

# the Star Blazers Fandom Report®

Reporting on the who, what, where, when, why & how of Star Blazers

Number 3 of Volume 3, Issue 11

A Publication of the Star Blazers Fan Club

## news -

At ConStellation, the 41st World Science Fiction Convention held September 1st - 5th in Baltimore, a 35 mm film version of the movie Arrivederci Yamato was shown to an audience of about 500 people. The movie was shown Sunday night after a showing of Blade Runner, the winner of the Hugo award for best dramatic presentation. Ardith Carlton and Robert Fenelon did the translation of the film, which was obtained thanks to the efforts of the Star Blazers Fan Club and Westchester Films Inc. The film was well received by the audience.

Japanese animation was also found through out the rest of ConStellation. This year's Worldcon featured open meetings of the Star Blazers Fan Club, the Cartoon/Fantasy Organization, Japanese animation art in the art show, and a costume photo session. However, the video room for Japanimation, or lack of, was felt as a major set back. ConStellation started out with as many as four video rooms, but due to "poor planning" the entire video program was put into one room. But thanks to the efforts of Alex Potter and the Mid-Atlantic chapter of the Cartoon/Fantasy Organization the Japanimation video program was saved and moved into the Mid-Atlantic suite. It was in the G/FO suite that the fans got a chance to view such animation as Space Cobra, Catseye, Orguss, My Youth in Arcadia, Future War 198X, and other shows. While there were set backs at this convention, it seems the fans overcame them with success.

The latest word on the third season of Star Blazers is that the third season is not in production at all. It seems Westchester Films will not invest the money in the third season until Star Blazers is in more markets. In the mean time, it seems that in the markets that Star Blazers is on the air, it is in danger of going off because "everyone has seen the same 52 episodes over and over again." Star Blazers also went on the air in Australia recently.

There is some good news concerning Star Blazers, it seems that Books Nippan and West Cape Inc. have made plans to market an all-English, full color adaptation of the Yamato anime comics. Star Blazers anime comics are due in November at \$12.50 a volume. If you are interested in reserving a copy write - Books Nippan,

A new video game called Cliff Hanger has started to appear across the nation. This new video game is based on the Lupin III movie. It uses a video disk similar to Dragon's Lair. Lupin III, if you recall, is a sort of Japanese animation comedic version of James Bond.

According to Fred Patten, a new magazine called Animation Quarterly will be out in the near future. In each issue there should be one article that deals with Japanese animation. For information write - Animation Quarterly,

Going from Japanese animation to America, a Don Bluth Animation Fan Club has been started. Members get a slick color newsletter called Exposure Sheet, membership card, 35 mm strip of film from the Secret of NIMH, and a photo from a Don Bluth production. Membership is \$10 a year. For information write - the Don Bluth Fan Club,

According to Robert Greenberger, Starlog has stopped publishing Comics Scene magazine. When Comics Scene first came out, it caused a bit of a storm due to an editorial policy of Starlog to limit coverage of animation to Comics Scene. But in the end Comics Scene did produce several fine articles on animation, including a well written one covering the animation of Tezuka. Due to the folding of Comics Scene, animation will once again be covered in Starlog - which at last check still views Star Blazers as "kid vid". So, if you would like to see Star Blazers and other Japanese animation coverage in Starlog write - O'Quinn Studios, Inc.

Yamato Con 1 which was held Saturday, August 13th in Dallas, Texas seems to have been a success. Reports have it that there are plans for a second convention. Also, the Novacon convention in Lancaster Pa. featured Japanese animation and Star Blazers. Thanks to the efforts of Jim Kapasztos, Rob Carroll and Robert Fenelon, this informal convention introduced more people to Japanese animation. A showing of Final Yamato on video tape in the video room was shown to 60 people, and was the biggest draw in the video room at the convention.

Now for a quick listing of upcoming conventions that will have Star Blazers or Japanese animation in one form or another -

HEXACON 6 - January 6-8, 1984 - Brunswick Motor Inn, N. Prince & Chestnut Streets, Lancaster, PA 17603 - In advance \$8.00 write Hexacon 6,

or \$10.00 at the door

CONTINUED NEXT PAGE.....

