



#4
\$2.95 USA
\$3.95 CAN
£1.95 UK

STAR BLAZERS

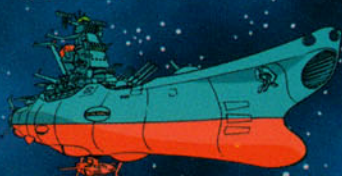
THE MAGAZINE OF SPACE BATTLESHIP YAMATO



THE NEW VOYAGE

part 3 of 4





STAR BLAZERS

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

Leslie Winston-Burr
Manager of Operations

Produced by
Studio Go!

art and story **Tim Eldred**
color and special effects **John Ott** and **Tim Eldred**
feature editor/publication designer **Bruce Lewis**
cover art and color **Tim Eldred** and **E.M. Kane**
translation services **Ernest** and **Sumiko Migaki**
video archivist **Jerry Fellows**

STAR BLAZERS: THE MAGAZINE OF SPACE BATTLESHIP YAMATO #4 February 1996. Published by Argo Press, a division of Voyager Entertainment, Inc., 456 Sylvan Avenue, Englewood Cliffs, New Jersey 07632. (201) 569-0887. Distributed in the UK by Seymour International. Price \$2.95 USA, \$3.95 CND/£1.95 UK. Entire contents ©1996 Voyager Entertainment, Inc. All Rights Reserved. STAR BLAZERS® is a registered trademark of Jupiter Films, Inc., used by permission. The stories, characters, and incidents depicted in this magazine are entirely fictional. Any similarity to persons living or dead is purely coincidental. With the exception of brief excerpts or artwork used for purposes of review none of the contents of this publication may be copied, reproduced, duplicated, or reprinted in any manner without the express written consent of Voyager Entertainment, Inc. First Printing February 1996. PRINTED IN THE UNITED STATES OF AMERICA.

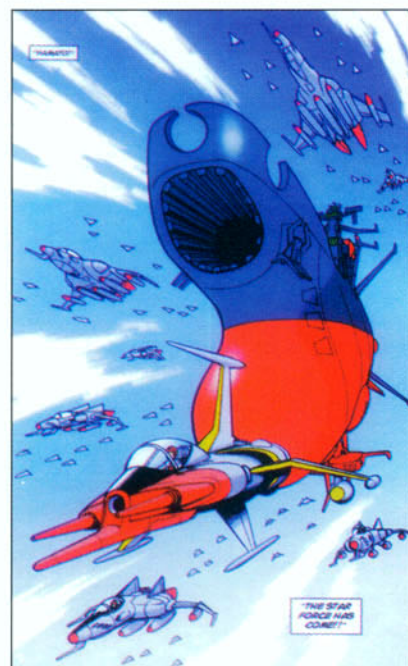
ISSN 1082-6726.
First Printing.

Contact Studio Go!
bchan@deltanet.com



FROM THE CAPTAIN'S DESK

We join this installment of NEW VOYAGE at full attack speed! Hurling through space on an uncontrolled course, planet Iscandar has drifted into the grip of a giant black hole called the Gravity Nebula. Desslok and the remnants of the Gamilon Fleet did their best to keep up, but were unable to aid Queen Starsha and Alex Wildstar—until a deadly battle fleet from the mysterious DARK NEBULA EMPIRE appeared and launched an assault intended to plunder planet Iscandar of its precious Iscandarium ore! The call went out for the Star Force...and, at the last minute, hope won the day!



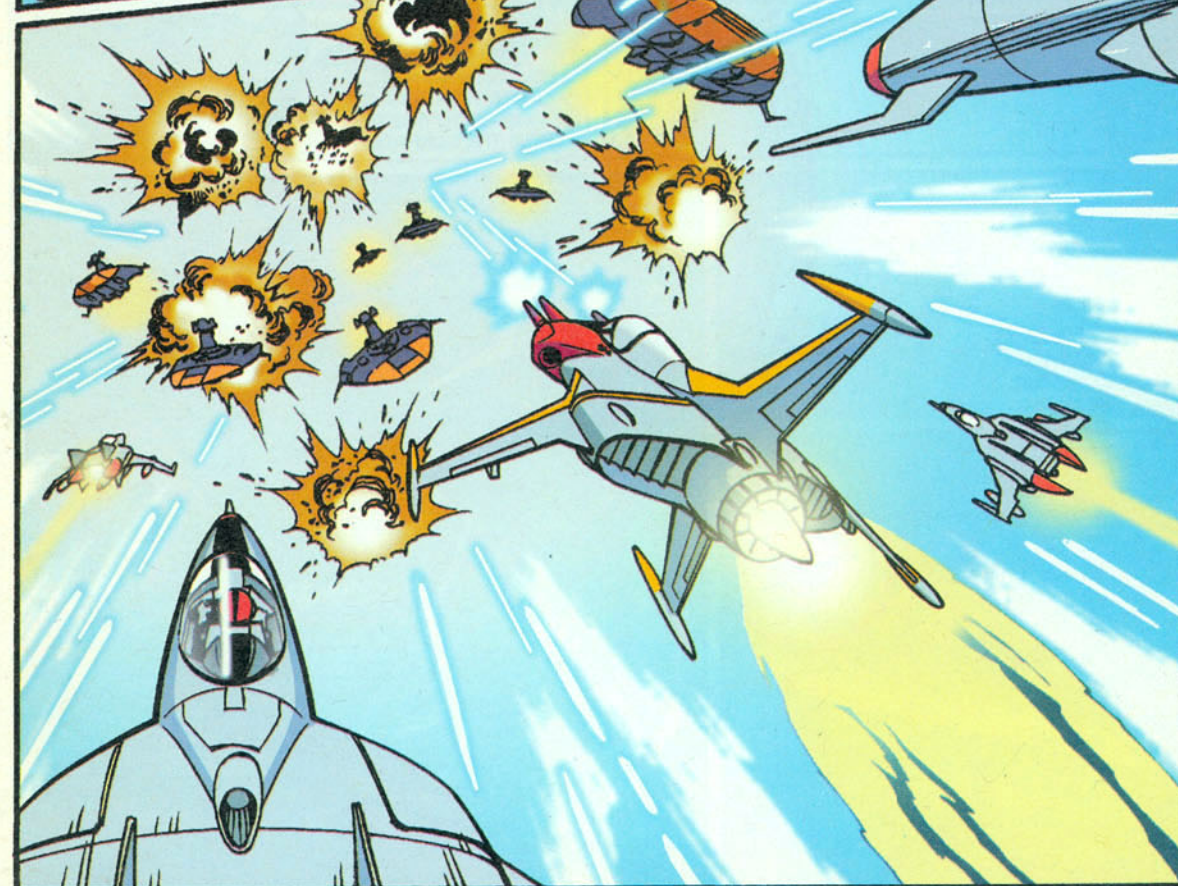
We know you're eager to join the fray, so we won't keep you any longer.

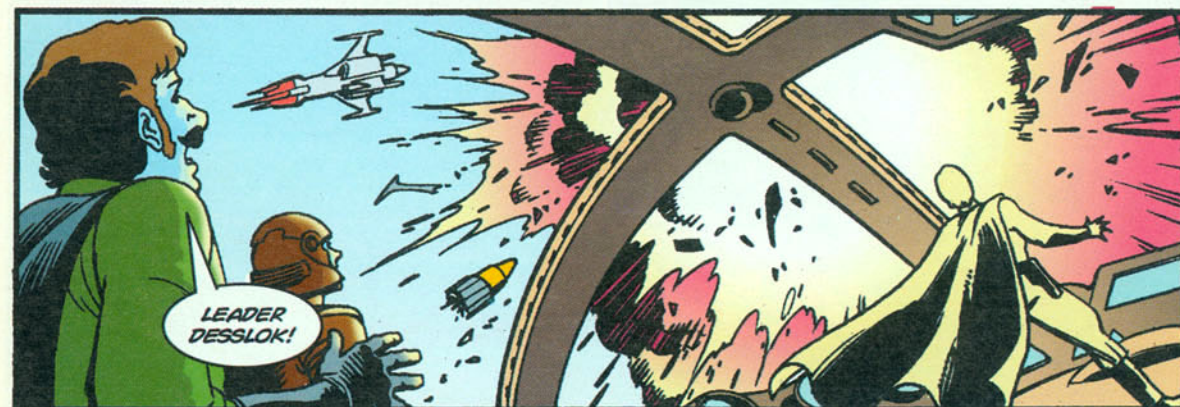
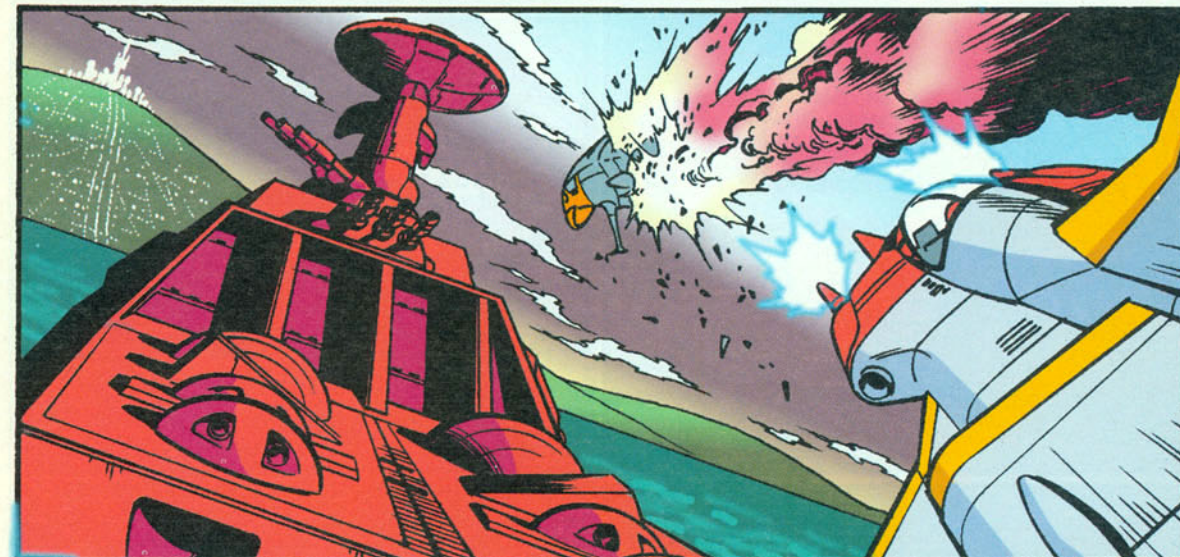
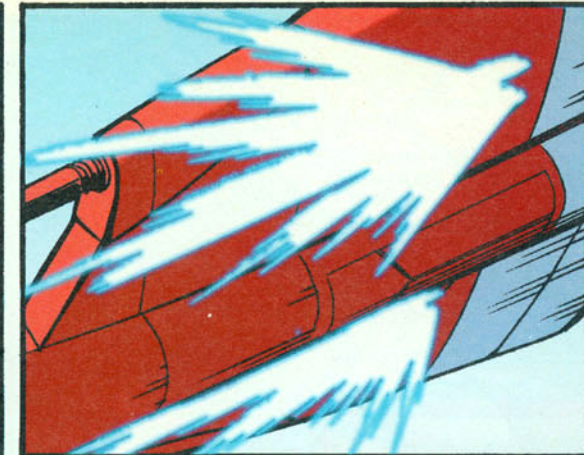
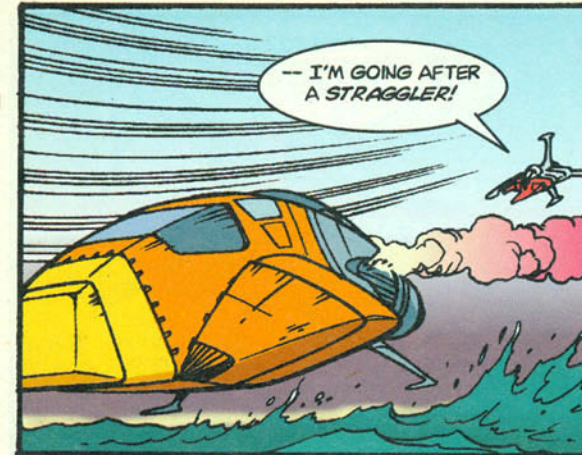
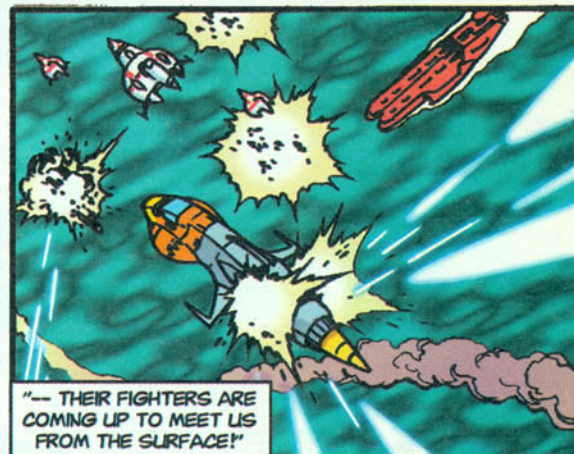
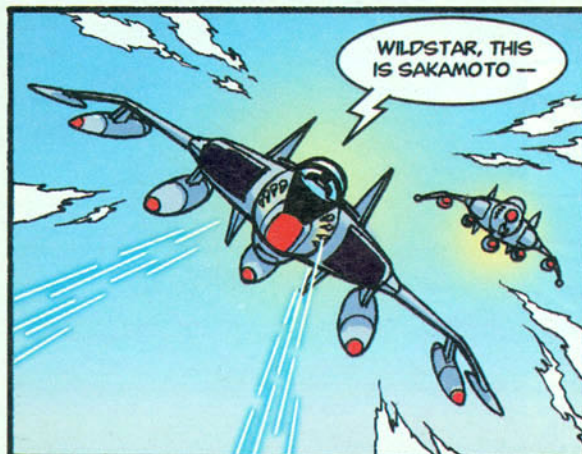
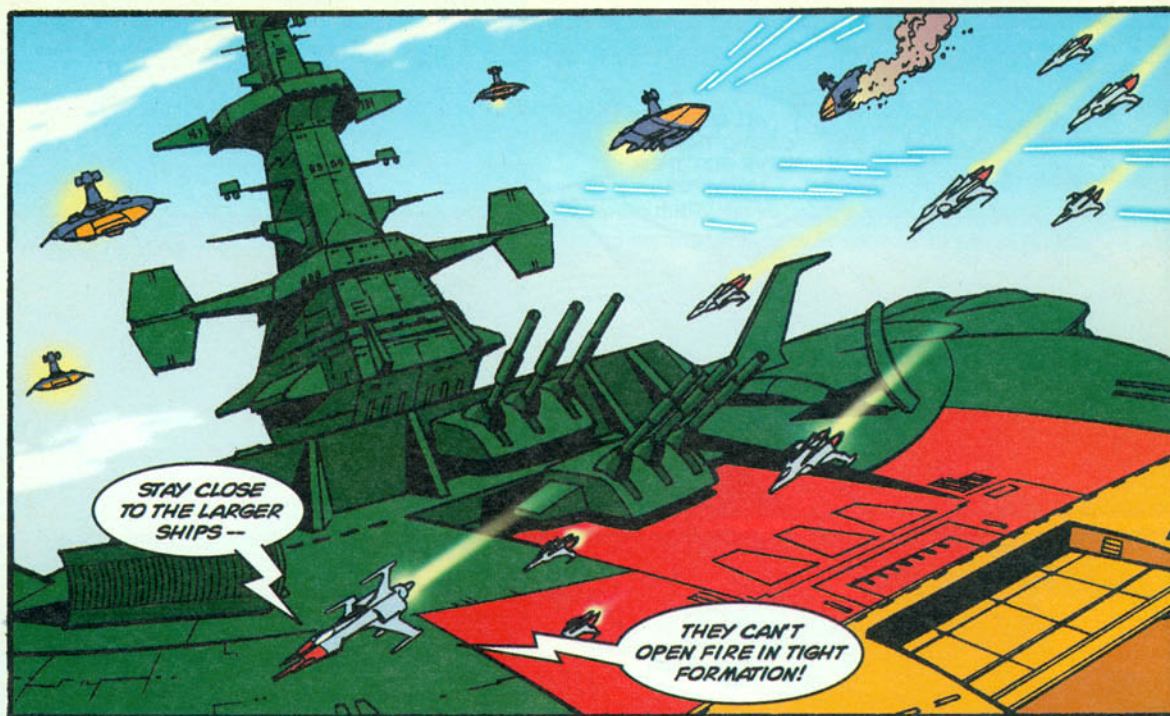
Enjoy issue #4 of STAR BLAZERS!

