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## FROM THE CAPTAIN'S DESK

Welcome back, everyone!

This issue marks our second anniversary of publishing The Magazine of Space Battleship Yamato! Issue #0 of Star Blazers debuted March, 1995 and nine more issues followed steadily thereafter despite a seemingly unending string of turbulent trends in the comic book industry. The members of the Star Force have survived perilous journeys, and it is fitting that a publication recounting those journeys would prove itself a hardy survivor as well. But for survival there is often a price to be paid. For the characters in our stories, that price is the loss of loved ones along the way. For this publication, it is the loss of a few pages. To learn why this price had to be paid and how you can help it from being a permanent loss, please turn to the end of the issue.

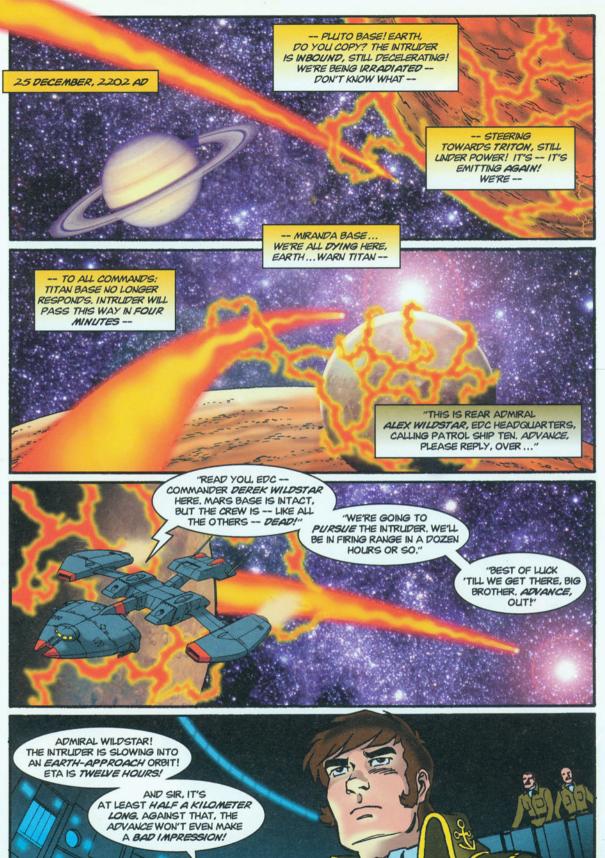
But don't let that deter you for a moment from celebrating with us the long-awaited debut of BE FOREVER YAMATO! Even though the entire Space Battleship Yamato animated saga is equally exciting from beginning to end, we're a little "extra" excited to have reached this particular point in it. That's because in many ways BE FOREVER has a little "extra" of all the best things about the Yamato series.

What do we mean by this? For starters, the BE FOREVER feature film was loaded with "extras" when it premiered in 1980. The design and production of the animation was given more time and attention than audiences were used to, making it easily the most visually spectacular Yamato effort to date. The film also had an extra storytelling aspect to it, called "Warp Dimension," in which the actual physical size of the movie screen changed before the very eyes of the filmgoer. Another big "extra" was the commercial presentation surrounding the movie, which involved more publicity and higher quality merchandise than in all previous promotional campaigns. (How many of you would have liked to take a commemorative BE FOREVER cruise on a ship painted to look like the Yamato? A lot of lucky fans did in 1980!)

The best "extra" is, of course, the "extra" emotional impact of the story, which includes just enough similarity with previous Yamato adventures to make you feel at home-and just enough plot twists to make you wonder if things can ever be the same

Following this trend of delivering "extras," we've done the same thing in this comic book adaptation of BE FOREVER. Odds are, most of you already own a video copy of the film, and therefore don't necessarily need it to be played out scene by scene in these pages. Fine with us--as shown last issue, there are plenty of stories going on just under the "surface" of the film, and this is the only place you will find them! Last issue's prelude was the warm-up...and now it's time for the main event!