ATTENTION ALL MEMBERS! The Star Blazers Fan Club has a new address. From now on all mail concerning memberships, the Star Blazers Fan Club or any activities connected with the club should be addressed to -

THE STAR BLAZERS FAN CLUB

LATE BREAKING NEWS - AT LUNACON '85 THERE WILL BE A STAR BLAZERS VIDEO ROOM  
ACCORDING TO TERESA MIÑAMBRES, CHAIRMAN OF THAT CONVENTION.....

# news -

CONTINUED FROM LAST PAGE

BRAVE NEW CON - January 13-15 - Sheraton International  
Reston VA - \$10 to 12/15, write W.A.C.O.,

CLIPPERCON - Feb. 17 - 19 - Hunt Valley Inn,  
Cockeysville MD - \$25 at the door - write for  
info - Clippercon,  
- Star Blazers Rockville active with  
this convention

BOSKONE XXI - Feb. 17 - 19 - Park Plaza Hotel  
Boston MA - \$15 to 1/4, \$20 at door - Write -  
NESFA,

LUNACON '84 - March 16 -18 - Sheraton Hasbrouck  
Hqts, Hasbrouck Hqts NJ - \$16 to 2/16 \$19 at  
the door - write Lunacon '84,

- Star Blazers Video Room

BALTICON 18 - April 20 - 22 - Hyatt Regency  
Baltimore, MD - \$15 accepted after 12/1, \$25  
at door - write Balticon 18,

- Star Blazers Rockville

plans activity

LACON II - 42ND WORLD SF CONVENTION - Aug. 30

- Sept. 3 - \$40 in advance - write LACON II,

- Activity

from the Star Blazers Fan Club and Cartoon/  
Fantasy Organization

In addition to this we have learned that the 1985  
NASFIC (a North American convention held when a  
Worldcon is held outside North America) which is  
being held in Austin, Texas is planning to have  
Japanese Animation. Also the 1986 New York Worldcon  
bid says that if they win for Worldcon there will  
be Japanese Animation. And on a last note concerning  
conventions- the San Diego Comic Book Convention was  
given coverage recently in one of the Japanese  
Animation magazines - it included pictures of  
costumes and a sample of the program book.

Going from conventions to fanzines. Trelaina,  
the APA of the Star Blazers Fan Club continues to  
grow, the copy count is up to 30. The deadline for  
the next collation is mid-December. If you are  
interested in a copy write - Brian Cirulnick,

Argo Notes is a new fanzine devoted to Star  
Blazers. This fanzine edited by Mark Hernandez  
contains mostly fan fiction. It runs a good 30  
pages and is well printed. For information please  
send a S.A.S.E. to - Argo Notes,

Millenia is a fanzine completely devoted to  
the works of Reiji Matsumoto who designed the  
characters for Yamato. The fanzine will have  
coverage dealing with other shows as well - Emeraldas,  
Galaxy Express 999, Captain Harlock, and Queen of  
1,000 Years. Editor Adriana Brown claims that this  
fanzine won't be a "fancy, high gloss magazine or  
pretend to be. What Millenia is however, is a high  
quality, Xeroxed fanzine, with wraparound offset  
cover, fiction, articles, artwork, poems and anything  
concerning our beloved animator, Reiji Matsumoto."  
Write to

From a chapter of the Star Blazers Fan Club,  
comes the Black Tiger Squadron Report. This fanzine  
which is at issue 10 has expanded its format from  
a newsletter to a fanzine. It includes Worldcon  
coverage, art and fan fiction. Write Star Blazers  
Rockville,

From fanzines to catalogs, here is a listing  
of catalogs the club has gotten. If you are a dealer  
with a catalog, send it to the Star Blazers Fan Club  
and we will list it. From Al Lewis, there is a catalog  
listing alot of records, Roman Albums and Color Comics.  
Also if you are looking for something special, he  
can help you find it. He also has a dealers table  
at most conventions in the New York area. For a copy  
send a S.A.S.E. to Al Lewis,

From Bud Plant Inc. comes a catalog of Fantasy  
& Comic Art. This is free to members of the Star Blazers  
Fan Club. In it are Japanese animation books, fanzines  
and toys. Also for sale is a book called "Japanese  
Comics History" in English. If you are interested  
write Bud Plant Inc.

From Cosmic Connections comes a catalog of  
science fiction models, most of which are Japanese.  
They also have a collection of classic space ships.  
Write Cosmic Connections,

Collectors Unlimited is based in the Washington  
area on the west coast. Their catalog has a huge  
selection of many Japanese Animation models. Write  
to Collectors Unlimited,

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There is about to be a change made in the structure  
of the Star Blazers Fan Club that will effect every  
member. The way this club is being run is being re-  
-organized.

