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# STAR BLAZERS

THE MAGAZINE OF SPACE BATTLESHIP YAMATO

# THE NEW VOYAGE







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THE MAGAZINE OF SPACE BATTLESHIP YAMATO

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

Published by Argo Press  
a division of  
Voyager Entertainment, Inc.

Barry Winston  
President

Produced by  
Studio Go!

adapted and drawn by **Tim Eldred**  
colorists **John Ott** and **Tim Eldred**  
publication design and features editor **Bruce Lewis**

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Studio Go! news and information:  
studiogo@aol.com  
Watch for our homepage coming soon to the World Wide Web.

## From The Captain's Desk

Welcome to STAR BLAZERS #2 and the beginning of our four-part comic book adaptation of YAMATO: THE NEW VOYAGE. This adaptation is special for a variety of reasons. After its original broadcast on American television, STAR BLAZERS fans waited patiently for many years to see a followup to the popular COMET EMPIRE storyline. That followup eventually came, in a way, with the debut of the BOLAR WARS series in 1985—but there was still an important gap to be filled, since there were two feature films created in Japan that took place prior to the BOLAR WARS. Some fans were able to fill the gap by obtaining video copies of these films, THE NEW VOYAGE and BE FOREVER YAMATO, in Japanese, but of course it wasn't until earlier this year that these films came to America with subtitles via Voyager Entertainment. Now only one anomaly remains: the subtitled versions of these films contain only the original Japanese names for the characters, not the English ones so familiar to American viewers.

Keep in mind, however, that the name of this publication is STAR BLAZERS. We have therefore decided to preserve within these pages all the English-language character names and terminology fans have grown to know and love—with the single exception of everyone's favorite space battleship! Essentially, you're about to experience THE NEW VOYAGE as part of the STAR BLAZERS continuity!

But there's something even more special happening here. Sharp-eyed viewers will notice material here that isn't present in the NEW VOYAGE film. This is because when the film was being made in Japan about ten minutes of footage was cut from the finished print after being partially animated. That's right—even if you own your own copy of THE NEW VOYAGE on videotape, you still don't have the whole story! And there are some spectacular sequences coming up that you will only find in our pages.

So join with us now as we present a story we like to call NEW VOYAGE: THE DIRECTOR'S CUT.

BARRY WINSTON  
PUBLISHER

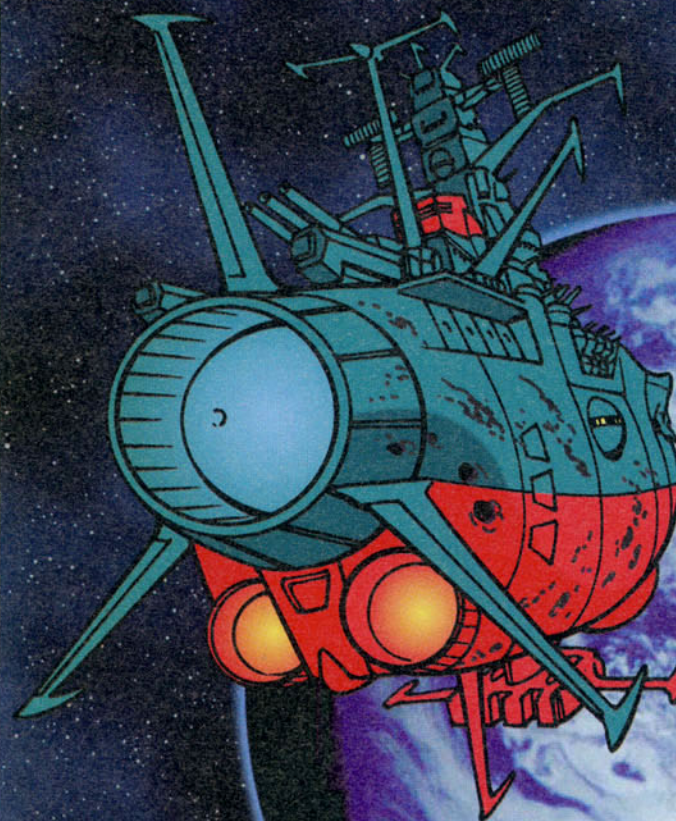
## Yamato News

Thanks to your loyal support, STAR BLAZERS is a hit! Besides being one of the best-selling independent comic books in America, STAR BLAZERS is becoming a worldwide sensation. The Magazine of Space Battleship Yamato is now being sold not only in the U.S.A. and Canada, but in the UK, Australia and New Zealand as well. More countries are coming soon, including Singapore, Poland, and Cyprus. Thanks, STAR BLAZERS readers!

THE INFINITY  
THAT IS SPACE.

UNCOUNTABLE STARS  
GLITTERING IN THE  
DEEP DARKNESS.

ABOUNDING WITH  
LIFE FORMS THAT  
LOVE, HOPE, ASPIRE,  
AND FIGHT.



THE GREAT  
WAR THAT  
SHOOK THE  
UNIVERSE  
HAS RECENTLY  
ENDED.

AND A BATTERED  
STAR FORCE HAS  
COME HOME  
AFTER A HARD-  
WON VICTORY.



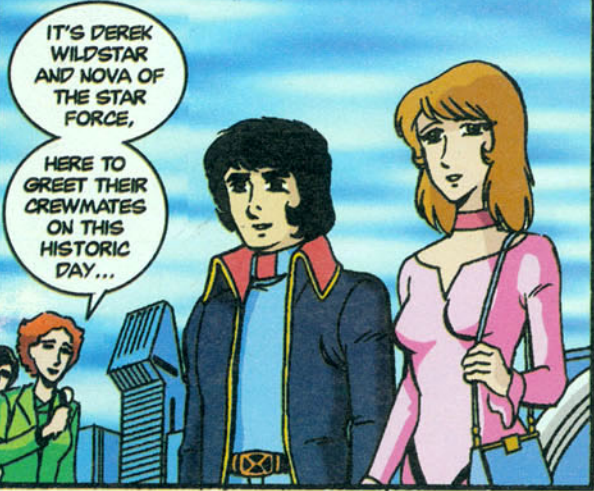
THIS STORY BEGINS ONE MONTH LATER

THE YEAR IS 2201 A.D.

# THE NEW VOYAGE

MEGALOPOLIS CENTRAL HOSPITAL.

THEY'RE HERE!  
ROLL CAMERA!





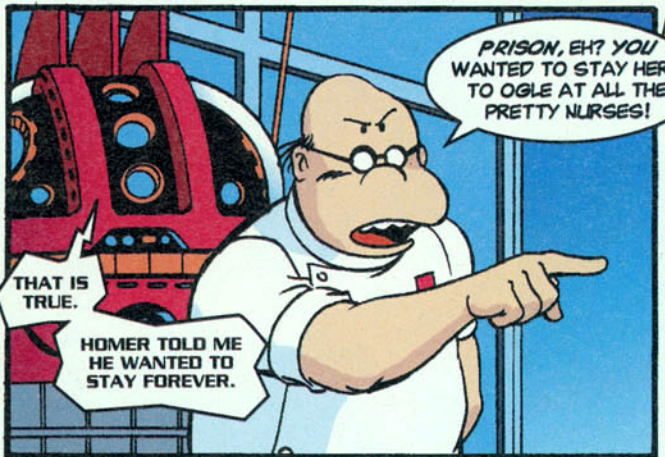


THEY WERE TREATED BY THE BEST DOCTOR ON EARTH, YOU KNOW.



DR. SANE WOULDN'T LET US OUT OF HIS SIGHT THE ENTIRE TIME.

IT WAS LIKE BEING IN PRISON.



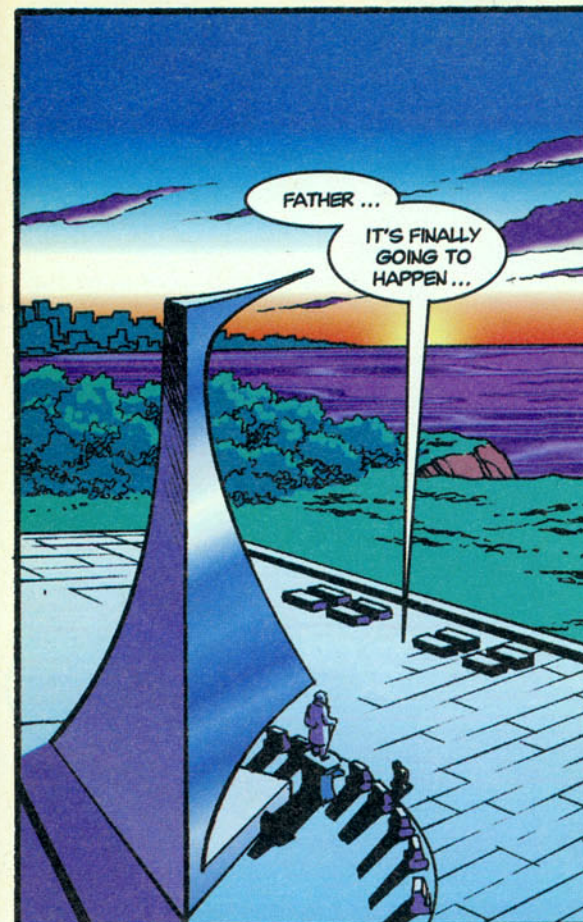
PRISON, EH? YOU WANTED TO STAY HERE TO OGLE AT ALL THE PRETTY NURSES!

THAT IS TRUE.

HOMER TOLD ME HE WANTED TO STAY FOREVER.

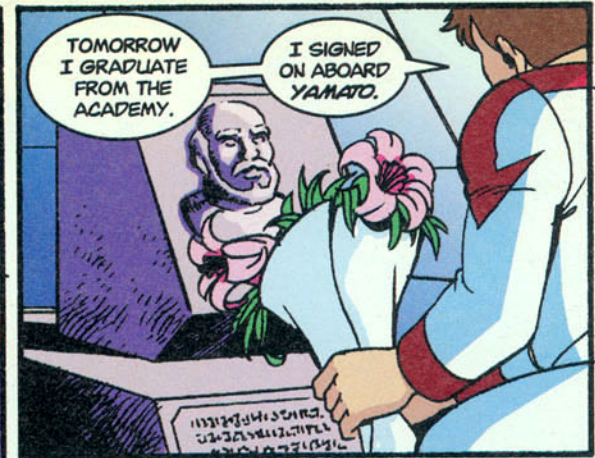


HAHAHAHAHAHAHAHA



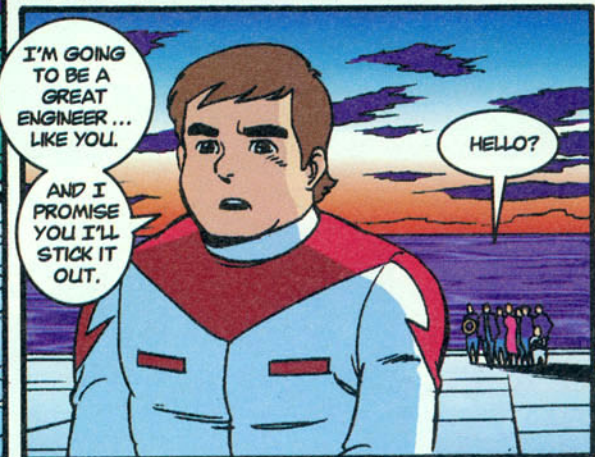
FATHER ...

IT'S FINALLY GOING TO HAPPEN ...



TOMORROW I GRADUATE FROM THE ACADEMY.

I SIGNED ON ABOARD YAMATO.



I'M GOING TO BE A GREAT ENGINEER ... LIKE YOU.

AND I PROMISE YOU I'LL STICK IT OUT.

HELLO?



WILDSTAR, HOW IS THE YAMATO?

SHE'S READY TO GO, SANDOR.

WE CAN GO ABOARD WHENEVER YOU'RE READY.



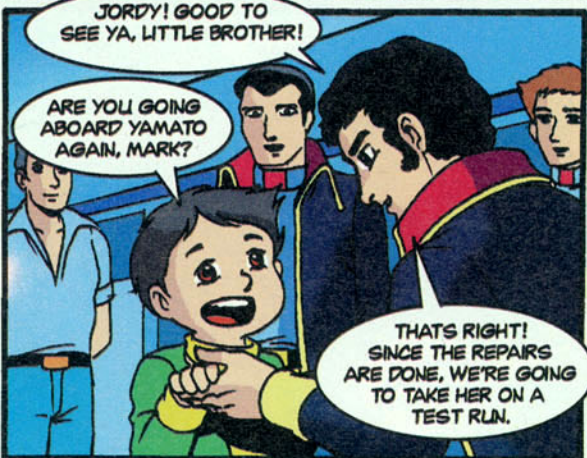
I COULD SEE EARTH REBUILDING FROM MY HOSPITAL WINDOW.

EARTH HAS THE STRENGTH TO RECOVER AGAIN.



MARK!

HEY, MARK!



JORDY! GOOD TO SEE YA, LITTLE BROTHER!

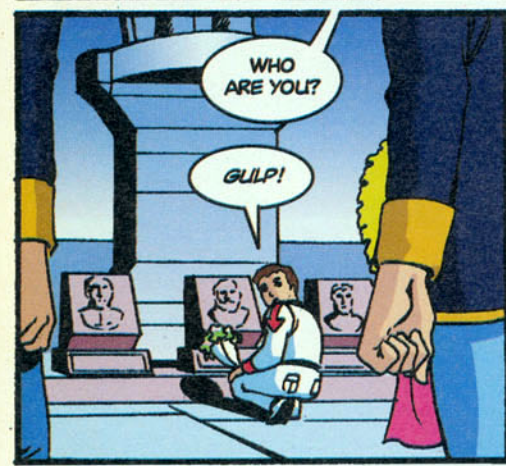
ARE YOU GOING ABOARD YAMATO AGAIN, MARK?

THAT'S RIGHT! SINCE THE REPAIRS ARE DONE, WE'RE GOING TO TAKE HER ON A TEST RUN.



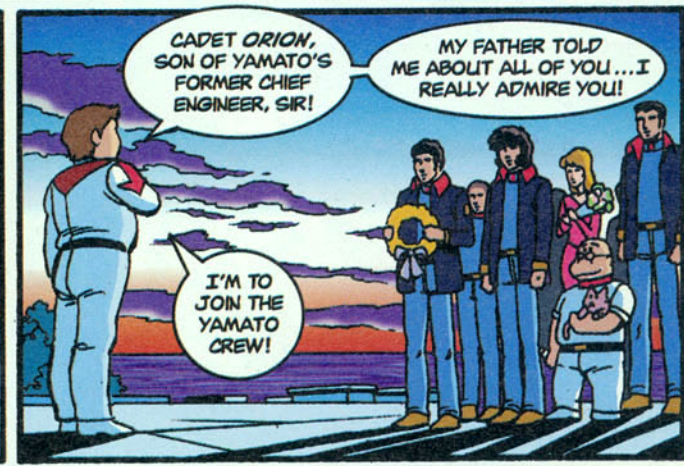
COME ON, KIDS!

LAST ONE TO HERO'S HILL BUYS ALL THE DRINKS TONIGHT!



WHO ARE YOU?

GULP!



CADET ORION, SON OF YAMATO'S FORMER CHIEF ENGINEER, SIR!

MY FATHER TOLD ME ABOUT ALL OF YOU ... I REALLY ADMIRE YOU!

