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# STAR BLAZERS

THE MAGAZINE OF SPACE BATTLESHIP YAMATO







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Based on *Space Battleship Yamato*  
created by Yoshinobu Nishizaki and Reiji Matsumoto

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## Welcome back, STAR BLAZERS fans!

You are now reading the first official issue of what we all hope will be a long-running comic book series based on this exceptional animated saga. Last issue we relived the Star Force's dramatic journey to planet Iscandar, based on the first STAR BLAZERS television series. Along the way, they made a deadly enemy—Desslok, the ruler of planet Gamilon. Now it's time to tell his story...for the first time, in his own words!

Following this issue's story is another collection of articles about STAR BLAZERS and the SPACE BATTLESHIP YAMATO saga. We had hoped to include an interview with YAMATO creator Yoshinobu Nishizaki in this issue, but alas, he was too busy overseeing production on the new YAMATO 2520 animated series, volumes 0 and 1 of which have been released in Japan. However, though this interview has been postponed, we are proud to present another in its place—the first ever interview (to our knowledge) with a STAR BLAZERS voice actor!

You will also find a reader response card in this issue, similar to the one presented in STAR BLAZERS #0. The results of the first card were very good—well over 600 cards have been received, the results of which are tabulated below.

### READER SURVEY RESULTS: STAR BLAZERS #0

1. Virtually everyone wants more YAMATO products. In order of preference, the choices were videos, books, model kits, posters, t-shirts, and music.
2. 22.5% of those surveyed pre-ordered STAR BLAZERS #0 through their local comic shop. (This is a very good way to guarantee that you will receive future issues.)
3. 76.5% of those surveyed would like this to become an ongoing comic book series. We're assuming the others won't mind.
4. A whopping 64.5% of those surveyed already own STAR BLAZERS or YAMATO videotapes. For the remaining 35.5%, check out the back cover of this very issue.
5. 15% of those surveyed learned about this comic via word-of-mouth. 31% learned about it via advertising, and 41.5% learned about the book by seeing it in a comic shop.

As Voyager Entertainment considers opportunities for future expansion, the information in this survey will be carefully considered. We're still anxious to hear from as many STAR BLAZERS fans as we can find, so please send in your card if you haven't already. (And while you're at it, let us know how you like this comic book, too!)

BARRY WINSTON,  
PUBLISHER



Studio Go! news and info:  
studiogo@aol.com.

Other on-line Star Blazers/Yamato resources:  
<http://www.rose.hulman.edu/~scrogg/kw/yamato/yamato.html>  
Tell them you saw the address here.





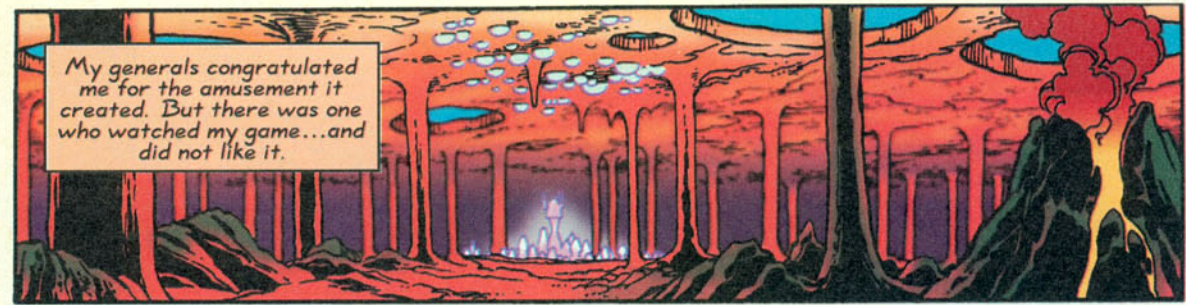
# THE GIFT

Fate has shown me my true nature. I am a living paradox. Beginnings and endings for me are one.

To the point, I stand at a crossroads. Many stand behind me, waiting for me to choose my path, for it is also theirs.

The STAR FORCE. Who could have possibly foreseen the effect they would have?

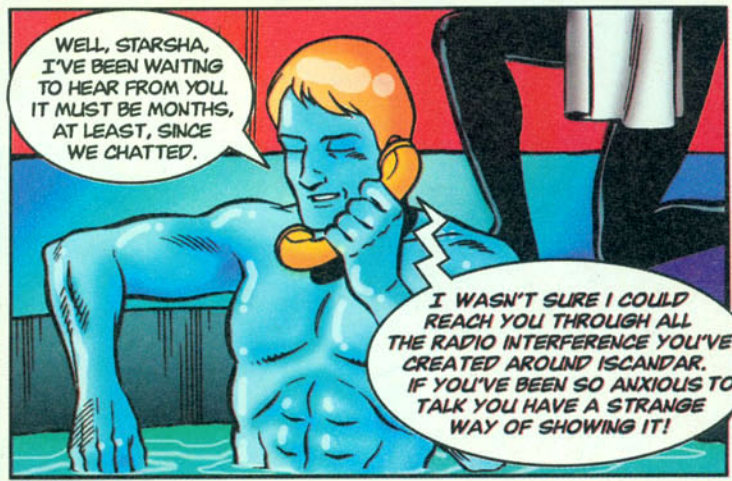
I considered them nothing more than a plaything at the beginning. A foolish, hopeless band of savages stumbling from one pitfall to another.



My generals congratulated me for the amusement it created. But there was one who watched my game...and did not like it.



LEADER DESSLOK, THERE IS A CALL FOR YOU. IT IS QUEEN STARSHA OF ISCANDAR.



WELL, STARSHA, I'VE BEEN WAITING TO HEAR FROM YOU. IT MUST BE MONTHS, AT LEAST, SINCE WE CHATTED.

I WASN'T SURE I COULD REACH YOU THROUGH ALL THE RADIO INTERFERENCE YOU'VE CREATED AROUND ISCANDAR. IF YOU'VE BEEN SO ANXIOUS TO TALK YOU HAVE A STRANGE WAY OF SHOWING IT!



YOU SOUND ANGRY.

I AM ANGRY!

AND WHAT HAVE I DONE THIS TIME? I WISH YOU'D CALL ME WHEN I'VE DONE SOMETHING THAT PLEASURES YOU.

THE ONLY TIME I HEAR FROM YOU IS WHEN YOU WANT TO COMPLAIN. YOU KNOW, STARSHA, IT'S NOT VERY FLATTERING.

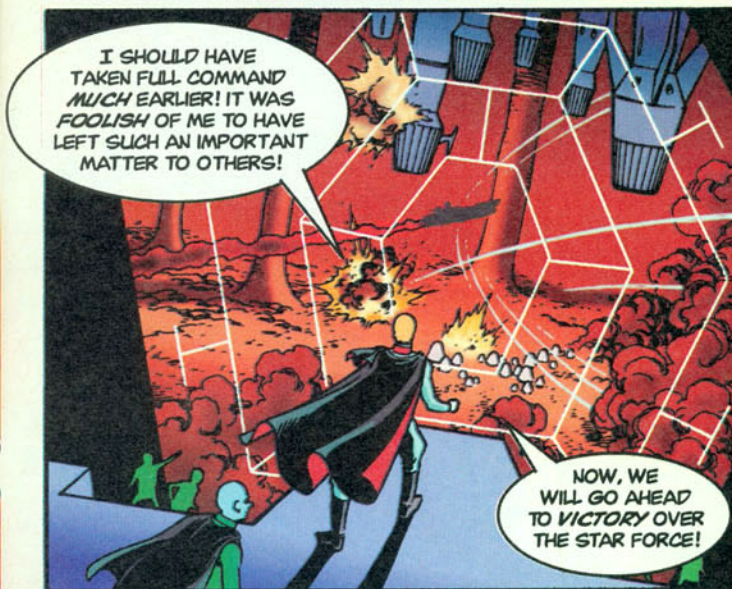
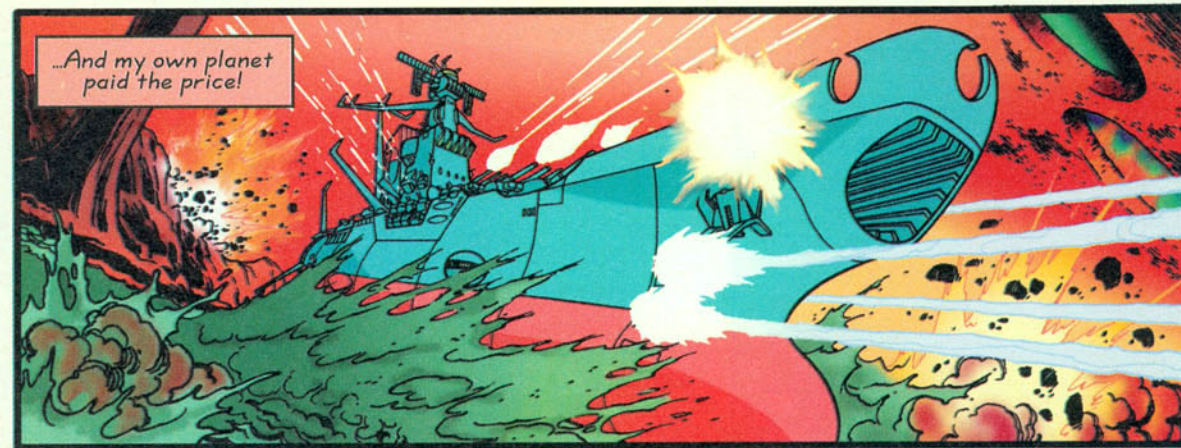
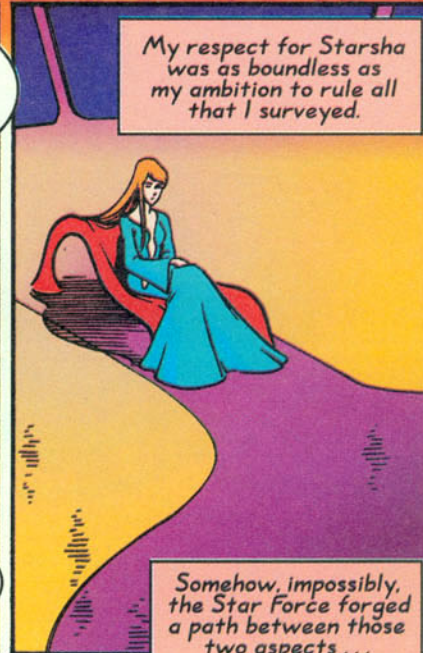
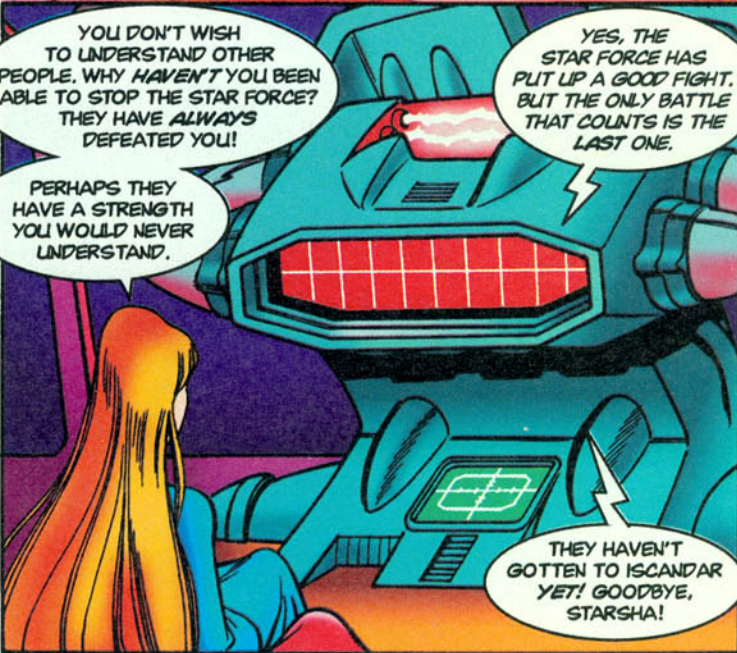
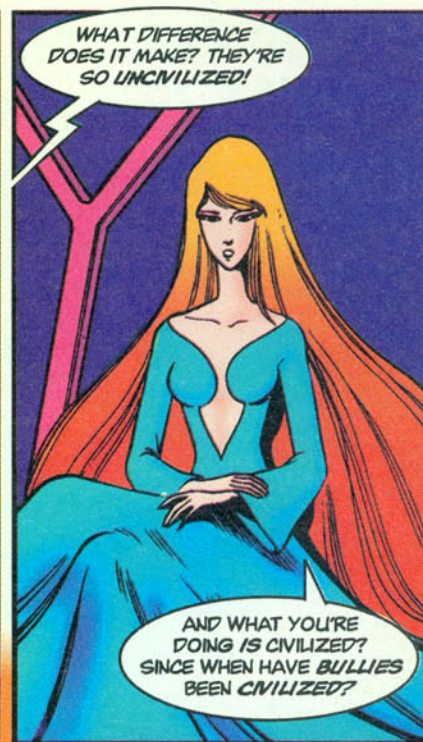


"YOU KNOW WHAT YOU'VE DONE! YOU KNOW HOW MUCH I HATE THE WAY YOU'VE DEVASTATED EARTH!"