When I first started this club, we were a small  
group of fans. Our fanzine was a two page xeroxed  
newsletter. We only had about 25 members. Our biggest  
dream in the world was to get Star Blazers back on  
the air in New York City.

In many ways that club that my friends and I  
started has changed. An average issue of the Star Blazers  
Fandom Report runs an average from six to eight pages  
and is done on a professional offset press. The quality  
of the fanzine has gone up too. We now have over 300  
members at any given time. We have chapters across  
the nation. We have shown Star Blazers at many conventions.  
Not only do we want Star Blazers back on the air in  
New York, but the overall aim of this club has been  
to bring over Japanese animation to the nation.

When I started this club, one person could do  
everything that needed to be done. However, as many  
of my close friends have pointed out to me, the club  
has grown, but one person still does all the work.  
They are right, this club can no longer be run on a  
one-man basis. The proof of this is seen when an  
issue comes out late, a letter goes un-answered, or  
a check is cashed late.

To run the club, as it should be run, I am  
asking in a staff. It will be their job to help out  
with the newsletter, chapters, conventions, and other  
activities of this club. This will also improve the  
club in another way, we can expand our out reach to  
the average member and give him or her more than a  
newsletter.

This transition of the club will be completed  
by January of 1984 as the Star Blazers Fan Club starts  
it's fourth year of existence. Due to the lateness  
of this issue of the Star Blazers Fandom Report, I  
am extending all memberships that end with this  
issue, to the February '84 issue. There will still  
be four issues of the newsletter this year. The next  
Star Blazers Fandom Report will be out in late  
December.

Thank you all for your understanding. I think  
most of you will see a change for the better in this  
club.

*CMICHEL FINITO*

# THUNDERBIRDS 2086

by Ardith Carlton

"This looks like a job for Superman!... But my advice is to call in the Thunderbirds!"

The year is 2086, and a newly-animated team of Thunderbirds are sent winging to the rescue in a flock of vehicles that only 21st-century technology, and a Japanese mechanical designer named Hofu Aoi, could produce. Since last August, a growing audience has been following the 24 episode chronicle of the team's rescue missions, Thunderbirds 2086, that is being aired over various North American cable networks.

Like Star Blazers, Thunderbirds 2086 is actually a redubbed, rewritten, and re-edited import from Japan. The original Japanese series was broadcast weekly in Japan from April to September of 1982 and was neither about Thunderbirds nor set in the year 2086! Although it was blatantly patterned after Gerry Anderson's Super-Marionated Thunderbirds series from the early 1960's (all the way down to having the initials 'TB' marking any ship that stood still long enough for the paint job) the Japanese series and its futuristic rescue team were called Science Rescue Team Technoboyger, and the story took place in 2066. (While 'Technoboyger' may sound suspiciously like a new fast-food sandwich for Techies, it's really a play on three English words -- "technology," "boy," and "voyager.")

Both Technoboyger and Thunderbirds 2086 have the same general story line. In the 21st century, mankind is making rapid advancements in many fields such as medical science, electronics, and space development, and cities are being built in places that had once been off-limits -- in deserts, on the ocean floor, and even in outer space. But one of the problems of having an advanced technology, as people found out, was that it tended to make for large-scale, complex disasters when things went wrong. Mother Nature doesn't always cooperate, either, and when temperamental weather mixes with a largely mechanized civilization, all kinds of emergency situations occur.

Dr. Gerald Simpson, of the League of Nations, felt that something had to be done to protect mankind, and got permission from the Federation Assembly to establish the International Rescue Organization (IRO), a special team made up of carefully selected members from all over the world. The team was also granted the authority to investigate criminal activity and carry military arms... and the Technoboyger, er, Thunderbirds, uh TB team was created!

The TB team's missions are many -- saving people from avalanches, from malfunctioning spaceships, from raging forest fires, from raving underwater maniacs, from raiding computers that take over bases, and from -- horror of horrors! -- small cute kids who rip off TB vehicles!

International Rescue Organization headquarters -- the TB team's main base -- is located on a 100 kilometer-long, 3 kilometer-high man-made island in the Pacific. The whole island has the ability to rev up hidden engines, take a cruise around the ocean, and give unknowing sailors a nasty shock....

