catch up to the kidnapers and secretly tag along.

Soon, on the Island of the God-Watchers, Karate Kid is placed into a pod which is attached to a weird projector-like contraption, right next to a pod containing Kamandi. Dr. Canus and Bloodstalker stumble onto a fantastic outdoor drive-in movie. On the screen they see Karate Kid battling Kamandi. The marquee reads "Bruce Lee in ... Enter the Dragon' starring a god"!

Kamandi, The Last Boy On Earth # 58

August-September 1978

Cover Description

Kamandi, Karate Kid, Dr. Canus, Mylock Bloodstalker

Cover Credits

Artists: **James Sherman** and **Bob McLeod** (signed)
Letterer: **unknown**
Colorist: **unknown**

STORY

“Enter: The Legionnaire” (17 pages)

Credits

Editor: **Allen Milgrom**
Plotters: **Jack C. Harris** and **Bob Rozakis**
Scripter: **Jack C. Harris**
Penciler: **Dick Ayers**
Inker: **Danny Bulanadi**
Letterer: **Shelly Leferman**
Colorist: **Mario Sen**

Feature Character

Kamandi (of an alternate 30th century Earth; last seen in *Karate Kid #15*; appears next in *Kamandi, The Last Boy On Earth #59*)

Guest Star

Karate Kid (last seen in *Karate Kid #15*; appears next in *Superboy & The Legion Of Super-Heroes #244*)

Supporting Characters

Dr. Canus, Doile, Mylock Bloodstalker, Pyra, Spirit (all of an alternate 30th century; all last seen in *Karate Kid #15*; all appear next in *Kamandi, The Last Boy On Earth #59*)

Diamondeth (Iris Jacobs; last seen in *Karate Kid #15*; appears next in *Superboy & The Legion Of Super-Heroes #244*)

Villains

The Lord of Time (real name unrevealed; of 38th century Earth; last seen in *Karate Kid #15*; appears next in *Justice League Of America #159*)

Major Disaster (Paul Booker; last seen in *Karate Kid #15*; appears next in *Superman [first series] #341*)

Several lobster beings (all of an alternate 30th century Earth; including **Crabby, Crowdaddy, Red**; all last seen in *Karate Kid #15*; final appearance of all)

Cameo Appearances

Robin Hood, King Kong, the Frankenstein monster, other characters (all appear as images in motion pictures)

Comments

Placement of this story in continuity is based on the following facts: This story leads directly into *Superboy & The Legion Of Super-Heroes #244*.

No time has passed since the end of *Karate Kid #15*. A few hours appear to pass during the course of this issue.

Iris Jacobs is cured of being Diamondeth and is returned to the 20th century in *Superboy & The Legion Of Super-Heroes* #246.

The events of *Karate Kid* #15 and this issue place Kamandi in the 30th century, in contradiction to all previous indications that placed him about a century in the future. It would eventually be revealed that Kamandi is none other than Tommy Tomorrow in an alternate timeline, which supports the theory that the references to the 30th century were in error.

Synopsis

Due to interference by Major Disaster and the Lord of Time, Karate Kid has been stranded in the alternate future of Kamandi. Karate Kid and Kamandi have been trapped in a device by lobster beings, which projects their images into movies that the creatures enjoy. The heroes, who experience the movies as if they were actually occurring, find themselves in Bruce Lee's "Enter the Dragon". Karate Kid is totally confused, unable to contemplate what is happening. Kamandi is being attacked by other martial artists, who suddenly run off toward a distant building, following the action of the original movie. Karate Kid tries to talk to Kamandi, but Kamandi thinks he is merely another part of the movie.

In the next instant, they find themselves inside the building. Karate Kid grabs Kamandi, by chance mentioning talking dogs. Karate Kid is surprised when Kamandi asks him if he knows Dr. Canus and Bloodstalker. Just then the martial artists enter the building and attack. Kamandi explains that their opponents are just movie images and they themselves are trapped inside the movie. The scene shifts and the heroes now find themselves surrounded by beautiful women.

Back in the real world, the lobster beings spot Dr. Canus and Bloodstalker, who are attempting to enter the projection booth. The dogs avoid their pursuers' ray guns, but pretend to be hit and paralyzed. When the lobster beings approach, they grab the guns and turn on their attackers. They force their way into the booth and zap the projector operators. As they mess around with the projector, the scene changes from movie to movie.

