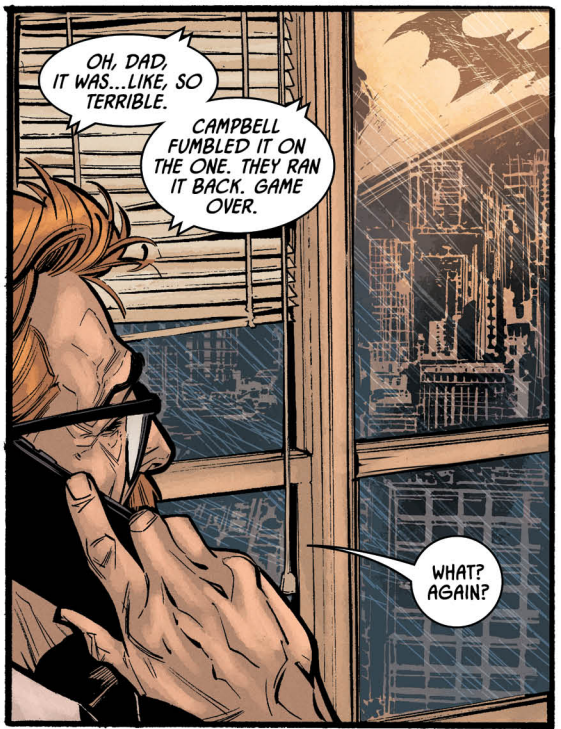




WAIT, DAD, SO YOU MISSED THE END OF THE GAME?

I DON'T KNOW. THERE WAS A... WORK THING...

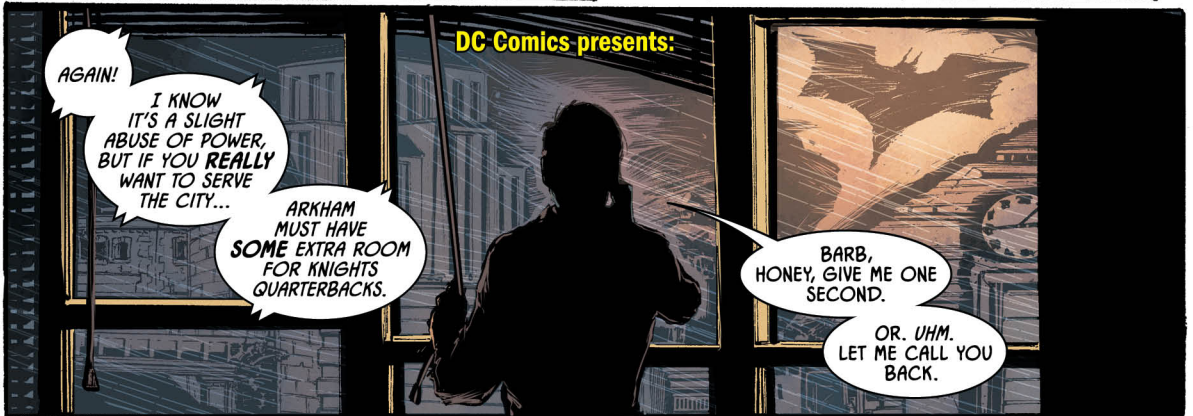
KITE MAN...



OH, DAD, IT WAS... LIKE, SO TERRIBLE.

CAMPBELL FUMBLERD IT ON THE ONE. THEY RAN IT BACK. GAME OVER.

WHAT? AGAIN?



DC Comics presents:

AGAIN!

I KNOW IT'S A SLIGHT ABUSE OF POWER, BUT IF YOU REALLY WANT TO SERVE THE CITY...

ARKHAM MUST HAVE SOME EXTRA ROOM FOR KNIGHTS QUARTERBACKS.

BARB, HONEY, GIVE ME ONE SECOND.

OR. UHM. LET ME CALL YOU BACK.



HOW MANY DAMN MEMOS DO I HAVE TO SEND?!

NO ONE BUT ME TOUCHES THE DAMN SIGNAL!



WHATEVER DAMN FOOL TURNED THE DAMN THING ON...

NO EXAGGERATION, I'M GOING TO KILL...

SUPERFRIENDS PART 3

Tom King script Joëlle Jones interiors
Jordie Bellaire color Clayton Cowles letters Mikel Janin cover
Olivier Coipel & Dave Stewart variant cover
Maggie Howell asst. editor Jamie S. Rich editor
BATMAN created by Bob Kane with Bill Finger



...HIM?