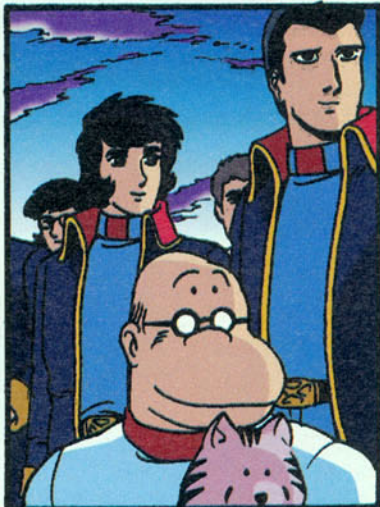
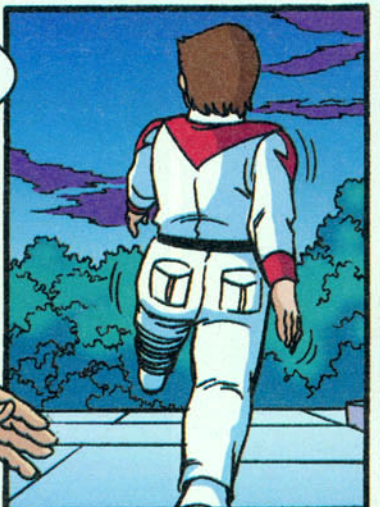
I'M TO JOIN THE YAMATO CREW!



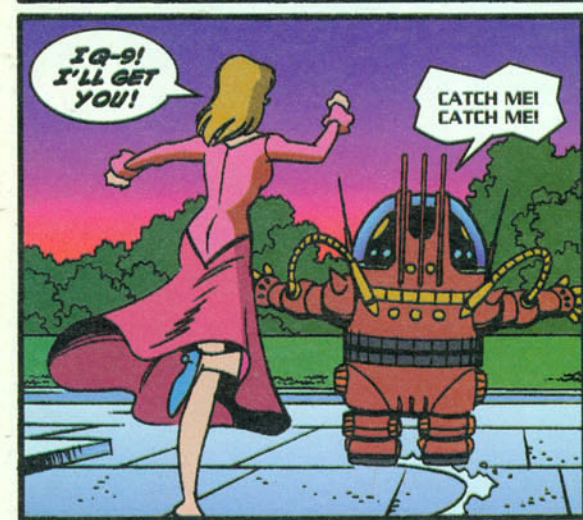
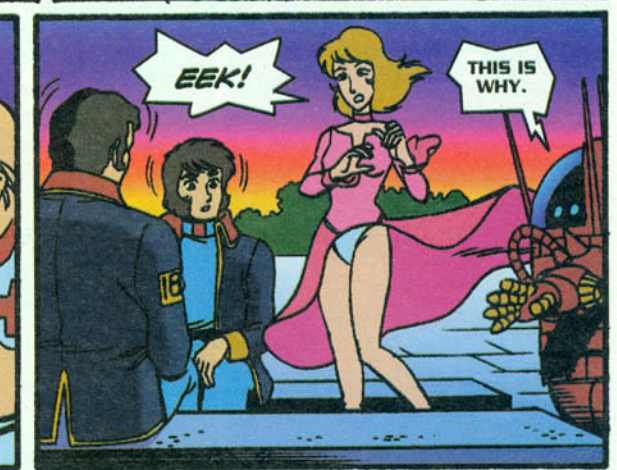
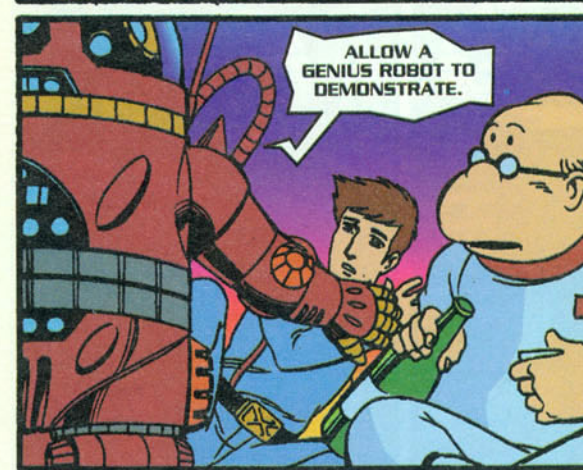
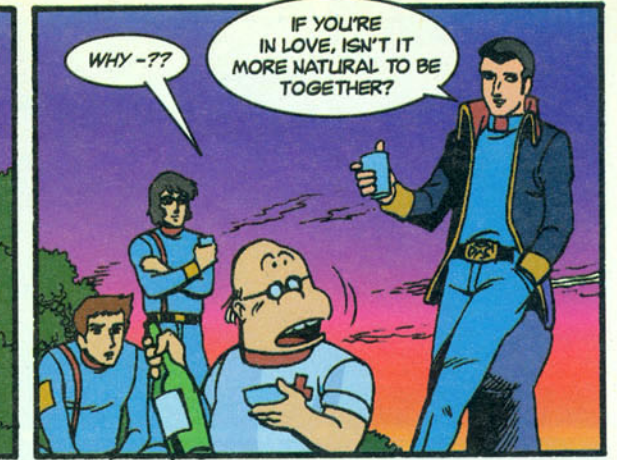
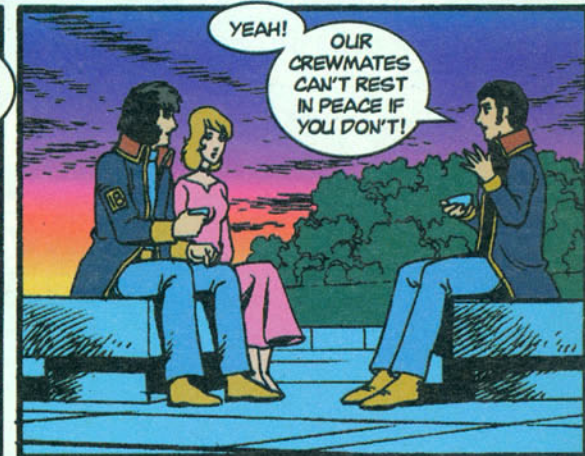
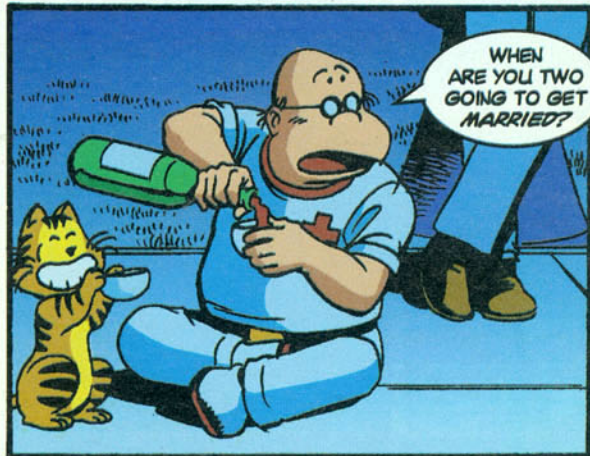
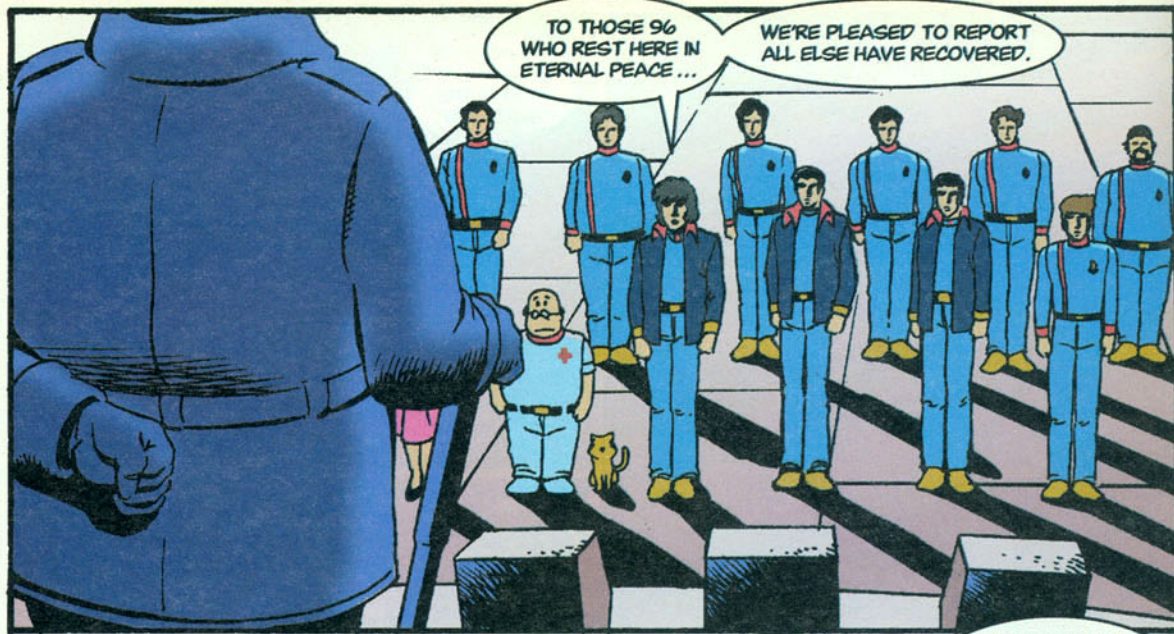
FOLLOWING IN YOUR FATHER'S FOOTSTEPS, EH? THAT'S THE SPIRIT!

THANK YOU, SIR!

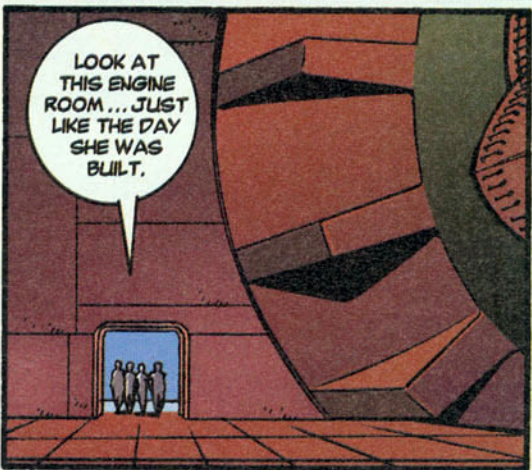
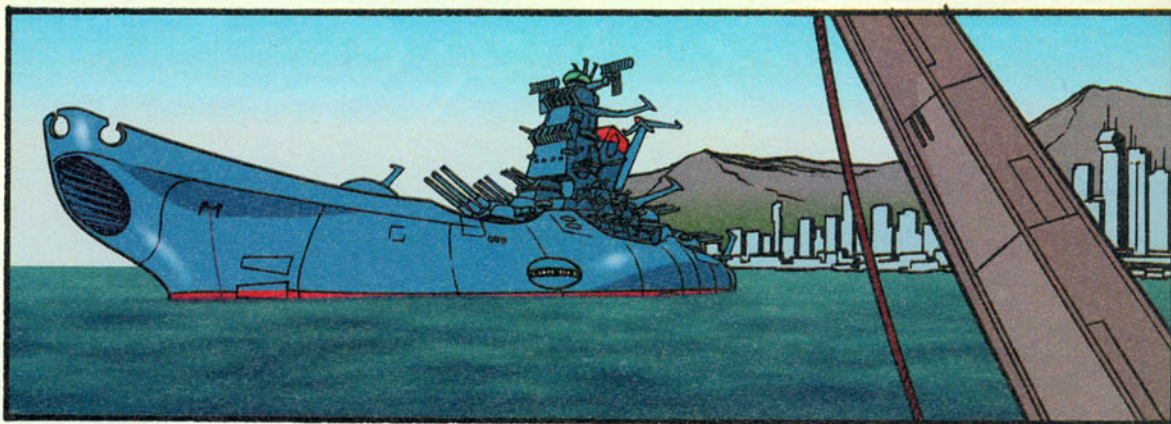
I MUST BE GOING NOW!











LOOK AT THIS ENGINE ROOM... JUST LIKE THE DAY SHE WAS BUILT.



SHE'S BACK TO HER OLD SELF.

AND IN SUCH A SHORT TIME.



COMMANDER WILDSTAR!

WHO'S THAT?



OUR NEW CHIEF ENGINEER, YAMAZAKI. HE WAS ORION'S ASSISTANT.



I'M SORRY I DIDN'T PIPE YOU ABOARD.

I'VE BEEN BUSY WITH LAST MINUTE JOBS.

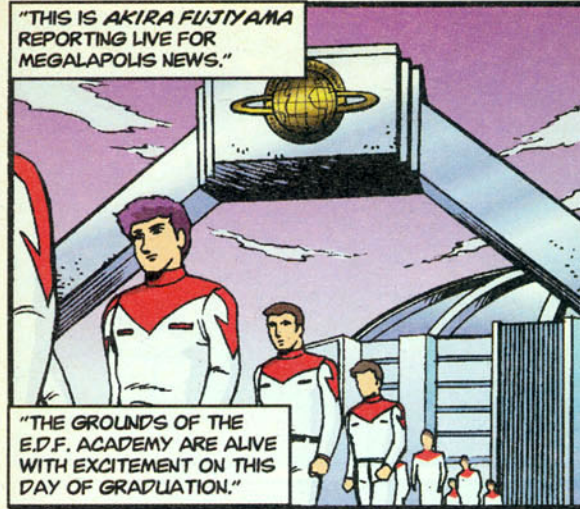


NOW I KNOW WE'RE IN GOOD HANDS.

KEEP IT UP IN THE FUTURE.



I WILL!



"THIS IS AKIRA FUJIYAMA REPORTING LIVE FOR MEGALAPOLIS NEWS."

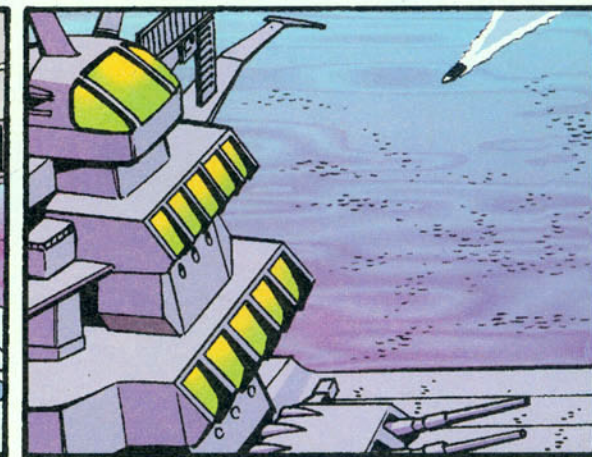
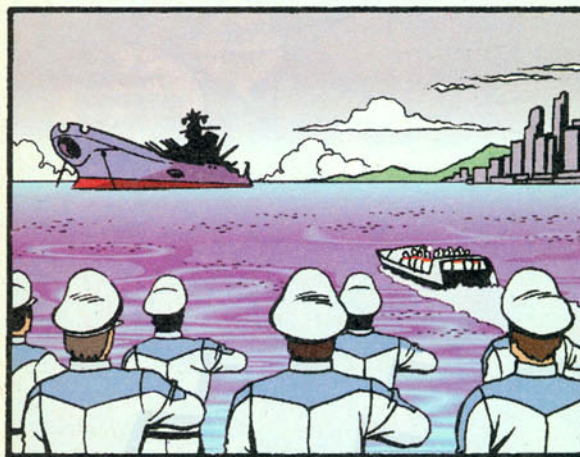
"THE GROUNDS OF THE E.D.F. ACADEMY ARE ALIVE WITH EXCITEMENT ON THIS DAY OF GRADUATION."



"YOUNG MEN AND WOMEN MARCH PROUDLY INTO THEIR FUTURE, DETERMINATION ETCHED ON THEIR FACES."



"STANDING HERE, I CAN ONLY WONDER WHICH ONES ARE DESTINED FOR GREATNESS."



HERE THEY COME, DOCTOR.

JUST LIKE THE DAY WE LEFT FOR ISCANDAR.

