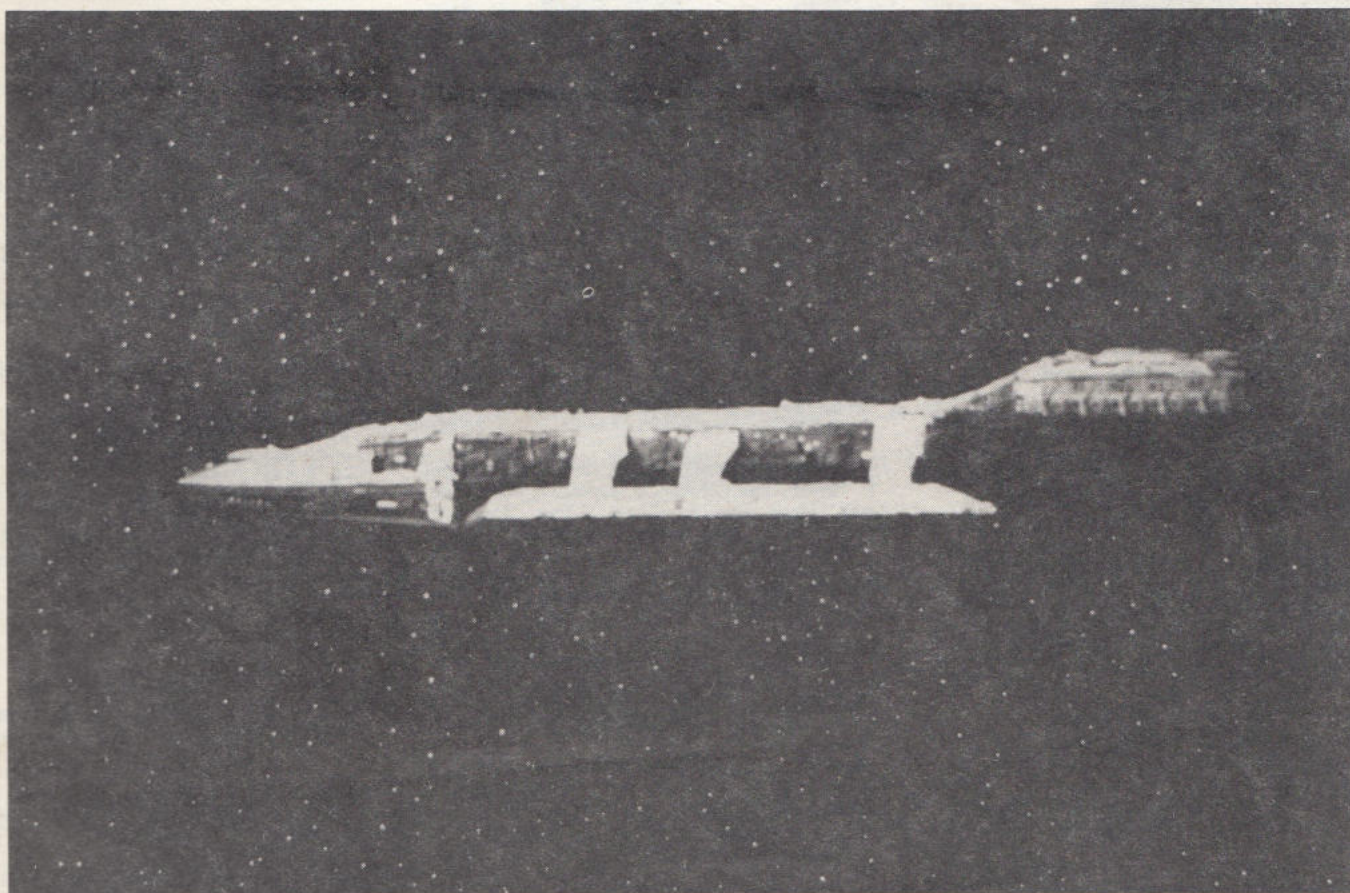


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BATTLESTAR GALACTICA



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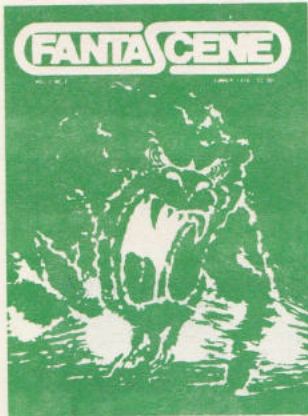
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BATTLESTAR GALACTICA

TM*

GENERAL STORY FORMAT

Battlestar "GALACTICA" takes place in the Seventh Millennium. It is a dramatic space adventure, in galaxies far, far away.

Out in one such galaxy, the twelve colonies of Man are under simultaneous attack. They are the last vestiges of humankind, who have been waging war with the evil robot-like Cylon warriors for over 1,000 years. The Cylons are members of the alien Alliance, who have vowed to eradicate all mankind from their realm of the galaxies.

With termination imminent for the colonies, the survivors thus far, leave in a fleet of space ships. They search for the thirteenth colony, which has been untouched by the Cylons, a place called Earth.

The series follows the exploits of one group of survivors aboard the 2,000 foot long space ship, GALACTICA. They struggle to survive, as they travel through hostile alien galaxies and constant battling with the Cylons. As the series progresses the Cylons aren't the only aliens they have to contend with. They also encounter the Ovions, insectoid creatures, who also match wits with them along with an array of other life forms.