One nifty piece of equipment is the flying linear motor that TB members use to get to their posts. Nicknamed "Surfboards," they can be sent by Commander Simpson to fetch unsuspecting team members in cases

of emergency (no matter how embarrassing a predicament they happen to be in at that time...), or can be summoned by the team members themselves by a button on their wristbands.

The team has 17 rescue vehicles to use, although TB-1 through 6 are the ones that see the most action. TB-1 is an Advanced Space Shuttle (62 meters long, top speed Mach 5) that's used as a high-speed recon ship in early stages of rescue operations, and has the most firepower when the team finds itself in combat situations. TB-2 is a Hypersonic Transport (83 meters long, top speed Mach 88 or 30 kilometers a second), indispensable in rescue efforts -- it has a huge cargo hold, can carry other TB vehicles, and is able to fly to the moon and back easily. TB-3 is a Ground Operations Vehicle (46 meters long, top speed 80 kilometers an hour) that is heavily armored and has off-road capabilities that TB-1 and 2 can't match -- in addition, it can be outfitted with an auxiliary rocket that enables it to fly for short periods of time. TB-4 is a multi-functional Submarine (45 meters long, top speed 50 knots) that handles underwater operations, and can combine with the TB-13 submarine. TB-5, the Special Land Operations Vehicle (29 meters long, top speed 45 kilometers an hour) is the sturdiest of all the TB vehicles and is designed to burrow and break through solid rock with the large drill on its front end. And TB-6, the Space Terminal (3.4 kilometers in length) is the TB communication relay base, monitoring the Earth as it orbits around it, and has the facilities for repair and refueling of both TB ships and their pilots.

When the need arises, TB-1, 2, and 3 can combine into one huge spaceship with an increased cruising range, payload, and weaponry system, and which has the ability to fly to Mars and back.

(For the record, the rest of the TB rescue vehicles are: TB-7, High Speed Contact Plane; TB-8, Air Truck; TB-9, Space Operations Walker Vehicle; TB-10, High Speed Contact Rocket; TB-11, High Speed Contact Car; TB-12 All Purpose Operations Vehicle; TB-13, Small-size Submarine; TB-14, Bathyscape; TB-15, Information Collection Vehicle; TB-16 Unmanned Underground Vehicle; and TB-17, Super-Long Distance Spaceship.)

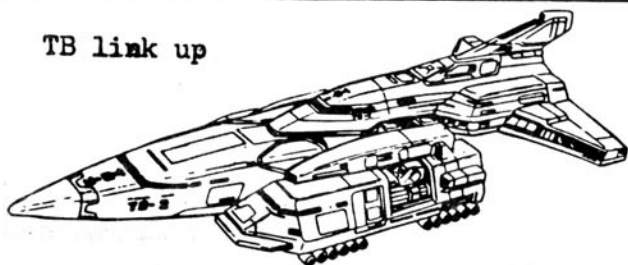
continued...

Raiji Hidaka/  
Dylan Beyda





## TB link up



One outstanding feature of both versions of the series share Kentaro Haneda's fantastic musical score. Haneda co-wrote the Final Yamato score with Hiroshi Miyagawa, and soloed on the background music to Macross, Space Cobra, Orguss and Space Warrior Baldios...and the score for TB is one of his best! There are two Japanese Technoboyger records that are available through various dealers here in the States (no records have yet been released for Thunderbirds 2086):

Technoboyger single (opening and end themes) -

Nippon Columbia CK-652, 600 yen

Technoboyger Music Collection album (BGM) -

Nippon Columbia CX-7057, 2500 yen

As is the case with many transplanted shows, one of the biggest differences between Technoboyger and Thunderbirds 2086 is the way the characters are treated. Here's a list of the main cast, with Technoboyger names and data given first, followed by those given in Thunderbirds 2086 if there's any difference:

Dr. Gerald Simpson (55 years old; American):

One of the few characters who didn't change name or personality between the two versions, and fittingly so -- he's a steadfast fighter for what he believes in, and a long-time scientist and military man who is difficult to sway. As Supreme Commander of the IRO, he is something of a father-figure to the TB team.

Gran Hansen (30 years old; French)/(45 years old):

The other character who survived the changeover with name intact, Gran is the Captain/Senior Officer of the TB team. Divorced, with his estranged wife and daughter living in France, Gran is the proverbial "gentle giant" -- quiet and good tempered, and usually composed during even the roughest of rescue missions. He serves as the main pilot of TB-3.