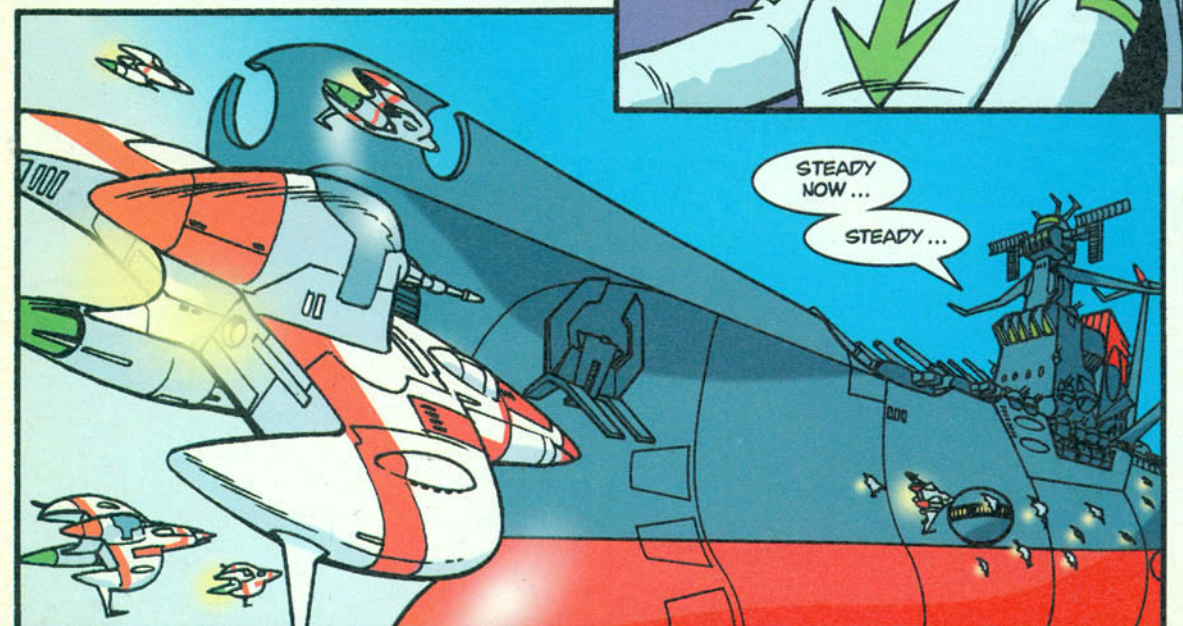
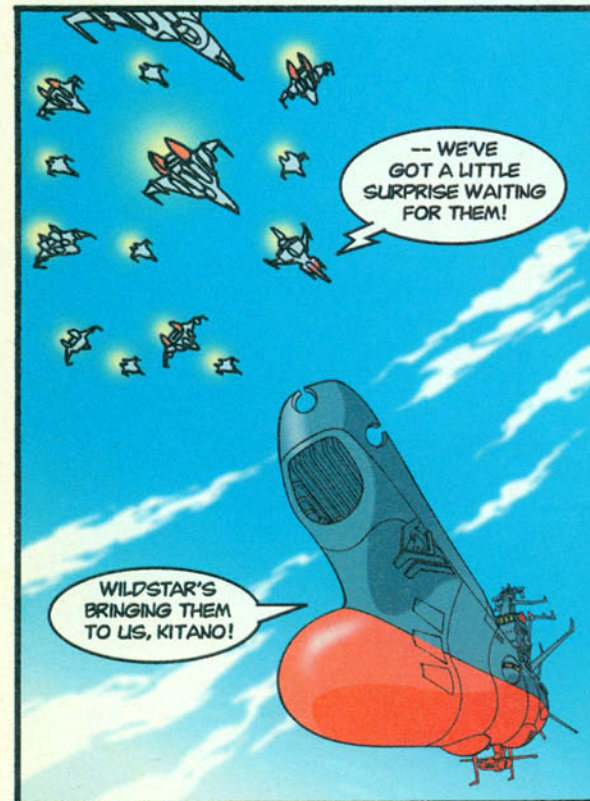
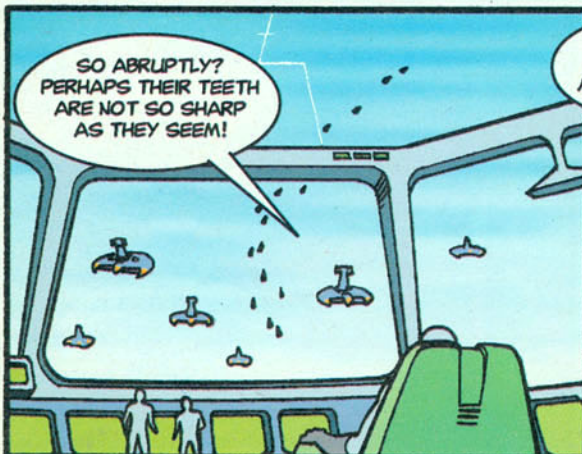
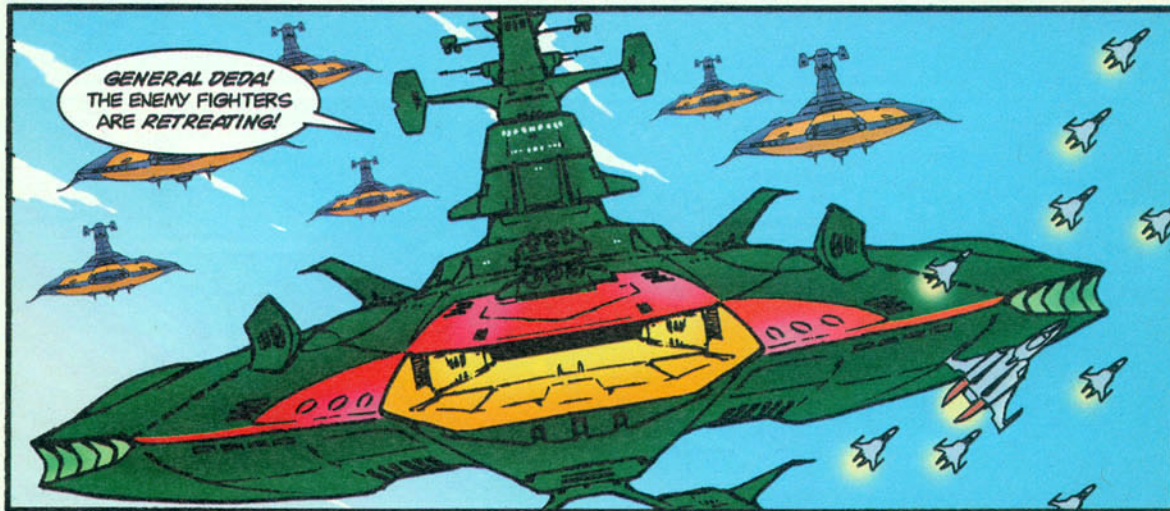
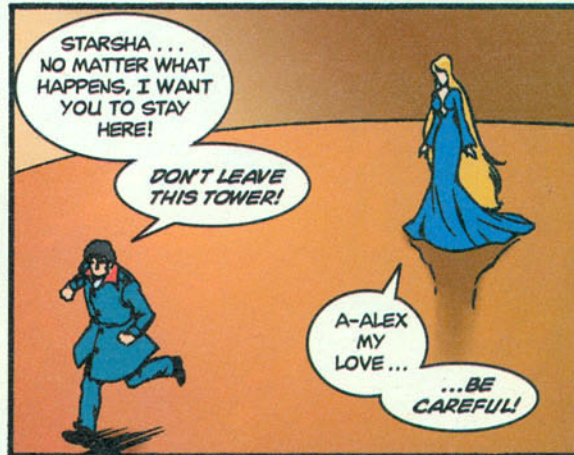
BARRY WINSTON
PUBLISHER

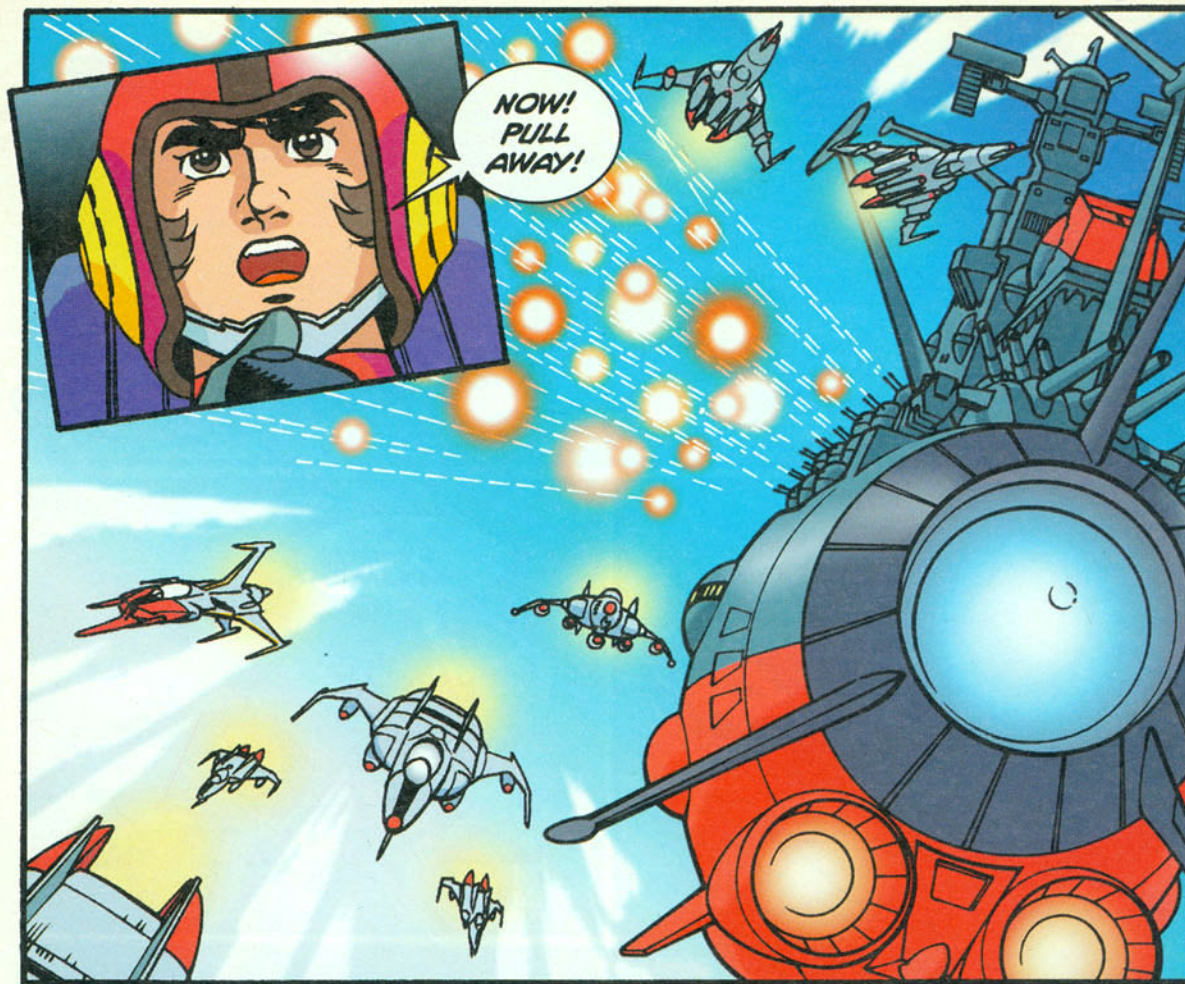
MESSAGE CAPSULE

Late-breaking news! Voyager Entertainment, Inc. is proud to announce that during the month of January, TAE Productions has acquired the rights to create a live-action STAR BLAZERS feature film and explore related media opportunities! More news as it happens—and, as always, you'll read it here *first*!









NOW!
PULL
AWAY!



NICE
WORK,
KITANO!

THANKS —
BUT IT'S NOT
OVER YET!

NOVA?

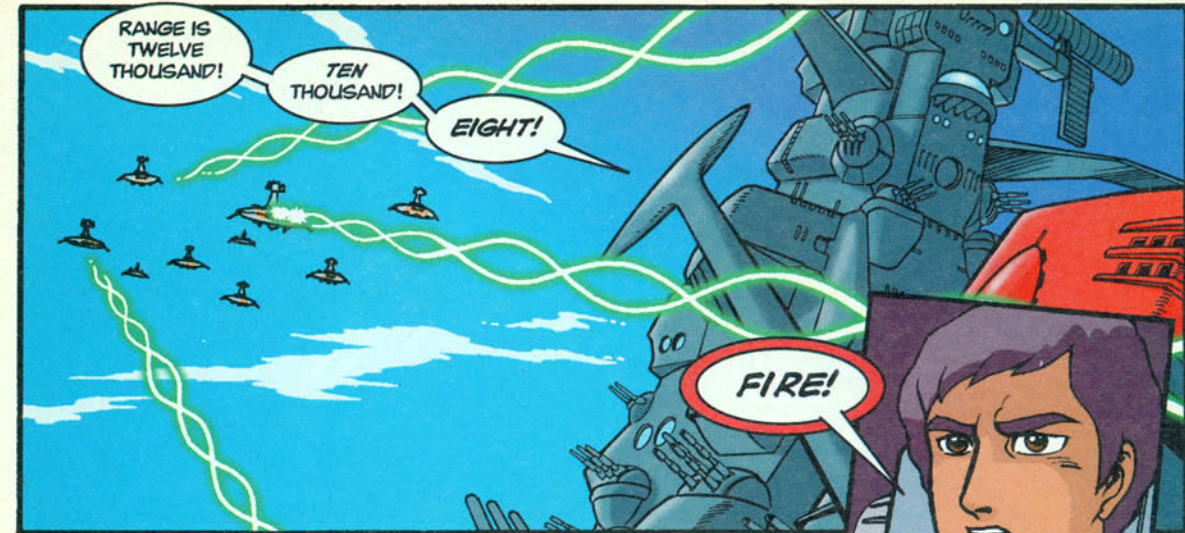


THE LARGER
SHIPS ARE MOVING
IN! NOW ENTERING
FIRING RANGE!



READY TO
FIRE MAIN
CANNONS,
KITANO!

WAIT
UNTIL THEY'RE
CLOSER, DASH!

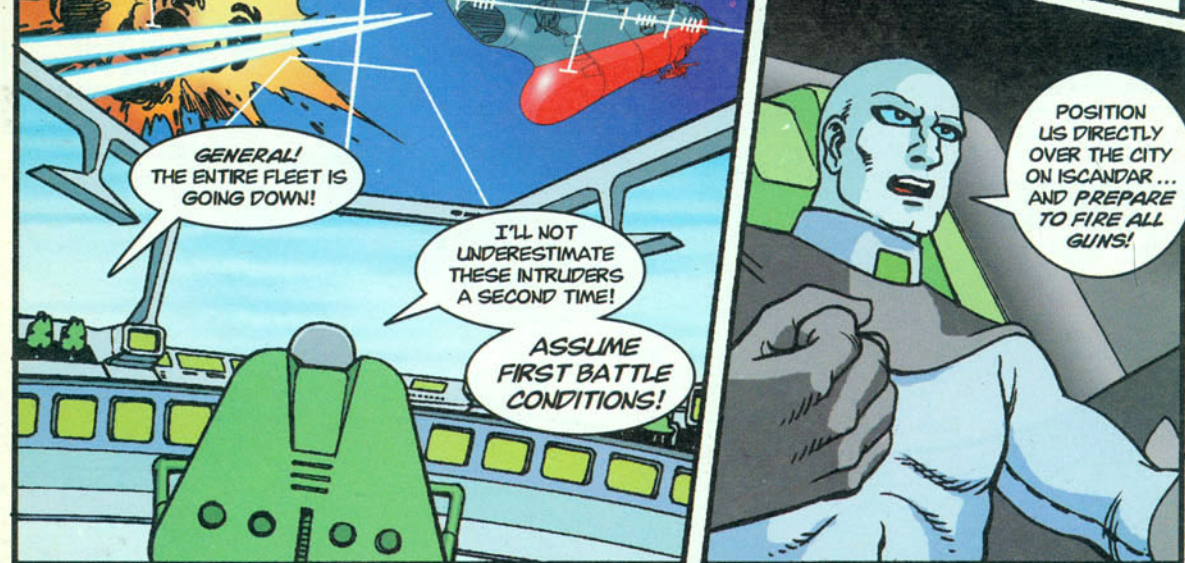
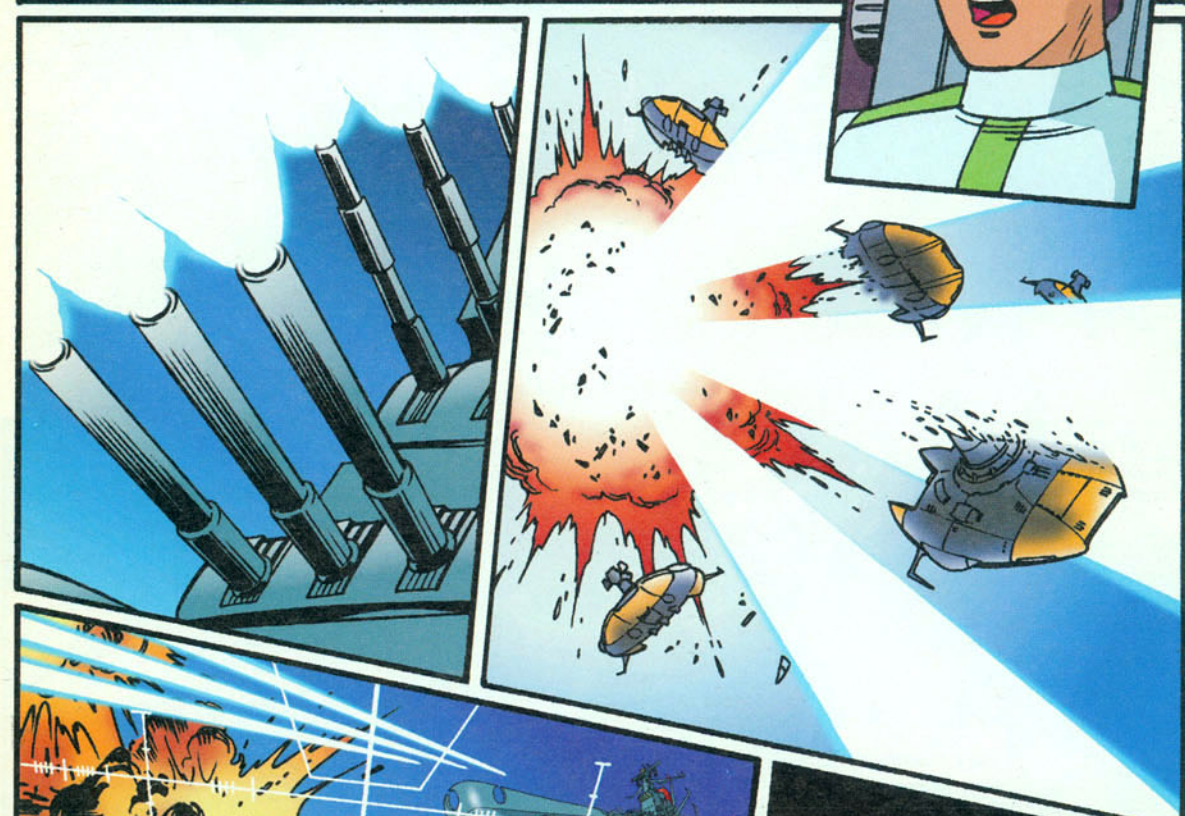


RANGE IS
TWELVE
THOUSAND!