The GALACTICA space ship comes with sophisticated equipment and defense systems. One such defense system is a squadron of "Warp 9 Viper" fighters, which are housed in the hanger bay located in the rear of the ship. They prove to be a valuable plus, against the ever attacking Cylons.



Photo Above: One of the evil Cylon warriors

Photo © 1978 ABC, Inc.

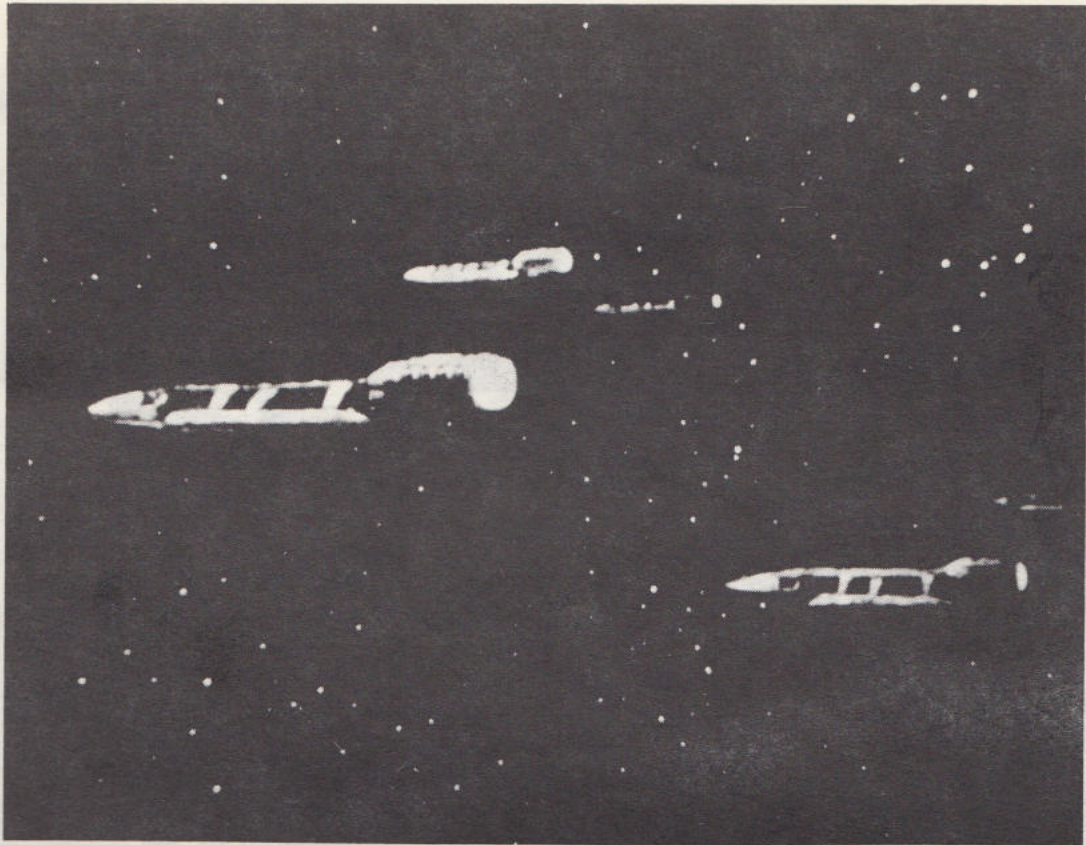


