

Shadow COMICS

NOV • 1942

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VOL • 2 • NO • 8



3 CHILLING
SHADOW STORIES

AND
NICK CARTER
HOODED WASP
DANNY GARRETT
LITTLE NEMO
AND OTHERS



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SHADOW COMICS

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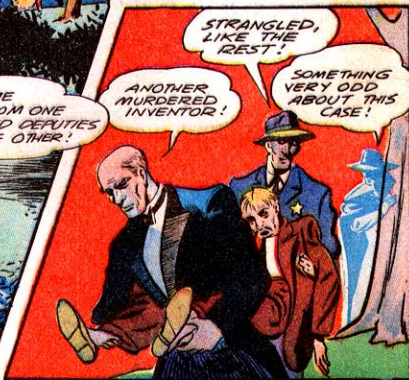
HORROR HOUSE

LAMONT CRANSTON AND MARGO LANE COME TO VISIT BARTON FREW, A WEALTHY RECLUSE, WHO IS SEEKING TO FINANCE DESERVING INVENTORS

UNFORTUNATELY NO INVENTORS HAVE BEEN ABLE TO REACH THE MANSION EVERY SUCH VISITOR HAS BEEN DISCOVERED DEAD IN THE WOODS LEADING TO THE HOUSE STRANGLED BY AN UNKNOWN ASSASSIN !

DEPUTIES ARE NOW GUARDING FREW'S ESTATE .

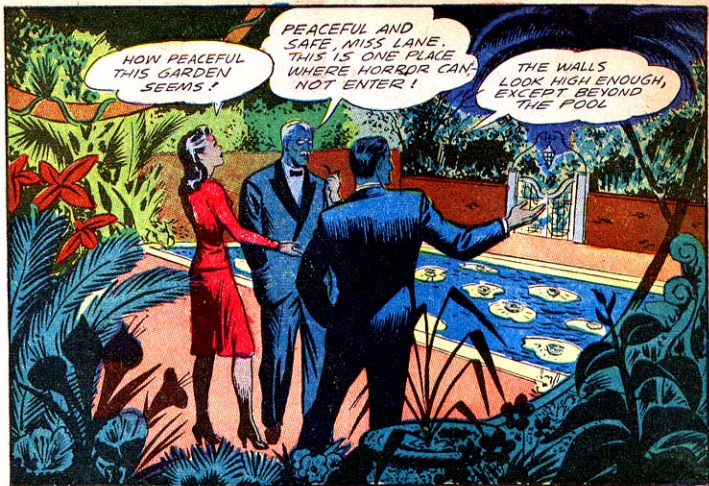


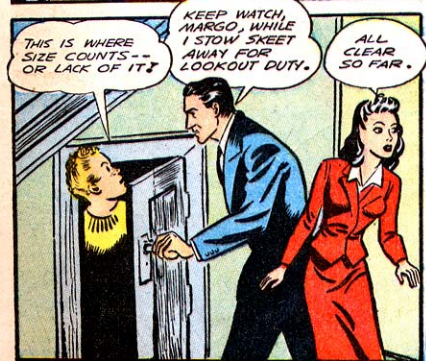
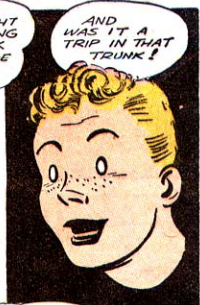




BECOMING CRANSTON, THE SHADOW INTRODUCES HIMSELF AND PROCEEDS TO THE MANSION WHERE HE AND MARGO MEET BARTON FREW...







AFTER SEARCHING THE WOODS, THE
SHADOW RETURNS TO WATCH
HORROR HOUSE . . .

NO ONE AMONG THOSE TREES!
IF ANOTHER INVENTOR ARRIVES,
HE'LL BE SAFE UNTIL HE
ENTERS THE HOUSE.

YOU'VE HEARD
FROM NESBIT
THE INVENTOR,
GAVIN?

HE PHONED
A WHILE AGO,
SIR.

NESBIT IS
COMING HERE
THIS EVENING --

THEN HE SHOULD
ARRIVE WITHIN AN HOUR.
MAKE SURE THE LANE GIRL
DOES NOT LEARN OF HIS
VISIT!

THESE POPPIES
TOOK TEN YEARS TO
DEVELOP --

AND THEY'RE
MAKING ME
SLEEPY! I
DON'T THINK
I'LL WAIT FOR
LAMONT TO COME
BACK FROM TOWN.
GOOD NIGHT, MR. FREW.

SO FREW IS BEHIND
THOSE MURDERS!
BUT HOW CAN I
WARN MARGO,
WHILE GAVIN IS
ON THE
STAIRS?
WAIT -- IF I CAN
FIND THE
CELLAR --





WHO IS THIS
YOUNG UPSTART,
GAVIN?

I REALLY
DON'T KNOW,
SIR.

NO USE TO
BLUFF, FREW.

WE KNOW
EVERYTHING.



EVERYTHING SEEMS
TO BE VERY LITTLE,
CONSIDERING HOW
WELL I AM PREPARED
FOR IT!

NESBIT IS
ABOUT DUE, SIR.
I HAD BETTER
ANSWER BEFORE
HE RINGS.

IF ONLY
LAMONT--

IT'S NO
USE, MARGO!

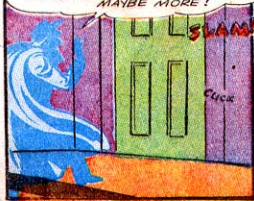


THERE'S AN INVENTOR WHO
IS GETTING SAFELY TO THE
HOUSE. NOW TO STOP HIM
BEFORE SOME ONE ANSWERS
HIS RING.



AH! JUST IN
TIME.

THAT WAS QUICK. SO THEY
WERE READY FOR HIM!
WELL, I'LL SHOW THEM
SOMETHING JUST AS TRICKY--
MAYBE MORE!





WELCOME, NESBIT! YOU ARE LUCKIER THAN MY FORMER VICTIMS. YOU WILL HAVE COMPANY WHEN YOU DIE!

WE'LL TAKE THOSE PLANS, NESBIT!



THIS TREE (I CALL A BANYAN) IS ACTUALLY A PYTHON PLANT, ITS BOUGHS AS DEADLY AS THE COILS OF THE SNAKE FROM WHICH IT GAINS ITS NAME!

SO THE OTHER INVENTORS WERE STRANGLED HERE!



THE SHADOW DOES KNOW!

HOW DID HE GET HERE?



AND THEIR BODIES DUMPED IN THE WOODS!

IF THE SHADOW ONLY KNEW!



AND NOW, FREW --

IT'S NO USE, SHADOW! YOU ARE INVISIBLE, BUT YOUR FRIENDS ARE NOT. WE ARE BLOCKING THE ONLY WAY TO ESCAPE. ONE MOVE FROM YOU --



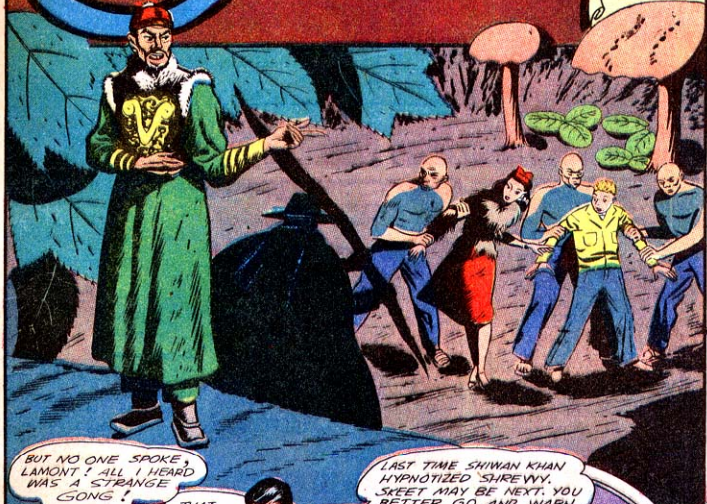
LEAD THEM THAT WAY, SKEET!

THAT WAY? ALL RIGHT, CHIEF --



G IANT'S GARDEN

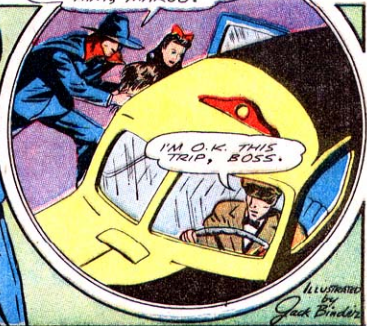
AGAIN--
THE
SHADOW
MEETS
SHIWAN
KHAN,
THE GOLDEN
MASTER--
IN THE
GIANT'S
GARDEN!!!



BUT NO ONE SPOKE,
LAMONT! ALL I HEARD
WAS A STRANGE
GONG!

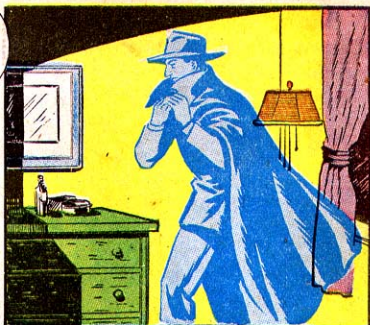
THAT
MEANS SHIWAN
KHAN IS BACK
AGAIN PLANNING
NEW DEVILRY!

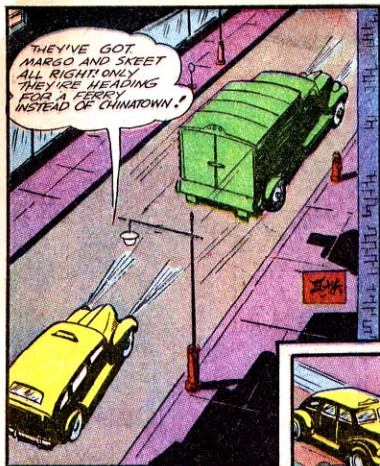
LAST TIME SHIWAN KHAN
HYPNOTIZED SHREVVY.
SKEET MAY BE NEXT. YOU
BETTER GO AND WARN
HIM, MARGO.



I'M O.K. THIS
TRIP, BOSS.

ILLUSTRATED
BY
Jack Binder



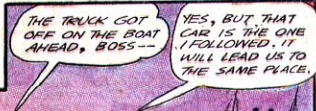


THEY'VE GOT MARGO AND SKEET ALL RIGHT! ONLY THEY'RE HEADING FOR A FERRY INSTEAD OF CHINATOWN!