TEN
THOUSAND!

EIGHT!

FIRE!

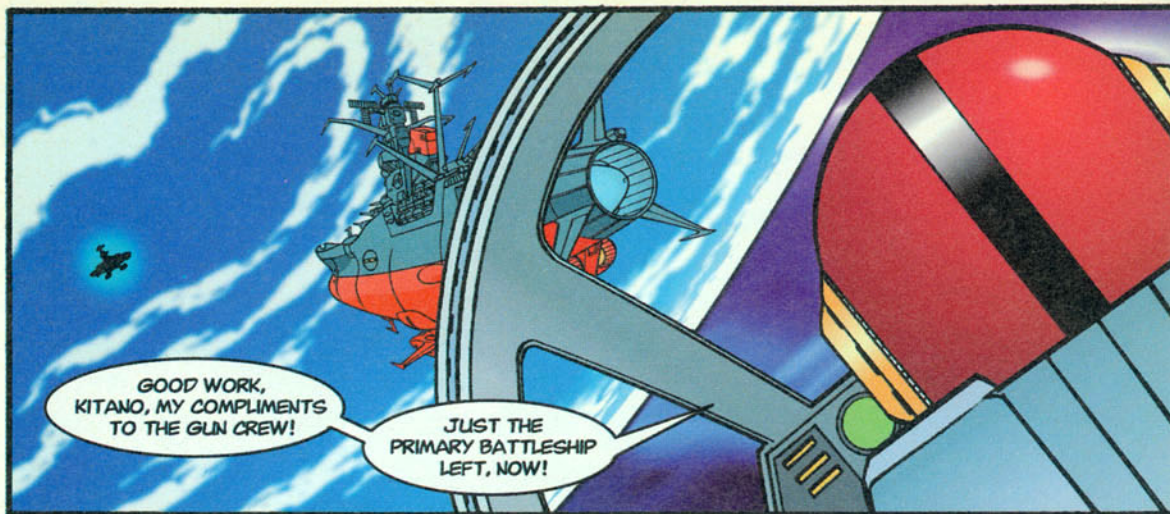


GENERAL!
THE ENTIRE FLEET IS
GOING DOWN!

I'LL NOT
UNDERESTIMATE
THESE INTRUDERS
A SECOND TIME!

ASSUME
FIRST BATTLE
CONDITIONS!

POSITION
US DIRECTLY
OVER THE CITY
ON ISCANDAR ...
AND PREPARE
TO FIRE ALL
GUNS!



GOOD WORK, KITANO, MY COMPLIMENTS TO THE GUN CREW!

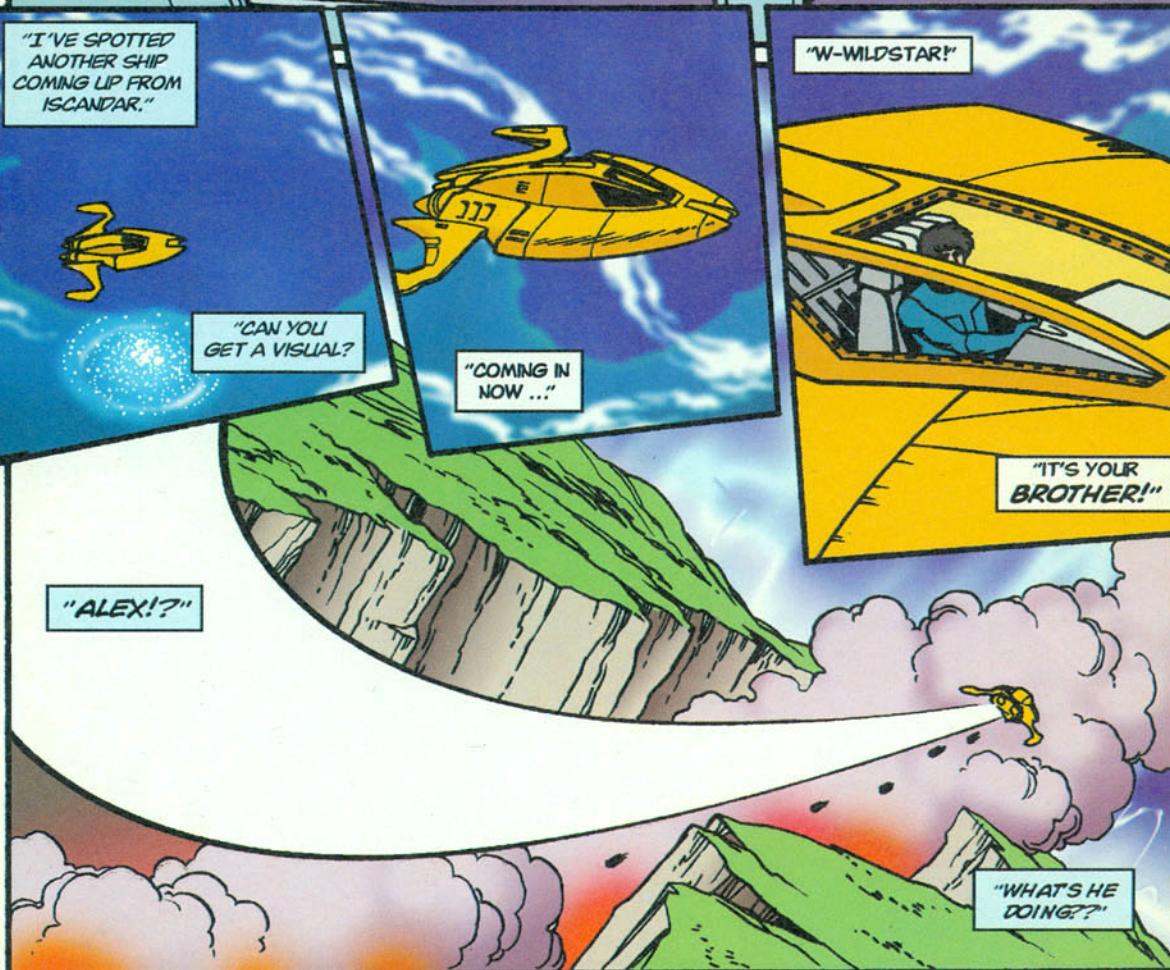
JUST THE PRIMARY BATTLESHIP LEFT, NOW!



WE SEE IT, SIR ...

LET'S PREPARE THE WAVE MOTION GUN!

DON'T RUSH IT. LET'S SEE WHAT WE CAN STILL DO TO ... WAIT!



"I'VE SPOTTED ANOTHER SHIP COMING UP FROM ISCANDAR."

"CAN YOU GET A VISUAL?"

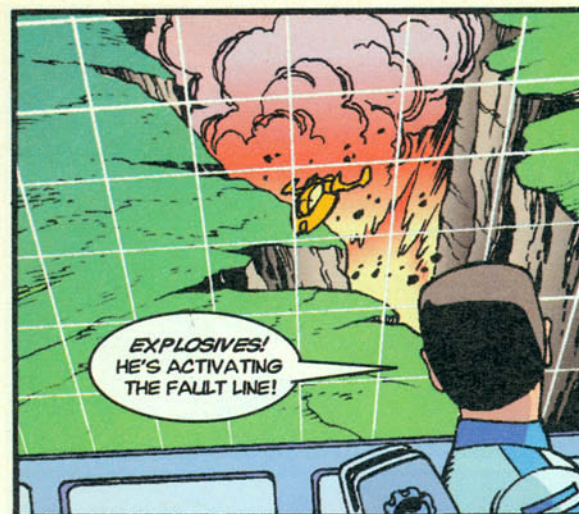
"COMING IN NOW ..."

"W-WILDSTAR!"

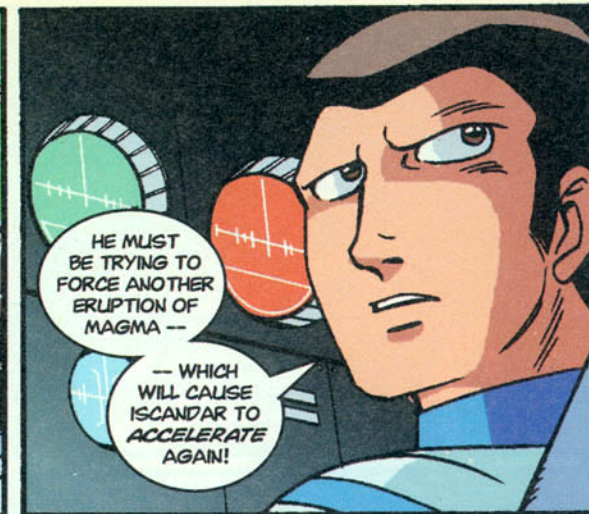
"IT'S YOUR BROTHER!"

"ALEX!?"

"WHAT'S HE DOING?"



EXPLOSIVES! HE'S ACTIVATING THE FAULT LINE!



HE MUST BE TRYING TO FORCE ANOTHER ERUPTION OF MAGMA --

-- WHICH WILL CAUSE ISCANDAR TO ACCELERATE AGAIN!



ALEX PROBABLY DOESN'T WANT TO MAKE US RESPONSIBLE FOR WHATEVER HAPPENS NEXT.

BUT SANDOR, HE'S MADE HIMSELF A TARGET!



DEREK! YOU'VE GOT TO HELP YOUR BROTHER! HURRY!

BUT NOVA --



-- THAT BATTLESHIP IS MANEUVERING FOR ATTACK!

IF I GO OFF AFTER ALEX, IT'LL PICK OFF MY SQUADRON LIKE FLIES.



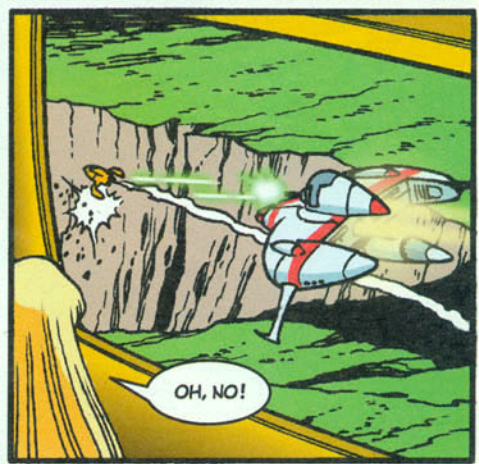
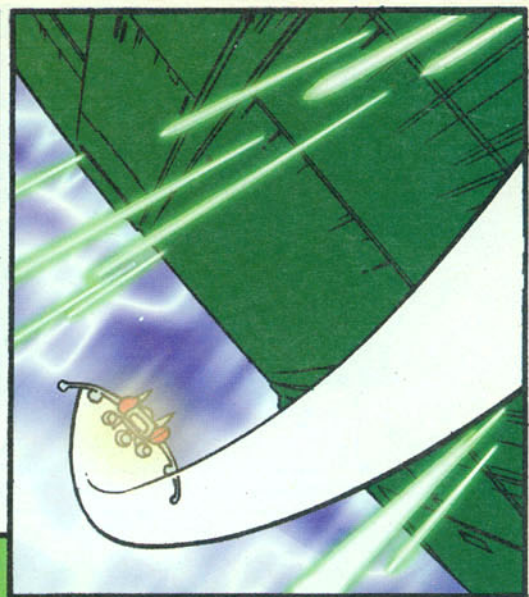
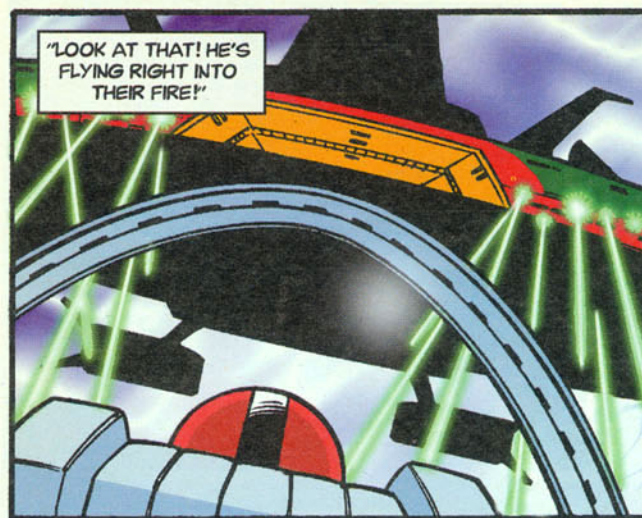
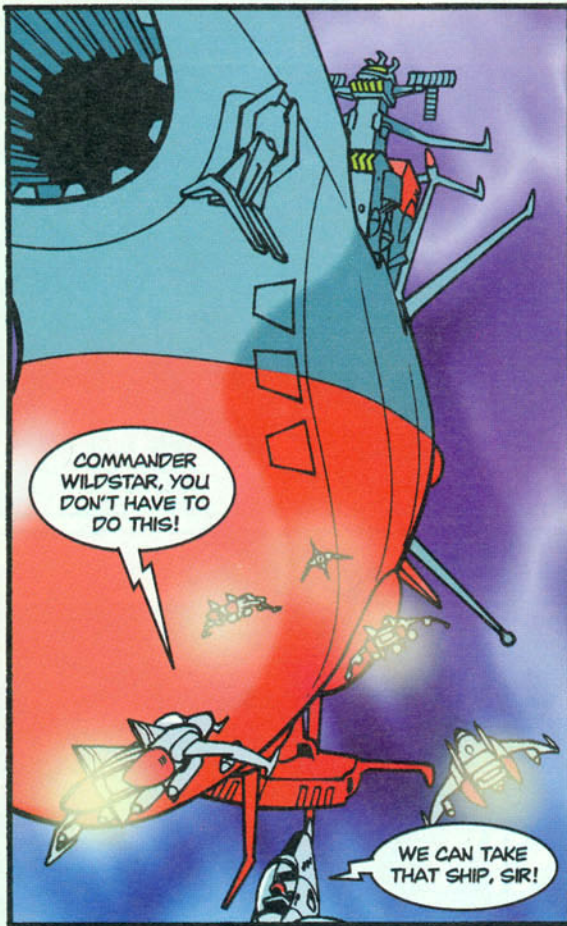
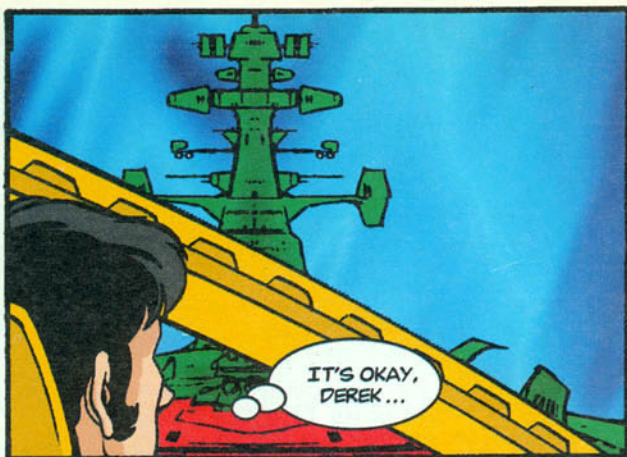
I'VE GOT NO CHOICE!

