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STAR BLAZERS

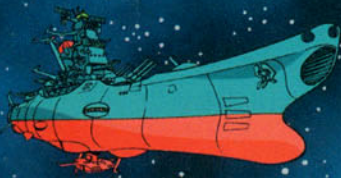
THE MAGAZINE OF SPACE BATTLESHIP YAMATO



THE NEW VOYAGE

part 2 of 4





STAR BLAZERS

THE MAGAZINE OF SPACE BATTLESHIP YAMATO

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

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President

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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

With this issue, our adaptation of THE NEW VOYAGE feature film shifts into high gear. We are also proud to present, for the first time, more scenes that were cut from the original film before it was shown in Japan and released on home video by Voyager Entertainment!

For readers who may have missed our last issue, here are the events that have brought us to this point:

Following their epic battle against the Comet Empire, the Star Force recuperated and prepared to take the newly-repaired Yamato on a test flight. Joining them was a host of raw recruits fresh out of the academy: ORION, precocious son of the ship's deceased chief engineer, KITANO, whose white-knuckle initiation as a helmsman put him in the ship's driver's seat, and SAKAMOTO, a hotshot fighter pilot who immediately found himself on Derek Wildstar's bad side. Despite a shaky start, the rookies managed to get Yamato off the ground and on the path of a new adventure.

Meanwhile, Leader Desslok and the remnants of the Gamilon fleet returned home to give their final regards before pushing on to a new destiny. To their surprise, intruders had already staked a claim on their dying homeworld and were hard at work draining it of its remaining resources. Outraged, Desslok ordered his forces to attack—resulting in an explosive chain reaction that ripped apart the entire planet of Gamilon!

Desslok was scarcely given time to mourn for his lost home when another crisis erupted. Torn free of its orbit, Gamilon's twin planet Iscandar hurtled off into deep space. Desslok ordered his fleet to give chase, unaware that the intruding enemy was preparing to do the same...

ERRATA:

Due to a printing error, some copies of our last issue lacked complete captions under the pictures on the second page of our interview with Noboro Ishiguro. The complete captions read as follows:

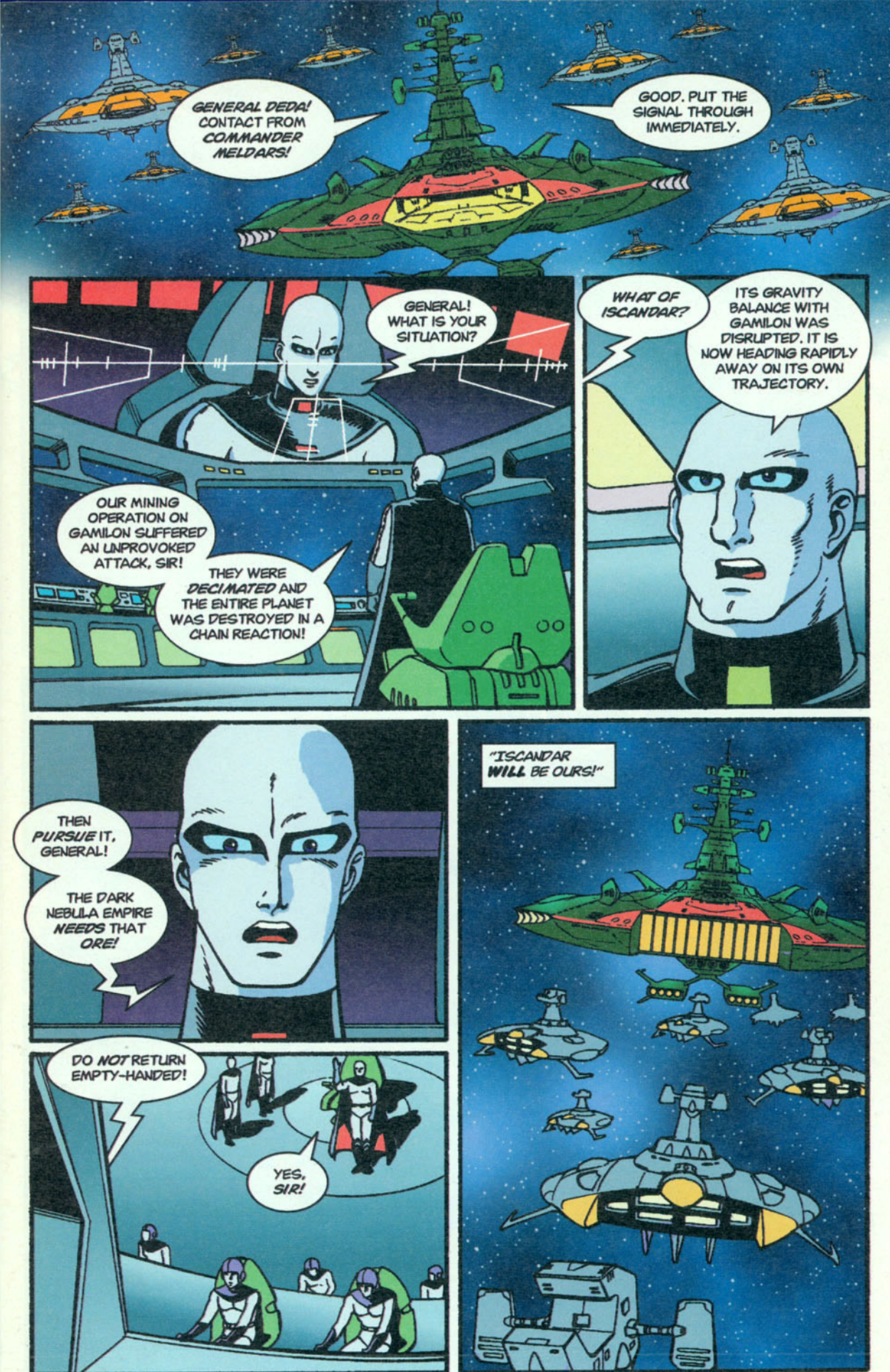
- One of Ishiguro's countless energy beam shots, some of which were painted with fingers instead of brushes.
- A zero-G explosion done right.
- One of Ishiguro's more elaborate scenes from the opening of FAREWELL TO YAMATO
- Another stunning shot accomplished with "skip" photography by Ishiguro.

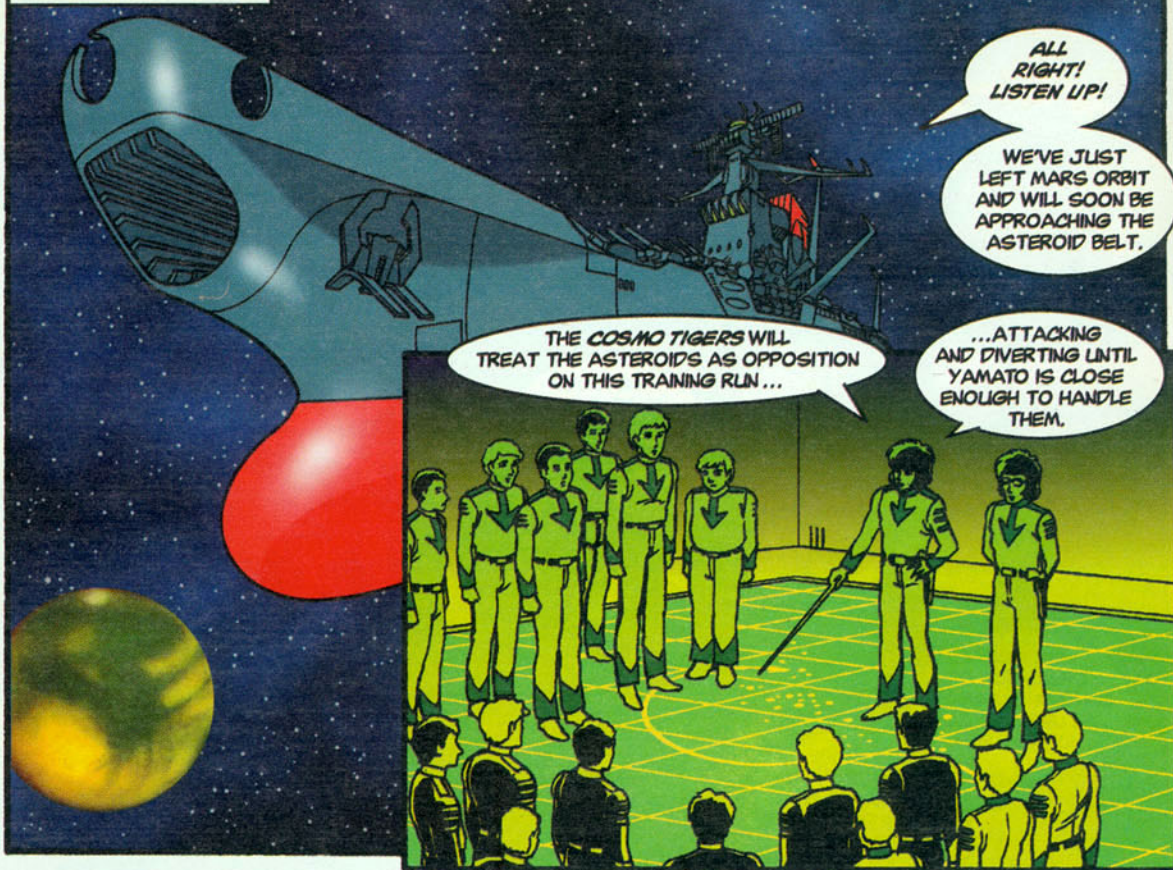
We apologize for any confusion caused by this error.

SPECIAL PRODUCT ANNOUNCEMENT

On the last page of this issue, you will find information on an all-new YAMATO product just released in Japan and now available through Voyager Entertainment, Inc. Clear a space on your wall for it, and enjoy STAR BLAZERS #3!

Barry Winston
Publisher





ALL RIGHT! LISTEN UP!

WE'VE JUST LEFT MARS ORBIT AND WILL SOON BE APPROACHING THE ASTEROID BELT.

THE COSMO TIGERS WILL TREAT THE ASTEROIDS AS OPPOSITION ON THIS TRAINING RUN...

...ATTACKING AND DIVERTING UNTIL YAMATO IS CLOSE ENOUGH TO HANDLE THEM.

"...YOU'LL DO FINE!"

ALL UNITS, THIS IS WILDSTAR! WINGS 1, 2, AND 3 FOLLOW ME...

THE REST OF YOU ARE UNDER SAKAMOTO'S COMMAND. DO YOUR BEST!

YAMAZAKI TO ENGINEERING - OPEN ALL ENERGY VALVES.

BE READY TO SWITCH POWER TO GUNNERY AT MY COMMAND.

WHEW! I'M NOT GONNA SURVIVE THIS STUFF DAY AFTER DAY!

DON'T START COMPLAINING YET. WITH WILDSTAR RUNNING THE SHOW, THERE'S WORSE TO COME!



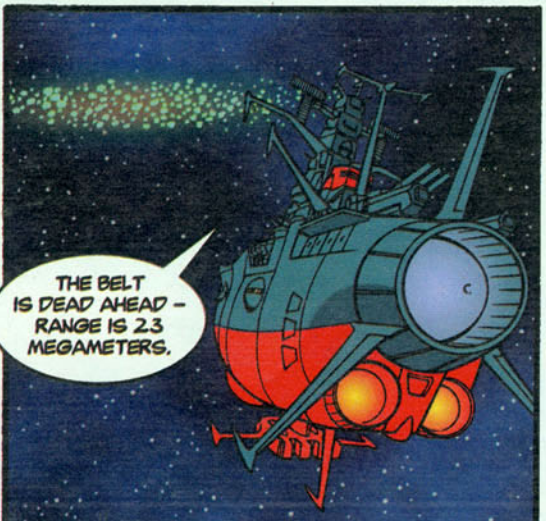
THIS IS OUR FIRST TIME OUT AS A UNIT, SO I'LL BE LEADING THE SQUADRON IN MY OWN FIGHTER. ANY QUESTIONS?

AAAH, DODGING ASTEROIDS IS KID STUFF, COMMANDER WILDSTAR!



WATCH THAT OVER-CONFIDENCE, SAKAMOTO, IT'LL JINX YOU EVERY TIME!

MOVE OUT!



THE BELT IS DEAD AHEAD - RANGE IS 2.3 MEGAMETERS.



THE FIGHTERS WILL ENGAGE AND PEEL OFF. KITANO, I WANT YOU TO GIVE FIRING ORDERS TO GUNNERY, ALL RIGHT?

GULP!

Y-YES, SIR!

HEY, RELAX...