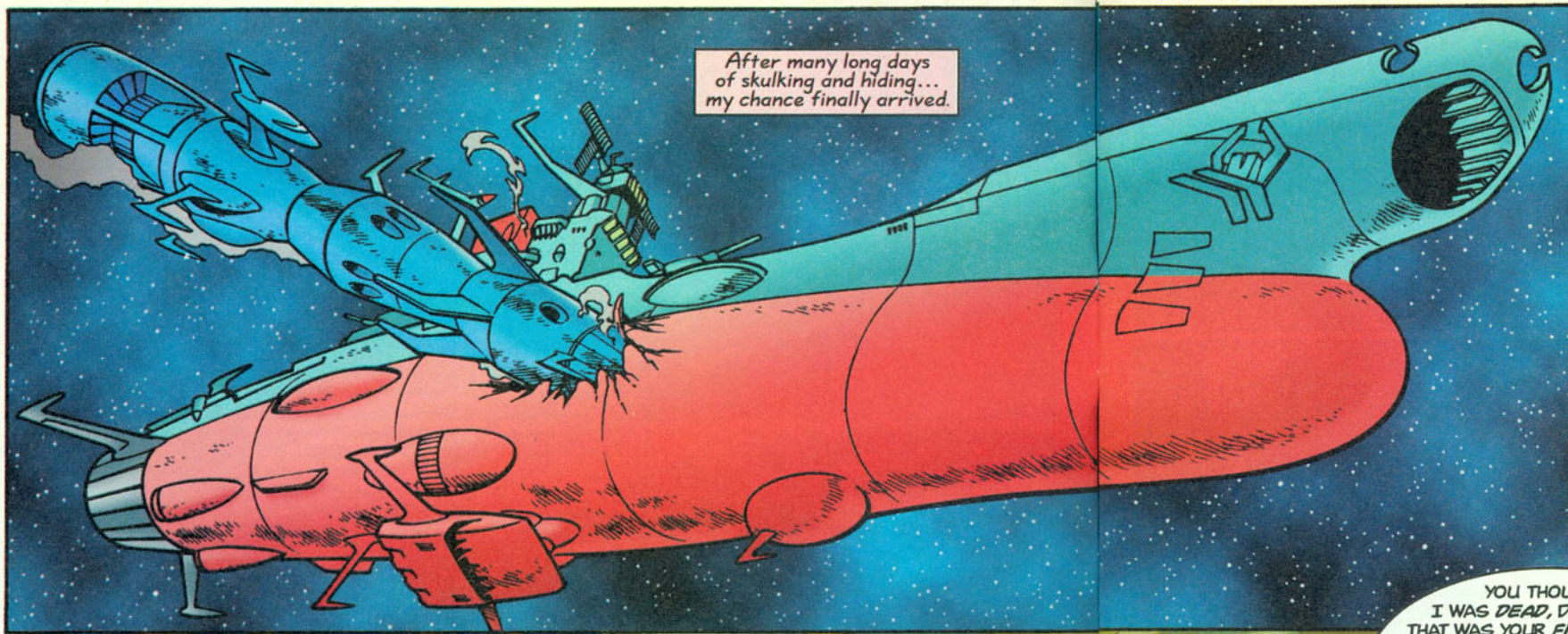
"IT IS FOR THE SURVIVAL OF BOTH OUR PLANETS, STARSHA. WE SHARE A COMMON DESTINY. WE MUST FIND NEW HOMES FOR OUR PEOPLE."

"YES, WE ARE TWIN PLANETS, AND WE ARE BOTH DOOMED. BUT YOUR SOLUTIONS ARE ALL EVIL!"

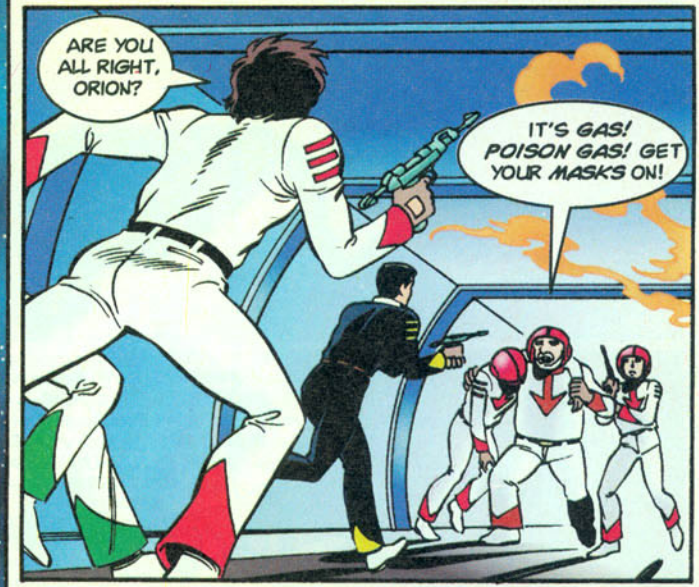








After many long days of skulking and hiding... my chance finally arrived.



ARE YOU ALL RIGHT, ORION?

IT'S GAS! POISON GAS! GET YOUR MASKS ON!



IT'S USELESS TO FIGHT BACK, EARTHLINGS! SURRENDER NOW!

WHERE IS YOUR CAPTAIN?



CAPTAIN AVATAR IS ILL. I'M DEPUTY CAPTAIN WILDSTAR. WHO ARE YOU?

SO THE STAR FORCE IS BEING LED BY A MERE BOY! I AM DESSLOK, LEADER OF THE GAMILONS.

DESSLOK!?!

YOU THOUGHT I WAS DEAD, DIDN'T YOU? THAT WAS YOUR FIRST MISTAKE. GAMILON HAS WITHSTOOD MANY DISASTERS. AS LONG AS I LIVE, GAMILON LIVES! YOU'VE DONE WELL FOR ONE SO YOUNG, BUT I STRIKE THE LAST BLOW!

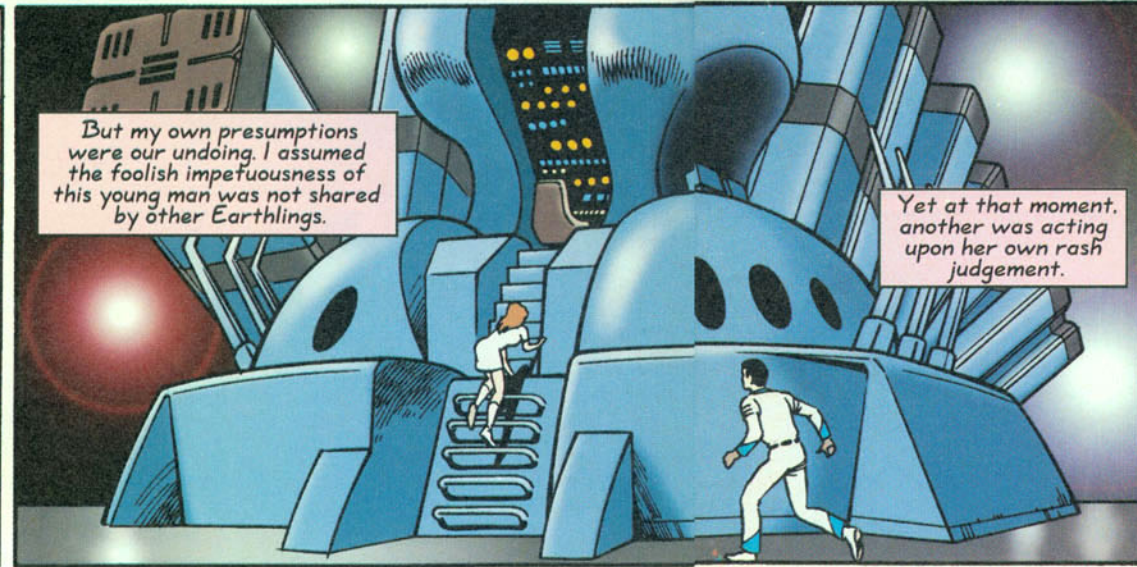
WHAT?!

THIS IS A RADIOACTIVE SLEEPING GAS! WHEN YOU AND YOUR CREW ARE UNCONSCIOUS, WE WILL TAKE OVER YOUR SHIP AND FLY IT INTO YOUR EARTH DEFENSE HEADQUARTERS. AFTER FIRST, OF COURSE, DESTROYING THE COSMO DNA.

HAHAHAHAHA!



NOT WITHOUT A FIGHT!



But my own presumptions were our undoing. I assumed the foolish impetuosity of this young man was not shared by other Earthlings.

Yet at that moment, another was acting upon her own rash judgement.



THEY MUST HAVE GOTTEN TO THE COSMO DNA MACHINE! THE GAS IS DISAPPEARING! WE HAVE TO GET OUT OF HERE -- WE CAN'T BREATHE THIS AIR!

WE'LL MEET AGAIN, WILDSTAR!



We would indeed...

But only after becoming entangled with...other parties.

YOU HAVE A POWERFUL WAR MACHINE, BUT IT IS NOT ENOUGH. I HAVE MET THE STAR FORCE. THEY HAVE A PURPOSE... AND A POWER... GREATER THAN ANY MACHINE THAT HAS EVER BEEN MADE!

IT CAN ONLY BE DEFEATED BY ANOTHER POWER JUST AS DETERMINED. THAT IS WHY I AM HERE, PRINCE ZORDAR!

I UNDERSTAND!

We moved quickly into action, attempting to intercept the Star Force at planet Telezart...

...from which had come a cry for help from its sole inhabitant, the mysterious Trelaina.

DESSLOK IS NOT A MAN WHO DOES THINGS IN A SMALL WAY, DYAR. HE WOULD EVENTUALLY HAVE TAKEN ON TRELAINA. WE HAVE BEEN ABLE TO ADVANCE OUR CAUSE BY STAYING OUT OF HER WAY.

YES, PRINCESS INVIDIA... DESSLOK HAS BEEN A PROBLEM. I'VE OFTEN THOUGHT YOUR FATHER MIGHT BEGIN TO THINK OF HIM AS THE NEXT RULER OF THE COMET EMPIRE.

But unknown to me, others were moving to thwart my intentions... others who confused boldness with ambition...

This approach to power differed from my own. Built on fear, it began to feed on itself.

Treachery was the inevitable byproduct.

IT WAS A PRETTY GOOD TRICK, INVIDIA. BUT YOU'VE JUST GIVEN YOURSELF AWAY.

WHAT DO YOU MEAN?

YOUR FATHER DOES NOT FEAR TRELAINA. BUT PERHAPS YOU DO. IT WAS YOUR IDEA TO BRING ME BACK FROM TELEZART, WASN'T IT? NO WONDER YOUR FATHER'S NOT HERE!

LEADER DESSLOK! LET ME GO WITH YOU!

NO. I LEAVE YOU IN CHARGE OF THE FLEET, TALAN.

SOONER OR LATER I WILL SEE PRINCE ZORDAR AND THEN HE WILL LEARN WHO THE TRAITORS REALLY ARE.

Dramatic events unfolded while I bade my time in their vile prison, not the least of which was Prince Zordar's long-awaited confrontation with Trelaina.

YOUR KIND OF POWER DOES NOT COMMAND RESPECT—ONLY FEAR.

YOU ISSUE ORDERS THAT WILL MEAN DEATH TO MILLIONS, AND YOU THINK THEY WILL LOVE YOU FOR IT?

TRELAINA, PEOPLE WANT TO BE GOVERNED. THEY DON'T WANT TO HAVE TO MAKE DECISIONS. THEY WANT THINGS DONE FOR THEM, NOT BY THEM.

AND IF THE UNIVERSE IS TO RUN EFFICIENTLY, WHO WILL DO IT?

Then...my moment arrived.

YOU WON'T GET AWAY WITH THIS, DESSLOK!

NOW YOU'RE MY PRISONER, INVIDIA! NO PRISON IN THE UNIVERSE CAN HOLD DESSLOK OF GAMILON! SHOW ME THE WAY OUT OF HERE!

THAT'S STRANGE, LEADER DESSLOK. ALL THE COMET EMPIRE PURSUIT SHIPS HAVE TURNED BACK. THERE'S JUST ONE SHIP COMING TOWARD US... AND IT'S NOT FIRING!

YES, THAT'S MY FLAGSHIP. I THINK ZORDAR IS GIVING IT BACK TO ME.

I'M GLAD HE FINALLY REALIZED HE WAS BEING DECEIVED.

ATTENTION ALL SHIPS! WE'RE GOING AFTER THE STAR FORCE!

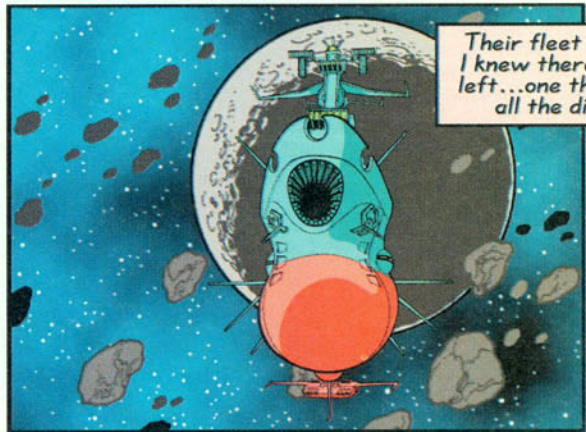






It was not difficult to follow the tumultuous events in the solar system.

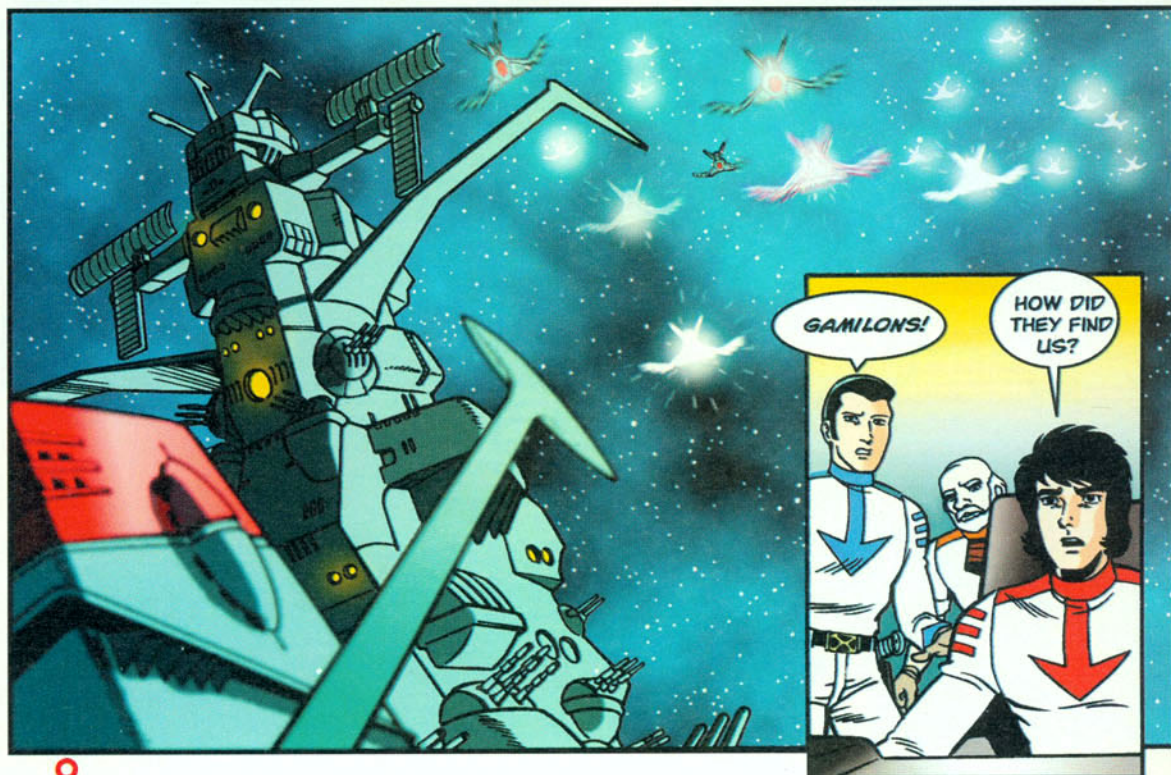
Earth fell easily, offering its unconditional surrender to Zordar after he turned their moon to magma.