Photo Above: The fleet of the colonies heading toward the unknown

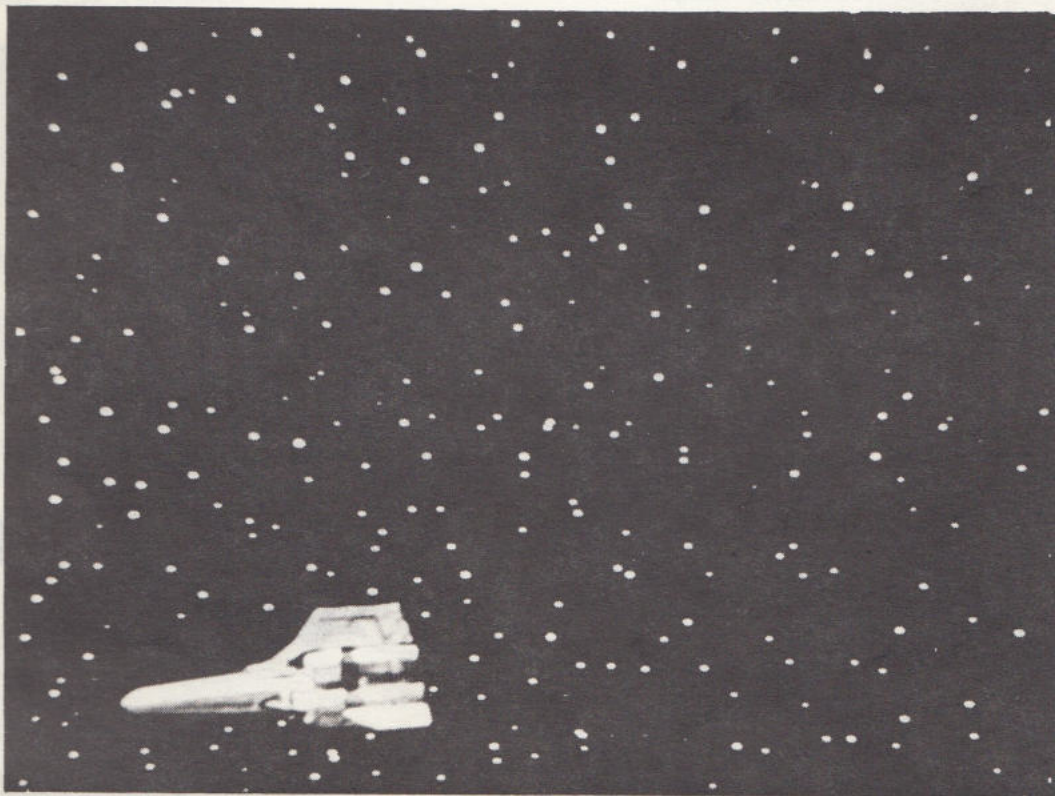


Photo Above: A "Warp 9 Viper" fighter in pursuit of a Cylon vessel

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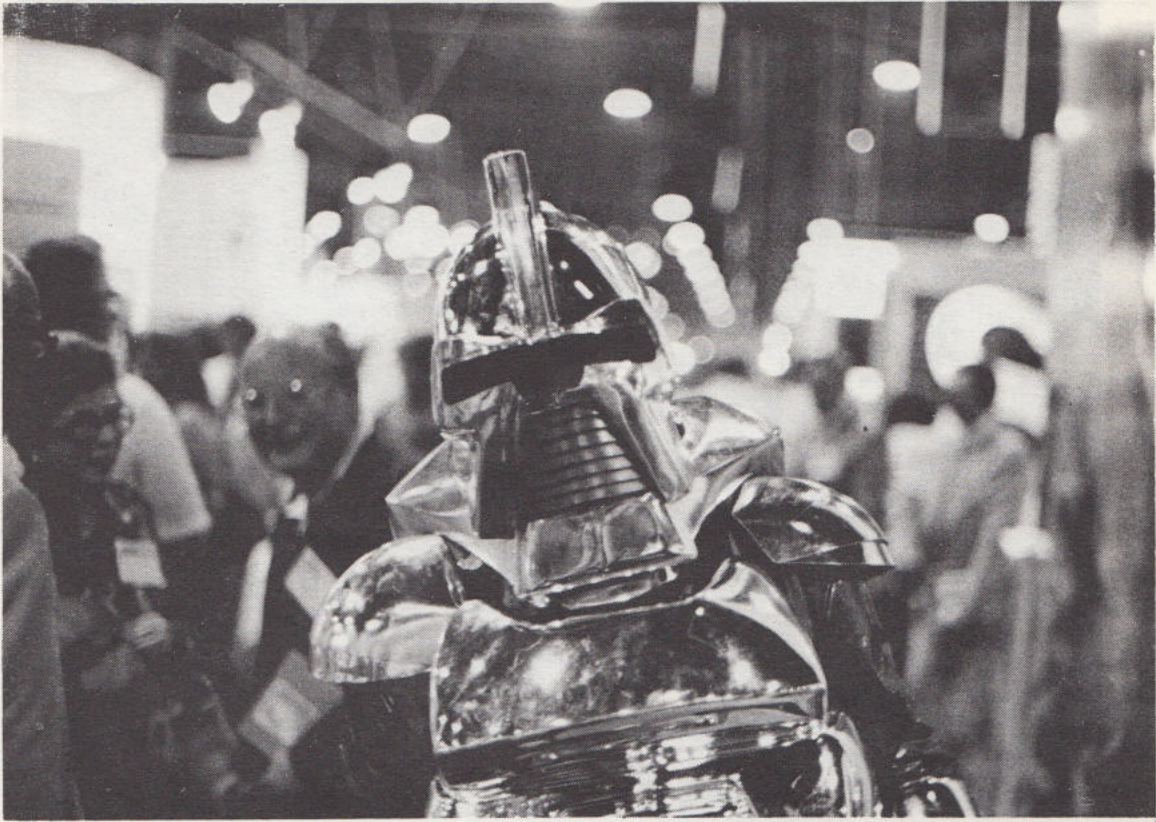


Photo Above: A Cylon warrior at the A.B.A. Convention, which was held in Atlanta, Georgia