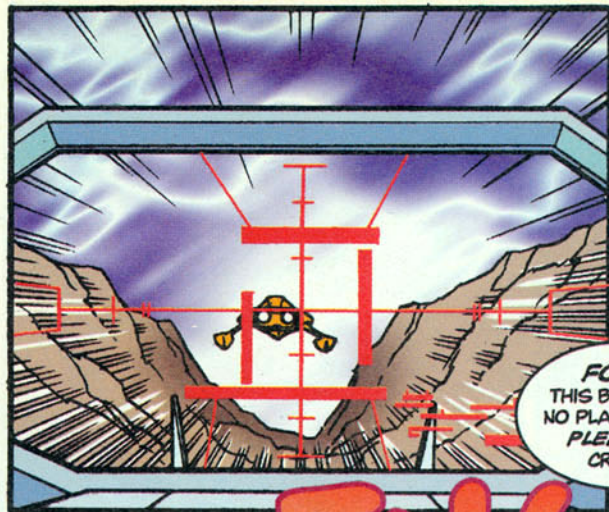
FORM UP ON ME, COSMO TIGERS ...



PREPARE TO LAND!

OH, DEREK ...

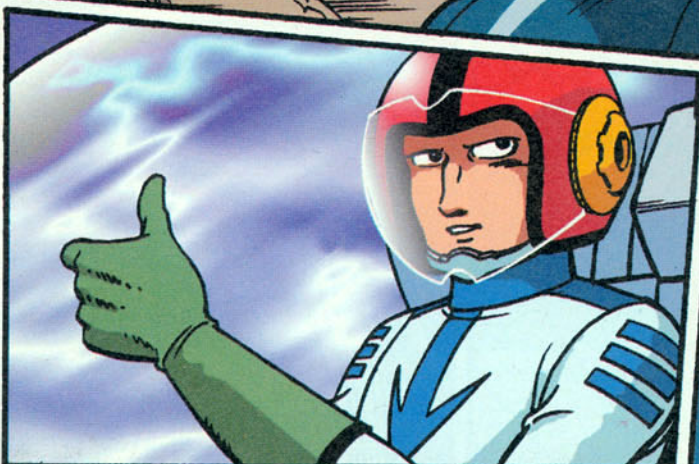
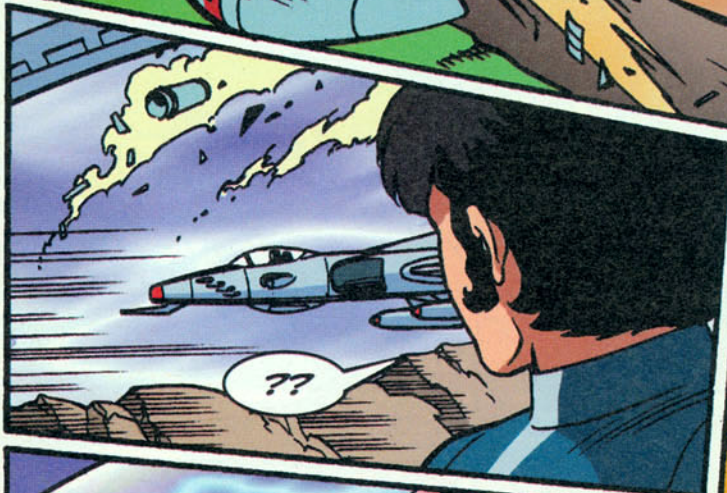




FOOL!
THIS BATTLE IS
NO PLACE FOR A
PLEASURE
CRAFT!

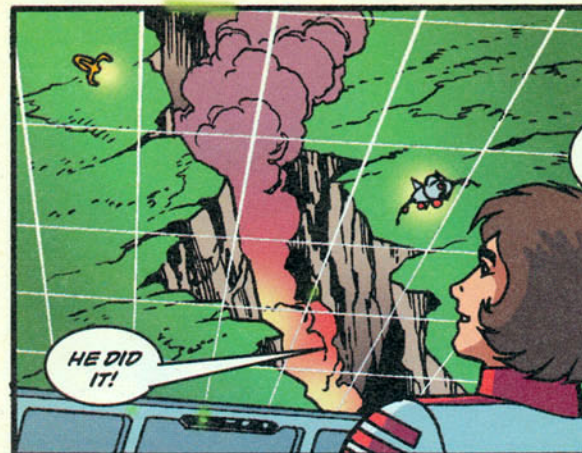


FAVOOOOM



SANDOR!

OLD
FRIEND!



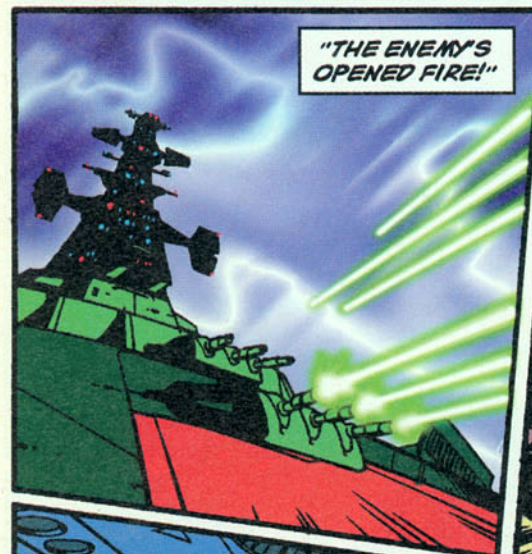
HE DID
IT!



MAN! GOOD
OL' SANDOR!

YEAH. HE'S
SURE WASTING HIS
TALENTS BY BEING
ONLY AN ENGINEER!

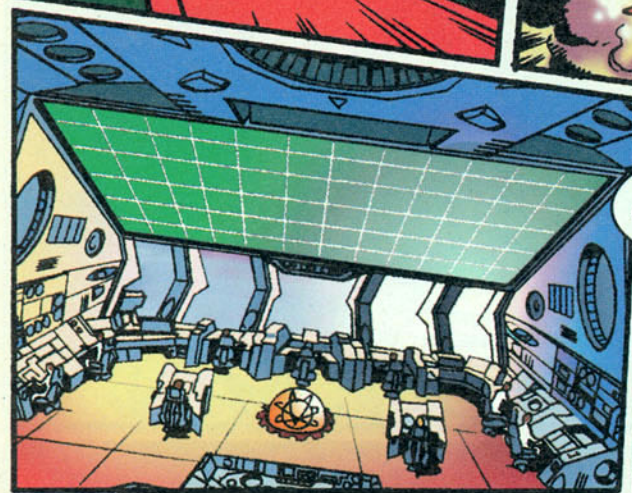
EVERYONE TO
YOUR STATIONS!



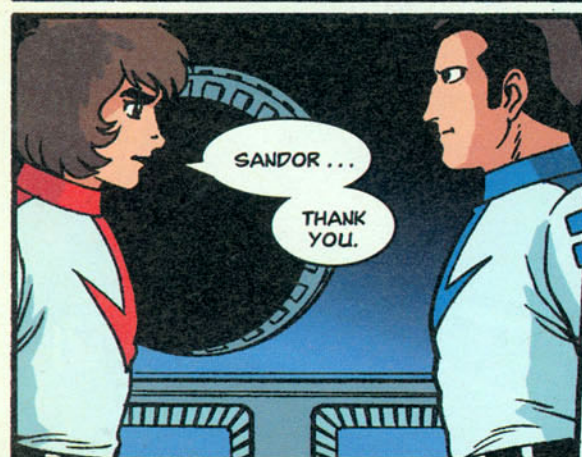
"THE ENEMY'S
OPENED FIRE!"



THIS IS
SANDOR --
OPEN THAT
LANDING BAY
FAST,
FELLAS!



WHEW!
THAT WAS AS
CLOSE AS I CARE
TO GET!

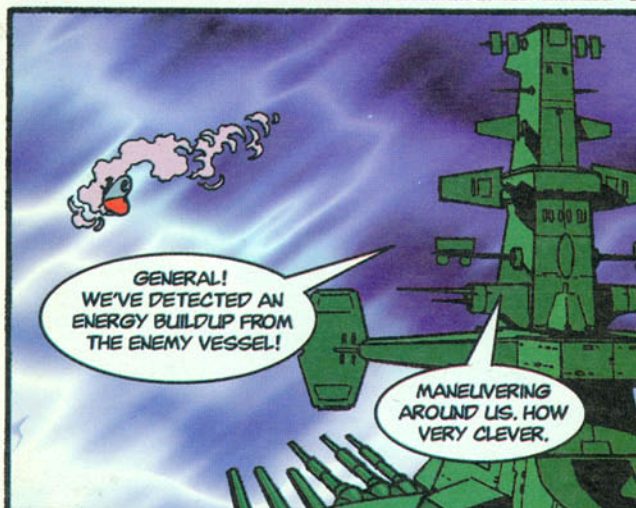
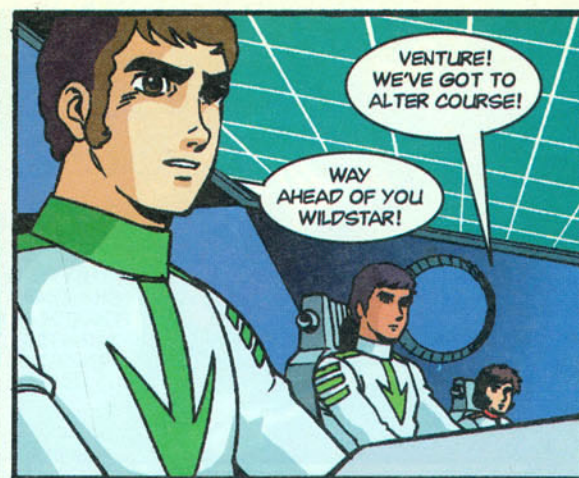
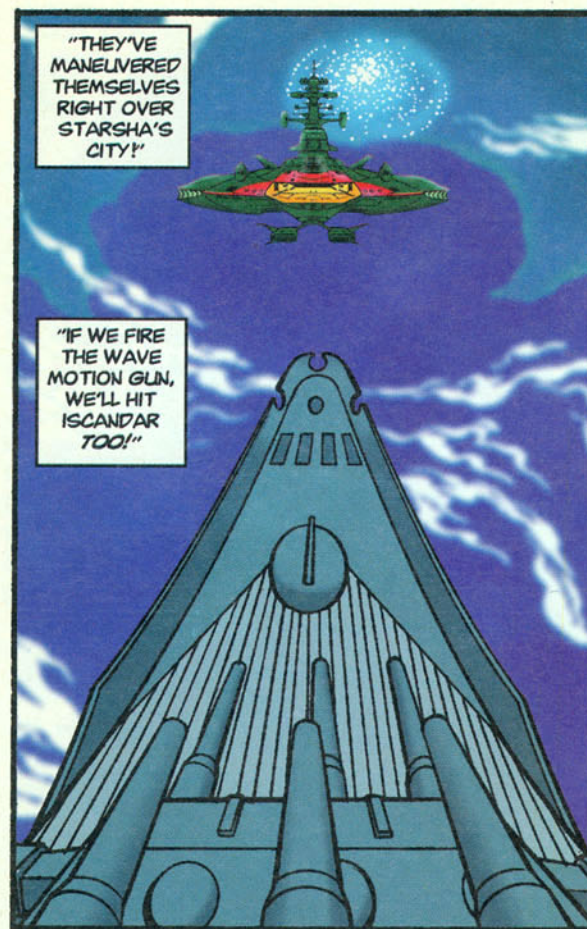
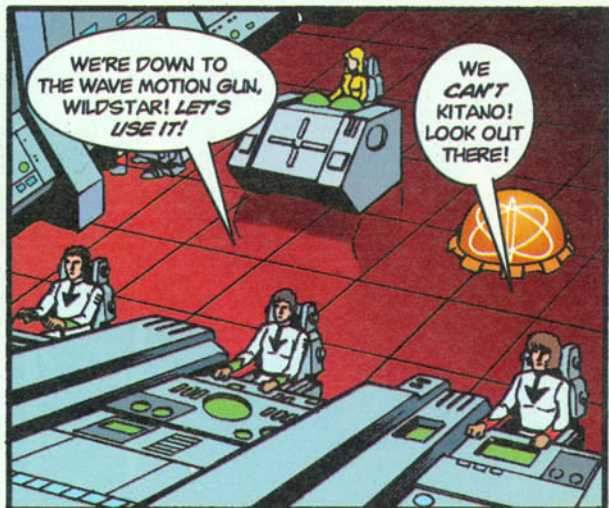
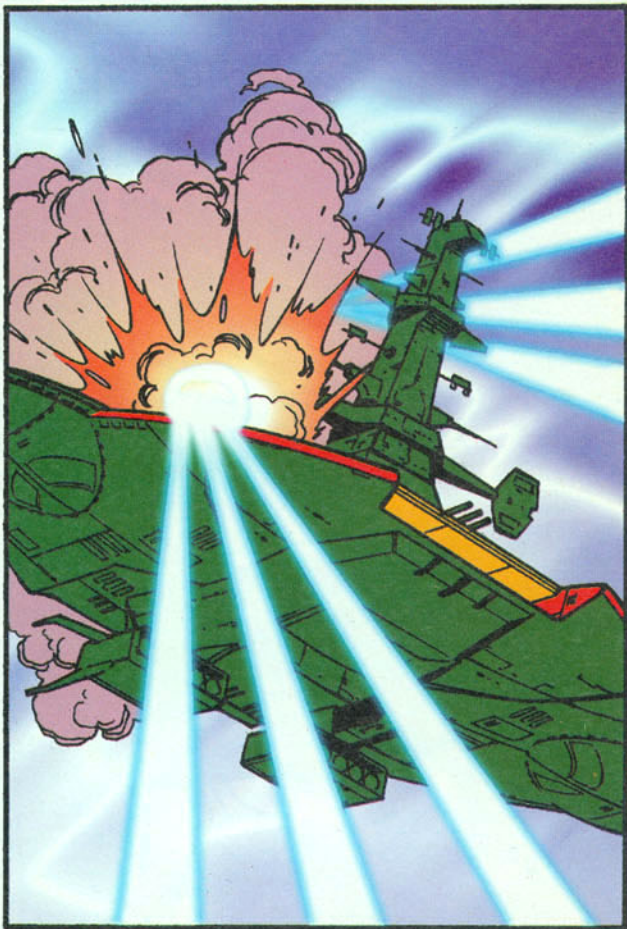
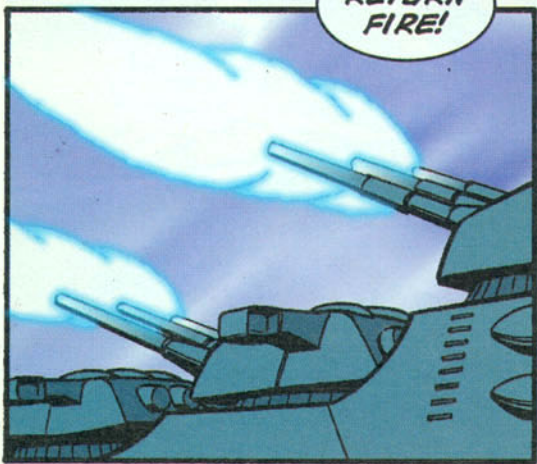
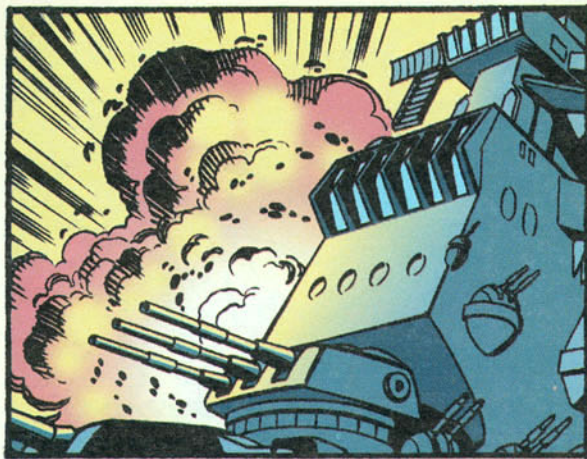


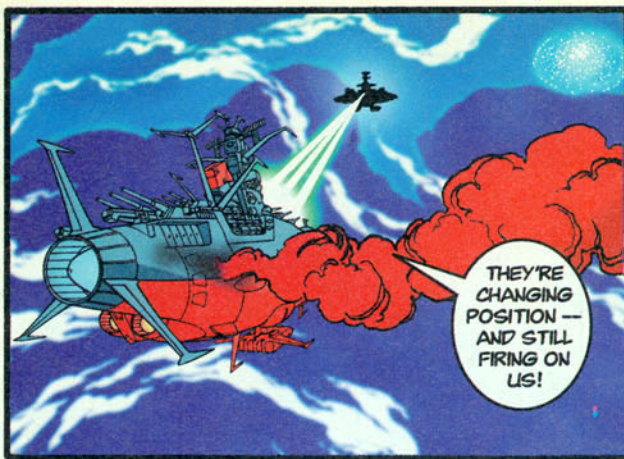
SANDOR ...

THANK
YOU.



MY PLEASURE,
WILDSTAR.





THEY'RE CHANGING POSITION — AND STILL FIRING ON US!