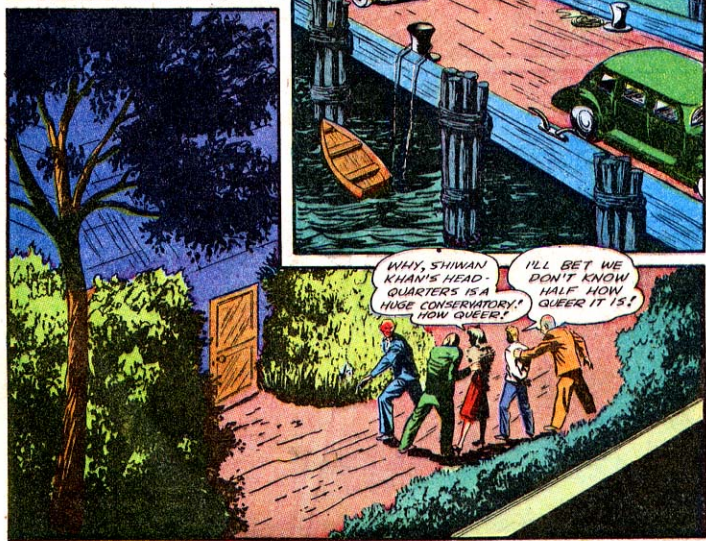
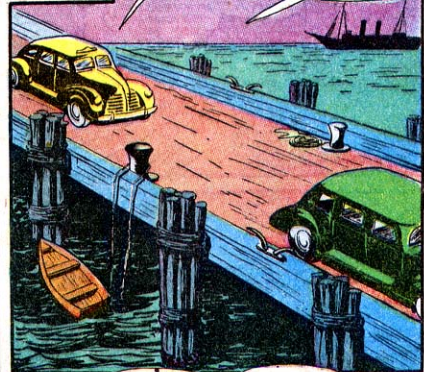
OH-- IT'S YOU, BOSS! HOW DID YOU GET HERE?

I FOUND A PLANTED TRAIL IN CHINATOWN. SINCE SHIWAN KHAN WANTS A MEETING, I WON'T DISAPPOINT HIM.



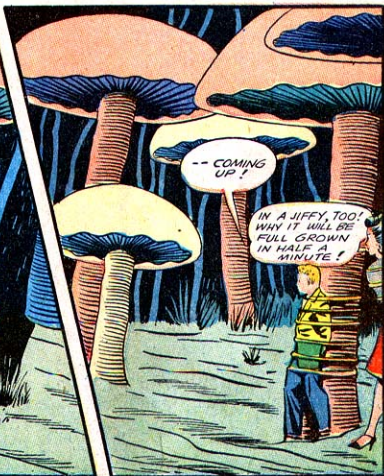
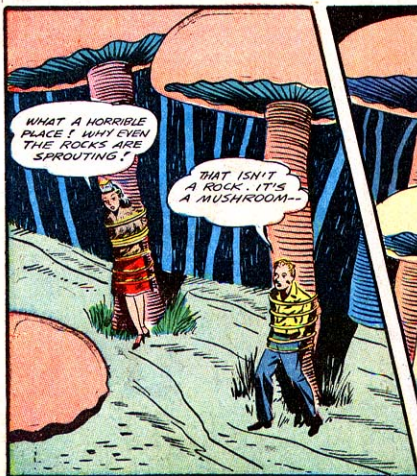
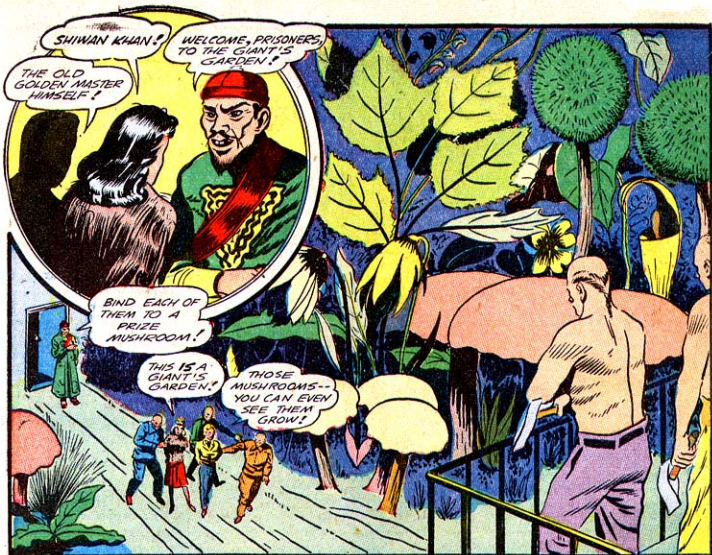
THE TRUCK GOT OFF ON THE BOAT AHEAD, BOSS--

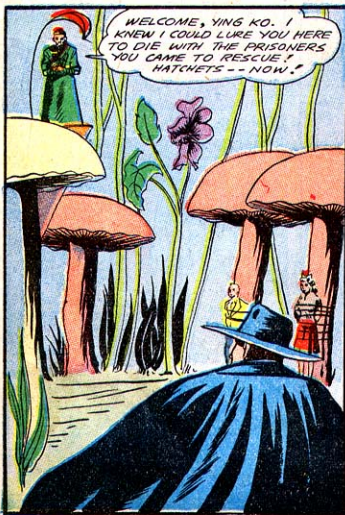
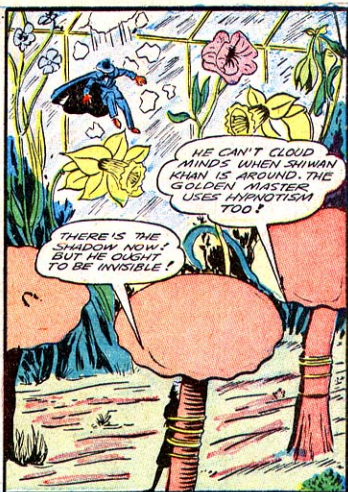
YES, BUT THAT CAR IS THE ONE I FOLLOWED. IT WILL LEAD US TO THE SAME PLACE.

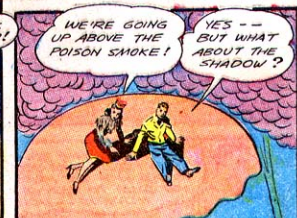
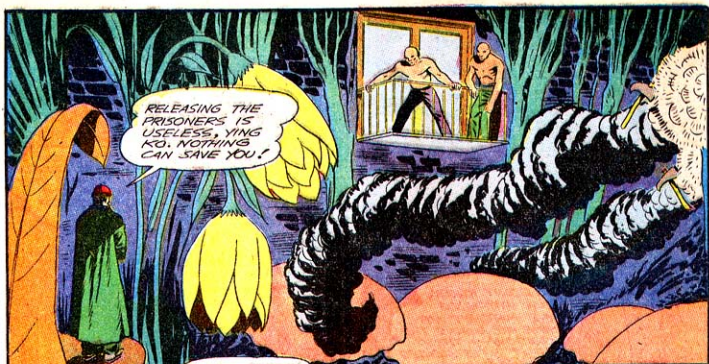


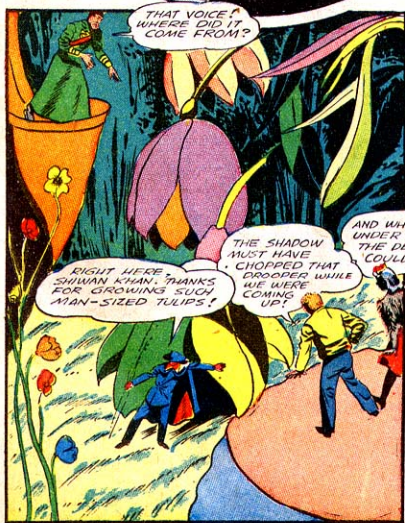
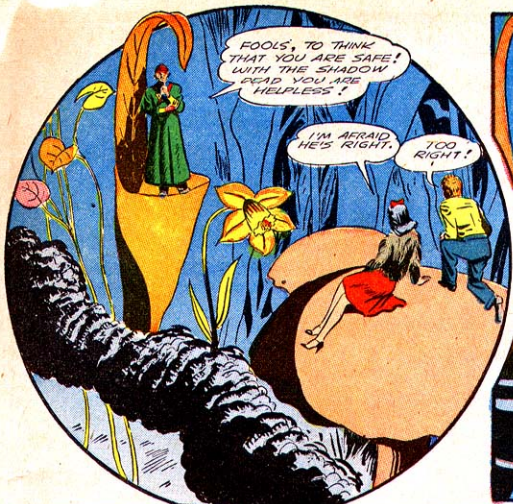
WHY, SHIWAN KHAN'S HEAD-QUARTERS IS A HUGE CONSERVATORY! HOW QUEER!

I'LL BET WE DON'T KNOW HALF HOW QUEER IT IS!



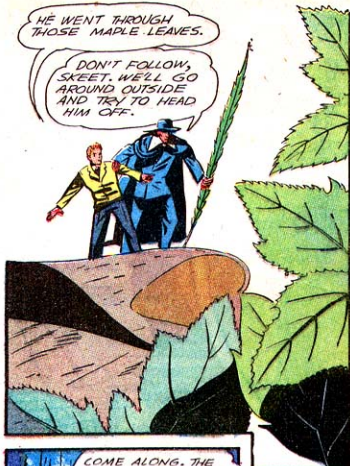






HE WENT THROUGH
THOSE MAPLE LEAVES.

DON'T FOLLOW,
SKEET. WE'LL GO
AROUND OUTSIDE
AND TRY TO HEAD
HIM OFF.



LOOK, SKEET,
THE SHADOW
HAS VANISHED!
THAT MEANS
SHIWAN KHAN
HAS ESCAPED!

BOY, DO THOSE GRASS
BLADES MAKE SWELL
JAVELINS -- CAN THE
CHIEF TOSS THEM!

BUT FIRST WE'LL
CLEAR THE WAY --
LIKE THIS!



COME ALONG. THE
MONGOLS HAVE FLED
AND THERE'S
A LADDER OUTSIDE.

HURRY,
SKEET.

HERE'S LUCK FOR
YOU, MARGO, IN A
BIG WAY.

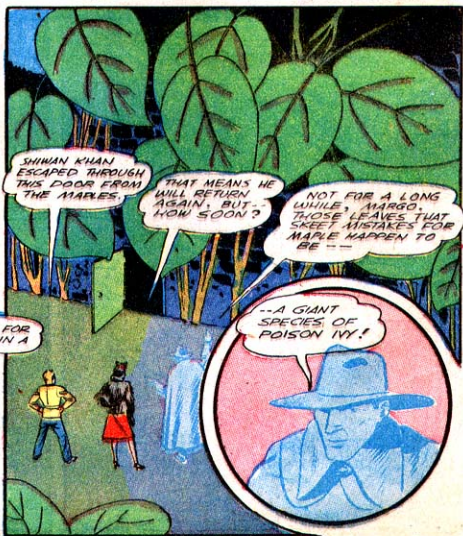


SHIWAN KHAN
ESCAPED THROUGH
THIS DOOR FROM
THE MAPLES.