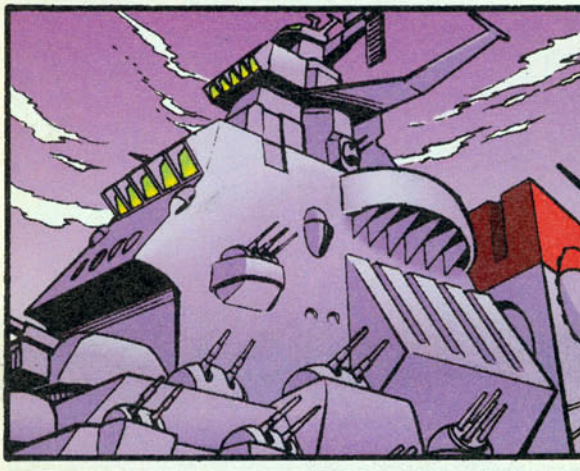


YA-MA-TO!  
YA-MA-TO!  
YA-MA-TO!



WOW!

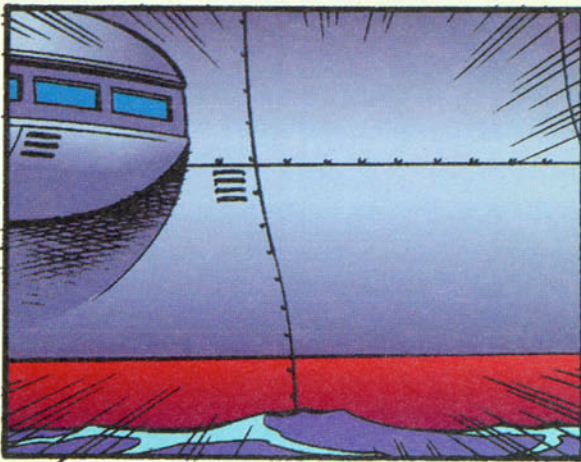
SHE'S ENORMOUS!



OOOH!

AAHH!





TURN, YA MORON!  
TURN!!



CADET KITANO  
REPORTING, SIR...

COMMANDOS,  
NAVIGATORS AND  
GUNNERS, SIR.

TOTAL  
29 NEW  
CREW  
MEMBERS,  
SIR.

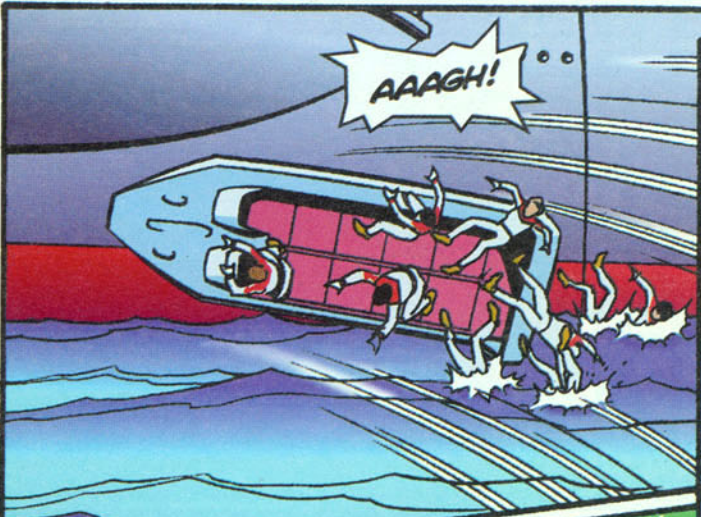


GOOD.  
REPORT TO  
YOUR POSTS.

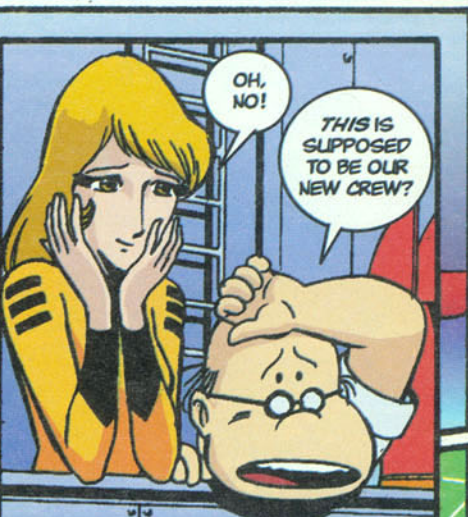
KITANO,  
YOU'RE ASSIGNED  
HERE TO THE FIRST  
BRIDGE.

YES,  
SIR.

ACHOO!



AAAGH!



OH,  
NO!

THIS IS  
SUPPOSED  
TO BE OUR  
NEW CREW?



CADET ORION  
REPORTING, SIR --  
30 NEW ENGINEERING  
OFFICERS, SIR!

AA  
CHOO!



LOOK  
AT YOUR  
UNIFORM!

UH, THE  
THING IS,  
SIR...WE  
CAPSIZED.

AND YOU  
WANT TO BE OUR  
ENGINEER?

YOU'D  
BETTER BE  
MORE  
CAREFUL,  
SON.

I PLAN  
TO BE,  
SIR...



YOU GO GET  
CHANGED BEFORE  
YOU CATCH COLD.

YES,  
SIR!

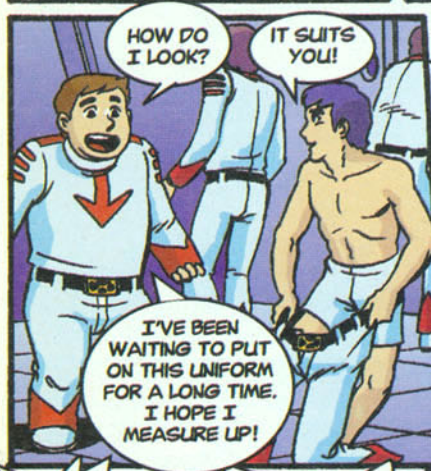


HE'S NOT MUCH  
LIKE HIS DAD, IS HE?

NO, HE'S  
MORE LIKE  
YOU!



ONE  
VOYAGE  
WILL  
STRAIGHTEN  
THEM OUT.



HOW DO  
I LOOK?

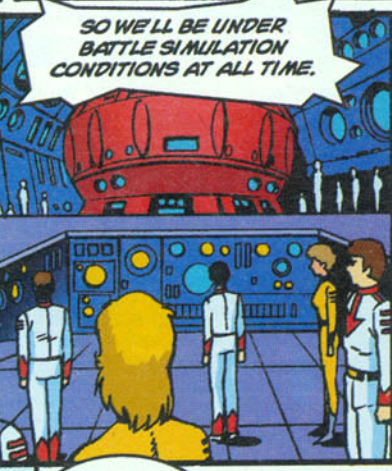
IT SUITS  
YOU!

WE'RE TAKING YAMATO  
OUT FOR A TRIAL RUN.

I'VE BEEN  
WAITING TO PUT  
ON THIS UNIFORM  
FOR A LONG TIME.  
I HOPE I  
MEASURE UP!

NOW  
HEAR  
THIS!

NEW CREW-  
MEMBERS LISTEN  
CAREFULLY!



SO WE'LL BE UNDER  
BATTLE SIMULATION  
CONDITIONS AT ALL TIME.

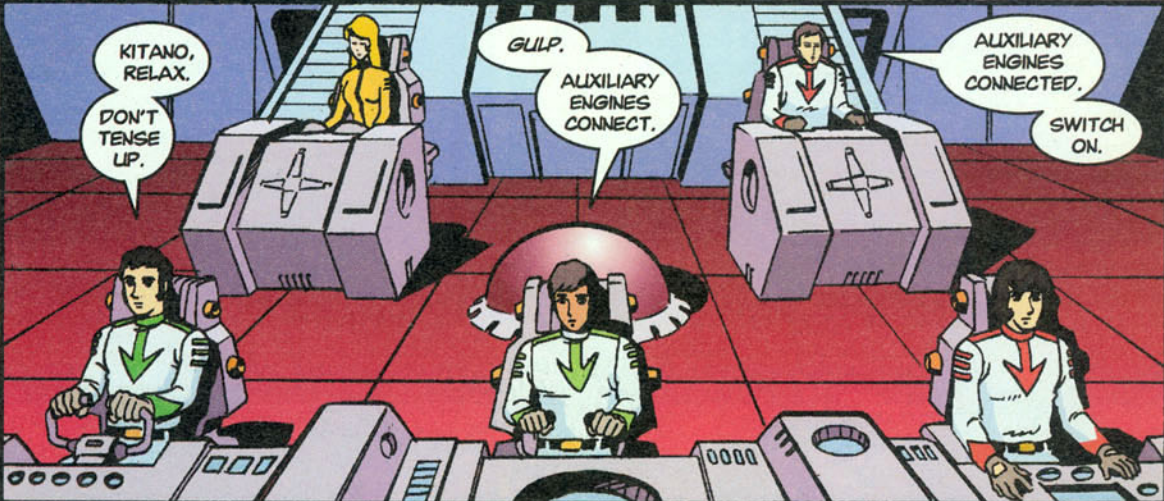
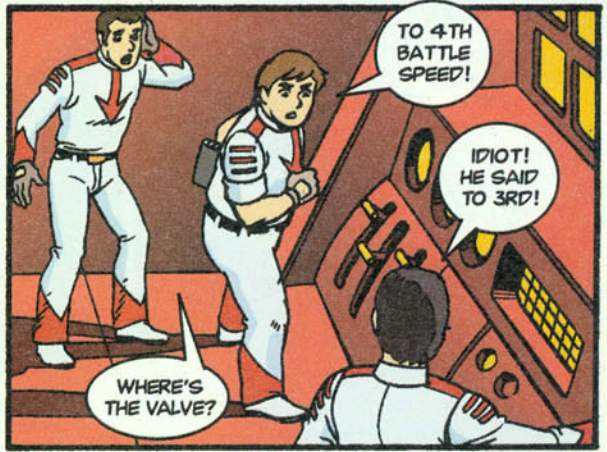
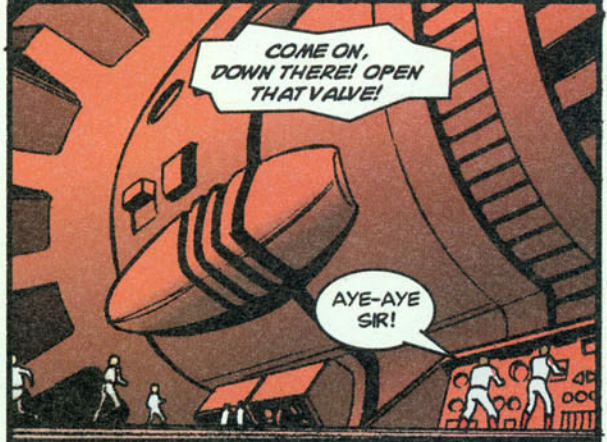
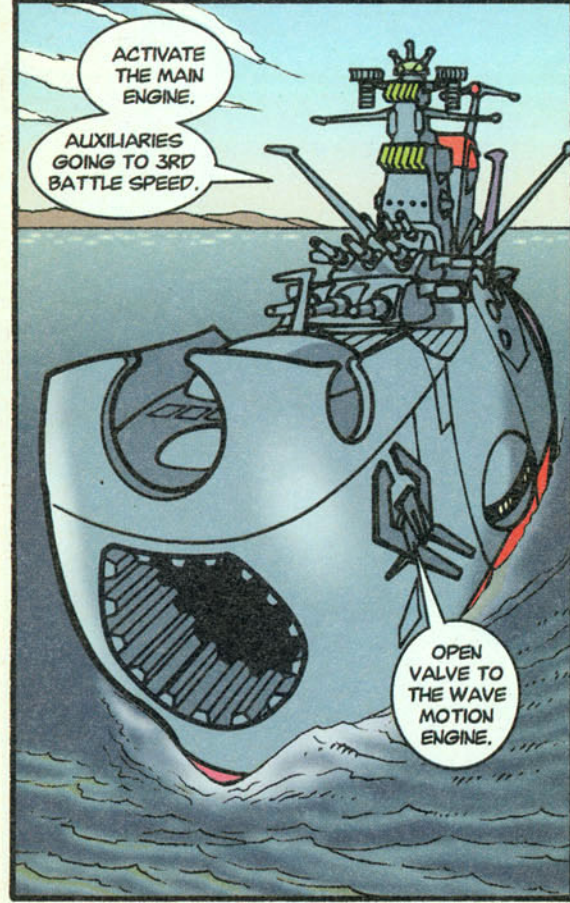
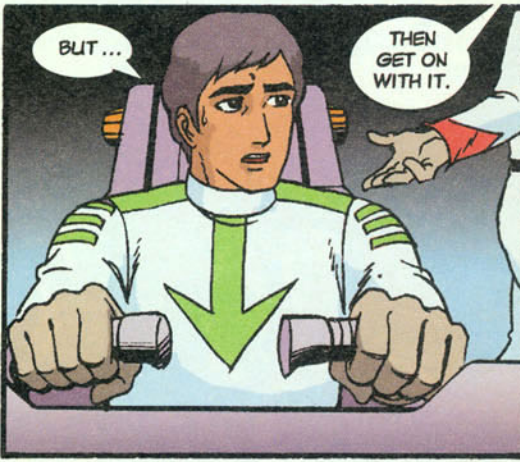
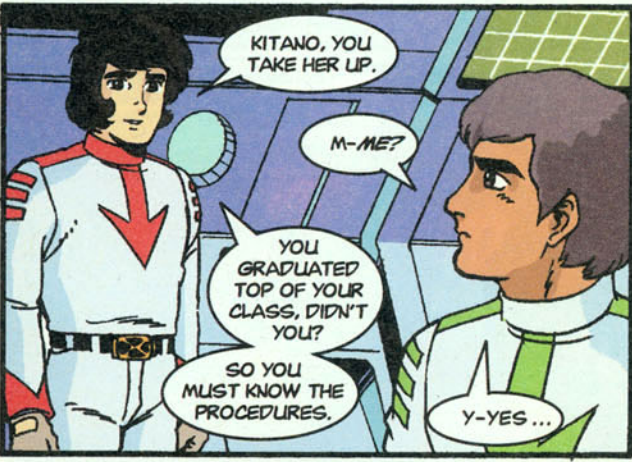
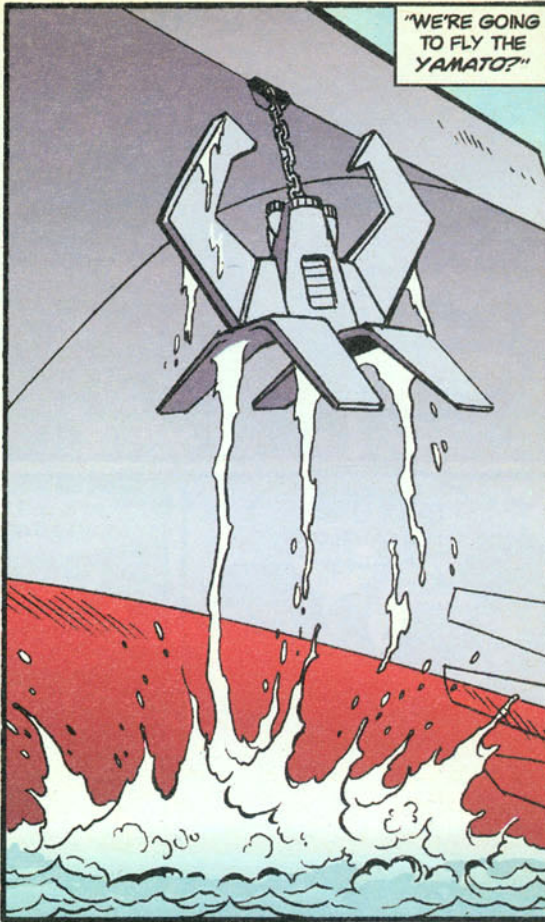
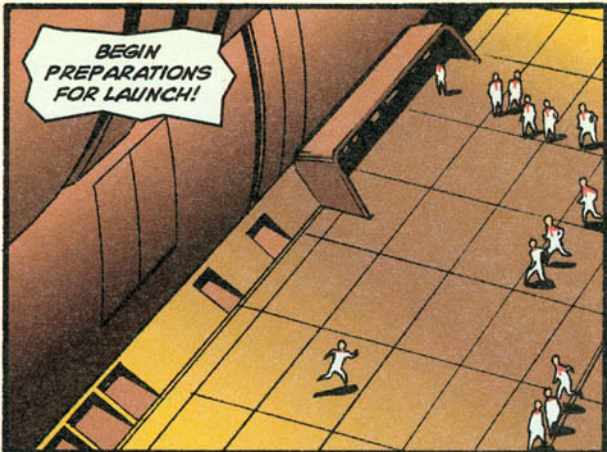


OUR DEREK  
WILDSTAR HAS  
COME A LONG  
WAY.