Their fleet was gone, but I knew there was one ship left...one that could make all the difference...

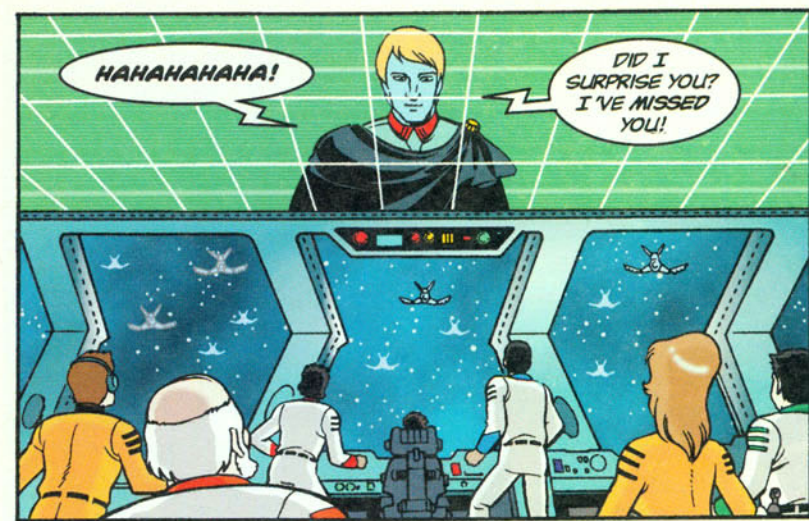


LOOK AT THAT!



GAMILONS!

HOW DID THEY FIND US?



HAHAHAHAHA!

DID I SURPRISE YOU? I'VE MISSED YOU!



DESSLOK!



FOR A TIME, I THOUGHT THE COMET EMPIRE HAD GOTTEN YOU. IF THEY HAD, I DON'T KNOW WHAT I WOULD HAVE DONE.

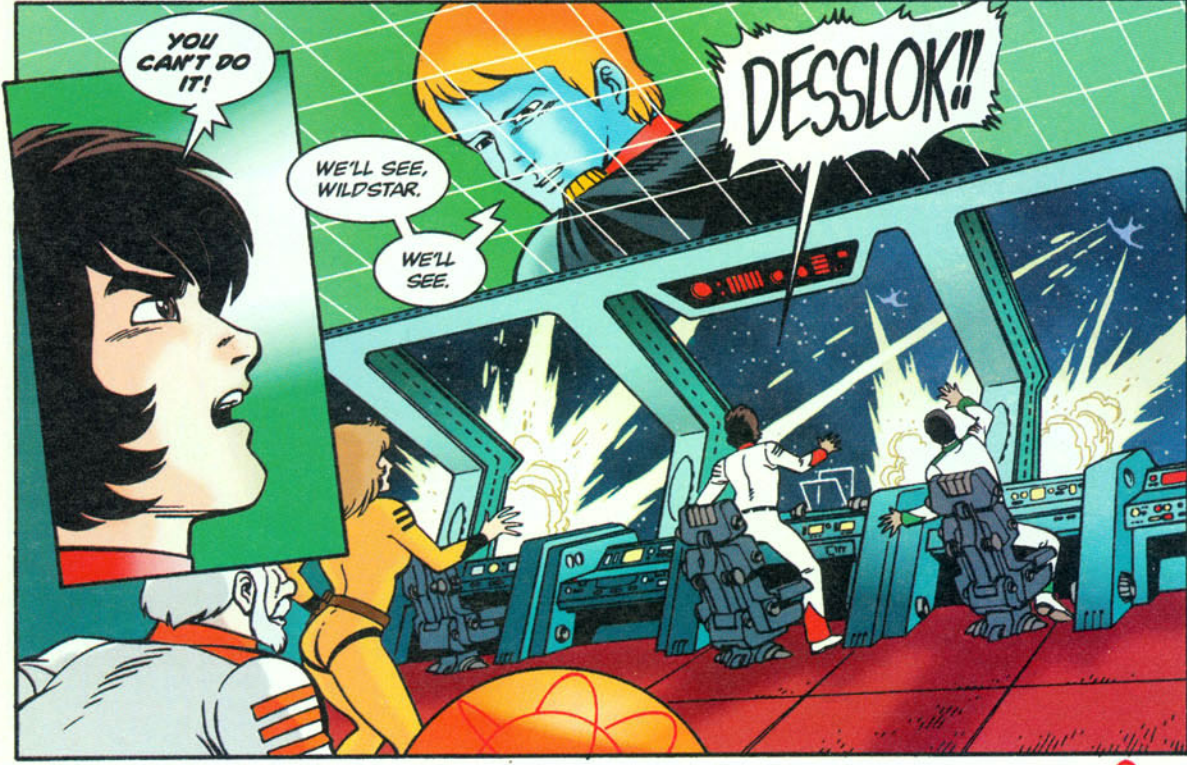
YOU'VE BECOME AN IMPORTANT PART OF MY LIFE. I'M GLAD TO SEE YOU. DELIGHTED TO SEE YOU!



NO, WILDSTAR, I'M VERY SERIOUS WHERE THE STAR FORCE IS CONCERNED, AND AS FOR EARTH, PRINCE ZORDAR CAN HAVE IT ALL TO HIMSELF!

I WANT TO GET THE STAR FORCE. THAT'S ALL!

DESSLOK, THERE'S NO TIME FOR JOKES! EARTH IS IN DANGER!



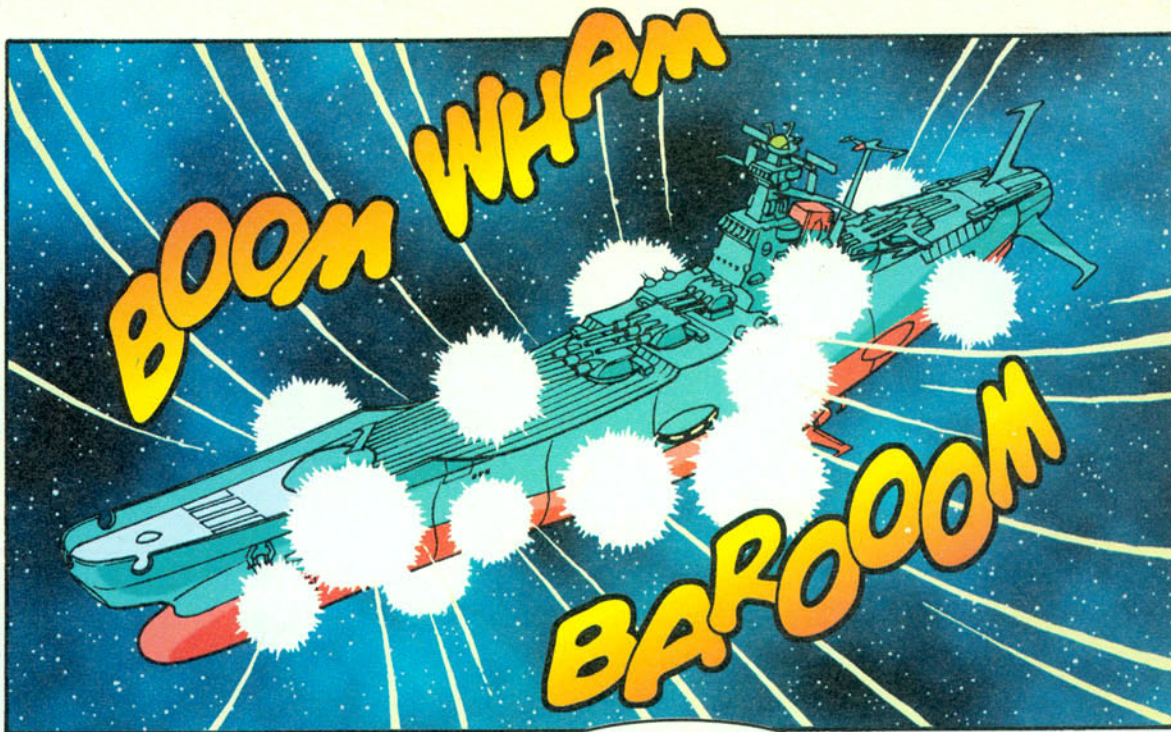
YOU CAN'T DO IT!

WE'LL SEE, WILDSTAR.

WE'LL SEE.

DESSLOK!!





**BOOM WHAM**

**BAROOOM**



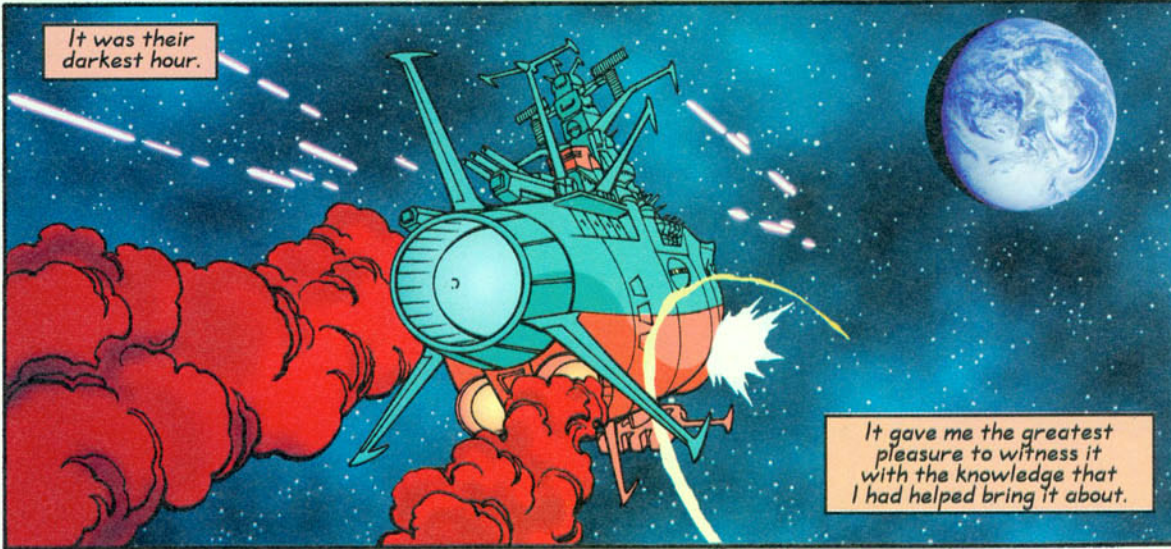
YOU SEE, STAR FORCE, I DO NOT JOKE. WHEN GAMILON WAS DESTROYED, IT LEFT ME WITH BUT ONE MISSION IN LIFE.

READY THE ENTIRE FLEET! REMEMBER, THIS IS THE SHOW-DOWN!



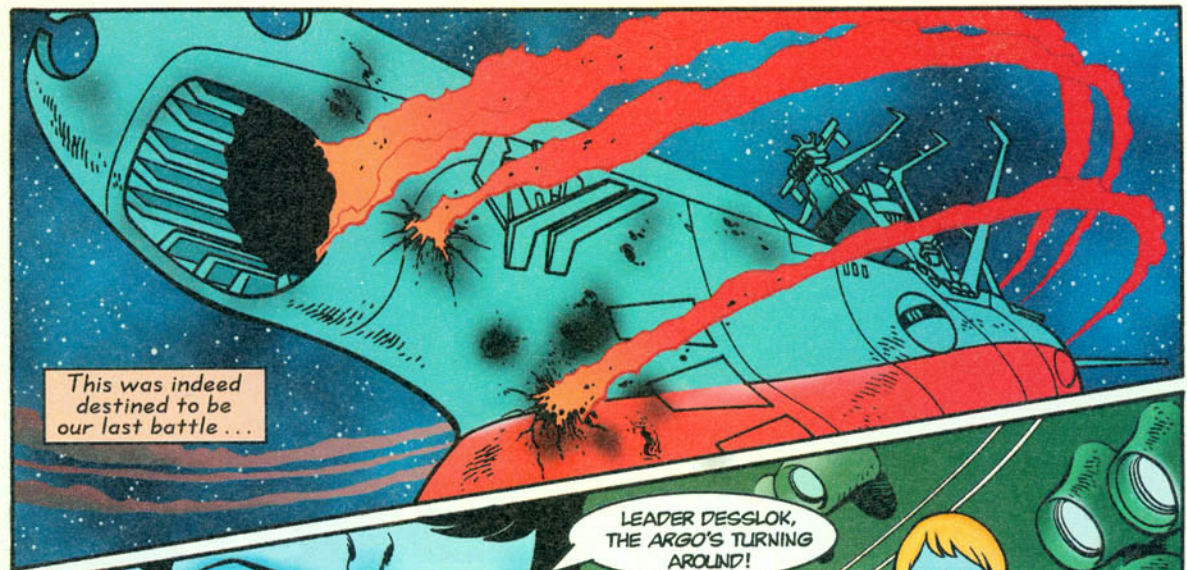
LEADER DESSLOK, WE'VE JUST INTERCEPTED A COMMUNIQUE.