THAT MEANS HE
WILL RETURN
AGAIN, BUT --
HOW SOON?

NOT FOR A LONG
WHILE, MARGO.
THOSE LEAVES THAT
SKEET MISTAKES FOR
MAPLE HAPPEN TO
BE --

--A GIANT
SPECIES OF
POISON IVY!



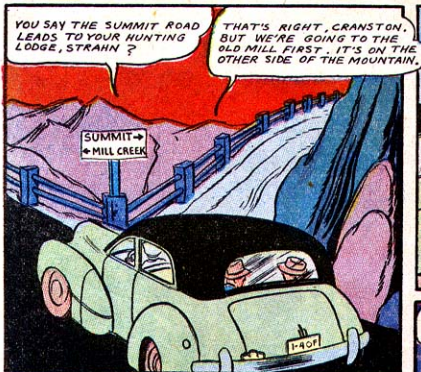
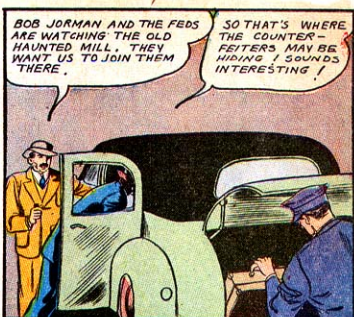
THE Shadow

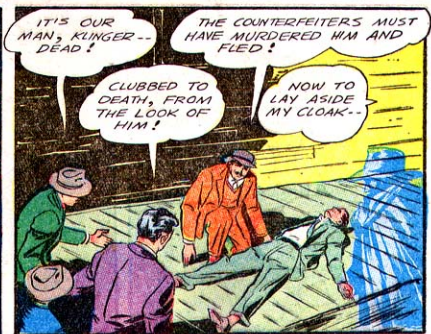
THE HAUNTED
MILL!!

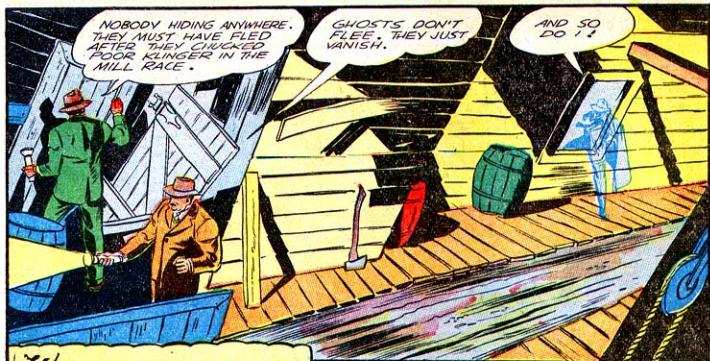


THE OLD MILL NEAR THE TOWN OF MOUNTAINVIEW, WHERE GHOSTLY LIGHTS FLICKER AND UNSEEN HANDS DO DEEDS OF DEATH. A MYSTERY THAT CHALLENGES THE POWER OF THE SHADOW !!!

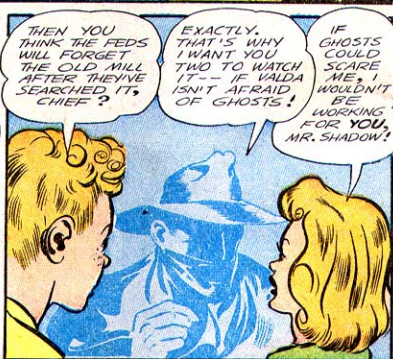
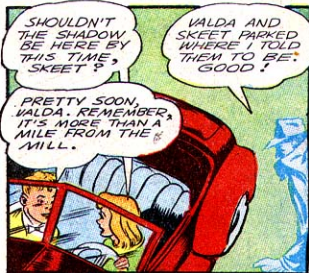
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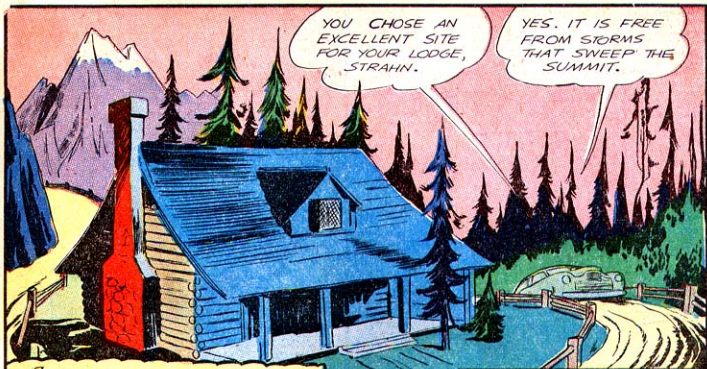






WHILE JORMAN AND THE OTHER FEDS SEARCH THE OLD MILL, CRANSTON AGAIN BECOMES THE SHADOW AND MAKES A SIDE TRIP





YOU CHOSE AN EXCELLENT SITE FOR YOUR LODGE, STRAHN.

YES. IT IS FREE FROM STORMS THAT SWEEP THE SUMMIT.

RAMONT CRANSTON ARRIVES AT STRAHN'S MAGNIFICENT LODGE ON THE OTHER SIDE OF THE MOUNTAIN.....

I'M GIVING YOU THIS ROOM, CRANSTON, BECAUSE IT HAS A PRIVATE PHONE IF YOU WANT TO CALL NEW YORK.

THANKS, STRAHN. I DO HAVE A CALL TO MAKE.

FIRST TO BOLT THE DOOR; THEN MAKE A CALL AS STRAHN SUGGESTS.

ALWAYS TURN THE RECEIVER THE OTHER WAY WHEN YOU LIFT IT. NO BUZZ? THIS PHONE SEEMS DEAD!

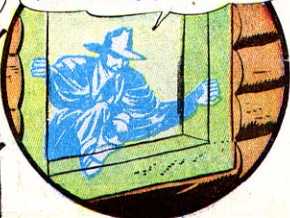


JUST AS DEAD AS I'D BE IF I'D HAD THE RECEIVER TO MY EAR WHEN I PRESSED THE HOOK -- AS STRAHN HOPED.

PONG!

BANG!

NOW, AS THE SHADOW, I CAN SCALE THE WALL WITH THESE SPECIAL SUCTION CUPS AND LEARN WHAT ELSE STRAHN HAS IN MIND.





ENOUGH PILLS!
MAKE READY
WITH THE
SHIPMENTS
FOR THE OUTSIDE
CREW TO PICK
UP!

FROM THE CRYSTAL
CAVE TO THE
HAUNTED MILL....

SO THAT'S THE
ROUTE THEY SENT
KLINGER'S BODY!

YES, SIR.....
COMING
UP.....

GHOST LIGHTS,
LIKE THOSE THE
SHADOW
MENTIONED!

I CAN SQUEEZE
THROUGH THAT LITTLE
WINDOW! I'LL WATCH
THEM, VALDA, WHILE
YOU SUMMON THE
FEDS!

I WAS SMART
TO WEAR THIS SWIM
SUIT (UNDER MY DRESS).
WHILE SKEET ENTERS THE
WINDOW I'LL GO IN BY THE
OLD MILL STREAM!

POTASSIUM PILLS!
WHEN THE SHELLS
MELT THEY MAKE
BLUE FLAMES -
LIKE GHOSTS!

THERE
GOES ONE
LOAD. NOW
FOR ANOTHER!

THE
SHADOW!

THAT'S ALL,
STRAHN, AND
ENOUGH TO
CONVICT YOU
WHEN THE FEDS
INTERCEPT IT!

THAT'S
HIS
VOICE--

Puff

WHILE SKEET LEARNS
ONE ANSWER, THE
SHADOW SUPPLIES
ANOTHER !!!



Meanwhile....

THE COUNTERFEITING MOB, BACK AGAIN! THEY THOUGHT THE GHOST STUFF WOULD SCARE PEOPLE AWAY! THEY'RE WAITING FOR SOMETHING--

I CAN HEAR IT COMING--

READY, BOYS--



--AND LOOK WHAT THEY GOT!

HOIST!

GRAB THAT KID!

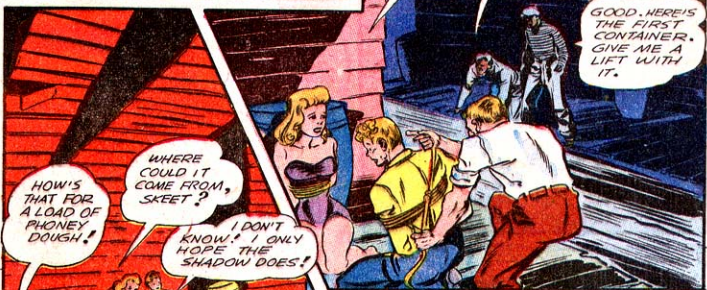


IT'S A DAME!

I'M SORRY, SKEET--

(THOSE TWO WON'T MAKE ANY TROUBLE.) WE'LL LET THE FEDS FIND THEM DEAD LIKE KLINGER.

GOOD. HERE'S THE FIRST CONTAINER. GIVE ME A LIFT WITH IT.



HOW'S THAT FOR A LOAD OF PHONEY DOUGH!

WHERE COULD IT COME FROM, SKEET?

I DON'T KNOW! I ONLY HOPE THE SHADOW DOES!



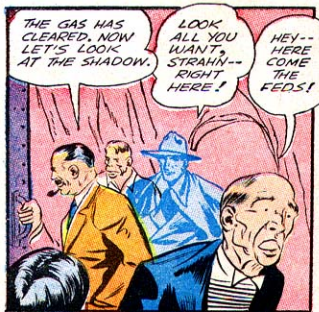
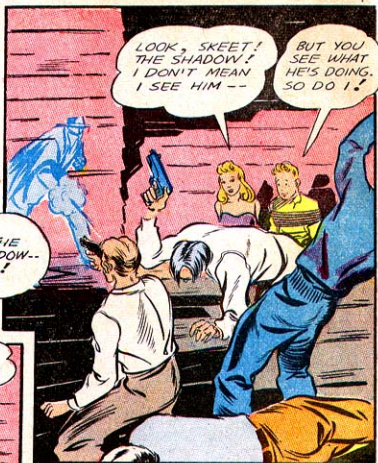
HERE'S THE NEXT LOAD. HEAVE HO, BOYS!

THIS IS A HEAVY BABY. STRAHN MUST HAVE LOADED IN SOME COINS.

YEAH. HE SAID THE STAMPERS WOULD BE WORKING SOON.

SMALL CHANGE IS EASIER TO SHOVE THAN PAPER.





NICK CARTER...

THE CLUE OF THE MISSING PERIODS!