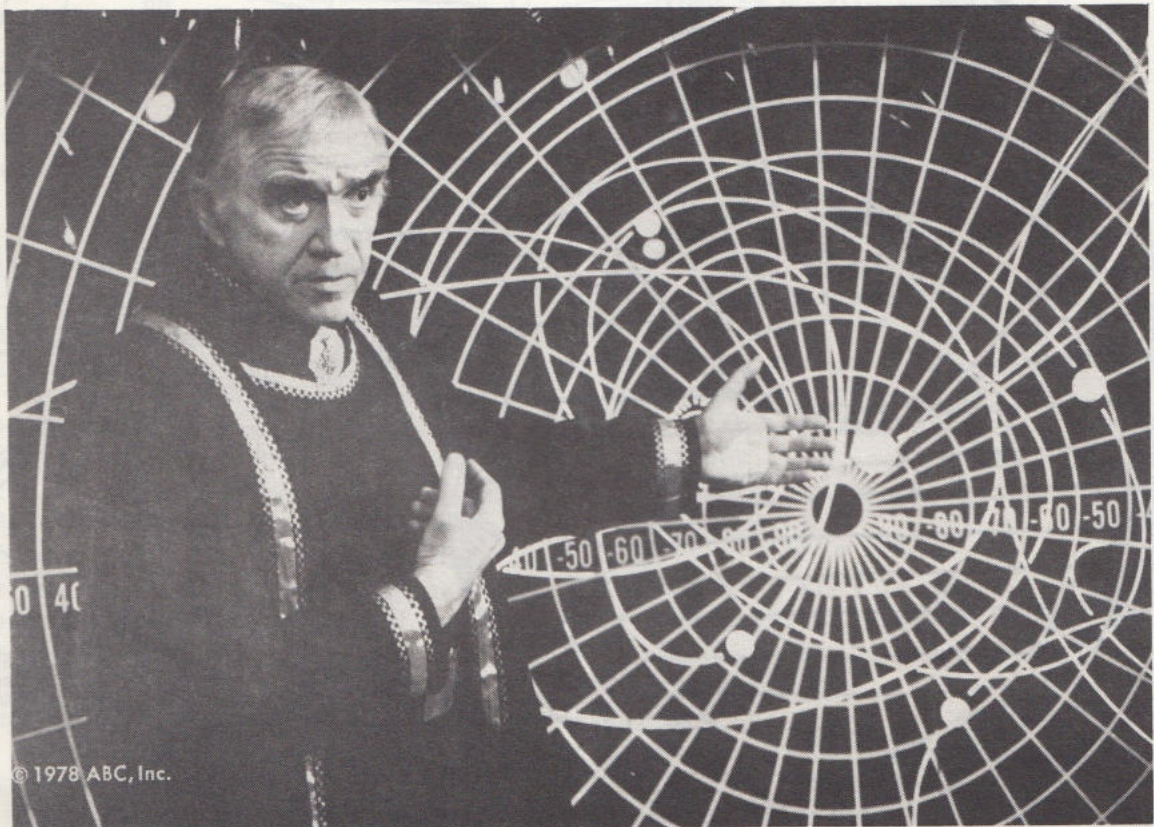


Photo Above: A Cylon warrior promoting the Berkley paperback Battlestar "GALACTICA"*



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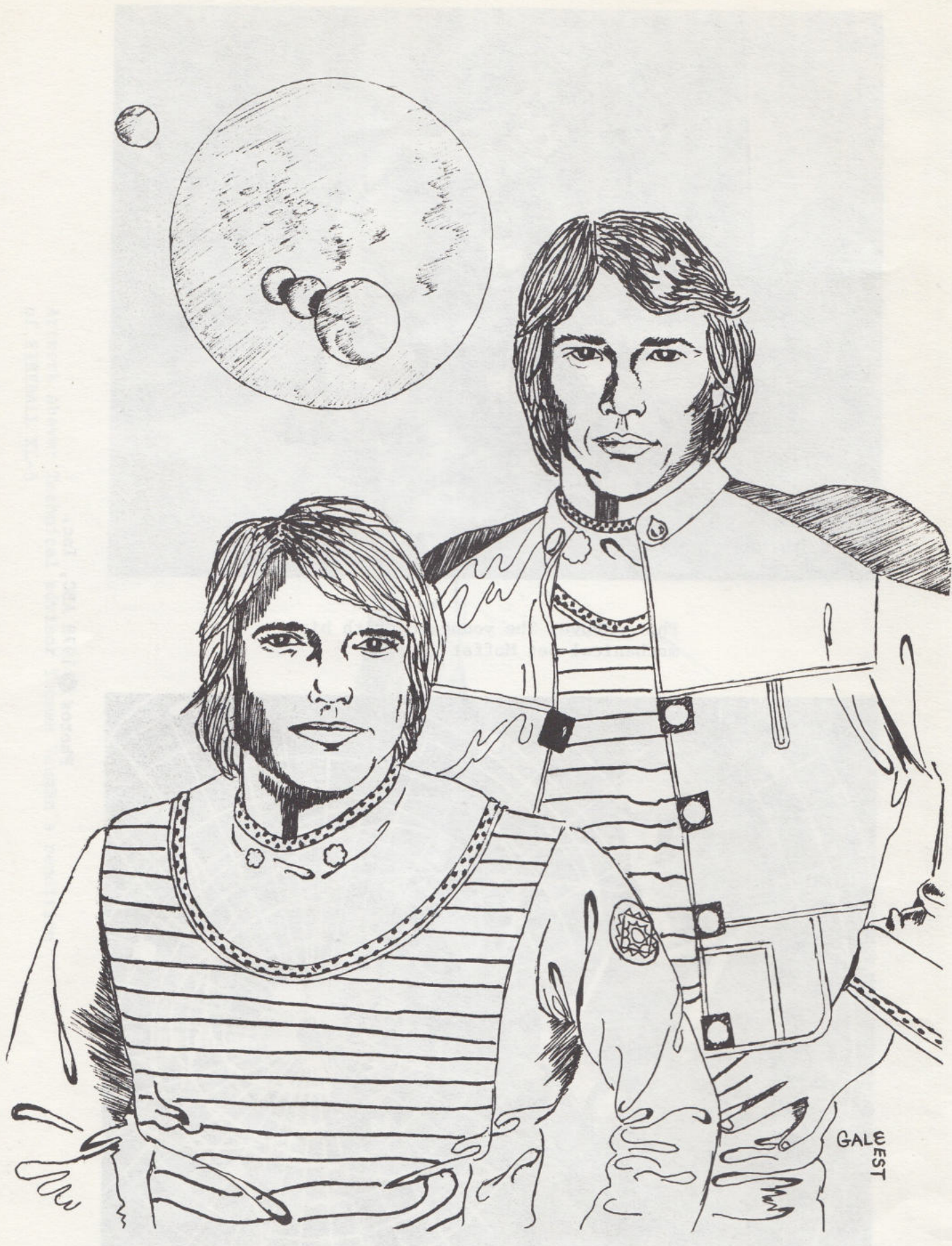
Photo Above: The young boy with his mechanical pet Moffat



© 1978 ABC, Inc.