Best wishes, Barry Winston Publisher

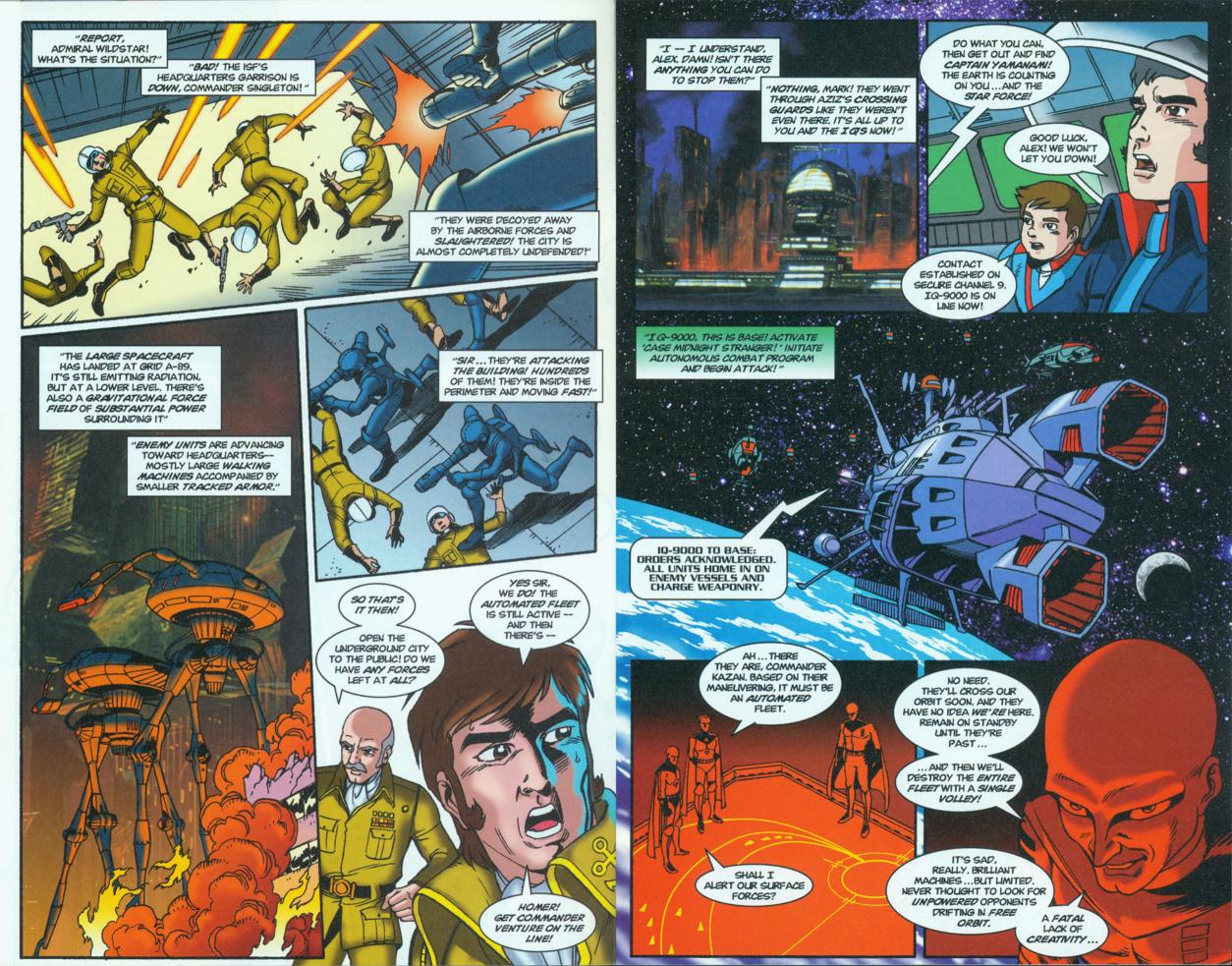












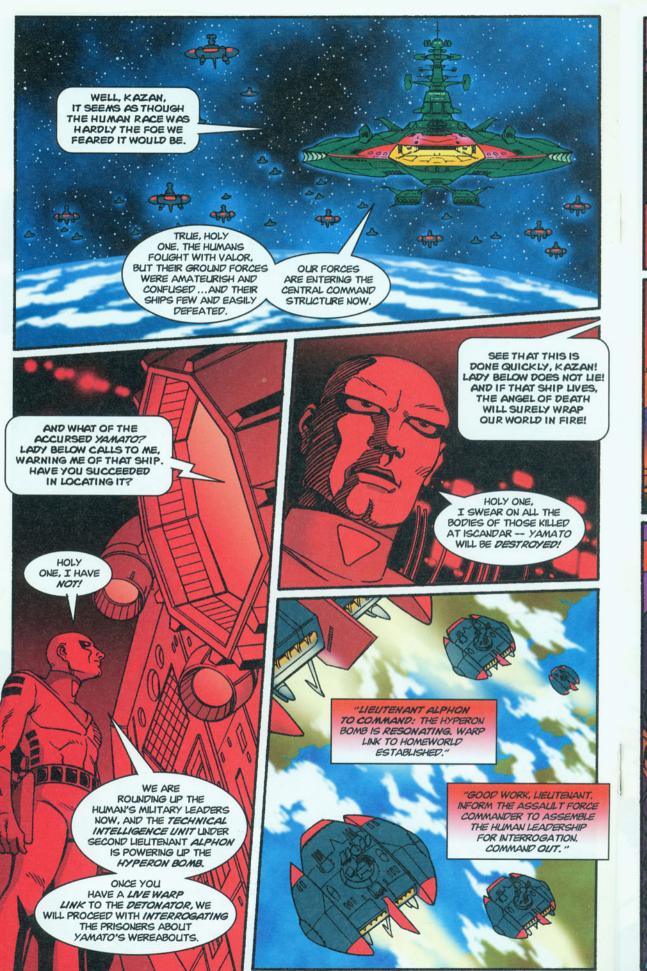






















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PRESIDENTIAL

YACHT?



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SO THAT'S

WHERE THEY

WERE ALL THIS







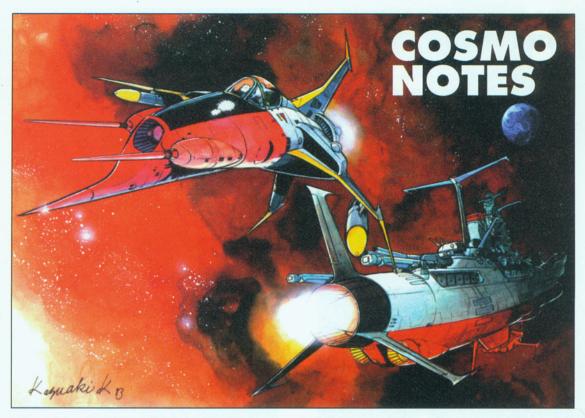












"What happened to ANALYZER?" We'll hazard the guess that many of you asked that question when you first glanced through this issue of STAR BLAZERS looking for the text pages that, until now, graced this part of the comic. As stated in the beginning of this issue, we've had to pay a price for survival in the current comic book marketplace. You all deserve an explanation, so here it is...

It has always been difficult for new comic books to find a steady readership in the fiercely-competitive comic market. Even though STAR BLAZERS is known to millions, we never expected it to be an instant hit. It takes time, patience, and tenacity to build a successful comic book series—even in a time when the marketplace is stable and supportive. Unfortunately, conditions like that haven't existed for the last two years. Only a short time after we published Issue #0, the comic market underwent some radical changes in the areas of distribution and retail...changes which continue to have an effect to this day.

