FROM THE CAPTAIN'S DESK

We join this installment of new voyage at full attack speed! Hurting through space on an uncontrolled course, planet Iscandar has drifted into the grip of a giant black hole called the Gravity Nebula. Deslok and the remnants of the Gamilon Fleet did their best to keep up, but were unable to aid Queen Starsa 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 Iscandarites! 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!
STAY CLOSE TO THE LARGER SHIPS —

THEY CAN'T OPEN FIRE IN TIGHT FORMATION!

WILDSTAR, THIS IS SAGAMOTO —

THEIR FIGHTERS ARE COMING UP TO MEET US FROM THE SURFACE!

"I SEE THEM — GROUP ONE, BREAK AND ATTACK!"

THAT ONE'S HEADING FOR DERSLOK'S SHIP!

LEADER DERSLOK!

THAT PILOT SAWED US! WHO COULD IT BE?

"DEREK WILDSTAR!"

ONLY ONE MAN, TALAN —

COSMO TIGERS FORM UP ON ME — PREPARE TO PULL BACK!"
YAMATO! BEYOND ALL HOPE!

MY BROTHER, DEREK... I WONDERED IF I'LL EVER SEE HIM AGAIN!

LISTEN TO ME — THERE'S SOMETHING I'VE GOT TO DO!

ALEX, WHAT IS IT?

STARGA... NO MATTER WHAT HAPPENS, I WANT YOU TO STAY HERE!

DON'T LEAVE THIS TOWER!

A-ALEX, MY LOVE... BE CAREFUL!

GENERAL PEDA! THE ENEMY FIGHTERS ARE RETREATING!

SO ARRINCTLY? PERHAPS THEIR TEETH ARE NOT SO SHARP AS THEY SEEM!

THey'RE COMING AFTER US, WILDSTAR!

I KNOW! JUST HOLD YOUR COURSE...

IT'S IN YOUR HANDS, NOW!

GOT IT, VENTURE!

WE'VE GOT A LITTLE SURPRISE WAITING FOR THEM!

PULSE LASERS READY!

WILDSTAR'S BRINGING THEM TO US, KITANO!

TAKE THE BATTLE TO THEIR MOTHER SHIP!

LAUNCH RESERVE FIGHTERS!
NOW! PULL AWAY!

RANGE IS TWELVE THOUSAND!
TEN THOUSAND!
EIGHT!

FIRE!

NICE WORK, KITAN!

THANKS — BUT IT'S NOT OVER YET!

NOVA?

THE LARGER SHIPS ARE MOVING IN NOW ENTERING FIRING RANGE!

GENERAL! THE ENTIRE FLEET IS GOING DOWN!!

READY TO FIRE MAN CANONS, KITANO!

WAIT UNTIL THEY'RE CLOSER, DASH!

I'LL NOT UNDERESTIMATE THESE INTRUDERS A SECOND TIME!!

ASSUME FIRST BATTLE CONDITIONS!

POSITION US DIRECTLY OVER THE CITY ON ISOCENAR 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 ISCADAR.

CAN YOU GET A VISUAL?

COMING IN NOW...

"W-WILDSTAR!"

"IT'S YOUR BROTHER!"

ALEX probably doesn't want to make us responsible for whatever happens next.

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

BUT SANFORD, HE'S MADE HIMSELF A TARGET!

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

I'VE GOT NO CHOICE!

FORM UP ON ME, COSMO TIGERS...

PREPARE TO LAND!

OH, PERK!

"WHAT'S HE DOING?"

"COMING IN NOW...

"W-WILDSTAR!"

"IT'S YOUR BROTHER!"

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

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

"OH, PERK...

HE MUST BE TRYING TO FORGE ANOTHER ERUPTION OF MAGMA -- WHICH WILL CAUSE ISCADAR TO ACCELERATE AGAIN!"

EXPLOSIVES! HE'S ACTIVATING THE FAULT LINE!

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

"WHAT'S HE DOING?"
IT'S OKAY, DEREK...