Raiji Hidaka (18 years old; Japanese)/ Dylan

Beysa (28 years old): The main pilot of TB-1 and overall hero of the series, he's the son of a renowned scientist. He's got a quick wit, is sometimes a little headstrong, and at times seems a bit loose in the flue -- all helpful when you get into as many life-risking situations as he does. During his spare time, he makes bad jokes and trains in karate.

Katharine Hayward (18 years old; American)/

Kallan James (26 years old): The only female of the team, she usually pilots TB-4, and her judgement, courage, and strength rival that of anyone else on the team. Her father was an oceanographer, and she has an impressive knowledge of oceanography herself. Not surprisingly, she also has an eye out for TB-1's pilots....

Sammy Edkins (23 years old; Brazilian)/

Jonathan Jordan Jr. (30 years old): The pilot of TB-2, he's the son of the head coach of South America's #1 soccer team, and at one time had aspirations of becoming a pro football player. Sammy was always "on," with jokes at the ready and a quick laugh, while Jonathan is comparatively quiet and steadier. Both can be counted on when the chips are down.

Eric Jones (23 years old; British)/ Jesse Riegel (29 years old; Texan): TB-2's navigator. Eric was a genius who graduated from Cambridge at the head of his class, had a coldly scientific way of analyzing things, and a penchant for bothering people with his high born ways. In comparison, the only thing regal about Jesse is his last name -- he's human and down-to-earth.

Another difference between the two versions is the writing -- from the two episodes this writer could compare both versions of, it seems that ITC Entertainment threw away the original Japanese scenarios when they put the show into English, and wrote similar stories to replace them, with all-new character dialogue. Purists who think Technoboyger was the greatest thing since peanut butter pancakes might complain, but actually, storymen Owen Lock and Robert Mandell did a very good job of their rewrites, giving 2086 a lot more humor than could be found in the Japanese version. Scenes were also shuffled, changing sequences of events, sometimes the events themselves, to tone down some of the action and, at times, the situations a bit more appealing to the Wild Kiddies -- but the new scripting disguises the rearranged scenes tolerably well. Surprisingly, 2086 dropped one of the strongest similarities Technoboyger had to the old Super-Marionated Thunderbirds series -- as the show's Thunderbirds team used the response phrase "F-A-E!", the Technoboyger team's phrase was "IROS!" (for International Rescue Organizational Systems, and pronounced "Airos".) But in Thunderbirds 2086, the team just responds with a boring old "Roger."

But one thing that's neither old nor boring about Thunderbirds 2086 is all the new footage of computer-animated graphics that was added in. Sometimes they are designs on monitor screens, sometimes they're topographical recreations of the ground layout, and most of the time, they're revolving, detailed diagrams of various machines that turn up during the episode. These computer graphics are perhaps the finest you'll find in any animated show, and draw a fair chunk of the audience on their own!

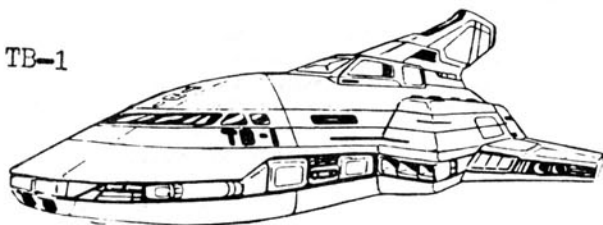
It looks as if ITC Entertainment put a great deal of time and effort into transforming Technoboyger into the Thunderbirds 2086 that's on our screens today -- a show with something for everyone. ITC is waiting to hear what people think of the first few episodes that have been shown... so by all means, if you like Thunderbirds 2086, let them know! Their address is --

ITC Entertainment, Inc.  
115 E. 57th Street  
New York, New York 10022

You might also want to write the cable network that's broadcasting the show in your area. Who knows, if Thunderbirds 2086 is a success, it could clear the way for more Japanese animation to find its way to American shores! This just might be the proof to show cable networks that animated movies and series do deserve a place in their line-ups. It'll take some time and work, and it might look like a job for Superman -- but if the Thunderbirds can do it, so can their fans!

NEXT ISSUE: The Final Yamato story! (Promise!)

