



STAR BLAZERS
BEYOND ALL OTHERS

STAR BLAZERS

"The best animated Science Fiction
adventure ever produced!"

--C.J. Henderson
Questar Magazine

"The sleeper Science Fiction
hit of the year!"

--James H. Burns
Starlog Magazine

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STAR BLAZERS is a space fantasy action adventure produced in vivid color animation for television broadcasting. The total series consists of 77 half-hour programs divided into three stories.

Originally aired in Japan as "Space Cruiser Yamato", the series has been a smash hit for several years. From it a blockbuster movie was made. It earned the fifth largest box-office gross in Japan and was #2 only to "Star Wars" in the science fiction category. A second feature film has recently been released and is also reporting record sales.

STAR BLAZERS is available now, allowing you to take further advantage of the phenomenal space revival brought about by Star Wars, Star Trek, Close Encounters of the Third Kind, Alien, Battlestar Gallactica, and other box office successes.

STAR BLAZERS
MAJOR CHARACTERS
Episodes 1 - 26

THE STAR BLAZERS

Captain Avatar

The wise and courageous commander. He is the only one who can hope to match wits with Desslok, evil leader of the Gamilons.

Derek Wildstar

Second in Command. Brave and idealistic, he wants not only to help rescue Earth but to avenge the death of his family by the Gamilons. As much as STAR BLAZERS is the story of Captain Avatar and his mission, it is also the story of the growth of Derek Wildstar, whom we watch mature into manhood and become a fine leader.

Nova

The beautiful radar operator whose secret love for Derek Wildstar finally blossoms into the open and is returned.

Mark Venture

Chief of Operations. The friendly rivalry between him and Derek Wildstar sometimes erupts in anger, but the spectre of disastrous defeat at the hands of the Gamilons finally unites these two in an unbreakable bond of friendship.

IQ-9

Nicknamed the "Tin Wit", IQ-9 is a robot with a sense of humor, who fortunately is able to take over when the human mind fails or when human emotions make action impossible.

THE STAR BLAZERS (Continued)

<u>Sandor</u>	Chief Mechanic. Sandor performs incredible feats to keep the Argo running smoothly. Not until the mission is well under way is Sandor's mysterious past revealed: his body is a cybernetic organization of human and man-made parts: he is a Cyborg.
<u>Dr. Sane</u>	The enigmatic Dr. Sane is the only one capable of keeping Captain Avatar going when he is ill and exhausted.

THE ENEMY

<u>Desslok</u>	Evil leader of the Gamilon forces. The diabolically clever Desslok will stop at nothing in his mad quest to destroy Earth and rule the universe.
<u>General Lysis</u>	Desslok's top general. Lysis proves to be as formidable an opponent as his evil and cunning master.

STAR BLAZERS

FIRST STORY

EPISODES 1-26

"Communication with New York is impossible!"

"Paris is cut off!"

"Kenya is in panic!"

"Moscow is sending goodbye signals!"

It is the year 2199. Planet Earth is on the verge of extinction.

Since the beginning of the 21st century the evil space fleet of the Planet Gamilon has wreaked havoc on the other planets of the Great Megallanic Cloud.

Now in the year 2199, lead by the cruel but ingenious Desslok, the Gamilon Space Fleet has established headquarters on Pluto and from there has begun severe attacks on Planet Earth.

As a result of the incessant bombings the entire surface of the earth has been saturated with radioactivity and the human race has been forced to live in underground cities.

As our story opens the Earth Defense Fleet has been destroyed and the radioactivity from the Gamilon bombs has begun to saturate the soil and seep underground. The

human race has only one more year to live!

But just when all seems lost, Gamilon's twin planet, Iscandar, ruled by the benevolent and beautiful Queen Starsha, sends Earth a message. It reads, "If Earth still has the courage and determination to continue existing, no matter what the risk, come to Iscandar and we will give you COSMO-DNA, a device capable of removing your radio-activity.

As attractive as this offer is, Iscandar is 148,000 light years away in a part of space never before traveled by mankind. No space ship Earth has the technology to build would be capable of making a roundtrip journey of 296,000 light years in only one Earth year. But fortunately, Queen Starsha has more than hope to offer and gives Earth plans for the "wave engine" which permits travel many times the speed of light.

Still the biggest hurdles lay ahead for the cosmic space between Earth and Iscandar is inhabited by the evil space fleet of the Gamilons. However, the straw must be grasped - there is no time to lose.