HASN'T  
HE,  
MIMI?

ONE OF THE  
MAIN REASONS  
FOR THESE TRIALS  
IS TO MAKE REAL  
SPACE OFFICERS  
OUT OF YOU.









WHAT DID THEY TEACH YOU AT THAT ACADEMY??



WHAT DID YOU SAY?!

WISH THEY'D SHUT UP ABOUT DAD ...



NOTHING, SIR, NOTHING!

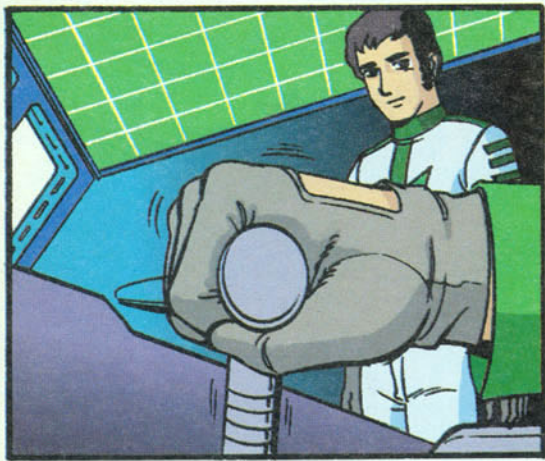


LAUNCH!



KITANO ...

WHAT IS IT?



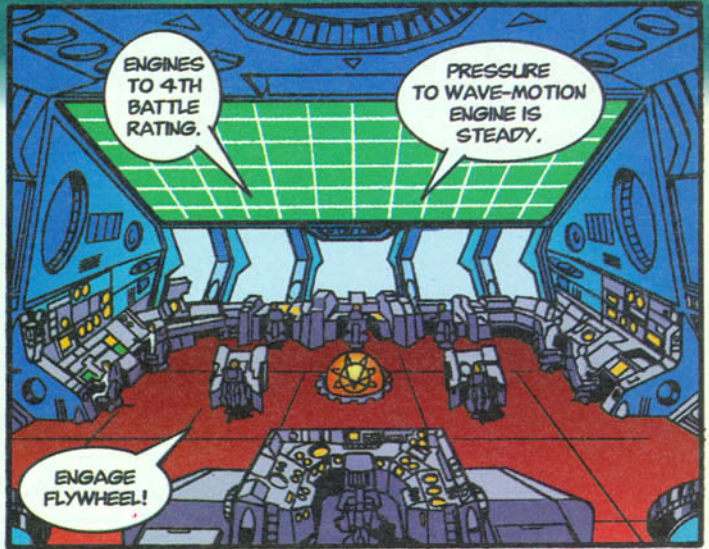
YOU CAN'T EXPECT THE SHIP TO GO UP ...

...UNLESS YOU PULL THE CONTROLS UP.



HMM ... I HOPE EVERYTHING'S ALL RIGHT.

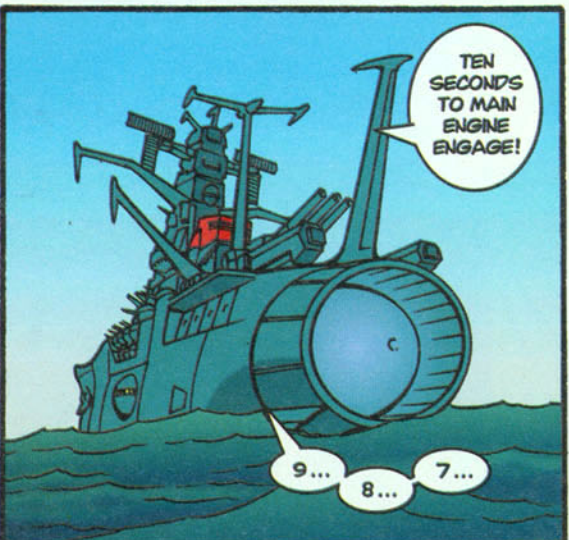
YAWN



ENGINES TO 4TH BATTLE RATING.

PRESSURE TO WAVE-MOTION ENGINE IS STEADY.

ENGAGE FLYWHEEL!



TEN SECONDS TO MAIN ENGINE ENGAGE!

9... 8... 7...

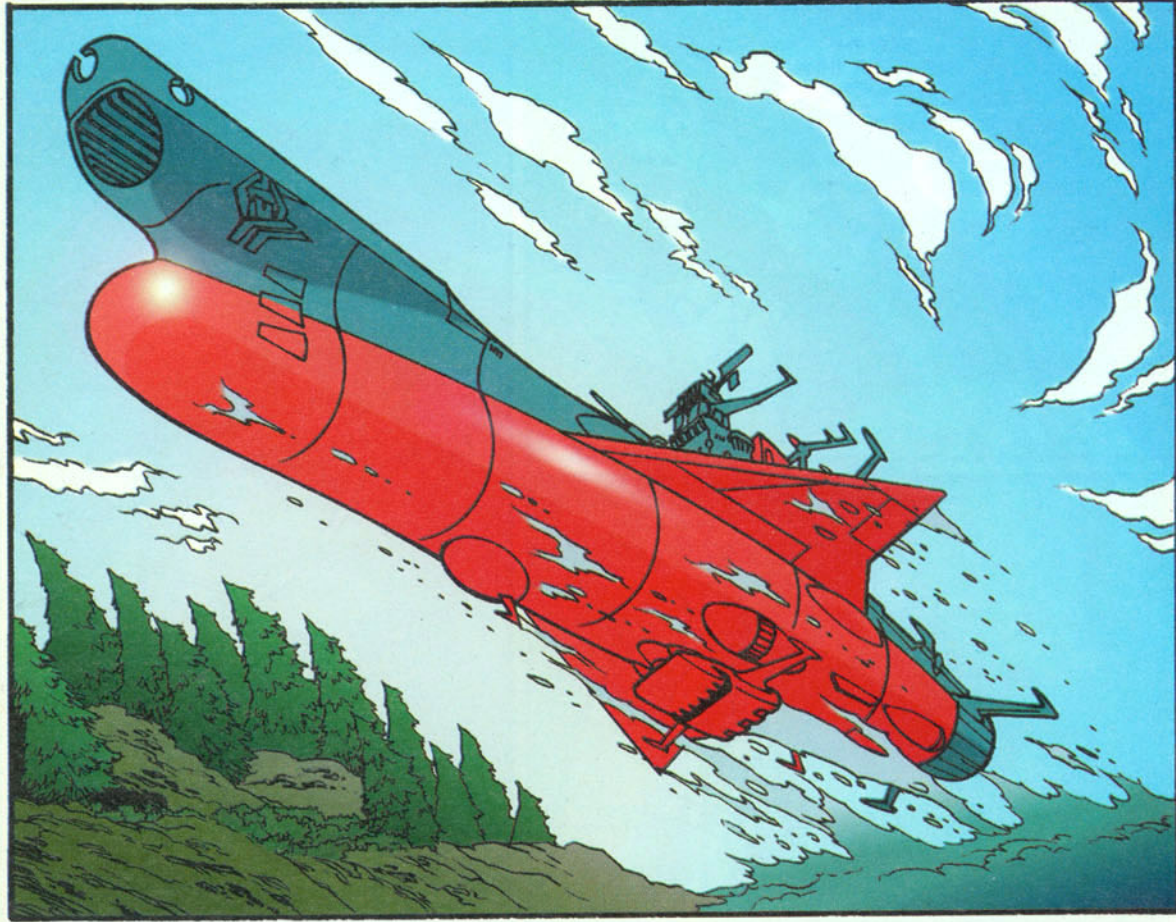


6... 5... 4...

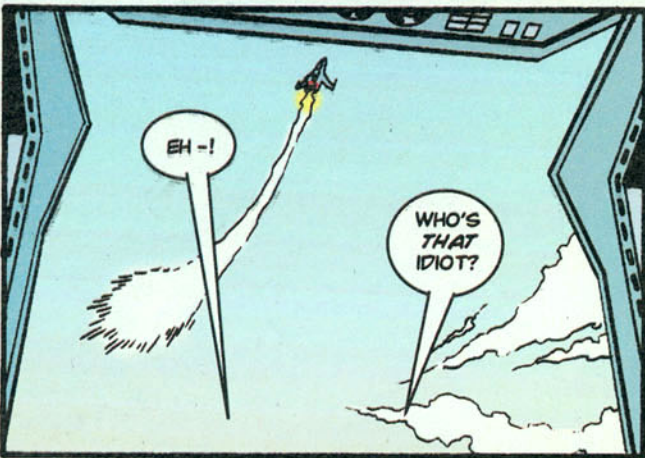
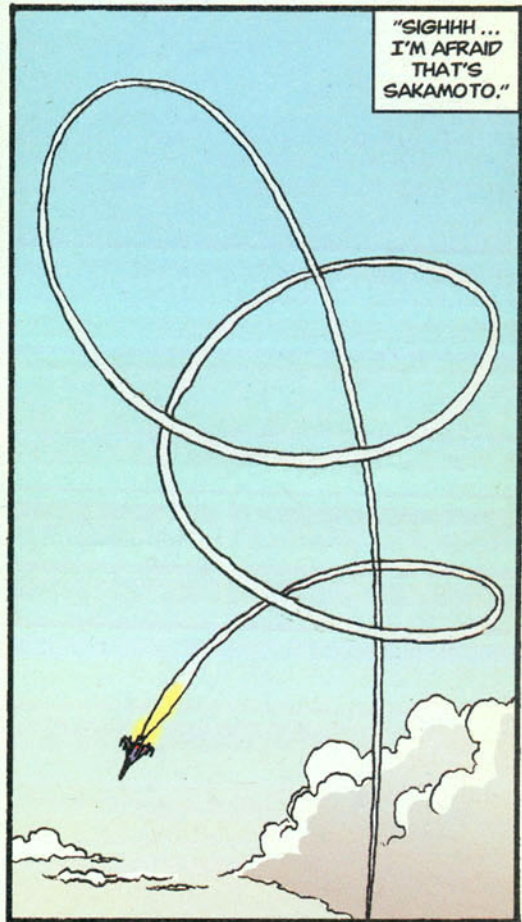
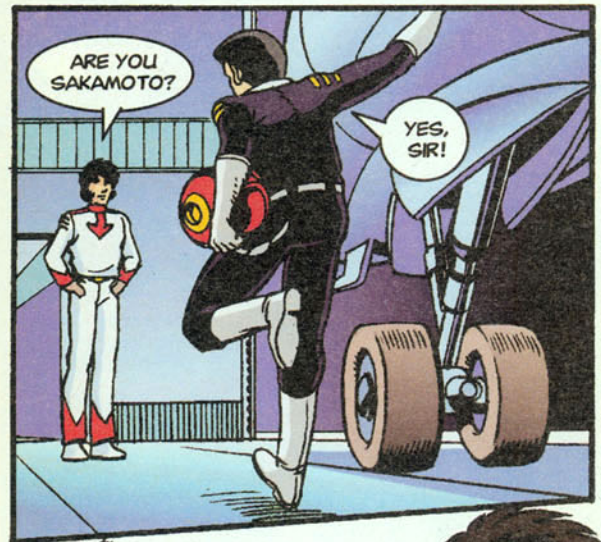
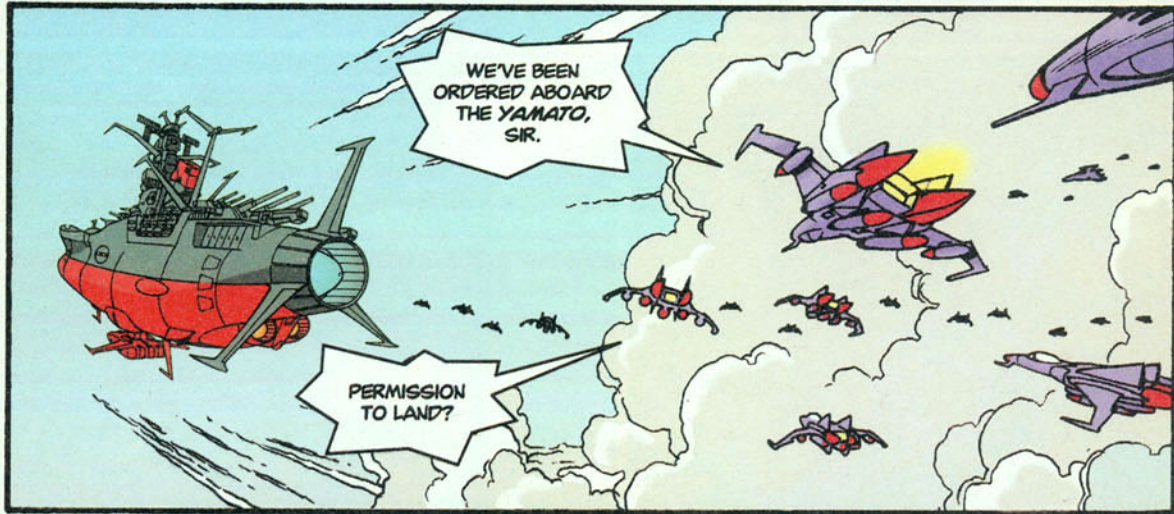
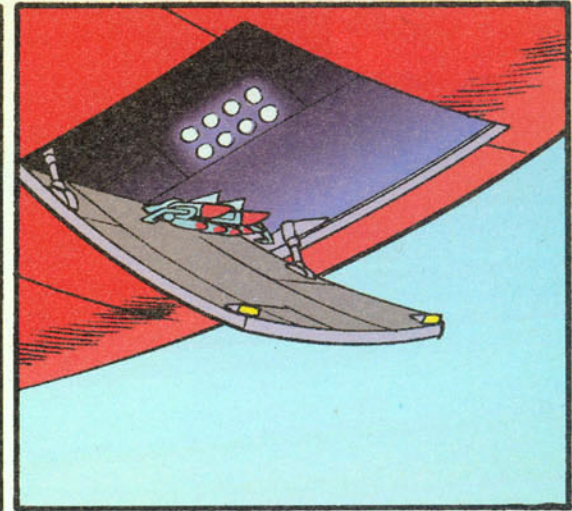
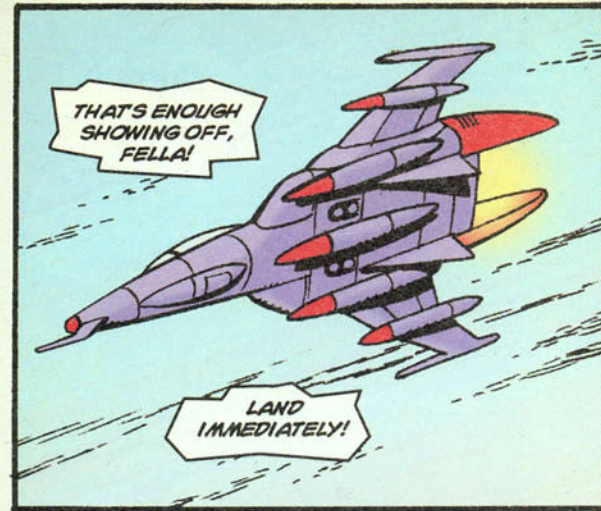
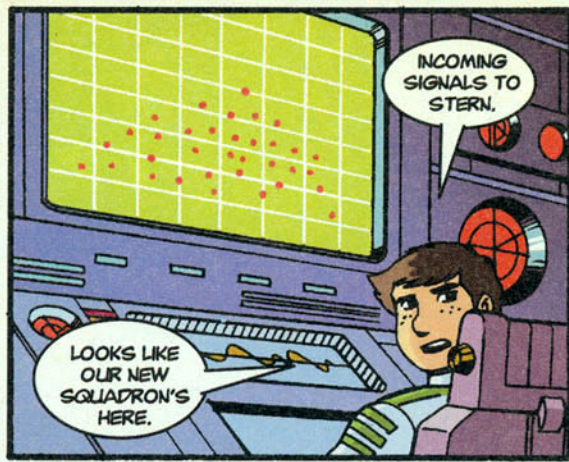
3... 2...