Kamandi theorizes that if they don't perform, then the lobster beings will look for different gods to worship, so he and Karate Kid cease their participation. As he had hoped, the angry lobster viewers rush the booth and demand real action. They evict the heroes from the pods, but accidentally destroy the delicate projector in the process, causing a fire. The screen quickly becomes engulfed in flames. The heroes and their two canine friends use the moment of panic to flee. Pyra and the others arrive in Pyra's spaceship, having followed the glow of the fire. They rescue their fleeing friends just before the angry lobster beings get to them.

Pyra tells Karate Kid that she managed to cure his friend, but the shock was too much for her. She had no choice but to change Iris back into the mindless Diamondeth. Karate Kid tells her to cure Iris again, that she will be able to handle it now that he has returned, but Pyra says it cannot be done. She explains that he is displaced from his own timestream. If he remains any longer he may never be able to return to his own reality. She is not certain that her ship can utilize the energy from the place called the Vortex, but if he will volunteer himself, Iris, and the damaged time bubble, she will be able to experiment. Unfortunately, this far from the Vortex she can only turn Iris back to normal or return them to their own timeline -- one or the other, but not both.

Karate Kid decides that returning to his own 30th century with Diamondeth is his best option. The others are excited because if they can find the Vortex, then Pyra can use the power to energize her ship and return to her own world to save her people. Pyra says it's up to Karate Kid to learn the secret. If his time bubble can utilize the Vortex power, then her ship may also be able to use the incredible energy. They must hurry though, for she can only tap that energy for a short time.



Major Disaster and the Lord of Time continue to watch the events unfold on their monitor. Major Disaster is amazed that they are watching an alternate future. The Lord of Time says he had hoped to trap Karate Kid there, but fears he has failed. The alien female is attempting to tap into the energy of the Vortex, and he can't cut into it! He explains that all who dabble in time travel know of the Vortex. Its power is awesome, its secret the greatest in all time and space. Although he has conquered the secret of time, the power of the Vortex is beyond even his grasp. If the alien succeeds in tapping the power of the Vortex, Karate Kid could elude them for all time.

Pyra informs the others that they are almost ready. Karate Kid and Diamondeth are waiting in the time bubble. Karate Kid tells Kamandi that even though he has no super-power, he would have made a fine Legionnaire. Kamandi says it was great to meet another intelligent human. As the time bubble fades, Dr. Canus remarks that perhaps in Karate Kid's reality, Kamandi's counterpart is one of Karate Kid's fellow Legionnaires. Kamandi says it could be -- he feels a very strong kinship with the departed hero.

Pyra proclaims they are successful. The power will be her people's salvation. Pyra's ship finally approaches the Vortex itself, but they are all shocked to discover it is hidden behind the Wondrous Western Wall, which appears to stretch on forever!

Superboy & The Legion Of Super-Heroes # 244

October 1978

STORY

“The Dark Circle That Crushed Earth” (25 pages)

Chapter 2: “The Last Line Of Defense”

Chapter 3: “The Secret Of The Earthwar”

Feature Characters

Members of the 30th century's **Legion of Super-Heroes**: **Karate Kid** (last seen in *Kamandi, The Last Boy On Earth #58*; appears next in *Superboy & The Legion Of Super-Heroes #245*); **Superboy**, **Brainiac 5**, **Chameleon Boy**, **Colossal Boy**, **Cosmic Boy**, **Dawnstar**, **Dream Girl**, **Element Lad**, **Light Lass**, **Mon-El**, **Phantom Girl**, **Princess Projectra**, **Shadow Lass**, **Shrinking Violet**, **Star Boy**, **Sun Boy**, **Timber Wolf**, **Ultra Boy**, **Wildfire**

Supporting Characters

Diamondeth (Iris Jacobs; last seen in *Kamandi, The Last Boy On Earth #58*; appears next as Iris Jacobs in the first story in *Superboy & The Legion Of Super-Heroes #246*)

Members of the 30th century's **Legion Reserve**: **Bouncing Boy**, **Duo Damsel**, **Lightning Lad**, **Saturn Girl**

Members of the 30th century's **Legion of Substitute Heroes**: **Chlorophyll Kid**, **Color Kid**, **Fire Lad**, **Night Girl**, **Polar Boy**, **Stone Boy**

Villains

Mordru; the Dark Circle; the Khunds; Ontiir

Comment

Due to space restrictions, the information listed in this index for this issue is incomplete. Only data relevant to Karate Kid's exploits is included. This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Synopsis

In the middle of the invasion of Earth by Mordru, the Dark Circle, and the Khunds, Karate Kid arrives back in the 30th century with Diamondeth. He couldn't get a signal from Legion headquarters, so he brings his time bubble to rest at Science Police headquarters, figuring the Science Police can explain what is going on. He arrives just in time to save Officer Shvaughn Erin from Khund soldiers.