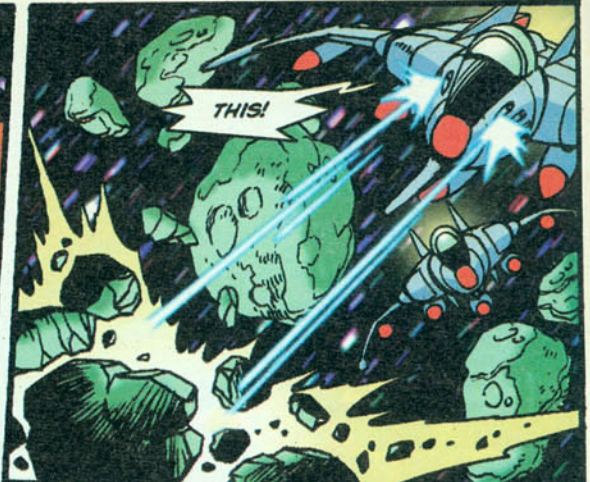
OKAY, COSMO TIGERS -



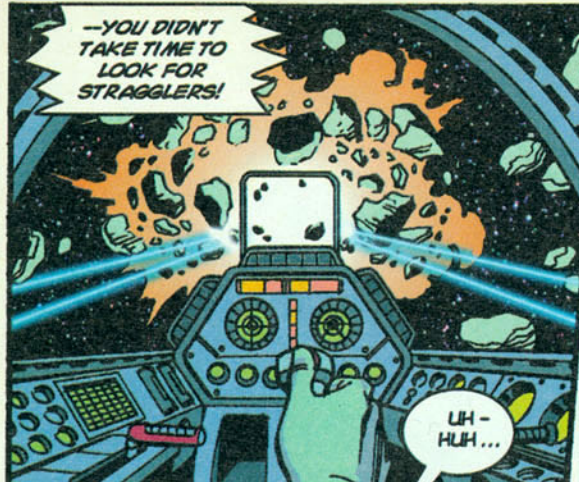
HERE WE GO!



HEY! WHATTAYA DO IF ONE OF THESE THINGS WON'T GET OUTTA YOUR WAY?



THIS!



-YOU DIDN'T TAKE TIME TO LOOK FOR STRAGGLERS!

UH - HUH...



...WHO CARES WHEN YOU'RE THIS HOT?



--SO PEEL OUT AND GO BACK IN FROM BEHIND.



SAKAMOTO! WATCH YOUR TAIL!

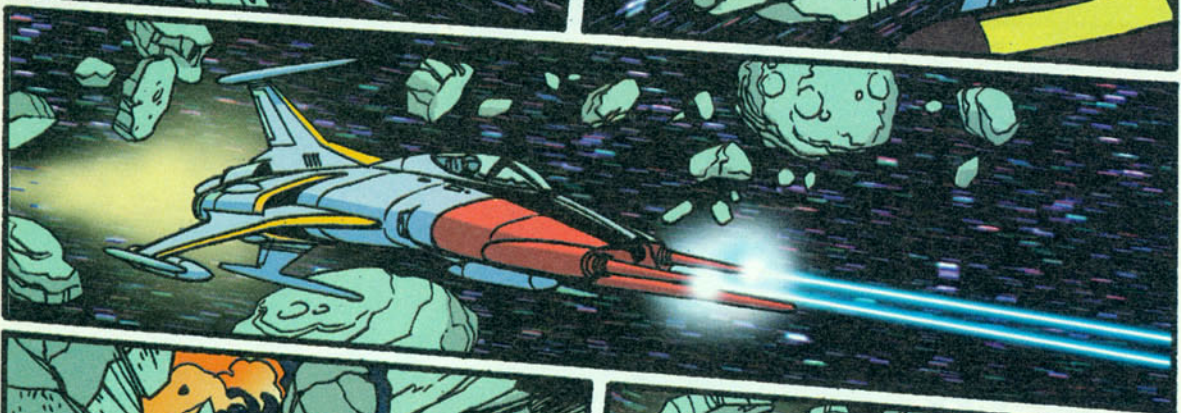


HUH? WHERE'D THAT ONE COME FR --



ALWAYS THINK ONE MOVE AHEAD.

OUR FIRST PASS IS OVER --



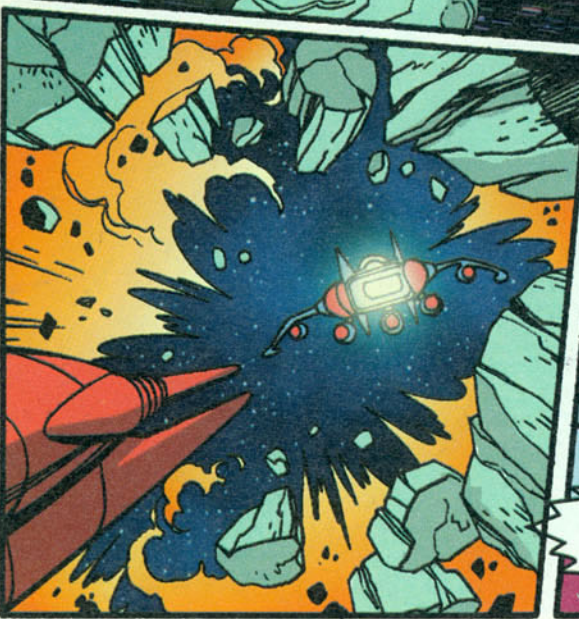
SAKAMOTO! YOU STILL WITH US?

WEREN'T YOU WATCHING, COMMANDER?



WE'RE ALREADY BACK IN AHEAD OF YOU!

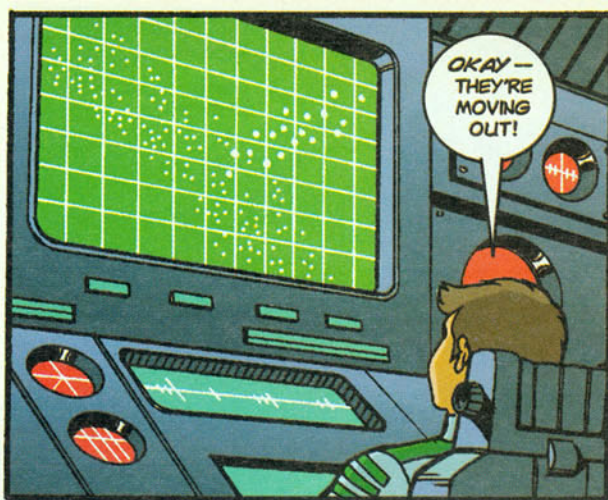
THAT'S TOO FAST, SAKAMOTO!



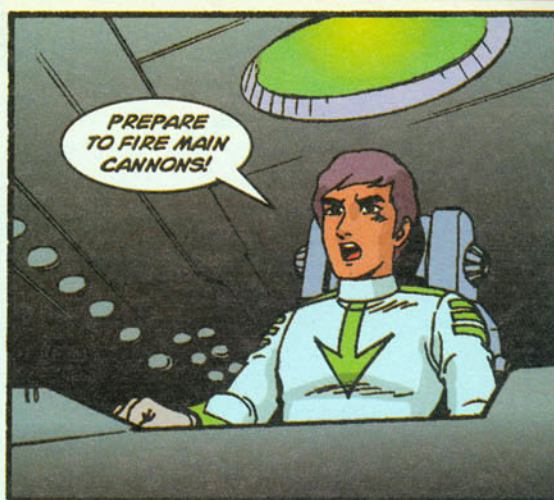
TH-THANKS, COMMANDER.

WE'LL TALK ABOUT IT LATER.

ALL FIGHTERS -- GET CLEAR OF YAMATO'S FIRING RANGE!



OKAY — THEY'RE MOVING OUT!



PREPARE TO FIRE MAIN CANNONS!



A LITTLE LATE ON THAT ONE, KITANO. IT SHOULD HAVE BEEN DONE WHILE THEY WERE ENGAGING.



RANGE, 3000!



FIRE!

NOT YET!!



WHOAH!

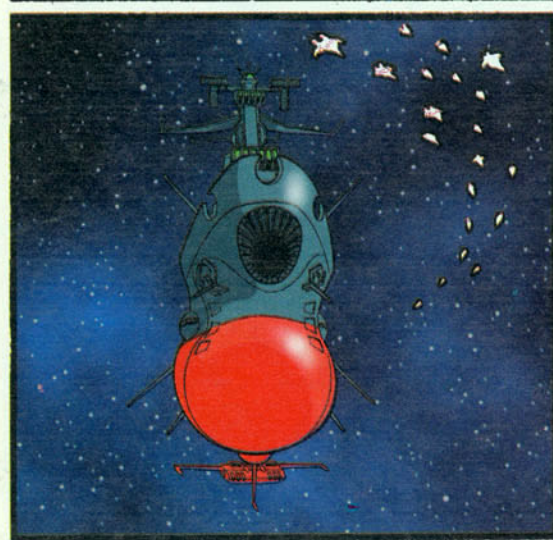
ALL CRAFT, PULL OUT!



COMMANDER WILDSTAR ...

...ARE WE DONE NOW?

.....



I DON'T SUPPOSE I HAVE TO SPELL THIS OUT, KITANO, BUT YOU FIRED ON US TOO EARLY.

IF THOSE TRANCEE GUNNERS WERE BETTER SHOTS, WE'D HAVE LOST A LOT OF FIGHTERS.

I AM VERY SORRY, SIR!



AND SAKAMOTO ...
YOU MAY BE A BORN PILOT, BUT IF THAT WERE A REAL BATTLE YOU'D BE A DEAD ONE.

BUT, SR ...



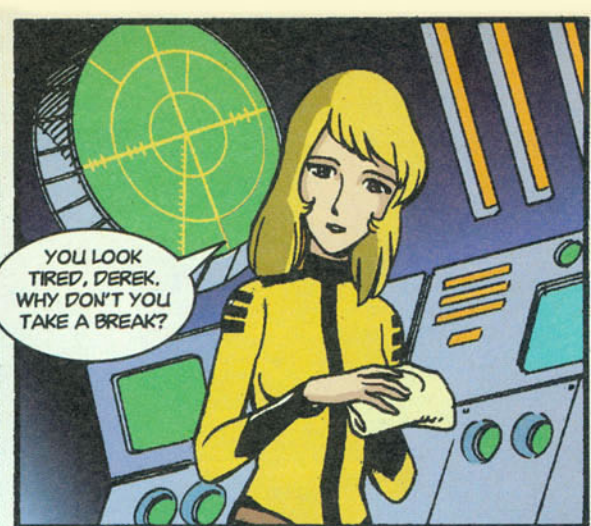
I WAS AVOIDING A COLLISION WITH ASTEROIDS!

AND LUCKY FOR YOU THAT'S ALL THEY WERE.

IF THEY CAME EQUIPPED WITH GUNS, YOU'D HAVE BEEN HIT AND OUT OF CONTROL ...



WHEW!



YOU LOOK TIRED, DEREK. WHY DON'T YOU TAKE A BREAK?



...AND YOU PROBABLY WOULD'VE CRASHED INTO ME.

ANYWAY, I DON'T THINK EITHER OF YOU WILL MAKE THE SAME MISTAKES AGAIN ...



YEE-HAW!

GIVE ME A LOOK AT YOU!

YOU LOOK LOVELY!

HEY, OVER HERE, CUTIE!

WOOF! WOOF!



BUT JUST TO MAKE SURE, YOU'LL EACH RUN A FULL LAP AROUND THE SHIP ...

IN YOUR UNDERWEAR.

DISMISSED.



LEAVE THEM ALONE! RETURN TO YOUR POSTS!

REMEMBER, YOU COULD BE NEXT!

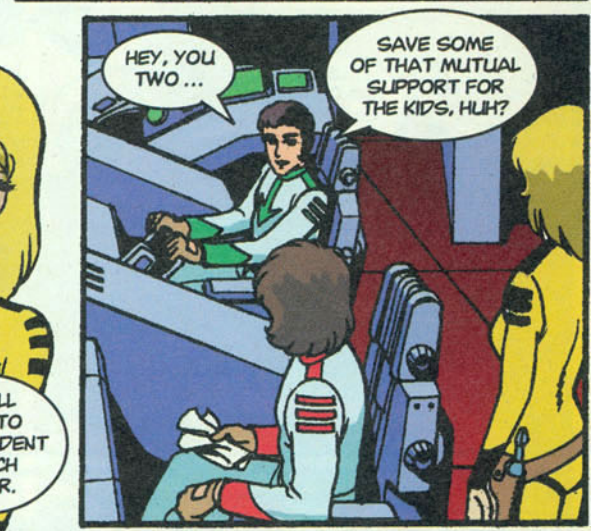


YOU THINK I'M TOO STRICT, DON'T YOU, NOVA?

YAMATO IS NOT A KINDERGARTEN. WE ALL LEARNED THAT.

YES, YOU'RE RIGHT.

WE ALL NEED TO BE CONFIDENT IN EACH OTHER.

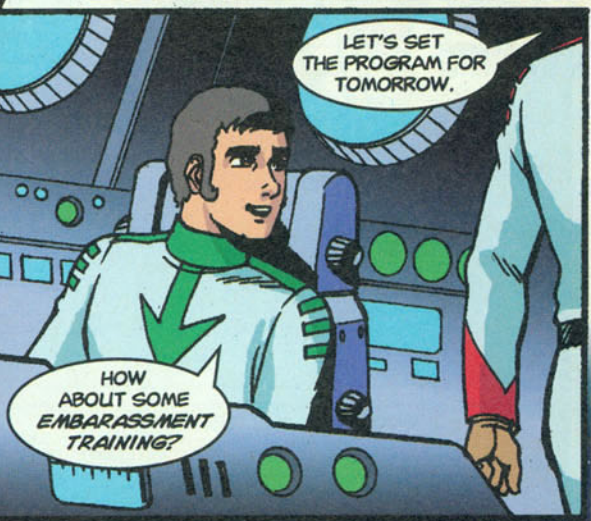


HEY, YOU TWO ...

SAVE SOME OF THAT MUTUAL SUPPORT FOR THE KIDS, HUH?