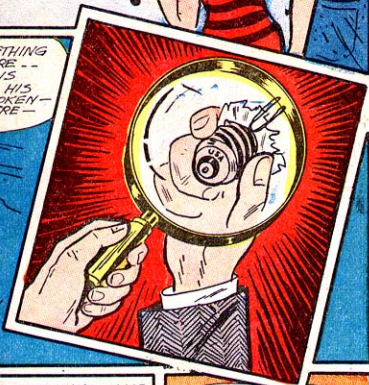
SAY, NICK - DON'T YOU THINK WE OUGHT TO STAY TONIGHT AND LOOK THE PARK OVER?

IT WOULDN'T BE A BAD IDEA. IF THE GAS AND RUBBER SHORTAGE GETS MUCH WORSE, WE MAY NEVER HAVE THE CHANCE AGAIN. I'VE NEVER SEEN "OLD FAITHFUL" SPOUT AND I'D LIKE TO.

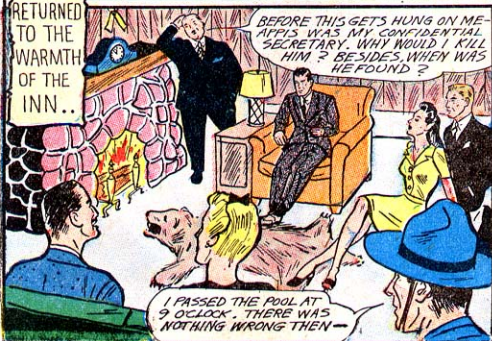
NATIONAL PARK

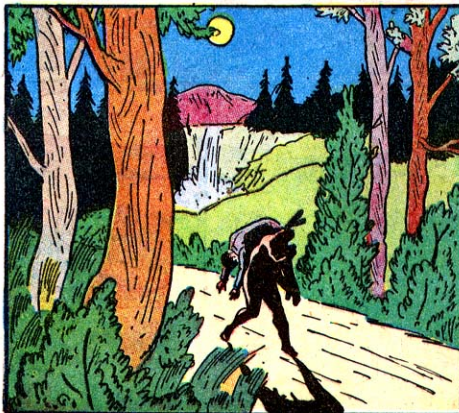
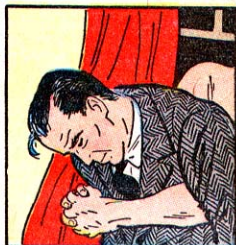
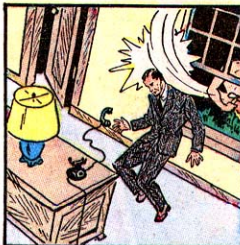
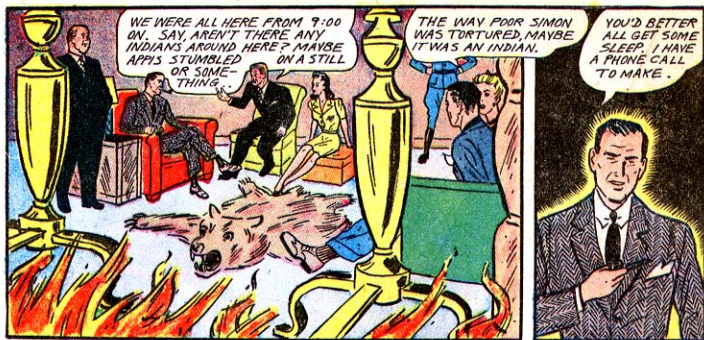


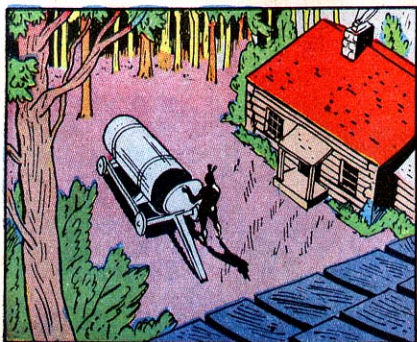
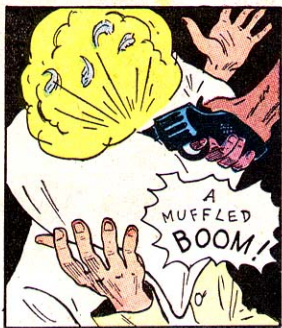
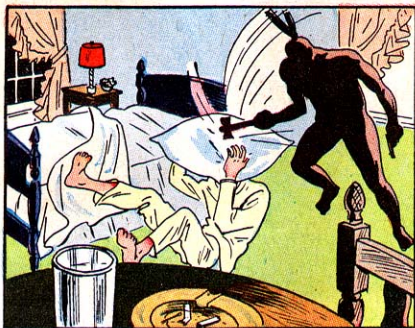
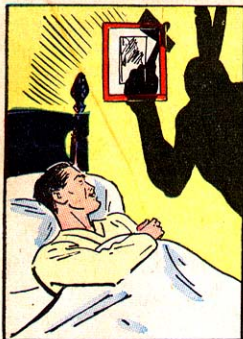
NICK WAS TO REGRET THAT HE EVER SAW "OLD FAITHFUL"!

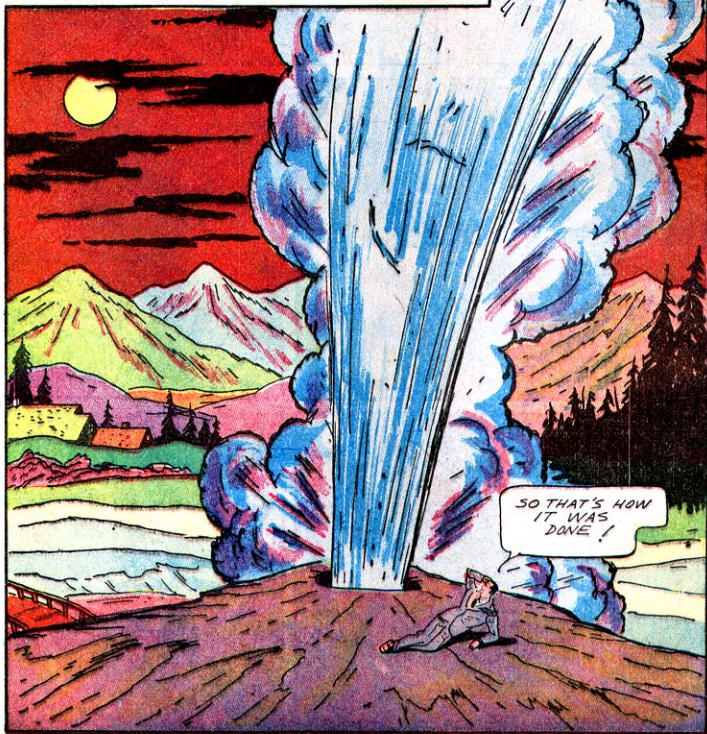


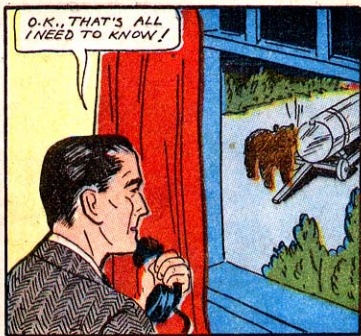
THEY RETURNED TO THE WARMTH OF THE INN...











YOU, THE READER, HAVE ALL THE CLUES THAT NICK CARTER HAD. CAN YOU SOLVE THIS BAF-FLING CASE BEFORE YOU TURN THE PAGE?

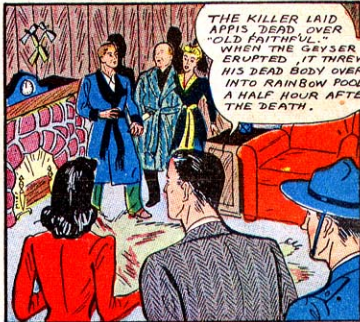
YES, "BUT
IT'S BEEN
STOLEN.



BUT EVEN
THE INDIANS
HAVE ELECTRIC
BULBS NOW



THE KILLER LAID
APPIS DEAD OVER
"OLD FAITHFUL."
WHEN THE GEYSER
ERUPTED, IT THREW
HIS DEAD BODY OVER
INTO RAINBOW POOL
A HALF HOUR AFTER
THE DEATH.



WALSH, YOU KILLED SLADE AND APPIS BECAUSE THEY FOUND YOU HAD BOUGHT A \$100,000 WORTH OF JAP BULBS BEFORE THE WAR. THE JAPS NAMED A JAPANESE TOWN USA - SO THAT THEY COULD STAMP "MADE IN USA" ON ARTICLES. THE ONLY DIFFERENCE IS BETWEEN USA AND U.S.A. THE BOARD KNEW NOTHING OF THIS.

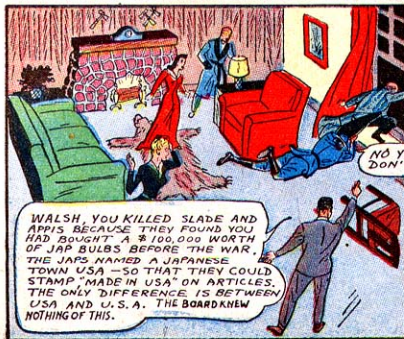
YOU BOUGHT THEM FOR A THIRD THE NORMAL PRICE. YOU MEANT TO POCKET THE DIFFERENCE BETWEEN THE CHEAP JAP PRICE AND THE COST OF AMERICAN MADE BULBS. NO BOARD WOULD STAND FOR THAT.

AND I ALMOST
MARRIED THAT...

WHAT ARE YOU
YELLING ABOUT?
I AM MARRIED
TO HIM...

YES.
BUT YOU'LL
BE A
WIDOW
SOON!

NO YOU
DON'T



The HOODED WASP

In The
Castle of
Death

The HOODED WASP, MYSTERIOUS FIGURE OF JUSTICE, AND HIS YOUNG PROTEGE, JIM MARTIN---CALLED WASP-LET, GOT LOST ON BARREN, CREEPY 'BALD MOUNTAIN' AT THE HEIGHT OF A THUNDER STORM.....



CAN YOU SEE ANYTHING UP ABOVE, WASP-LET?

LOOKS LIKE A CASTLE RIGHT ON TOP!

COME IN.... COME IN!