Superboy & The Legion Of Super-Heroes # 245

November 1978

STORY

“Mordru Master Of Earth!” (25 pages)

Chapter Two: “The Legionnaire Hunt”

Chapter Three: “The End Of The Hunt”

Feature Characters

Members of the 30th century's **Legion of Super-Heroes**: **Karate Kid** (last seen in *Superboy & The Legion Of Super-Heroes #244*; appears next in the first story in issue #246); **Superboy, Brainiac 5, Chameleon Boy, Colossal Boy, Cosmic Boy, Dawnstar, Dream Girl, Element Lad, Light Lass, Mon-El, Phantom Girl, Princess Projectra, Shadow Lass, Shrinking Violet, Star Boy, Sun Boy, Timber Wolf, Ultra Boy, Wildfire**

Supporting Characters

Members of the 30th century's **Legion Reserve**: **Bouncing Boy, Duo Damsel, Lightning Lad, Saturn Girl**

Members of the 30th century's **Legion of Substitute Heroes**: **Chlorophyll Kid, Color Kid, Fire Lad, Night Girl, Polar Boy, Stone Boy**

Villains

Mordru; the Dark Circle; the Khunds; Ontiir

Comments

Due to space restrictions, the information listed in this index for this issue is incomplete. Only data relevant to Karate Kid's exploits is included. This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Karate Kid mentions that his fight with Superboy in *Karate Kid #12* and *#13* took place a few weeks ago, even though only a day or two has passed for Karate Kid since that event. Refer to the Comments section for *Karate Kid #13* for an explanation of this apparent contradiction.

Synopsis

Karate Kid helps the Legionnaires battle and defeat Mordru during the Earthwar.

Superboy & The Legion Of Super-Heroes # 246

December 1978

STORY ONE

“Will The Last One To Leave Mercury Please Close The Planet?” (14 pages)

Feature Characters

Members of the 30th century's **Legion of Super-Heroes**: **Karate Kid** (last seen in *Superboy & The Legion Of Super-Heroes #245*; appears next in the second story in issue *#247*); **Chameleon Boy, Cosmic Boy, Lightning Lad, Shadow Lass, Sun Boy**

Supporting Character

Iris Jacobs (last seen as Diamondeth in *Superboy & The Legion Of Super-Heroes #244*; appears next in *The Brave & The Bold #198*)

Villains

The Thermoids (first and only appearance)

Comments

Due to space restrictions, the information listed in this index for this issue is incomplete. Only data relevant to Karate Kid's exploits is included. This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

Karate Kid is not shown discussing Projectra with King Voxv again until the first story in *The Legion Of Super-Heroes [second series] #285*. King Voxv dies in that tale.

Synopsis

Five Legionnaires arrive on Mercury's isolated Medivac-Lab looking for Karate Kid. Lightning Lad says they'd hardly had time to say two words to him after he returned from the 20th century to help them defeat Mordru. The next thing they knew, he had vanished, leaving behind a vid-tape which told them he'd gone to Mercury, specifically to Medivac. The terminally ill go to Medivac in hope that the doctors there might diagnose their ailments and perhaps produce a cure. The Legionnaires are concerned that perhaps Karate Kid contracted an eradicated disease during his self-exile in the past.

Karate Kid arrives with Iris Jacobs, who has been cured of her Diamondeth condition. He didn't have time to explain during their battle with Mordru and the Khunds. He introduces Iris to the Legionnaires, telling them that the doctors have successfully treated her. He says he'd like to stay and chat, but he must return Iris to the 20th century, then go have a nice long talk with Projectra's father, King Voxv of Orando.

STORY TWO

"A World For The Winning!" (9 pages)

Comment

This story is fully indexed in the projected volume of this index pertaining to *The Legion of Super-Heroes*.

