



#5

\$2.95 USA  
\$3.95 CAN  
£1.95 UK

# STAR BLAZERS

THE MAGAZINE OF SPACE BATTLESHIP YAMATO

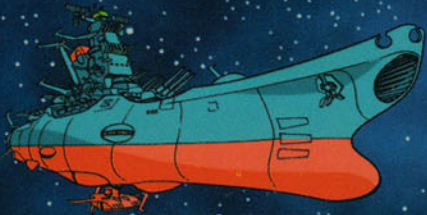


## THE NEW VOYAGE

part 4 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 #5 April 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 CAN/£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 April 1996. PRINTED IN THE UNITED STATES OF AMERICA.

ISSN 1082-6726  
First Printing.

Contact Studio Go!  
bchan@deltanet.com



## FROM THE CAPTAIN'S DESK

At long last, the conclusion to this comic book adaptation of *THE NEW VOYAGE* is upon us! Last issue, the Star Force arrived at planet Iscandar just in time to rescue Desslok and Queen Starsha from the deadly battle fleet of the Dark Nebula Empire. The Star Force brought YAMATO's mighty wave motion gun to bear, and thanks to a quick maneuver by Alex Wildstar, sent their mysterious new enemy into oblivion!

Afterward, Desslok revealed that the fleet was after Iscandarium, an ore used to power their warships. Derek Wildstar speculated that they would be back for more...but before plans could be made, the errant planet Iscandar was caught in the gravitational pull of a giant red star—with all hope of rescue fading fast!



### ERRATA:

Due, no doubt, to the nefarious influence of the Dark Nebula, dialogue on the final page of our last issue was scrambled and may have created confusion. Below is the dialogue in its proper order:

WILDSTAR: Sandor—could we create interference with the Wave Motion Gun?

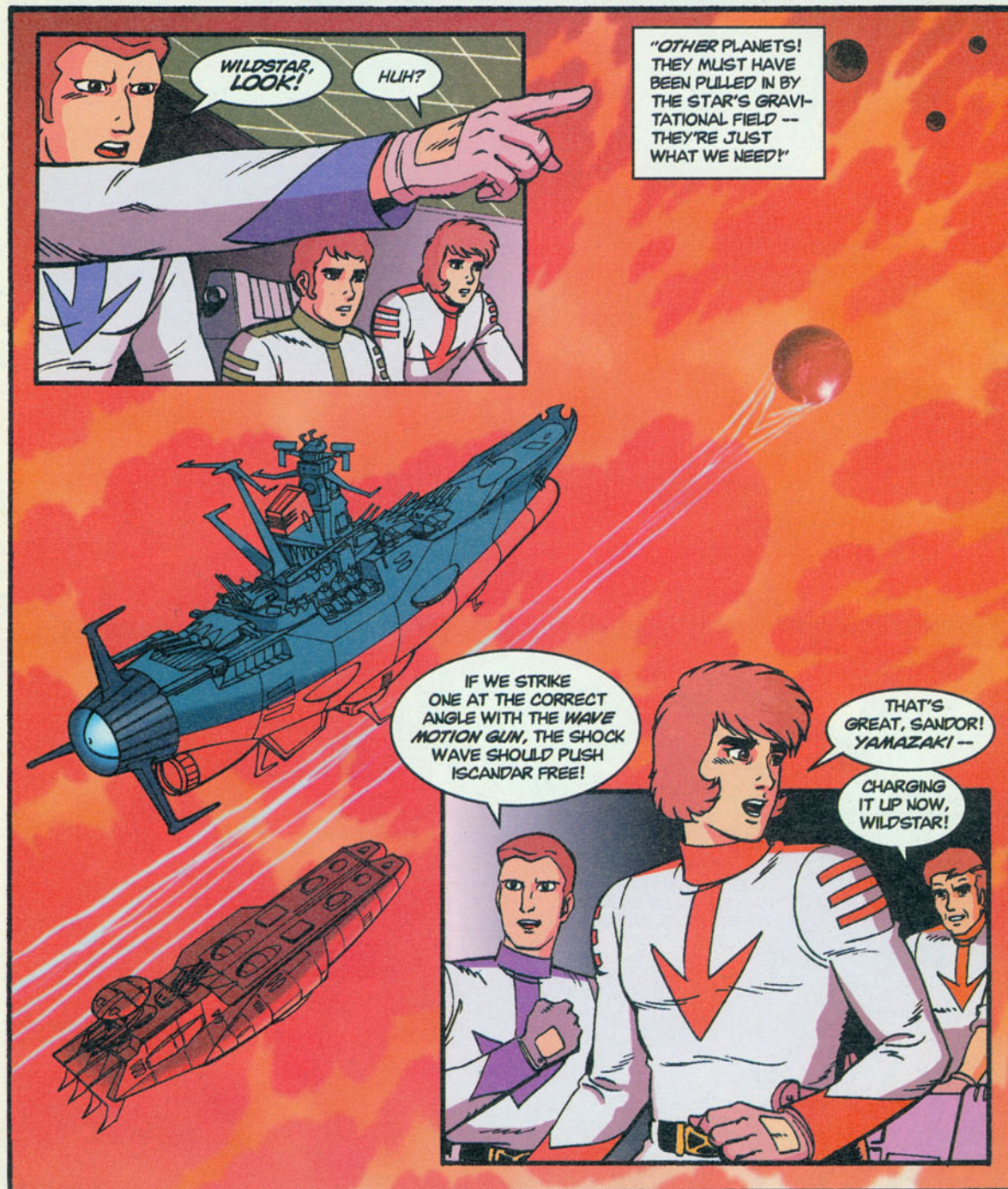
SANDOR: There's nothing to target but the star itself...and there's no telling what that could cause. At best, we could only open a temporary hole through the solar flares.

WILDSTAR: Then Iscandar is doomed! But there may still be time to evacuate Alex and Starsha! Homer, are you able to contact them?

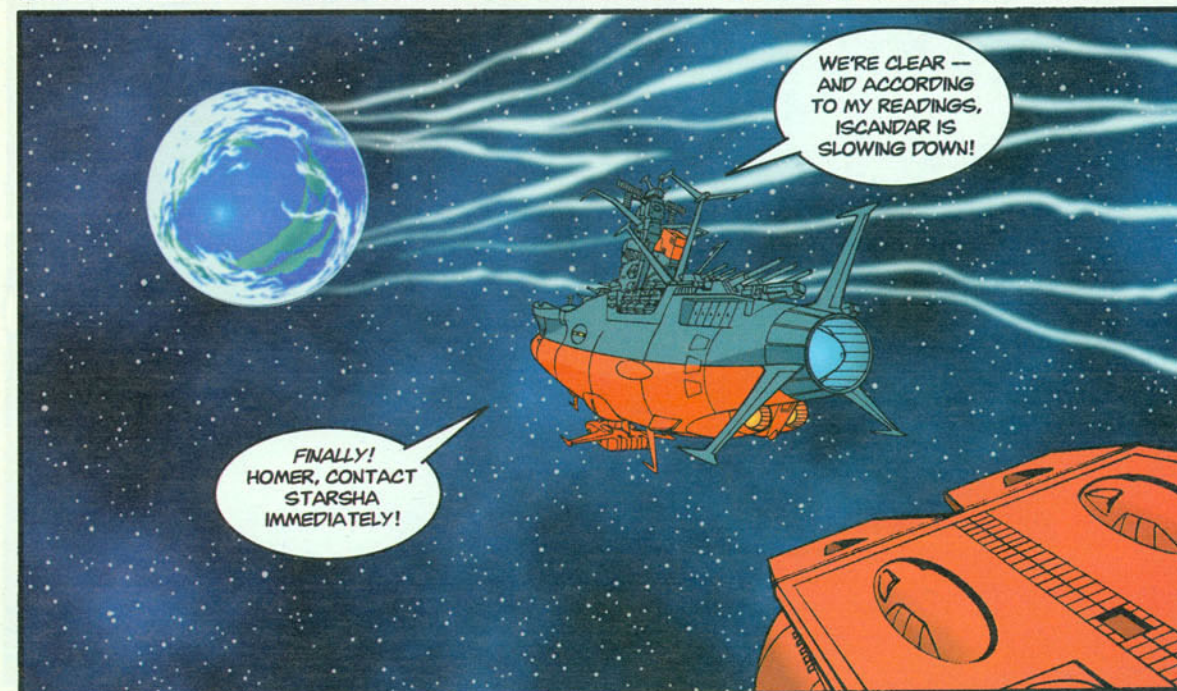
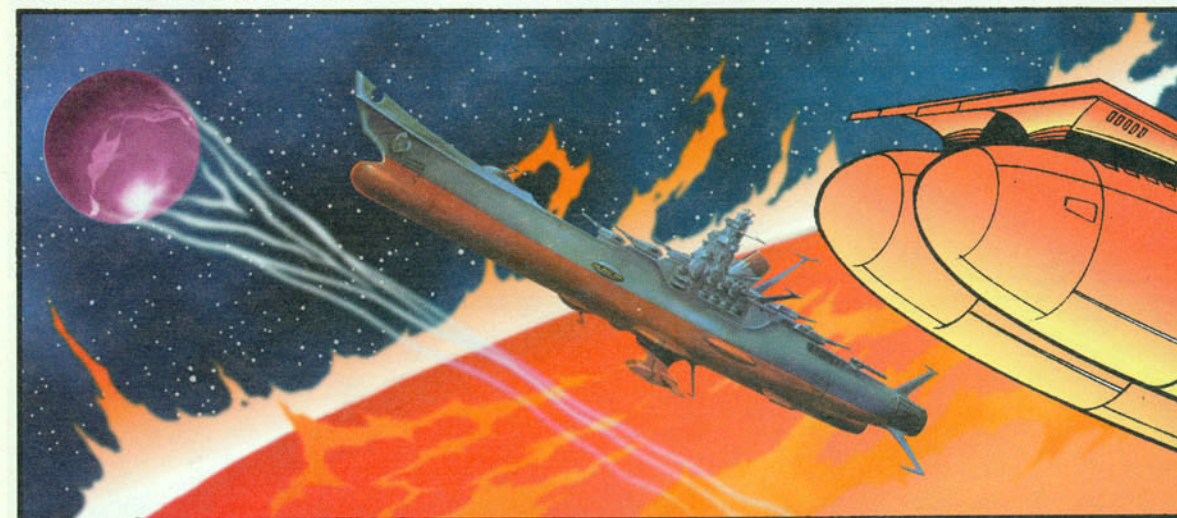
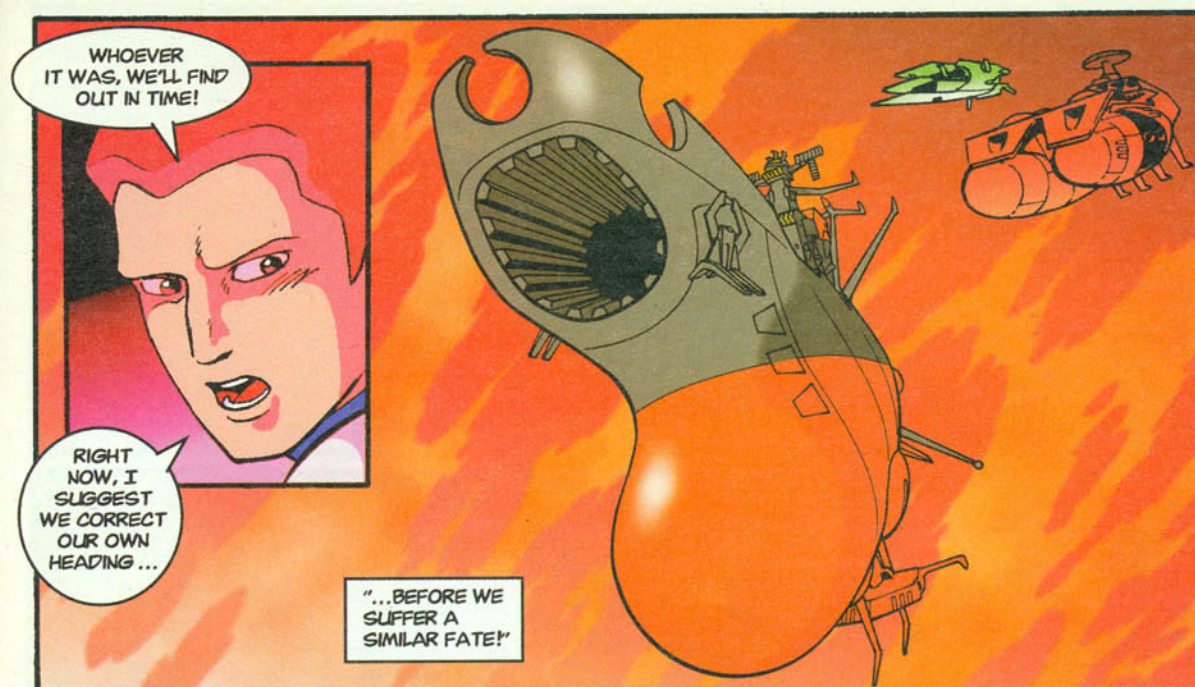
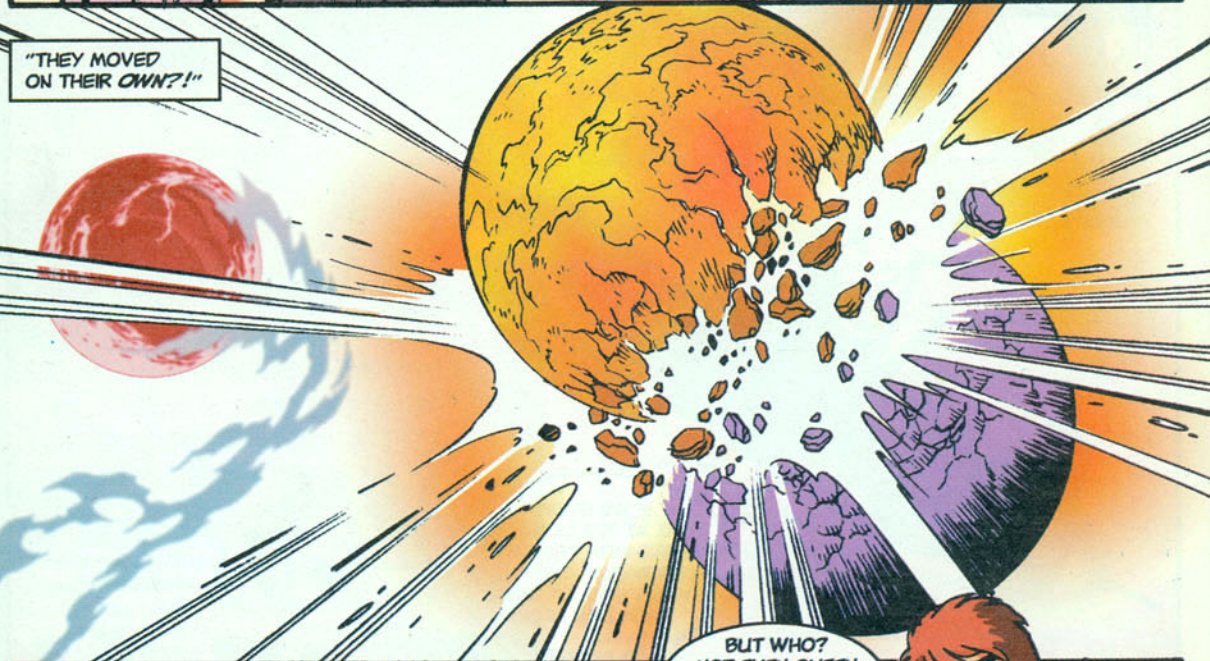
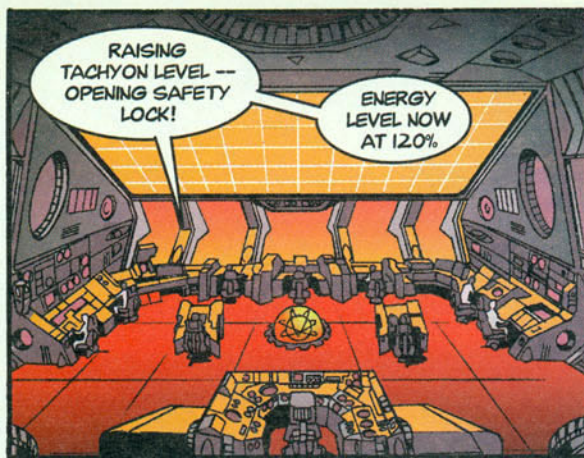
HOMER: Negative, Wildstar! The solar winds are blocking out all communication. Iscandar's picking up more speed—I don't think we can even catch up to them now! There's just nothing we can do!