TB-1





# the Art File



**by Bob Johnson**

# CONStELLATION - WorldCON REPORT

"It took place in 1939 and was the brainchild of a big-name fan, Sam Moskowitz. Fans from all over nation were in correspondence, but surely that was not enough, thought Sam. Why not a world gathering at which all the fans could get together and view each other with wide-eyed wonder? With grit and determination Sam, barely twenty, turned that brain-storm into actuality."

-Isaac Asimov

Unlike the first Worldcon (World Science Fiction Convention) which had an attendance of 200 fans, this years Worldcon, ConStellation had an estimated attendance of over 6500. However while the Worldcon has grown in size and scope it's aim remains the same, to bring science fiction fans from across the world together. Japanese animation fans are no exception to this rule.

ConStellation, the 41st World Science Fiction Convention was held in Baltimore, Maryland from September 1st - 5th. At this convention Japanese animation fans came across the entire United States. This Worldcon had programming for everybody - films, tours of the city, panels on almost every aspect of science fiction, a never ending masquerade, parties, the Hugo awards, radio exhibits, a fanzine room, discussion groups, filksings, dramatic events, a trivia contest, a huge art show, a big dealers room, a game room, a computer room, a space science room, science fiction poetry, guests of honor, movie presentations, more parties, a panel on drawing better dinosaurs, NASA exhibits, Muppet exhibits, the space militarization debate, a comic book workshop, computer music, and oh yes - JAPANESE ANIMATION!!!

That's right, for all the other things at Worldcon there was Japanese Animation, you just had to look in the right corner of Baltimore to find it. In fact you could see the presence of Japanimation all over the convention.

The highlight of the Worldcon for Japanese animation fans was the showing of a 35mm copy of Arrivederci Yamato. This movie has the same plot as the second season of Star Blazers, however all the main characters are killed in the end. The film was shown in Japanese to an audience of about 500 people late Sunday night (or Monday morning). Narrations were provided by Ardith Carlton and Robert Fenelon. The audience seemed to be pleased with the film. One fan remarked, "It beats the hell out of seeing it on a little TV screen." Towards the end of the film the audience seemed very enthusiastic with the movie. Credit for getting the film goes to Westchester Films Inc., the Star Blazers Fan Club, and Worldcon.

Arrivederci Yamato is also important in another aspect. The showing of this movie proves that Westchester Films Inc. have a positive interest in promoting Star Blazers and bringing over Japanese animation to the United States. With any luck this will be the first of many films to be shown from Japan. Fans of Star Blazers and Japanese animation owe Westchester Films Inc. a thank you for backing their product the way they have.

There was also Japanese animation to be seen in the video room as well. While there

was no single room set aside for Japanese animation, (due to poor planning by the ConStellation convention) the fans did get to see animation due to the efforts of Alex Potter and the Mid-Atlantic Cartoon/Fantasy Organization. At one point all the Japanese animation was shown in the suite of the Mid-Atlantic C/FO.

What saved this from turning into a disaster was the wide assortment of animation that was shown. Fans got a chance to see the new Captain Harlock movie, My Youth in Arcadia. Another popular movie was Future War: 199X which is about a nuclear war. Also shown on video tape, on a wide screen TV in the video room was Final Yamato. While it wasn't in film form, it was still enjoyable to watch on the big screen.

Japanese animation could also be found in the art show. Various artists from around the country put art based on Japanese animation in the art show. In the dealers room there were several dealers selling Japanese animation material. One could buy anything from a model kit to the Yamato Perfect Technical Manuals.

Worldcon also featured an open meeting of the Star Blazers Fan Club. It was here, and at the open meeting of the Cartoon/Fantasy Organization that you got a feeling of friendship between Japanimation fans. Fans got a chance to talk about their views at these meetings. Most important of all, the fans got to know each other - which is why Worldcons got started in the first place. People who had only exchanged letters, got a chance to meet each other.

At the open meetings the latest news concerning Japanese animation was discussed. Ardith Carlton announced that Books Nippan and West Cape were going to put out full color anime comic books based on Star Blazers. Fred Patten talked about the new animation magazine, Animation Quarterly that was coming out. People got a chance to talk to the leaders of the fan clubs, like Ann Nichols, President of the C/FO or Brian Cirulnick, Collator of the Trelaina APA. Fan from across the country got a chance to get to know each other better.