BRING IN THE MAIN ENGINE!









BEYOND THE EDGE OF OUR GALAXY ...

HAIL, LEADER DESSLOK!

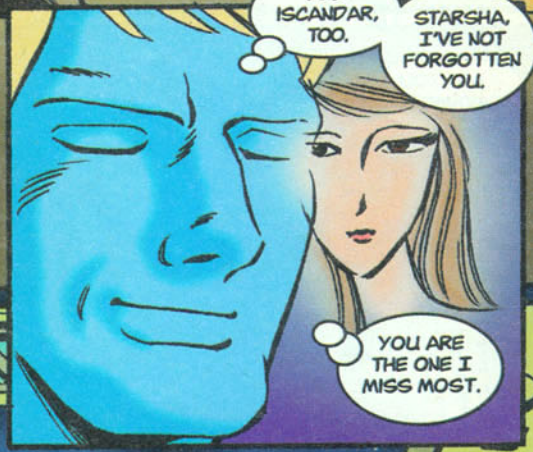


WE ARE NOW ON FINAL APPROACH!



IT'S BEEN NEARLY 19 MONTHS.

THIS WILL BE THE LAST TIME TO SEE MY GREAT PLANET GAMILON.



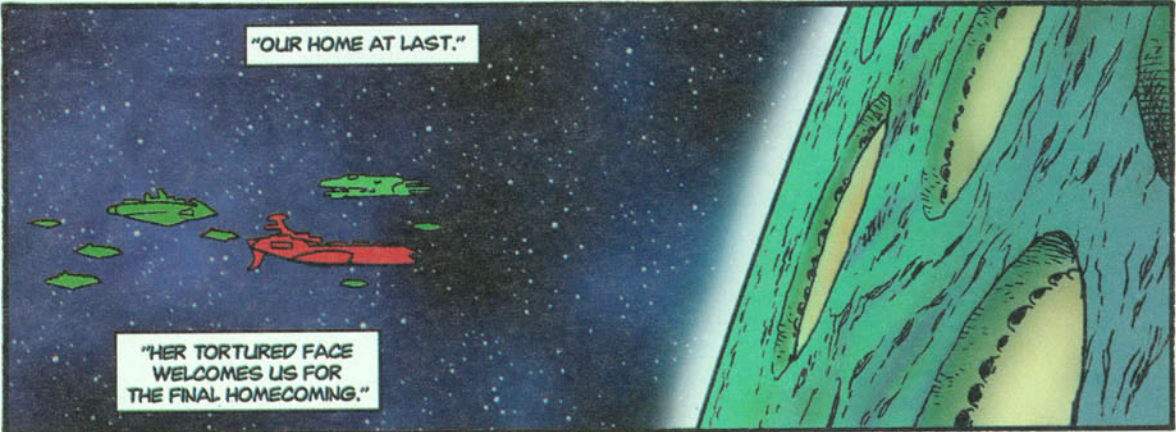
AND ISCANDAR, TOO. STARSHA, I'VE NOT FORGOTTEN YOU.

YOU ARE THE ONE I MISS MOST.

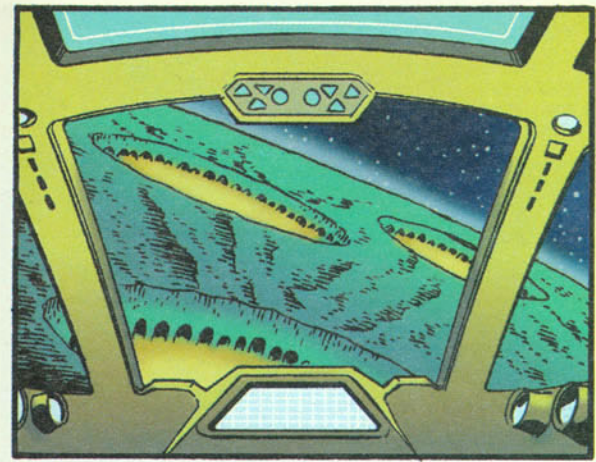


SIRE! THERE IT IS!

"OUR HOME AT LAST."

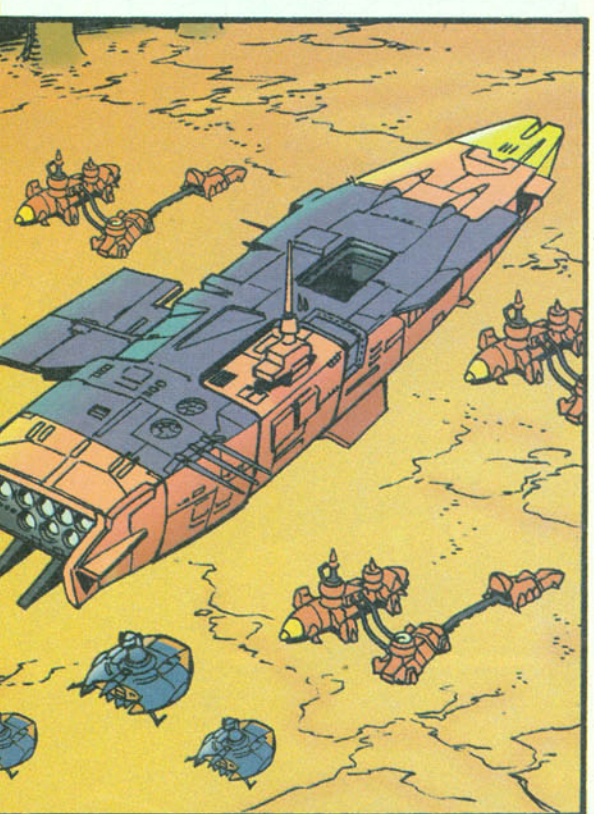


"HER TORTURED FACE WELCOMES US FOR THE FINAL HOMECOMING."

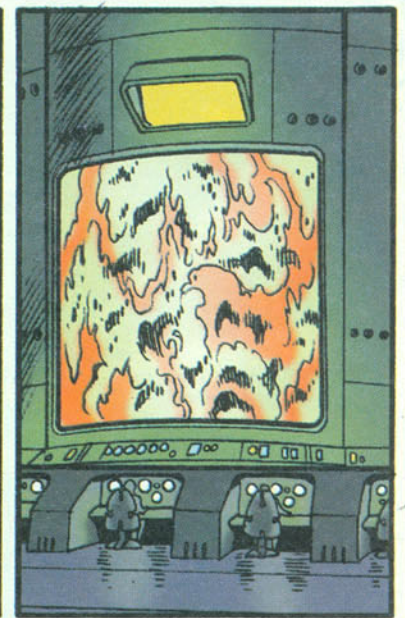
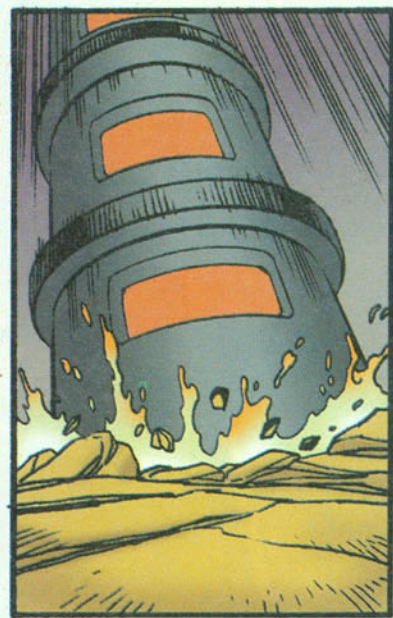
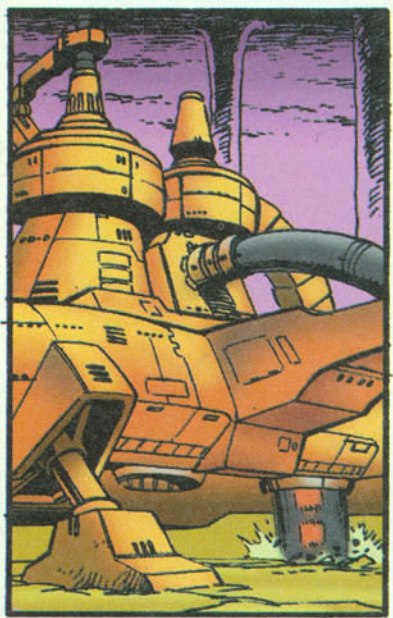


EH?

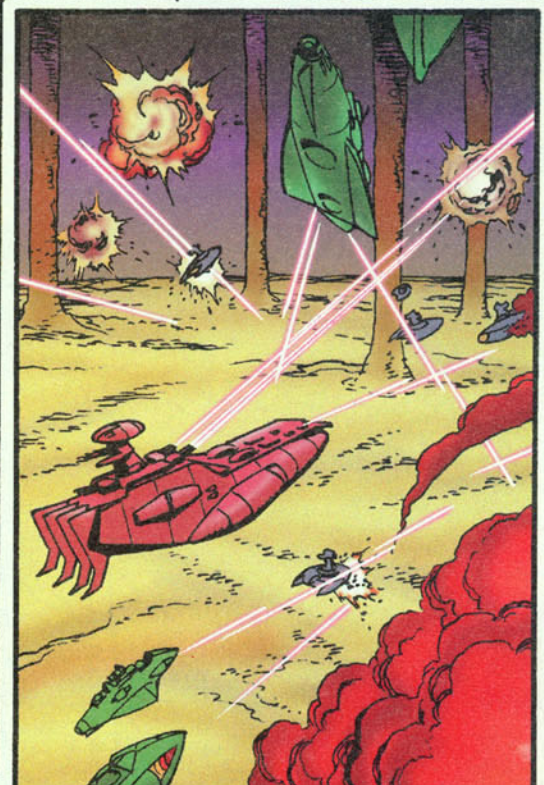
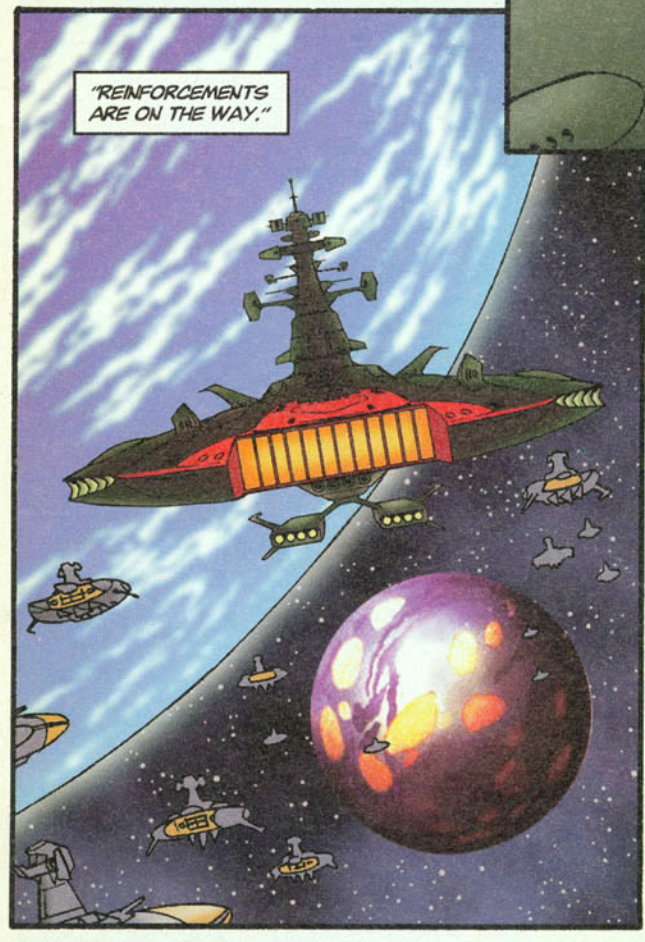
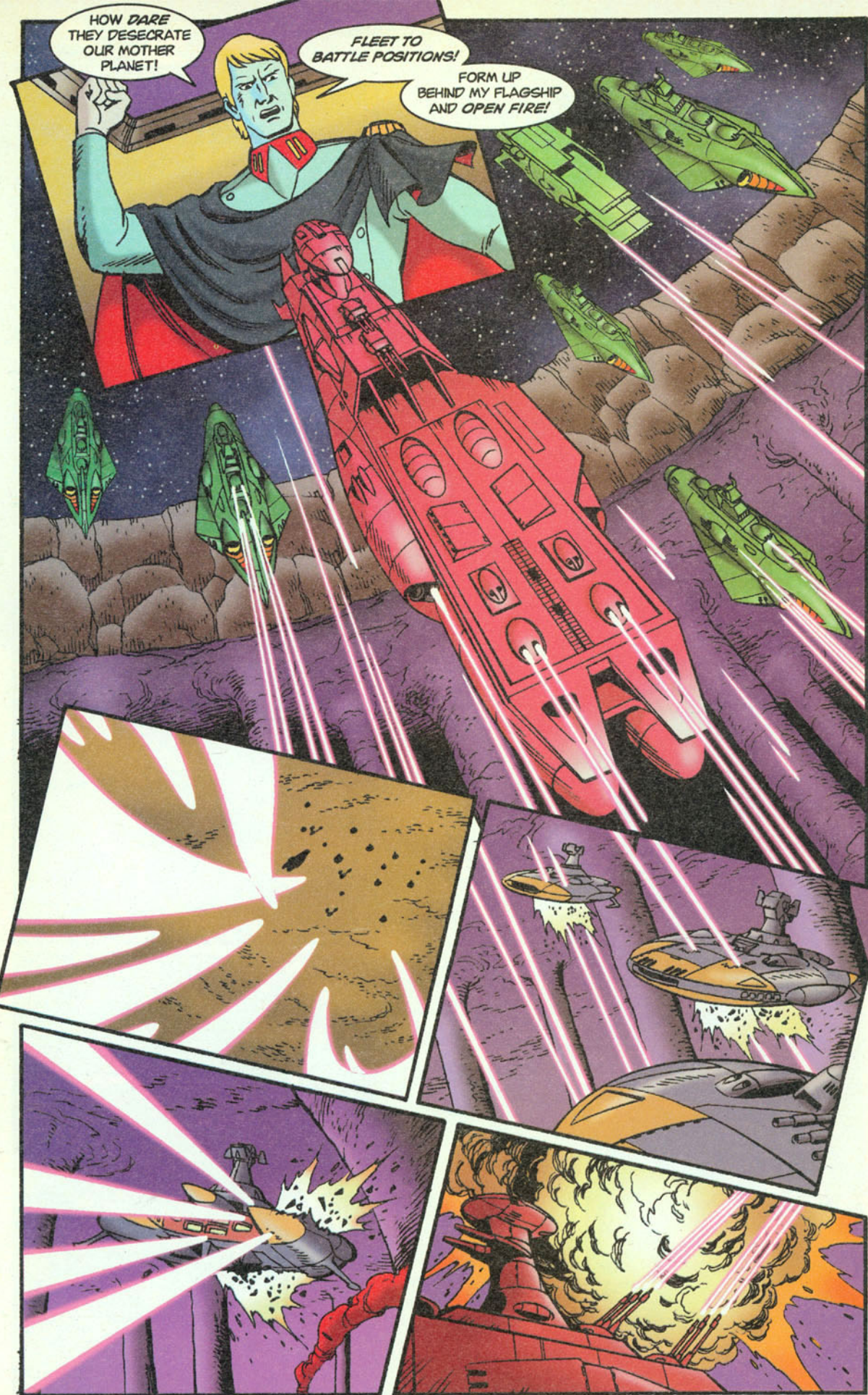
MY LORD?