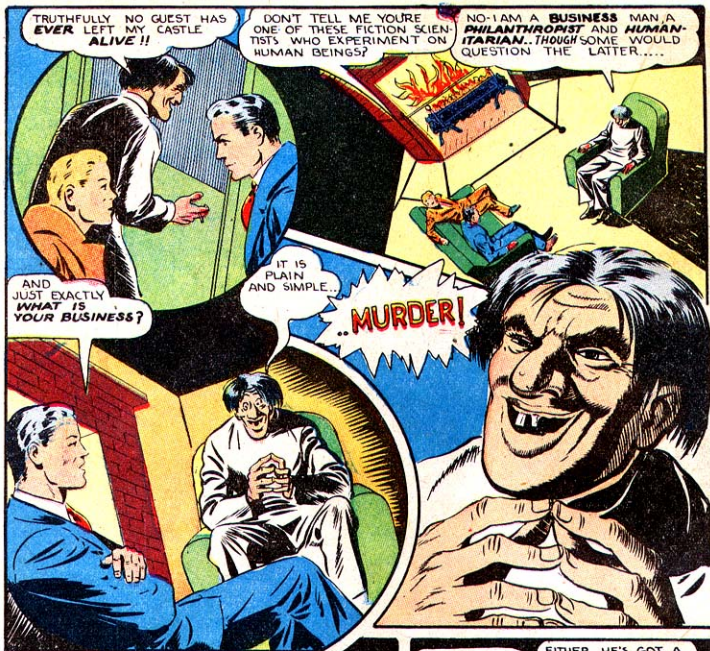
THANKS!

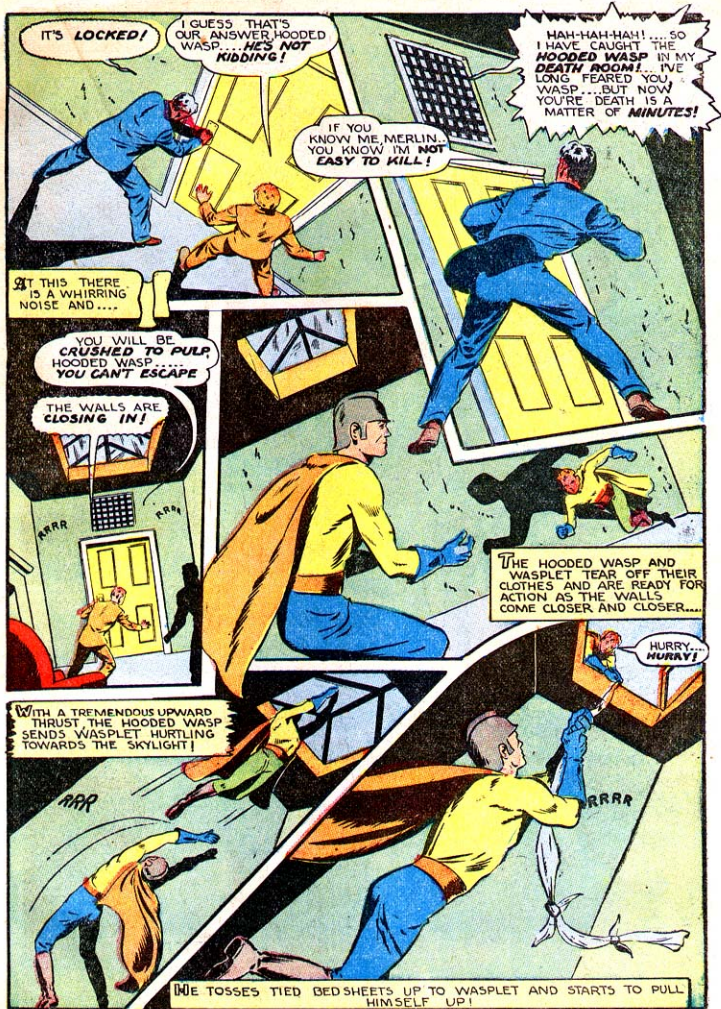
SORRY TO BREAK IN ON YOU LIKE THIS BUT WE'RE LOST.

OH, COMPANY IS ALWAYS WELCOME, SO WELCOME-I RARELY LET GUESTS GO!

A HALF HOUR LATER THEY STOP BEFORE THE CASTLE DOOR. IT IS OPENED BY A GIANT FIGURE IN WHITE.

by
Jack Binder





IT'S **LOCKED!**

I GUESS THAT'S
OUR ANSWER HOODED
WASP....HE'S **NOT**
KIDDING!

IF YOU
KNOW ME, MERLIN...
YOU KNOW I'M **NOT**
EASY TO KILL!

HAH-HAH-HAH!....SO
I HAVE CAUGHT THE
HOODED WASP IN MY
DEATH ROOM!...I'VE
LONG FEARED YOU
WASP....BUT NOW
YOUR **DEATH** IS A
MATTER OF **MINUTES!**

AT THIS THERE
IS A WHIRRING
NOISE AND....

YOU WILL BE
CRUSHED TO PULP,
HOODED WASP....
YOU CAN'T **ESCAPE**

THE WALLS ARE
CLOSING IN!

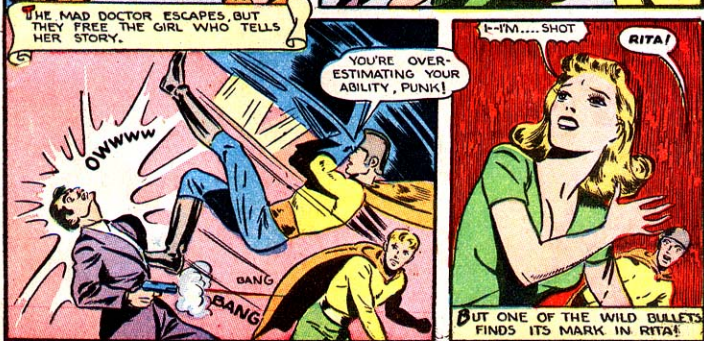
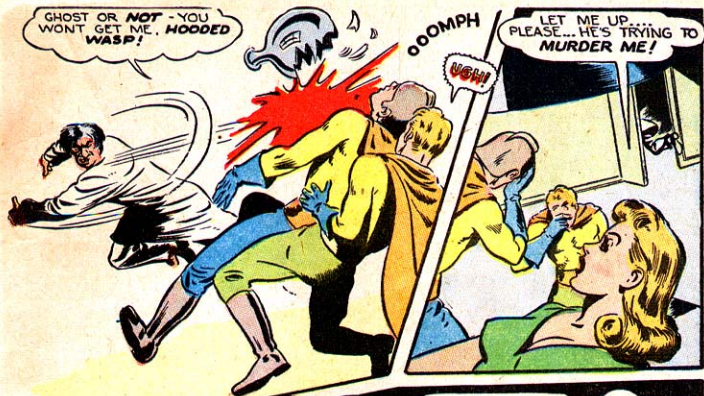
THE **HOODED WASP** AND
WASPLET **TEAR OFF** THEIR
CLOTHES AND ARE **READY** FOR
ACTION AS THE WALLS
COME CLOSER AND CLOSER....

HURRY....
HURRY!

WITH A TREMENDOUS UPWARD
THRUST THE **HOODED WASP**
SENDS WASPLET **HURLING**
TOWARDS THE **SKYLIGHT!**

HE **TOSSES** TIED BEDSHEETS UP TO WASPLET AND **STARTS** TO **PULL**
HIMSELF **UP!**





IT'S MY
SHOULDER....

IT ISN'T SERIOUS. STAY WITH
HER, WASPLET, WHILE I GO
AFTER DR. MERLIN!

TIE HIM UP SO HE WON'T
MAKE TROUBLE WHEN
HE COMES TO!

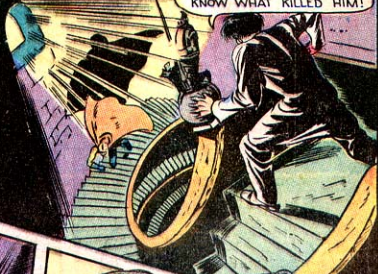
RIGHT!



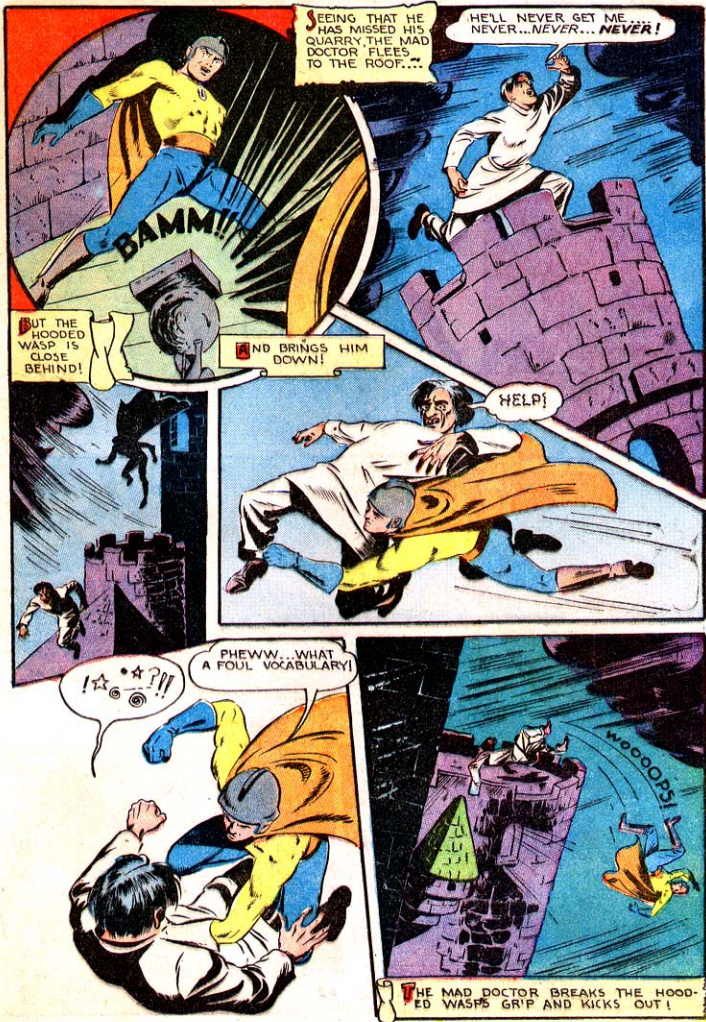
HE DIDN'T GO OUT,
SO HE MUST HAVE
GONE UP THESE
STAIRS.....

SEVERAL FLIGHTS UP, AT THE TOP OF THE STAIRS....

HEH-HEH...HE'LL NEVER
KNOW WHAT KILLED HIM!



AT THE LAST MOMENT, THE HOODED WASP'S
SIXTH SENSE GIVES HIM WARNING, BUT THE STONE IS
ON HIM!



SEEING THAT HE HAS MISSED HIS QUARRY THE MAD DOCTOR FLEES TO THE ROOF...

HELL NEVER GET ME... NEVER... NEVER... NEVER!

BAMM!!

BUT THE HOODED WASP IS CLOSE BEHIND!

AND BRINGS HIM DOWN!