We won't bore you with details, but we're sure you can understand that when even a big mainstream company like Marvel Comics has to file for bankruptcy protection, things aren't exactly normal in the comic book industry. Numerous smaller publishers like us are even more vulnerable. When it gets tough to sell enough copies of a comic book for it to support itself, you've got to make tough choices about what to do with it. In our case, we had to find some way to make this a less expensive comic book to produce so that we could continue to publish it under increasingly difficult conditions.

It came down to this: we had to make it a little bit *smaller*. And that meant part of the book had to be eliminated— ANALYZER. We know you've enjoyed reading this section, and we definitely enjoyed producing it. We feel it made STAR

BLAZERS a better publication, and it helped to fill the vacuum of information that has existed ever since STAR BLAZERS first appeared on television in 1980. What's more, if not for ANALYZER's in-depth coverage on the *Space Battleship Yamato* saga, we never would have learned some things ourselves, such as the stories told by Director Noboru Ishiguro, or voice actors Peter Fernandez and Corrine Orr.

We realize how valuable the features in ANALYZER have been, and it is with no little reluctance that we have decided to discontinue them for the time being...but perhaps not forever. Things being what they are in the comic book industry, changes could occur tomorrow that will lead to better days for all of us, and allow us to expand this publication back to its original format. You could actually be the one to bring that change about. Here's how:

First and foremost, share your enjoyment of the STAR BLAZERS/YAMATO saga with your friends, and encourage them to become regular readers of this publication. Second (though no less important), communicate with the owner of your local comic book store and let them know of your interest. Such stores are currently the ONLY place you can find the STAR BLAZERS comics, which makes them a vital lifeline between you and us. In many cases, a store owner won't order copies of STAR BLAZERS from us at all if they don't know someone like you who wants them. Sometimes, the only way you are guaranteed to find a copy is by placing an order for it. Any respectable comic book shop will be glad to help you do this. (And if they aren't, you should go to another one!)

A comic book series is always dependant on the involvement of its readers to keep it going; now more so than ever! Please make the effort to keep STAR BLAZERS alive—we'll reward that effort with the best comic books we know how to make!

## STAR BLAZERS FLEET BATTLE SYSTEM UPDATE

Progress on the first official STAR BLAZERS game continues as we rocket toward the 1997 release date (still to be announced). Mass production arrangements have been made for the metal miniatures, and artwork has been produced for the packaging and book covers. Shown here is the art for the backing board of the spaceship miniatures, produced for Musashi Enterprises by Mark Nagata. Watch this space as we approach the official release of the Fleet Battle System!



### STAR BLAZERS BACK ISSUES

All of our back issues are still available by mail for those who missed them when originally published! Each back issue costs \$2.95. For postage and handling, please add \$2.50 for the first issue you order, plus .50 for each additional issue. Send check or money order only to: Voyager Entertainment, Inc., 456 Sylvan Ave., Englewood Cliffs, NI 07632.

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"The New Voyage" (Part 3)

"The New Voyage" (Part 1) Issue #3 "The New Voyage" (Part 2) Issue #4

Issue #5 "The New Voyage" (Part 4) Issue #6 "Icarus" (Part 1) Issue #7 "Icarus" (Part 2) Issue #8 "Icarus" (Part 3) Issue #9

"Be Forever Yamato" (Prelude)

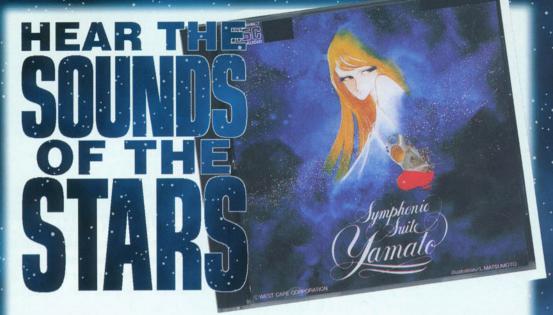


# **NEXT ISSUE**



As Earth's resistance groups struggle to organize against the brutal occupation forces of the Dark Nebula Empire, the Star Force launches the Yamato on a desperate race against time to strike their enemy where it will hurt the most-at the very heart of their own galaxy!

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