I'M SORRY, MISS...
...WOMAN.



WONDER WOMAN.



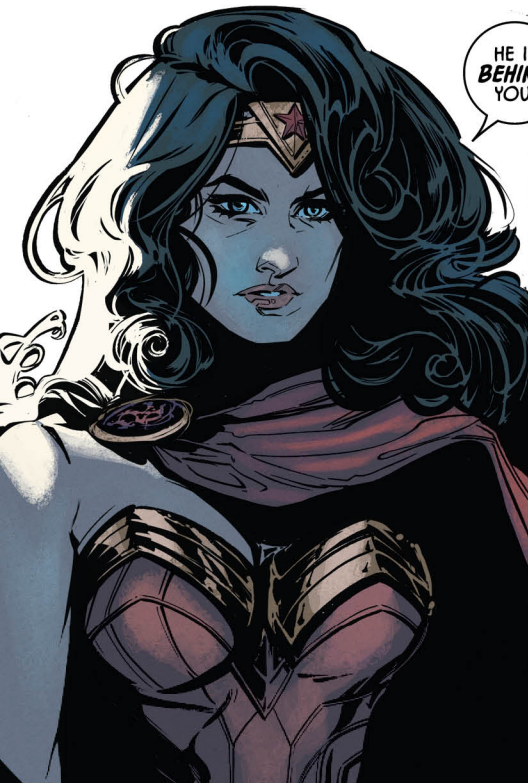
SIR, I WOULD LIKE TO SPEAK TO **BATMAN** ALONE. PLEASE.



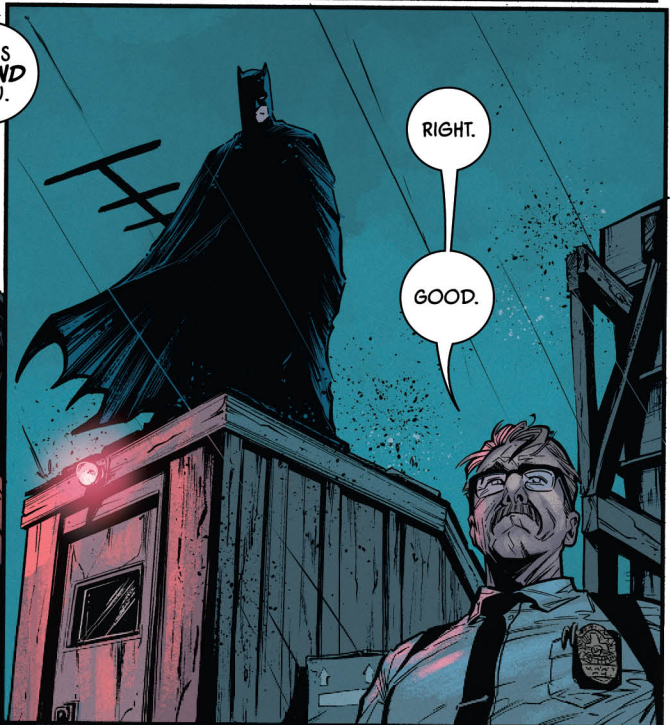
UH... YEAH, SURE.

WE'LL JUST... UH...

I'M SURE HE'LL BE HERE SHORTLY.



HE IS **BEHIND** YOU.



RIGHT.

GOOD.



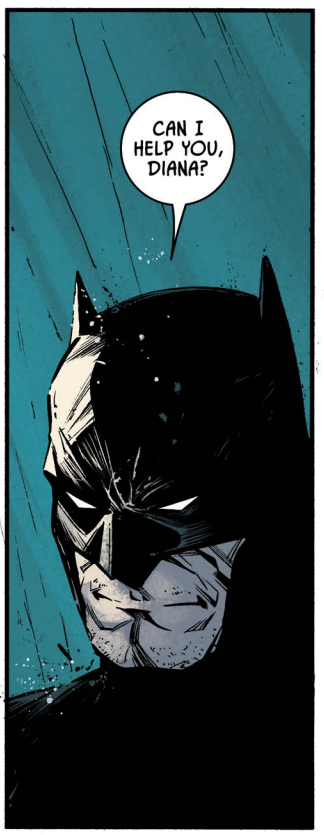
YOU
COULD'VE USED THE JL
COMMUNICATOR.