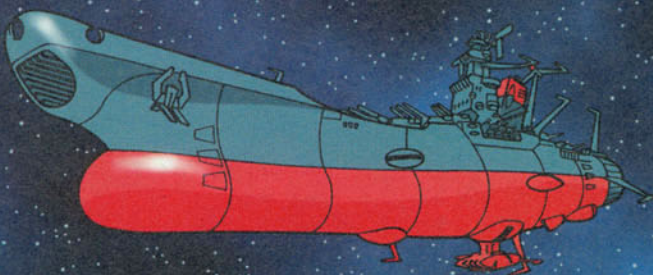


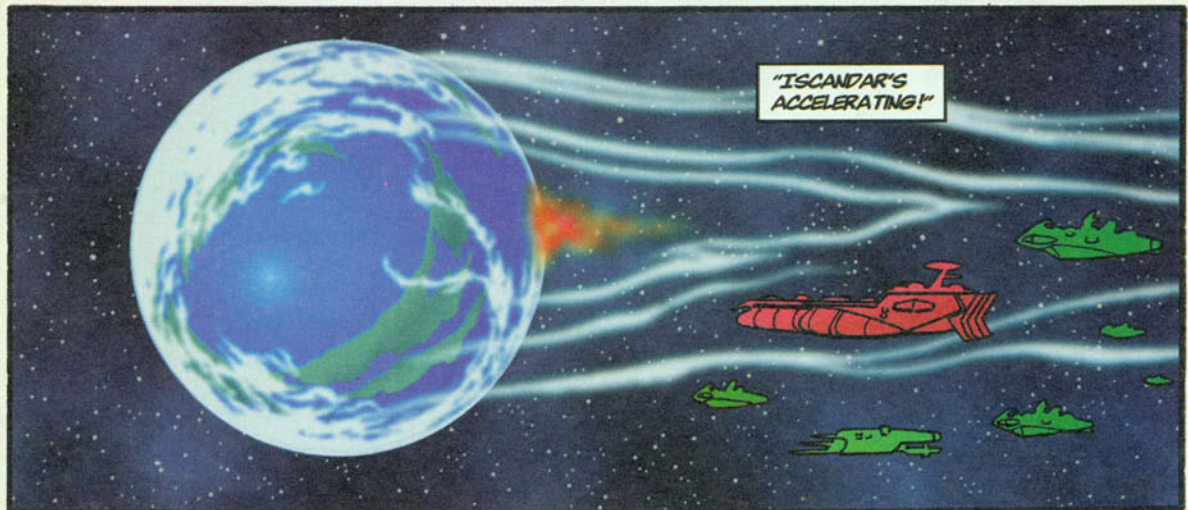
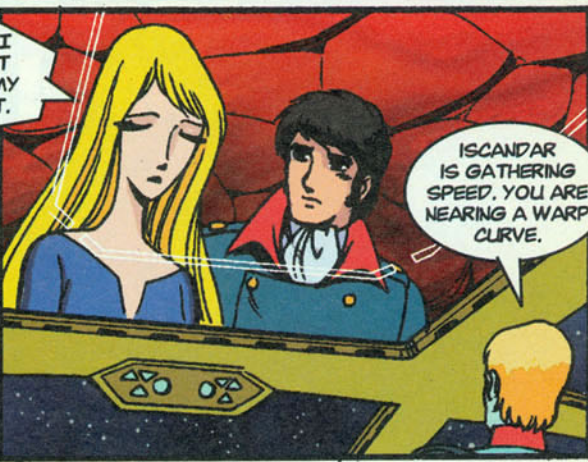
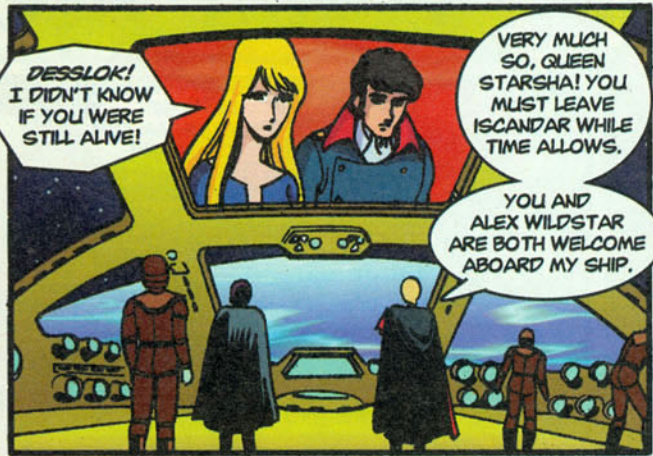
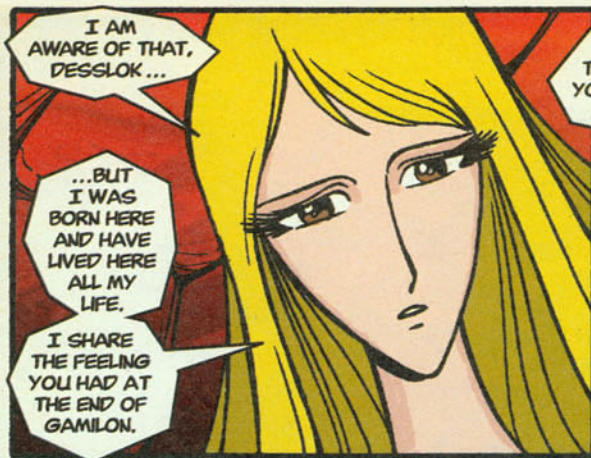
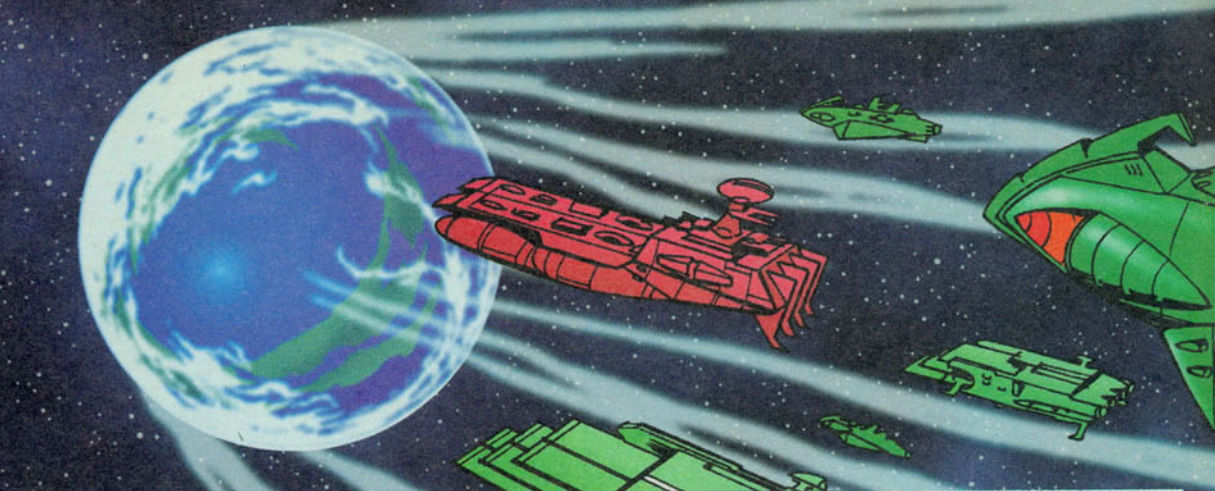
DON'T BE SILLY, VENTURE. WE ALL HAD IT TOUGH IN THE BEGINNING.



LET'S SET THE PROGRAM FOR TOMORROW.

HOW ABOUT SOME EMBARRASSMENT TRAINING?





STILL NO CONTACT FROM ISCANDAR?

IT'S COMING THROUGH NOW, LEADER DESSLOK!

I HAVE THEM!

I AM AWARE OF THAT, DESSLOK ...

... BUT I WAS BORN HERE AND HAVE LIVED HERE ALL MY LIFE.

I SHARE THE FEELING YOU HAD AT THE END OF GAMILON.

WE'VE DECIDED TO STAY, DESSLOK. IF YOU MEET MY BROTHER AGAIN, SOMEDAY ...

... PLEASE TELL HIM WE LIVED HAPPILY.

STILL NO CONTACT FROM ISCANDAR?

IT'S COMING THROUGH NOW, LEADER DESSLOK!

I HAVE THEM!

LOOK! ERUPTIONS!

IT BEGINS!

DESSLOK! I DIDN'T KNOW IF YOU WERE STILL ALIVE!

VERY MUCH SO, QUEEN STARSHA! YOU MUST LEAVE ISCANDAR WHILE TIME ALLOWS.

YOU AND ALEX WILDSTAR ARE BOTH WELCOME ABOARD MY SHIP.

ARE WE?

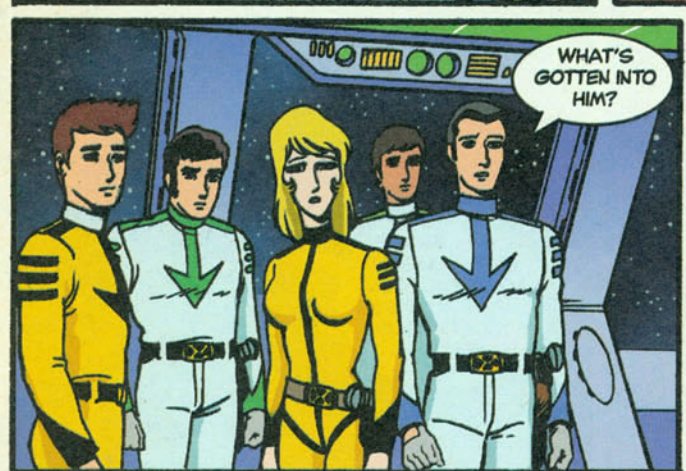
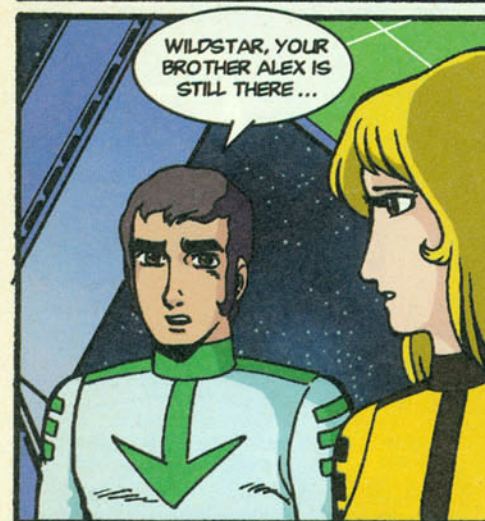
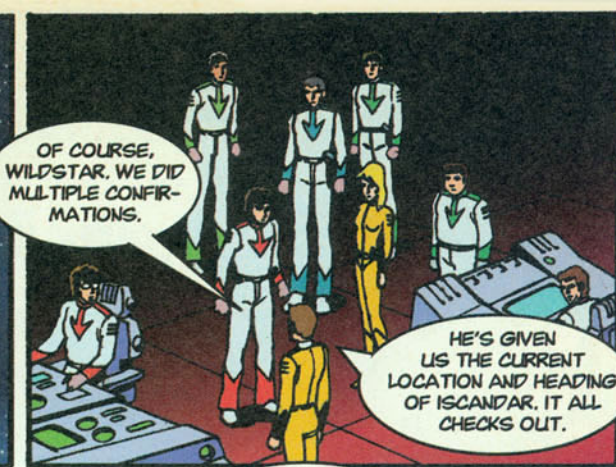
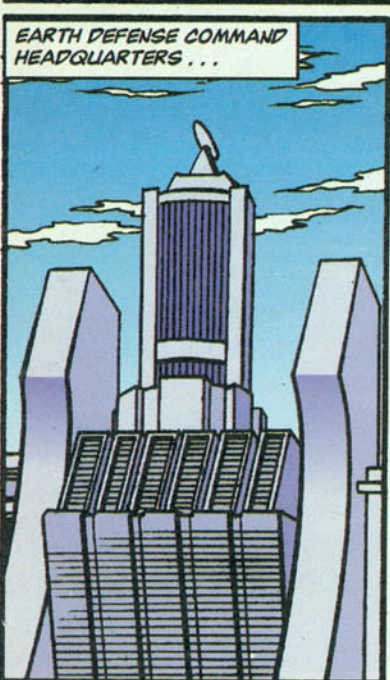
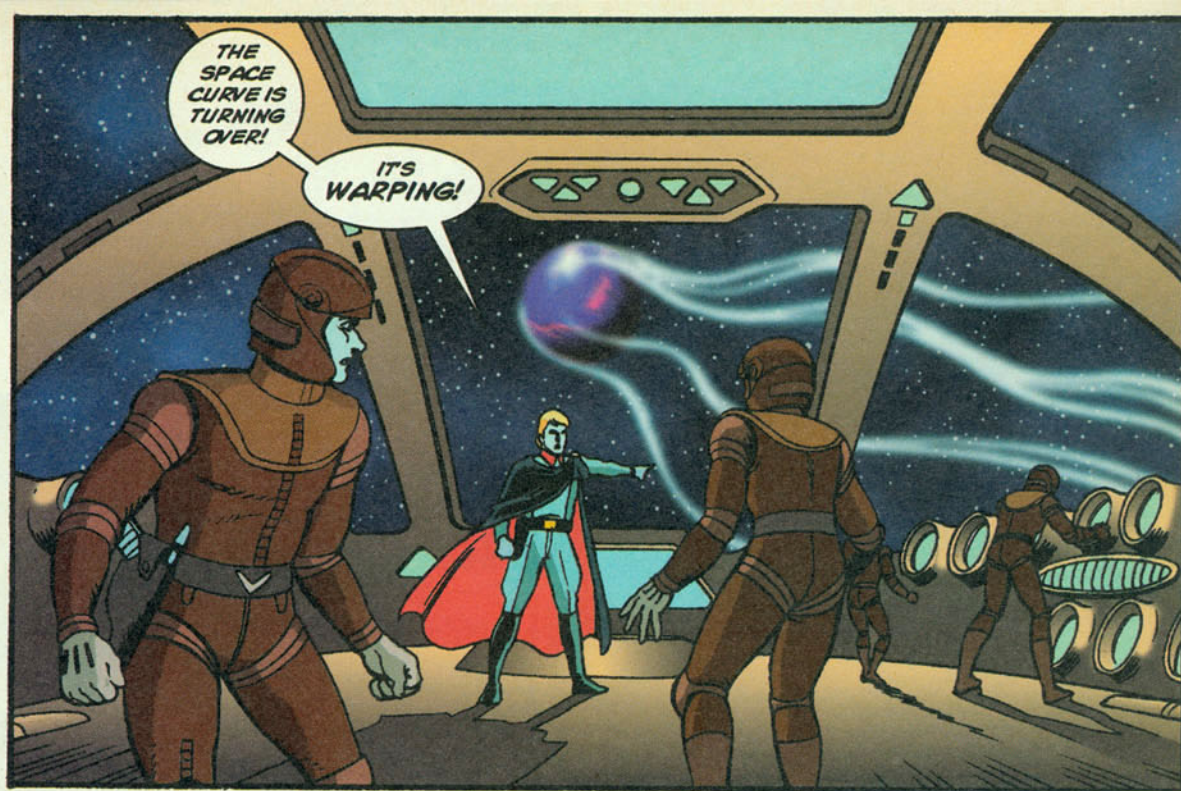
BELIEVE ME, STARSHA. I ONLY WANT TO AID YOU AS A FRIEND AND A NEIGHBOR. NO MORE, NO LESS.