Later on at the convention there was a photo session for fans who came with Japanese animation costumes. There were Desslok, Wildstar, Harlock, and other costumes based on Japanese animation. By the way if anyone has photos from that session the Star Blazers Fan Club would be interested in buying copies of them - write to the club post office box in Bellmore.

There were other events of interest as well. Don Bluth had a table promoting their animation fan club and new video game, Dragon's Lair. There were workshops for those interested in doing computer animation. In addition to this there was a slideshow on fandom in Japan.

On the whole, ConStellation wasn't half bad for Japanese animation fans. However some fans felt that ConStellation didn't live up to the traditions set by past Worldcons. However when you add it all up, Japanese animation went ahead as the result of this convention.



# communications

Letters to the editor are welcomed from all members of the club. The best letter of each issue gets the, "Fandom Report's Letterhack Award" which is \$2. It's not alot, but it will buy a few stamps. We want your ideas and opinions - so write in! Star Blazers Fan Club, Communications,

The first letter this issue was not sent to the club, but a member. However I think it is important -

Thank You for taking the time to write WNEW-TV

We appreciate the offer for "Star Blazers", but the program does not fit in with our current plans. Thank you for considering us, and we hope you will consider us for new projects in the future.

Thank you once again for writing us at WNEW-TV.

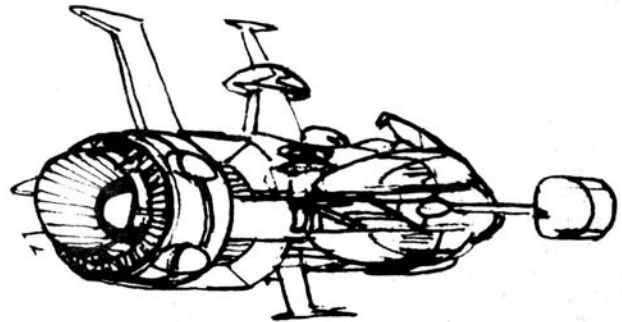
John von Soosten  
Vice President & Program Manager WNEW-TV

I print this, because it is my answer to the following letter -

I would like to agree with Mr. Wilmunen's comments in the last issue's "Communications". There are people who only like to enjoy certain activities (watching Yamato programs in this case), but that does not mean they are inactive, it is just that their desire to communicate to others what they consider is a worthwhile and instructive subject has different degrees of intensity. Some like to spread the word to as many people as possible, while others prefer to informally let their friends know about the show. What ever the degree of interest in letting other people know about the show, I am sure that every member of the fan club is doing something to let other people know about it. Their success in doing so depends on many individual factors. I felt your general criticism of "inactive" members was somewhat unfair; individual circumstances should be taken into consideration.

Pedro Valdes Sada

-I agree with your letter. It is a bit unfair to expect every member to convert the world to Star Blazers. However what I ment was that the fans have to get active to get the show back on the air. It doesn't take alot of time to write one or two letters to your local TV station. If every member of this club wrote WNEW-TV, and told them why he/she liked Star Blazers, think of the good that it could do. My point is you don't have to travel across nation to conventions and write fanzines to be active, it only takes a letter to a local TV station.



I felt it was my responsibility to thank you for your recent editorial concerning a member of fandom. He has gone many times without recognition, and it is about time he has found his name on something other than a report card. Yes Rob, believe it or not, there are times that you might think it is all for nothing, but I, on behalf of others, say otherwise. I hate to sound like a fanatic, but he deserves it.

Kenneth Fung

-Thank you for your letter Ken. There are a few fans in this new fandom that get involved like Rob, and go without recognition. They work hard, and get involved, and if I can encourage them as editor, it is the least I can do.

Please include some information on Matsumoto's other series such as "Captain Harlock", "Danguard Ace" etc. as well as Star Blazers.

Joyce Valente

-In future issues of the Star Blazers Fandom Report I am planning for articles on other Japanese animation shows besides Yamato. There are alot of high quality shows that should be covered. Also I would like to give a fellow fan editor a quick plug - a fanzine called "Millenia" is being put out that just deals with Reiji Matsumoto. Getting back to this fanzine, while I am planning articles on other shows for future issues, the main theme will be Yamato/Star Blazers.

.....As you stated in your speech (at Worldcon), the needed approach is to not let the producers outline the bad point of animated SF, but it is to emphasis the realistic points that appear in the series...