THE FEDERAL GOVERNMENT OF EARTH HAS ACCEPTED THE TERMS OF THE UNCONDITIONAL SURRENDER DEMANDED BY THE COMET EMPIRE.



It was their darkest hour.

It gave me the greatest pleasure to witness it with the knowledge that I had helped bring it about.



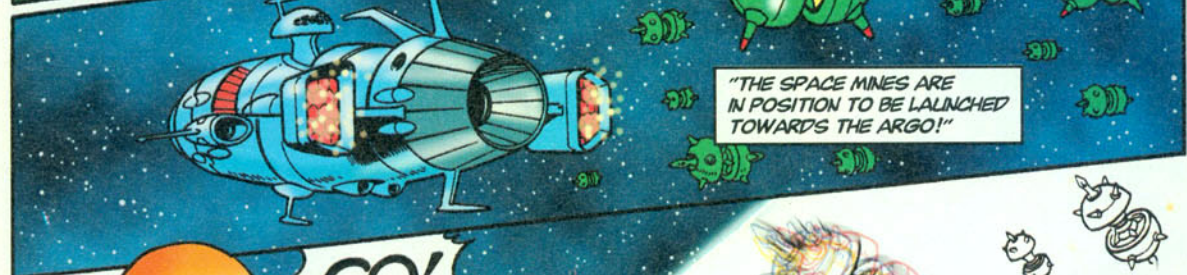
This was indeed destined to be our last battle...



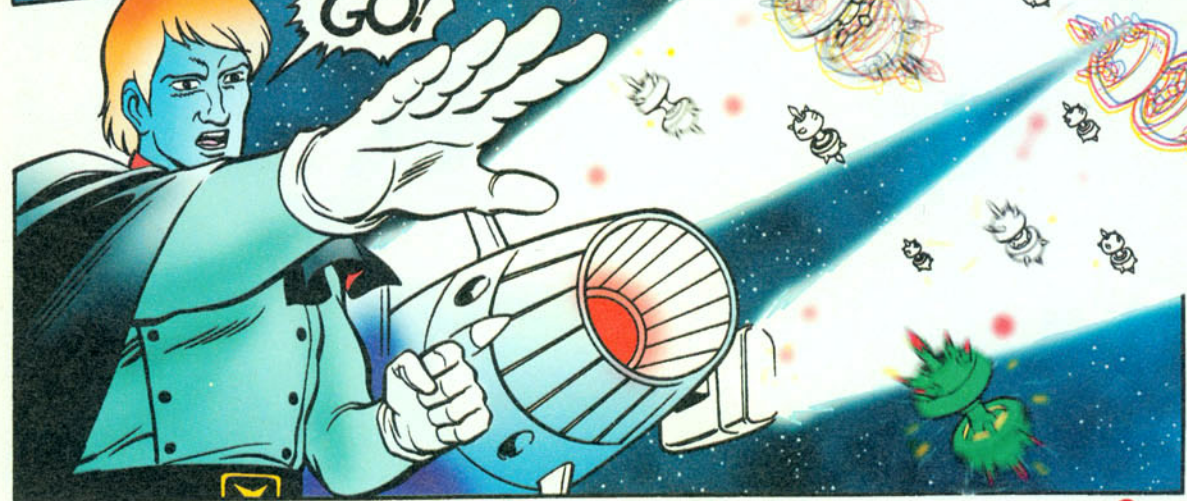
LEADER DESSLOK, THE ARGO'S TURNING AROUND!

HAHAHA! YES, IT'S AN OBVIOUS TACTIC, TALAN! THEY THINK THEY'RE GOING TO USE THEIR WAVE MOTION GUN AGAINST US!

ALL CRAFT, RETURN TO THE SHIP! WE'RE GOING TO USE THE NEW SPACE MINES!

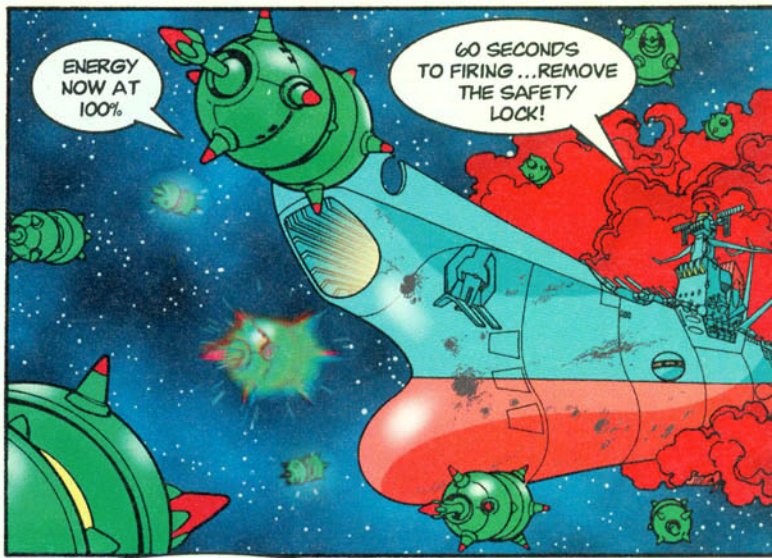


"THE SPACE MINES ARE IN POSITION TO BE LAUNCHED TOWARDS THE ARGO!"



**GO!**





ENERGY NOW AT 100%.

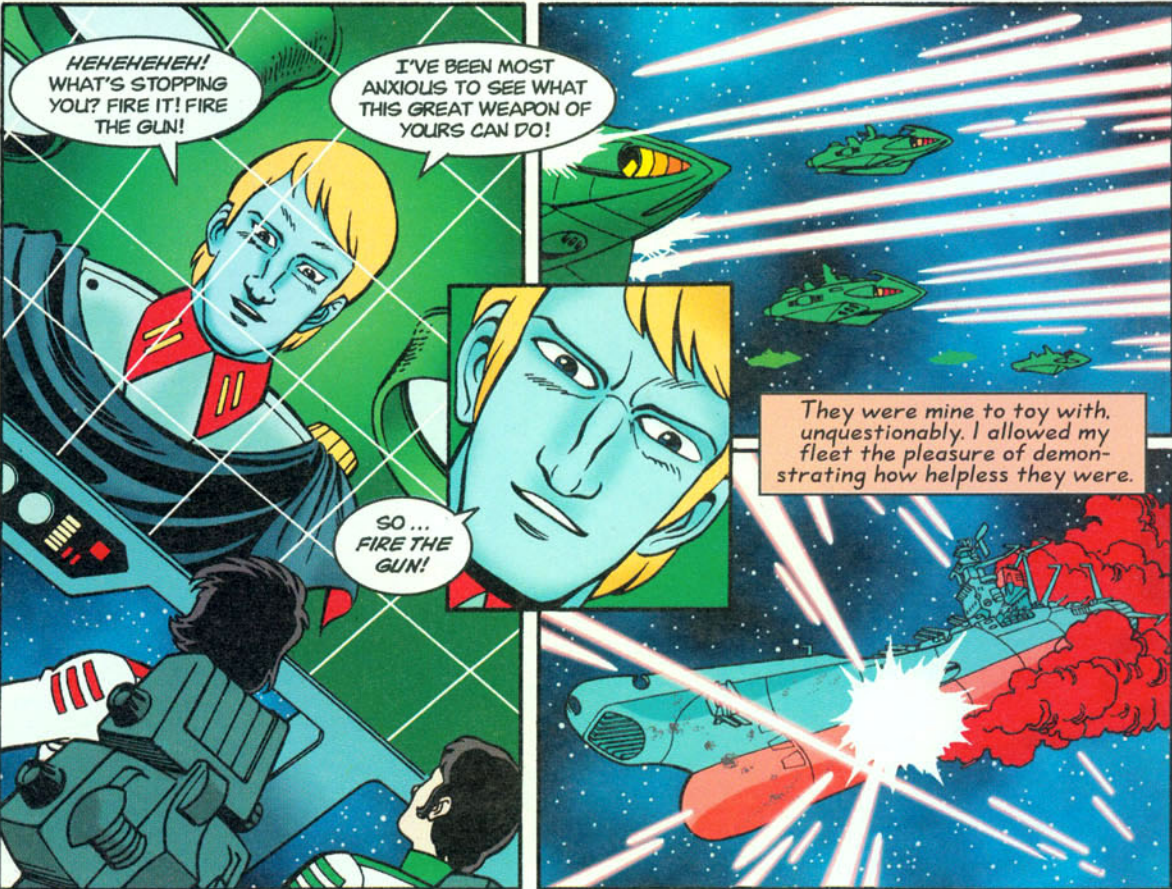
60 SECONDS TO FIRING... REMOVE THE SAFETY LOCK!



WILDSTAR! WAIT!



THE MINES ARE BLOCKING THE MUZZLE OF OUR WAVE MOTION GUN! IF WE FIRE THE GUN NOW, WE'LL BLOW UP THE SHIP!



HEHEHEHEH! WHAT'S STOPPING YOU? FIRE IT! FIRE THE GUN!

I'VE BEEN MOST ANXIOUS TO SEE WHAT THIS GREAT WEAPON OF YOURS CAN DO!

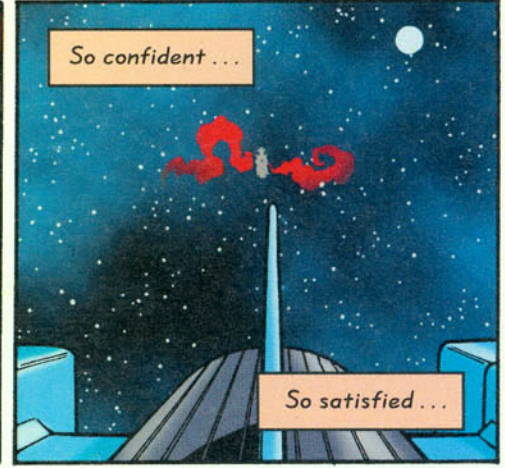
SO... FIRE THE GUN!

They were mine to toy with, unquestionably. I allowed my fleet the pleasure of demonstrating how helpless they were.



CEASE FIRE! I WANT TO FINISH THEM OFF!

BRING UP THE DESSLOK GUN!



So confident...

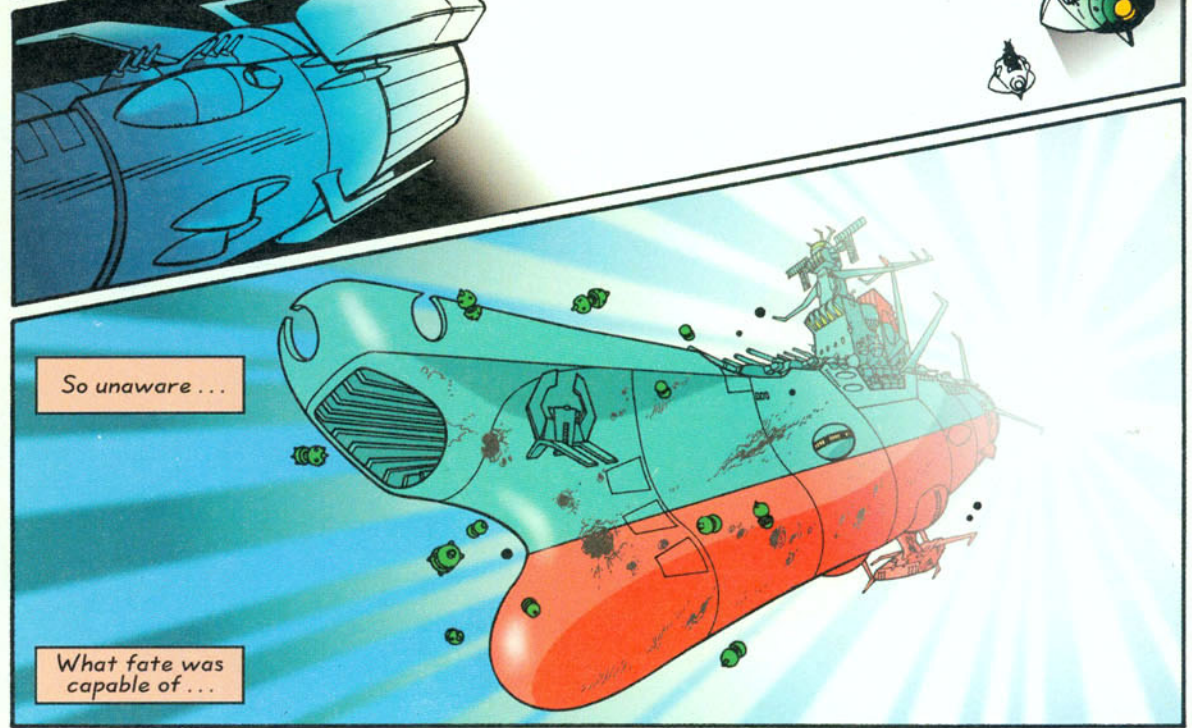
So satisfied...



THIS IS IT... AT LONG LAST!

FIRE!