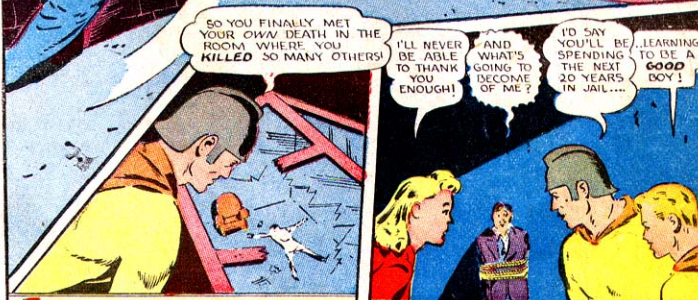
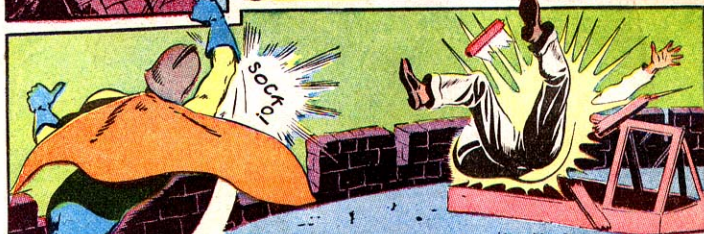
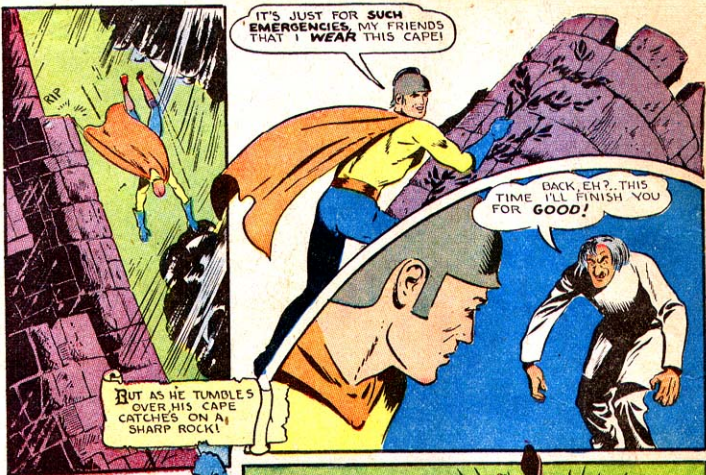
HELP!

PHEWW... WHAT A FOUL VOCABULARY!

☆ ☆ ☆!!

WOOOOPS!

THE MAD DOCTOR BREAKS THE HOODED WASP'S GRIP AND KICKS OUT!

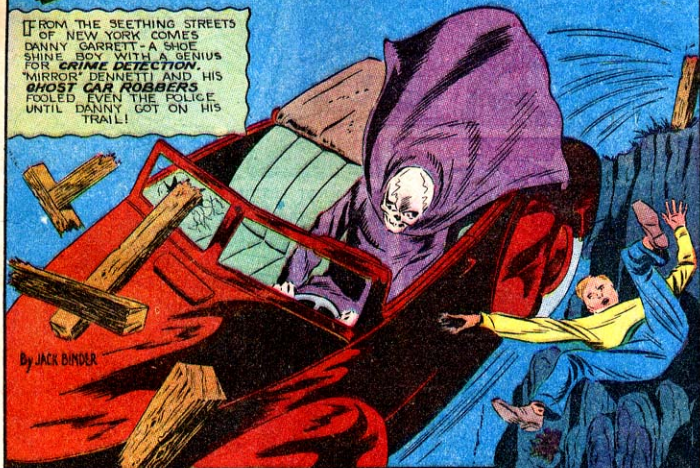


THE GIANT MAD DOCTOR CRASHES THROUGH THE SKYLIGHT OF THE DEATH ROOM!

WOODED WASP RETURNS TO TELL RITA, STEVE AND WASPLET OF THE MAD DR. MERLIN'S DEATH.

DANNY GARRETT

FROM THE SEETHING STREETS OF NEW YORK COMES DANNY GARRETT - A SHOE SHINE BOY WITH A GENIUS FOR **CRIME DETECTION**. 'MIRROR' DENNETT AND HIS **GHOST CAR ROBBERS** FOOLED EVEN THE POLICE UNTIL DANNY GOT ON HIS TRAIL!

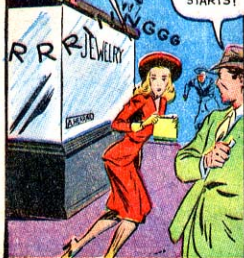


By JACK BINDER

MIDTOWN, NEW YORK AROUND 7:00 O'CLOCK IN THE EVENING....

BURGLARS!

LET'S GET OUTA HERE 'FORE ANY SHOOTIN' STARTS!



A CAR TEARS AROUND THE CORNER - ITS PASSENGERS POURING LEAD AT THE LONE POLICEMAN....

OWWW!



GET THE LEAD OUT, YOU GUYS!... WE AIN'T GOT ALL NIGHT!



AS THE CAR PULLS AWAY, A YOUNG BOY STREAKS TOWARD THEM! IT'S **DANNY GARRETT**!

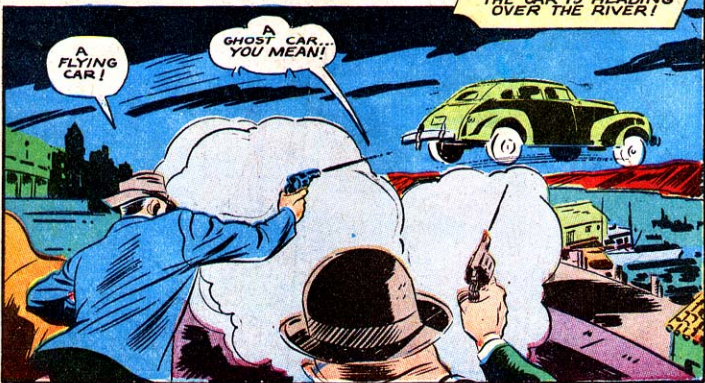
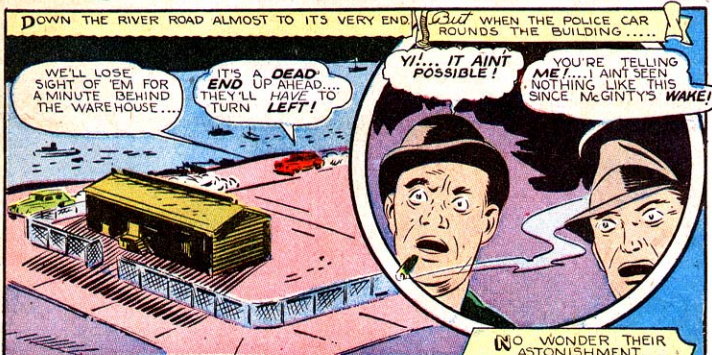
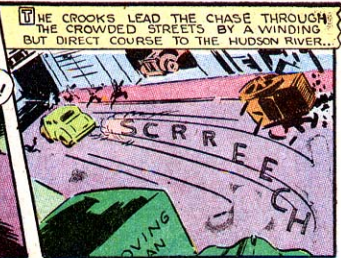
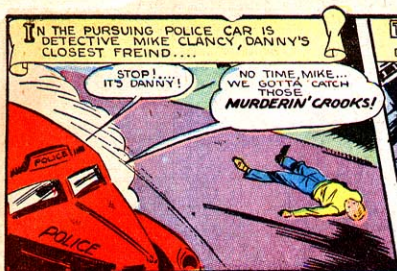
WHAT'S YOUR RUSH?

LET GO THAT WHEEL, YUH **BRAT!**

I'M NOT LETTIN' GO TILL WE **STOP OR CRASH!**

DAT'S WHAT YOU **THINK!**

CONK



NEXT DAY, MIKE VISITS DANNY IN THE HOSPITAL WHERE HE WAS TAKEN FOR MINOR INJURIES....

HAVE YOU GONE **NUTS**, MIKE?... GIVING OUT A STORY ABOUT A **GHOST CAR**

IT'S NO BUNK, DANNY... I SAW IT... FLYING OVER THE RIVER... THEN POOF! IT WAS GONE!

GHOST CAR ELUDES POLICE

GHOST CAR! **BUNK**... I'D LIKE TO DO A LITTLE INVESTIGATION! I'LL BET I.....

CUT IT OUT, DANNY!... THIS IS **POLICE** BUSINESS... I FORBID YOU TO LEAVE THIS HOSPITAL!

BUT AS SOON AS MIKE IS GONE....

THIS IS **ONE** CASE THAT SOUNDS TOO INTERESTING TO **MISS!**

ARRIVING AT THE DESERTED SPOT BEFORE THE JUTTING-OUT WAREHOUSE, DANNY SURVEYS THE SCENE AND SETS TO WORK....

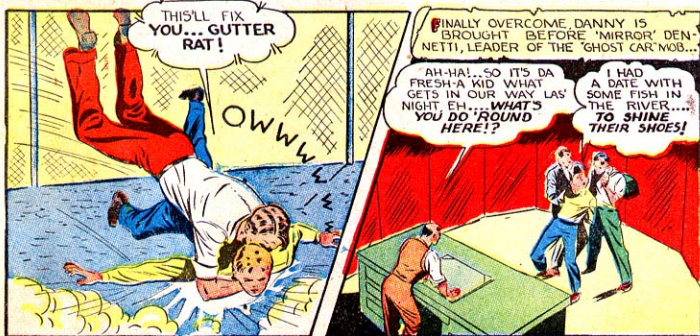
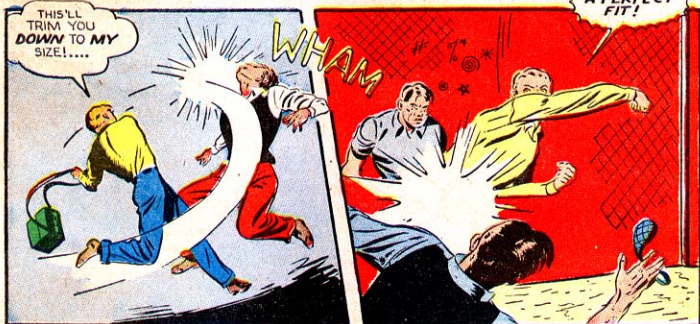
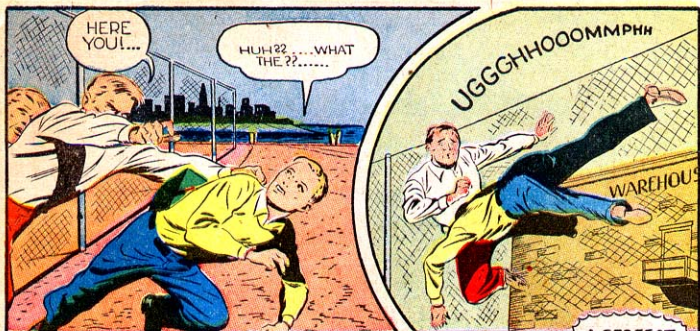
ONE LINE OF SHOE-WHITE HERE... IN FRONT OF THIS WAREHOUSE...