The Brave & The Bold # 198

May 1983

Cover Description

Batman, Karate Kid, Pulsar

Cover Credits

Artist: **Jim Aparo** (signed)

Letterer: **unknown**

Colorist: **unknown**

STORY

“**Terrorists Of The Heart!**” (23 pages)

Credits

Editor: **Len Wein**
Writer: **Mike W. Barr**
Penciler: **Chuck Patton**
Inker: **Rick Hoberg**
Letterer: **Todd Klein**
Colorist: **Adrienne Roy**

Feature Characters

Batman (Bruce Wayne; last chronological appearance in *Justice League Of America* #216; next chronological appearance in *Batman* #360)

Karate Kid (last seen in *Legion Of Super-Heroes [second series]* #296; appears next in *Legion Of Super-Heroes [second series]* #300)

Supporting Characters

Police Commissioner James Gordon (last chronological appearance in *World's Finest Comics* #290; next chronological appearance in *Batman* #360)

Iris Jacobs (last seen in the first story in *Superboy & The Legion Of Super-Heroes* #246; final appearance)

Mrs. Emily Geichman (last seen in *Karate Kid* #8; final appearance)

Villains

Pulsar (Benjamin Day; last seen in *Karate Kid* #9; dies in this story)

The Black Hearts (seven men and women are depicted, including **Peter Travers**, **Randy**, and **Jordan**; first and only appearance of all; revolutionaries)

Katy (first and only appearance; former member of the Black Hearts)

Other Characters

Several Gotham City police officers (at least thirteen officers are depicted; including **Driscoll**)

An unnamed motorist (first and only appearance; dies in this story)

Comments

Approximately a year and a half has passed in the DC Universe since *Karate Kid* returned Iris to the 20th century.

Benjamin Day's wife and two children were murdered by the mob while Ben was in prison, sometime between *Karate Kid* #9 and this issue.

Synopsis

Karate Kid once again travels back in time to the 20th century using one of the Legion's time bubbles. He knocks on Iris Jacob's window, but no one is there. He moves on to Mrs. Geichman's room and wakes her, asking her where Iris is. She tells him that Iris moved to Gotham City not long after he moved out.

In Gotham City, Batman arrives at Gotham City Jail. Criminals called the Black Hearts are looking to get revenge on one of their former members, Katy, for betraying them to the police. She is now in protective custody. Suddenly, the building shakes. The villain called Pulsar blasts into the cell to kill Katy. Batman saves her and fights the assassin. Katy, a vicious killer herself, escapes. Pulsar disables Batman and discovers his target had fled.

Katy wraps a shard of glass in a handkerchief and uses it to kill a motorist. She takes the handkerchief with her, but fails to notice that a small piece has been torn off. She steals the car and flees. Having suffered injuries during Pulsar's attack, Katy crashes the car three miles away. She collapses, but is helped by Iris Jacobs. Katy claims she was attacked by a mugger, so Iris takes the supposed victim into her apartment to allow her to clean up and rest. Iris tells Katy to take a shower, which she does.

While Katy is in the bathroom, Karate Kid arrives through the living room window. Iris is delighted, and hugs and kisses him. Karate Kid sneezes, remarking that he must have picked up a cold. He says he was in such a hurry that he didn't get the proper immunizations. He grabs a handkerchief, which just happens to be the one Katy was carrying. Karate Kid tells Iris he wants to talk to her about something, but just then a news report appears on the television announcing that Pulsar has attacked Gotham City Jail. Karate Kid says he needs to look into the Pulsar situation and leaves.

Katy comes out of the bathroom and sees the news report. She shuts off the television before Iris can see her image on the screen.

Karate Kid soon arrives in Gotham City and goes to the crime scene outside the jail. There he meets up with Batman, who introduces the Legionnaire to Commissioner Gordon. Batman then finds a shred of cloth on the dead motorist. When Karate Kid sneezes again and pulls out the handkerchief, Batman notices that his shred is a piece from that same handkerchief. Karate Kid tells Batman that he picked it up at Iris' apartment, so they hurry back to her place.

The Black Hearts and Pulsar arrive at Iris' building. They were monitoring the police frequency and heard a report of a wrecked car at her address. They see spots of blood on the sidewalk and follow them to Iris' apartment. They enter through the door just as Batman and Karate Kid enter through the window. Iris and Katy are trapped in the middle. Karate Kid takes on Pulsar, while Batman handles the gang.

Pulsar tells Karate Kid to keep back, that he has no quarrel with him. Karate Kid says Pulsar told him he was going straight. The Legionnaire attacks the assassin and accidentally knocks him out of the window. He follows his opponent, but then sneezes again, giving Pulsar some warning. The villain blasts Karate Kid with his staff. He then explains that when he was in prison, the mob bosses he turned on had their revenge. They killed his wife and two children. Any decent feeling he ever had died with them. When the Black Hearts asked him to join them, he had no reason not to. Karate Kid uses his weighted sash to snatch the power rod from Pulsar. He then easily knocks the assassin out.