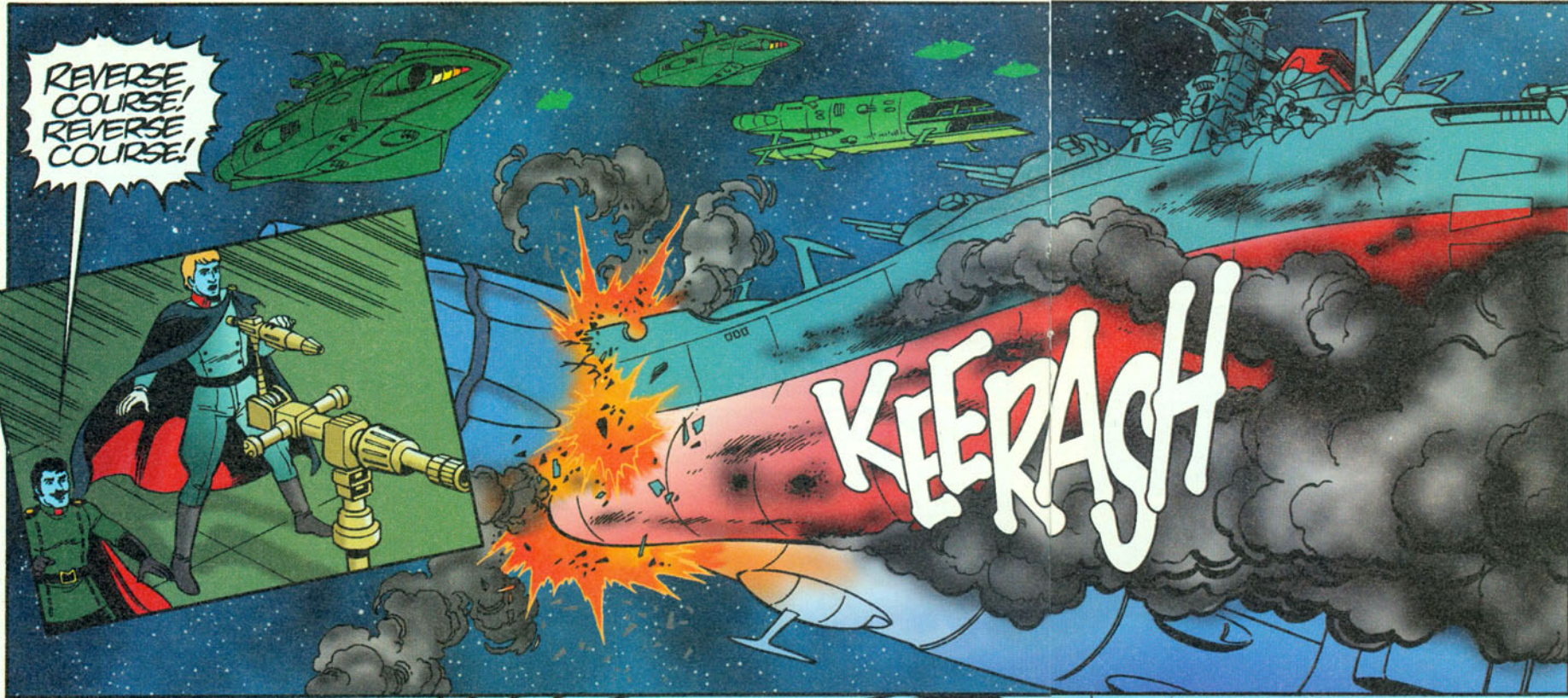
WARP!



So unaware...

What fate was capable of...





REVERSE COURSE!  
REVERSE COURSE!

# KEERASH

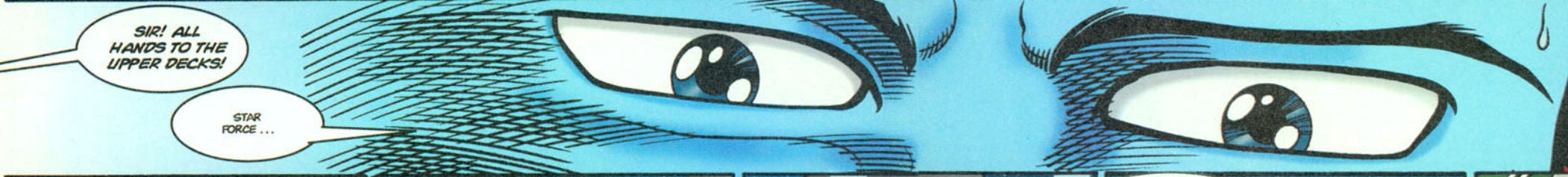


THE ENGINE'S BEEN BADLY DAMAGED!

THE STAR FORCE IS BOARDING US, SIR!

LEADER DESSLOK! LET ME LEAD THE COUNTERATTACK AGAINST THE INTRUDERS!

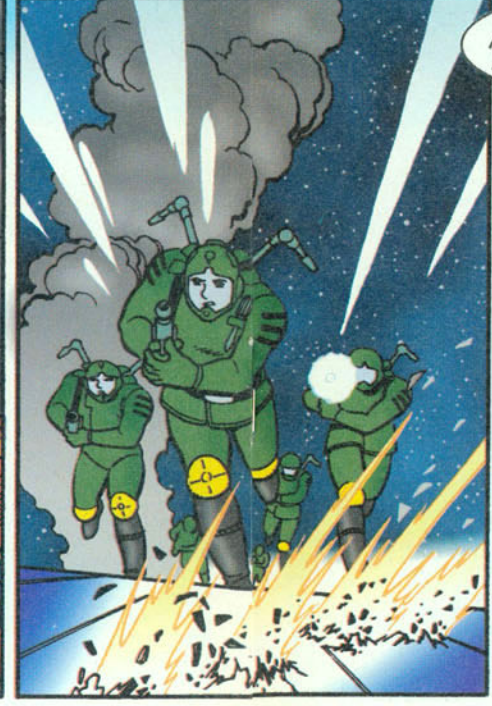
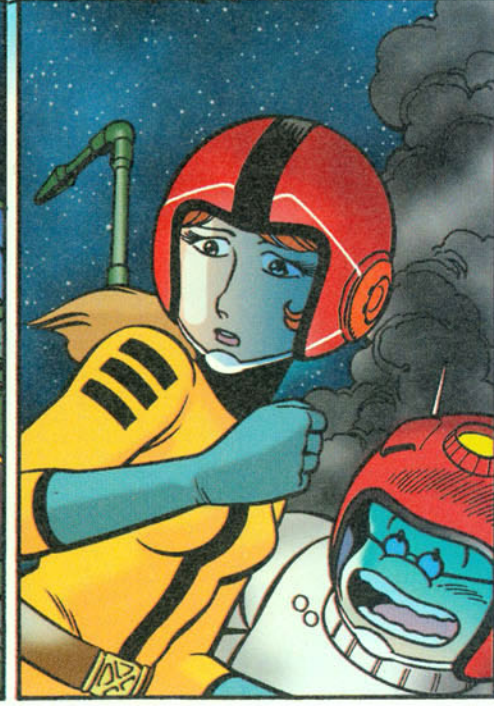
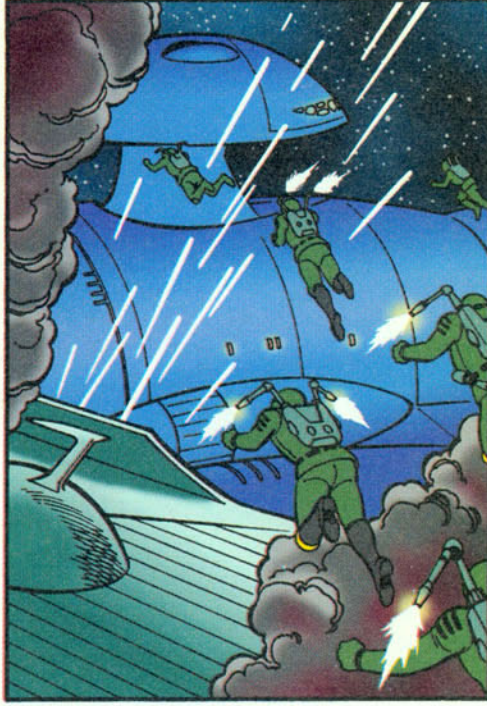
VERY WELL.



SIR! ALL HANDS TO THE UPPER DECKS!

STAR FORCE ...

... DEVILS!



DON'T STOP!  
KEEP FIRING! DON'T LET THEM ABOARD!







LEADER DESSLOK! THE ENGINE HAS EXPLODED AND THE FIRE IS SPREADING TO THE REACTOR!

WE MUST ABANDON SHIP!

TALAN?

ABANDON SHIP?!?

OH! I-I MEAN ONLY TEMPORARILY, SIR! UNTIL THEY PUT THE FIRE OUT!

WE'LL TRANSFER TO CARRIER NUMBER ONE AND YOU CAN COMMAND FROM THERE.



LEADER DESSLOK ... YOU'VE WON! THE STAR FORCE IS HELPLESS!

THE BATTLE'S OVER. THERE'S NO NEED TO STAY. WHY WON'T YOU GO?



He told me what I wanted to hear... not the truth. In so doing he made a warrior's greatest error. But had he instead kept to the battle, we would all be different men now.

YES ... YOU'RE RIGHT, TALAN, LET'S GO.

FINE. LET'S GET OUT OF ... OH!

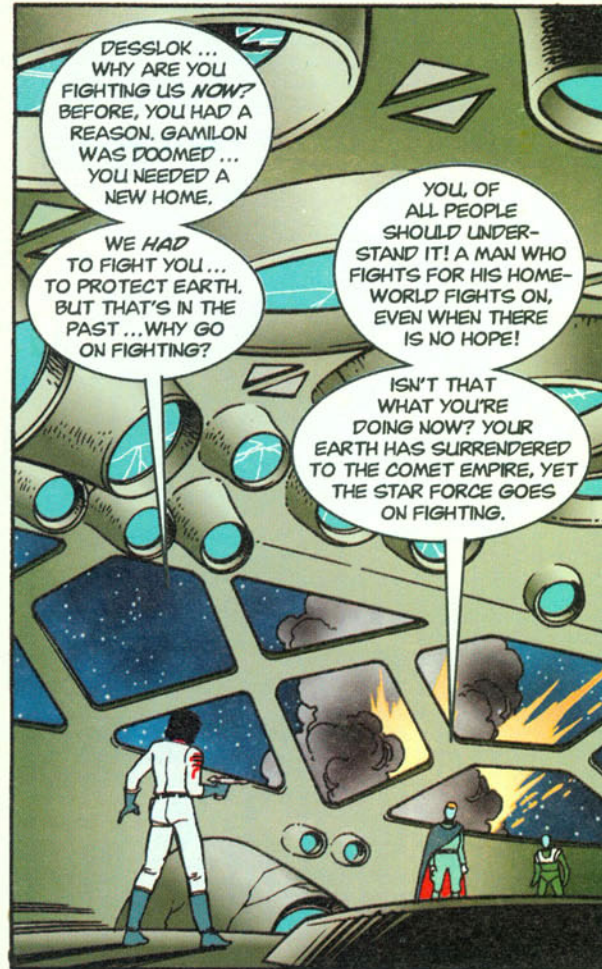


...



DEREK ... WHERE ARE YOU?

DEREK?!



DESSLOK ... WHY ARE YOU FIGHTING US NOW? BEFORE, YOU HAD A REASON. GAMILON WAS DOOMED ... YOU NEEDED A NEW HOME.

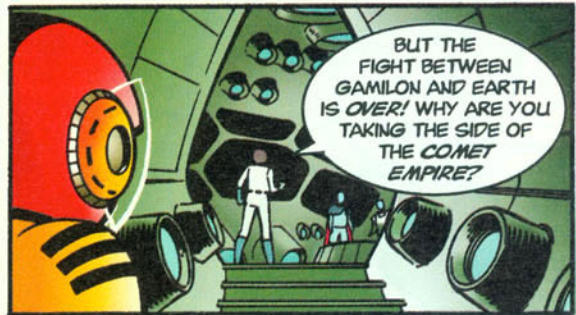
WE HAD TO FIGHT YOU ... TO PROTECT EARTH. BUT THAT'S IN THE PAST ... WHY GO ON FIGHTING?

YOU, OF ALL PEOPLE SHOULD UNDERSTAND IT! A MAN WHO FIGHTS FOR HIS HOME-WORLD FIGHTS ON, EVEN WHEN THERE IS NO HOPE!

ISN'T THAT WHAT YOU'RE DOING NOW? YOUR EARTH HAS SURRENDERED TO THE COMET EMPIRE, YET THE STAR FORCE GOES ON FIGHTING.



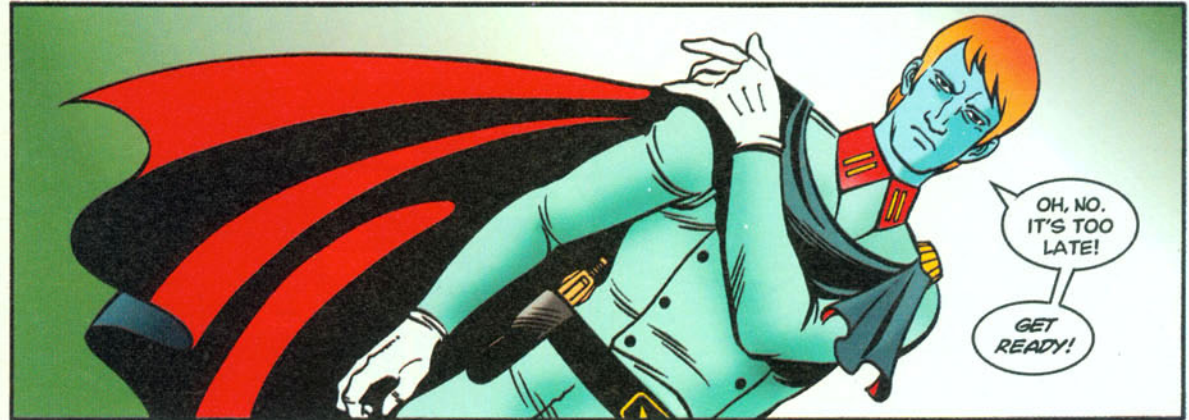
YES ... THAT'S WHAT I'VE DONE. AS LONG AS I LIVE, AND FIGHT, THEN GAMILON LIVES!



BUT THE FIGHT BETWEEN GAMILON AND EARTH IS OVER! WHY ARE YOU TAKING THE SIDE OF THE COMET EMPIRE?