And now, without further ado, the final installment of *THE NEW VOYAGE*!

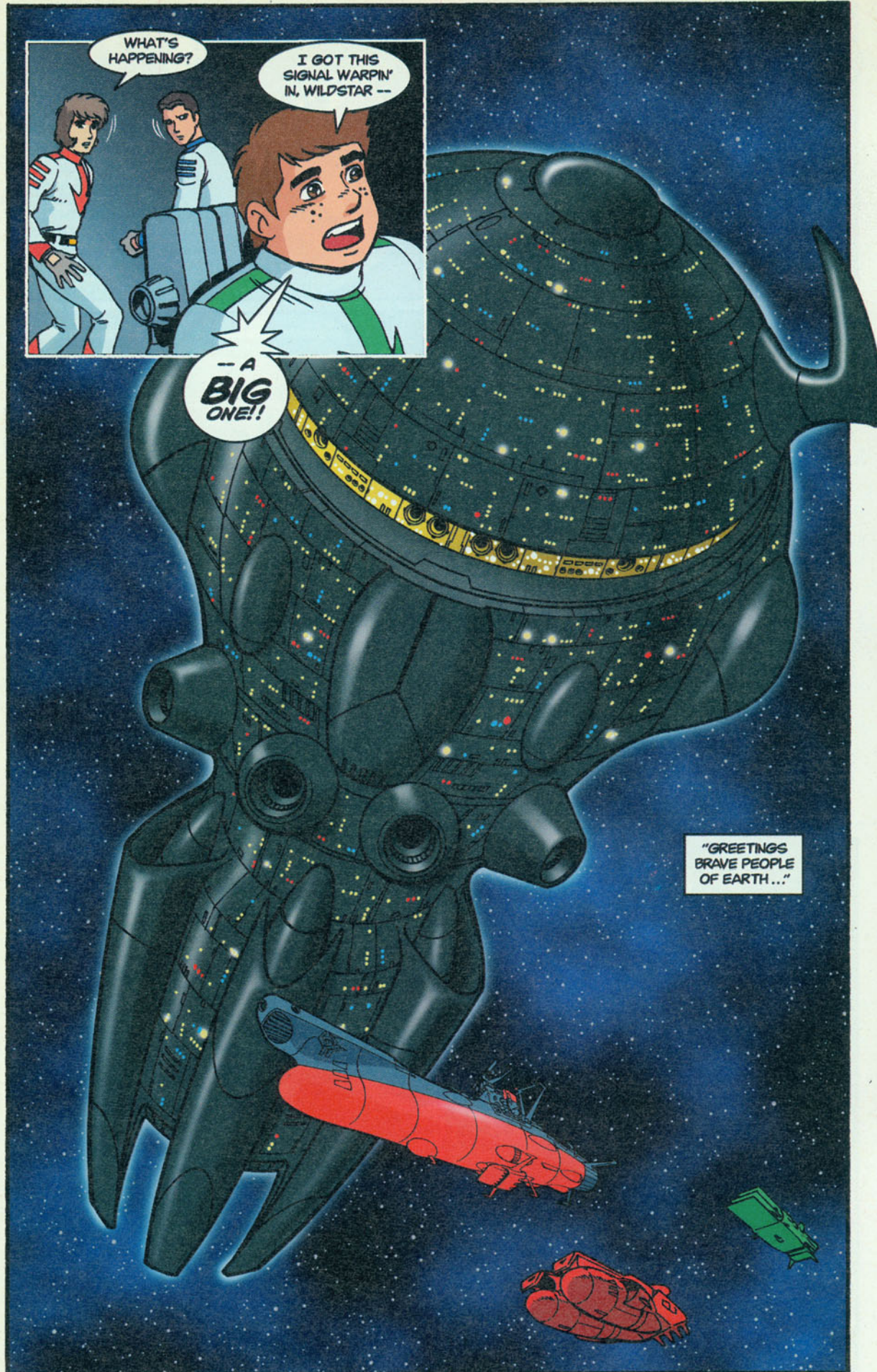
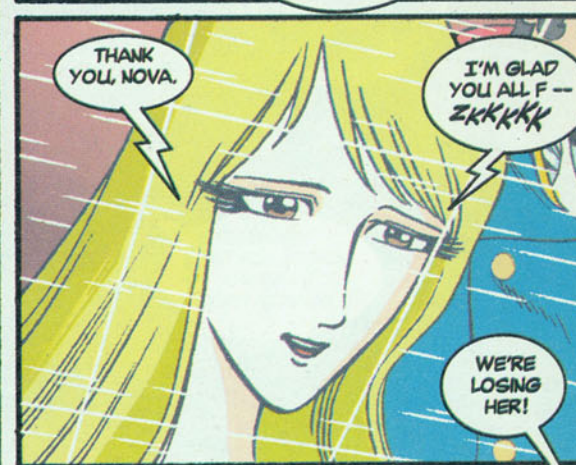
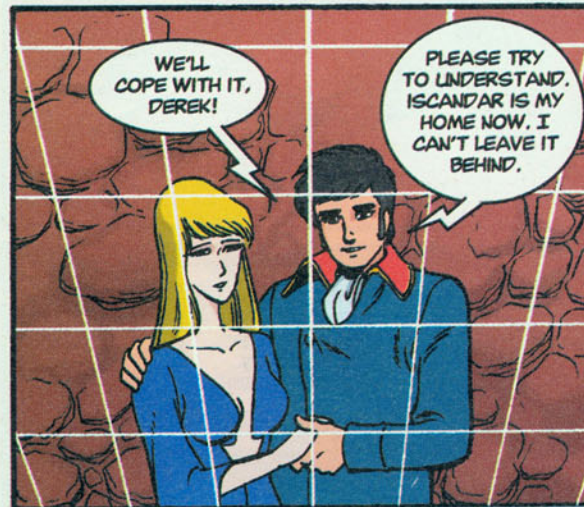
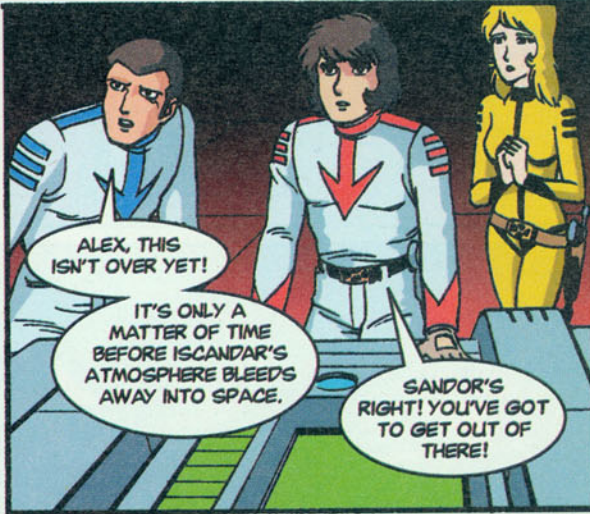
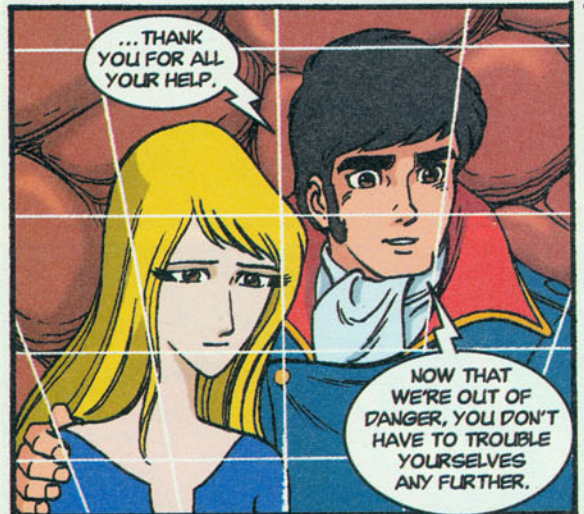
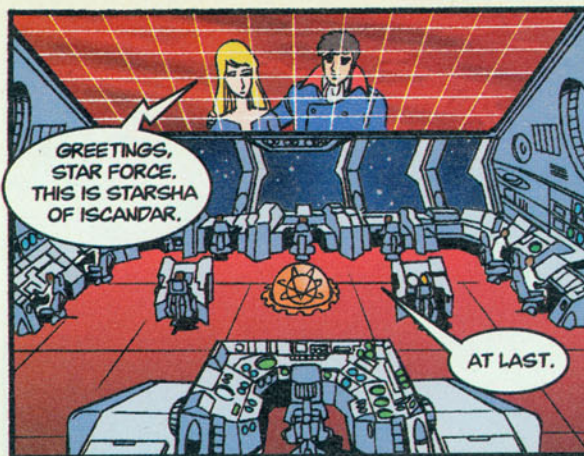
BARRY WINSTON  
PUBLISHER



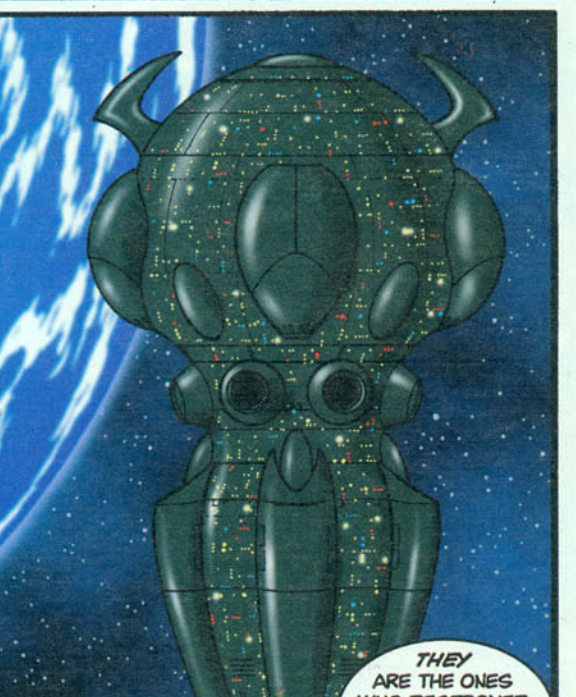
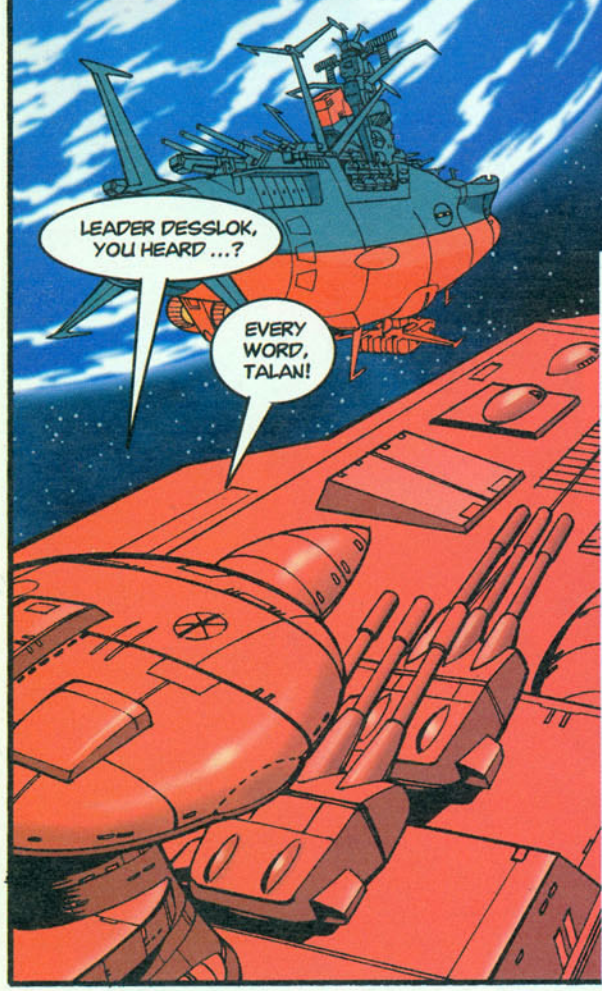
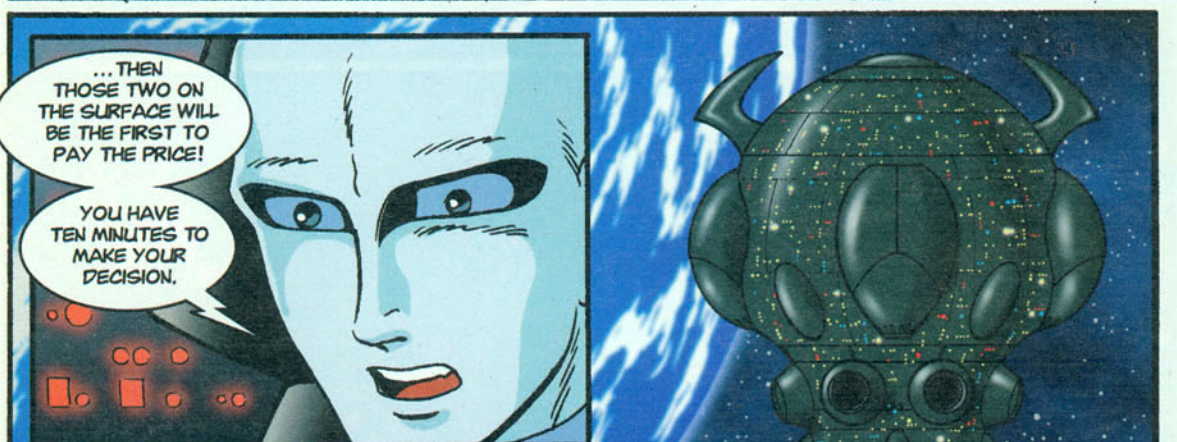
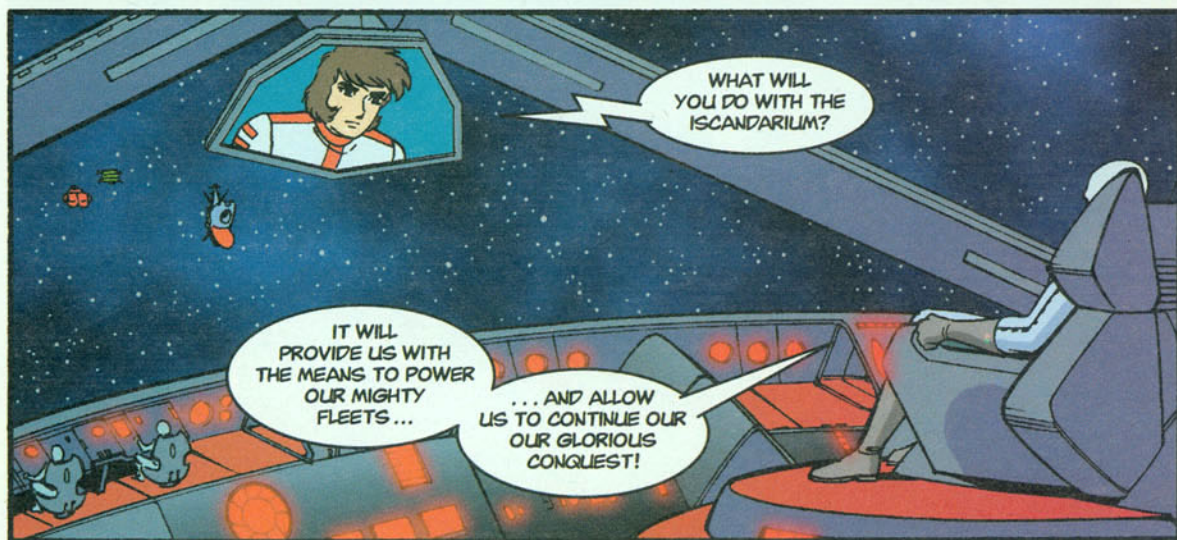
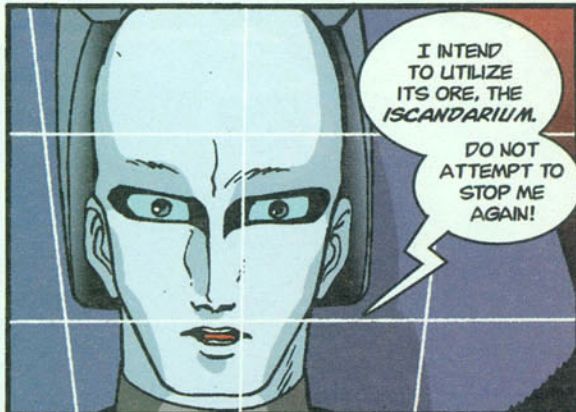
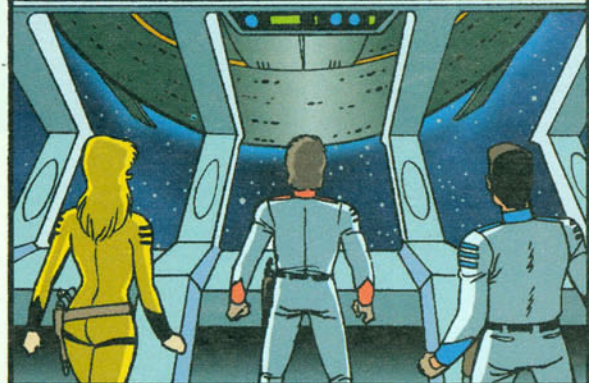
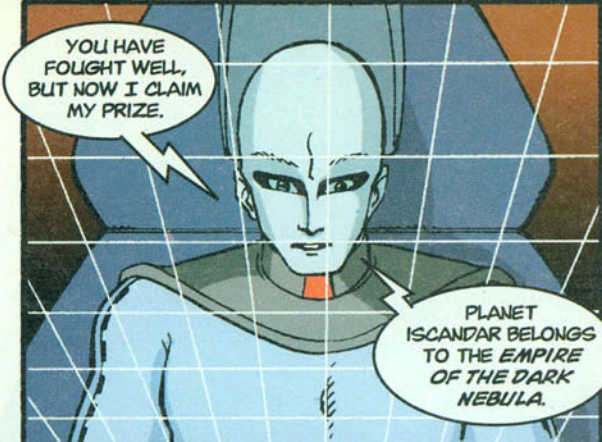