... BUT I CANNOT LEAVE MY PLANET.

ISCANDAR IS GATHERING SPEED. YOU ARE NEARING A WARP CURVE.

THANK YOU, DESSLOK. I HARDLY EXPECTED SUCH A FAVOR ...

'ISCANDAR'S ACCELERATING!'





DEREK... CAN I COME IN?

OH... SURE, NOVA.

I'M SORRY. I SAID MY GOODBYES TO ALEX... I DIDN'T REALLY EXPECT TO SEE HIM AGAIN.



IF DESSLOK'S MESSAGE IS TRUE, HE COULD BE IN GREAT DANGER.

WE'VE GOT TO GET GOING NOW!



I KNOW, NOVA. BUT WE DON'T HAVE ORDERS TO LEAVE THE SOLAR SYSTEM...

AND I CAN'T USE THE STAR FORCE TO SATISFY MY OWN PERSONAL FEELINGS.



BUT IT'S NOT JUST YOUR FEELINGS, DEREK. EARTH ITSELF OWES A GREAT DEBT TO ISCANDAR.

IF NOT FOR QUEEN STARSHA, WE NEVER WOULD HAVE GOTTEN THE COSMO DNA.

FOR THAT MATTER, WE WOULDN'T EVEN HAVE YAMATO.



GOOD. I WANT YOU TO START IMMEDIATELY.

BUT SIR, WE'RE ONLY CREWED WITH TRAINEES...

AND WE'D BE LEAVING EARTH UNDEFENDED.



THE COUNCIL GAVE ME THOSE SAME ARGUMENTS, WILDSTAR... BUT WE ALL KNOW HOW MUCH WE OWE TO QUEEN STARSHA.

I'M AUTHORIZING YOU TO DO WHATEVER IS NECESSARY TO HELP HER.

AND I'M COUNTING ON YOU PERSONALLY, WILDSTAR.



OF COURSE, BUT --

COMMANDER WILDSTAR, URGENT MESSAGE FROM EARTH! PLEASE REPORT TO THE BRIDGE!



COMMANDER!

WILDSTAR, WE ALSO RECEIVED THE MESSAGE FROM DESSLOK. I DON'T THINK WE NEED TO HESITATE ON THIS.

HOW LONG WOULD IT TAKE YOU TO GET TO ISCANDAR?



I'M HERE! WHAT IS IT?



UH... BASED ON ITS CURRENT LOCATION, ABOUT SEVEN HOURS OF CONTINUOUS WARPING, SIR.



GOOD LUCK. E.D.C. OUT.

GOOD. LET'S MOVE, WILDSTAR.

SIR... I KNOW YOU'RE NERVOUS ABOUT THE TRAINEES...



BUT I THINK I SPEAK FOR ALL OF THEM WHEN I SAY WE TRUST YOU WITH OUR LIVES.

AND WE WON'T LET YOU DOWN, SIR!



THANKS, KITANO.

THAT MAKES MY DECISION EASIER.



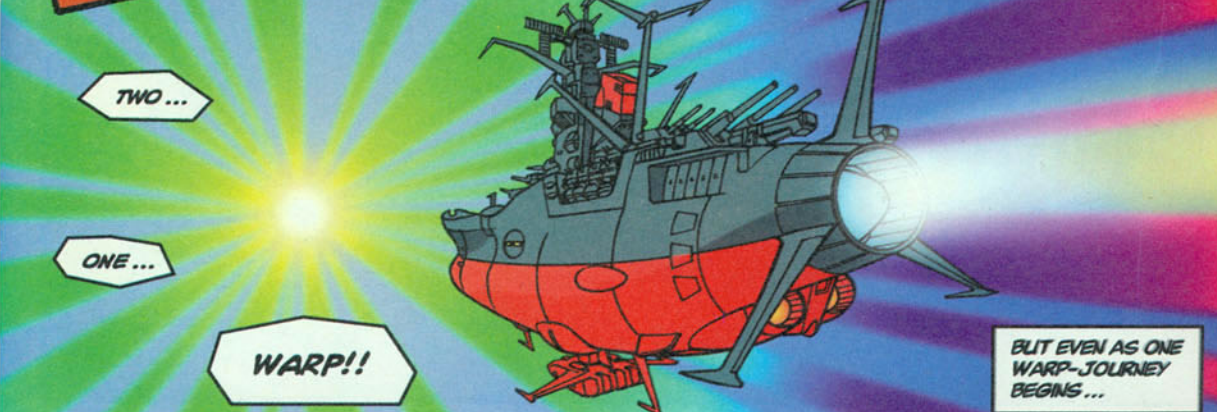
ALL HANDS! WE'VE BEEN ORDERED TO PLANET ISCANDAR!

SECURE FOR WARP!

TH-THIS IS MY FIRST WARP! WHAT IF I PASS OUT AND DON'T WAKE UP?

WELL, THEN I WON'T HAVE TO LISTEN TO ANY MORE OF YOUR MOANING!

FIVE SECONDS! FOUR... THREE...



TWO...

ONE...

WARP!!

BUT EVEN AS ONE WARP-JOURNEY BEGINS...

...ANOTHER DRAWS TO A CHILLING CLOSE!



LEADER DESSLOK!
WE'VE COME OUT OF WARP -- WE'VE FOLLOWED ISCANDAR'S COURSE PRECISELY!

GOOD. WHERE HAVE WE ARRIVED?



THE GRAVITY NEBULA, SIR! ONE OF THE LARGEST BLACK HOLES EVER CHARTED!

IF WE'RE CAUGHT IN ITS GRAVITY FIELD --

I DON'T CARE! WE HAVEN'T COME THIS FAR ONLY TO GIVE UP THE CHASE, TALAN!



"CONTACT QUEEN STARSHA AGAIN -- I WANT TO ENSURE HER SAFETY!"

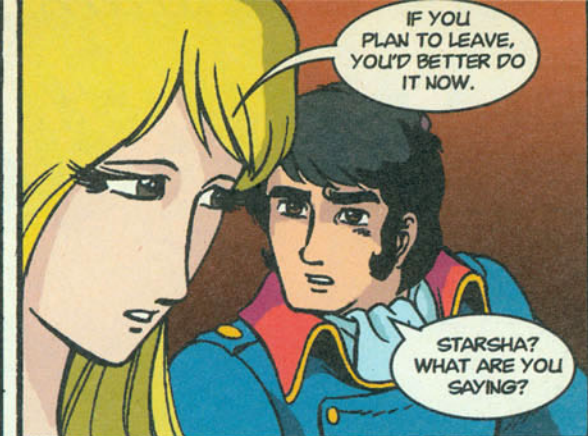
STARSHA, THE PLANET'S SLOWED TO SUB-WARP VELOCITY.



THE NEBULA IS PULLING AGAINST US AND SLOWING US DOWN.

BUT IF THAT MAGMA ACTIVITY STARTS UP AGAIN, IT COULD THROW US INTO ANOTHER WARP!

ALEX ...



IF YOU PLAN TO LEAVE, YOU'D BETTER DO IT NOW.

STARSHA? WHAT ARE YOU SAYING?



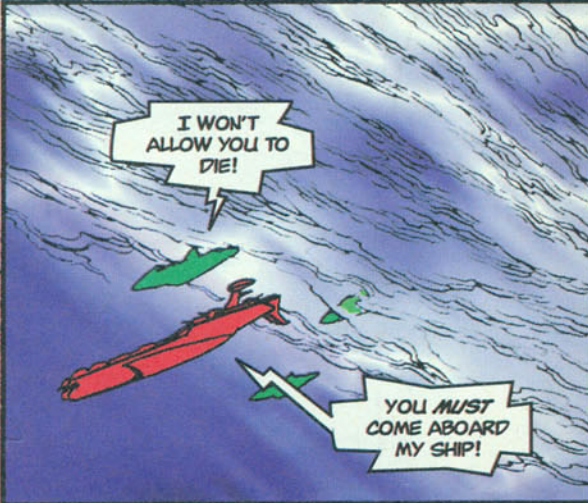
JUST THAT WE NEED TO THINK ABOUT --

STARSHA! THIS IS DESSLOK! PLEASE RESPOND!



DESSLOK! HE CAME AFTER US!

STARSHA! GIVE ME PERMISSION TO LAND!



I WON'T ALLOW YOU TO DIE!

YOU MUST COME ABOARD MY SHIP!



HE'S RIGHT. WE HAVE TO GO!

BUT I WON'T LEAVE WITHOUT YOU!

NO ...

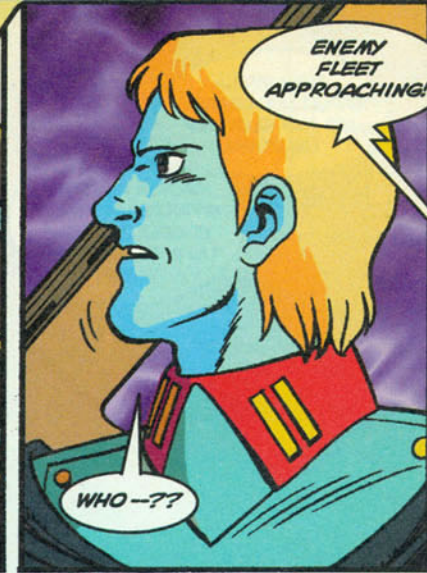


DESSLOK! YOU MUST LEAVE HERE AT ONCE!