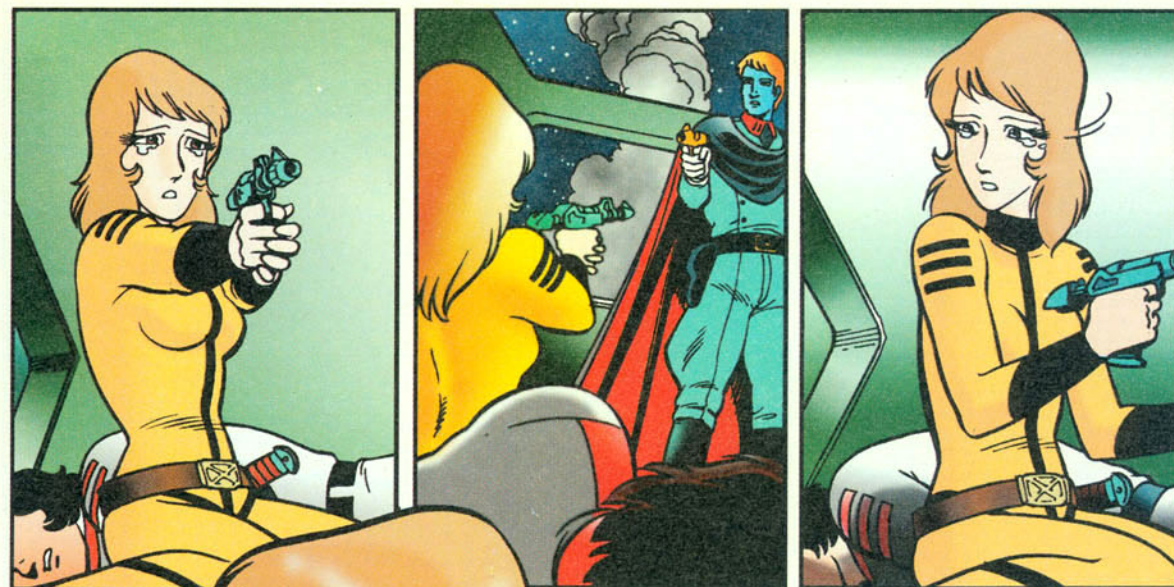
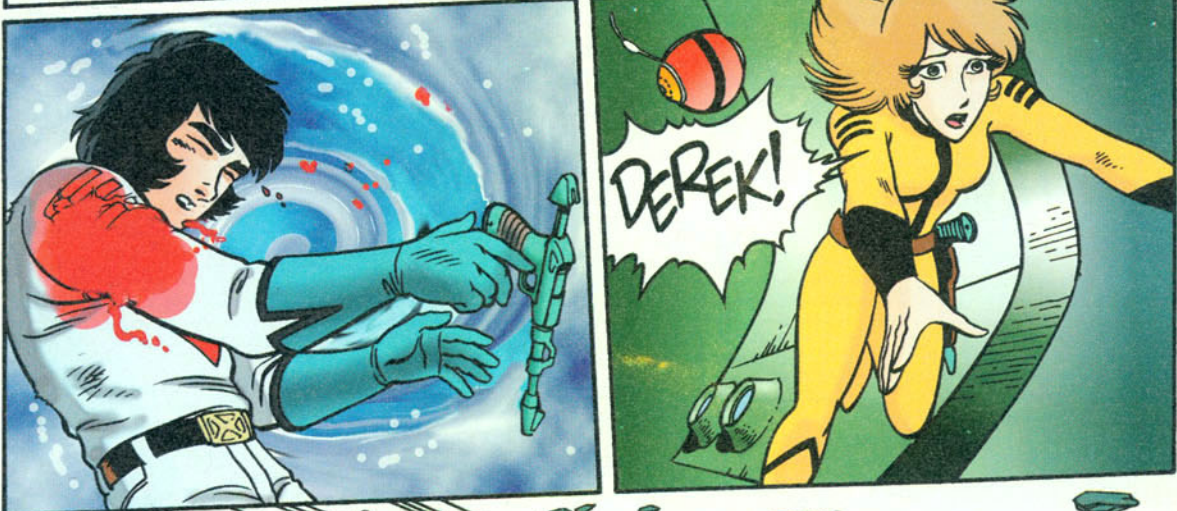
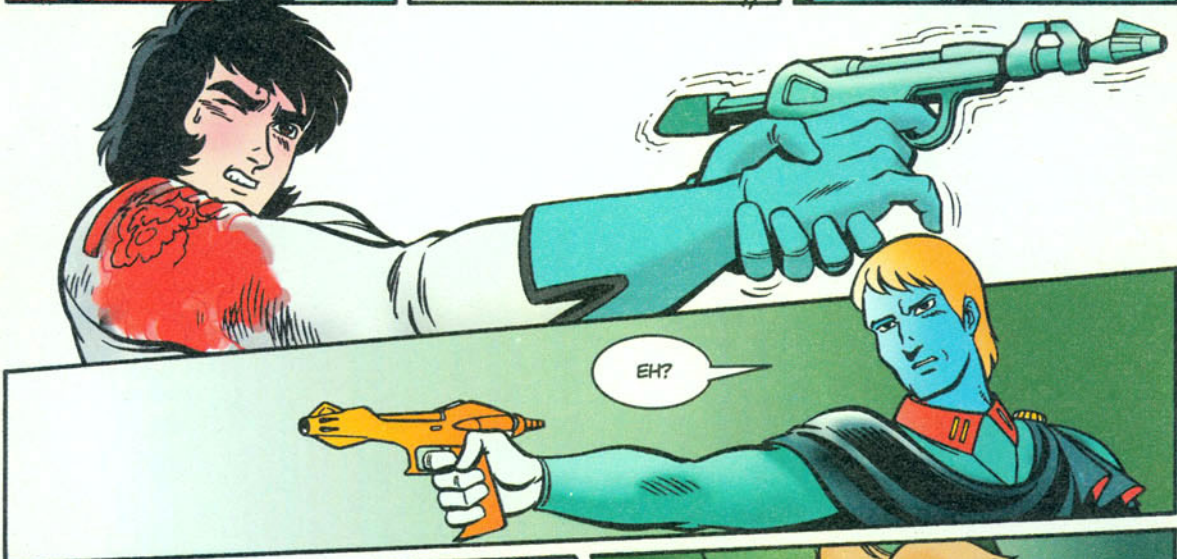
THEY'RE NOT FIGHTING FOR THEIR OWN HOME ... ONLY FOR CONQUEST, FOR POWER!



OH, NO. IT'S TOO LATE!

GET READY!





WILDSTAR, I SEE NOW.

SOMETHING I COULD NEVER LET MYSELF SEE.

I THOUGHT I WAS DIFFERENT FROM EVERYONE ELSE ... THAT MY LOVE FOR GAMILON WAS STRONGER AND MORE NOBLE THAN YOUR LOVE FOR EARTH.

THE UNIVERSE HAS ALWAYS BEEN A LONELY PLACE FOR ME ... ALWAYS ALONE.

YES, I'VE SEEN IT. THE TWO OF YOU ... LOVING EACH OTHER ... AND EARTH, TOO.

LOVE IS THE FIRST CASUALTY OF WAR.

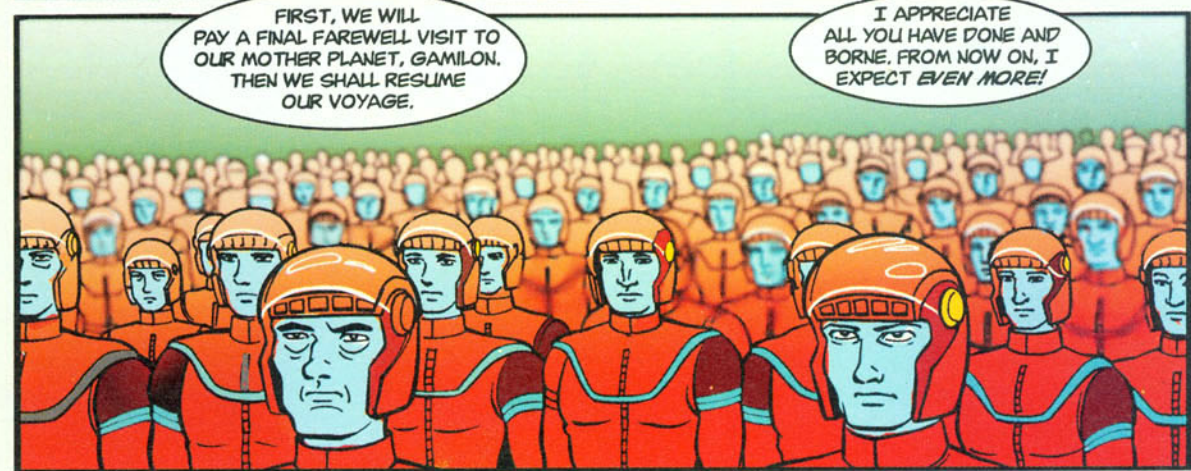
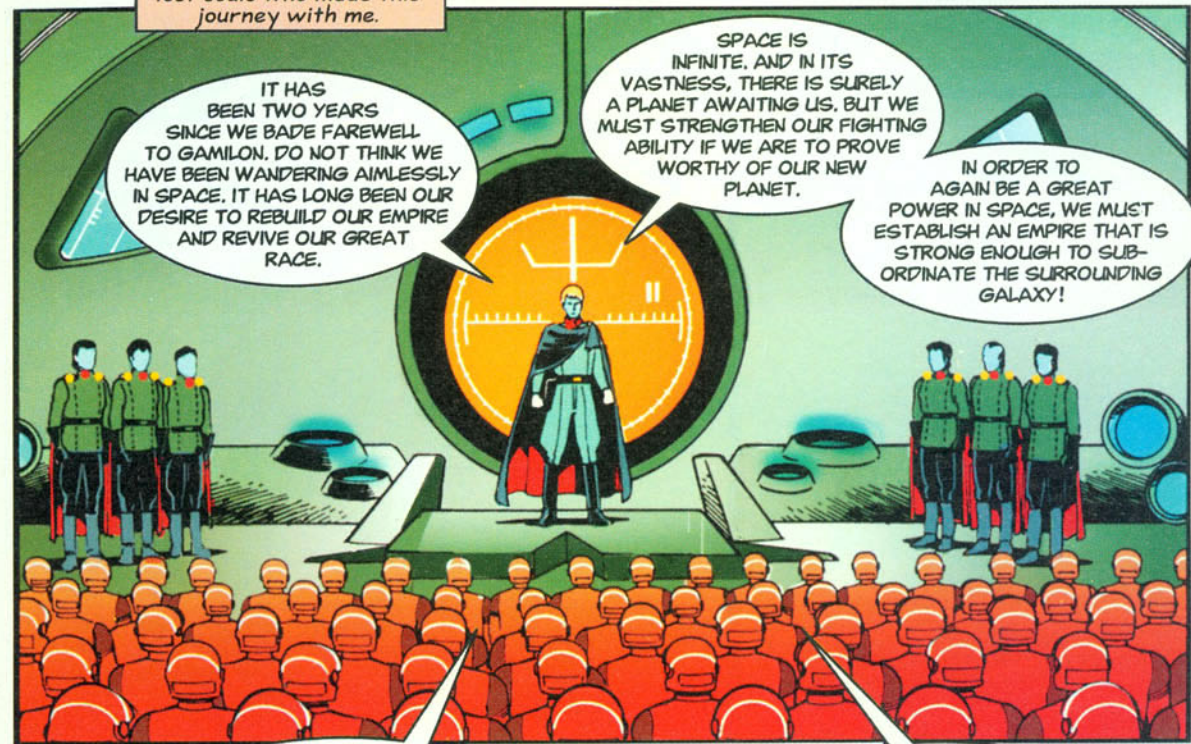
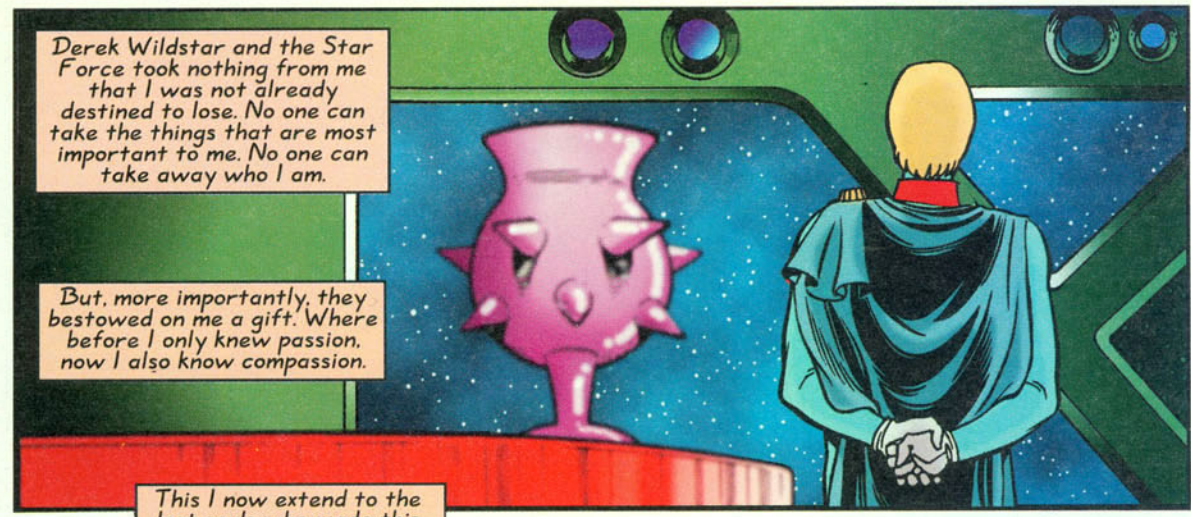
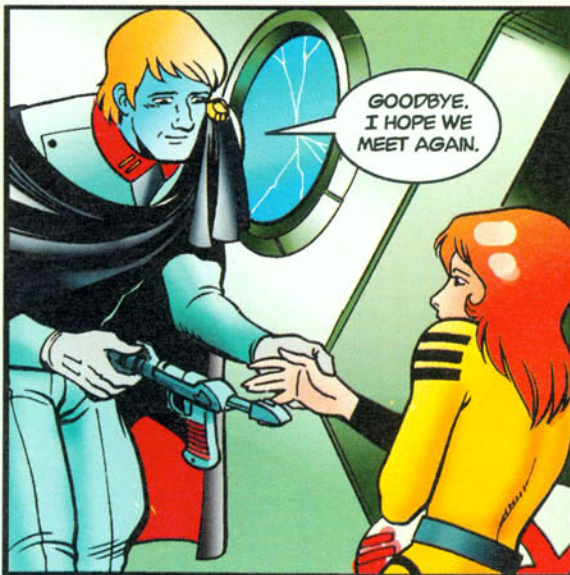
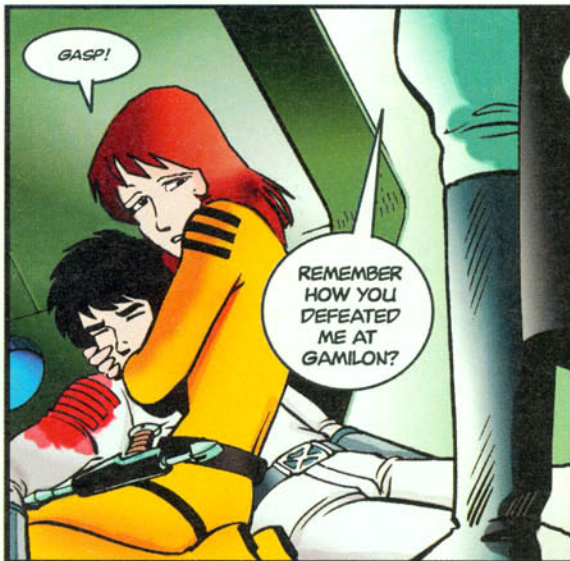
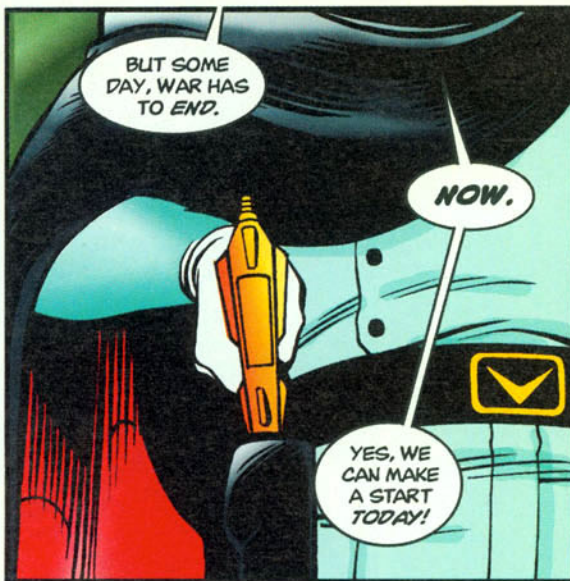
OH, YES ... I KNOW. WAR DOES NOT ALLOW US TO BE OUR BETTER SELVES. TO FIGHT WELL, YOU MUST BE HARD ... NEVER DOUBTING YOUR LEADERS, NEVER QUESTIONING.