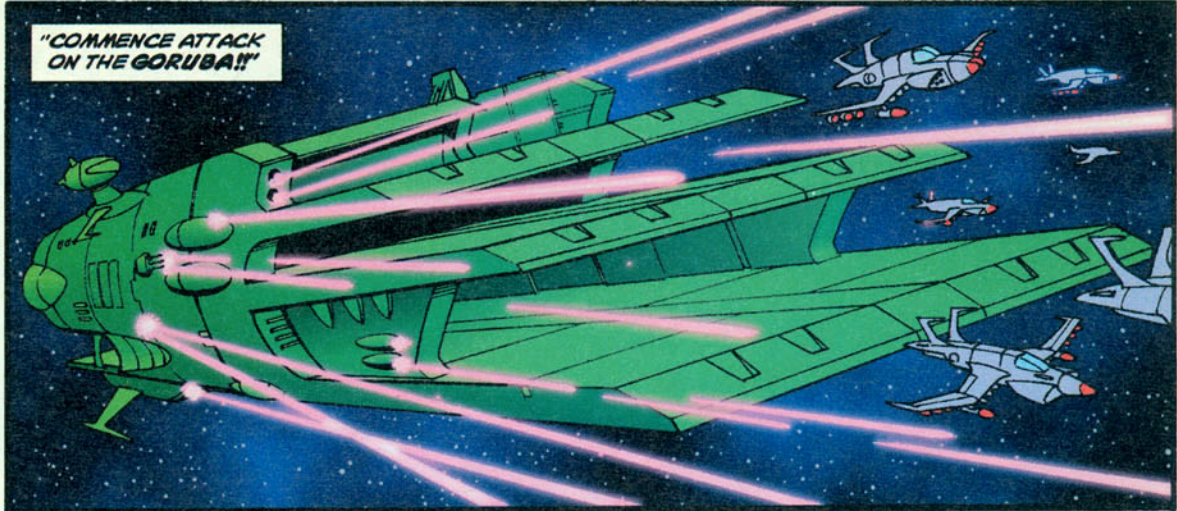












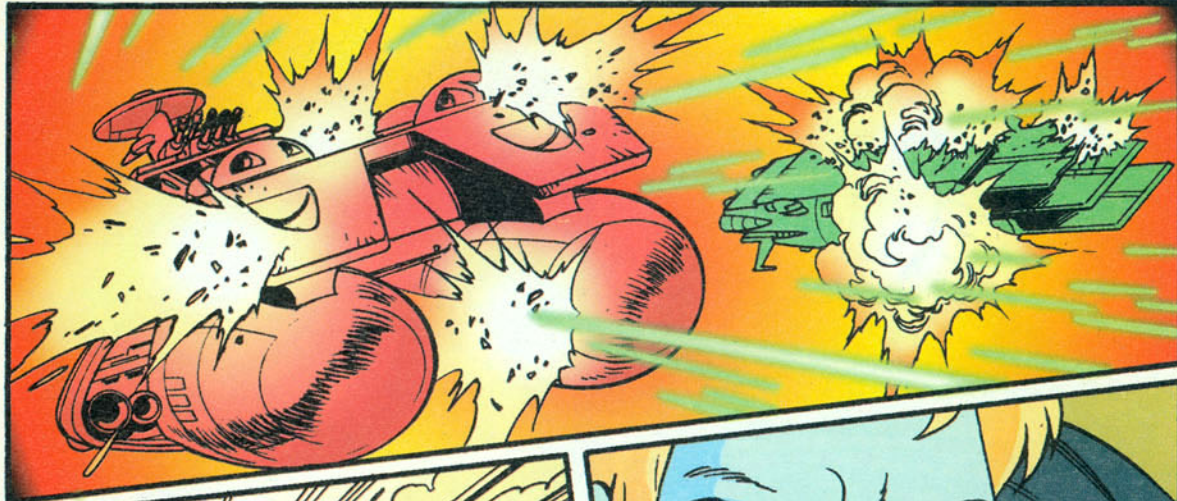
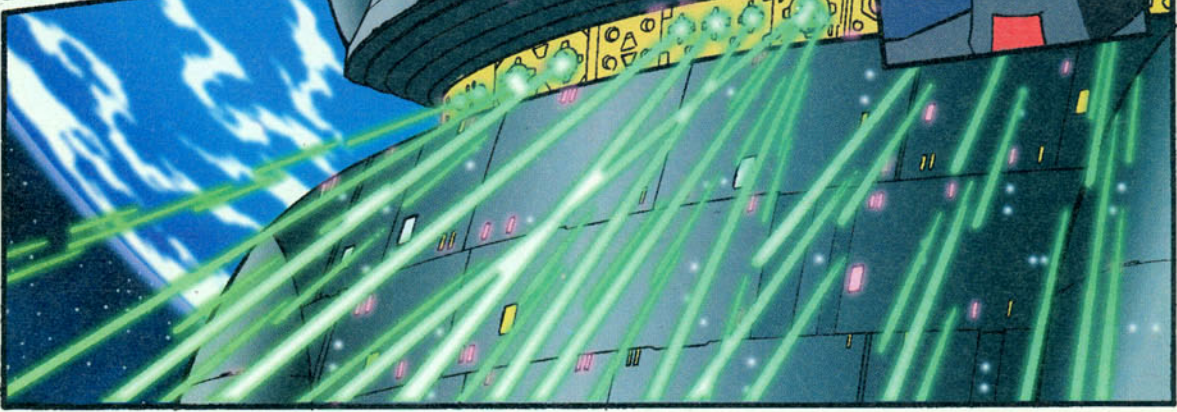
"COMMENCE ATTACK  
ON THE GORUBA!!"



DESSLOK!  
WAIT!



GAMILON  
FOOLS!  
UPPER  
HEMISPHERE,  
OPEN FIRE!

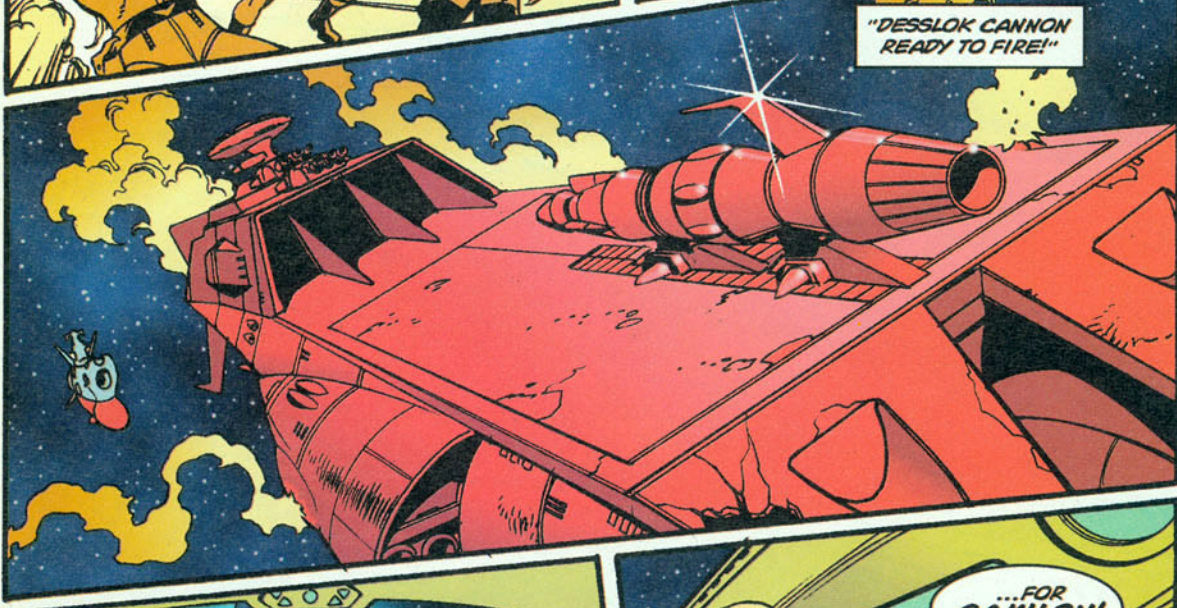


LEADER  
DESSLOK! CARRIER  
ONE IS GOING  
DOWN!

ORDER ALL  
REMAINING  
FIGHTERS OUT  
OF THE FIRING  
LINE --



-- AND  
BRING UP THE  
DESSLOK  
CANNON!!



"DESSLOK CANNON  
READY TO FIRE!"



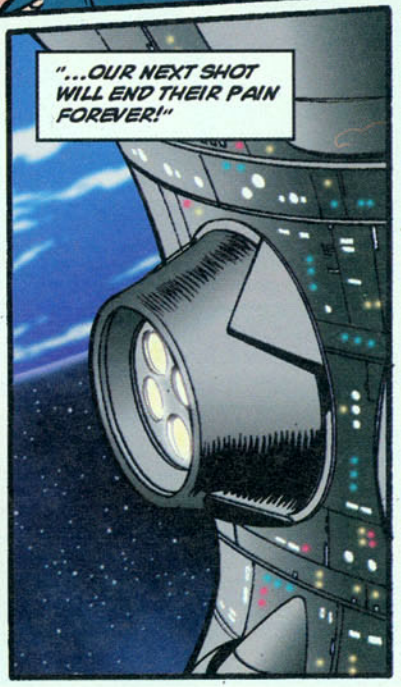
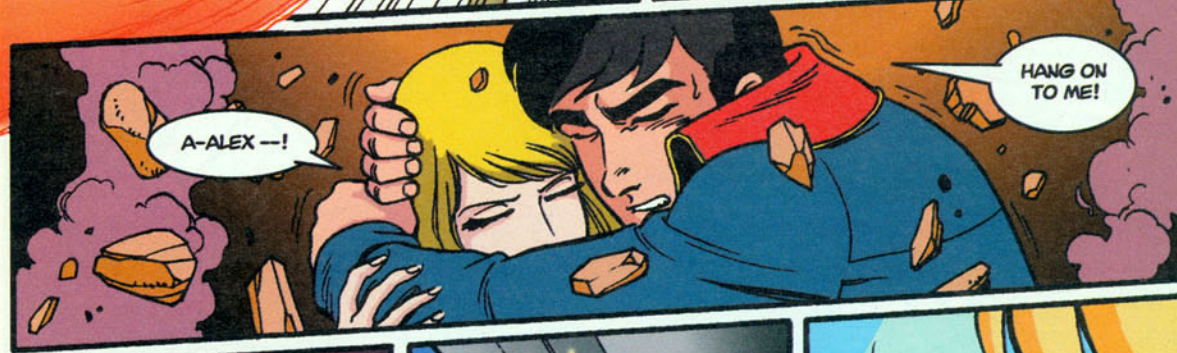
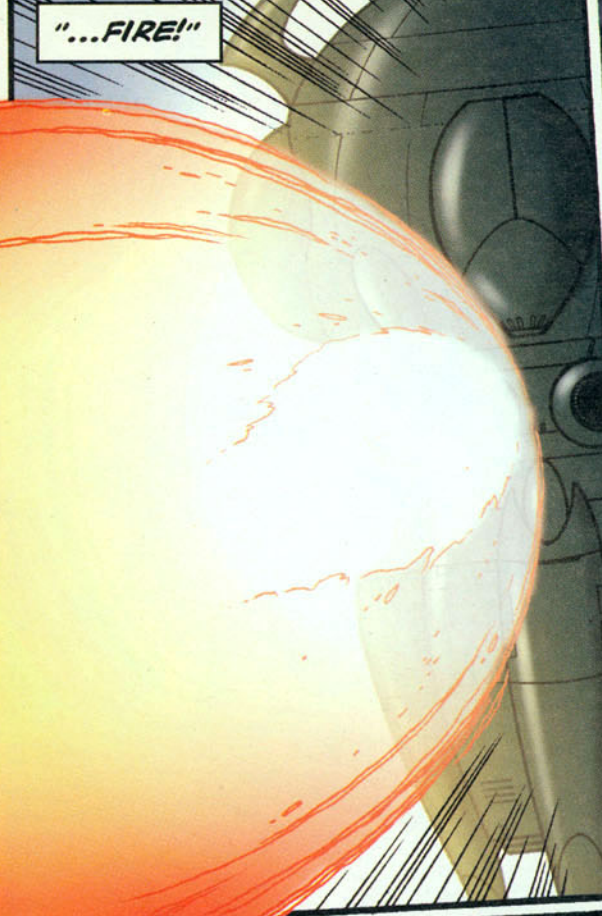
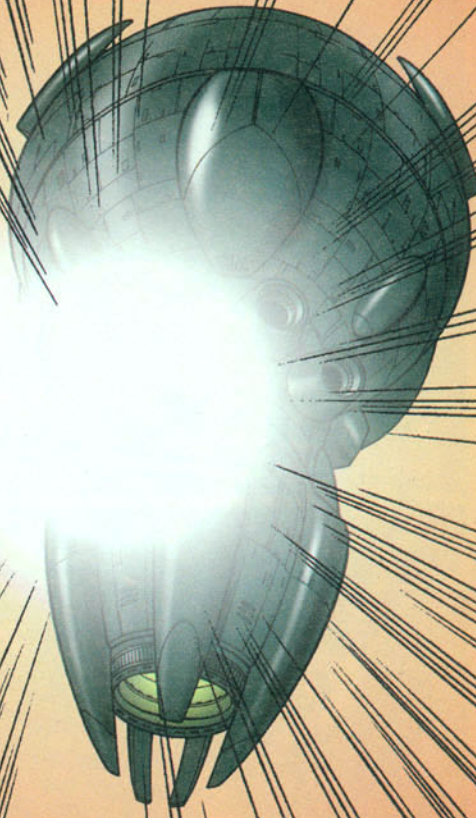
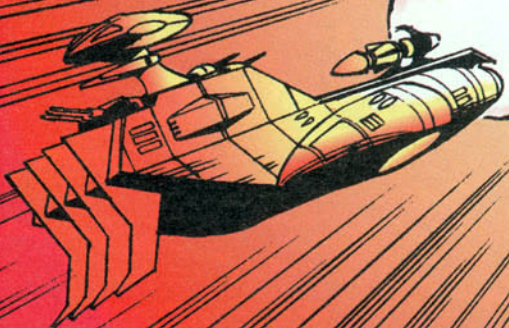
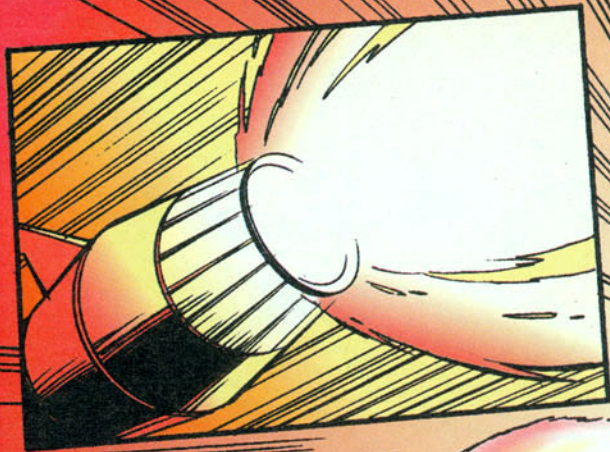
AND NOW,  
AT LAST ...