Photo Above: Commander Adama

Photos © 1978 ABC, Inc.



Artwork Above: Artist Gale West's rendition of Dirk Benedict (left) and Richard Hatch (right), as they appear in Battlestar "GALACTICA"*

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Artwork © 1978 by Gale West/T.V. Chariot



Photo © 1978 ABC, Inc.

Photo Above: Richard Hatch as Captain Apollo

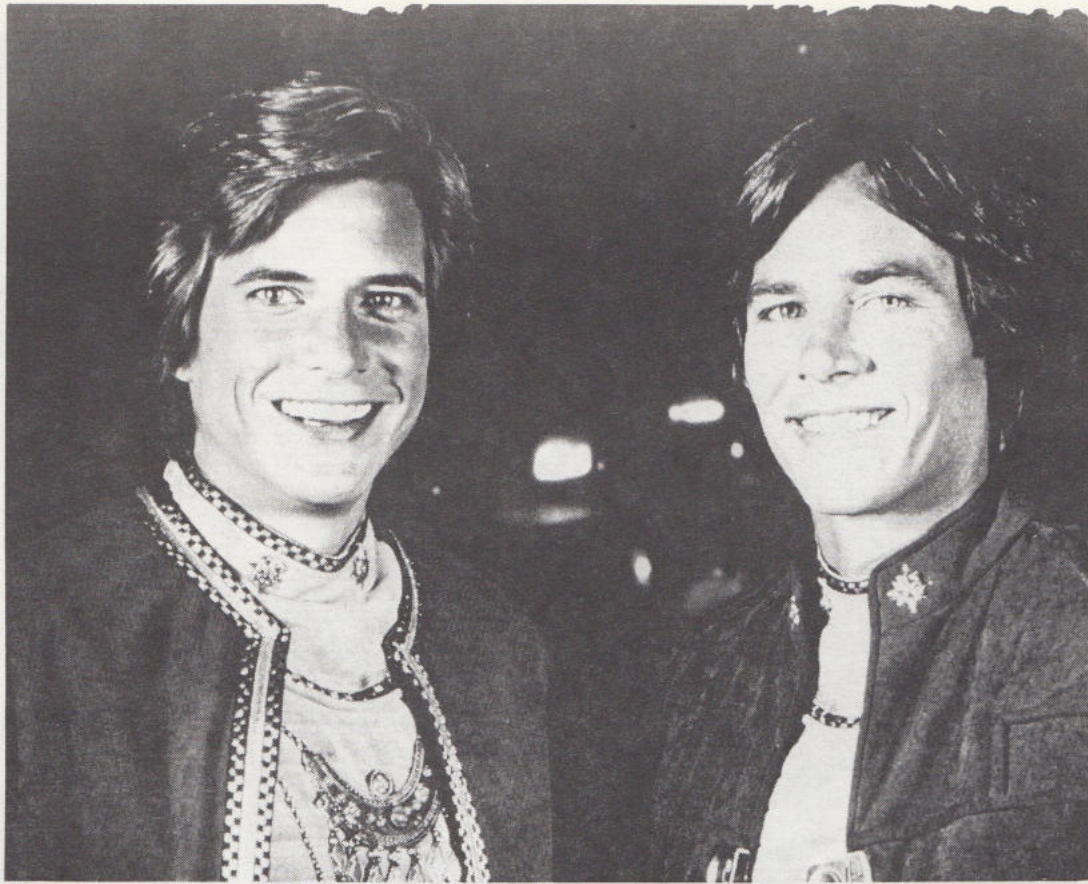


Photo Above: Dirk Benedict as Lt. Starbuck (left) and Richard Hatch as Captain Apollo (right)



Photo Above: Lorne Greene as Commander Adama (left) and Richard Hatch as Captain Apollo

Photos © 1978 ABC, Inc.

TECHNICAL INFORMATION

The special effects for Battlestar "GALACTICA"* were created by the Academy Award winning genius, John Dykstra. It has been his most ambitious effort since his wizardry in STAR WARS.

John Dykstra and his crew from the Industrial Light and Magic complex, in California, have constructed the GALACTICA*space ship model, used in the series, from cannibalized model kits. It is made up of toy battle-ships, vans, trucks, tractors and tanks. The completed model weighs over 60 pounds and is somewhere in the neighborhood of 64 to 72 inches in length.

The series so far consists of seven one hour episodes. The production costs for each episode have been nearly one million dollars and most of the dollars tied up in the special effects.



Photo Above: Lorne Greene plays Commander Adama



Photo Above: (left to right) Athena, Commander Adama and Captain Apollo

CAST AND CREDITS

- Commander Adama...Lorne Greene
- Captain Apollo....Richard Hatch
- Lt. Starbuck.....Dirk Benedict
- Sirena.....Jane Seymore
- Uri.....Ray Milland
- Lt. Boomer.....Herb Jefferson Jr.
- Anton.....Wilfred Hyde-White
- Athena.....Marin Jensen
- Adar.....Lew Ayres
- Col. Tigh.....Terry Carter
- Doc Paye.....John Fink
- Ensign Greenbean..Ed Begley Jr.

Executive Producer is Glenn Larson

Producer is John Dykstra

The series is from Universal Television

*Editor's Note: GALACTICA and Battlestar "GALACTICA" are trademarks of Universal City Studios, Inc.