Peter Travers, the leader of the Black Hearts, watches from the apartment window. He presses a switch which triggers Pulsar's atomic overload. Karate Kid barely escapes as Pulsar explodes. Batman continues to fight the gang members inside. Karate Kid enters through the window and helps Batman defeat them all. Iris also helps out by stopping Katy from escaping.

After the police take the Black Hearts away, Karate Kid finally gets to talk to Iris. She thinks he has come back in time to be with her, but he tells her he only came back to invite her to his wedding to Projectra. Tears well up in her eyes, then she gets angry. Iris turns away, asking him how he could possibly think she could stand to see him marry someone else! She tells him to leave. Karate Kid complies, returning to the 30th century in his time bubble.



APPENDIX: PROPOSED CHRONOLOGIES

KARATE KID CHRONOLOGY			
KK#10fb	Karate Kid speaks with King Voxv on Orlando about proving his worth.	KK#9	Day after KK #8. Two and three days after Veteran's Day: late night, dawn through midnight, then early morning.
SB#223-224	The Legion vs. the Time Trapper and then Pulsar Stargrave.	KK#10	Day after KK #9. Three days after Veteran's Day: morning.
KK#2fb	Karate Kid leaves the 30th century.	SB#231	Short time after KK #10.
KK#1	Karate Kid arrives in the 20th century.	ANCE #C-55	Days or weeks after SB #231.
KK#2	Short time after KK #1.	KK#11	Short time after All New Coll Ed #C-55.
KK#3	A few weeks after KK #2.	KK#12	Same day as KK #11.
KK#4	Indeterminate time after KK #3.	KK#13	At least a few days (in 1977) after KK #12.
KK#5	Indeterminate time after KK #4. Veteran's Day: morning and afternoon.	KK#14	Same day as KK #13.
KK#6	Same day as KK #5. Veteran's Day: afternoon and evening.	KK#15	Same day as KK #14.
KK#7	Day after KK #6. Day after Veteran's Day: night, dawn, and morning.	Kamandi#58	Same day as KK #15.
KK#8	Same day as KK #7. Day after Veteran's Day: morning through late night.	SB#244	Short time after Kamandi #58.

LEGION OF SUPER-HEROES CHRONOLOGY			
KK#10fb	Karate Kid speaks with King Voxv on Orlando about proving his worth.	SB#233/1	Mentions Klordny Week from SB #232.
SB#223-224	The Legion vs. the Time Trapper and then Pulsar Stargrave.	SB#233/2	Mentions Karate Kid has returned to 20th century (incorrectly says "last issue").
KK#2fb	Karate Kid leaves the 30th century.	SB#234	Takes place on an Autumn day.
KK#1	Karate Kid arrives in the 20th century. Legionnaires try to convince him to return. Mon-El is still Legion leader.	SB#235/2	Takes place on an Autumn day. Several days after SB #234
SB#225/1	Wildfire is elected as Legion leader. Mentions Karate Kid is in the 20th century.	SB#235/1	First story is placed after second because SB #234 and #235/2 are a two-parter.
SB#225/2	Events likely concurrent with SB #225/1.	SB#236/1	Cosmic Boy on vacation.
SB#226/1	Two days after SB #225/1.	SB#236/2	Mon-El on vacation, vs. Khunds at Helios.
SB#226/2	Short time after SB #224. Brainiac 5 is on Zerox at Mordru's citadel.	SB#236/3	Engagement of Saturn Girl and Lightning Lad.
SB#227	Short time after SB #226/2. The Legion battle Pulsar Stargrave.	All New Coll Ed #C-55	Wedding of Saturn Girl and Lightning Lad. Karate Kid is present.
DCSpec#28	Occurs just after SB #227. It's been months since SB #218.	SB#237	Short time after All New Coll Ed #C-55 and SB #236/2. Khunds attacks Helios again.
KK#4	The Legion summon Karate Kid to the 30th century. He then returns to the 20th.	SB#239	Brainiac 5 frames Ultra Boy for the murder of An Ryd.
SB#228	Chemical King is killed.	SB#240/1	Short time after #239, months since #221.
SB#229	Short time after SB #228. Funeral of Chemical King.	SB#240/2	Events likely concurrent with SB #240/1.
SB#230/2	Concurrent with SB #229.	DCPre#2	Superman arrives in the 30th century. In a time paradox, Superboy is present.
SB#230/1	Weeks since SB #229, as inferred by SB #230/2.	SB#241/1	Brainiac 5 mentions Karate Kid is in the 20th century. Khunds heading to Earth.
KK#6	The Legionnaires travel back to the 20th century to help Karate Kid.	SB#241/2	Events likely concurrent with SB #241/1.
KK#8	Projectra travels back to the 20th century.	SB#242/1	Hours after SB #241/1, couple of weeks since #239. Khunds reach Earth.
KK#10	Karate Kid and Projectra return to the 30th century.	SB#242/2	Events likely concurrent with SB #242/1.
SB#231	Short time after KK #10. Karate Kid in the 30th century.	SB#243	Moments after #242/1. Khunds on Earth.
JL#147-148	Mordru thought killed in a rebellion, which must have followed SB #226/2 and #230/1.	SB#244	Moments after #243. Karate Kid returns to the 30th century. Khunds, Mordru.
SB#232	Klordny Week.	SB#245	Moments after #244. States KK #12-13 took place a few weeks ago. Mordru.
DCSupStar#17	The Legion founders tell Superboy about the team's first case.	SB#246/1	Short time after SB #245. Karate Kid returns Iris to the 20th century, then goes to Orlando to speak with Voxv.