LISTEN TO ME, STARSHA! I --

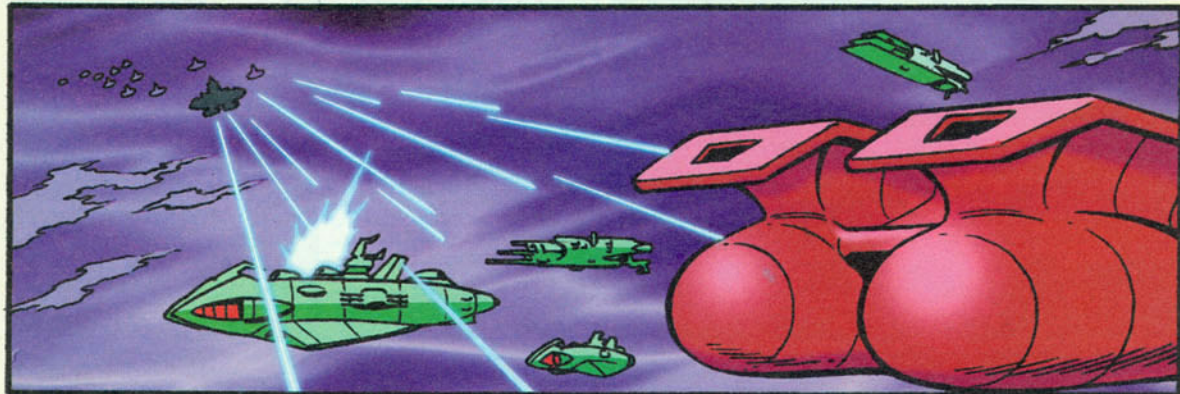
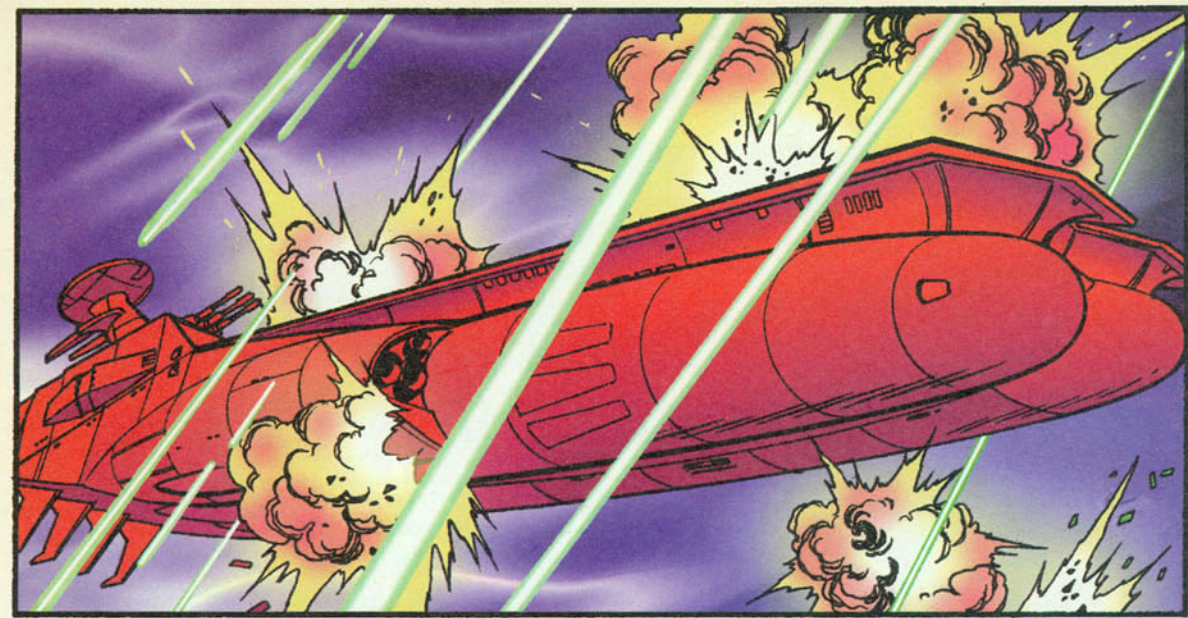


WHAT--?



ENEMY FLEET APPROACHING!

WHO--??



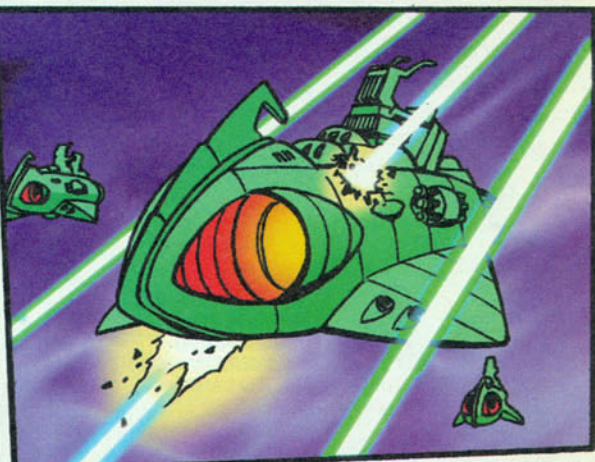
THE LAUNCH PAD IS HIT!

SECOND GUN TURRET IS HIT!



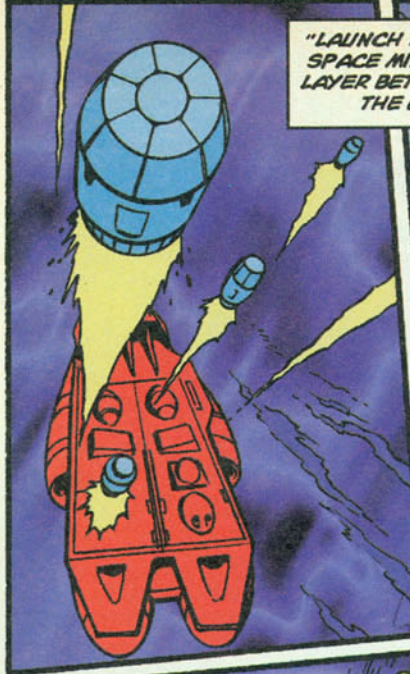
MY LORD! HALF THE FLEET HAS ALREADY BEEN DISABLED!

WE'RE BEING SURROUNDED!

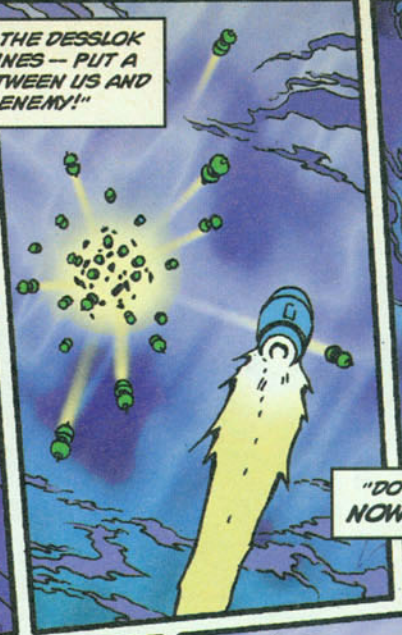


ALL SHIPS RETURN FIRE AT ONCE AND FOLLOW ME TO THE SURFACE!

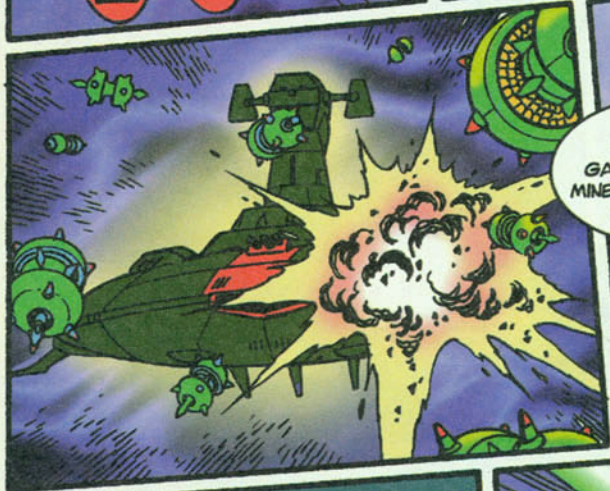
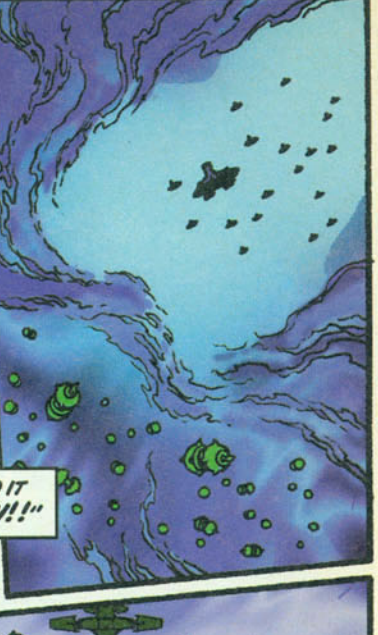
WE'LL MAKE OUR STAND IN THE SEA AROUND MOTHERTOWN!



"LAUNCH THE DESSLOK SPACE MINES — PUT A LAYER BETWEEN US AND THE ENEMY!"



"DO IT NOW!!!"



GENERAL DEDA! THE GAMILONS HAVE MINED THE ATTACK CORRIDOR!

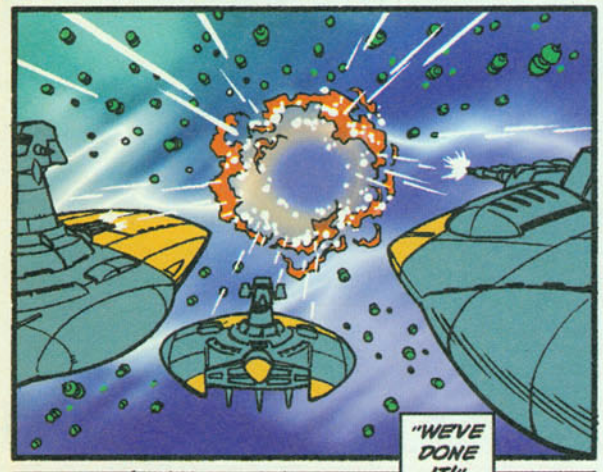
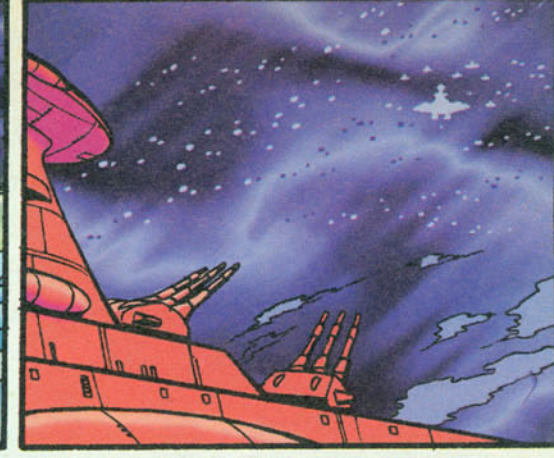
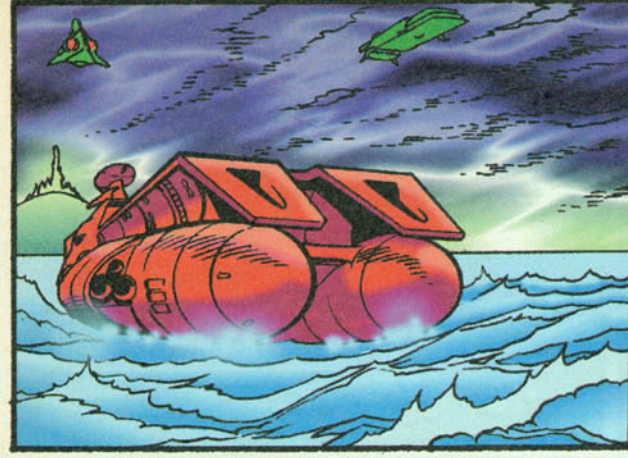
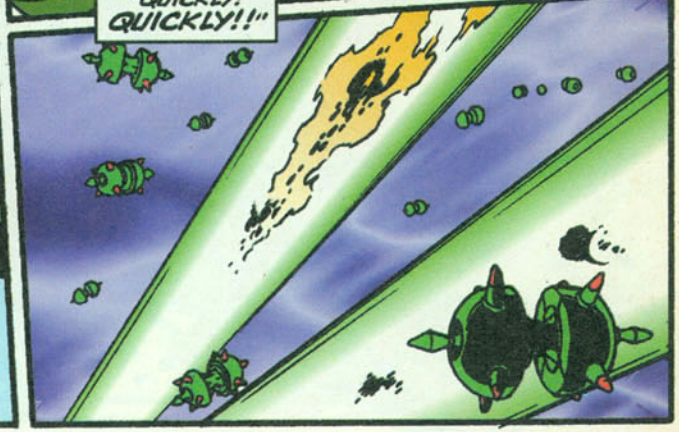


BAH! A MINOR INCONVENIENCE! OPEN UP ALL GUNS!

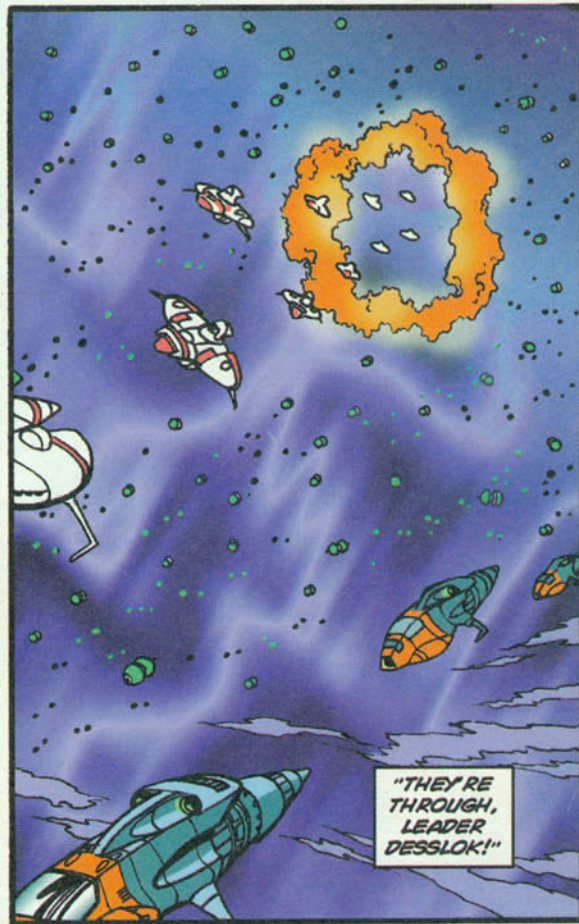
CARVE A HOLE FOR THE FIGHTERS!