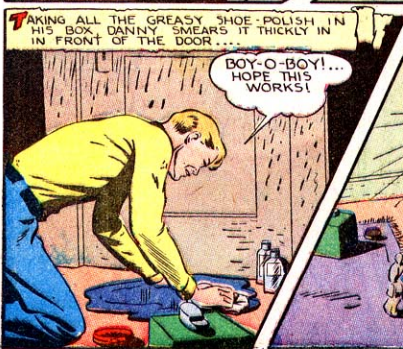
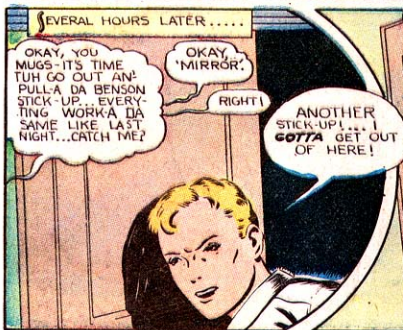
....AND ANOTHER LINE HERE WHERE THE CAR STARTED TO "**FLY**"! NOW "**MISTER**" GHOST CAR - **PROVE** YOU **ARE** ONE!

HIS SIMPLE TRAP SET, DANNY STARTS TO LEAVE WHEN...

HEY!... DAT'S THE KID WHAT ALMOST QUEERED US LAST NIGHT!

YEAH!... WE BETTER GRAB AN' TAKE 'IM TO 'MIRROR!





THE DUMB THUG FALLS FOR DANNY'S RUSE AND SLIPS INTO THE ROOM BUT NOT QUIETLY!

WH? WHOOOOOPS
HEY WHOAAAAA
YOWWWW

HAH-HAH
SLIDE, KELLY,
SLIDE!

HEY!...
OUCH...
OPEN UP!... YUH CAN'T
DO THIS TO ME!

MEANTIME, 'MIRROR' AND HIS 'GHOST CAR
GANG' AGAIN PULL A SUCCESSFUL
ROBBERY AND LEAD THE POLICE THE
SAME FAST CHASE DOWN TO AND
ALONG THE RIVER....

THERE'S THAT WAREHOUSE...
IF THEY FLY OUT INTO THE
RIVER AGAIN, I'LL
RESIGN!

THAT DOES
IT... I'M FINISHED!
I RESIGN! I DON'T
BELIEVE IN GHOSTS-
YET I'VE
SEEN ONE
TWICE!

DON'T
JUMP THE
GUN, MIKE...
I'LL PROVE
YOU HAVEN'T
SEEN A GHOST.
JUST A TRICK!

DANNY!... HOW'D
YOU GET HERE-AN'
WHATCHA MEAN YOU
CAN PROVE IT?

I TOOK THE
TROUBLE OF SETTING
A LITTLE TRAP THIS
AFTERNOON- PART OF
IT IS AT YOUR FEET...

I PUT A WHITE LINE
OF SHOE-WHITE DOWN
HERE- YOU CAN SEE NO
TIRES HAVE PASSED OVER
IT- IT'S UNBROKEN!

THAT'S
WHAT'S WORRYIN'
ME... THIS PROVES
IT IS A GHOST
CAR!

DANNY TAKES THEM TO THE WHITE LINE BEFORE THE WAREHOUSE....

BUT LOOK THERE ARE TWO SEPARATE SETS OF TIRE TRACKS ON THIS LINE....

THIS SET IS OURS, MIKE!

THEN THE OTHER SET MUST BE THE GHOST CAR'S...BUT HOW?...WHERE?

FOLLOW ME-I'LL SHOW YOU YOUR 'GHOST CAR'... IT OUGHTA BE PARKED BEHIND THIS WAREHOUSE!

WHO AM I TO ARGUE WITH A GENIUS?...COME ON, MEN!

DANNY LEADS THEM AROUND THE WAREHOUSE AND INTO A SMALL ALLEY...SUDDENLY...

DA COPS!

COPS? BLAST 'EM!

BUT THE BULLETS OF THE LAW FIND THEIR MARKS IN THE RATS WITH DEADLY ACCURACY!

MAMIA MIA...
OWWWWWW!

EKKKKKKK

OHH

OH

OH

PRESSED FOR AN EXPLANATION AS TO HOW THE CAR WAS MADE TO SEEMINGLY FLY OVER THE RIVER, DANNY GARRETT LEADS THEM TO THE EDGE OF THE SHORE...

SO THE CAR JUST TURNED LEFT AND WENT UP THE ONLY STREET, BUT WHY DID WE SEE IT FLYING ACROSS THE RIVER?

AH!...THE BUTTON! WATCH!

DANNY'S FINGER TOUCHES THE BUTTON. SUDDENLY...

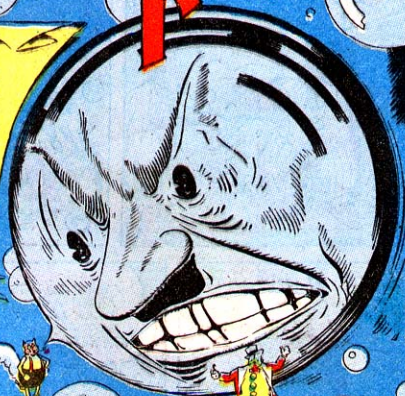
WHAT THE??...
A GIANT STEEL MIRROR!

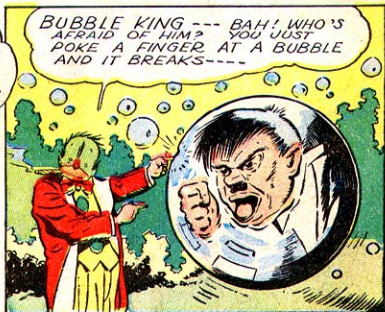
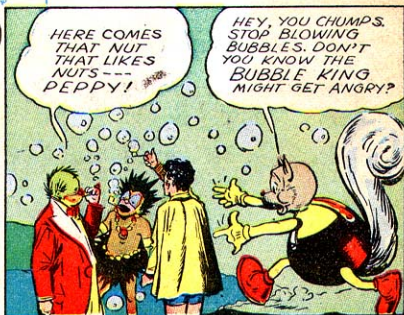
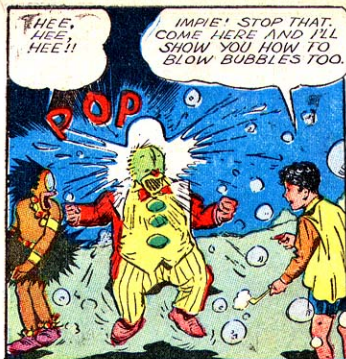
RIGHT! 'MIRROR' DENNETT PUT HIS NAME TO USE. BUILT THIS STEEL MIRROR AND MADE YOU THINK HE DROVE A GHOST CAR. ACTUALLY ALL YOU SAW WAS THE REAL CAR'S REFLECTION AS IT DISAPPEARED DOWN THE STREET IN THE OPPOSITE DIRECTION!

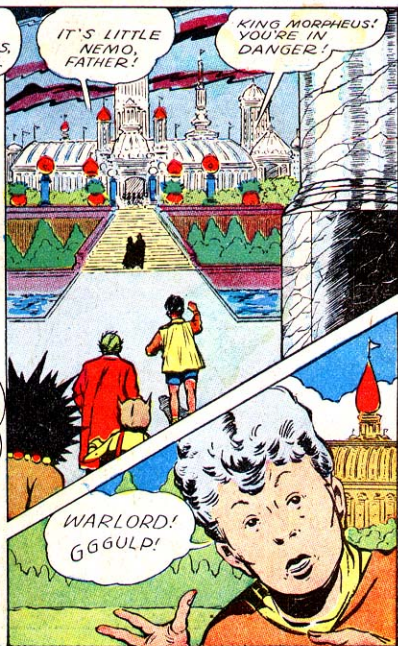
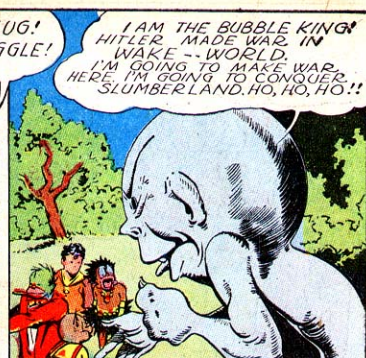
DANNY, M'BOY..... THANKS AGAIN FOR HELPIN' ME OUT OF A SPOT!

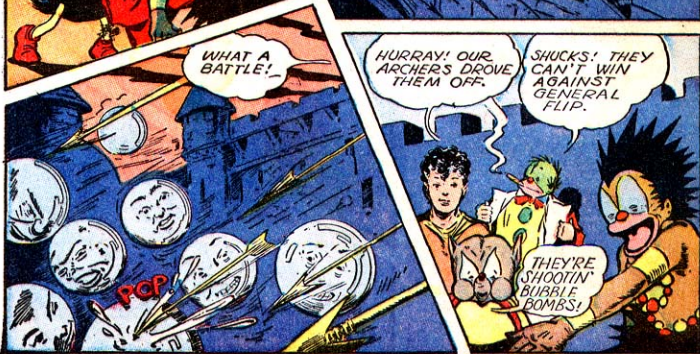
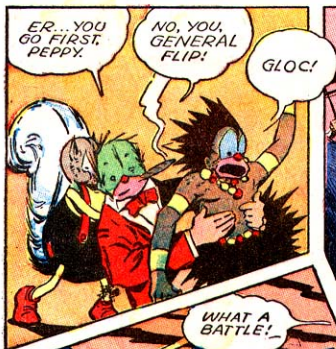
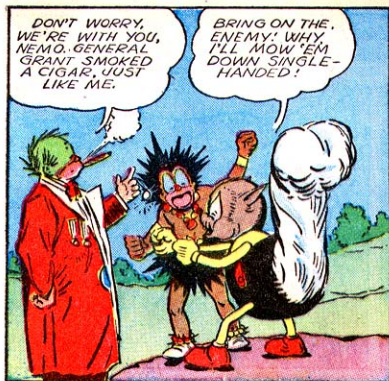
FORGET IT, MIKE... AN' LET ME GIVE YOU A SHOE SHINE ON THE HOUSE!