...FOR  
GAMILON!

**FIRE!**









ALL ENGINES  
FULL AHEAD!

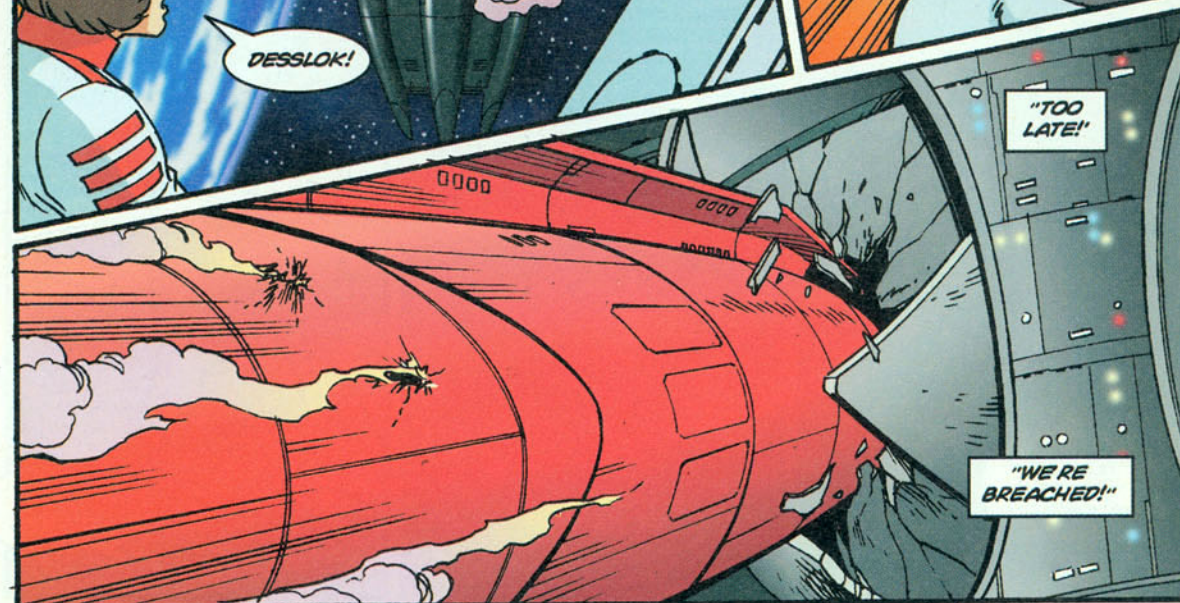
**RAM THEIR  
CANNON  
BARREL!**



FIRE  
AT THEM  
IMMEDIATELY!

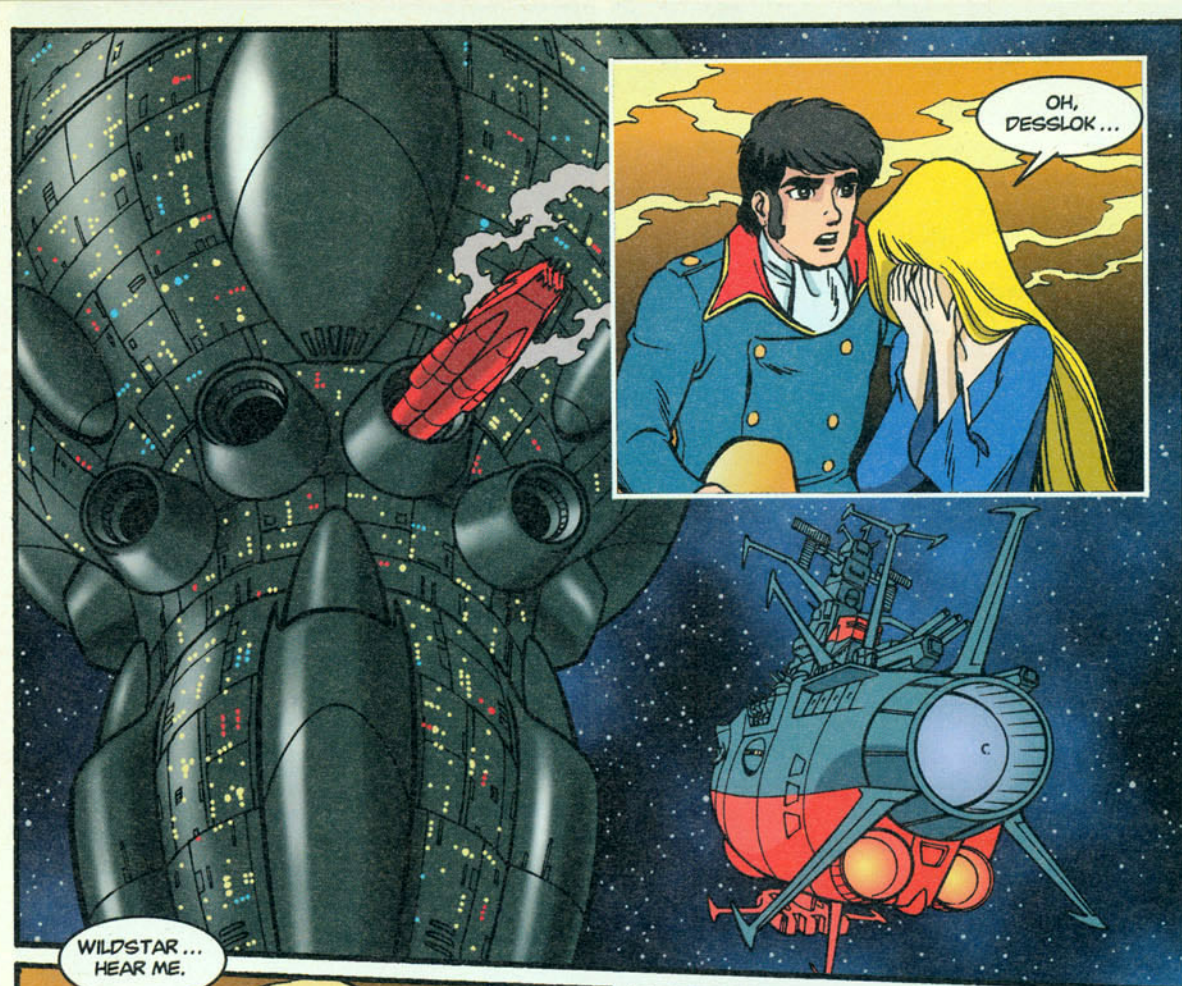
**FIRE!**

DESSLÖK!

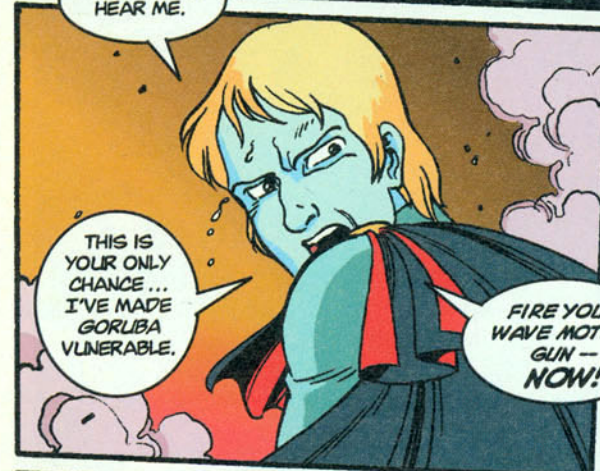


"TOO  
LATE!"

"WE'RE  
BREACHED!"



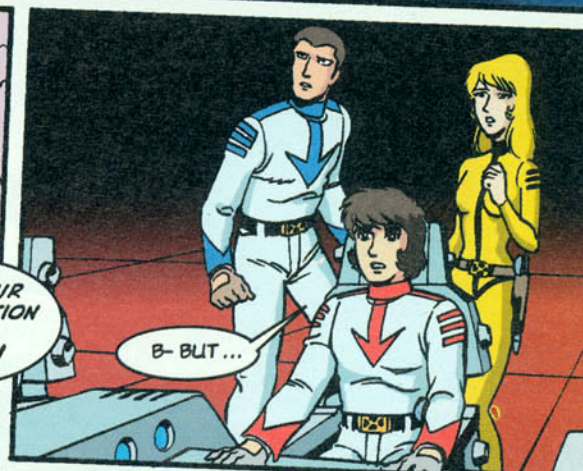
OH,  
DESSLÖK ...



WILDSTAR ...  
HEAR ME.

THIS IS  
YOUR ONLY  
CHANCE ...  
I'VE MADE  
GORUBA  
VULNERABLE.

**FIRE YOUR  
WAVE MOTION  
GUN -  
NOW!**



B-BUT ...



WHAT ARE  
YOU WAITING  
FOR?!