DAMN THOSE COWARDS!
VENTURE, TRY IT AGAIN!

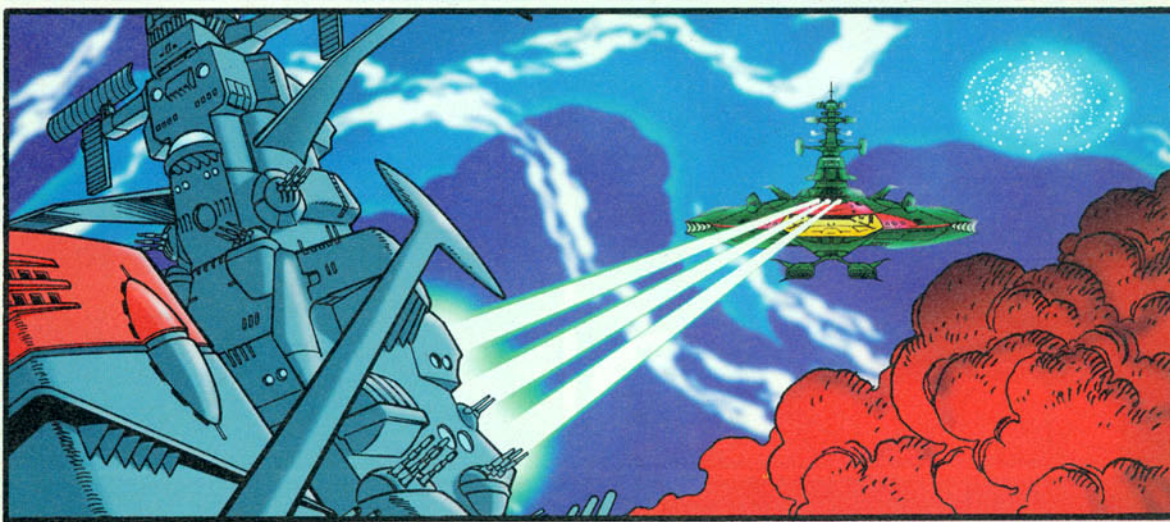


30 DEGREES TO STARBOARD AT FULL POWER!



HEEHEEHEE! WHAT AN AMUSING GAME!

AND WE CAN PLAY AS LONG AS NECESSARY!

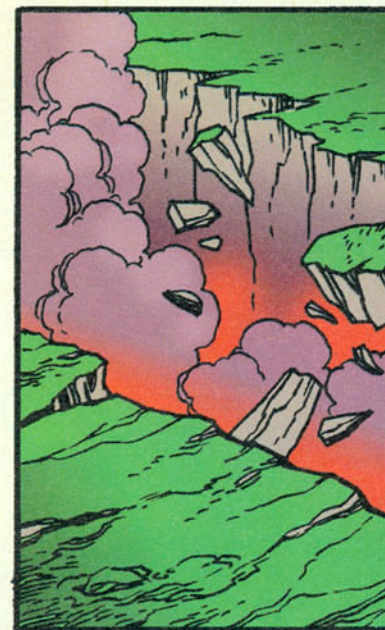


THEY'VE GOT US, WILDSTAR! THEY CAN KEEP CHANGING THEIR POSITION AS OFTEN AS THEY LIKE!

WE'VE GOT TO TRY SOMETHING ELSE ...



"...BUT WHAT?"



SEISMIC ACTIVITY ON ISCANDAR!
IT'S MOVIN' AGAIN!

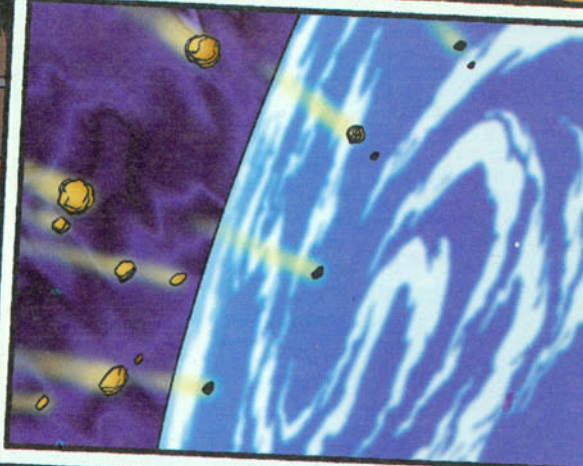
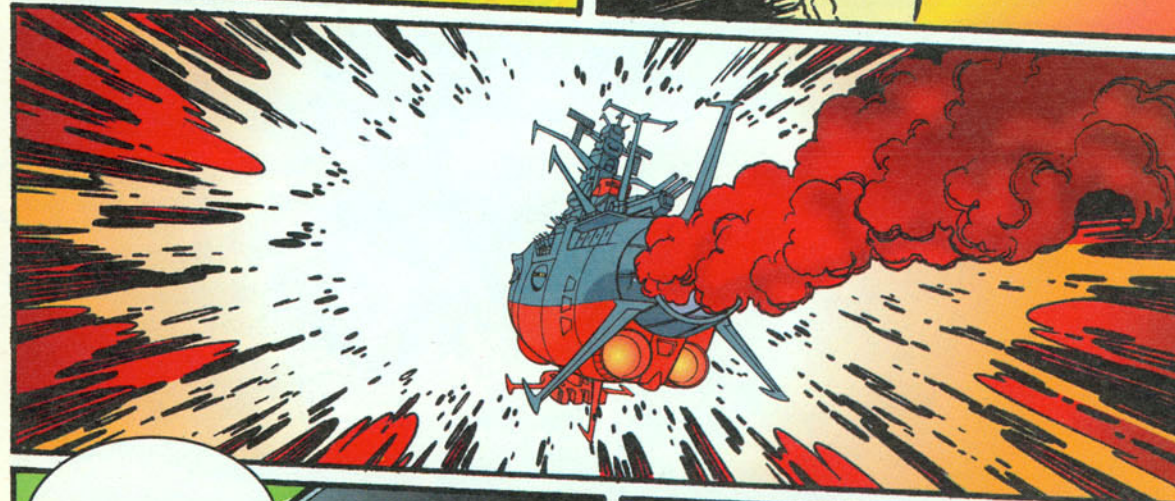
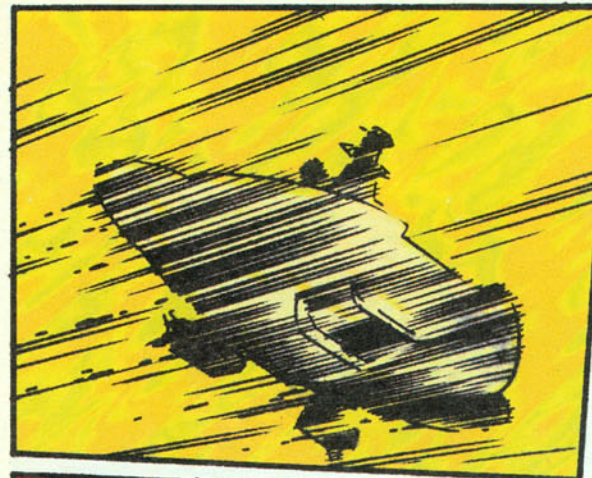
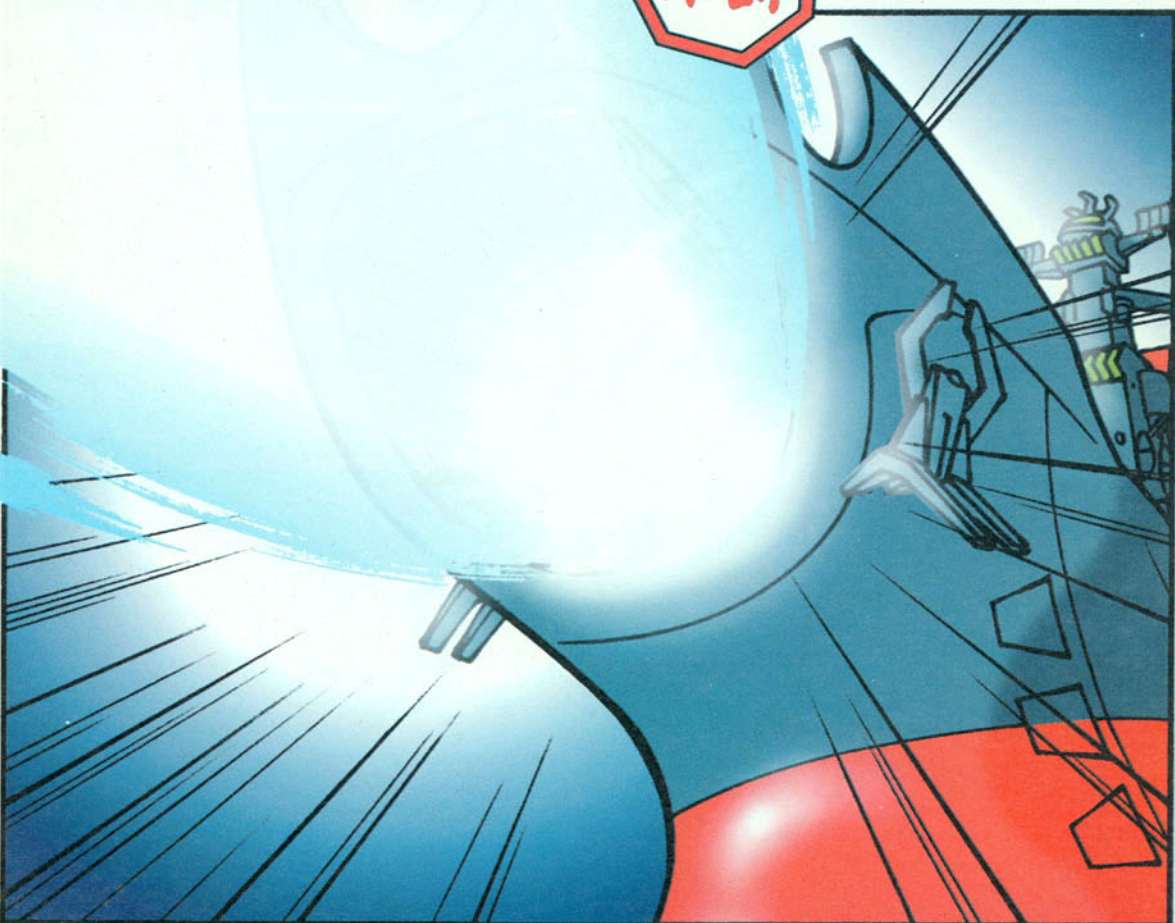
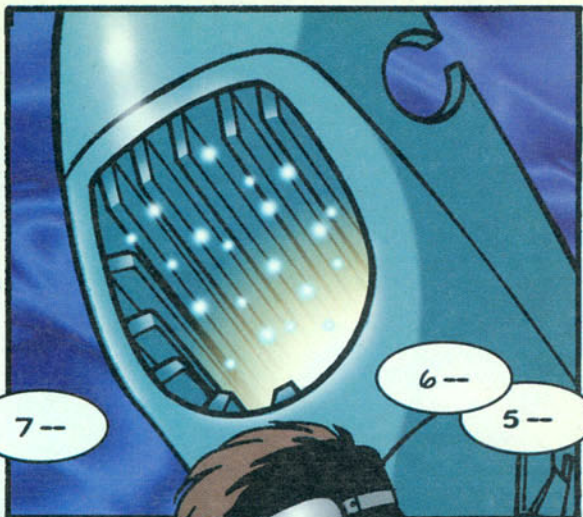
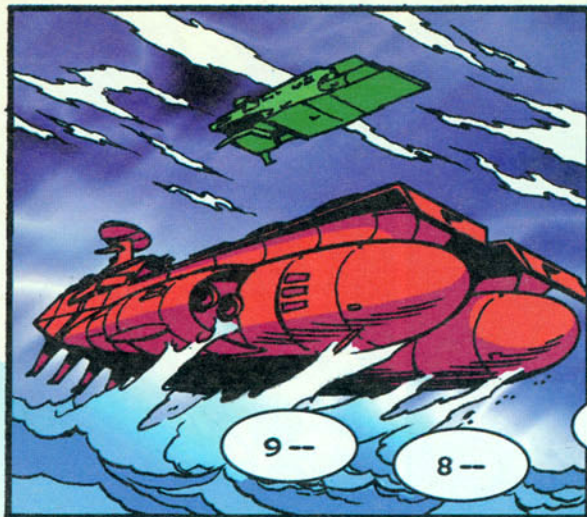


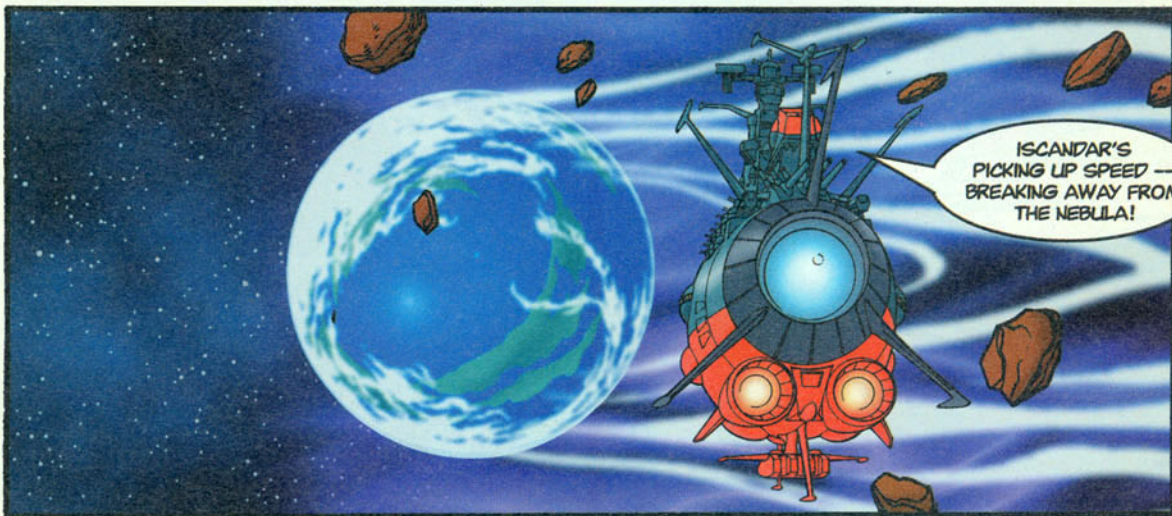
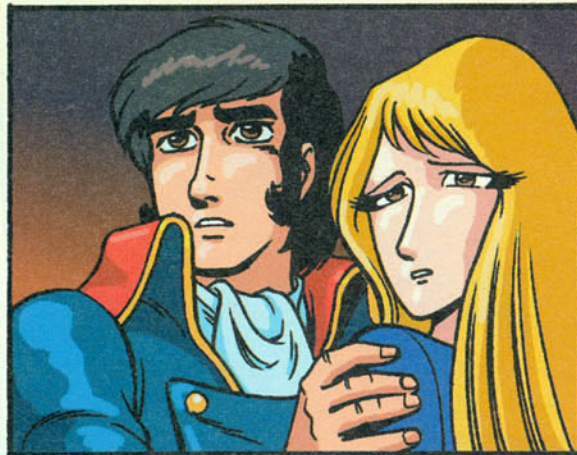
LOOK AT THAT!
SO THAT'S WHAT ALEX WANTED TO DO!



HE'S GIVEN US OUR CHANCE!

START THE COUNTDOWN -- NOW!



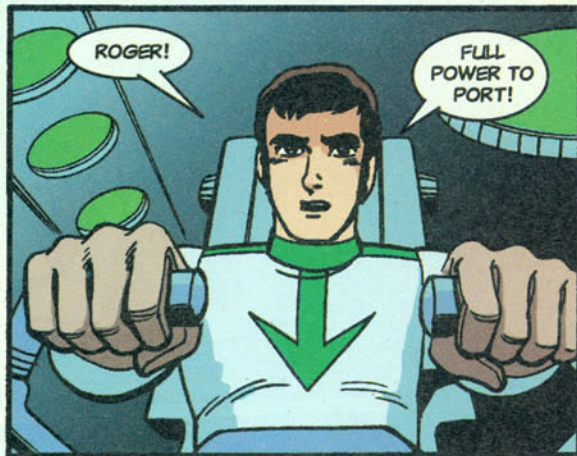


ISCANDAR'S
PICKING UP SPEED —
BREAKING AWAY FROM
THE NEBULA!



WE'VE GOT
TO STAY WITH IT
UNTIL WE CAN FIGURE
OUT WHAT TO DO.

BRING
US ABOUT.



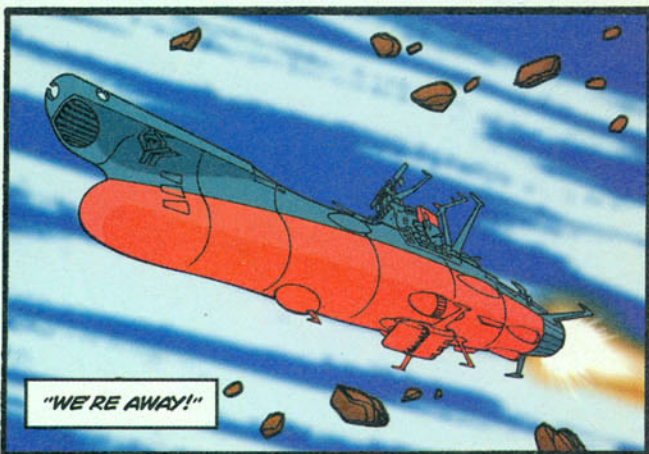
ROGER!