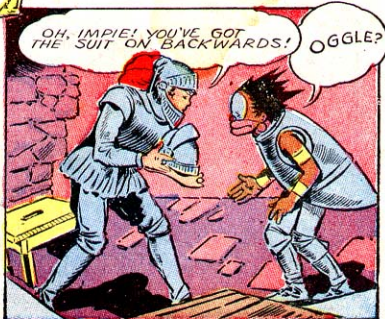
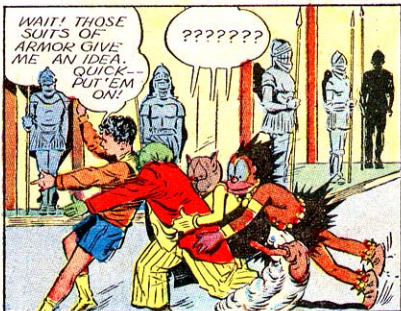
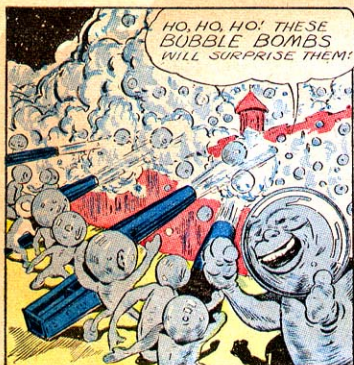
LITTLE NEMO

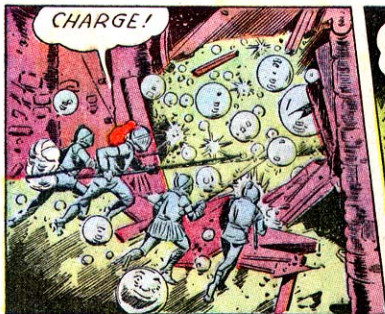
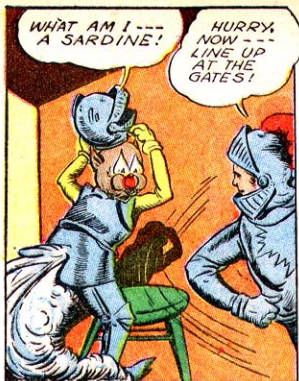












SECRET CODES

By HENRY LYSING

NOTED EXPERT ON CODES, AUTHOR OF "SECRET WRITING," "THE CRYPTOGRAM BOOK," ETC., CONDUCTOR OF THE "CODES" DEPARTMENT IN THE SHADOW MAGAZINE; TECHNICAL DIRECTOR OF COLUMBIA'S GREAT CHAPTER PLAY, "THE SECRET CODE."

(Editor's Note—This is the first of a series of lessons in secret codes which Mr. Lysing will continue in future issues of The Shadow Comics. Mr. Lysing is undoubtedly the country's most famous code expert, and through his books, magazine articles, lectures, is one of the first authorities to make this intriguing game of codes appeal to popular fancy. He has taken codes out of the grim business of military technicalities to make it an intriguing and interesting game for people of keen minds, young and old; and to make all of us more aware of the possibilities for helping our country in the present need. It is a stimulating hobby which all of you will enjoy, and some of you may find of great help to our country.)

Lesson One

When we start our interest in codes as a hobby, as a way of getting plenty of entertainment, of sharpening our minds, and also of possibly getting much practical benefit by our ability in communicating secretly with others—or perhaps intercepting secret messages which enemies of our country may be using!—we have to do exactly as we would do in the case of taking up any other study or hobby. We have to know what materials we work with, and to what end we can make these materials work for us.

Codes are secret communication. We communicate by means of language; by means of signs; by means of words and letters. Therefore, the alphabet is our means of work, for it is the base of all communication. Secondary to this are numerical units. Finally come pictures or symbols which can take the place of words and serve the same purpose.

Therefore, first let us make ourselves alphabet "slides" so that our work hereafter will

be much easier by having handy equipment.

All you have to do is get yourself clean strips of paper, or preferably cardboard, so that they will be easier to handle and last longer, and on this mark off a double alphabet in its regular sequence. Make your alphabet in block letters, or on a typewriter, so that each letter occupies the same space, thus making it easier to fit one letter beneath another when you use the slides.

Figure One

ABCDEFGHIJKLMNOPQRSTUVWXYZ
ABCDEFGHIJKLMNOPQRSTUVWXYZ
(Paste these two lines in continuous strip)

The reason we suggest a double alphabet is that, in comparing alphabets, you will run over one end of the regular alphabet, and having two of them in line will save you getting mixed up.

After you have made the regular alphabet, make another one (this one may be just single, not double) with the alphabet in reverse.

Figure Two

ZYXWVUTSRQPON
MLKJIHGFEDCBA
(Paste these two lines in continuous strip)

Then make one with numbers signifying the alphabet, from 1 to 26; and another with the numbers running in reverse. (Figure Three.)

If you wish, you may simply cut out the figures given you here and paste them on a stiff piece of cardboard. Then you have your equipment complete.

Now, with this equipment on hand, let us try our hand at the first step in solving a hidden message—which is the easiest way to learn how to write effective secret messages.

Our message:

GSRHXLWVRHEVIDVZHB

The first thing we try to do is to recognize

Figure Three

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1

some word, especially a word of a few letters. We have, in this case, the combination RH, and as a further help, we see that same combination finishing up the first word. Now, there are just a few ordinary two-letter words in our language: as, at in, or, by, of, is, it, and so on. We may have to try all of them, so let's start.

Take your alphabet slide showing the letters in their right order. Then let's take the one with the reverse alphabet on it and try matching the letters of the regular alphabet word we select against the letters RH in the code.

Let us try AT. So we put the letter R, in our reversed alphabet, under the letter A of the regular alphabet and look for the letter that would denote H. This turns out to be K (Figure Four) which would give us AK for the coded word RH. That must be wrong.

Figure Four

l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P	O	N	M	L	K	J	I	H
l	m	n	o	p	q	r	s	t	u	v	w	x	y	z	a	b	c	d	e	f	g	h	i	j	k
O	N	M	L	K	J	I	H	G	F	E	D	C	B	A	Z	Y	X	W	V	U	T	S	R	Q	P

Try another—because that's what you must do; try and try again. This time let's try our second word, IN. Put the R of the reverse alphabet slide under the I of the regular alphabet and look to see if the H will give us N. It doesn't; it gives us S over H, so our coded RH gives us IS, which is a regular word.

Now let's fill in I and S for R and H wherever it appears in our coded message, and we get this:

GSRH XLWV RH EVIB VZHB
i s i s s

Then we go on, with our reversed alphabet, and match up our code letters with the regular alphabet, and our answer:

GSRH XLWV RH EVIB VZHB
t h i s c o d e i s v e r y e a s y

Doing it this way sounds very easy, you say, because we picked the right way from the start. Of course, if you are lucky, that helps. But if that hadn't worked out, we would have tried some other way.

For example, if your hidden message has no short words (and short words are give-aways, so keep away from them in secret messages!) or any other such clues, your first step is to

hunt for combinations of letters. We know that TH is a frequent combination in our language; so is ON, IN, ER, and so on. (Figure Five gives you a list of the most common combinations.)

Figure Five

th	at	st
er	en	io
on	es	le
an	of	is
re	or	au
he	nt	ar
in	ea	as
ed	tf	de
nd	to	rt
ha	it	ve

If we see two letters, no matter what letters they are, repeated often, we try substituting one of these combinations for them,

and most times that will give us a start toward breaking down the code.

If that doesn't work, we try the method of letter frequency. Some letters of our language appear oftener than others. E is the most frequent; then comes T, A, and so on. Here is the entire alphabet in its order of frequency:

E T A O I N S R H L D C U M F W G
Y P B V K X J Q Z

Whenever you see a great number of V's in a coded message, you might readily guess that the message is the same reverse-alphabet code we have just solved, and that every V is an E. Spotting a few such letters, plus a few combinations, will do half your job for you.

This substitution of letters for others can be worked a great many different ways. Instead of reversing the alphabet, just write your message by substituting the letter following the regular letter. Instead of

THIS

you write

UIJT

which is one letter ahead; or make it two letters ahead, or three, or four. This will give you a good complicated code.

You can do the same thing backward: using the letter in front of your regular letter. Use A for B, B for C, and so on; or two letters in front, using Y for A, Z for B, and so on. Or

further, reverse the alphabet, as we have shown in our first message, and *then* use letters in front or in back of the regular letter. This is "double" encoding, and makes the code just twice as hard to break.

Once we know this principle of substitution, there is no limit to the number of codes we can devise on this basis. They may be variations of the substitution of the alphabet letters; they may be a reversal of their positions, such as simply writing the words backward: SIHT EDOC SI YREV YSAE or writing it by transposing every other letter: TIHS CDOE SI VREY ESAY or by putting one or two extra letters, picked at random, between each real letter of your word. Thus, using two extra letters, we get:

TLMHACIGBS CKIOYZDMQE IKKL
VKSELDRATY EFTANBSTTY

and so on, limited only by our patience and ingenuity.

Then, too, we can use this same principle by simply substituting a sign or a figure for each letter of the alphabet, and then writing our message in that. Here, in Figure Six, for example, is one code which many of you might have, at some time or other, seen:

Figure Six

A	D	G	J	M	P
B	E	H	K	N	Q
C	F	I	L	O	R
<div style="text-align: center;"> S T V U </div>			<div style="text-align: center;"> W X Z Y </div>		

This is the tic-tac-toe code, and the message, "This code is very easy," would be:

XCFTVJGUDOFVCKOFAOJVA

Now, you can make this code more complicated by using the reversed alphabet, or the letters one or two ahead or one or two behind. It will tend to make the code more confusing and baffle people who think they understand it. For example, if we reverse the alphabet, the same message, "This code is very easy," which is given in Figure Seven in its regular order, would now look like this:

LVFC>7VKFCOKJ<<CJ

and the average person, remembering the tic-tac-toe code would get, as his first translation:

GSRH XLWV RH EVIB VZHB

and it wouldn't mean a thing to him. He'd have to start all over again, solving a brand-new code!

Here's still another effective little code, which you can alter to suit your convenience quite easily. First, arrange the alphabet in a square of five letters each way, dropping the letter Z in order to make the square an even 25 letters instead of the complete 26. Then, along each side and column, write the numbers from 1 to 5, like this:

	6	7	8	9	0
1	A	B	C	D	E
2	F	G	H	I	J
3	K	L	M	N	O
4	P	Q	R	S	T
5	U	V	W	X	Y

Now, all you need to do to write your message is to put down the two numerals which meet at the letter you wish to write. For example, A is 16; B is 17; F is 26; K is 36; M is 38; S is 49; and so on. To write our message, "This code is very easy," you write:

40 28 29 49 18 30 19 10 29 49 57 10 48 50
10 16 49 50.

There is no limit to the changes you can make in this code. You can, for example, use the horizontal number first, thus A, instead of being 16, would be 61, and so on. Or you can have the vertical numbers (on the side) be single numbers, and the horizontal ones double numbers; thus, if instead of 6 you have 62, the letter A would be 162 (or, working the other way, 621). You may, instead of numbers, use letters for your side and horizontal markers, or use a combination of both.

This one will really leave you with plenty of possibilities to work on, and keep you busy until next month, when our second lesson will initiate you into better and more exciting codes and secret messages. Don't miss Lesson Two in the next issue of The Shadow Comics.

(To Be Continued)