Buried in the now dry sea bed is an ancient battleship. Tunneling under it, the terrestrials secretly reconstruct the ship into a fantastic space cruiser and rename it The Argo, in honor of the ship that Jason took in

search of the Golden Fleece. Then a handpicked crew of 114 is chosen to make the perilous journey. They are Earth's finest - superstars in science, engineering, tactics, medicine and operations. And in tribute to their strength and purpose, they are called STAR BLAZERS. The leader is Captain Avatar, a wise and brave commander, intensely devoted to saving Earth from destruction. Avatar is the only one who can hope to match wits with the diabolically clever Desslok.

Aiding Captain Avatar are two young men, Derek Wildstar, Chief of Strategy, and Mark Venture, Chief of Operations, each of whom believes he knows what's best for the STAR BLAZERS. The rivalry between these two sometimes erupts in anger but the spectre of disastrous defeat at the hands of the Gamilons finally joins them together in an unbreakable bond of friendship.

The sadness Mark Venture feels at having to leave his loved ones behind is contrasted with Derek Wildstar's passionate and bitter reasons for making the journey --- Derek goes not only to help rescue Earth but to avenge the terrible death of his family, including his brother Alec. As a member of the Earth Defense Fleet, Alec is believed to have been killed by the Gamilons. As much as the STAR BLAZERS is the story of Captain Avatar and his mission, it is also the story of

the growth of Derek Wildstar whom we watch mature into manhood and become a fine leader.

Other important members of the STAR BLAZERS are the beautiful radar operator, Nova, whose secret love for Derek Wildstar finally blossoms into the open and is returned; the enigmatic Doctor Sane who is the only one capable of keeping Captain Avatar going when he is ill and exhausted; Sandor, the chief mechanic whose mysterious past is eventually revealed: his body contains man-made parts; he is a Cyborg. IQ-9, nicknamed the "Tin Wit" is a robot with a sense of humor who is on hand to take over when the human mind fails or when human emotions make action impossible.

From the very beginning the STAR BLAZERS are in imminent danger, for their existence is discovered by the ruthless Desslok even before the Argo takes off. Furious, Desslok orders his commander, Jakal, to fire a missile at the Argo during launching. But Jakal's attempts are thwarted and the Argo blasts into space carrying with it the STAR BLAZERS, on whose shoulders rest the fate of mankind.

Time and again Desslok attacks and time and again through outstanding team effort the STAR BLAZERS narrowly avoid destruction.

Each time Desslok is foiled, his attempts at destroying

the STAR BLAZERS grow ever more fierce and desperate, culminating in the clash between Captain Avatar and General Lysis, Desslok's highest ranking general, who controls the Planet Balan. Balan, the half-way point of the journey, is believed by the STAR BLAZERS to be a place of refuge when, in fact, the Gamilons have sent their strongest fleets there. The resulting battle is the biggest and most spectacular of the series. And it proves to be a triumphant moment for the STAR BLAZERS as at last they destroy all remnants of Gamilon might. Or so they believe.

When the STAR BLAZERS land on Iscandar, Derek is overwhelmed with joy to discover that his brother Alec is alive. It seems that just before his space ship burst into flames, Alec was rescued by Queen Starsha and has been living with her on Iscandar.

Now, with the COSMO-DNA on board, the STAR BLAZERS head back to Earth. But the excitement of the crew at nearing Earth is suddenly shattered. A Gamilon ship appears out of nowhere firing an undulation cannon that sends concentrated energy rays screaming toward the Argo. Desslok still lives! The fast thinking Sandor activates the Magnetic Galvanizing Machine. It immediately turns the

Argo silver, forcing the Gamilon's rays to reflect back on the Gamilon space ship. A huge explosion! At last the mighty Desslok is vanquished.

It is the year 2200. Thanks to the valiant effort and the indomitable spirit of the STAR BLAZERS, the Earth will survive.

STAR BLAZERS

MAJOR CHARACTERS

Episodes 27 - 52

(In addition to those listed under Part 1)

THE STAR BLAZERS

Nox

Space marine who was rescued from Planet Brumus by the STAR BLAZERS and joins in their fight to save Earth. He is a fierce fighter and is sometimes harsh with the other crewmembers. He is a comical nuisance with a heart of gold.

ANDROMEDA

Gideon

Captain of the Andromeda -- flagship of the Earth Defense Fleet. He had been one of Derek Wildstar's instructors at the Space Fighter Training School.

COMET EMPIRE

Prince Zordar

Evil ruler of the Comet Empire City which is a huge complex construction made to resemble a comet. His plan is to conquer space -- destroying those planets of no value and taking over those whose resources and populations he could exploit. He plots with Desslok -- the conquering of Earth.

COMET EMPIRE (Continued)

<u>Princess Invidia</u>	Daughter of the evil Prince Zordar of the Comet Empire City.
<u>Naska</u>	Commander of Zordar's reconnaissance squadron.
<u>Dire</u>	Second in command to Prince Zordar. Dire is a master strategist against Earth. His position is threatened when he plots with Zordar and Invidia against Desslok.