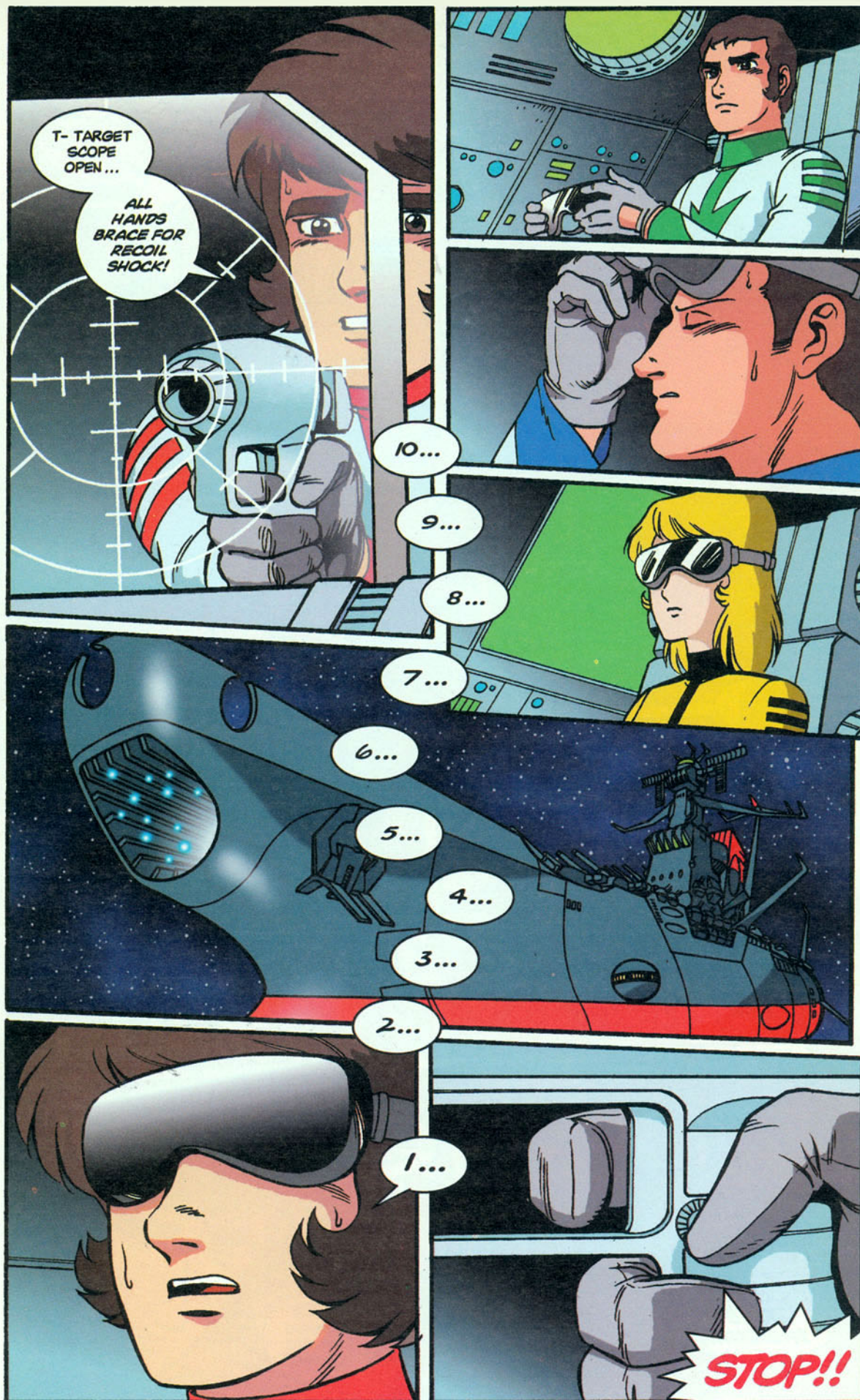
**FIRE  
THE GUN!!**



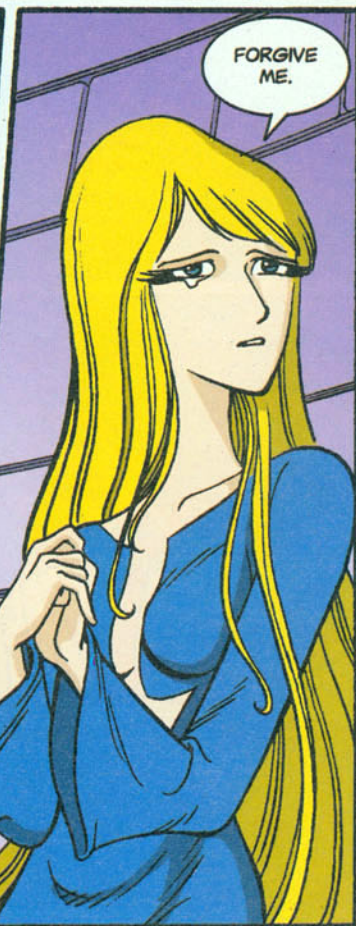
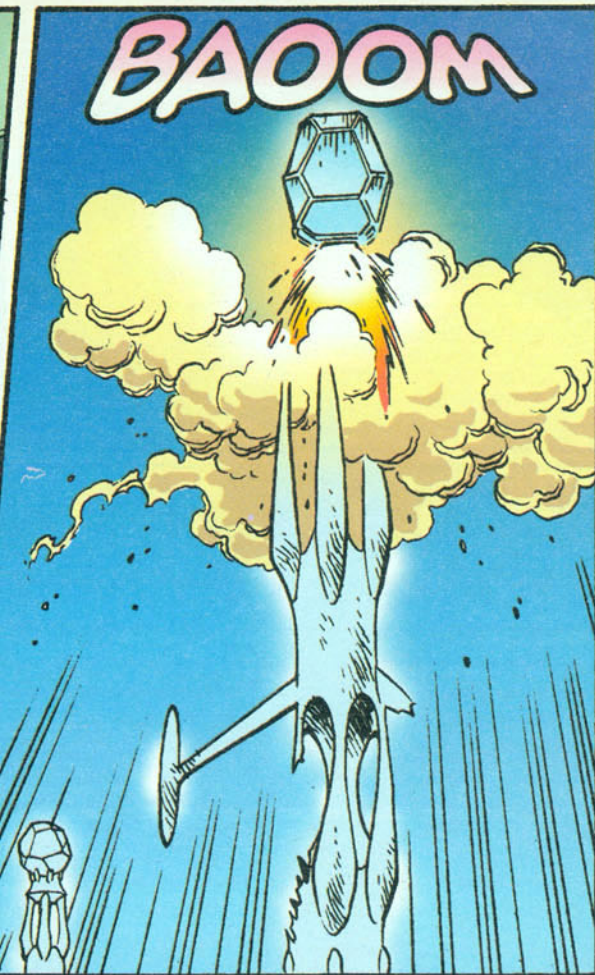
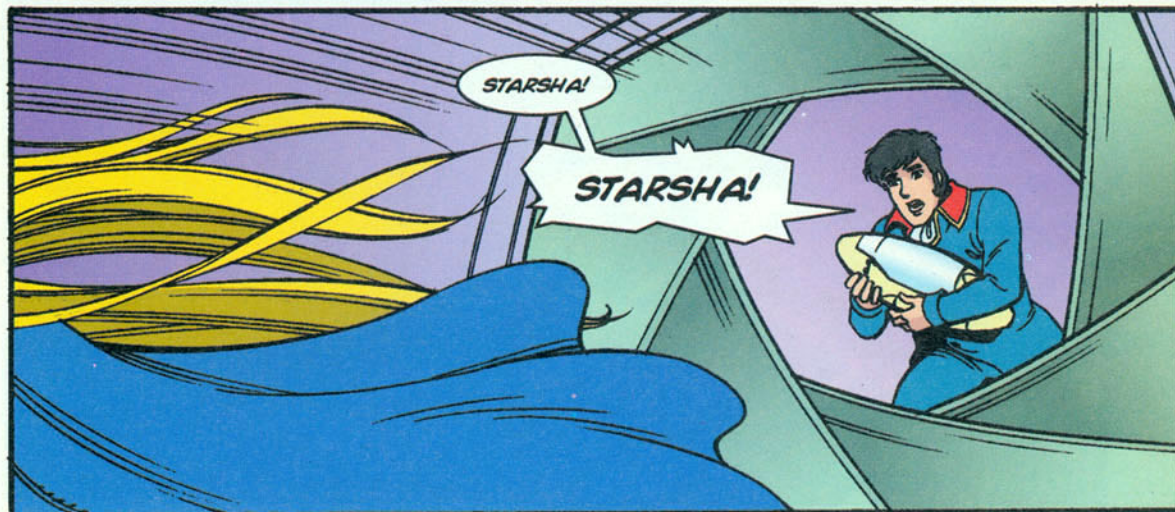
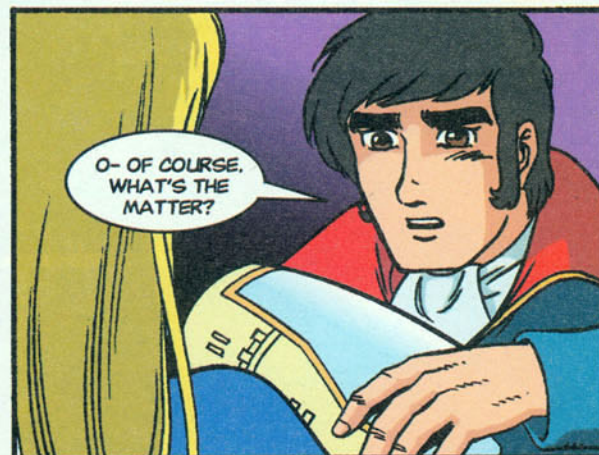
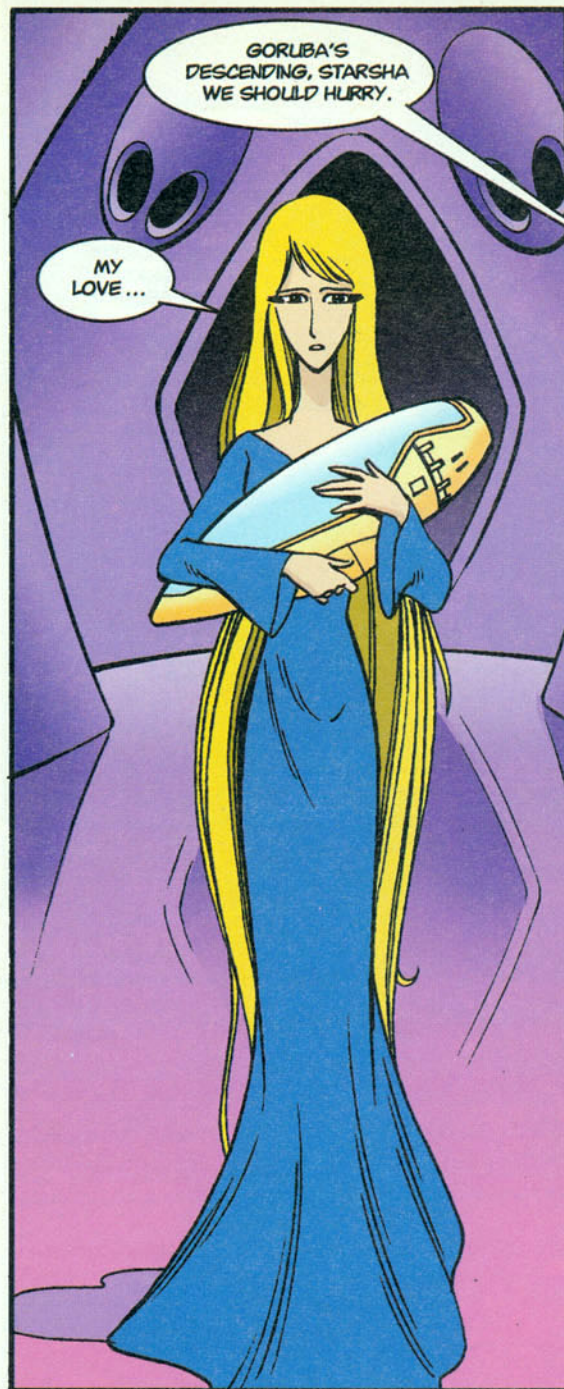
DON'T YOU  
UNDERSTAND,  
WILDSTAR?

I LOVE  
STARSHA!  
I DO THIS  
FOR HER!

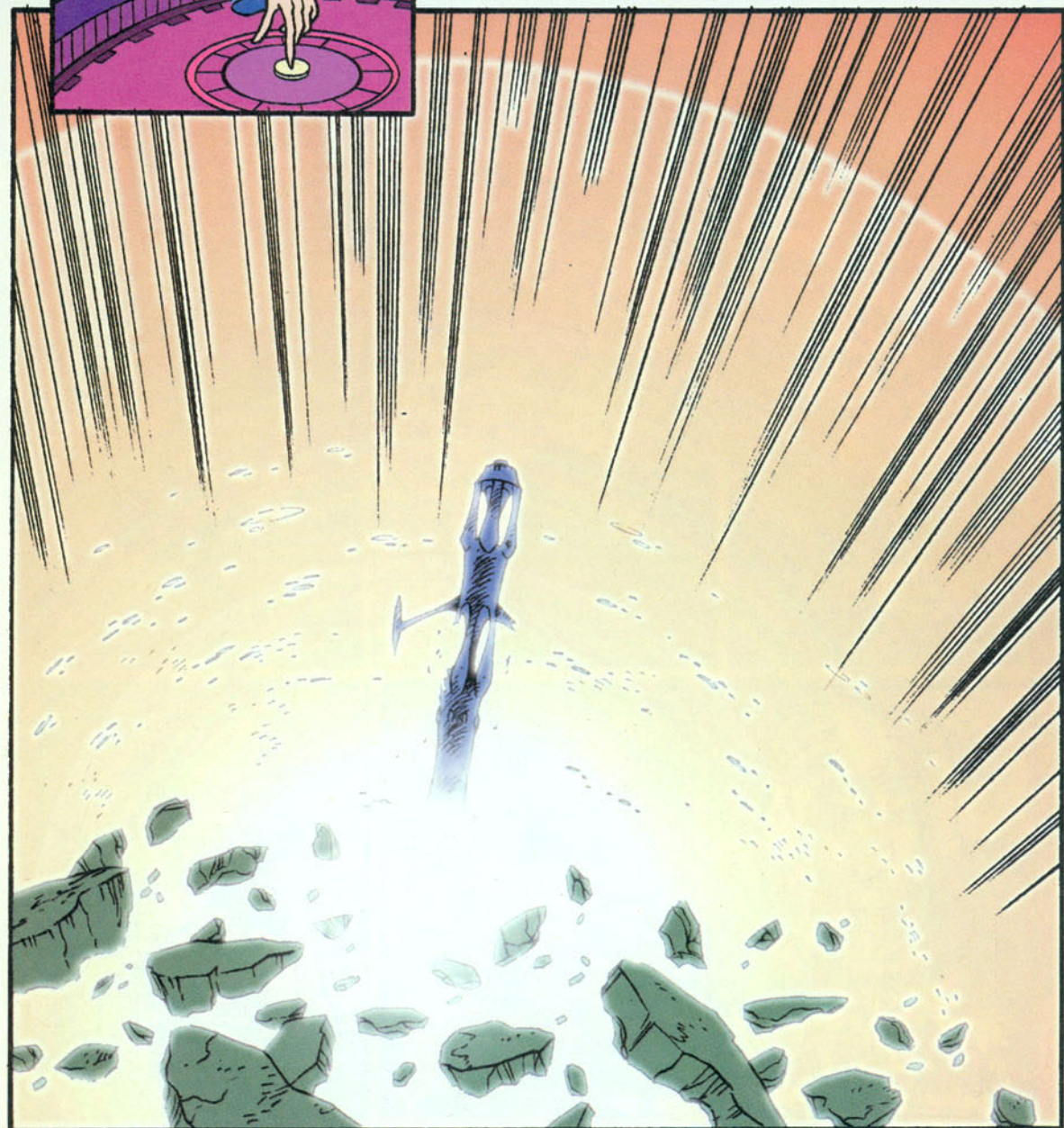
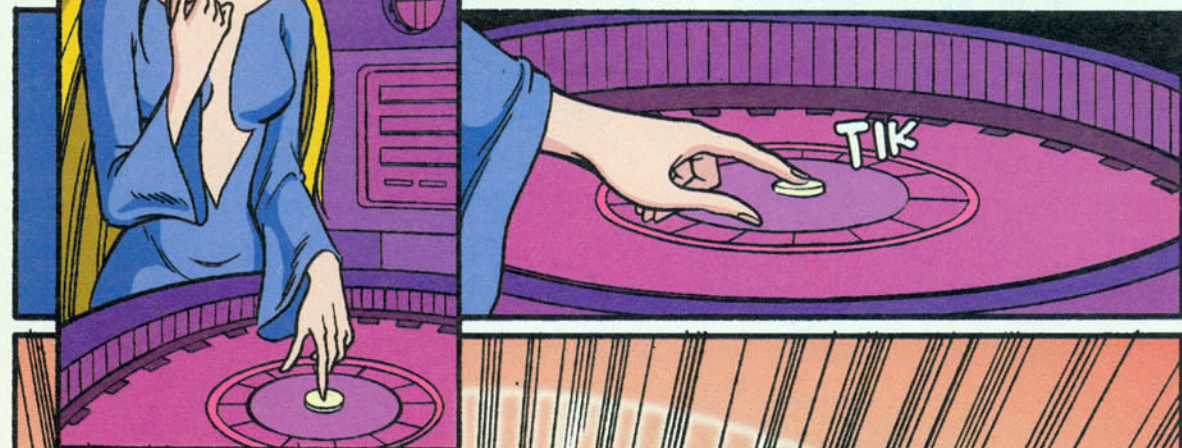
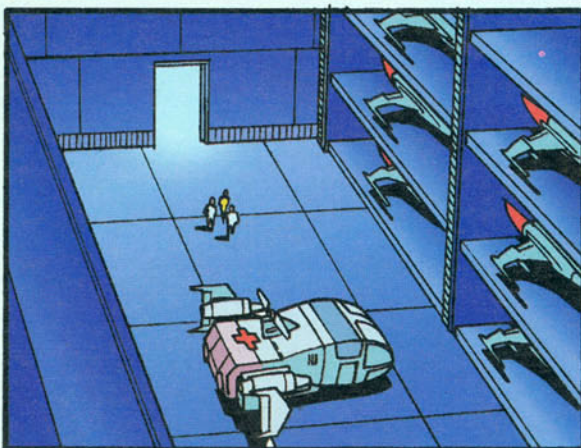
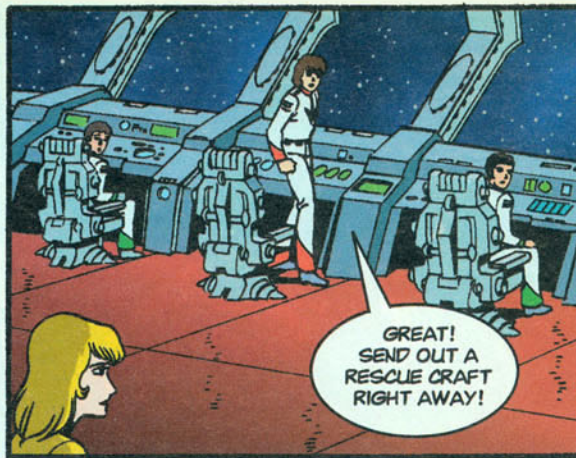




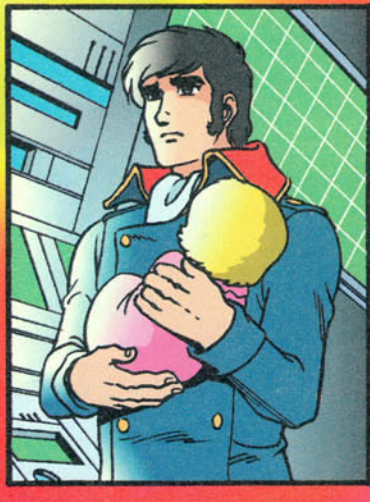
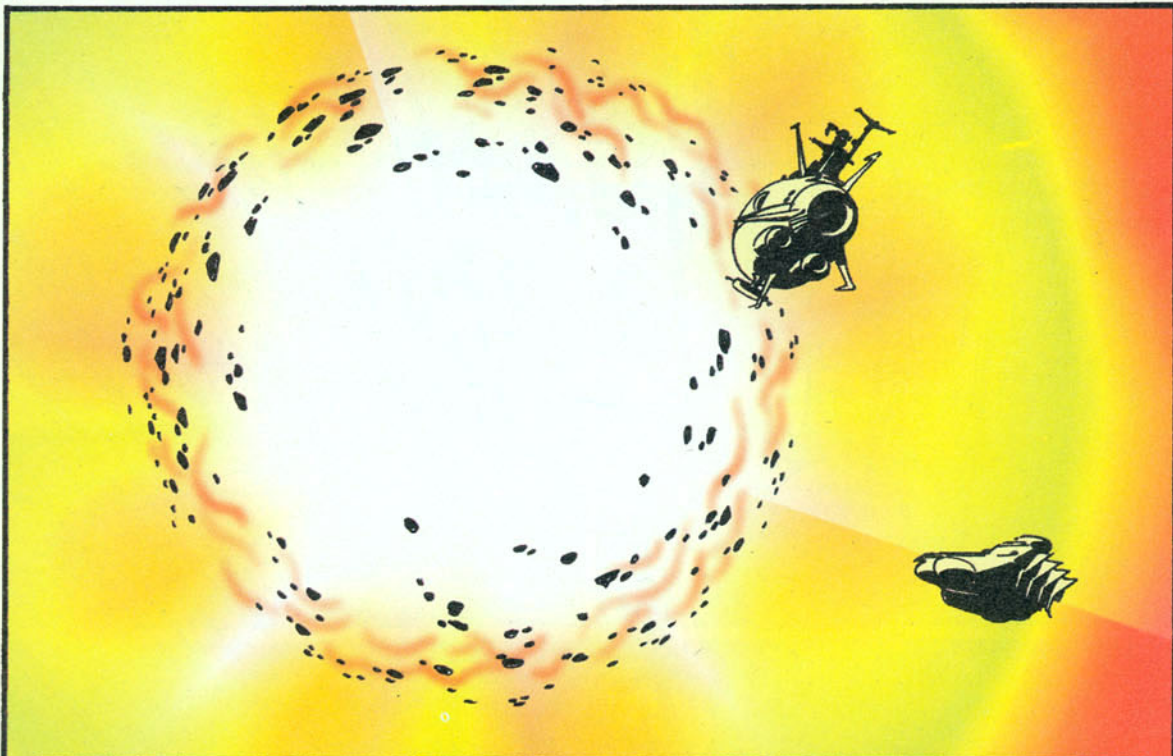








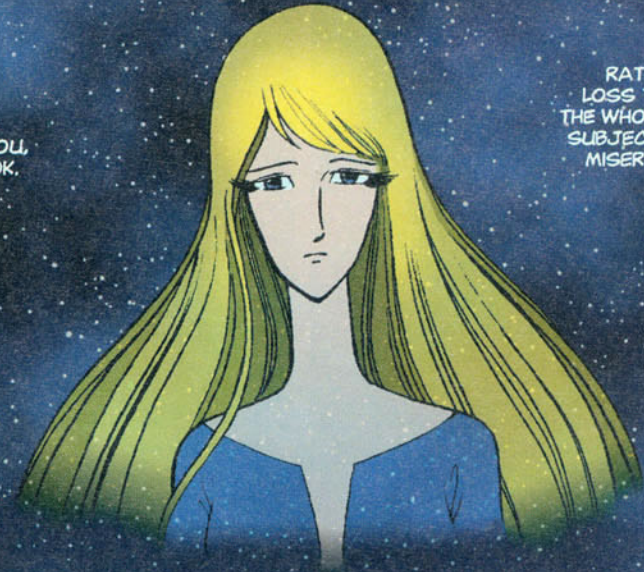




THANK YOU,  
STAR FORCE.