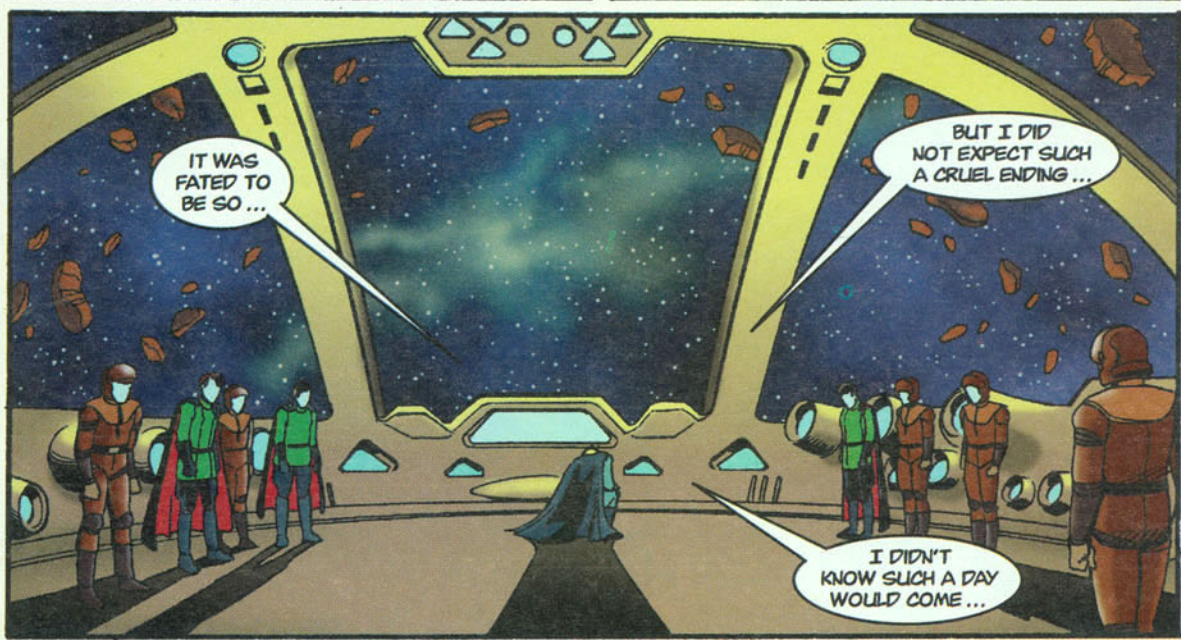
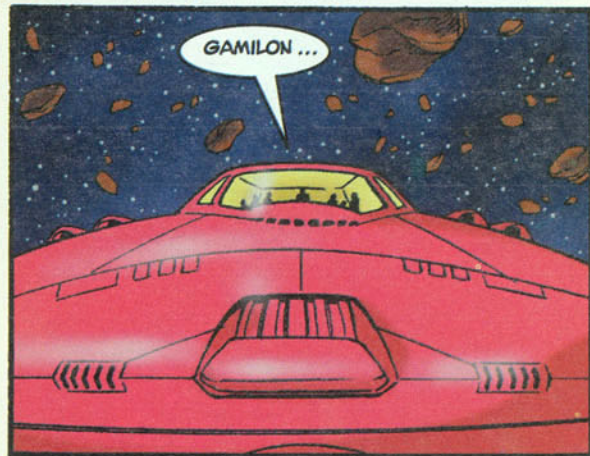
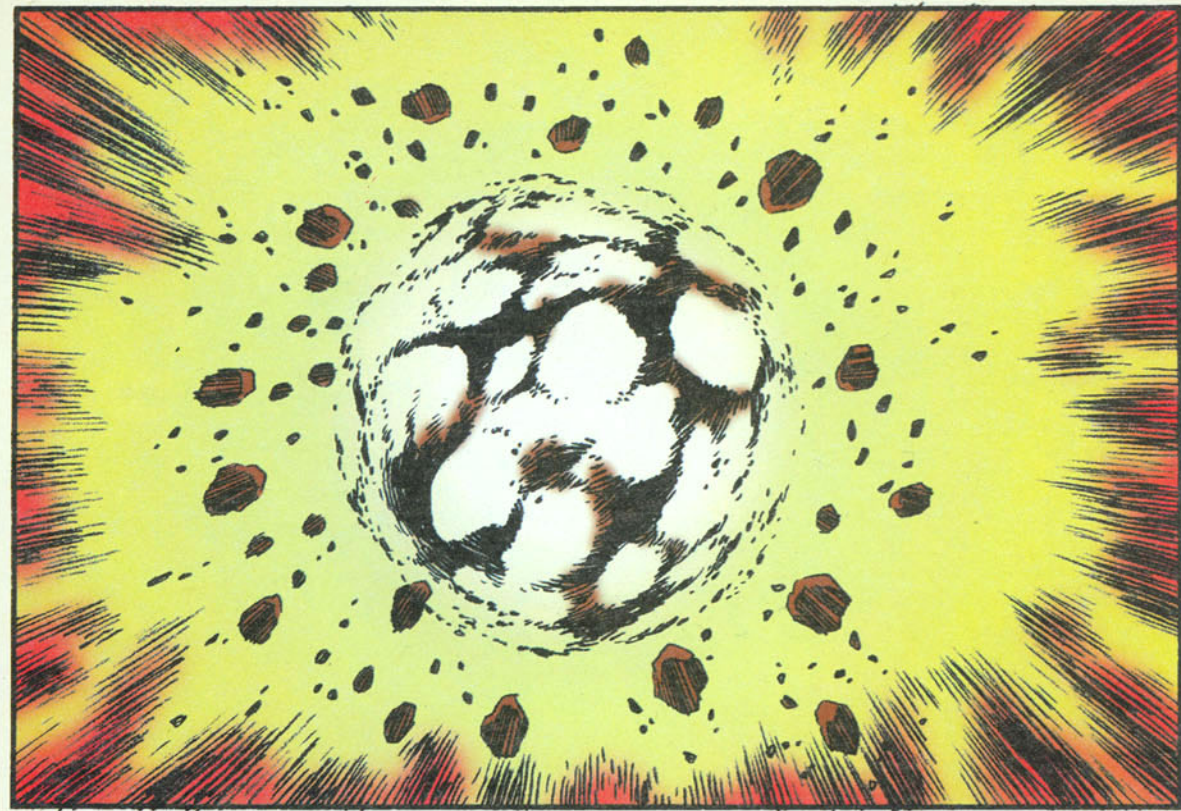
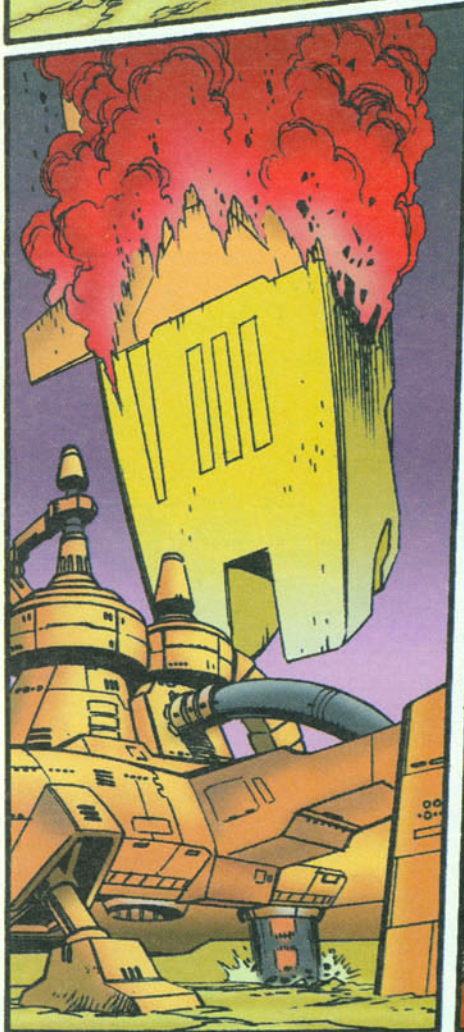
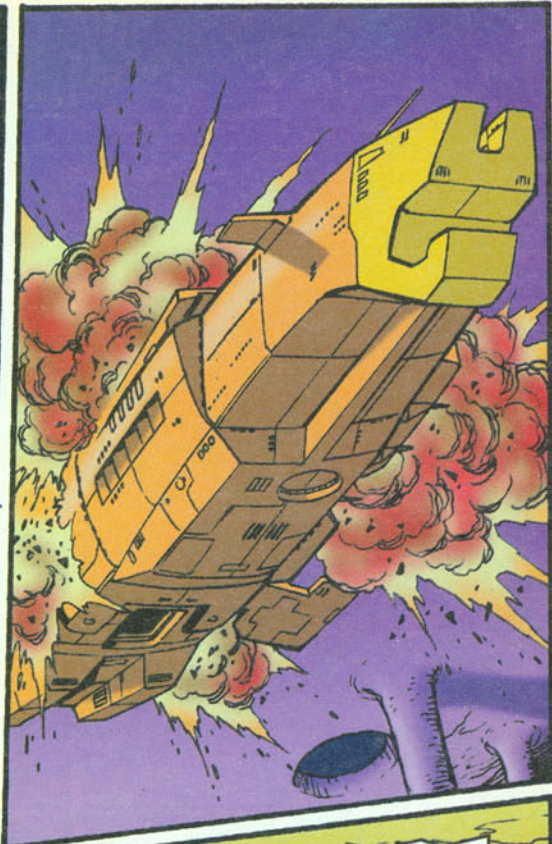
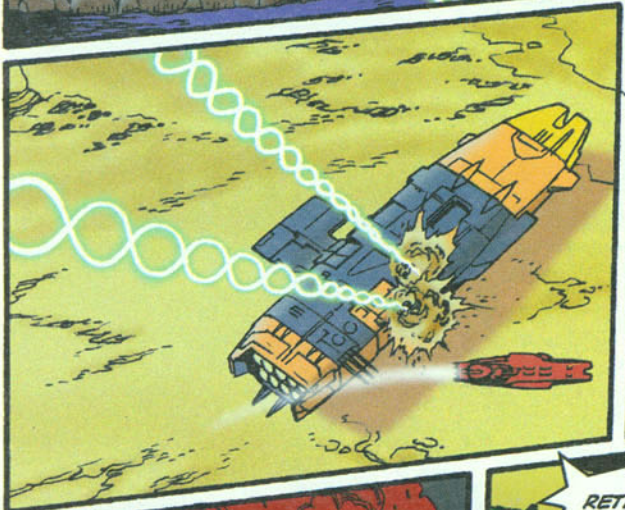
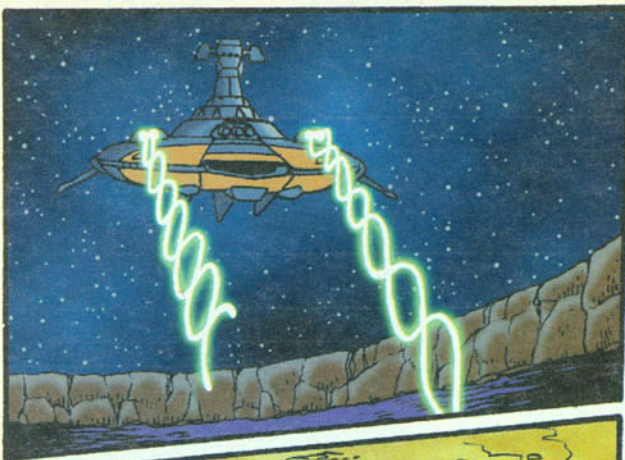
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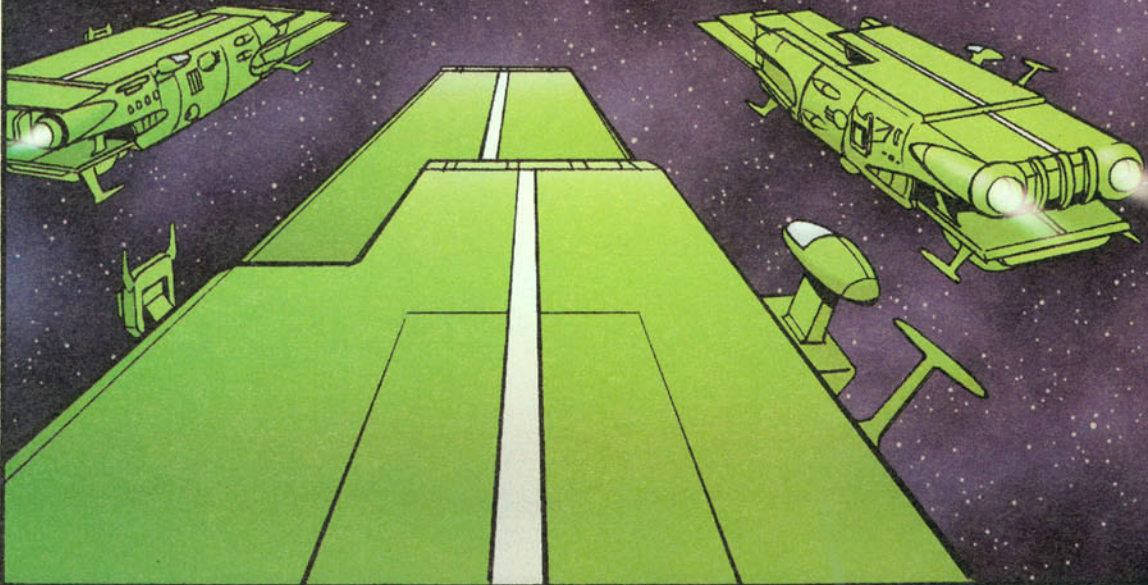




"IT'S MOVING!"



"ISCANDAR IS MOVING!!"