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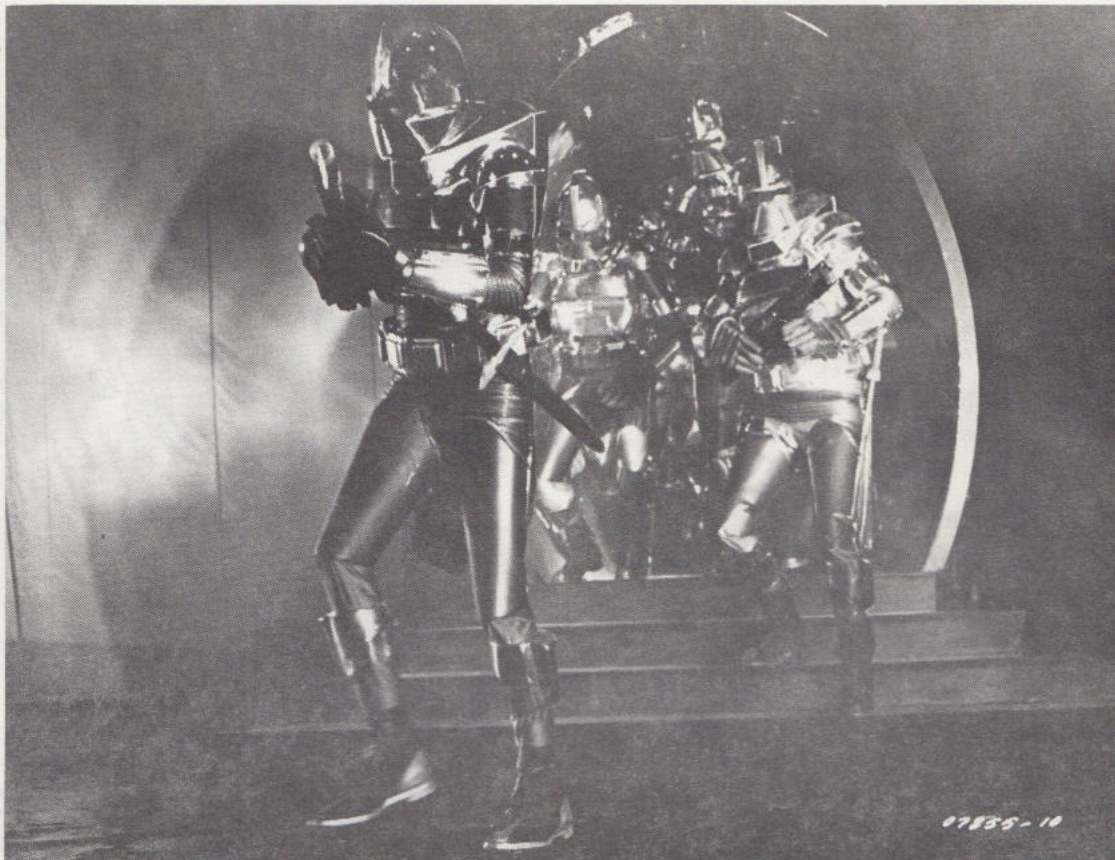


Photo Above: Encased in gleaming chrome, Cylon warriors prepare to attack their sworn enemy--the human race



Photo Above: Space pilot (center) stands by the gleaming turbothruster which has brought him to the devastated planet, Caprica.

Photos © 1978 Universal City Studios, Inc. Used By Permission.



Photo Above: Two men dispose of a metallic Cylon Warrior.

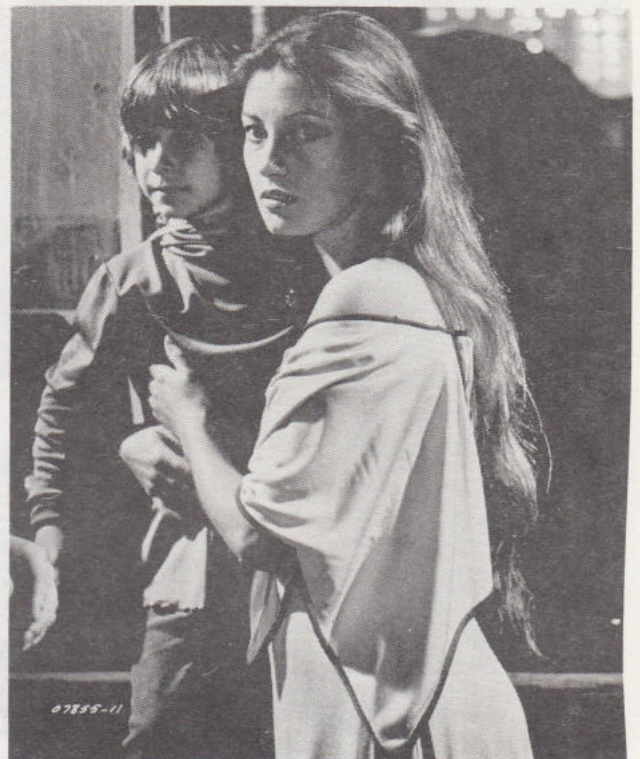


Photo Above: A tense moment for Jane Seymour and Noah Hathaway.



Photo Above: Mankind's fate rests with these four elders in space.