THANK YOU,  
DESSLOK.

DO NOT  
GRIEVE FOR  
ISCANDAR.



RATHER HER  
LOSS THAN HAVE  
THE WHOLE OF SPACE  
SUBJECTED TO THE  
MISERY OF WAR.

PLEASE  
FORGIVE ME,  
ALEX MY  
LOVE.



OUR TIME  
TOGETHER WAS  
SHORT... BUT  
WE WERE NEVER  
PARTED.

DON'T BE  
SAD. WE WILL  
ALWAYS BE  
TOGETHER  
NOW.



YOU'LL  
ALWAYS HAVE  
OUR DAUGHTER  
SASHA WITH  
YOU.



MY DEAR,  
SWEET  
SASHA...

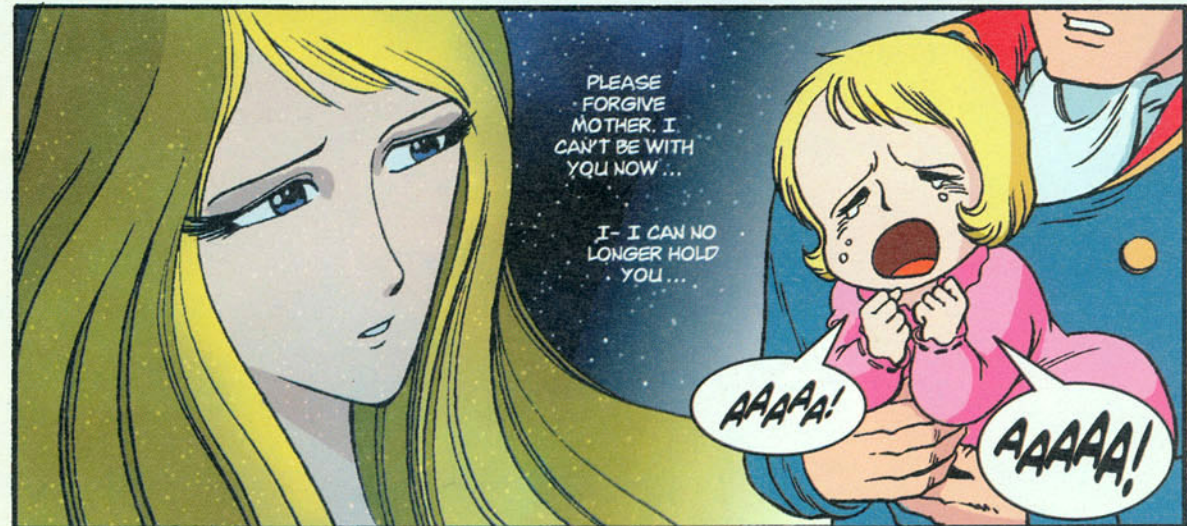
AAH?



AAH!  
AAH!

PLEASE  
FORGIVE  
MOTHER. I  
CAN'T BE WITH  
YOU NOW...

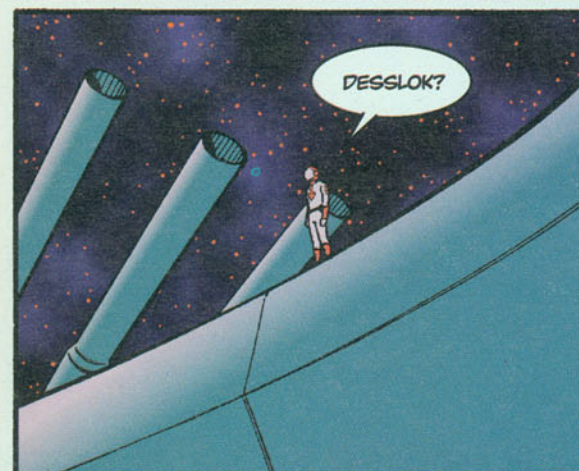
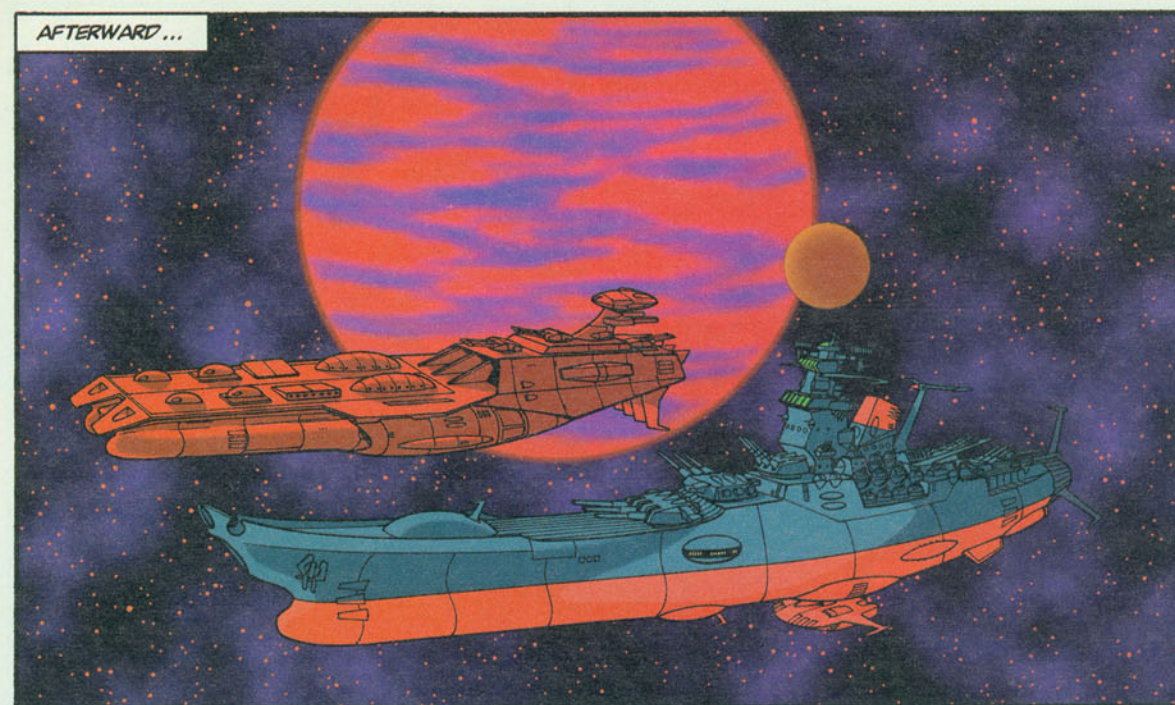
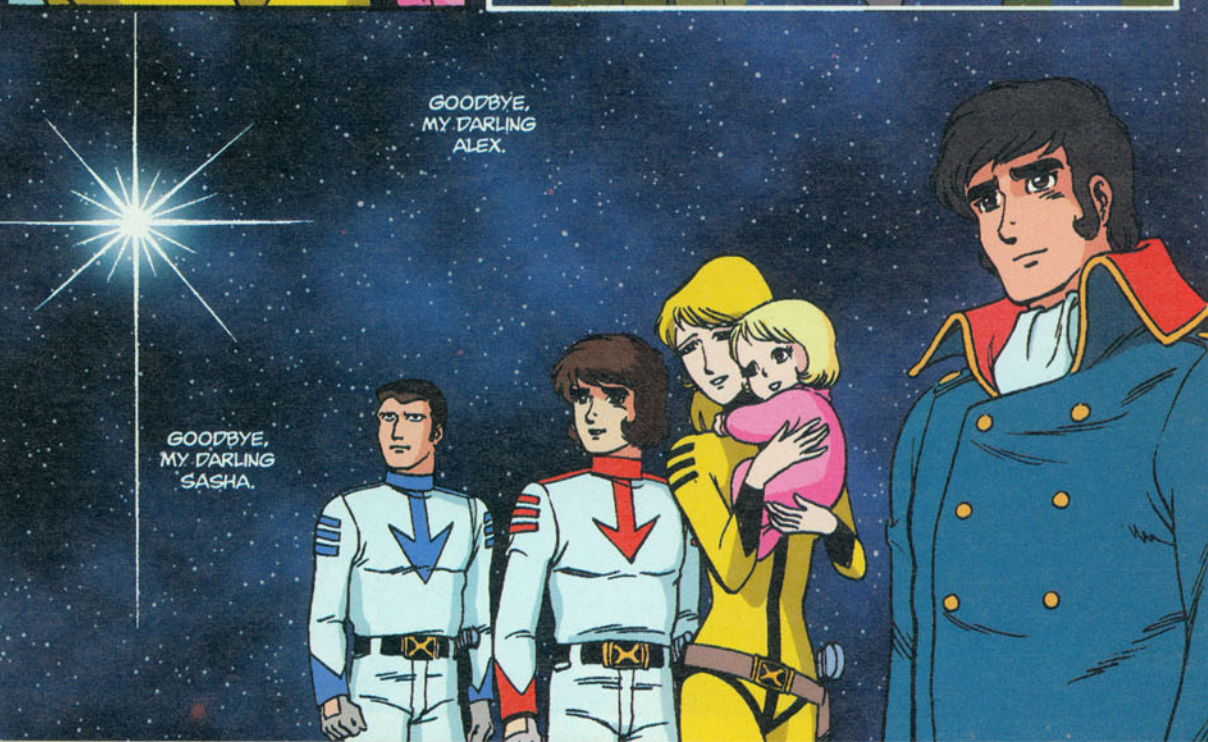
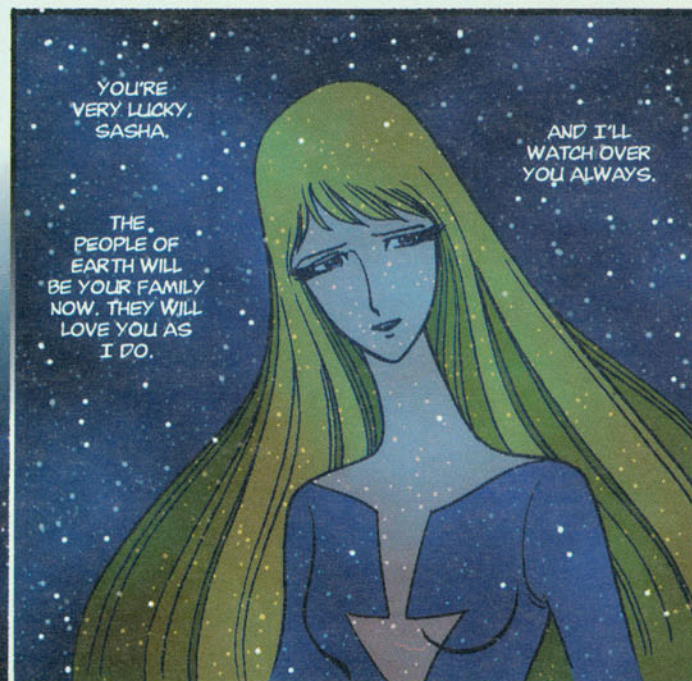
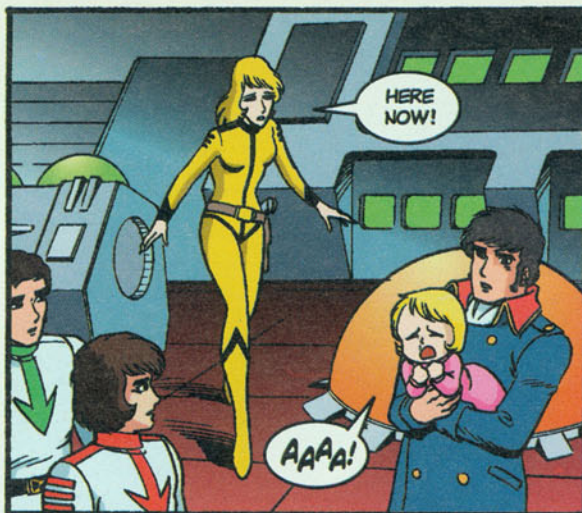
I- I CAN NO  
LONGER HOLD  
YOU...



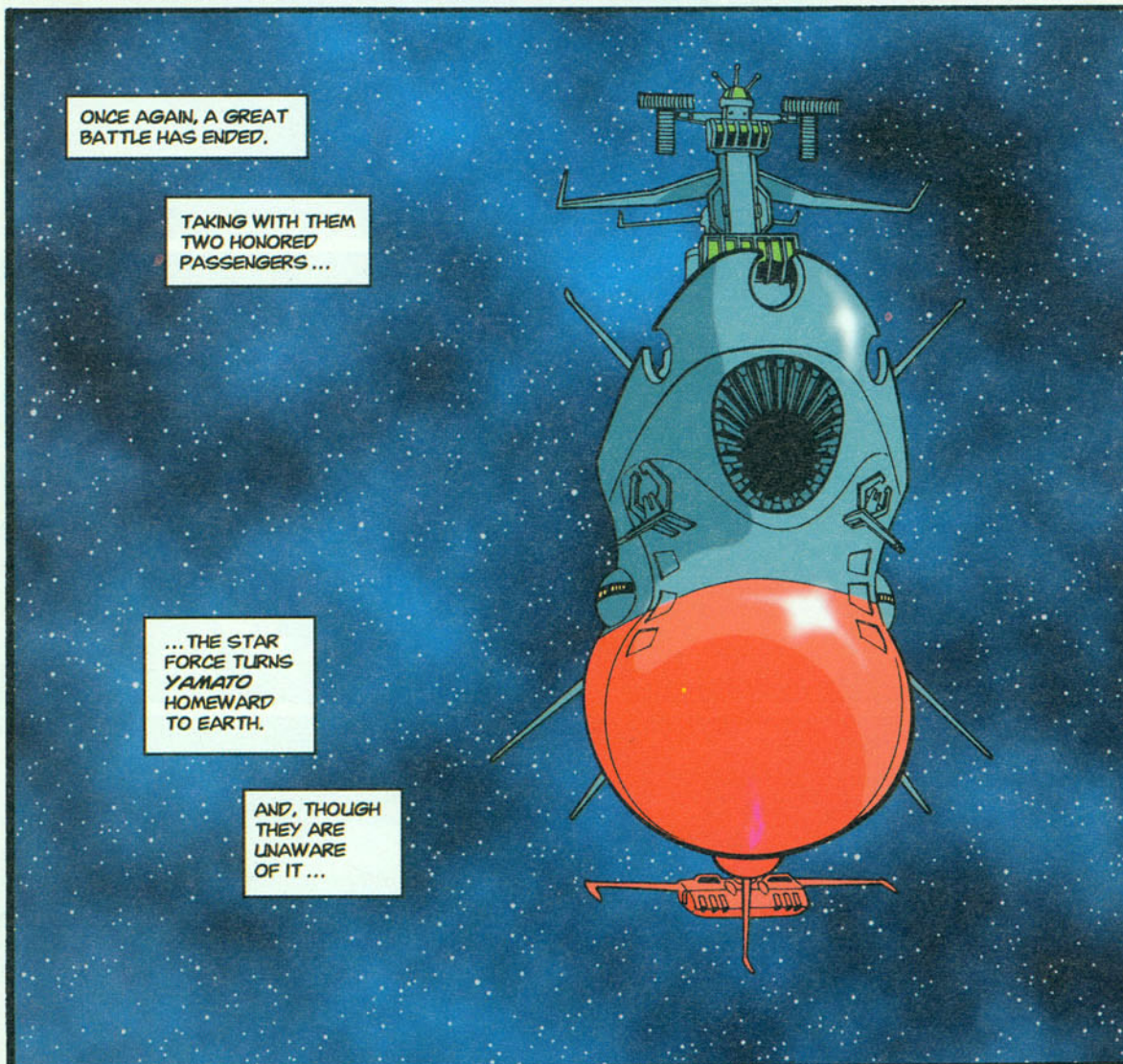
AAAAA!

AAAAA!