AN EXPLANATION OF THE INDEX FORMAT

The format of this index is based on the Marvel Index series by George Olshevsky and the DC Index series by Murray R. Ward. The influence of their work on this magazine is obvious. Their colossal efforts, and that of those who labored with them, are greatly admired and appreciated.

Character listings are divided into the following seven categories:

Feature Character(s) - Character(s) to whom the title feature refers. Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

Guest Star(s) - Character(s) from other comics who have a major role in the story. Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

Supporting Character(s) - Character(s) who appear frequently in stories with the feature character(s). Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

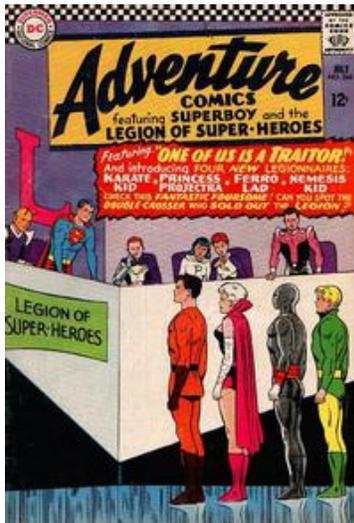
Villain(s) - The antagonist(s) of the feature character(s). Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

Guest Appearance(s) - Character(s) from other comics who have a minor role in the story. An off-panel appearance, such as a telephone conversation, counts as long as the character is physically present. Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

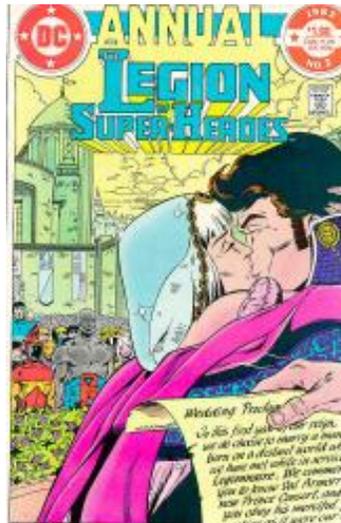
Other Characters - Characters who do not fall into any of the five previous categories. Such characters who appear behind-the-scenes or in flashbacks to events previously untold are included under this category.

Cameo Appearance(s) - Character(s) who do not actually appear in a story but whose images are seen, for example, in photographs, flashbacks, or reminiscences. Characters who appear in flashbacks to stories previously told are included under this category, provided they make no physical appearances elsewhere in the story.

COVER GALLERY



ADVENTURE COMICS # 346
(July 1966); first appearance
of Karate Kid, Projectra,
and Nemesis Kid; art by
Curt Swan and George Klein.



LEGION OF SUPER-HEROES
[2nd series] ANNUAL # 2 (1983);
wedding of Karate Kid and
Projectra; art by Keith
Giffen and Larry Mahlstedt



LEGION OF SUPER-HEROES
[3rd series] # 4 (Nov 1984);
death of Karate Kid at the hands
of Nemesis Kid; art by Keith
Giffen and Larry Mahlstedt