FULL
POWER TO
PORT!



ALL POWER
DIVERTED BACK TO
THE WAVE MOTION
ENGINE!

INCREASING
TO MAXIMUM!



"WE'RE AWAY!"

ELSEWHERE...



GREAT
EMPEROR OF THE
DARK NEBULA...
I OFFER MY PROFOUND
APOLOGIES!

WE HAVE
LOST OUR ENTIRE
FLEET IN THIS
SECTOR!

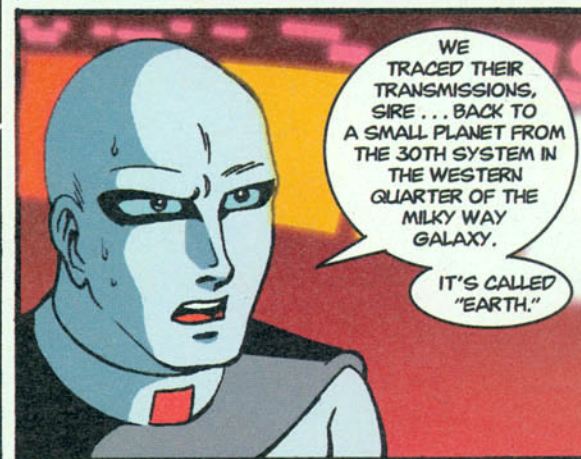
WHO IS
RESPONSIBLE?

THE GAMILON
FLEET...AND AN
UNKNOWN ENEMY...
COMBINED THEIR FORCES
TO DESTROY GENERAL
DEDA'S TASK
FORCE.



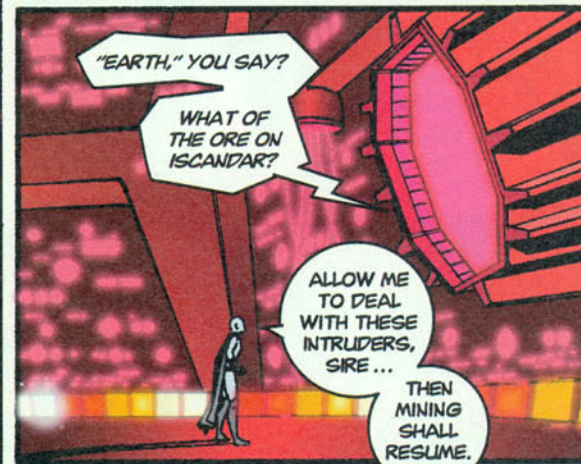
AN
UNKNOWN
ENEMY?

HAVE
YOU NO
INFORMATION
ABOUT THEM,
COMMANDER
MELDARS?



WE
TRACED THEIR
TRANSMISSIONS,
SIRE... BACK TO
A SMALL PLANET FROM
THE 30TH SYSTEM IN
THE WESTERN
QUARTER OF THE
MILKY WAY
GALAXY.

IT'S CALLED
"EARTH."

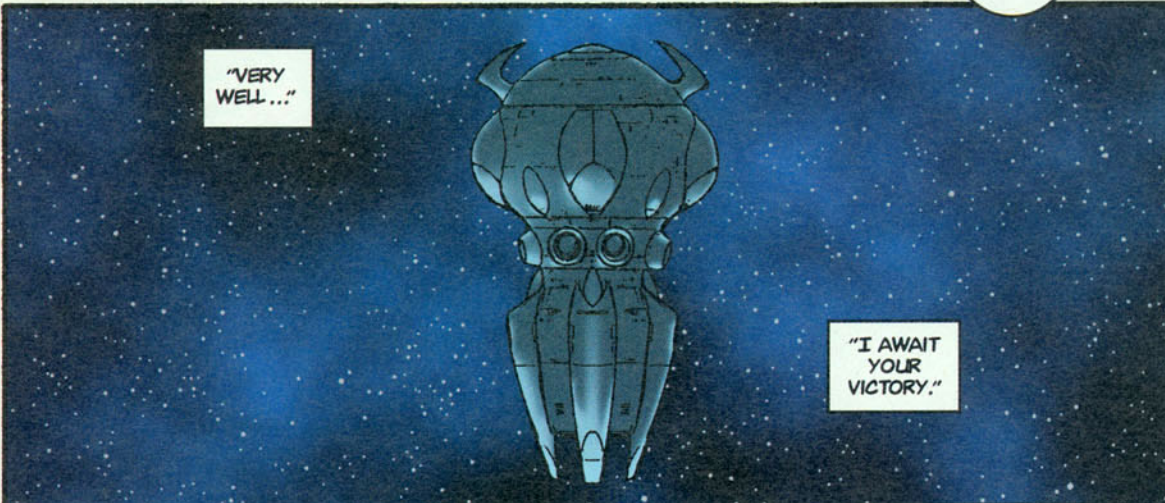


"EARTH," YOU SAY?

WHAT OF
THE ORE ON
ISCANDAR?

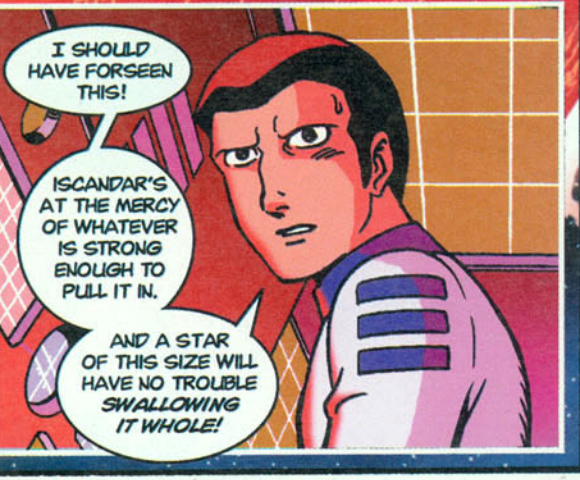
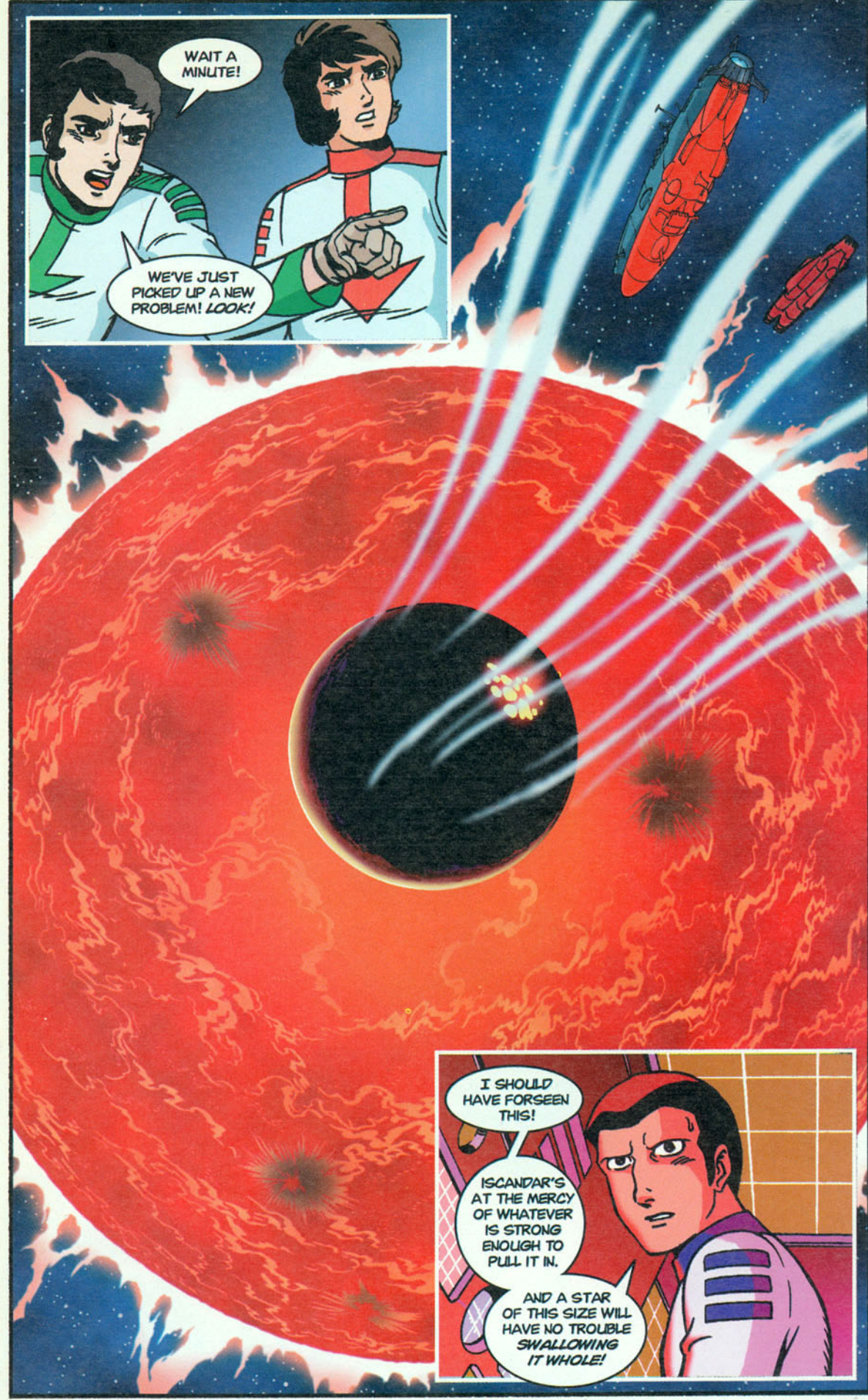
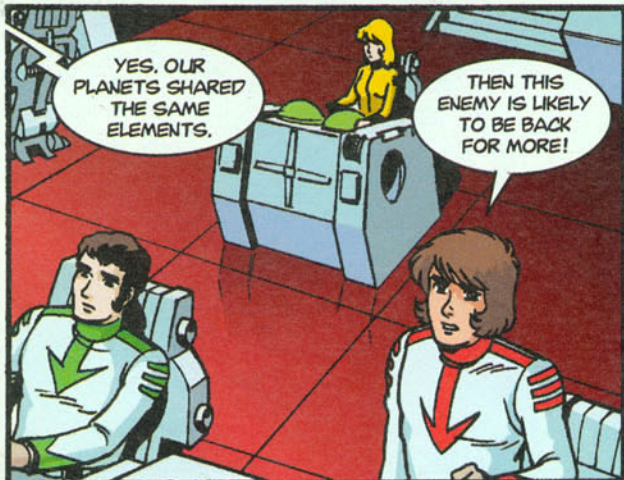
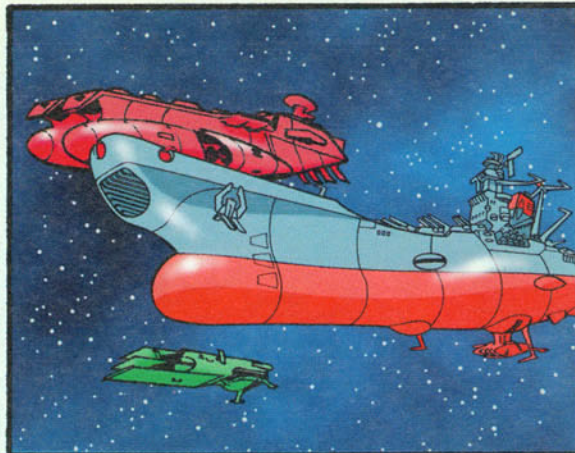
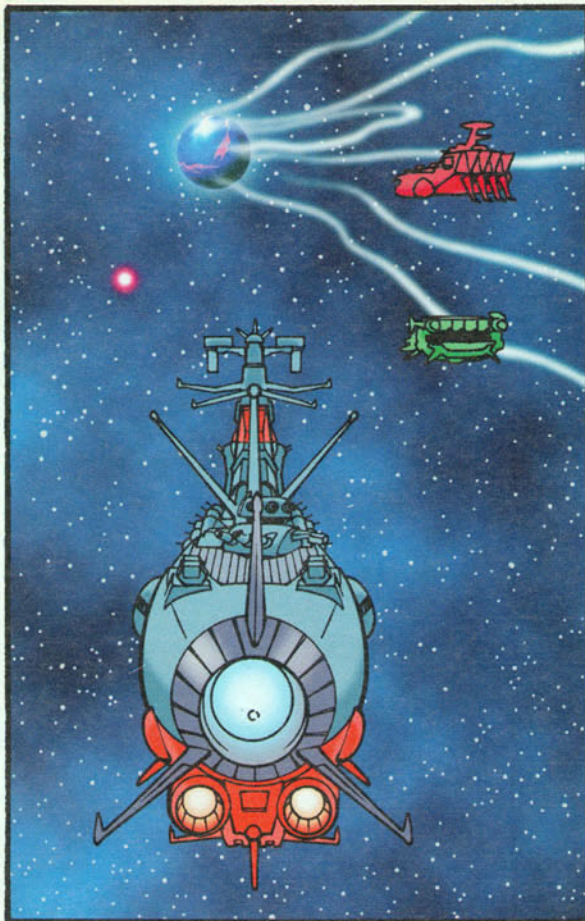
ALLOW ME
TO DEAL
WITH THESE
INTRUDERS,
SIRE...

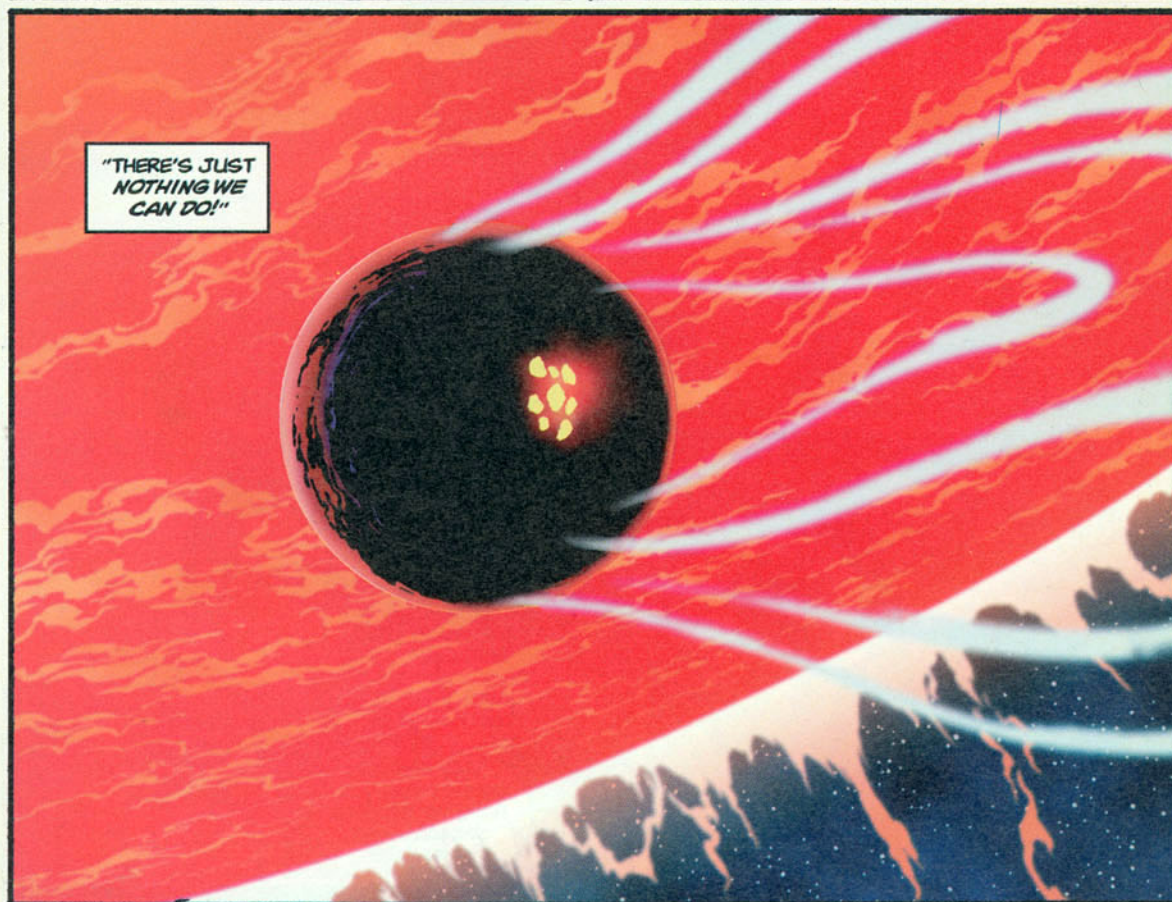
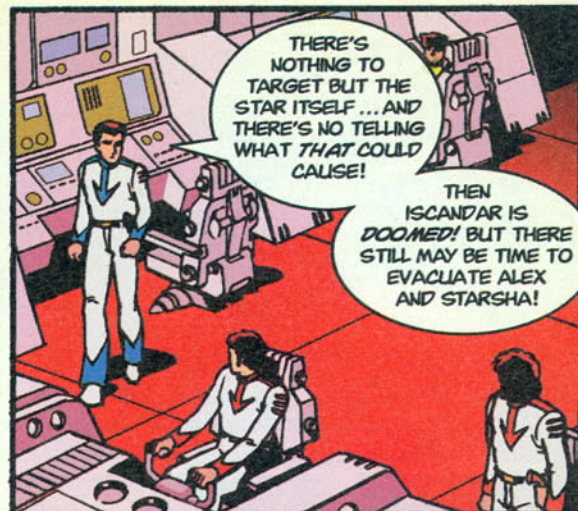
THEN
MINING
SHALL
RESUME.