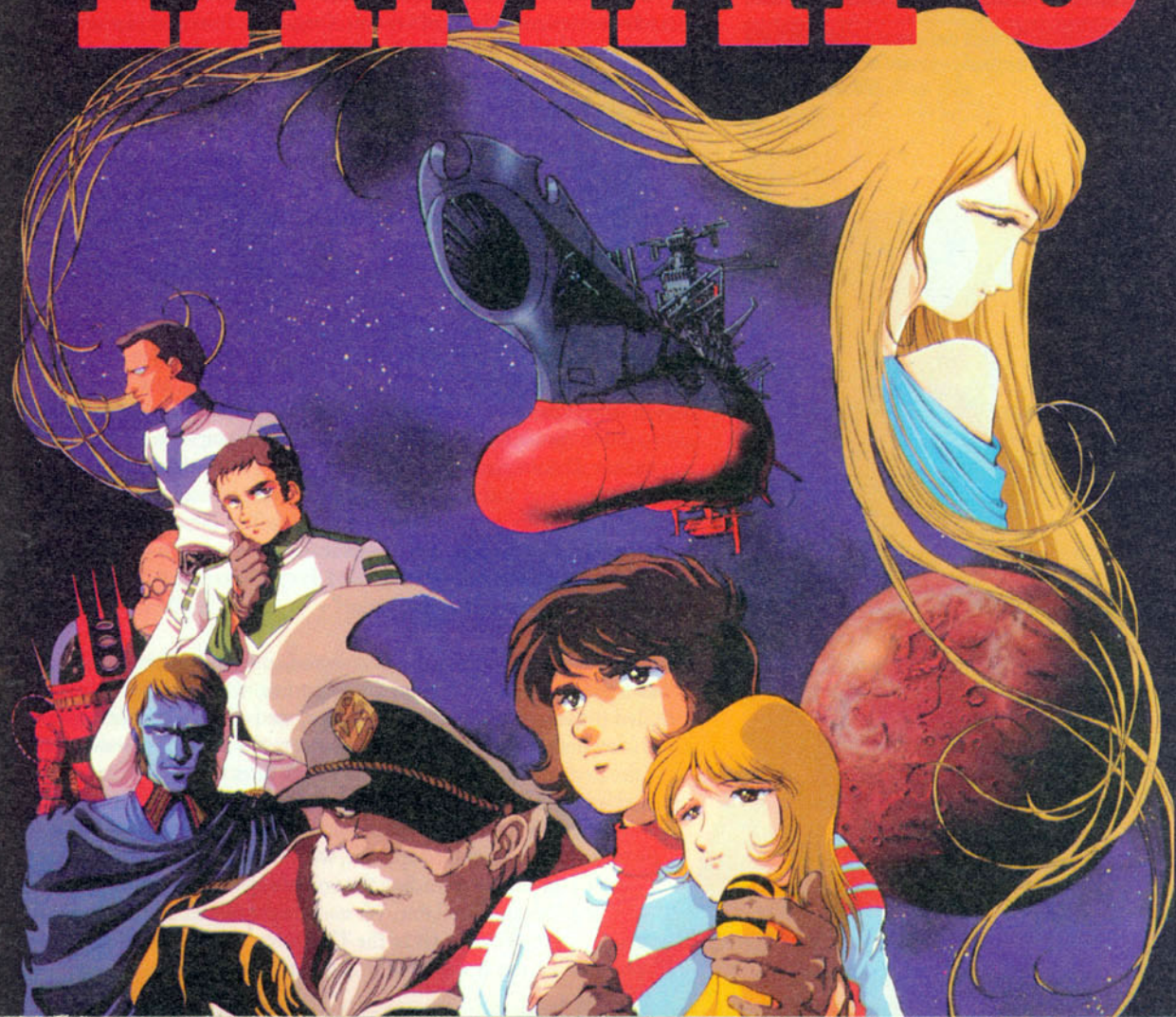
## SPECIAL ARTICLE SECTION

We assume we don't have to tell you the New Voyage story is continued next issue. We also assume you'll be interested in the bonus scenes we've got coming up, which involve...well, you'll just have to wait and see. Meanwhile, another set of articles about the Yamato saga await you on the next few pages, including a very special interview that cannot be found anywhere else. Read on!

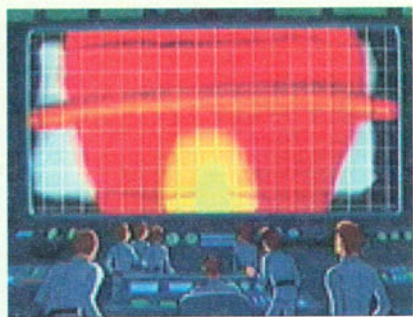
We couldn't believe our luck. As mentioned last issue, we've been trying to schedule an interview with Yoshinobu Nishizaki, creator and producer of the Yamato saga, for several months now...but his production schedule on Yamato 2520 has not yet allowed him the time. Despondent, we nevertheless visited 1995's Anime Expo in Los Angeles and were amazed to discover that one of this year's guests of honor was animation director Noboru Ishiguro, who had been a part of the Yamato series since the very beginning! Through the gracious efforts of the Anime Expo staff, we were able to chat privately with Mr. Ishiguro and get his unique perspective on the early days of Yamato.

*continued*

# SPACE BATTLESHIP YAMATO



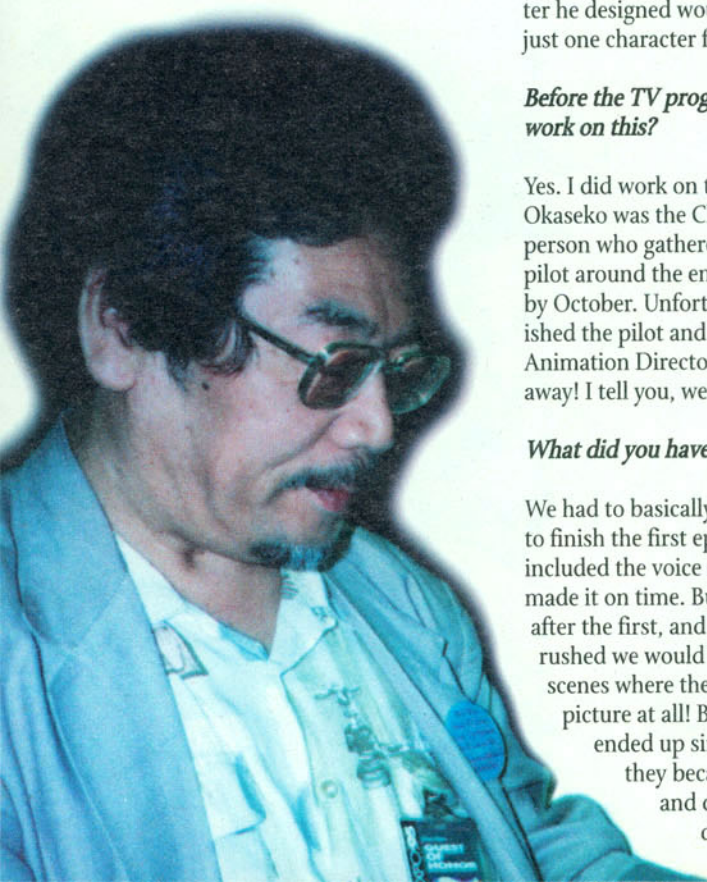




"Wobbly" video screens in the early episodes were accomplished using "skip" photography.



The scene that almost got Ishiguro fired. "Skip" photography was used on the background while the Yamato remained still.



## an interview with **Noboru ISHIGURO**

conducted by **Tim Eldred**  
special thanks to **Masami Ozawa**

*How did you become involved in the Yamato series?*

In the beginning, I was hired merely to do a job. There wasn't anything dramatic about any of it. But at the same time, I had expressed my interest in doing something in science fiction, and when I learned that Reiji Matsumoto would be involved, I thought this would be a neat project to be in on.

When I was hired, *Yamato* didn't look anything like it does now. Mr. Matsumoto designed the final version. Originally, it looked like several chunks of rock stuck together. Mr. Matsumoto created all of the characters as well, but Mr. Nishizaki rejected them at this early stage. He then commissioned over a dozen artists to come up with various character designs, which were collected by one animator to be used for the production. Mr. Matsumoto was understandably upset that not a single character he designed would be used, so he asked the producer to let him create just one character for the story, and that became Dr. Sado (Dr. Sane).

*Before the TV program went on the air, there was a pilot film. Did you work on this?*

Yes. I did work on the pilot film, which ran about 10 minutes. Mr. Okaseko was the Chief Animation Director for the pilot, and he was the person who gathered all the character designs. Anyway, we finished the pilot around the end of July 1974, and planned to start the TV broadcast by October. Unfortunately, Mr. Okaseko got very sick the night we finished the pilot and was coughing up blood. Suddenly we had no Chief Animation Director with our first episode deadline being two months away! I tell you, we were all seeing red at the time!

*What did you have to do at that point?*

We had to basically start from scratch again, and somehow we managed to finish the first episode around the beginning of September, which included the voice editing, music recording and all that. The first episode made it on time. But then we had to complete the second episode a week after the first, and a new episode every week after that. We were so rushed we would end up with the voice actors reading their lines to scenes where the color was still missing or worse, where there was no picture at all! By the third episode, we were way off schedule and we ended up simply recording the voices and adding the pictures as they became available. We ended up completing each episode and delivering it to the TV station on the morning of the day it was to be broadcast!

*As the director, did you participate in the writing of the series, too?*

When it came to *Yamato*, it could be said that I was involved in every aspect of its development. I participated in the initial planning stages, but I ended up working on bits and pieces of everything; such as the posting of the program's advertisement pamphlets, creating the original drafts, being production supervisor, creating some of the original artwork, doing the animation, creating the finished product, and some of the animation photography and storyboarding as well.

*Was there a specific scene or character that resulted directly from your input?*

My job on the animation side was primarily to do the special effects, since I was an effects animator. The characters were not my responsibility. So I created the structure of the scenes and the effects where explosions occurred. I painted those scenes by hand.

*So, for example, when a beam was shot from one ship to another, did you create those?*

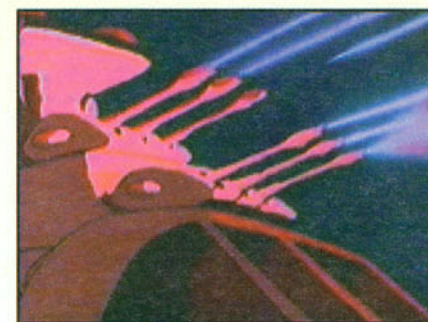
Many, many times. Nowadays, creating an explosion scene is nothing special, but during the first series, we had difficulties in making the animators recognize the fact that explosions in outer space would spread out in a circular fashion. There were times when the animators and those who worked on the finished product grew so frustrated by certain scenes, like the explosions on Gamilas or when the mother ship took the lead in the Rainbow Star Cluster, that I ended up doing all those sections myself.

There was also a time when the producer was furious with me for taking an entire day to set up and shoot a single shot, in the third episode, when the Gamilas launched their super missile; it involved an optical composite method we called "skip photography", and it was used in the scene where the *Yamato* is launching as the missile is exploding in the background. I nearly got fired for that one! (laughs).

Although it was really difficult at times, we strived to create as much realism as possible through our efforts. The strange thing is our staff never lost their enthusiasm through it all. It really was an interesting project to work on!

*After the first series and the movie version of Yamato was finished, production began on Farewell to Yamato. What was your involvement in that film?*

I was originally the animation director, but with *Farewell to Yamato* I also became the mechanical effects director, handling the scenes involving explosions and such. Most of the opening sequence of the film was my work...and the spaceship *Andromeda*.



One of Ishiguro's countless energy beam shots, some of which were painted with fingers instead of brushes.



A zero-G explosion done right.



One of Ishiguro's more elaborate scenes from the opening of *Farewell to Yamato*.



Another stunning shot accomplished with "skip" photography by Ishiguro.



## NOBORU ISHIGURO: A Partial Filmography

### Animation Director:

Space Battleship Yamato (TV series)  
Space Battleship Yamato Movie  
Farewell to Space Battleship Yamato  
Space Battleship Yamato 2 (TV series)  
Macross (TV series)  
Orguss (TV series)  
Legend of the Galactic Heroes

### Original Creations:

Megazone 23 Part I  
Megazone 23 Part II  
Star Cat Full House

### Executive Director:

Megazone 23 Part II  
Legend of the Galactic Heroes

### Producer:

Future Boy Conan  
Megazone 23 Part I  
Ashita no Joe  
Thunderbirds 2086

### Supervisor:

Tetsuwan Atom Color Version  
Macross: Do You Remember Love? (Movie)  
Megazone 23 Part I  
Phoenix 2772  
Queen of a Thousand Years  
Bubblegum Crash!  
Locke the Superman (Legend of Lord Leon)  
Technovoyager (Thunderbirds 2086)

### Storyboards:

New Lupin III (TV series)  
Space Battleship Yamato (TV series)  
Tetsuwan Atom Color Version (Astro Boy)  
Legend of the Galactic Heroes  
Combattler V

**When you started working on Farewell to Yamato, was the story completely written and the script already finished?**

No it wasn't. Mr. Nishizaki sometimes put things off until the last minute...so we really couldn't begin illustrating the scenes until he gave us a "green light" to proceed, since there were many last minute changes always popping up. We ended up finishing most of the main animation sequences during the last two months of our production schedule, but certain sections were left undone, because, again, there were always last-minute changes. Those last two months were really hellish.

**So everybody who is working for Mr. Nishizaki is always working very hard at the last minute to get what he wants?**

Yes, that's true. Actually, last year, after we received a contract to do the new movie, *Yamato Rebirth*, we gathered the entire staff who worked on the original series and we fiddled around with it for about a year...but then the production was postponed.

**After Farewell to Yamato, you worked as the animation director on Yamato 2. Did you direct all of the animation or just the effects animation?**

I did what I could, given the time constraints, since I really didn't have time to do all of it. And during the time between *Yamato* and *Yamato 2*, Japan had an "anime boom", which meant that every available animator was constantly working to keep up with the demand. In the past, we were able to focus in on minute details in the animation, but after *Yamato* hit the screens, we were lucky if we could meet the weekly deadlines, and ended up rushing our work which meant a loss of some of the fine details we were used to. I find it very regrettable that we weren't able to add in all the fine details. I just wasn't satisfied with the work we did then.

**Did you continue to work on Yamato projects after the second TV series?**

My last real project was *Yamato 2*, but I was still doing various things for *Yamato* "behind the scenes".

**Looking back over all of your involvement in the Yamato series, what was your favorite part of it?**

When we first started out, the animation technology was not so advanced as it is now. These days, you can do a lot of innovative things with animation. However, if even we could have done all of the neat things people are doing nowadays, that doesn't necessarily mean it would have been a better film. Now that the technology is more advanced, there is a lot of flashy animation out there, but as far as the stories and ideas are concerned, I still prefer the older ones.

**Is it harder to find a fresh idea because the anime industry is so much bigger now?**

That's true to some degree. As for myself, I'm trying to come up with one that I know will be fresh and quite interesting, but I'm still struggling with it. However, I'm confident that in the near future, one of my concepts will work out, and I hope to have all of you see it and enjoy it as well.

**Well, we enjoy very much all of the creativity and the work that went into the Yamato series. And we're sure that because you were active then, your new ideas will be very good.**

Thank you. I had a great time.

I recently read the new STAR BLAZERS comic books and thought they were great. I have also seen the new YAMATO movies on video, and I wonder why you didn't use the voices from FAREWELL YAMATO in THE NEW VOYAGE.

ROBERT BEISWENGER  
HUNTINGTON VALLEY, PA

*This question actually comes up a lot, Robert, so I'll take this opportunity to answer it. Just as the voice cast in THE BOLAR WARS series was different from the one in the first STAR BLAZERS programs, the voices in FAREWELL YAMATO were again entirely changed. Simply put, the answer was in the timeframe. These different productions were separated by many years, during which time the prior voice cast went their separate ways and did not return to their characters for one reason or another. The dub of FAREWELL YAMATO was actually done a few years ago, and once again the actors have moved on. From my own standpoint as a STAR BLAZERS fan from 1980, the original voices so strongly inhabited those characters that it's hard for me to overlook a casting change. If the newer films were to be dubbed with yet another cast, I would always be thinking back to how the original actors would have sounded. It's far better to see these movies in their original form with subtitles rather than deal with the distraction, don't you agree?*

*By the way, we're still anxious to find some of those original cast members and interview them in these pages. We were incredibly fortunate to have found one for the last issue, and we're hoping to get lucky again. If anyone knows how we can reach these talented people, please contact us here at STAR BLAZERS. -T.E.*

I am really enjoying this comic for two reasons: 1) The retelling of the YAMATO storylines, and 2) all the behind-the-scenes articles and late breaking news. You didn't leave anything out of this book.

One thought on the story itself. I like the idea of presenting the story in flashback sequences from Desslok's viewpoint. Of all the characters in

Season #2, Desslok underwent the most change, which really makes him the most interesting character in the series. There are really two sides to Desslok. Originally we think he is a cruel, selfish tyrant bent on revenge but later he is revealed to be a noble and passionate being. You could have chosen the earlier characteriza-

*pattern in the comic—these scenes were both presented as double-page spreads. It's stuff like this that keeps me interested in doing comics for a living. -T.E.*

Hi all, just want to drop a line to let you know I thought issue #1 was great. Desslok ranks way up their on

## ...EARTH, DO YOU COPY?

tion, but that side of Desslok was far less interesting than the one we know now (and the one that runs through the remaining movies). Good thinking.