I APPRECIATE THE OFFER, BOYS, BUT -- HUH?

COMMANDER WILSTAR, YOU DON'T HAVE TO DO THIS!

WE CAN TAKE THAT SHIP, SIR!

WHO --

AGH!

LOOK AT THAT! HE'S FLYING RIGHT INTO THEIR FIRE!

HANG ON, ALEX!

OH, NO!

ALEX!!
FAV000M

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

HE DID IT!

THE ENEMY'S OPENED FIRE!

MAN! GOOD OL' SANDOR!

Yeah, he's sure wasting his talents by being only an engineer!

Everyone to your stations!

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.

Old friend!
SECOND BRIDGE HAS BEEN DAMAGED! AUXILIARY CANNON IS OUT!

THEY'VE MANEUVERED THEMSELVES RIGHT OVER STARSHA'S CITY!

"IF WE FIRE THE WAVE MOTION GUN, WE'LL HIT ISCANDAR TOO!"

VENTURE! WE'VE GOT TO ALTER COURSE!

WAY AHEAD OF YOU, WILDSTAR!

"SWING AROUND TO PORT — 130 DEGREES!"

"IT DIDN'T WORK! OUR GUNS ARE HAVING NO EFFECT!"

WE'RE DOWN TO THE WAVE MOTION GUN, WILDSTAR! LET'S USE IT!

WE CAN'T SEE KITANO! LOOK OUT THERE!

STOP MAIN ENGINE! BEGIN CHARGING WAVE MOTION GUN!

CHARGING SEQUENCE IN EFFECT! ENERGY LEVEL RISING!

GENERAL! WE'VE DETECTED AN ENERGY BUILDUP FROM THE ENEMY VESSEL!

MANEUVERING AROUND US. HOW VERY CLEVER.

FULL SPEED TO PORT.
They're changing position — and still firing on us!

Damn those cowards! Venture, try it again!

30 degrees to starboard! At full power!

Hehehehe! What an amusing game!

And we can play as long as necessary!

Sensing activity on Iscandar!

It's now! Again!

Look at that! So that's what Alex wanted to do!

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?'

He's given us our chance!

Start the countdown — now!
ELSEWHERE...

We have lost our entire fleet in this sector!

Who is responsible?

The Gamilon fleet... and an unknown enemy... converged their forces to destroy General Deda's task force.

Great Emperor of the Dark Nebula... I offer my profound apologies!

Having you again 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 Iscaneary?

Allow me to deal with these intruders, sire... then mining shall resume.

Very well...

"I await your victory."
GREETINGS, PERSLON.

WILSTAR.

WAIT A MINUTE!
WE'VE JUST PICKED UP A NEW PROBLEM! LOOK!

WELL DONE.

YES, OUR PLANETS SHARED THE SAME ELEMENTS.

THEN THIS ENEMY IS LIKELY TO BE BACK FOR MORE!

WE'VE GOT TO PERSUADE STARCHA TO LEAVE ISCARDAR.

I TRIED, WILSTAR... BUT SHE WILL NOT ABANDON HER HOME.

AND IT'S FOUND ON ISCARDAR, TOO?

THERE ARE RARE ORES ON OUR PLANET—GIAMULUM AND ISCARDANUM.

JUST WHAT WAS THAT FLEET AFTER?

THAT WAS THE GRAND MOBILIZATION OF THE ROSE ANGELS.

THAT'S WHAT THEY'RE TRYING TO LEARN ABOUT.

THESE ORES PROVIDE RADIOACTIVE ELEMENTS USED IN ENGINE REACTORS.

NOTHING TO WORRY ABOUT, PERS. WE'VE JUST PICKED UP A PROBLEM.

AND A STAR OF THIS SIZE WILL HAVE NO TROUBLE SWALLOWING IT WHOLE!

I SHOULD HAVE FORSEEN THIS!