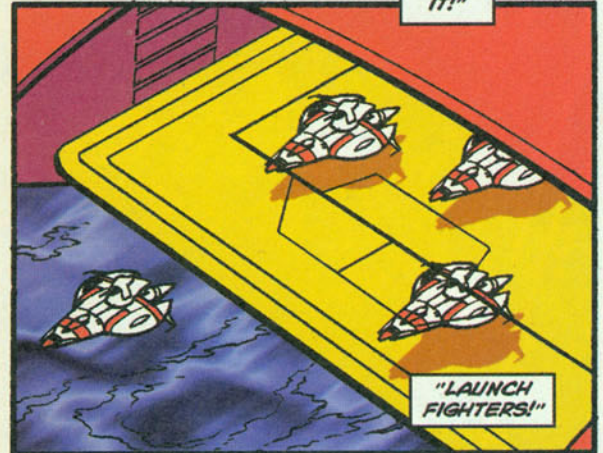
"QUICKLY! QUICKLY!!!"



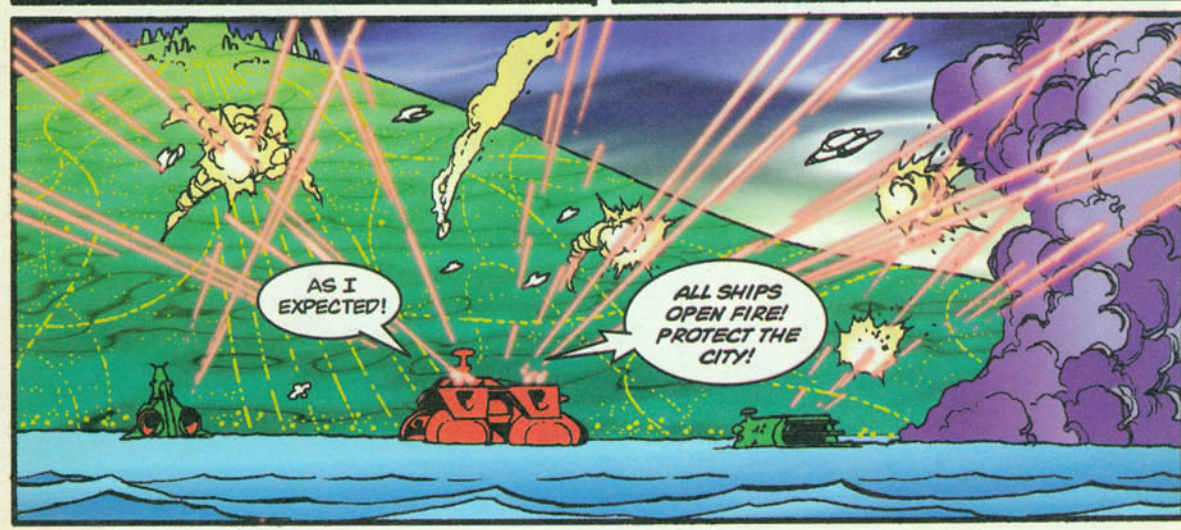
"WE'VE DONE IT!"



"THEY'RE THROUGH, LEADER DESSLOK!"

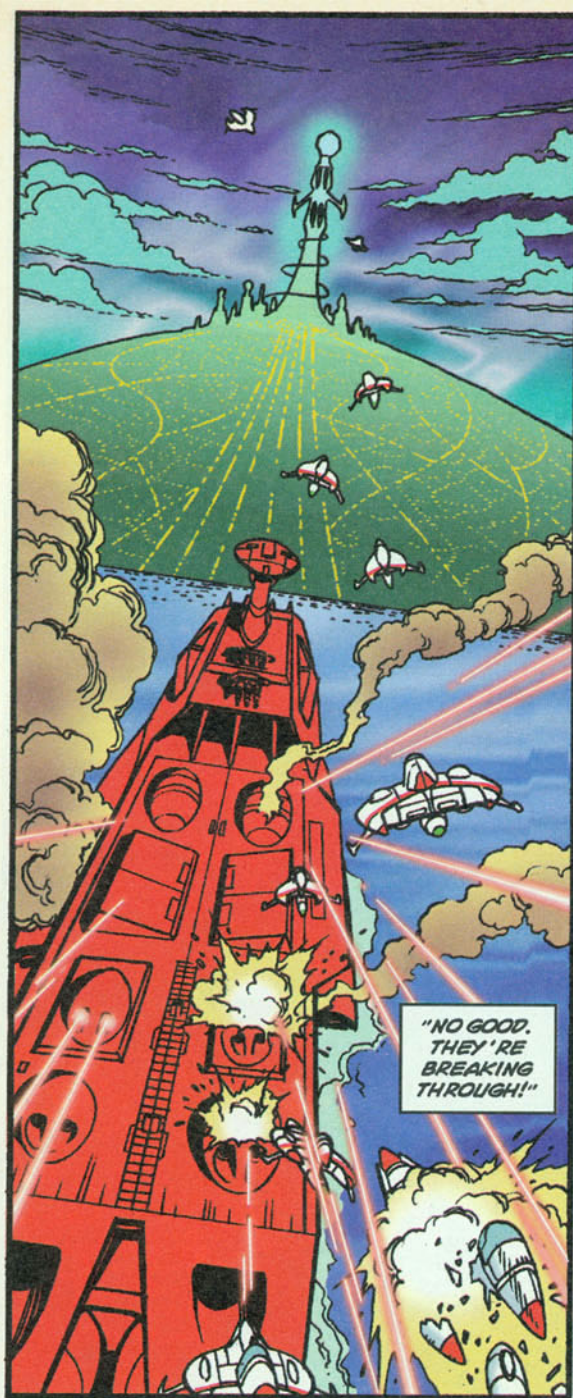


"LAUNCH FIGHTERS!"

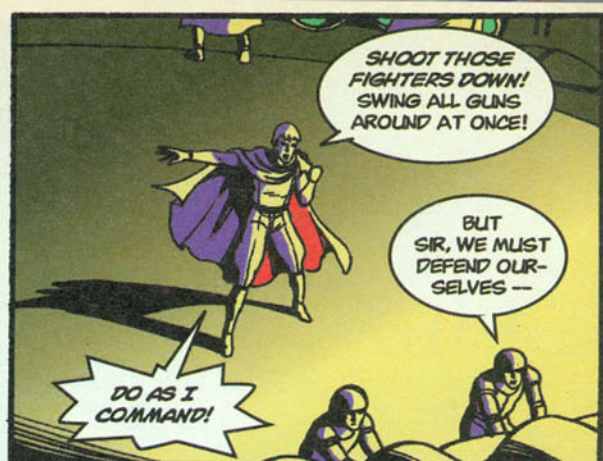


AS I EXPECTED!

ALL SHIPS OPEN FIRE! PROTECT THE CITY!



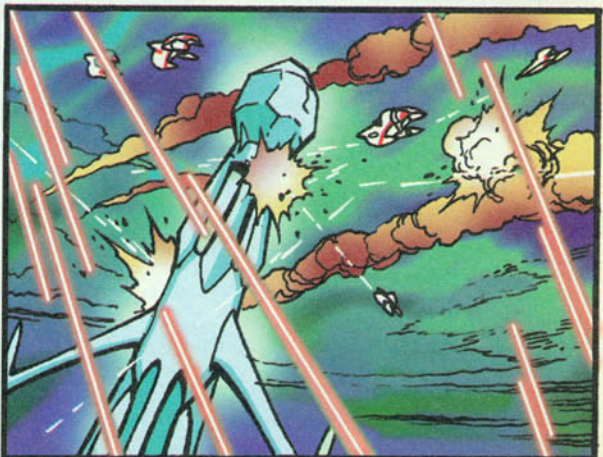
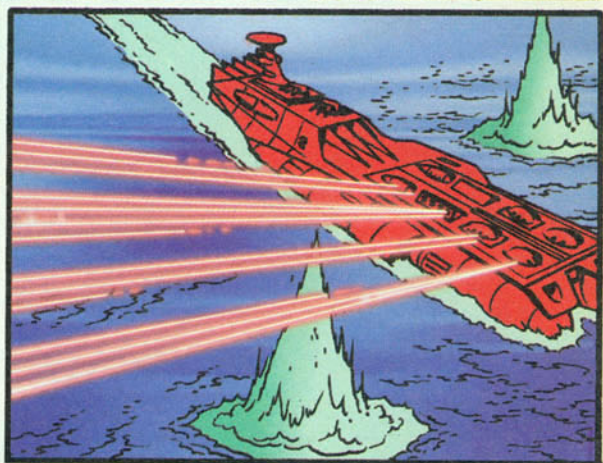
"NO GOOD. THEY'RE BREAKING THROUGH!"



SHOOT THOSE FIGHTERS DOWN! SWING ALL GUNS AROUND AT ONCE!

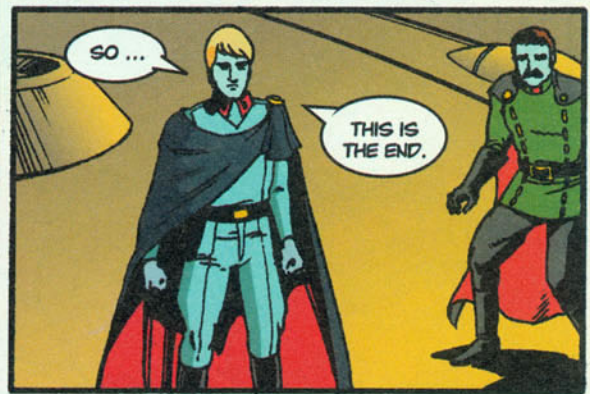
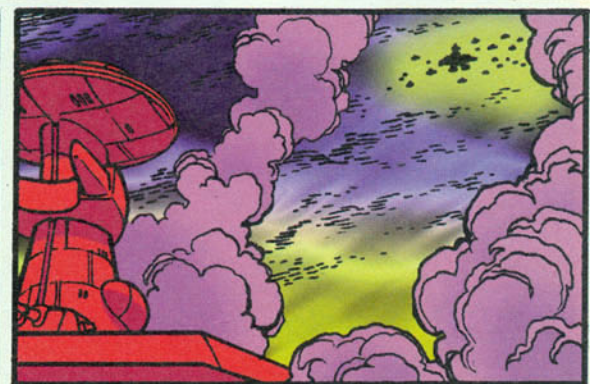
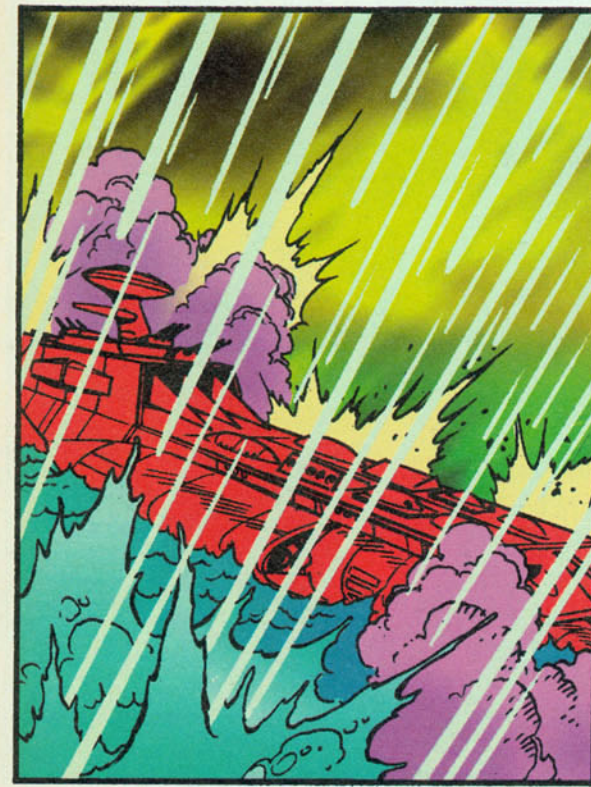
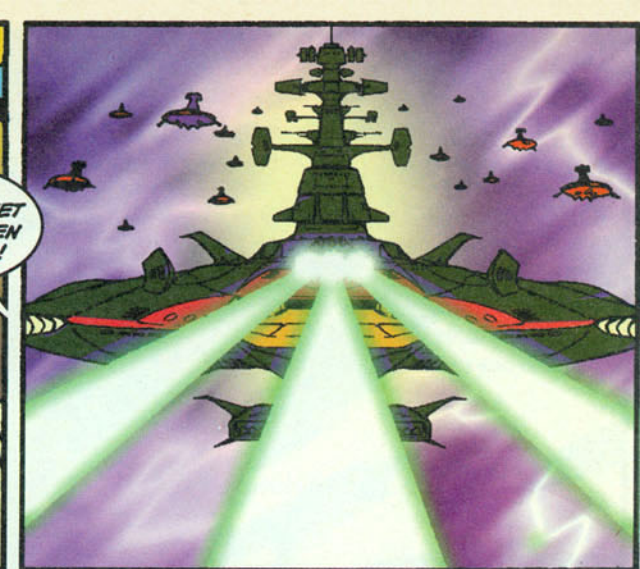
BUT SIR, WE MUST DEFEND OURSELVES —

DO AS I COMMAND!