TRALENA

<u>Tralena</u>	Beautiful maiden on the planet Telezart who warns the STAR BLAZERS against Zordar's plan for conquest -- then reveals her own shattering secret: she has the uncontrollable ability to destroy matter with her mind.
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STAR BLAZERS
SECOND STORY
Episodes 27 - 52

It is the year 2201. Earth has enjoyed unprecedented peace and prosperity since its spectacular victory over the Planet Gamilon. Having fully recovered from that catastrophic war they are now able to devote their energies to developing the natural resources of the other planets in the solar system.

In these happier times the Argo has been retired and the ANDROMEDA, a super modern space cruiser, has taken its place. Former members of the STAR BLAZERS are scattered in peace-time jobs. Derek Wildstar is now aboard the Argo. Mark Venture, Nova, IQ-9, Sandor and the rest are working in various laboratories, hospitals and other facilities.

One day, on an escort mission back to Earth, Derek's ship catches a strange signal transmitted from an unknown planet. With the help of IQ-9's deciphering, the message is discovered to be a female voice calling for help. Derek reports this strange happening to the Earth Defense Council and requests an immediate dispatch of a rescue convoy. The Earth Defense Council, however, totally disregards Derek's suggestion. Without waiting for an answer, Derek quickly

reunites the great STAR BLAZERS team under his command. In the middle of the night the STAR BLAZERS board the sleeping Argo and blast off on another perilous journey.

In space, the strange female voice continues to call for help, warning of the immediate destruction of the entire galaxy. The STAR BLAZERS become aware of a new enemy which must be repelled -- the evil space fleet of the Comet Empire, steadfastly and eerily approaching them.

A short while later the STAR BLAZERS are able to locate the source of the distress signal. It is coming from the planet Telezart. Derek switches the Argo into warp drive in order to speed the journey there.

At the same time, aboard the Comet Empire, Prince Zordar plans to destroy the STAR BLAZERS and invade Earth. Now allied with the STAR BLAZERS's arch enemy, Desslok, he prepares an ambush. But the STAR BLAZERS break through it and win the battle.

The voice continues to warn and help the crew of STAR BLAZERS. So powerful is the mysterious woman's presence felt that Venture soon finds himself completely captivated by it: he is in love with someone he has never seen, an alien on another planet... in another system. He decides to land on Telezart and find her.

But an interceptor squadron of the Comet Empire engages the Argo in a fierce battle, from which the STAR BLAZERS again emerge victorious.

On Telezart, Wildstar and Venture make contact with their mysterious space guide. She is a beautiful young woman named Tralena, who tells them the intentions of the Comet Empire are total conquest of all useful planets in the galaxy; destruction of all others. She also reveals her own plight, this extraordinary being has the knowledge of harnessing energy in mind, and is able to control matter. Using this power against her enemy, she overestimated its effect and destroyed everyone on Telezart. Because Tralena does not believe she is able to control the energy she organizes, she will not leave Telezart.

Venture refuses to leave without her. The Argo must blast off, with or without him, and as the clock counts down Tralena agrees to return with Mark to Earth. Once they are on board the Argo, Tralena phases out. She has deceived Mark in order to return him to his ship, his duty ... and his people.

Back on Telezart, Tralena mind-attacks the Comet Empire. In a great exchange of power and energy, she loses -- and fades away.

Desslok now pursues the STAR BLAZERS while Zardor's Comet Empire heads for Earth. Venture is lost in space and believed dead. In the ultimate battle, the fleets of both powers are destroyed, except for the two opposing command

ships. Desslok gains the advantage, finally beating the Argo and wounding Wildstar. Before the final coup de grace Nova offers her life for Derek's - and Desslok succumbs to a pressure which has been weighing on him for a long while.

He has come to realize that his cause is unjust and immoral. Placing truth first, he knows he cannot continue to lead the armies of evil. Desslok reveals to the STAR BLAZERS the true nature of their enemy. It has disguised a massive warship as the Comet Empire in order to get close enough to Earth for the attack planned to wipe out the entire planet. Desslok tells them how to destroy it.

In space at rest, Tralena has regenerated her energy and found Mark Venture. She brings him to the Argo. Only Wildstar and Nova remain on board, and they are planning to ram the Comet Empire's ship, in a maneuver which will destroy everything, but preserve the planet.

Tralena understands at once what is happening and although she is afraid of her own power, she once more concentrates it on the enemy ship -- destroying it. Both the enemy and Tralena fade into the immensity of space. Whether Tralena has once again only returned to space in order to regenerate, or if the expense of energy has cost her this life is not known. The STAR BLAZERS turn from their adventures in space to home as the Argo limps toward Earth.