"VERY
WELL..."

"I AWAIT
YOUR
VICTORY."





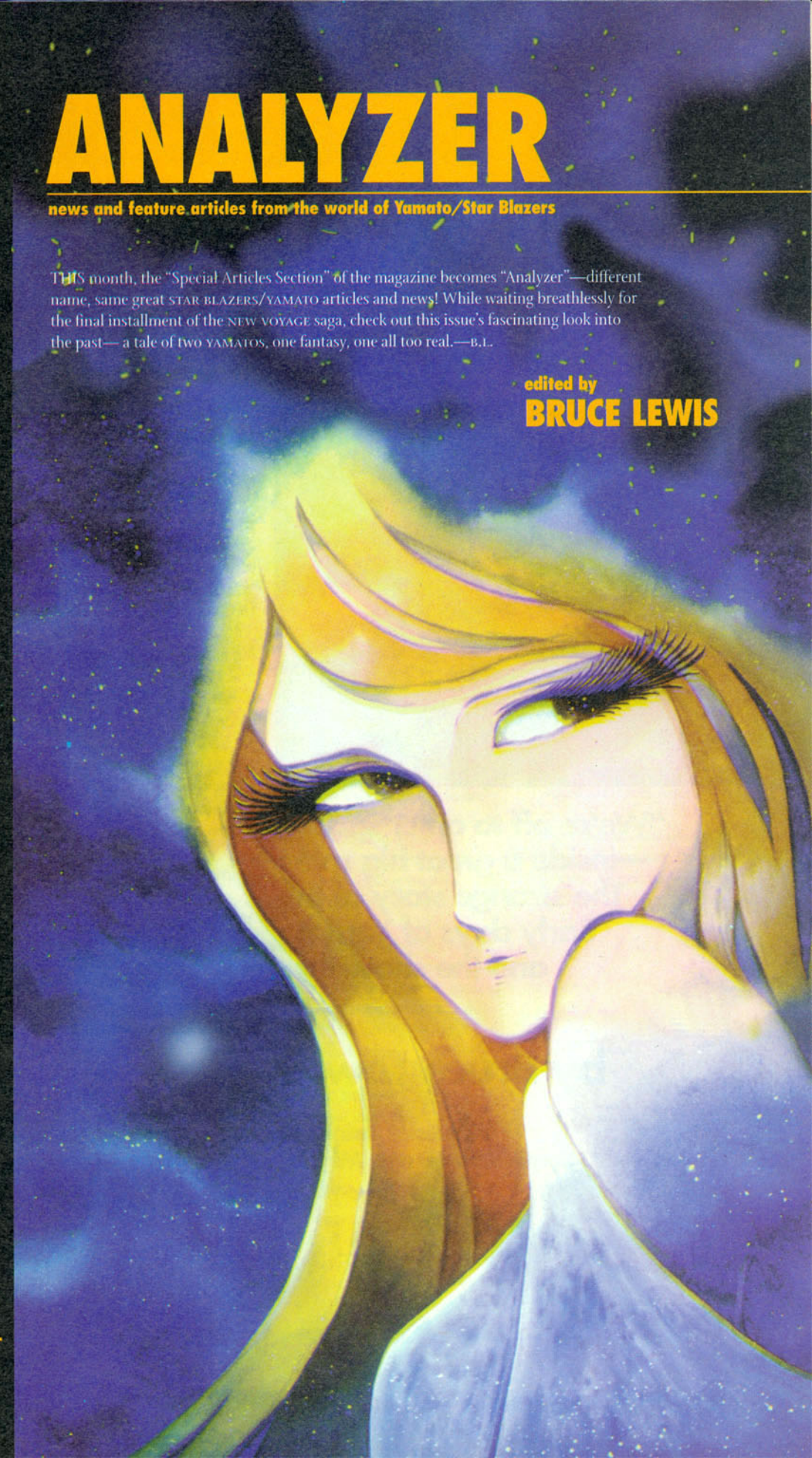
ANALYZER

news and feature articles from the world of Yamato/Star Blazers

THIS month, the "Special Articles Section" of the magazine becomes "Analyzer"—different name, same great STAR BLAZERS/YAMATO articles and news! While waiting breathlessly for the final installment of the NEW VOYAGE saga, check out this issue's fascinating look into the past—a tale of two YAMATOS, one fantasy, one all too real.—B.L.

edited by
BRUCE LEWIS

art: Leiji Matsumoto



Space Cruiser ICARUS



**"We're off to outer space"
—inside a great big rock!
The strange story of the
early days of Yamato
and the show that
never was.**

by Bruce Lewis.

**Special thanks to
Sumiko and Ernest Migaki.**

It is the future. For years, Earth has been fighting against an aggressive alien race from another star. Soon, the surface of the planet is rendered lifeless and barren by the ceaseless bombing. Radiation is slowly seeping into the surface, toward the underground cities to which mankind has fled in refuge. Calculations bring grim news: the radiation is penetrating far deeper than anyone has thought. Within one year, it will reach the subsurface cities and all of humanity will perish!

But hope springs eternal. A crashed spaceship from a mysterious planet carries a message from afar: "Come to Iscandar!" Inspired by this, an inexperienced but courageous crew of young people sets out on a mission to save the Earth. Their goal: to travel to Iscandar in just one year and return with the technology that can save humanity. Their vehicle: a 700-meter-long chunk of rock with an engine in back.

Welcome to ASTEROID SHIP.

ASTEROID SHIP was the working title created by Office Academy director Aritsune Toyota for producer Yoshinobu Nishizaki's upcoming space adventure television series back in the early 1970s. While the idea of a weekly TV series centered around a flying rock might seem strange now, it is only one of many far-out concepts for the new show that were considered by Mr. Toyota and his staff. Yet within the unfamiliar outlines of ASTEROID SHIP lay seeds of real drama—seeds that would soon sprout into the SPACE BATTLESHIP YAMATO we know today.

PART I: ASTEROID SHIP ICARUS.

ASTEROID SHIP contains many of the same story elements that made YAMATO a hit: a ruined Earth, a desperate journey, and an implacable alien foe. Instead of the latter's blue-skinned but essentially human Galman, however, this time the enemy is the alien Legendora, who remain unseen as the story progresses. Dedicated for unfathomable reasons to wiping out humanity, the Legendora bombard Earth with antiproton missiles, reducing its surface to bubbling slag and, as in YAMATO, forcing mankind to flee to underground cities. But all hope is not lost; reports from the MARINER 18 probe prove that an alien ship has crashed on Mars. A decision is made to build a ship and make the voyage to the crashed ship's point of origin—the planet Iscandar. Cue the big rock.

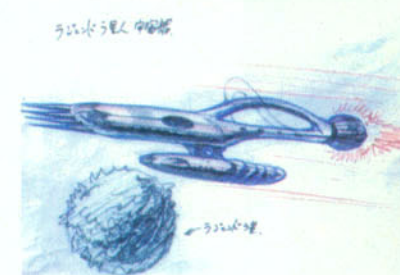
In an interview with STAR BLAZERS at AnimEast '95, YAMATO animation director Noburo Ishiguro chuckled amiably about the early days of the series. "When I was hired, YAMATO didn't look anything like it does now," he said. "Originally, it looked like several chunks of rock stuck together." The "chunks of rock" forming the ship were supposed to be Icarus, a two-kilometer-long planetoid, which is hollowed out and fitted with a warp engine similar to the one found in the crashed Iscandarian ship. (This idea found its way into BE FOREVER YAMATO, where we see the ship hidden within Icarus prior to its voyage to Dezialium.) The idea was that ICARUS' natural camouflage would serve to increase the ship's chances of making it to Iscandar intact. Besides the warp engine, ICARUS packs major firepower, for use in self-defense: the "Heat Ray Gun," the plain old "Ray Gun," and the awe-inspiring "Nuclear Bazooka," among others. One such idea that made it into the YAMATO series was the "asteroid ring", a circular shield made of rock that circles the ship at high speed. This system is depicted many times in the later series and in the subsequent YAMATO films.

Many other features of ASTEROID SHIP would survive to see duty in the subsequent YAMATO series as well. For example, ICARUS packs inflatable models of itself to use as decoys. (We see the hapless Volgar trash an inflatable YAMATO in Series 1, episode 17.) The ship boasts a low-grav gym; an "Image Garden", with plants brought from Earth surrounded by projection screens depicting pre-war Earthside beauty; and an "Image Bedroom", featuring a ceiling-mounted virtual-reality rig over a comfy bed where, according to the production notes, the Asteroid Soldiers can chill out and "in a semi-hypnotic state, live out their fantasies...travelling, dating (!), or whatever they desire." Again, we see echoes of the last two items in YAMATO, specifically, in the "hologram room" from Series 1, episode 19 (not to mention the way STAR TREK: THE NEXT GENERATION "borrowed" the whole idea more than a decade later!)

One of the most interesting ideas dreamed up for ICARUS was its communication system. Unlike YAMATO's overhead video panel, which often seems to make calling across 148,000 light years as easy as dialing up the corner delicatessen, ICARUS is equipped with a "warp communications system" that can only function during periods when the ship is cruising in normal space. The receiving antenna back on Earth, located on the top of Mount Everest, is two thousand meters (1.28 miles) high! This 700-story tower is ICARUS' only lifeline to Earth.

Concepts like those described above help create a sense of wonder in a space adventure; ASTEROID SHIP had them in spades. In spite of the humorous image of a rocket-powered boulder hurtling through space, the concepts developed around ICARUS would serve as a valuable inspiration for the team that would bring YAMATO to life not long after.

NEXT ISSUE: THE ICARUS' CREW



Production art from Asteroid Ship.

(Top) Urban renewal, alien style.
(Center) Fighters pass the Icarus' "prow."
(Bottom): A Legendora spaceship.



If any item could be called "indispensable" for the true STAR BLAZERS enthusiast, it is the legendary Roman Album (RA). Their appearance in the early 1980s marked the beginning of the YAMATO phenomenon on this side of the Pacific; more than any other printed source, the YAMATO RAS were the "bible" of STAR BLAZERS, the "holy books" of the tiny group of believers that eventually became the anime movement in America.

Some believe that the term "Roman Album" originated from the English word "romance." In all likelihood, however, the real source of the term is not any English word, but rather a lesser-known German term. *Roman* is the German word for novel, and it is entirely possible that this word was picked by the editors at Tokuma Shoten to describe the large, information-packed format of their new publication. A "Roman Album" would simply mean a "novel album", predating the American comics industry's so-called "graphic novel" by several years.

The RAS published by Tokuma Shoten are:

ROMAN ALBUM #1: SPACE BATTLESHIP YAMATO (1977) 6468-9, ¥480, A4 size, 88 pages (32 full color glossy, 8 duotone color matte, 48 b/w.) Contents: Color photostory, episode synopses, character/mechanical design sheets, production notes, and YAMATO history section for the first television series.

ROMAN ALBUM DELUXE #11: ARRIVEDERCI YAMATO (1980) 61577-25, ¥680, A4 size, 112 pages (32 full color glossy, 80 b/w.) Contents: Color photostory, character/mechanical design sheets, production notes, and history section for ARRIVEDERCI YAMATO.

ROMAN ALBUM DELUXE #31: YAMATO 2 (1980) 61577-37, ¥680, A4 size, 122 pages (50 full color glossy, 16 duotone color matte, 56 b/w.) Contents: Color photostory, episode synopses, character/mechanical design sheets, production notes, and YAMATO history section for the second television series.

ROMAN ALBUM DELUXE #36: BE FOREVER YAMATO (1981) 61577-48, ¥680, A4 size, 122 pages (42 full color glossy, 16 full color matte, 64 b/w.) Contents: Color photostory, episode synopses, character/mechanical design sheets, production notes, technical manual for fighter cockpits and various YAMATO stations, staff, production, music, and publicity notes for BE FOREVER YAMATO.

ROMAN ALBUM DELUXE #43: YAMATO III (1981) 61577-57, ¥680, A4 size, 122 pages (42 full color glossy, 16 full color matte, 64 b/w.) Contents: Color photo synopsis with special focus sections, mechanical design sheets, character design sheets, general design artwork, image artwork, staff, production, and music notes for YAMATO III.

ROMAN ALBUM EXTRA #56: FINAL YAMATO (1983) 61577-74, ¥890, A4 size, 132 pages (36 full color glossy, 24 full color matte, 72 b/w.) Contents: Color photo synopsis with special focus sections, mechanical design sheets, character design sheets, general design artwork (including pre-production roughs), image artwork, story boards, tactical maps, staff, cast, production, and music notes for FINAL YAMATO.

In addition to these titles, Tokuma Shoten published a two-volume YAMATO PERFECT MANUAL set (ROMAN ALBUM EXCELLENT #53-#54) in 1983. These books are profiled in STAR BLAZERS #2.—ED.

NOW AVAILABLE FROM VOYAGER

BOGAZAN! A CHILD ON THE BATTLESHIP YAMATO
An one-hour audio drama produced by L.A. Theatre Works, featuring B.D. Wong, this gripping cassette tape tells the story of the battleship's fateful journey—from a child's perspective. \$16.50 postpaid.

SPACE BATTLESHIP YAMATO 1996 CGI CALENDAR
This huge (16"x24") wall calendar is a must-have! Designed by YAMATO mastermind Leiji Matsumoto, it features seven views of YAMATO in high-res computer-generated color, plus an eighth page depicting virtually every spaceship and vehicle created for the series! \$23.95 + \$4.95 POSTAGE.



For credit card orders dial 1-800-704-4040 (dept. CAL), or send check or money order to the address on the inside front cover of this magazine. U.S. funds only. We regret that no Canadian or other foreign orders can be accepted.

IN APRIL OF 1945, THE LARGEST BATTLESHIP EVER BUILT LEFT JAPAN ON A LAST-DITCH SUICIDE MISSION. HER ENEMY: THE MOST POWERFUL NAVAL ARMADA EVER ASSEMBLED. THIS IS THE STORY OF THAT SHIP—AND OF ONE MAN WHO SAILED IN HER.

BY BRUCE LEWIS

NIGHT was falling on the north Pacific. The last few threads of sunlight laced the western horizon, bringing to a close a gusty, overcast April day. As the last shred of sunlight dipped past the horizon and into infinite space, Ensign Yoshida Mitsura, Imperial Japanese Navy, turned his gaze from the shadow of land he had been watching and stared out the glazed windscreen before him. Below, on the decks of YAMATO, the crew turned to, hastily preparing the great battleship's weapons and tackle for the open sea. Her great screws churning, YAMATO and her escorts passed through the narrow confines of the Bungo Strait at twelve knots, leaving the relative safety of Japan's Inland Sea and passing into hostile territory for what would be her last time. "The final arrow has just been shot from the bow," thought Ens. Yoshida, thinking of the family he would never see again. For there was to be no return; YAMATO, alone except for a few destroyer escorts, was sailing directly into the teeth of the most fantastically powerful naval armada ever assembled, with no air cover, no provisions for a return trip, and no hope of ever coming back. The Americans had landed on Okinawa, and just off that island's coast lay the combined might of the United States Navy's Task Force 58, including the dreaded carrier ENTERPRISE. With no air cover, YAMATO would be helpless before the waves of torpedo planes and bombers ENTERPRISE and her sister ships would be certain to

launch. And then there were the submarines, watching, waiting; it would be a miracle if YAMATO and her escorts ever reached Okinawa at all...

As darkness fell, Yoshida closed his eyes, certain that he was never to see his family or his home again. It was 1800 hours, 6 April 1945, and for both YAMATO and the Japanese Empire, this was the final twilight.

THIS is a story of the end of an age: the age of the battleship. The story you are about to read is no historical romance, no fairy tale of guts and glory. It begins as an act of suicide and ends with the deaths of more than two thousand men. It is the story of bravery wasted in the cause of aggression, and of good men sent to a meaningless death in the name of empire.

This is the true story of battleship YAMATO.