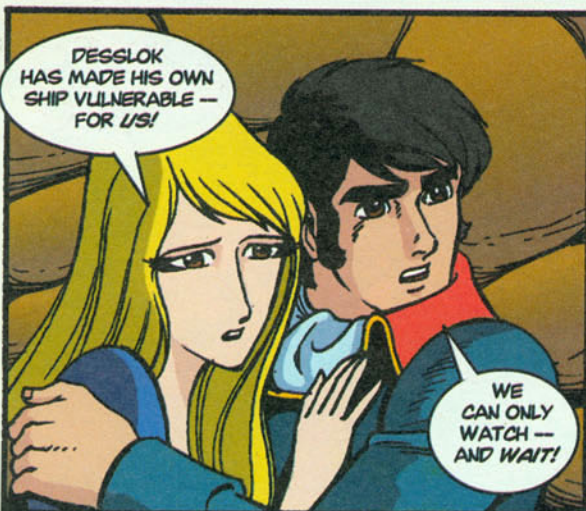
THEY GOT OUR SIGNAL. THEY'LL COME.

THE ENEMY FLEET HAS BROKEN THROUGH!



SO ...

THIS IS THE END.



DESSLOK HAS MADE HIS OWN SHIP VULNERABLE — FOR US!

WE CAN ONLY WATCH — AND WAIT!



STILL NO WORD FROM YAMATO?

NOT YET, SIR!



OH ... DESSLOK ...



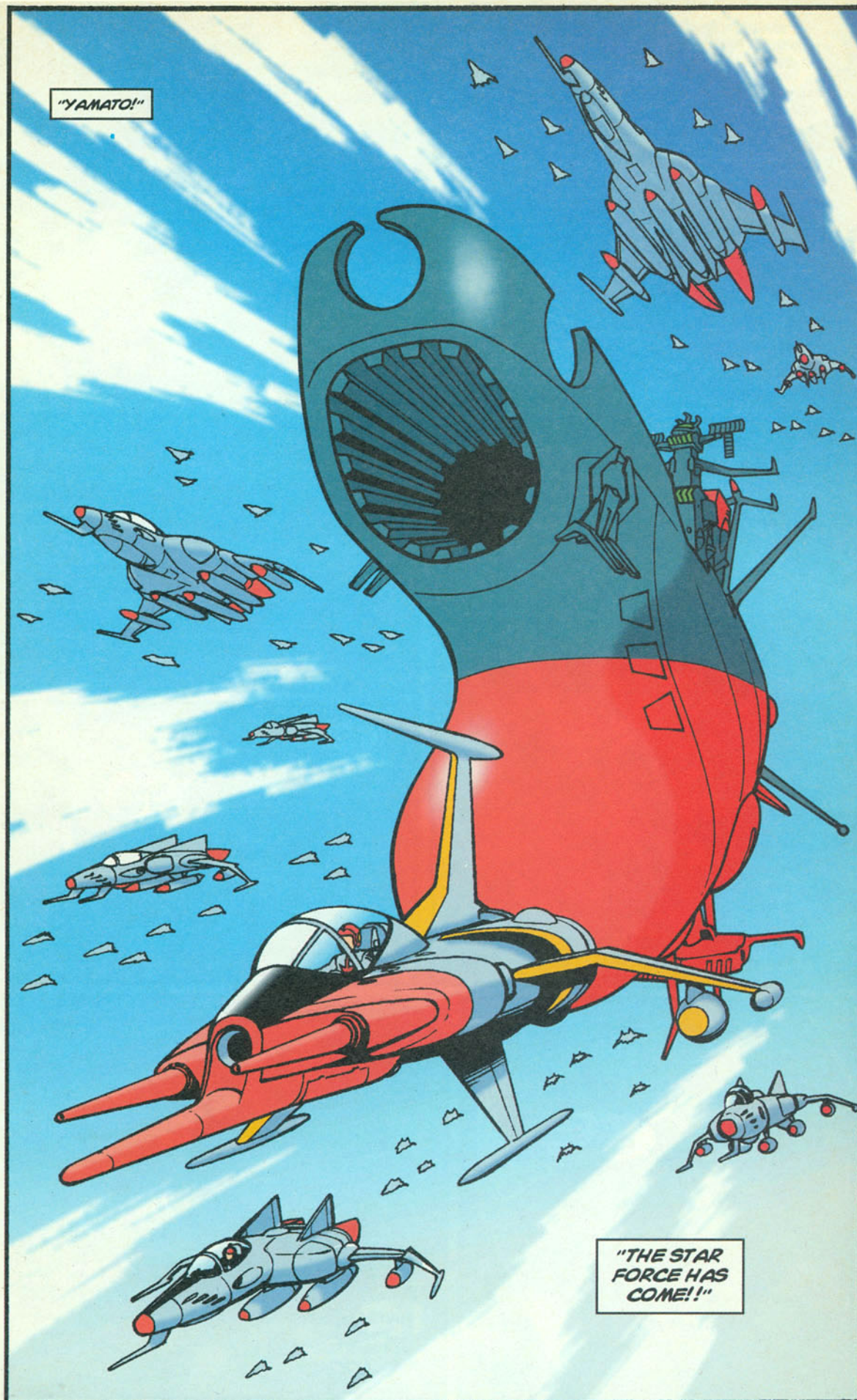
WAIT!

LOOK!!

SPECIAL ARTICLES SECTION

This being one of the most exciting moments of the *NEW VOYAGE* film, it's only natural that we would end the issue with it. What better way to guarantee that you'll join us again to see what happens next? (Of course, if you can't stand the suspense, a copy of *THE NEW VOYAGE* may just be waiting for you at your local video shop. It won't contain that "extra" dogfight scene involving Alex Wildstar which will appear in our next issue, but it's exciting nonetheless!) For now, another one-of-a-kind set of articles awaits you on the following pages!

Art by Toyo Ashida



INTERVIEWS WITH

Peter **FERNANDEZ**, Corinne **ORR**, Kit **CARTER**

THE VOICES OF STAR BLAZERS

conducted by Bruce Lewis

Peter FERNANDEZ

Whether or not you recognize the man's name, you've certainly heard his voice. In all likelihood, Peter Fernandez has a longer resume than any other voice actor in the world, having worked on hundreds of films and commercials and, of course, the all-time classic SPEED RACER television series. He also took the reins for the third STAR BLAZERS series, THE BOLAR WARS which is available on home video from Voyager Entertainment. Mr. Fernandez took a few moments to talk with us at the recent Anime East convention in East Brunswick, New Jersey.

How did your acting career begin?

I worked on hundreds of feature films. I started there in the dubbing, but I was also a writer years before on radio. I used to write SUSPENSE for CBS and in the early days of television I was a staff writer on a show called THE VERDICT IS YOURS, which was a wonderful courtroom drama similar to The People's Court with a real judge and real lawyers. Jim McKay was the guy waiting out in the hall to talk to the jurors or the defendant after the trial to find out how they felt about the verdict. This was live on CBS during the day, and it got so

popular it was also on at night. As a writer, I had to come up with a case and balance it so it was almost equal. Those real lawyers wanted to look good on television so they really had to try their best.

Anyway, I had been a writer as well as an actor, and when dubbing came along I ended up writing the dubbing scripts and eventually directing.

Is there a specific film that stands out as something you really enjoyed dubbing?

There was one film I particularly liked doing called THE FLIGHT OF THE EAGLE with Max Von Sydow about men going to the arctic by balloon. It was a Swedish film. They even built a real balloon in it.

And how about Speed Racer?

We did Speed Racer in a studio above an old movie theater in New York. We got a hundred dollars an episode. Actually I got less than that for acting because they only wanted three people in the cast and I needed a fourth. So I got in touch with Jack Grimes and I said "I'll give you half my salary if you come in and work on the show." It sounds generous, but I had no choice.

How did you become involved in STAR BLAZERS?

Well, I was called in originally before the first two series were recorded in English, and they'd already cast it with other actors I didn't know, and so I felt very uncomfortable, and I said I've got to have auditions. I want to know who I'm going to be working with for the next year. And the people involved at the time didn't like that idea, so I ended up not working on those early shows.

But you did work on the third series when it was produced years later. What was the reason for the change in voice cast?

I'm guilty of that. I was

used to working with certain people, so I brought them on board with me. There were other new people in the cast too. We had a man named John Bellucci with us—but not the one you're thinking of. He played Wildstar. Earl Hammond was on THUNDERCATS as Mum-Ra. Jack Grimes was on SPEED RACER. I can't remember if there was anyone else.

What is your most recent project?

Now I'm directing the voice actors for PRINCESS GWENEVERE AND THE JEWEL RIDERS. It was created and written by Robert Mandell who did GALAXY RANGERS a few years ago.

Are there any secrets about your work that people might not know?

On every show I'd done the dubbing script for, there was something added, some little sentence, a little message that wasn't there in the original version. I don't want to hit anyone over the head, but there's always a little moral in there somewhere.

Corinne ORR

Accompanying Peter Fernandez to the Anime East convention was his longtime voice-acting companion Corinne Orr. Like Mr. Fernandez, Ms. Orr's voice is widely heard, coming from characters as far apart as "Snuggle" the fabric softener bear and Nova from the BOLAR WARS series of STAR BLAZERS. Lively and exuberant, Ms. Orr generously offered us some of her time.

So, how did it all begin?

I came from Montreal and moved to New York and got a job dubbing. I had a TV show in Canada, and I did a lot of theater there. William Shatner and I did a lot of dramas together for the Canadian Broadcasting Corp. I was about 14. He was very sweet to me and I always liked Bill. Anyway, I came to New York and I started dubbing and found I could do "multi-voice." They were doing this cartoon called MARINE BOY and they auditioned me, so I did it and had a ball.

And then...?

Then SPEED RACER came. Little did we know it would become a cult happening. We made very little money, but we were very close good friends. It was Jack Grimes...Jack Curtis, who has since died, he died in his forties...Peter Fernandez who wrote, directed, and acted...and me. I played Trixie, Spritle, all the women, and occasional men in crowd scenes.

It must have been fun.

We worked so hard doing it, and we loved it. And next door, ASTRO BOY was going on so it was sort of this little cartoon community. We worked 9 to 5 and we had to complete an episode a day. It was wonderful.

How did they do voice sync in those days, before video tape?

We had loops. And the technology was different. A man had to put a loop in the projector and we did five or ten lines at a time and we did it over and over until we got it right. But we got pretty good, we could get it right by the second or third take.

There's sort of a joke among SPEED RACER fans about all those run-on sentences...

Oh! We'd take a deep breath and with all our might just go yakking through the thing as fast as we could, and we'd fill in with these wierdo mouth noises, so that was great fun.

Where did you go from there?

From there we did feature films and cartoons. I even played a little boy in a Gamera movie! We never knew the word residuals, and they never knew the word licensing then, so we didn't get much money out of it. They weren't sophisticated. None of us were in those days. Now they know about toy production, licensing and all that. The whole world of cartooning has changed. It was a more innocent age. And I think even the drawings were more innocent. Now, I've just completed work for PRINCESS GWENEVERE AND THE JEWEL RIDERS, and it's a whole different bit. We go in and record first, and then they animate it. It's animated in China, and designed in Vancouver. It's much easier to do.

How did you become involved in STAR BLAZERS?

I came in later, after the first two series were done, when Peter Fernandez was directing it. We were in a tiny little studio off of 45th street in New York. There was barely enough room to fit three people in the booth. We all squeezed in together and we worked hard again.

It was the same crew from the old Speed Racer days, right?

Not all of them. There was Peter Fernandez and me, and Earl Hammond and Lionel Wilson. I was the only girl again. Because I do various voices, different characters, I got to play a lot of women.

Any regrets about your career?

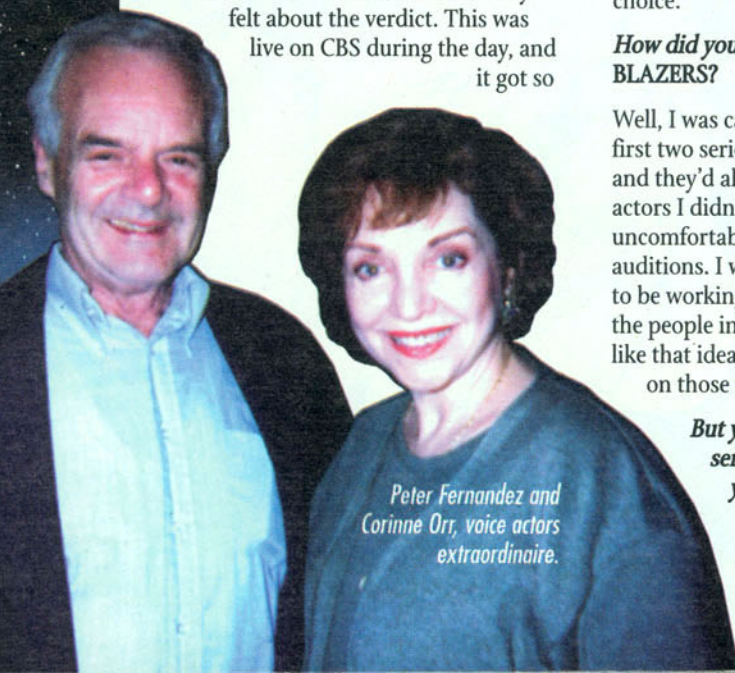
Oh, no. My only regret is I wish I'd done more! We did all we could and we loved it, and we've made great friends over the years.

And you also became a legend, because you're part of a legendary show.

That's kind of fun, isn't it? I certainly never expected to be.

Do you have anything to say to your legions of adoring fans?

Oh, I love you all and you make me feel wonderful when you remind me of things I've done! It's very flattering!



Peter Fernandez and Corinne Orr, voice actors extraordinaire.