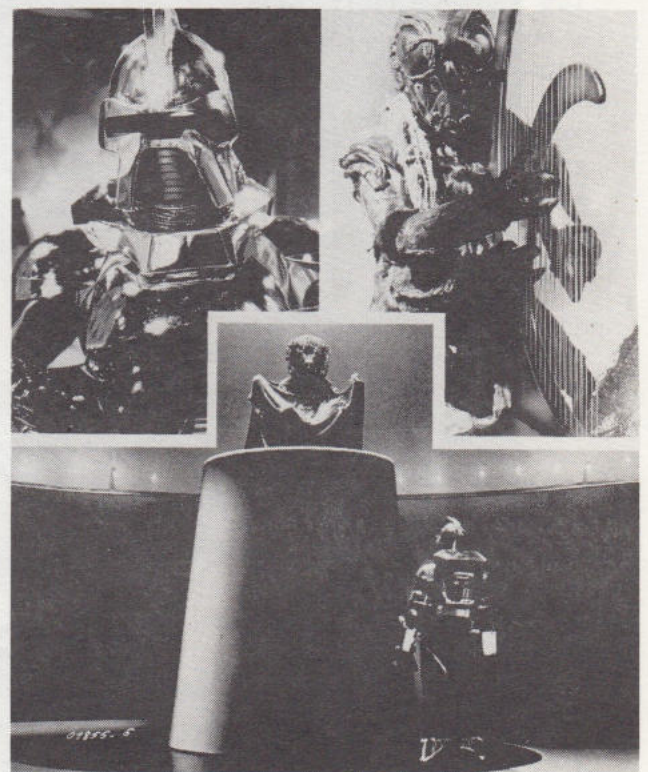


Photo Above: Menacing creatures the Cylons (left) and the Ovians (right).

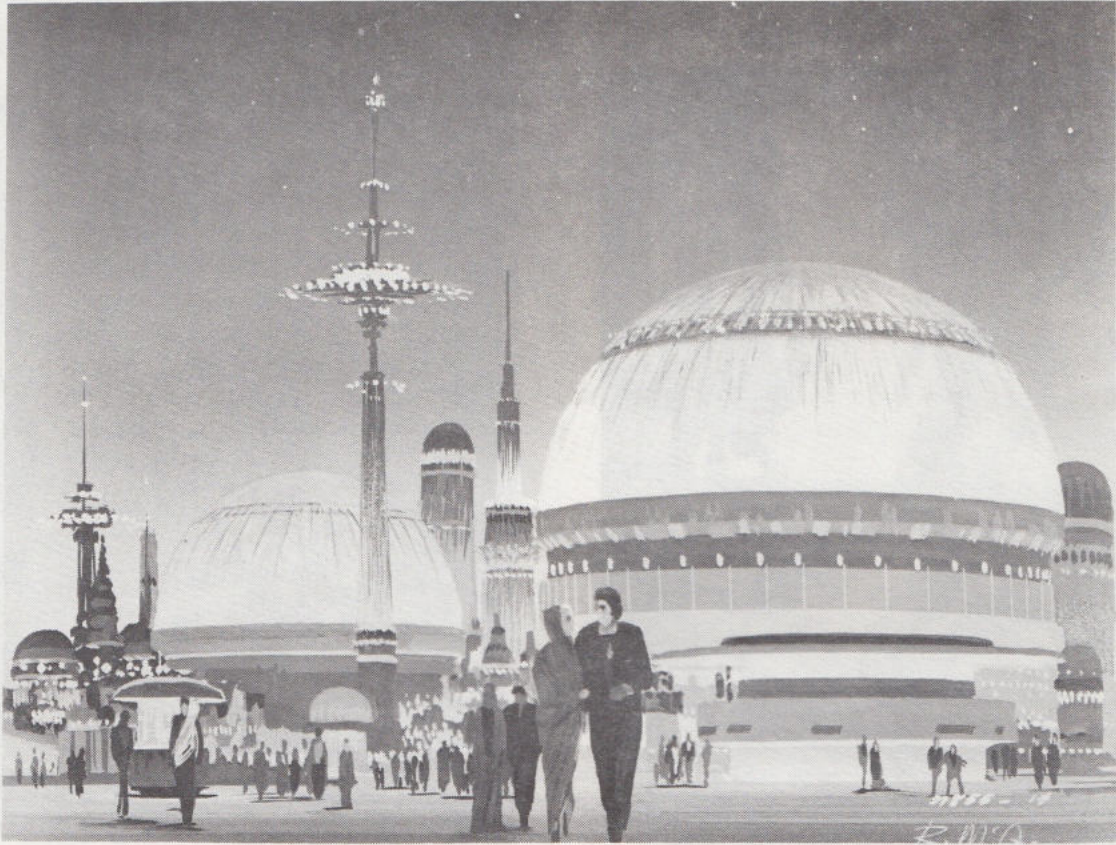


Photo Above: The capitol city of the planet Caprica, just before its destruction by Cylon invaders envisioned by artist Ralph McQuarry.