It is not only necessary that Japanimation SF fandom co-operate, but that we should not try to conflict with Star Wars or Star Trek or other prime-time shows, but should pool our resources, because almost every major theme of a popular SF series points out almost the same basic ideas!

.....if people are unwilling to expand or continue to degrade Yamato fandom, then we must respond, but not to their level of cutting each other to pieces. Such action would only tear fandom apart, rather than weld it together.

John Dorsey

-I am sorry that I couldn't print this letter in full lenght (due to size), but there are a number of good points here that are made. I think as fans of Yamato we have to realize that this is part of something bigger.

# Fan Activity

by Brian Cirulnick

I was reminded by a friend of mine that collecting is a fan activity. In fact, almost all the members of the Star Blazers Fan Club have some sort of collection dealing with Japanese animation. The reason I didn't think of it earlier is that I don't really have a collection myself. I have grown to see what I have as a sort of reference material, as I am a student of animation. Other problems too, have arisen to keep me from being a collector, such as money, or, should I say, LACK of money.

Collecting is a wonderful experience if it is taken in the correct attitude. But the question "What is the correct attitude?" comes to mind. In my opinion, the correct attitude to be taken when becoming a collector of Japanese animation materials is: "I hereby swear that these materials I have purchased shall be used to widen my knowledge of the subject, to brighten my horizons, and my walls, and to give me something to look through on cold winter nights....." or something to that effect.

As of yet I haven't heard from too many people out there, part of my job is to get the fans of this club active. I'm sure that this subject is one that many of you can comment on. Tell me what you like to collect, if you attend conventions to obtain these materials, how long you have been actively collecting, etc. - my ears are open. I'd like to print some of your letters. However I can't print them if I don't get them, so start writing.

I think that for some of us that don't collect (or haven't started yet) the information provided by the letters should be an enlightening experience.

So how about it? Share the knowledge, and help others. I'm doing it by writing this article and collating Trelaina, the Star Blazers Fan Club A.P.A. (by the way the copy count is up to thirty, and the deadline for #6 is mid-December), so if I can do it so can you. Don't worry, the procedure for becoming an active fan is totally painless. All it requires is one letter.....

## Club Chapters

### \*STAR BLAZERS LONG ISLAND

Mike Pinto,

### \*STAR BLAZERS ROCKVILLE (MARYLAND)

Chris Bond,

### \*STAR BLAZERS WEST MICHIGAN

Steve Harrison,

### \*STAR BLAZERS DELAWARE

Tom Brevoort,

### \*PHILADELPHIA STAR BLAZERS SOCIETY

Joe Gunder,

### \*BOSTON STAR BLAZERS/JAPANIMATION CLUB

Jeff Jordan,

## ADS & MORE

Ads in this section are free to all members of this club. For larger ads, please write the club. Send all ads to - the Star Blazers Fan Club, Ads & More,  
We reserve the right to reject ads on an editorial basis.

Gamilon isn't dead, it was just visited by Maytel

LOST AT WORLDCON - a pair of glasses that looked like Dash or Nanbu owned them - I NEED THESE BAD! Write Robert Fenelon, c/o Star Blazers Fan Club,

NEW APA! DO IT! An APA dedicated to a satirical look at World War III and George Orwell's 1984 is looking for contributors for first & last collation. Deadline Dec. 20th - collation Jan. 1st, 1984 - copycount 25 - Jim Kaposztas,

FREE! The Bud Plant catalog (88 pages) normally sells for \$1. But since I'm sure Star Blazers members will want to see our ever-growing section on Japanese Animation Books, the catalog is yours free. Just send us your address. Coming soon: Japanese models! Bud Plant,

PLASTIC MODEL KITS: Star Blazers and other Japanese animation kits. Also hundreds of other Science Fiction TV, Movie, comics, space, missile, and figure kits. Send a SASE for my newest list. John Green,

WANTED - Info on anything to do with Yamato: the New Voyages, Jay Hindle,

To the friends I made at ConStellation - the Japanimation Critic is alive and well and is being held prisoner at the Parsons School of Design - see you all at Lunacon '84! LACon II?

WANTED YAMATO SOUNDTRACK ALBUMS \_ PLEASE SEND PRICE & INFO TO: Robert Morganbesser,

The deadline for TRELAINA #6 is Mid-December

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Staff - Michael Pinto (Editor), Brian Cirulnick, Randy Chua, Ardith Carlton, Howard Bilger, Bob Johnson and Kathleen Morrison.