Kit CARTER

Interviewed by Bruce Lewis and Tim Eldred
Special thanks to Barry and Jeri Winston and Laura Block

Casting is one of the most unsung and difficult jobs in the entire entertainment industry. It takes skill, savvy, and an encyclopedic knowledge of available talent to successfully match imaginary characters with the all-too-real human actors who portray them. STAR BLAZERS was blessed with one of the finest ensemble voice casts ever assembled for an American animation production, and the person responsible for bringing them into the studio graciously agreed to spend a few minutes with us at this year's AnimEast convention.

What exactly was your role in the first STAR BLAZERS production?

I was the casting director.

What sort of skills does a casting director need?

A casting director has to know actors. Has to know where to find them through big agencies who have the best people and little agencies who have up-and-coming people.

How did you go about finding voice actors for STAR BLAZERS? Did they come from New York theater, or were they actors who only worked in voice?

They came from all over, actually. They were people who did voiceovers for commercials, and worked in television as well as film and theater. And a lot of them are still doing that. I worked with a few of them on other projects, but I cast a lot of non-union productions and when those actors joined the union I couldn't use them any more.

How is casting for voice talent different from casting for film or stage?

With voice talent I can speak to people on the phone. Sometimes the actors are sent a copy of the script and then they call in, sometimes three at once and read stuff to the director, then the director chooses which ones they want.

When you prepared for the casting of STAR BLAZERS, did you watch the program in its Japanese form and get familiar with the characters?

I never saw the Japanese version. The producer gave me the scripts to look through and told me what she was looking for, what kind of voices she wanted. That's usually the way it was done.

When was the show actually recorded?

Within the year that it was first shown on television. 1979 or 1980. I didn't attend the recording. I heard about it afterward. It was done at a place that was very inexpensive because we couldn't get them to do it non-union, so everybody got a flat fee. They all made about \$100 an episode with no residuals. It was a buyout. Nobody thought it would get this big. Who knew?

One of the remarkable things about STAR BLAZERS was the broad range of voices. Each character had a unique voice, so that must have meant you had to hire a large cast.

I think there might have been 12 people who recorded the show, most doing at least two separate voices. Others who were more adept did three, four and possibly more.

What is it like for you when you watch a film or a cartoon show cast by someone else?

A long time ago I made the decision that I wasn't going to look at anything but the show itself and enjoy it. This started way back in theater because I was working with lighting designers and set designers and directors. I knew if it was bad, of course, but I wasn't going to nitpick anything.

You're doing the casting for a musical that should go into production next year. Can you tell us more about it?

It has great music. I haven't read the script yet, but it looks and sounds very upbeat. It's called *LIFE. DEAL WITH IT. LIVE*. I hope everyone gets a chance to see it!

To this day, the casting and voice acting on STAR BLAZERS is still some of the best there is in any cartoon show. Do you still get recognition for it?

Yes, from the people who are like you. It was a surprise that I was called to come to the convention. It was very interesting and I liked being there. It was fun!

NEXT ISSUE



The Star Force has finally come to the aid of Desslok and Queen Starsha, but the fleet of the Dark Nebula Empire is more than ready! It's an all-out battle in the grand STAR BLAZERS tradition, with Alex Wildstar himself right in the thick of it! Don't miss STAR BLAZERS #4, on sale February 1996! (And don't forget to send us your thoughts for our next letters page!)

SPACE BATTLESHIP YAMATO: THE PILOT FILM

Animation studios have many ways of selling a concept to a network. In the summer of 1974, before *YAMATO*'s rendezvous with destiny, a 10-minute short feature was produced by Yoshinobu Nishizaki's production company, Office Academy, in order to communicate the basic plot for a then-hypothetical animated series. The material reproduced here recreates this historical work. The staff consisted of: Noboru Ishiguro (storyboards), Toyo Ashida (original art), Goro Naya (narration), and Michiko Hirai (Stasha's voice). Amusingly, the music soundtrack was a disco version of "Thus Spake Zarathustra," the theme of *2001: A SPACE ODYSSEY*.

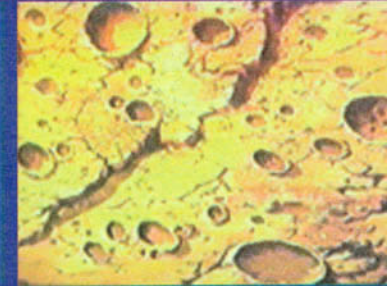
Translation by Earnest Migaki



The infinity of space... A world full of silent light. As one world dies... another world is born. And so it can be said the universe is alive.



Our own sun is part of a vast galaxy which is teeming with life. However, our Earth is now in its final moments of dying.



Our oceans have evaporated and all life on the surface has been extinguished.



People have gathered within underground survival spheres and are barely making an existence.



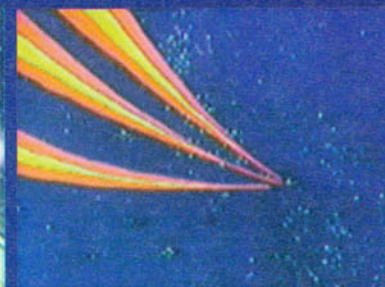
And there are eyes deep in space looking upon our world with cold contempt.



148,000 light-years away, in the Large Magellanic Cloud's solar system called Sunzar, there is an evil planet known as Gamilus...



... which is even now trying to destroy our Earth.



Our planetary defense forces are helpless before the assault of Gamilus' fleet...



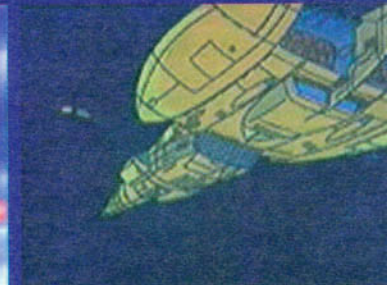
... knowing they are fighting a losing battle.



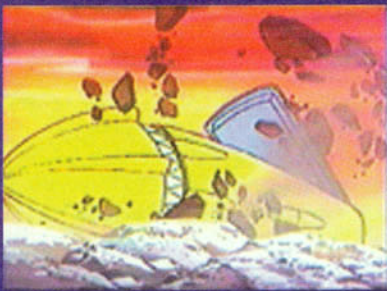
Neptune, Pluto and even Mars...



... have fallen under their power.



But an unknown spacecraft arrives on Mars...



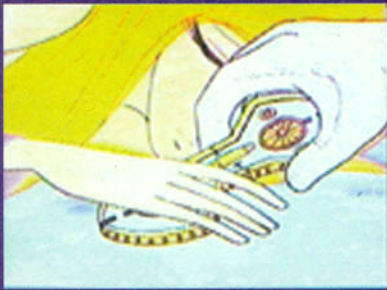
... bringing with it something to change the fate of the doomed Earth.



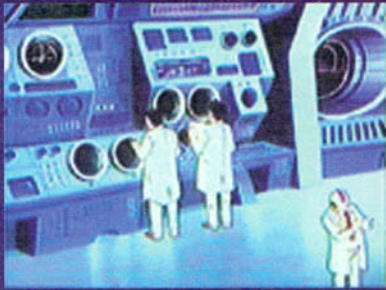
The crashed craft is discovered.



Sasha, of Iscandar, holds a message capsule tightly in her hands.



She did not survive the journey.



The message capsule is examined ...



... back on Earth.



"People of Earth," says the message ...



... "I am Stasha of Iscandar."

"I'm afraid there is little hope of your surviving this war. In one year's time, all life on Earth will die from radiation. However, if you wish to survive at any cost, then find some way to make the journey to my world of Iscandar. I have the Cosmo Cleaner, a device which can rid your world of the deadly radiation. I am Stasha of Iscandar. I have faith you will come and seek me out."



The Captain: Juzo Okida



Tactical Flight Leader: Susumu Kodai



Chief Navigator: Daisuke Shima



Life Support: Yuki Mori



Mechanical Engineer: Hikozaemon Tokugawa



Chief Engineer/Veteran: Shiro Sanada



Doctor: Shuzo Sado



Analyzer: A Multipurpose Robot



On April 7th, 1945, at 3:00 PM, the YAMATO was sunk to the bottom of the sea.



Now it's been covertly reconstructed ...



... on the dried sea bed ...



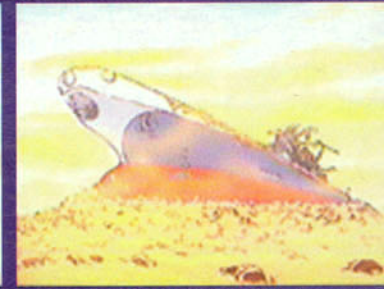
... amidst the attacks from Gamillus' forces.



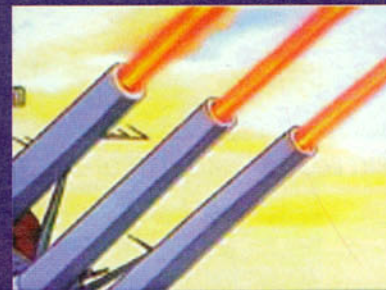
This ...



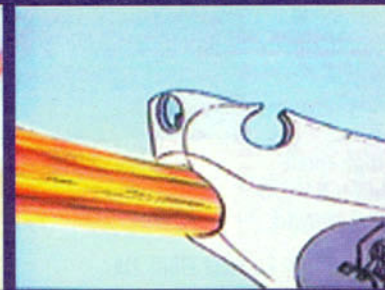
... is the Space Battleship YAMATO ...



... the ship which holds the fate of Earth's survival.



In order to secure the future of all life on Earth, the renovated YAMATO must make an incredible journey across the vastness of outer space ...



... to make certain the terrible battles ...



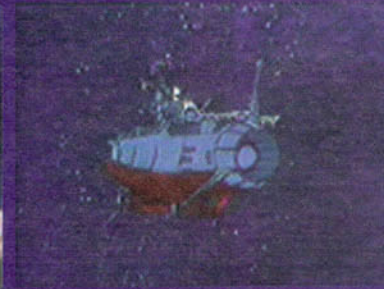
... are never repeated again.



The ship's crew are all praying that the Earth will survive until the YAMATO returns.



The voyage spans the 148,000 light-years to Iscandar, and the Earth only has 364 days and 11 hours left.



The YAMATO embarks from Earth into deep space to insure hope for mankind's future.

**SPACE BATTLESHIP YAMATO
1996 CG CALENDAR**

This stunning wall calendar is the newest Yamato product from Japan, and it is now available from Voyager Entertainment! Measuring a big 16" X 24", it features seven large-format images of the Yamato and other space vehicles rendered as high-resolution computer-generated images. Designed by artist Reiji Matsumoto and realized by some of Japan's top computer artists, this calendar is destined to become a classic collector's item! The calendar features an 8th page of schematic profiles of virtually every spaceship and vehicle created for the Yamato series, shown in full color. This exceptional product is \$23.95 plus \$4.95 for postage, and is shipped in a sturdy cardboard tube. Dial 1-800-704-4040 (ask for Dept. CAL) for credit card orders, or send a check or money order to the address on the inside front cover of this comic book. We're sorry, but no foreign or Canadian orders will be accepted.



Two pages from the SPACE BATTLESHIP YAMATO 1996 CG CALENDAR

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BATTLESHIP YAMATO**

Audio Drama on tape, one hour
Produced earlier this year by L.A. Theatre Works and broadcast on National Public Radio, this one-hour radio play tells the story of the last days of the original battleship Yamato on its fateful journey to Okinawa, through the words of a young lieutenant who finds a stowaway—a little girl travelling to be with her mother. Based on a Japanese radio play by Akira Hayasaka and featuring actor B.D. Wong. This gripping drama is now available on high-quality audio tape from Voyager Entertainment for \$16.50 (which includes postage and handling). Please order using the same information listed above.

ANATOMY OF THE SHIP: THE BATTLESHIP YAMATO

Hardcover Book, 192 pages
Copies of this impressive book, which depicts the battleship in exhaustive detail, are still available as listed last issue. It can be purchased from Voyager Entertainment for \$39.95, which includes postage and handling. Again, order using the same information listed above.



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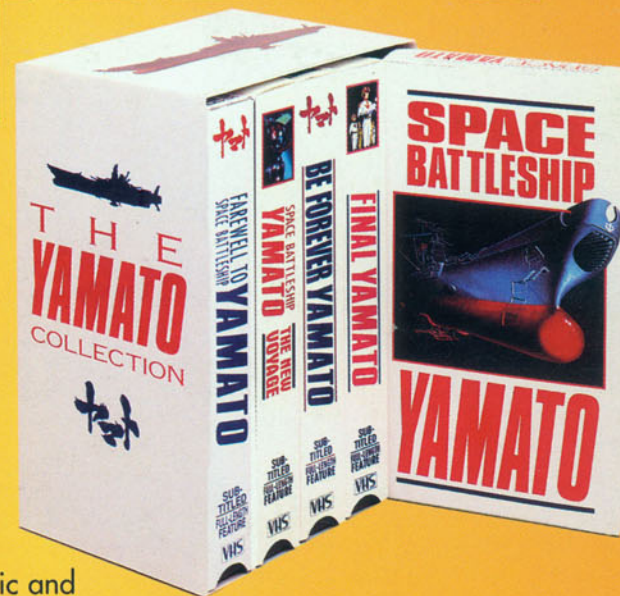
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