ALL I'VE HAD IS MY LOVE FOR GAMILON. I FOUGHT LONG AND HARD TO SAVE GAMILON, THINKING ANYTHING I DID FOR HER WAS RIGHT.

MAYBE I WOULD DO IT AGAIN ... BUT THERE HAS TO BE A BETTER WAY OF LIFE.

MAYBE I WOULD DO IT AGAIN ... BUT THERE HAS TO BE A BETTER WAY OF LIFE.









SET A COURSE FOR GAMILON!

As my people respond, I realize I must revise my earlier view.

I do not stand at the crossroads.

I AM the crossroads.

**NEXT: THE NEW VOYAGE!**



Welcome back readers! Now that you've relived the classic COMET EMPIRE storyline (from Desslok's point of view, anyway), it's time to find our place in the YAMATO saga before moving on. As many of you are aware, the COMET EMPIRE story arc in STAR BLAZERS originated from the Japanese TV series SPACE BATTLESHIP YAMATO 2, which originated from the feature film FAREWELL TO SPACE BATTLESHIP YAMATO: IN THE NAME OF LOVE. What you may not be aware of, however, are the many changes that took place when YAMATO 2 was translated into English, and the effect they will have on upcoming issues of this comic book series. Writer DAVID MERRILL sorts things out for us during this transitional time and helps set the stage for next issue's special presentation of THE NEW VOYAGE.



# R.I.P.



Royster



Hardy

Most American anime fans are pretty darn confused the first time they see *Farewell to Space Battleship Yamato* (Also known as *Arrivederci Yamato*). Sure, the film can be explained as a movie version of *Yamato 2*, but that generalization really doesn't do it justice, since it was made first. The outright differences between *Farewell Yamato* and *Yamato 2* usually convince even the most dedicated continuity buff that the movie is totally different from the television show we're used to.

Japanese audiences have their own perspective. They started out with *Farewell Yamato*, which premiered August 5, 1978, and was an eagerly-awaited sequel to the *Space Battleship Yamato* feature film that had been theatrically released the previous year (compiled from the first TV series). To say the film was a hit would be an understatement. Of course, the first film was popular, but *Farewell* cemented the reborn

The major story elements are present in both versions. The Comet Empire threatens universal peace, Desslok tags along to get his revenge against the Yamato, Trelaina sends a message to Earth, and the Star Force launches, defying the lackadaisical Earth government.

What's different in *Farewell* right off the bat are some of the characters. Trelaina is now a glowing being of antimatter who is forbidden to have any contact with beings of positive matter. Sergeant Knox, rather than being rescued on Planet Brumis, is with the Star Force from the beginning, he and his Space Marines having been secretly recruited by Dr. Sane. Desslok attacks the Star Force much the same way he does in the TV show, but winds up blowing himself out an airlock after a heart-to-heart talk with Derek Wildstar. Prince Zordar is an Emperor, and Invidia gets to wear a white leotard instead of the red and

direct hit, and Nova is shot by the Comet Empire spy on board Desslok's flagship (though she actually dies later in the film). Chief Engineer Orion perishes while at his post in the engine room. Trelaina, on the other hand, actually makes it through the film alive, only to join her energy with the Yamato's in order to insure Zordar gets blown totally to bits, which is where Wildstar gets his as well. Needless to say, the film puts fans through the wringer.

This is not to say that *Yamato 2* doesn't have its fair share of dramatic exits. Hang onto your hats, *Star Blazers* fans...Sergeant Knox's plane DOESN'T make it out after Wildstar's. He sacrifices himself destroying the Comet Empire's energy center. Orion's death is straight from the film, as are the passing of fighter pilots Conroy and Hardy. And Trelaina sacrifices herself (ONLY herself) to rid the universe of the Comet Empire. About the only casualty carried through intact to *Star Blazers* is Earth's spacefleet, destroyed by the Comet Empire during the Battle Of Saturn.

Probably the most important change is the obvious one—in the TV series, the Yamato saga is not over when the closing credits roll. Three months after the end of *Yamato 2*, Japanese TV audiences would be treated to *Space Battleship Yamato: the New Voyage*, a made-for-TV film featuring the Yamato and the surviving crew. One month after the fight with Zordar, the Star Force is reunited with new members. And, as it should be, the film begins by paying tribute to their fallen comrades.

Many things will become clearer when the next issue of this comic book series is published. Until then, feel free to mourn the passing of characters you loved. If there's one thing the Yamato saga teaches us, it's that we don't have to resist being sentimental. Only an exceptional TV series dares to present a viewer with irreversible events. This emotionally-evocative quality is what will make the Yamato saga a fan favorite for years to come. □

## A TANGLED WEB: the facets of YAMATO 2

Yamato permanently into Japan's pop culture universe. Crowds stood in day-long lines for tickets. Audiences wept openly at the film's climax. Young girls threw bouquets of flowers at the movie screen. "Space Battleship Yamato" became a household word.

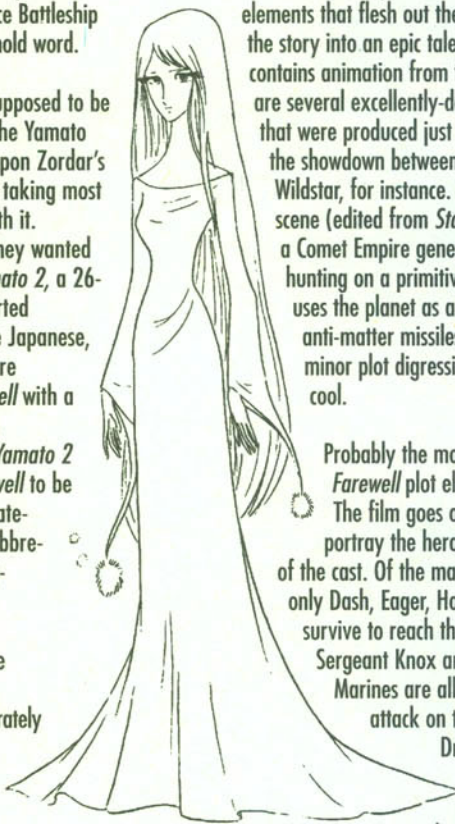
Ironically, *Farewell* was supposed to be "it." The film ends with the Yamato making a suicide attack upon Zordar's giant space dreadnaught, taking most of the main characters with it. Audiences ate it up, but they wanted more. Thus was born *Yamato 2*, a 26-episode TV series that started October 14, 1978. To the Japanese, this was an extended, more detailed version of *Farewell* with a happier ending. However, Americans who first saw *Yamato 2* as *Star Blazers* find *Farewell* to be some sort of weird alternate-universe hybrid with an abbreviated storyline and a legendary body count.

The truth is, both stories are equally valid. They can be enjoyed either separately or complementary to each other, and in fact, the major plot changes are a lot of fun to spot.

blue dresses she favors on television.

By contrast, the *Yamato 2* TV series had a lot more room for subplots and complex story elements that flesh out the series and turn the story into an epic tale. The TV series contains animation from the film, but there are several excellently-done sequences that were produced just for the TV series; the showdown between Desslok and Wildstar, for instance. Then there's a scene (edited from *Star Blazers*) where a Comet Empire general goes dinosaur-hunting on a primitive planet, and then uses the planet as a target to test his anti-matter missiles. Perhaps it's a minor plot digression, but it sure is cool.

Probably the most significant *Farewell* plot element is death. The film goes out of its way to portray the heroic deaths of most of the cast. Of the main bridge crew, only Dash, Eager, Homer, and Venture survive to reach the ending credits. Sergeant Knox and his Space Marines are all killed in the attack on the Comet Empire, Dr. Sane and his beloved cat Mimi are lost when Sick Bay takes a



Trelaina from YAMATO 2



Trelaina from FAREWELL YAMATO (a.k.a. Teresa)

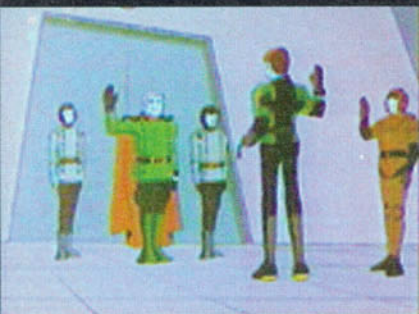
## YAMATO 2 EPISODE TITLES

As with the first series, every Japanese episode of the Comet Empire storyline had a title that was not carried forward into STAR BLAZERS. Here, then, are the titles as they originally appeared:

1. **2201: Yamato Returns!**
2. **The Comet Appears; Remodeling the Yamato!**
3. **Earth's Crisis Awakens Yamato!**
4. **Blast Off To The Unknown!**
5. **Open Main Guns! Target, Yamato!**
6. **Heavy Fighting! The Space Cavalry**
7. **Counterattack! The Unseen Space Sub**
8. **Space Storm! Escape Impossible**
9. **Charge! Sink The Yamato**
10. **Crisis Relief! The Roar Of The Wave Motion Gun**
11. **Leader Desslok, The Vengeful Demon**
12. **Will Yamato Perish In The Hollow Planetoid!?**
13. **Fierce Attack! The Telezart Landing Operation**
14. **Counterstrike! The Discovery Of Teresa**
15. **Teresa- The Beginning Of Love**
16. **Teresa- Farewell To Love**
17. **Telezart- Disperse Into Space!**
18. **The Decisive Battle. All Ships Combat Ready!**
19. **Yamato- Collision In Warp!**
20. **Yamato- Hazarding A Surprise Attack!**
21. **Courage; The Death of Captain Hijikata!**
22. **Yamato, Resist To The Last!**
23. **The Destined Showdown!**
24. **Life And Death Struggle; Two Brave Men!**
25. **Yamato: Strategic Invasion of the Imperial City**
26. **Be Forever, Yamato**

translated by Matt Murray





On Planet Balan, Volgar greets his new commander, General Lysis . . .



. . . who begins by insulting Volgar's taste in decor.



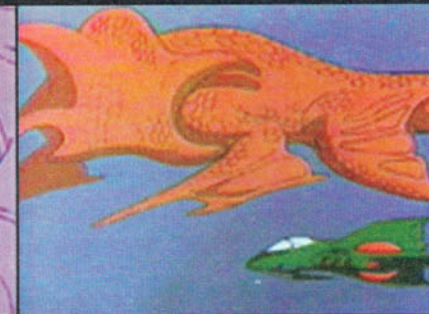
(Can you blame him?)



Nevertheless, Volgar proceeds with a plan of his own to destroy the Argo . . .



. . . the Balanosaurus!



Volgar's ship guides the beast toward the approaching Star Force.

In 1992, writer David Merrill managed to contact Michael Chechopolous, who was the voice actor for the hapless Gamilon "Volgar" in the first series of STAR BLAZERS. Mr. Chechopolous is an accomplished stage actor, puppeteer, and independent filmmaker in the Atlanta area. The interview was conducted by Dave Merrill, C.B. Smith, Matt Murray, and David G. Wilson III.

was a sort of crazed military commander. So I said, crazy... if they want crazy, I'll give it to 'em! I ran over it a couple of times and I was just a wild, raving maniac, and they said, good, we like it, you're hired!

They had a studio space in New York with a sound booth. It was enclosed with glass, and you had a mike, and on the

## INTERVIEW With a VOLGAR BY DAVID MERRILL

**MC:** Now, what can I tell you about STAR BLAZERS?

**DM:** Well, start at the beginning, I guess. Exactly what happened?

**MC:** Geez, that's so long ago...an agent who was a friend of mine gave me the contact's name and I called them, and they said they were auditioning, so they had me come in for a preliminary reading, like you do for a film. When I talked to them on the phone, they said, "can you do a sort of Russian-Bulgarian accent?" And I said, "Yeah, sure," so as I hung up, I thought, "what the hell am I gonna do?"

So I started thinking of the old Bullwinkle cartoon, and Boris and Natasha, and I thought of Count Dracula... so, you know, the voice is a combination of Boris and Count Dracula... (laughter)

I went in and they gave me the script, and said that (Volgar)

other side of the glass they had monitors. They gave you the script beforehand so you could read it, but they didn't give you much time, so you had to memorize as much as you could. You had it there to refer to if you needed it. They ran the videotape, and we tried to synchronize the dialogue with the action of the character as he was moving and talking.