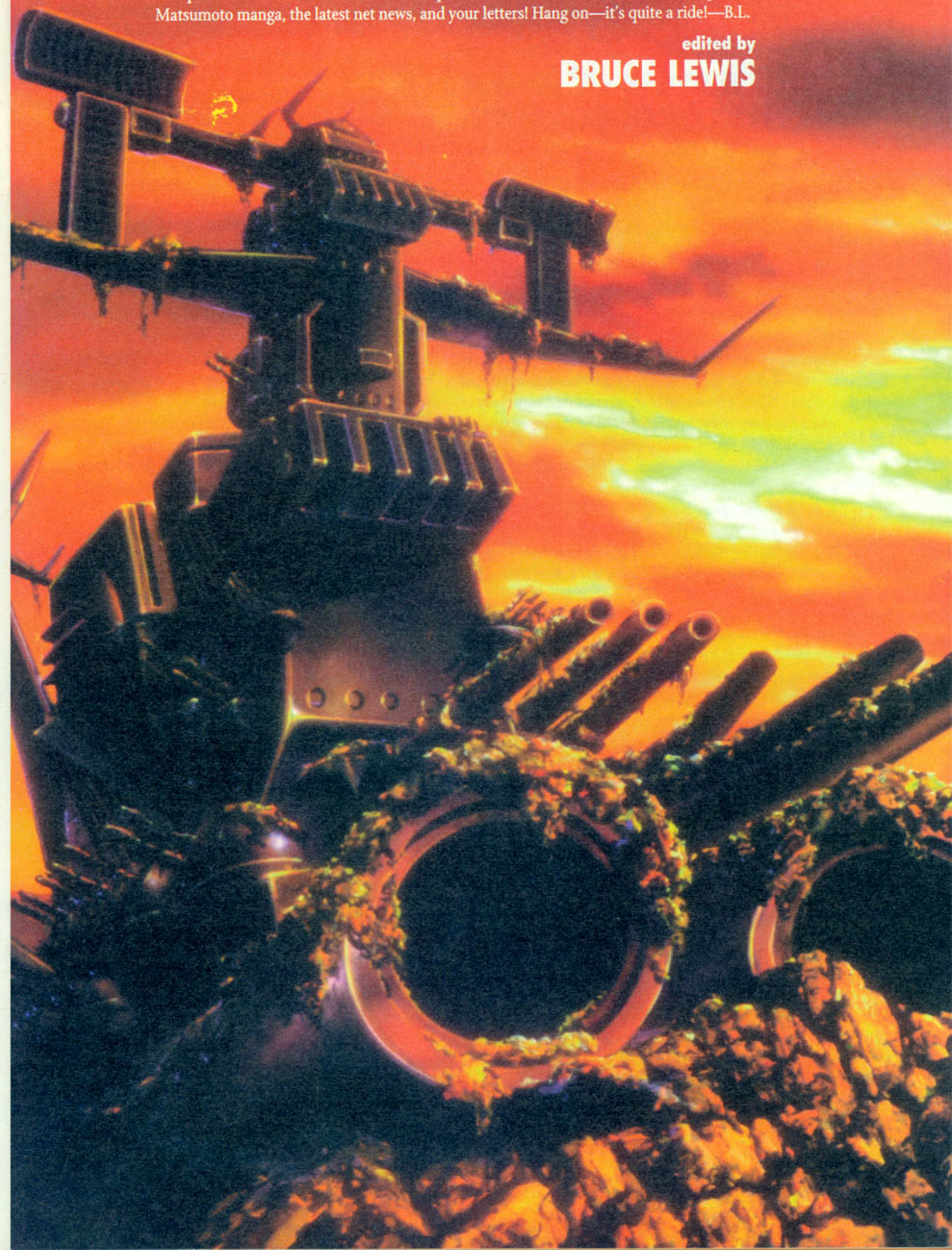
# ANALYZER

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

This issue there's lots to see and do in the world of YAMATO and STAR BLAZERS! We revisit the early years of the series in part two of SPACE CRUISER ICARUS, then flash further back to explore the construction of the battleship YAMATO in TWILIGHT, PART 2. All this plus Matsumoto manga, the latest net news, and your letters! Hang on—it's quite a ride!—B.L.

edited by

**BRUCE LEWIS**





## "Lord of the Flies" in space? Almost! How Asteroid Ship almost ended up with a crew of junior high school soldiers.

A French girl. A coolly logical German boy. A young African hero. And a Japanese youth whose calm eyes belie his true calling to leadership. Sound familiar?

It should. The idea of hot-blooded teenagers from around the world joining forces to save the Earth is a familiar one. Perhaps the best example of such a team can be found in the manga series CYBORG 009 by Shotaro Ishinomori; 009 and his fellow cyborgs follow the pattern described above. The idea of the Earth being saved by the United Colors of Benetton is a powerful one, especially when the story being told is liable to be marketed in many different countries. American comics like "Blackhawks" and movies such as IRON EAGLE prove the popularity of this approach to characterization in the U.S.; in Japan, where even today out-and-out nationalism is at best embarrassing and at worst distasteful in the extreme, having the heroes of a story come from many nations of the world instead of just one makes a lot of sense.

This internationalism is nowhere more evident than in the planning for ASTEROID SHIP, the storyboard scenario that eventually became SPACE BATTLESHIP YAMATO. In fact, according to the show's planning documents, the stated purpose of having the Asteroid Ship crewed by a multinational team of young people was to have them "put aside their petty grievances", "work together against a common foe", and strengthen their comradeship in the process. This "United Nations" approach is a hallmark of much Japanese animation and comics, reappearing in such forms as the UN Spacy in CHOJIKU YOSAI MACROSS and the international cast of the STREET FIGHTER multimedia series. In ASTEROID SHIP, the space cruiser ICARUS was to be manned by just such an international crew. These nine "Asteroid Soldiers" were to serve a dual role as both individual protagonists and living symbols of a united Earth.

ASTEROID SHIP was designed primarily for an audience of twelve-year-old boys. As such, the characters are all recognizable "types", easily identified with by adolescent boys: the smart but shy kid genius, the blonde, aloof beauty, the martial-arts "tough guy", the sneaky gossip. By making the Asteroid Soldiers more or less like the kids at the junior high school down the street, the producers of Asteroid Ship hoped to make the show more accessible to them. The aim was not to create superheroes, but heroes the kids could grow to love.

Another aim of the producers was to make a point: namely, that when put in a survival situation, natural leaders will rise from within the group to coordinate the

group's efforts to survive. Taking a page from Golding, the producers wished to create a theme "like the one [in LORD OF THE FLIES] where fifteen boys are stranded on a deserted island and must learn to survive based on their limited resources." This theme of everyone pulling together under the leadership of an inspirational comrade is made over and over again in the course of ASTEROID SHIP.

The nine main characters themselves are never described in any great detail. Unlike the fully realized characters in YAMATO and STAR BLAZERS, the Asteroid Soldiers are described only briefly in the show's scenario by given name and country of origin. They are:

- Jeanne (France): The leader of the Asteroid Soldiers, elected to the position by the "men" of the ship; according to the production notes, "This is the cause of some dangerous crises."

- M'ginga (Africa): Selfish and ambitious, M'ginga is always getting the crew into dangerous situations with his impulsive behavior. While posing as a selfless hero, M'ginga's true intentions are merely to build a name for himself.

- Yamaga (Japan): The "hero" of the show, this Japanese lad is a master marksman and Jeanne's most trusted friend. Described as "a calm, practical individual without any sarcastic make-up in his personality", Yamaga is the "natural leader" of the group, although he seeks only to be a useful part of the crew.

- Tamara (Russia): A jealous, self-centered blonde, young Tamara is primarily concerned with getting and keeping the attention of her male shipmates.

- Som Chay (Thailand): A big fellow, Som Chay is a martial arts master.

- Kassim (India): Known for his bragging, Kassim has no particular talents.

- Imrie (Hungary): A sarcastic tag-along to M'ginga and Yamaga, Imrie's real passion is for gossip.

- Hans (Germany): Hans is in many ways the real hero of Asteroid Ship. A product of genetic manipulation, Hans carries within his brain the knowledge of "dozens of long-dead scientists", placed there by some kind of RNA treatment. It is Hans who confronts the leadership of Earth and proposes the construction of ICARUS and its mission to Iscandar, and he also supervises its design and construction. As a result of his RNA-enhanced brain, Hans is more or less a human computer: a walking information-processing machine troubled by an all-

too-human difficulty in relating to others not gifted with his sort of genius.

- Lian (China): Logical and reserved, Lian is a Spock-like advisor to the crew. His ability to analyze and interpret data makes him a valuable person to have aboard.

These sketchy character descriptions are all the data we have on the crew of the ICARUS to date. Compared to the crew seen in YAMATO and STAR BLAZERS, they seem stereotypical and underdeveloped: the girls' descriptions are centered around their physical attractiveness (admittedly important to the projected all-male twelve-year-old audience!), while the male characters are primarily concerned with angling for the "top dog" position aboard ship. However "flat" these character sketches may seem, in them we can see faint outlines of more realized characters to come. Hans, the lonely "human computer", is in many ways a predecessor of the later shows' similarly brainy-but-alienated Sanada/Sandor, and the smoldering, sharpshooting Yamaga is an easy match with his YAMATO/STAR BLAZERS descendant, the smoldering, sharpshooting Kodai/Wildstar. As ASTEROID SHIP became YAMATO, these character concepts were carried forward, while those of the other characters were lost.

The international aspect of the crew was also lost in the transition. In episode 2 of the first series of STAR BLAZERS, Captain Avatar declares that a call has gone out around the world for the finest young people of the Earth to join the mission to Iscandar. However, this is not the case with the original YAMATO series. The main characters are all depicted as being of strictly Japanese origin, and all have distinctive Japanese names, many with significant meanings: Mamoru ("defender") and Kodai ("old days" or "tradition") are only two such names. This is not to say that YAMATO is an overtly nationalistic vision—YAMATO is clearly shown to be fighting on behalf of "Chikuyu" (Earth) throughout the series. However, it is a fact that by the time ASTEROID SHIP became YAMATO, the international nature of the crew was gone. Only the aliens were given appropriately "foreign" names. Why these changes were made is uncertain, but in the end probably had everything to do with providing familiar-sounding "heroic" character names for a show that was, after all, intended to be viewed mainly by Japanese schoolboys.

The idea of a giant armored boulder hurtling through space with a multicultural crew of junior high school children is a strange one, but ASTEROID SHIP was a strange idea in the first place. It is fascinating to see how the sketchy character ideas first conceived for such a show became in time the familiar outlines of the Yamato crew we have all come to know and love since then.

## Space Cruiser Icarus Part 2:

# COSMO KIDS

by Bruce Lewis.

Special thanks to  
Sumiko and Ernest Migaki.





# YAMATO SHOP

I've always preferred Japanese comics to the homegrown product. Back in the 1970s, when I was just a kid, however, Japanese comics were hard to come by. Dallas in those days was not the anime mecca it is today (remember this was pre-VCRs, pre-STAR BLAZERS, heck—this was even pre-BATTLE OF THE PLANETS), and the presence of Japanese entertainment back then was limited to ULTRAMAN and the occasional showing of ALAKAZAM THE GREAT OF THE SNOW QUEEN on Saturday afternoon TV.

Luckily for me, however, my aunt was from Japan, and I used to spend endless summer afternoons at her house visiting my three cousins, where we'd sit in the air-conditioned coolness reading the Japanese magazines and manga books she always had lying around. Happily, mixed in with the endless OSOMATSU-KUN and other gag strip collections we always found a few genuine Japanese comics—real comics, with continuity, plot, and action that blew away anything DC or Marvel could produce, with a strange, exotic flavor to boot. Today we know these digest-sized collections as "Sunday Comics." And among these, everyone's favorite was "Cosmoship Yamato."

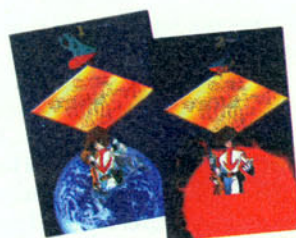
That's right—YAMATO manga, created by none other than Reiji Matsumoto himself! These incredibly cool little books tell more or less the same YAMATO story we all know and love, but in the flamboyant Matsumoto manner: long-haired, dreamy-eyed space princesses, one-eyed, brooding star captains, and of course, lots of stuff blowing up real good. (Sunday Comics also published other famous titles under its digest-sized SF Comics imprint, including such faves as Tezuka's BLACK JACK, Ishinomori's CYBORG 009, and the other trademark Matsu-manga, SPACE PIRATE CAPTAIN HARLOCK; it's well worth the effort to look them up, too!) Today, you can still find these neat comics at conventions and the occasional comics shop; I'd heartily recommend them for anyone who loves a good, two-fisted comics read.

I still like Japanese comics better than the superhero stuff, and seeing these great old Sunday Comics collections makes me all the more certain of that opinion. Superman and Spidey hath their charms, sure, but as for me, True Believers—Make Mine Matsumoto!—B.L.

## PUBLISHING DATA

SF COMICS "COSMOSHIP YAMATO" (1975)  
BY REIJI MATSUMOTO  
DIGEST SIZE (4" x 7"), 200 PP.  
PRICE: ¥350 (1975 RATES)

In 1992, Sunday Comics released a two-volume hardcover version of the manga (Vol 1: ISBN4-253-10385-5, 312 pp., Vol 2: ISBN4-253-10384-7, 324 pp., ¥1100 each.) This release also contains a new side-story featuring Desslar, his mother Mera, and his daughter Jura.



Want to know where you can actually get some of the classic YAMATO memorabilia depicted in this column every issue? There is a source! Supplies are limited, and stock is not always consistent, but this is an excellent source for some of those rare and not-so-rare YAMATO items you're looking for!

MUSASHI ENTERPRISES, INC., JAPANESE ANIMATION GOODS & TOYS

KEITH JOHANNSEN, 2613 S. 30TH STREET MILWAUKEE, WI 53215

TELEPHONE ORDERS: 414-383-7791 HOURS: 10 A.M. TO 8 P.M. CST

COLLECTOR'S CORNER

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

*Blackness hung thickly as far as Yoshida could see. Clinging to the thin steel rail of the ladder, he hung his head first left, then right, peering into the gloom of the dark Pacific night. There was no one and nothing to see; the ship was running with her lights out, hiding in the night from possible attacks from American submarines—but of course the lack of lighting would not stop a submarine attack. Even now, Yoshida knew, U.S. fleet boats were dogging YAMATO and her nine escorts, radioing constant speed and position reports back to Mitscher's Task Force 58 waiting near Okinawa. Waiting for YAMATO...*

*It was now or never. No one was visible from the narrow exterior ladder where Yoshida stood. No one could be seen beneath him; the path above to the bridge of the ship was empty as well. The icy wind blasted the young ensign, pinning him to the rungs of the ladder like a sheet of paper. Gripping the cold handrail carefully, Yoshida turned towards the stern of the ship, towards Japan, towards the home and family he knew he would never see again.*

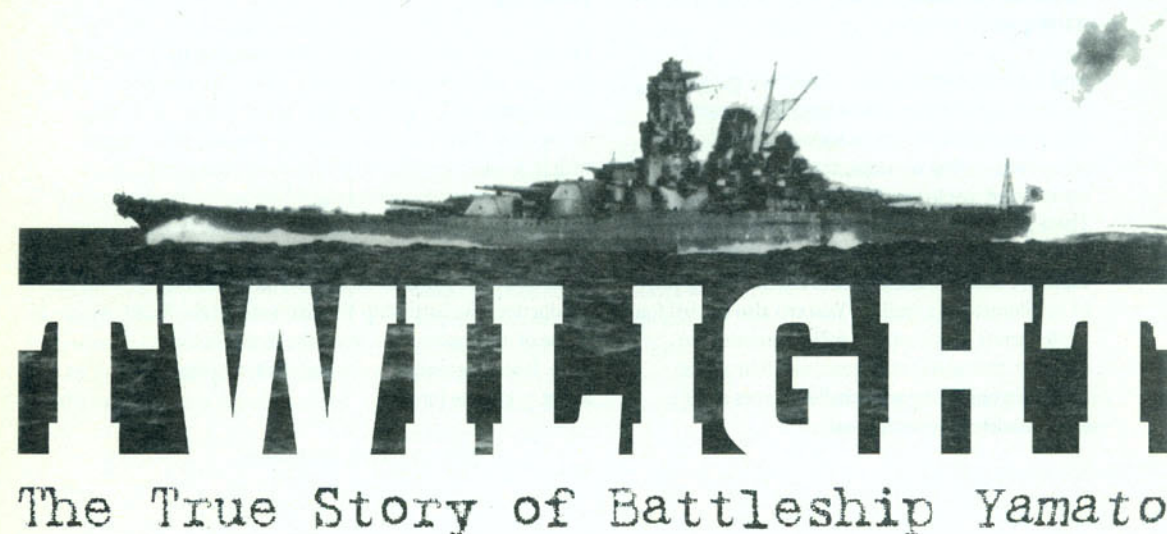
*Silently, he bowed his head in a prayer for their safety. A few minutes later, Yoshida raised his eyes. Adjusting his cap against the wind, he struggled up the ladder and into the dark warmth of the ship's bridge. Ahead of him, silhouetted against the bridge's forward ports, he could see the*

*forms of the bridge crew, the officers distinguished from the men by the faint glow of fluorescent-painted initials painted on the backs of their caps. Somehow, the sight of those steadily glowing characters gave Yoshida strength. He settled back into the darkness and began his watch. It was just after midnight, 7 April 1945, and YAMATO's last day of existence had just begun.*

## PART II. BUILDING YAMATO.

As the Twenties gave way to the Thirties, the last remaining vestiges of postwar tranquility slipped away. The October 1929 collapse of the world economy led to a new and terrible economic depression, bringing poverty and diminished expectations to most of the world's people. By 1933 Hitler was the undisputed dictator of a rapidly rearming Germany, and the Japanese Empire had been all but taken over by a violent militarist group, complete with its own Bureau of Thought Control. Meanwhile, in the United States, newly-elected president Franklin D. Roosevelt began implementing his New Deal policies, leaving precious little funding for military improvements. By 1936, the forces of evil growing within Japan and Germany stood ready to make their next move.