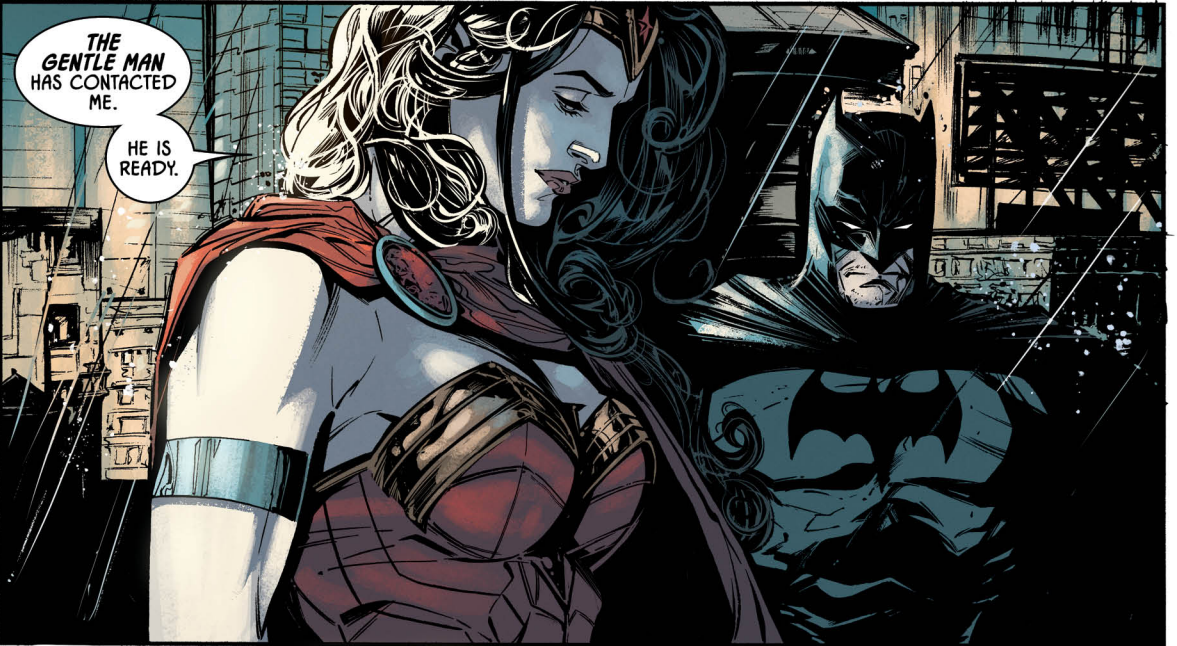
YES.
THIS IS
TRUE.

BUT...
I **WANTED**
TO TRY THE
SIGNAL.

I
THOUGHT
IT MIGHT BE
FUN.

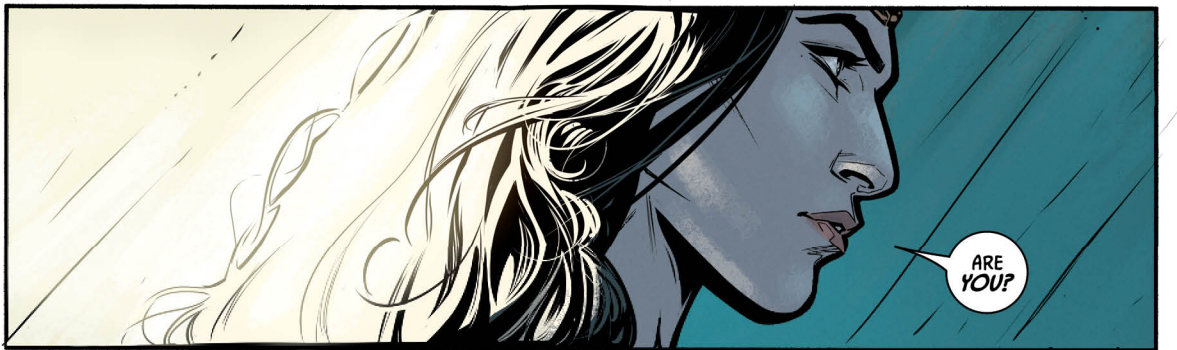


CAN I
HELP YOU,
DIANA?



**THE
GENTLE MAN**
HAS CONTACTED
ME.

HE IS
READY.



ARE
YOU?