**DM:** So you were able to see the picture?

**MC:** We saw the picture, and then we'd do takes. Lots of times they'd stop and say, start from this point and go on. Of course, the less you goofed up, the more they liked it, because it took less studio time. So as an actor, you wanted to get it right on one or two takes. You'd have other actors next to you, if there were two or three in a scene, and then you'd have someone to read off of. Mostly you'd be concentrating on the monitor, trying to synchronize with it. It was all a lot of fun.

Of course, when I saw the character I was doing for the first time, this bald-headed, big figure, I immediately got into it. Then you have to try to transfer your voice into the character on the screen, so the character becomes something new, something different. I had experience with doing voices from puppeteering, you know, it's a lot like what happens with a puppet. When you start performing with a puppet, it becomes something else from what it is, because you're adding a life to it. Just like when a cartoon drawing is one thing, and when you add a voice to it, the combination becomes an entirely new creation.

I think I had about eight sessions doing Volgar, and that was it.

**DM:** They didn't call you back?

**MC:** No. I don't know what happened with that.

**MM:** We don't know what happened to any of those voice actors. We've never heard them in anything else. When the "Bolar Wars" series was produced, they couldn't find the same voice actors as before.

**MC:** The reason was because it was non-union. They didn't want to keep records, because all the actors were SAG union, and they would have had to pay scale. I was making \$150-200 bucks every time I went in, so you know, I don't care if it's union or non-union, that's pretty good money for fooling around in a studio for three or four hours!

**DM:** So, what was it like working with the other voice actors?

**MC:** It was great... we were all professional people.

**DM:** Were most of the voice actors professional stage actors?

**MC:** Yeah, I'm sure they were. New York, you know, eight million people, and everyone is an actor!

**CB:** Did they track all of you at once? Did they have each person miked, and you all read parts at once, or did they take each person at a time, when they were recording a session?

**MC:** They did both. They could run two actors together, but the tempo and flow was that usually when the next person started his line, they'd have to stop there and start with the new line. But if it happened that the two actors could speak their lines in sequence, they'd try to go with it.

OK, so Star Blazers played all over America...how long did it run?

**MM:** I think the last time they showed it was in '85.

**MC:** You know, I should have gotten residuals. If it was union, I would be getting residuals.

**DM:** Well, you got paid then...

**MC:** I was a starving actor! Still am! ☐



Wildstar powers up the Wave Motion Gun . . .



. . . with predictable results!



Back to the drawing board!



Volgar's next scheme — the magnetron wave satellite . . .



. . . which works about as well as Volgar's old lighter.



Volgar's first appearance. The subtitle is his original Japanese name, "Geru."



Calling the reaction to STAR BLAZERS #0 "positive" would be an understatement. A flood of glowing, enthusiastic letters poured in full of thanks for the revival of this beloved series. We were sorely tempted to reprint every note of praise, but they would have easily filled this entire issue! Instead, here is a small sampling of what's on the minds of STAR BLAZERS fans everywhere...

When I had finished reading Star Blazers #0 (and had read through the wonderful information section), I was left wondering about this "Scarlet Scarf" business. That it was the title of a song that accompanied the series in its original Japanese broadcasts was clearly explained. Yet I found the reference within the context of this opus frustratingly ambiguous. There is always the chance that no deeper meaning was intended, and that it is just my own analytical nature wreaking havoc.

Having enjoyed the series for many years, I am looking forward to future Star Force endeavors on the comic book page, and to the poignant stories and characters that will accompany them.

Steve Watts  
Pasadena, CA

Yep, another inspired guess. After all, how else could the crew of the ship keep rebuilding that third bridge? (Some of us once speculated that they towed a spare ship behind them for parts and we just never saw it in the show!) Seriously, though, it was made pretty clear in STAR BLAZERS that Earth didn't have much in terms of space technology before the Gamilon invasion, so it made sense that the recovery and analysis of wrecked Gamilon ships gave them something to go on. -T.E.

doing original stories in these pages, but our first priority will be to adapt the existing material since a great many STAR BLAZERS fans still have not seen films such as THE NEW VOYAGE. We'll make you a deal...if you keep supporting this series, we'll do our very best to give you some original stories when the time comes! -T.E.

Congrats on a fantastic-looking book! You must have the rights to republish the '87 and '89 Comico STAR BLAZERS series. Please consider releasing them in collected form. They'd make a great graphic novel! Have you thought about doing a trading card set? Done correctly, it could look great! Looking forward to the first Fan Force newsletter!

Andrew Allen  
Minneapolis, MN

The fact of the matter is, the earlier STAR BLAZERS comic books published by Comico were licensed years before Voyager Entertainment came on the scene, and the editorial structure of Comico has changed drastically since then as well. So, while Voyager technically owns worldwide rights to all STAR BLAZERS products, this particular one happens to be mired in a grey area. As for a newsletter, we're hoping the article section of this comic book will serve that purpose, at least until the Fan Force gets bigger. -T.E.

Next Issue: The long-awaited NEW VOYAGE begins! Adapted from the film now in release on home video, the Star Force is reunited with Desslok, Queen Starsha and Alex Wildstar! But it is not a peaceful reunion—the fate of planet Iscandar itself hangs in the balance! Don't miss STAR BLAZERS #2, on sale this October!



I have a few questions regarding your comic book: First of all, in the flashback sequences of issue #0, did you use the illustrations from the old STAR BLAZERS graphic novels which adapted the first season of the show? I could have sworn I have seen those illustrations before. Also, does the comic book series take place before or after the Bolar Wars? Finally, are you guys going to create brand new, original adventures for the Star Force and the Argo?

I just wanted to let you guys know that you are doing a great job on the comic book and I hope it lasts a very long time.

Christopher Tate  
Portsmouth, Virginia

Well spotted, Christopher! A few of the panels you saw were indeed the same images from the graphic novels—and the animation, for that matter. Part of the intent of issue #0 was to reawaken your nostalgia with the very pictures you enjoyed on TV. I guess it worked! As shown in last issue's timeline chart, the Bolar Wars take place quite a while after the material we're currently working with. We've talked about

Emilie J. Conroy  
Tallahassee, Florida

Your analytical nature only wreaked minimal havoc here, Emilie. The lyrics of THE SCARLET SCARF were such a perfect fit with the emotions Derek Wildstar felt at having to leave Nova and the others behind on Earth that it simply demanded to be used as the title of the issue. The deeper meaning is in the original intent of the song, which is a romantic ballad for soldiers who have to leave their homes and lovers. The song's deep sadness and melodrama are central to the mythos of the YAMATO saga in Japan. -T.E.

I have enjoyed Star Blazers since I was in 5th grade and was pleased to see this new thing. You have done a fine job: excellent artwork and writing. There are some things about the cartoon series that I always thought could be better, and I liked that your book improved on them. Often in the series they get terms as simple as solar system and galaxy mixed up and survive when they have been completely destroyed. I liked that in your book you mention that they cannibalized Gamilon wreckage to sur-

Enjoyed your book. I was especially impressed with the artwork. It looked almost like reprints from the actual animation cells. One question: Did Avatar's son really die on Alex Wildstar's ship or did you guys add that little piece of plot? That was the most dramatic part of the book and really took me by surprise. And what's even more interesting is that while the brash, immature Derek Wildstar was making accusations, Avatar never once retaliated with the fact that Derek's brother was the cause of Avatar's loss. This really builds upon the character of both men. It would be interesting to see Derek's reaction if he ever found out the real truth.

Keep up the good work.

Jim Auman  
Raleigh, NC

The plot point about Captain Avatar's son was an inspired guess that happened to fit the facts. It's not often that an existing storyline can be improved by editorial "tampering," so I wrote that part into the script with no little trepidation. I'm glad you liked it, Jim! -T.E.

## YAMATO SHOP

For the regular STAR BLAZERS fan, Voyager Entertainment has released each and every episode of the series on home video. But for the red-blooded diehard YAMATO fan, nothing can surpass the original animation in its most pristine form. Fortunately, for the ultimate collector, this ultimate collectible isn't as hard to get as you might think. Although Voyager Entertainment does not yet carry YAMATO films on laserdisc, numerous laserdisc specialty importers exist to satisfy the need. Listed below are the high-end boxed sets that are available from Japan. But be prepared to pay high-end prices, because they're not cheap!

Space Battleship Yamato TV Series Part 1 Perfect Collection  
Bandai/Emotion, BELL-316; 46,350 Yen  
7 Discs, Color, CLV, Monaural, Digital Audio, CX Encoded  
Covers first Yamato TV series (26 episodes)  
Supplemental materials: BGM Collections, Pilot Film, Booklet (100 pages, color and B&W, includes illustrations, episode guide, character and mechanical designs)

Space Battleship Yamato 2 Perfect Collection  
Bandai/Emotion, BELL-544; 43,260 Yen  
7 Discs, Color, CLV, Monaural, Digital Audio, CX Encoded  
Covers Yamato 2 TV series (26 episodes)  
Supplemental materials: Sound Effect Collections with descriptive page, Special disc jacket cover art, Booklet (32 pages, color and B&W, includes illustrations, episode guide, character and mechanical designs, interviews, review of Yamato model kits)

Space Battleship Yamato III Perfect Collection  
Bandai/Emotion, BELL-656; 42,000 Yen  
7 Discs, Color, CLV (Side 13 CAV), Monaural, Digital Audio, CX Encoded  
Covers Yamato III TV series (25 episodes)  
Supplemental materials: Step through of scenes cut from Yamato: The New Voyage, Special disc jacket cover art, Booklet (16 pages, color, includes illustrations, character and mechanical designs, interviews, review of New Voyage materials, article on Yamato memorabilia, article on Yamato 2520)

Space Battleship Yamato Perfect Collection  
Bandai/Emotion, BELL-315; 46,350 Yen  
8 Discs, Color, CLV, Mixed Audio, Digital Audio, CX Encoded  
Covers first Yamato Movie (Stereo), Farewell Yamato (Stereo), The New Voyage (Monaural), Be Forever Yamato (Stereo, Dolby Surround, Widescreen in latter half of movie), Final Yamato (Stereo, Dolby Surround)  
Supplemental materials: Alternate/cut footage for Final Yamato and first Yamato movie, Original theatrical trailers

The Yamato feature films are also available as individual laserdiscs:

Space Battleship Yamato  
Bandai/Emotion BELL-798; 9800 yen

Farewell to Space Battleship Yamato in the Name of Love  
Bandai/Emotion BELL-799; 9800 yen

The New Voyage  
Bandai/Emotion BELL-700; 7800 yen

Be Forever Yamato  
Bandai/Emotion BELL-701; 9800 yen

Space Battleship Yamato: the Final Battle  
Bandai/Emotion BELL-702; 9800 yen

### YAMATO VIDEO UPDATE:

Voyager Entertainment's newest video release, the subtitled FINAL YAMATO is scheduled for July 21, 1995.

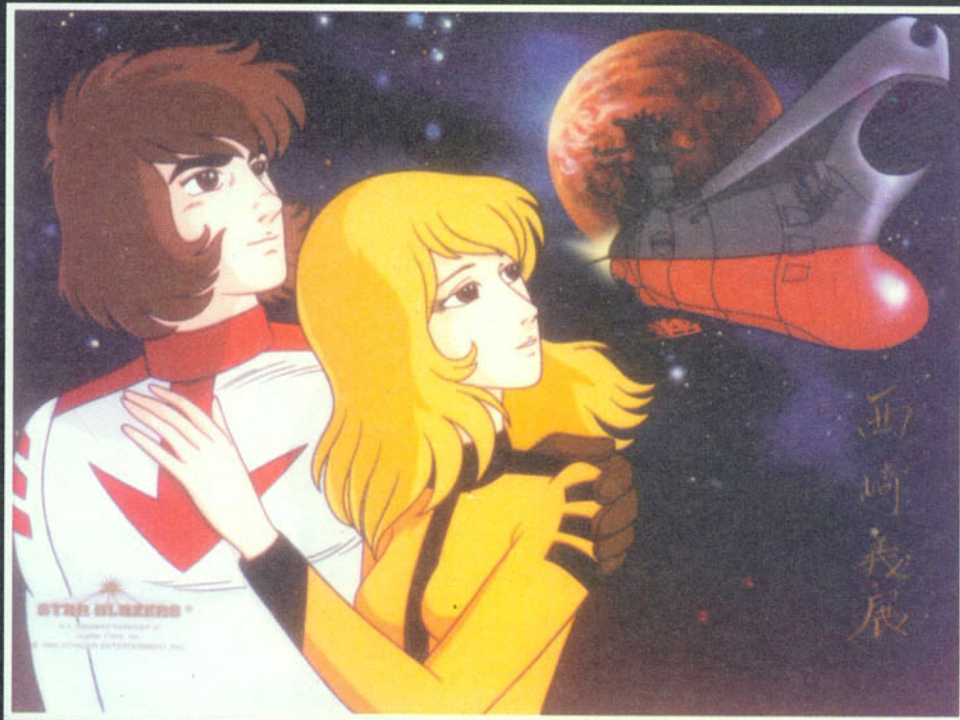
Also planned for release later this year are subtitled versions of FAREWELL TO SPACE BATTLESHIP YAMATO & the original SPACE BATTLESHIP YAMATO feature film, and a collectors' boxed set of all five YAMATO movies.

The first episode of the made-for-video series YAMATO 2520 is now available in Japan. Plans are being made to bring this series to America by year's end.





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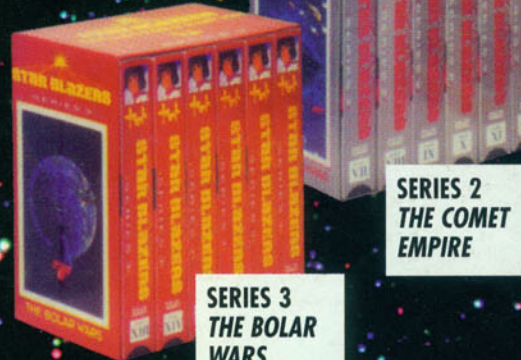
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