JIM AUMAN  
RALEIGH, NC

*Thanks, Jim! Glad you were pleased with the comic! I couldn't agree more with your observation of Desslok. It became especially apparent when it came time for me to edit together the scenes I wanted to present last issue. In preparation, I went through all the TV episodes, starting at the same point as the comic starts, and transcribed every Desslok scene all the way to the end of the COMET EMPIRE story. Then, when I scoped out how many comic book pages the scenes would fill, it came out to 2.5 issues—exactly 1.5 comics too long! Something had to go—and oddly enough it turned out that the only scenes that really HAD to be there were the first few and the last few. Everything in the middle was, well, not exactly superfluous, but a tangent to the plot where Desslok's growth was concerned. It made me look at the story a whole new way.*

*This was also the point where I stumbled across that delicious bit of irony where Desslok's ship rams the ARGO in the first series and is in turn rammed by the ARGO in the second series. As you will notice, I designed the page layouts to underscore the*

my list of bad guys, and I was thrilled to see the COMET EMPIRE storyline from his viewpoint. Can't wait for the adaptation of THE NEW VOYAGE!

I also want you to know that I have developed a STAR BLAZERS Web page; you can find it at:

<http://www.bryant.edu/~miket/starblazers.html>

MIKE THOMPSON

I purchased STAR BLAZERS #0, and it listed several upcoming projects in back including YAMATO 2520. I also read that there is a "preview" laserdisc available of this project called STAR BLAZERS 2520: VOLUME 0. However I cannot find anyone who sells it. Do you sell it or know where I can purchase this? (Preferably on laserdisc but I'll take it on tape.) Also, is there

*continued next page*

## WRITE TO STAR BLAZERS

email: [studiogo@aol.com](mailto:studiogo@aol.com).

snail: Voyager Entertainment  
456 Sylvan Ave.  
Englewood Cliffs, NJ 07632  
USA





any way to get a list of all of the available YAMATO stuff and a phone number to order it? Is there any way to find out what format (laserdisc vs. VHS) that all of the YAMATO stuff is available on?

GEB BUXTON@LOTUS.COM  
Depending on your viewpoint, Geb, you've come into the game at either the very best or very worst time to start your YAMATO collection. The dollar to yen ratio is at an all-time low, so if you find original merchandise somewhere, odds are it will be very expensive. On the other hand, Voyager Entertainment is making all sorts of plans to carry YAMATO merchandise in the future, including videos of YAMATO 2520. As for a list of products that are available, keep reading our "Yamato Shop" feature. -T.E.

I'm really excited that there is a renewed interest in this series. I have been a STAR BLAZERS addict since it first aired. Over the years, I've been able to amass a sizable YAMATO collection ranging from models, toys, books, games and magazines. If you could recommend a good source of YAMATO CDs and other YAMATO merchandise, I'm sure I would not be the only grateful fan!

CHRIS DOBBS  
DALLAS, TX

Glad to oblige, Chris! One of the best sources we've found for Yamato CDs is the San Francisco-based store Laser Perceptions. You can write them at 1739 Noriega St., San Francisco, CA 94122 USA or phone them at (415) 753-2016. Tell 'em we sent you! -T.E.

I just wanted to take a second to congratulate you on your first issue of the STAR BLAZERS magazine. It's great! It's everything that my brother, my friends and myself were looking for ever since we first saw the series. Please keep up the good work - it's truly appreciated! Thanks for filling a huge void!

DONNA HANSON  
HANSON@MONET.VILL.EDU

Thank YOU, Donna! We're grateful beyond words to know that STAR BLAZERS attracts so many female readers in these days when so many other comic books are having a hard time reaching a female audience.

Before we sign off for another sixty days, we want to thank everyone who has written us with their own personal testimonials about the STAR BLAZERS series. We could fill a whole issue with your thoughtful letters, but instead we'll close with this one, which sums up everyone's sentiment perfectly:

I want to let you know that I have loved STAR BLAZERS since I was a child and it still is something I love. STAR BLAZERS still has the power to bring tears to my eyes. Thank you.

MICHAEL WAYNE MOUNTS  
@PRODIGY.COM

## NEXT ISSUE



Iscandar hurtles off into the depths of space, carrying Queen Starsha and Alex Wildstar with it! Desslok and the Gamilons give chase — but even they can't stop a runaway planet! The call for help goes out to the Star Force . . . but will they arrive in time?

## "SPRING WATER"

THE LIGHTER SIDE OF STAR BLAZERS

As viewers of Star Blazers know, the series has plenty of humor to go along with the drama. What viewers of Star Blazers may not know, however, is exactly what Dr. Sane meant this issue when he said IQ-9 was back to normal. The scenes below are presented to help explain. Don't look for them in Star Blazers, though...they never made it to American airwaves.



IQ-9's first meeting with Nova...and the raucous results.

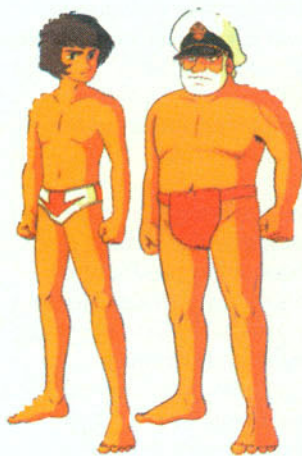


IQ-9 ruins another day...and complaining to the captain only compounds Nova's embarrassment.



Even by the BOLAR WARS series, IQ-9 still hasn't learned to behave himself.

### Don't forget the hat...



In case you were wondering, the men also have underwear.

## YAMATO SHOP

Chief among the imported collectibles from the original YAMATO series are the many volumes of books published to commemorate the different animated films and shows. Beginning this issue, Yamato Shop will examine these books on a regular basis. We'll start with two in particular that many fans consider the best source of information. (Note: although these books are not currently available through Voyager Entertainment, numerous anime specialty retailers may be able to find them for you.)



### ROMAN ALBUM EXCELLENT #53 SPACE CRUISER YAMATO PERFECT MANUAL 1

Published 1983, Tokuma Shoten, 61577-70, ¥1200, A4 size, 212 pages (84 full color glossy, 32 full color matte, 96 black and white.)

Collector's note: "Roman Album" is the term for this series of books published by Japan's Tokuma Shoten, each volume of which covers in exhaustive detail a different animated program. In addition to these two, several other "Roman Albums" have been published on different YAMATO features.

Contents: Color photo synopses, character design sheets, episode guides, and general design artwork for YAMATO, FAREWELL TO YAMATO, and YAMATO 2. Character catalog (text and color pictures) for all stories through YAMATO III.

### ROMAN ALBUM EXCELLENT #54 SPACE CRUISER YAMATO PERFECT MANUAL 2

Published 1983, Tokuma Shoten, 61577-71, ¥1300, A4 size, 244 pages (76 full color glossy, 40 full color matte, 128 black and white)

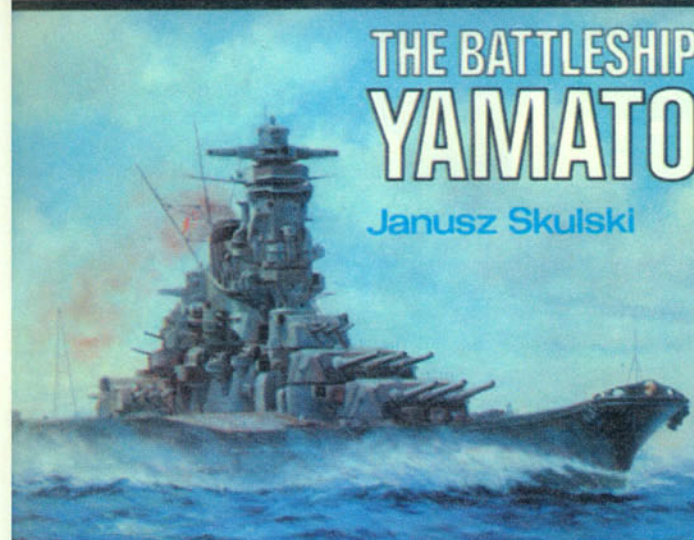
Contents: Color photo synopses, character design sheets, and general design artwork for NEW VOYAGE, BE FOREVER YAMATO, and YAMATO III. Mechanical catalog (color pictures and black and white design sheets) for all stories through YAMATO III. YAMATO pre-production materials section (review of pilot film, planning notes, and publicity materials). Staff and cast interviews. Music notes (including song lyrics and album listings.)

### YAMATO SHOP SPECIAL

#### BOGAAZANI A CHILD ON THE BATTLESHIP YAMATO

This excellent audio drama produced by L.A. Theatre Works and broadcast on National Public Radio in August, 1995, dramatizes events on the battleship YAMATO leading up to the fateful day of 7 April, 1945. The story focuses on a lieutenant who finds a stowaway on the ship, a young girl hoping to find her mother on Okinawa. Based on a story by Akira Hayasaka, this outstanding program will soon be available on audiocassette through Voyager Entertainment. Watch this space for details.

### Anatomy of the Ship



### ANATOMY OF THE SHIP SERIES: THE BATTLESHIP YAMATO

by Janusz Skulski  
First published in 1988 by Conway Maritime Press Ltd.  
Hardcover, 192 pages

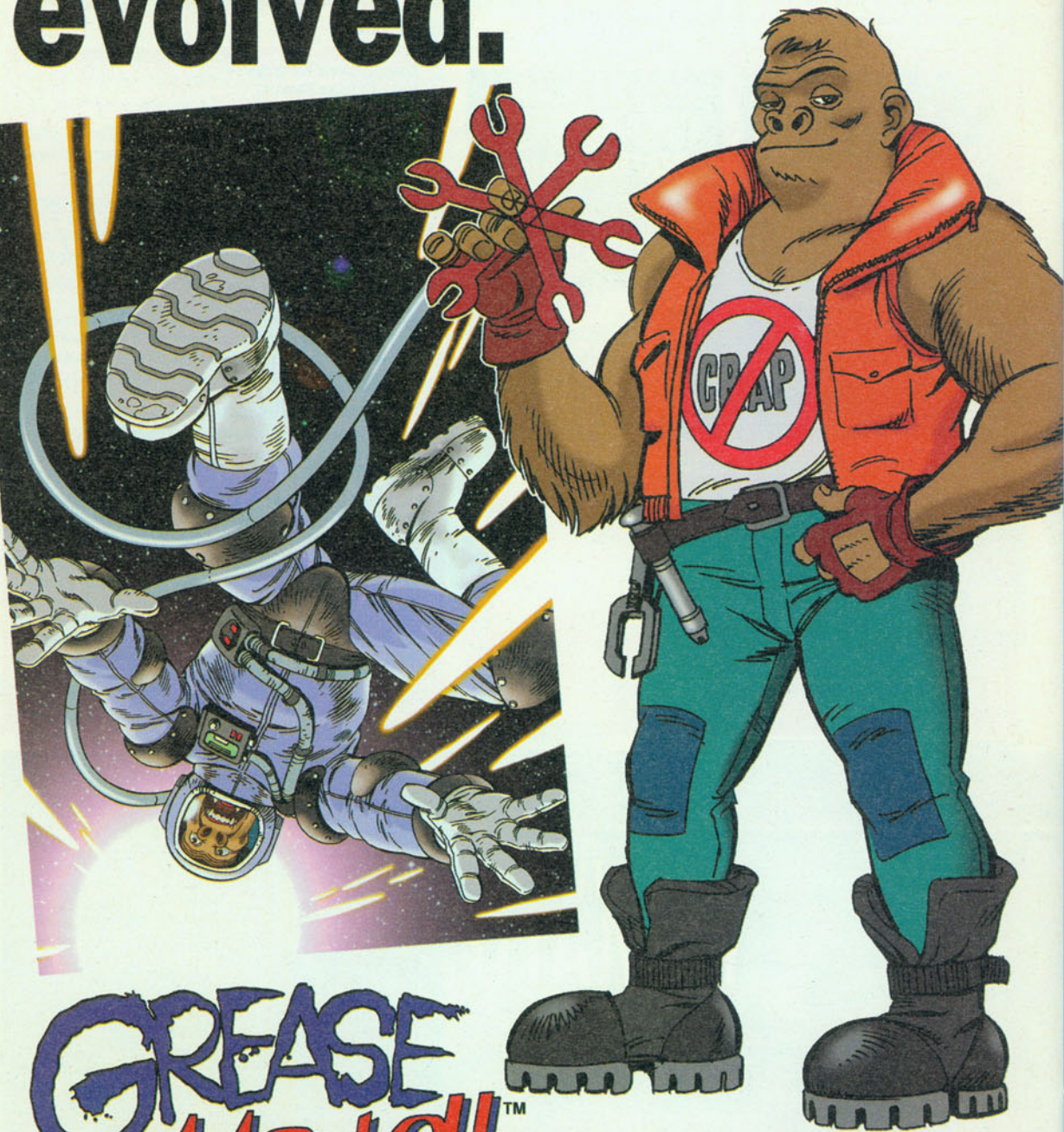
While this is obviously not a book about YAMATO animation, it is a fascinating look at the original battleship—literally down to the nuts and bolts. It contains plenty of historical background and photo reference, but the main attraction is a set of over 600 black and white technical drawings that painstakingly depict every square inch of YAMATO, including every gun, deck plate, and support vehicle. This remarkable book culminates with a diagram of the hull wreckage as it exists today, which demonstrates exactly how difficult it will be to rebuild into a space battleship!

Easily the most comprehensive work ever published on the ship, this book is available through Voyager Entertainment Inc. You can order it by calling Voyager's toll free number, 1-800-704-4040. The cost is \$39.95 (which includes shipping and handling) and credit card orders are welcome. (However, no foreign or Canadian orders will be accepted.)





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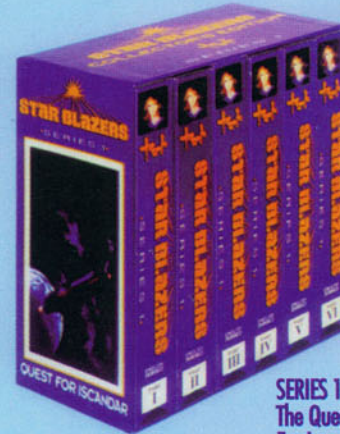
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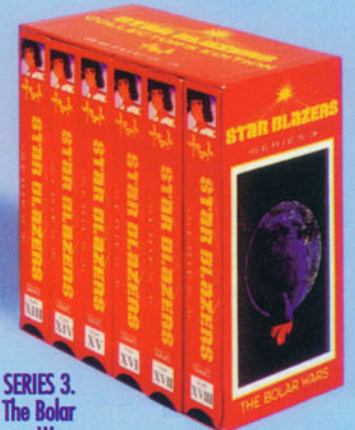
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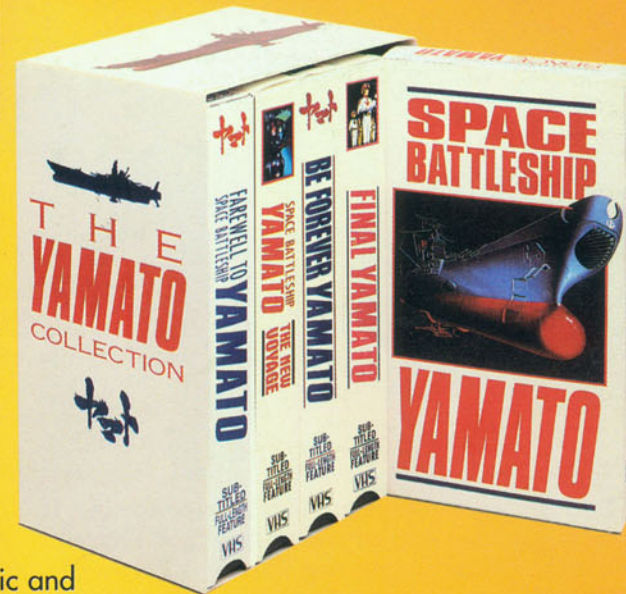
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