ISCARDAR'S AT THE MERCY OF WHATEVER IS STRONG ENOUGH TO PULL IT IN.
WE'RE HELPLESS! WHAT ARE WE SUPPOSED TO DO AGAINST THAT?

SANDOR — COULD WE CREATE INTERFERENCE WITH THE WAVE MOTION GUN?

THERE'S NOTHING TO TARGET BUT THE STAR ITSELF... AND THERE'S NO TELLING WHAT THAT COULD CAUSE!

THEN ISCIDAR IS DOOMED BUT THERE STILL MAY BE TIME TO EVACUATE ALEX AND STARGA!

ISCIDAR'S PICKING UP MORE SPEED — I DON'T THINK WE CAN EVEN CATCH UP TO THEM NOW!

NEGATIVE. WILDFAR! THE SOLAR WINDS ARE BLOCKING OUT ALL COMMUNICATION!

AT BEST, WE COULD ONLY OPEN A TEMPORARY HOLE THROUGH THE SOLAR FLARES.

HOWER, ARE YOU ABLE TO CONTACT THEM?

"THERE'S JUST NOTHING WE CAN DO!"

THIS month, the "Special Articles Section" of the magazine becomes "Analyzer" — different name, some 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.—T.L.

edited by
BRUCE LEWIS
Space Cruiser

ICARUS

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.


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 bombards 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 AnimEbis’ ‘97, Yamato animation director Noboru 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 the Forever Yamato, where we see the ship hidden within Icarus prior to its voyage to Delfinum.) 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 Bazzooka,” 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 (O), 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 (1,280 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
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 had set the eastern horizon, bringing to a close a gritty, overrun April day. As the last shred of sunlight dipped past the horizon and into the infinite space, Ensign Yoshiko Mitsuura, 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 streaks 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 Eras Yoshida, thinking of the family he would never see again. For there 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 State's Navy's Task Force 58, including the dreadnought 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 even 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 in 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
TWILIGHT

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 1, 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 1. The other colonial powers in the region—Great Britain, Holland, and France—began to eye the Rising Sun wary 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 '5:5:5' 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 unrefined. 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 militant groups came together into an 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 scraping 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 1930s 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

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...EARTH, DO YOU COPY?

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

When I read issue #2, I was heartbroken/surprised that Orion, Corvoy, 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 Sakamato taking Corvoy's place as a showoff and squad leader when Wildstar's not out there—fled in the void that Orin and Corvoy 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? 3) On the bridge, you've got both Pilots/Helm mens 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 unseen 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 jobs 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 in 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 Space 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 evolves STAR BLAZERS. There comes a point when we all naturally want to honor the original intent. The ship was always the Yamato, and she should be.

3) What you've noticed is some evolution in the makeup of the bridge crew. While Mark Ventnor'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.G.

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-Anime 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-Anime Beta Chapter
wabauhan@sdccd.edu

We appreciate the recommendation, Dex. STAR BLAZERS is now bi-monthly, 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.—R.L.

I have loved this series since I saw it here in Puerto Rico in 1978 under the title NAVE ESPACICA ("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. On Spanish, the ship was called "Intrepid." The names of the Earth characters were Latinized, but the Gamillons 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

PLEASE TURN THE PAGE
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 listers 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.astrozine.com/space/yamato.html

* Star Blazers Page
  http://www.public.asu.edu/~galadriel/STARBLAZERS.html

* Space Webzone Yamato
  http://members.aol.com/newy01/index.html

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 #5, and was wondering if you had included an episode guide to the first series in it. I saw the one in issue #4 and wondered if you were going to do a translated episode title list of all three series. Perhaps all of one in a future issue?

LATCROW@AOL.COM

I'm 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 #5. We will be publishing a collection of issues #6 and #7 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 you!)

We'll be releasing a new collection of issue #6 and #7 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 you!) —L.E.

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. Thanks again and please keep up the good work.

CHRIS FENICE

Next Issue

Next Issue

Out of the frying pan and into the fire! After their deadly encounter wi...
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