PLEASE TURN THE PAGE





The Washington Treaty of 1922 was a hindrance to Japan's new military leadership. However, the military leaders of the Empire knew that Japan would soon repudiate the naval limitation treaties, just as Germany had repudiated Versailles. In 1934, the General Staff of the Imperial Japanese Navy ordered the Bureau of Naval Construction to begin a design study for a new large battleship; in 1936, as promised, the provisional plans for the first of these was completed. By the end of that year Japan had officially declared herself no longer bound by the limitations of the Washington Treaty. In March of 1937, the final design was drawn up, and work was begun on the modernization of four shipyards in which to produce these seagoing fortresses. That fall, on 4 November 1937, the keel was laid at the Kure Naval Shipyard for the first of Japan's new super-dreadnoughts: YAMATO.

In the mid-Thirties, when YAMATO was designed, the battleship was queen of the seas. Naval planners of all countries considered the new aircraft carriers as strictly secondary units. Future naval combat was envisioned as a large-scale replay of the Battle of Jutland from World War I, with huge battlewagons blasting away at each other with naval artillery. This line of thinking led the Germans to build the battleship BISMARCK, the Americans to build WASHINGTON—and the Japanese to build YAMATO.

From the start, YAMATO was designed to be the biggest and most powerful battleship in the world. The naval yard at Kure where she was constructed had to be deepened by one meter to accommodate her vast bulk. A radical new hull design was created just for YAMATO, featuring a bulbous, rounded bow that dramatically reduced the ship's drag at speed. Her advanced side armor was a full 410 mm [16 inches] thick, with 650 mm [25.5 inches] up top. By any standard, YAMATO was the fastest, most heavily armored warship in the world.

And the most heavily armed. The main guns built for YAMATO were by far the biggest naval cannons ever constructed. With a muzzle diameter of 46 cm [18 inches], a ship of 11,000 tons had to be specially constructed just to transport them to the yards. These guns—YAMATO mounted nine of them, in three triple turrets—were each capable of lobbing an explosive shell the size of a delivery truck a distance of 42 kilometers [27 miles]. YAMATO also carried four triple turrets of 15.5 cm [6.1 inch] cannons, two dozen 25 mm antiaircraft guns, and four 13 mm machine guns, along with six floatplanes and the latest-model radar equipment.

As the construction of YAMATO continued, the world ground steadily on towards war: Hitler took Czechoslovakia in March 1939; Japan invaded Mongolia in August; and in September, Hitler's blitzkrieg struck Poland, triggering that country's mutual defense treaties with Britain and France. The long-feared European war had begun. In response, an increasingly alarmed United States government began slowly rebuilding its armed forces. A few days after the German invasion of Poland, the United States Navy began drawing up plans for a new generation of destroyers, cruisers and aircraft carriers.

As the 1940s began, Japan's naval buildup had succeeded; the NIHON KAIGUN—the Imperial Japanese Navy—was by far the most powerful in the world, easily greater in power than the United States, British, and Dutch navies combined. An increasingly apprehensive America reacted. On 14 June 1940, as Hitler's troops entered fallen Paris, President Roosevelt authorized a major naval expansion bill; a few days later, Congress passed a four billion dollar shipbuilding act. Just over three months later, on 27 September 1940, Japan joined Nazi Germany and fascist Italy in the Tripartite Pact. War with one now meant war with all.

And war was coming. At a meeting of the Supreme War Council in Tokyo on 6 September 1941, the plan for the conquest of Asia was finalized: first, to destroy the USN and Royal Navy in surprise attacks prior to the declaration of war; then, with their enemies in disarray, to strike hard at the rich resource areas of southeast Asia, overwhelming the Philippines, Wake Island, Guam, Hong Kong, Malaya, Singapore, and the islands of Indonesia. Once the vital resource regions there were firmly in Japanese hands, the establishment of a secure defense perimeter around the conquered territories would begin.

Ten days after the finalization of the war plan in Tokyo, a different sort of plan was made into law in Washington, D.C.: The Selective Training and Service Act. The draft had come to America, and with it, a cold sort of finality. War was coming; the only question left to answer was where and when it would begin. As fall became winter, as the first draftees left for training, and as the shipyards and factories across America began to convert to war production, the battleship YAMATO entered the final phase of its construction. Soon she would be complete. It was December, 1941, and the world was about to change forever.

NEXT: YAMATO AT MIDWAY.

## ...EARTH, DO YOU COPY?

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

I remember first getting turned on to YAMATO back in 1977 growing up in Hawaii. I picked up a record; it was a boxed set from Nippon Columbia (#C2-7004), an English dialogue about as early as it gets with an entirely different cast. It's based on the first movie and includes classic elements such as the Reflector Gun, the Drill Missile, and even their adventure in the acid sea of Gamilas. And Desslok sounded like Ricardo Montalban.

To my knowledge, this is about the rarest piece of '70s YAMATO merchandise.

KARL KLETZKER  
HONOLULU, HAWAII

*You may just be right about that, Karl. What you've actually got there is the soundtrack to the very first dubbed YAMATO movie. It was produced by a British company in 1977 and called, simply, SPACE CRUISER. Today, it can only be found via private collectors, since it was never released to home video (which, according to many who have seen it, is no great loss to humanity). When you remember that Wildstar was named "Jason" and Venture was "Shane," you begin to get the picture that this was perhaps not quite a shining moment in the history of YAMATO animation. -T.E.*

I read with interest the interview with Peter Fernandez in the back of STAR BLAZERS #3. He sounded pretty proud of his work over the years, and I can't deny he's been involved in a number of popular series. However, I feel it was a huge mistake on his part to reunite the people he was used to working with when it came time to do the BOLAR WARS series instead of reuniting the original team of voice artists!

One of the most outstanding things about STAR BLAZERS (apart from the music) was the voices! I'd never heard a TV cartoon series with voices that sounded so much like "real" people since JONNY QUEST. And I'm afraid that's where I had the biggest problem watching the BOLAR WARS series—all of the voices were different, and none of them were as good as the originals. In fact, it sounded a lot more like...well, a cartoon.

And not having seen them yet, this worries me about the translated films. Did they use either of the teams from the series, or still another set of voice actors?

HENRY R. KUJAWA  
CAMDEN, NJ

*Many agree with your assessment of the 3rd series voices, Henry, but I wonder how much of that is based on when you heard them? I've often thought that if Mr. Hernandez' team had been cast in the earlier programs, we may very well have identified the characters with their voices from the beginning. BOLAR WARS was dubbed several years after the first two series and many of the original voice actors were no longer available. With respect to Mr. Hernandez, he realizes fans weren't pleased that the original voice actors didn't return to their characters, but I personally feel that he and his team did a fine job. At the very least, BOLAR WARS was graced by a cast with some real acting experience.*

*At present, the only other "translated" film is Voyager Entertainment's dubbed release of FAREWELL TO YAMATO, which was produced several years ago and features another cast altogether. If you'd rather avoid the prospect of dealing with new voices, though, there's always the subtitled version. -T.E.*

I am very pleased with the STAR BLAZERS magazine. Hopefully it will enjoy a long, healthy run. I'm writing to ask if you are accepting submissions for future stories, articles, or art. Do you have a list of submission guidelines that I may obtain?

JOHN MICHALS  
CORONA, NY

*We've gotten other requests like yours, John, so this is probably a good time to say that, since the story content of the next several issues of STAR BLAZERS is already set and Studio Go! will continue to create the artwork for the foreseeable future, I'm afraid there are currently no openings for writers or artists on the comic book. The "Analyzer" section of the magazine is always in need of articles, however, so anyone who cares to submit an idea may do so at any time. Just submit a single descriptive paragraph of your idea and an example of your writing style for consideration by the good people at Argo Press! -T.E.*

Dear Studio Go!

I just bought STAR BLAZERS #4 and I'd like to compliment you on your work. Great job! I particularly enjoyed the last entry entitled "net.yamato". I used those addresses to surf the World Wide Web for SB/YAMATO home pages. With various links I found a number of SUPERB SB/Yamato Web Sites thanks to you. One site I noticed you did not list was:

<http://www.seanet.com/Users/parshall/yamato.html>

Check it out.

One last thing... Do you have any idea if Voyager Entertainment or any other

PLEASE TURN THE PAGE



organization has any plans to produce a set of SB and/or YAMATO trading cards? I'm sure they would meet with great success. There are sets of SPEED RACER and AKIRA cards that have already been produced. Thanks again!

MRUPPRECHT@AOL.COM

Thank you for the neat Web page tip and for the info on the last batch of URLs we posted. And while we're on the subject, I guess now is as good a time as any to break the news: Voyager Entertainment, Inc., has given Studio Go! the Go!-ahead to create the first official Voyager/Yamato/Star Blazers/Argo Press Web site! The site is in the planning stages as we go to press, so you can look forward to seeing it on a Web browser near you in the coming weeks. Once it's up and running, you'll be able to get the latest BLAZERS news and info, previews of upcoming releases, and info on new Yamato Shop goodies all in one place! We also plan to have links to other sites of interest, a reader response page, and special art and files for you to download! It should be a lot of fun. There are no current plans for STAR BLAZERS trading cards, but in the future—who knows? In the meantime, keep searching the Net for more new STAR BLAZERS and YAMATO sites—and let us know when you find them!

As always, we would like to say "thanks" to all of you loyal STAR BLAZERS and YAMATO fans who write in each issue with your comments and suggestions. We can't print all the letters we'd like to—but rest assured that we read and take seriously every letter we receive. Without you and your loyal support, STAR BLAZERS would not be the success it is today.

See you next issue!—B.L.

#### WRITE TO STAR BLAZERS

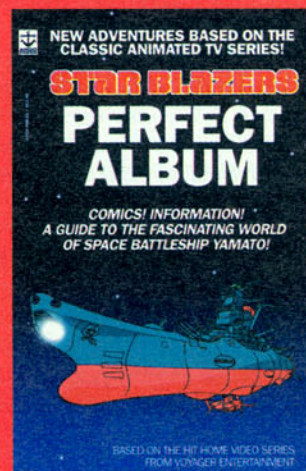
email: bchan@deltanet.com  
snail: Star Blazers Magazine  
Voyager Entertainment  
456 Sylvan Ave.  
Englewood Cliffs, NJ 07632 USA  
fax: Studio Go!@818.834.9022  
ATTN: LETTERS

## NEXT ISSUE



The New Voyage is over. Now, Sandor must rebuild YAMATO—and cope with raising his best friend's daughter! STAR BLAZERS: ICARUS, an all-new original comics story, begins in STAR BLAZERS #6.

## COMING SOON



It's here! The first guidebook to the STAR BLAZERS universe! Everything you wanted to know about the ships, the characters, and the stories—in one giant-size package! STAR BLAZERS PERFECT ALBUM—on sale in May from Argo Press. \$10.95+ s&h.

## net.yamato

Lots to see and do in cyberspace this time, STAR BLAZERS readers! At the top of the list is the excellent SPACE WEBZINE YAMATO, edited by YAMATO Guru Steve Harrison. An electronic descendant of the original SPACE FANZINE YAMATO—judged by many to be the best anime fanzine ever—SWY is the place to go on the Web for accurate and entertainingly-presented YAMATO and STAR BLAZERS data. Check it out at:

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

Another good source for general STAR BLAZERS information:

<http://www.public.asu.edu/~gadson/YAMATO/yamato.html>

日本海軍

"NIHON KAIGUN" means "Japanese Navy", and you'll find a tons of info on same on the NIHON KAIGUN page:

<http://www.skypoint.com/members/jbp/kaigun.html>

And for the best in general anime info, try AM PLUS, the new anime digizine. Beautifully produced, info-rich—AMPLUS is a winner!

<http://www.jurai.net:80/amplus/1.1/index.html>

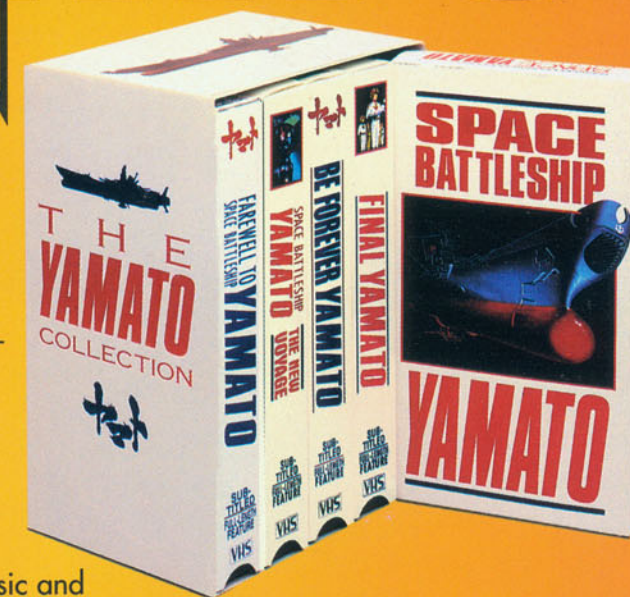
And finally, here's the official site for the ANIME WEEKEND ATLANTA, the hippest anime convention in America! Drop in and check 'em out:

<http://www.anime.net/~awa/>

As always, the sites listed here are not endorsed by STAR BLAZERS MAGAZINE or Voyager Entertainment, Inc., in any way, and the views expressed in them do not necessarily represent the opinions of STAR BLAZERS MAGAZINE, its staff, or Voyager Entertainment. URLs are subject to change. Send us your favorite STAR BLAZERS Web sites. Thanks!



# 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 \_\_\_\_\_

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

CREDIT CARD HOLDERS  
Call toll free

**1-800-704-4040**  
Ask for Dept. 49

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



# STAR BLAZERS<sup>®</sup>

## THE COLLECTOR'S EDITIONS



**SERIES 1.**  
The Quest  
for Scandar



**SERIES 2.**  
The Comet  
Empire



**SERIES 3.**  
The Bolar Wars

The story of the Star Blazers, from beginning to end • Each of these Collector's Editions contains the 13 original volumes • Three complete but continuing series of science fiction adventures in outer space • An entire animated adventure, with nothing cut • Each story a separate plot • From the ground breaking Japanese animation movies and television programs • Includes the "lost" Bolar Wars episodes rarely seen on U.S. television because of limited distribution • Duplicated in real-time from new masters • Legendary animation that broke barriers and inspired imitators • Reproduced for English speaking audiences with U.S. actors • The classic trilogy packaged in sturdy, full color, gift boxed Collector's Editions.

### THE STAR BLAZERS COLLECTION

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 \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_

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

**1-800-704-4040**

ASK FOR DEPT. 48

CREDIT CARD HOLDERS  
 Call toll free

STAR BLAZERS<sup>®</sup> is a registered trademark of Jupiter Films Inc., used by permission.