PART I: THE RISING SUN

In the early part of the Twentieth Century, the balance of power in the western Pacific began to shift. In 1895, China ceded the island of Formosa (Taiwan) to the newly restored Meiji Emperor, and ten years later the Russo-Japanese War (1904-1905) gave the Japanese

PLEASE TURN THE PAGE



The True Story of Battleship Yamato

their first foothold on the Asian continent; after defeating the Russian Navy at Tsushima in 1905, the victorious Japanese moved to consolidate their power in Manchuria and Korea. Japan took the side of the victorious Allies in World War I, and as a reward was mandated all of the Kaiser's former Far Eastern possessions, including the Marshall, Caroline, and Marianas Islands. Led by a growing militarist faction within her government, the Empire of Japan moved into the power vacuum left by the collapse of the German Empire after World War I. The other colonial powers in the region—Great Britain, Holland, and France—began to eye the Rising Sun warily as Japan began occupying one island group after another. Only Guam and the Philippines remained United States territory.

Alarmed by the growing power of Japan, the United States began construction of a powerful new navy in 1916. However, the leaders of the Allied powers were still hopeful that another horrible war could be avoided. The League of Nations was proposed by U.S. president Woodrow Wilson in order to create an alternative to war—an international forum where nations might work out their differences at the conference table. But Wilson's dream of an American-led League was never to see reality; in March of 1920, the U.S. Congress repudiated Wilson and rejected the Treaty of Versailles, ending any hope of American membership in the League of Nations.

Despite the rejection of this form of international law, the American government was still strongly dedicated to the idea of world peace. In November 1921, delegates from Great Britain, France, Italy, the United States, and the Japanese Empire, among others, met in the American capital; on 6 February 1922, the negotiations ended with the signing of the Washington Treaty.

Central to the Treaty was the "5:5:3" ratio, which was intended to limit the tonnage of naval shipping that the three largest navies might build. For every five tons of naval shipping constructed by the Royal Navy, America was allowed to build five, and Japan three. In addition, the United States agreed to scrap most of the ships it had built after the war, and to leave its Pacific bases unreinforced. It was hoped that these limitations on naval power would forestall a destructive Pacific conflict between the European colonial powers and those of Japan.

It was here, at a bargaining table in Washington, that YAMATO was born. Far from the guarantee of peace they were intended to be, the treaties signed that day set in motion a series of events that would

in just a few years' time result in the secret construction of the mightiest seagoing killing machines ever conceived: Yamato and her sister ships. If the Japanese navy could not build many ships, it would build bigger ones instead.

The Japanese Empire continued to expand its power throughout the 1920s and '30s. Not all Japanese supported this aggression, however. Japan was a member of the League of Nations, and large numbers of Japanese opposed the growing power of certain military and industrial groups within the country. In time, these militarist groups came together into a overall movement that began a campaign of terror and murder against the liberal elements of Japanese society. Fascist and anti-Western in outlook, the leaders of this movement aimed to place all of Japan under a strict military dictatorship, and then go on to "liberate" the other countries of Asia from all European and American influence, placing them—and their valuable natural resources—under the Emperor's rule. This "Greater East Asia Co-Prosperity Sphere" was to include China, the Philippines, Indochina, India, and, in time, the entire Pacific Ocean east to Hawaii and Alaska.

While the United States was scrapping her warships and allowing her island bases to go unattended, Japan's military was conquering China; soon, all of Manchuria was under their rule. By the end of the decade, opposition to the new order within Japan had been liquidated. The Co-Prosperity Sphere was soon to become a reality. But the warlords of Japan knew that they must move quickly to secure sufficient oil and resources, for the Americans would only tolerate Japanese expansion for so long. A confrontation between the forces of the United States was inevitable; it was up to the new leaders of Japan to ensure that confrontation took place on a basis favorable to the Empire.

As a direct result of the Treaty of Washington, the United States had by the 1940s no effective means of confronting Japanese aggression in the Pacific. The Philippine garrison was defended, but cut off from reinforcements. The English had retreated to the west, certain that her fleet and army at Singapore would serve as a check to Japanese expansion. Japanese bases had been built throughout the area, her armies constantly driving further into territories mandated to England, Holland, and Australia. The stage was set for Japan to renounce the Treaty of Washington and begin her rearmament. YAMATO was about to be born.

NEXT ISSUE: BUILDING YAMATO

When I read issue #2, I was heartbroken/surprised that Orion, Conroy, Hardy, and Sgt. Knox died. They will be missed, but not forgotten. I liked Cadet Orion (Orion's son) as engineer on the ship, and Sakamoto taking Conroy's place as a showoff and squad leader when Wildstar's not out there—they fill in the void that Orion and Conroy left. I like what you're doing with THE NEW VOYAGE, and I hope to see other adaptations like this from other movies, and THE BOLAR WARS as well. I'd also like to see original storylines with this new crew down the road. And I like what is done in the back section of the book. Keep it up!

I've got some questions concerning the comic: 1) Why did the new chief engineer call Wildstar "Commander" instead of "Captain" (which was his rank in THE COMET EMPIRE series); 2) Why is the ship called the YAMATO instead of the ARGO as it was called in the TV series? and 3) On the bridge, you've got both Pilots/Helmsmen next to each other with Weapons to their left, while in THE QUEST FOR ISCANDAR and THE COMET EMPIRE the Pilot/Helmsman and Weapons were next to each other, with the station to their left an unknown because no one was shown stationed there. What's the scoop?

BILL PASSIAS
BROCKTON, MA

You're not alone, Bill. The revelation about Orion and the others dying is one of the first jolts STAR BLAZERS fans feel when they enter the YAMATO continuity; but I think it demonstrates perfectly the kind of emotional power contained in the series. As long as this comic book continues to be published, your wishes will all come true. We're preparing an original

story to follow up this adaptation of THE NEW VOYAGE (more details to come next issue!), and when we get to THE BOLAR WARS, we hope to present you with entire episodes that were conceived for the Japanese version but never animated (won't that be fun?)

Let's tackle your questions one at a time: 1) Actually, Derek Wildstar wasn't the Captain of the ship during THE COMET EMPIRE series; he was the Acting Captain (remember, the Star Force launched against orders—much like the ENTERPRISE in STAR TREK III, which came out several years later. Hmmm.) Since Wildstar is not officially promoted to the rank of Captain until the beginning of THE BOLAR WARS storyline, about the only appropriate title for him at this point is "Commander," given that he is the commanding officer of the fighter squadron.

2) We're now calling the ship YAMATO for several reasons. Mainly, it's representative of the transition we all experience as SPACE BATTLESHIP YAMATO eclipses STAR BLAZERS. There comes a point when we all naturally want to honor the original intent. The ship was always the YAMATO, and she always shall be.

3) What you've noticed is some evolution in the makeup of the bridge crew. While Mark Venture's station has always been in the same place, a second Pilot's station was added to the same station from which the wave motion gun is fired. That station to the far left has yet to be officially defined, but it will be when the need arises.—T.E.

Thank you for such a splendid magazine. I am curious about a few things, however. First: exactly how often are you planning to publish your magazine? Secondly, are you going to just do adaptations or are you eventually

going to create all-new stories?

I have truly enjoyed your comic so far. So much so that, in my anime club's newsletter, I gave your comic a very good recommendation. I am the Associate Publications Officer for Cal Animage Beta Chapter at UC San Diego. (Go Chargers!) I write a regular column called "America-jin no Manga." Since I enjoy reading anime-based comics, I review them as well. Yours was one of the best I've read in quite a while. Thank you for your continued high-quality publication.

DEXTER T. ODANI
CAL ANIMAGE BETA CHAPTER
WVATHANA@SDCC14.UCSD.EDU

We appreciate the recommendation, Dex. STAR BLAZERS is now bimonthly, thanks to the loyal support of readers like you! And starting with #6, you'll be seeing our first all-new STAR BLAZERS story; stay tuned.—B.L.

I have loved this series since I saw it here in Puerto Rico in 1978 under the title NAVE ESPACIAL ("Spaceship"). It was only the first series, but the advantage for me is that it was dubbed in Spanish and no scenes were edited out. (In Spanish, the ship was called "Intrepid.") The names of the Earth characters were Latinized, but the Gamilons were not. By the way, is there a YAMATO RPG or video game? Thanks for bringing back so many fond memories of my boyhood. May you continue to have a great voyage!

SAMUEL DEJESUS DELGADO
ARECIBO, PUERTO RICO

It's a tribute to the universal power of the YAMATO series that so many of us, no matter where we saw it, were equally

...EARTH, DO YOU COPY?

LETTERS BECOME THE PROPERTY OF VOYAGER ENTERTAINMENT, INC., AND MAY BE EDITED.

PLEASE TURN THE PAGE

inspired by it. We at Studio Go! feel incredibly lucky after all these years to crown our own creative inspiration with this very comic book. If you've got the right connections, you can find a SPACE BATTLESHIP YAMATO cartridge for Gameboy; a Japanese toystore chain called Pony Toys may be able to help you with this. They occasionally advertise in Viz Communications' ANIMERICA MAGAZINE.

As for an official Role-Playing Game,, keep reading "Yamato Shop" for the next few issues and see what happens. —T.E.

I have to agree that keeping the names as they are in the American version is going to go a long way towards keeping the unaware interested in the comic book. I applaud your decision to include the missing scenes from the various movies in their comic book adaptations. I missed issue #0, and was wondering if you had included an episode guide to the first series in it. I saw the one in issue #1 and wondered if you were going to do a translated episode title list of all three series. Perhaps all at once in a future issue?

LATCROW@AOL.COM

We're glad you're enjoying the restoration of the "missing" scenes. This very issue showed you the biggest ones, and it gave us a wicked sort of pleasure to turn one into a cliffhanger! There was indeed a list of first series episode titles in issue #0. We'll be publishing a collection of issues #0 and #1 along with some new material this year, and we'll run those titles again just for you! (Don't say we never did anything for ya!) —T.E.

Whew, where do I begin? Incredible. Absolutely incredible. Hopefully we can turn on a whole new generation to STAR BLAZERS. I mean, after all, I know of no other series of cartoons that had a plot that followed day after day. I really do appreciate the fine job you are all doing and knowing that there are legions of others who ran home after school to see the YAMATO fire the Wave Motion Gun! Thanx

again and please keep up the good work.

CHRIS PENCE
VEXXAR@AOL.COM

My best friend Mike and I used to run home after school, too! Let's hear it for the BLAZERS Generation! Thanks for the good words, Chris.

And thanks to all of you who wrote us. STAR BLAZERS fans are the best in the world!—B.L.

NEXT ISSUE



Out of the frying pan and into the fire! After their deadly encounter with a red-hot sun, the Star Force and Desslok come face to face with the ultimate weapon of the Dark Nebula Empire—the fearsome space fortress Goruba! The battle for planet Iscandar takes a desperate turn...and Queen Starsha herself must offer the final solution! Don't miss the concluding chapter of THE NEW VOYAGE!

net.yamato

The net.presence of Yamato and Star Blazers continues to grow. Several new sites on the World Wide Web have appeared since last time, and there are a couple of listservs as well. URLs and addresses change regularly; visit your favorite sites frequently to keep up to date.

Here are the latest sites on the Web dedicated to Star Blazers and Yamato. The sites listed below are not endorsed by Star Blazers Magazine or Voyager Entertainment, Inc. in any way, and opinions expressed in them do not necessarily represent the opinions of Star Blazers Magazine, its staff, or Voyager Entertainment, Inc. URLs are subject to change.

Yamato/Star Blazers Page!
<http://www.rosehulman.edu/~scroggkw/Yamato/yamato.html>

Star Blazers Page
<http://www.public.asu.edu/~gadson/YAMATO.html>

Space Webzine Yamato
<http://members.aol.com/swy01/index.html>

net.news

The Studio Go! Web Page is now online at:

<http://www.deltanet.com/users/bchan/index/studiogo.html>

Drop in for the latest Go! news, plus cool links and a lot more!

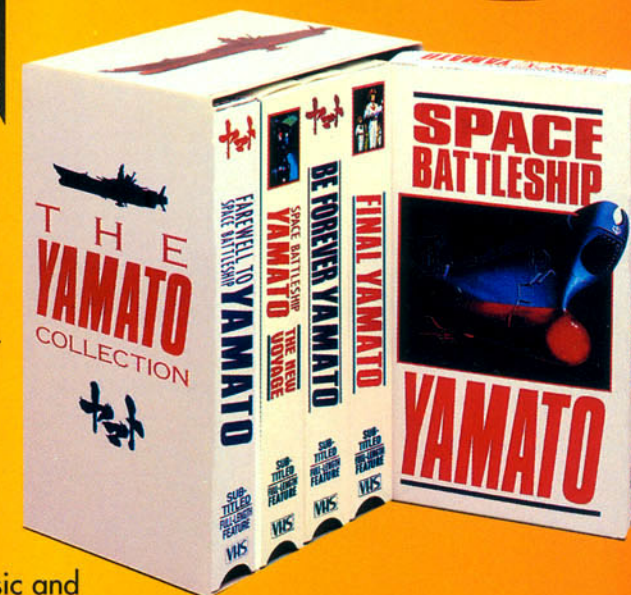
If you run a Star Blazers/Yamato-related Web page, or want to share some other great net.news with the rest of us, please email us here at Star Blazers. Thanks!

WRITE TO STAR BLAZERS

email: bchan@deltanet.com
snail: Star Blazers Magazine
Voyager Entertainment
456 Sylvan Ave.
Englewood Cliffs, NJ 07632 USA
fax: Studio Go!@818.834.9022
ATTN: LETTERS

THE YAMATO COLLECTION

For the first time, the first five features in the legendary Yamato saga are available in a deluxe Collector's Edition, specially packaged and priced. Now you can own continuing stories spanning the years 2199-2203. See them from the first discovery of World War II's famous battleship Yamato in it's watery graveyard to the last, heartbreaking look at Space Battleship Yamato returning to it's final resting place at the bottom of another ocean • Original movies • Original language • Original music and sound effects • Digitally enhanced from new masters. Duplicated in real time to assure sound and picture fidelity • New translations and English subtitles • **BONUS:** footage of the real battleship Yamato that was cut from the Star Blazers' "Quest For Iscandar" version of Space Battleship Yamato • Almost 12 hours of high adventure and ground breaking animation that changed the way science fiction fans look at animated space adventure.



1/3 OFF!
You save \$50
over individually priced
cassettes. You get
all five feature films,
each in its' own jacket,
packaged in a hand-
some, heavyweight box
embellished with full
color scenes from the
movies and the
distinctive Yamato logo.

THE YAMATO COLLECTION

EACH 5-PACK: \$99.95 plus \$5.95 shipping & handling

TOTAL INCLUDING SHIPPING & HANDLING \$

Pay by check, money order or ☐ Visa ☐ Mastercard ☐ Amex

ACCT. No. _____ EXP.(mo/year) _____

Signature _____

PRINT NAME _____

Street _____

City _____ State _____ Zip _____

CREDIT CARD HOLDERS
Call toll free

1-800-704-4040

Ask for Dept. 47

No Canadian/foreign orders. Please allow 2 to 4 weeks for delivery.
Mail order and payment to:

Voyager Entertainment, Inc. P.O. Box 44290 Pittsburgh, PA 15205

Space Battleship YAMATO © is a registered trademark of Jupiter Films Inc., used by permission.

STAR BLAZERS®

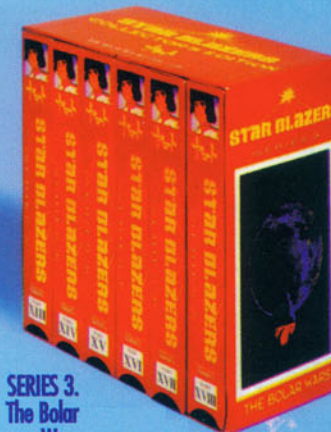
THE COMPLETE TRILOGY THE DELUXE COLLECTOR'S EDITIONS



SERIES 1.
The Quest
For Iscandar



SERIES 2.
The Comet
Empire



SERIES 3.
The Bolar
Wars

Each of these Collector's Editions contains 13 volumes. An entire animated adventure, with nothing cut. Duplicated in real-time from new masters • The story of the Star Blazers, from beginning to end • Three complete but continuing series of science fiction adventures in outer space • Legendary animation that broke barriers and inspired imitators.

Reproduced for English speaking audiences with U.S. actors • From the ground breaking Japanese animation movies and television programs. Each story complete • Including the "lost" Bolar Wars episodes rarely seen on U.S. television because of limited distribution. **NOT AVAILABLE IN STORES.** These sturdy gift boxed Collector's Editions are available by mail order only.

Star Blazers® is a registered trademark of Jupiter Films, Inc., used by permission.

STAR BLAZERS COLLECTOR'S EDITIONS

EACH 6-PACK \$159.95/plus \$5.95 shipping & handling

SERIES 1 ☐ SERIES 2 ☐ SERIES 3 ☐

ALL THREE SERIES \$449.95 + \$9.95 shipping & handling

TOTAL INCLUDING SHIPPING & HANDLING \$

Pay by check, money order or ☐ VISA ☐ Mastercard ☐ Amex

ACCT. No. _____ Exp. (mo/year) _____

Signature _____

Print Name _____

Street _____

City _____ St _____ Zip _____

**CREDIT CARD
HOLDERS**
call toll free:
1-800-704-4040
Ask for Dept. 46

No Canadian/foreign • Please allow 2 to 4 weeks for delivery

Mail order and payment:

Voyager Entertainment, Inc. P.O. Box 44290 Pittsburgh, PA 15205