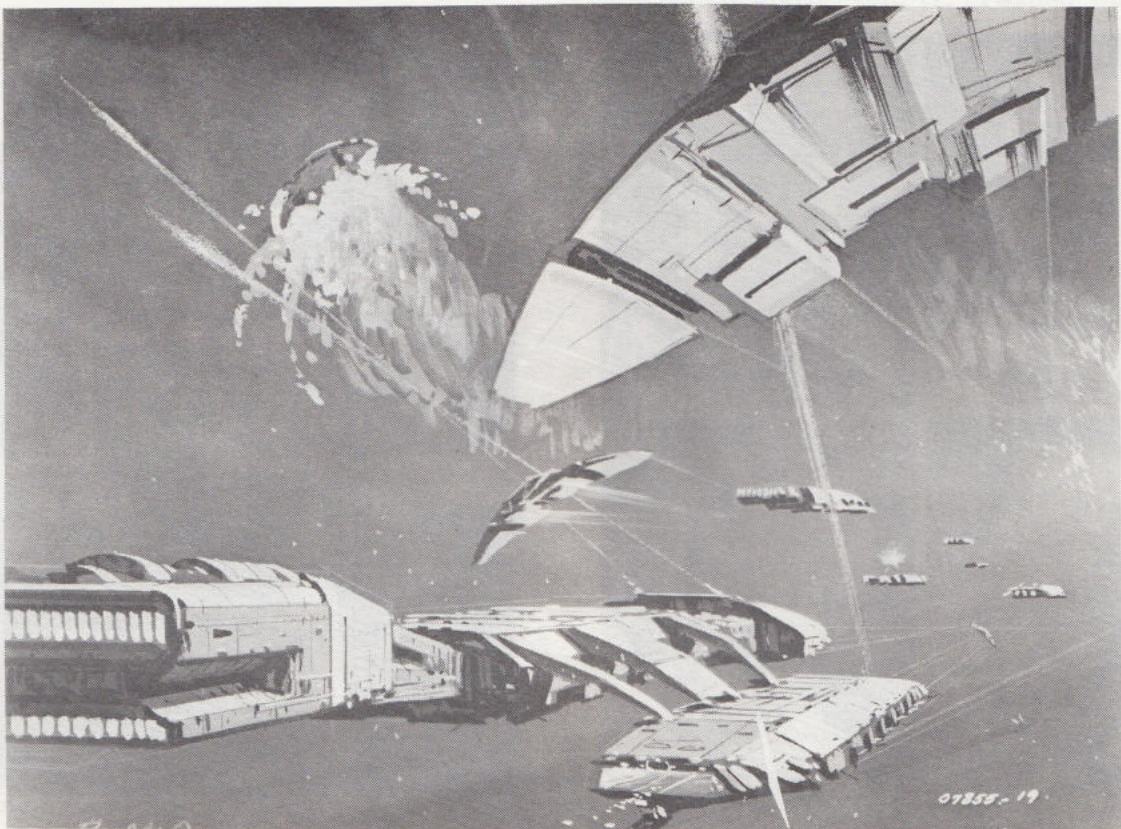


Photo Above: This original sketch by Ralph McQuarry shows a fleet of battlestars attacked by the dreaded Cylons.

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BIOGRAPHIES

LORNE GREENE (COMMANDER ADAMA)

Acclaimed for his outstanding performances on television, stage and screen, and praised for his many philanthropic endeavors, Greene's personal life is as compelling and energetic as the wide variety of roles reflected in his impressive list of credits. Born in Ottawa, Canada, Lorne began his theatrical career in radio while still pursuing his engineering studies at Queen's University. Motion pictures soon brought Lorne to the West Coast where he also appeared in numerous television variety shows and specials, rodeos, fairs, and even his own show in Las Vegas.

His recent television credits, apart from his world famous role as Ben Cartwright on "Bonanza", include his "Last of the Wild" series, the outstanding "What Do You Want to Be When You Grow Old" and "Ballad of America" Bicentennial specials, and such television movies as "The Money-changers," "SST-Death Flight," "The Trial of Lee Harvey Oswald," ABC's critically acclaimed "Roots" and "The Bastard."

MAREN JENSEN (ATHENA)

Born in Arcadia California, and raised in nearby Glendale, Maren studied pre-law on full scholarship at the University of California's Los Angeles campus while actively participating in that school's drama department and independently earning her own way through part time jobs as a shoe salesman and waitress. After three years, the blue-eyed, brown haired young coed left UCLA and her vocational desires to enter legal profession to concentrate on her acting studies with Pat Randall and, hopefully, take out a homestead in the professional community of performing professionals.

In June of 1977, Maren beauty caught the eye of a noted fashion photographer whose guidance to a professional agency immediately threw her into the company of top

New York models. In less than a year, Maren's natural grace and flawless demeanor were reflected on the cover of such noted magazines as Vogue, Mademoiselle and Britains Cosmopolitan. Hollywood producer's quickly recognized Maren attributes, transporting her magical beauty from still photograph to the active exposure of television commercials.

A short time later, Maren made her prime time television debut as a guest star on ABC's "Hardy Boys" series before capturing her starring role as the beautiful Athena in "Battlestar Galactica."

DIRK BENEDICT (LT. STARBUCK):

In White Sulphur Springs, Mont., where Dirk was born and raised, there was no theatre, movie house or television to turn a young man's fancy toward the glitter of Hollywood or the glamour of Broadway.

It was at Whitman College in Walla Walla, Washington, that theatre made its entrance into Dirk's life. There, during his freshman year, he accepted his football buddies' dare to audition for the spring musical. He won that competition and, more importantly, the desire to make acting his life. After receiving his Bachelor of Fine Arts Degree followed by a two year training program under the guidance of John Fernald, of the Royal Academy of Dramatic Art in London, he was offered the opportunity to work in Mr. Fernald's repertory company. While visiting New York, Dirk auditioned for and won a role in "Abelard and Heloise" which played both Broadway and Los Angeles. Two weeks after the show closed, Dirk was on his way to Sweden for his first taste of Europe and "Georgia, Georgia," the first in a rapidly growing list of motion picture credits.

Dirk made his television debut as a guest lead on "Hawaii Five-0." The television industry quickly acknowledged Dirk as one of its most promising newcomers which led to a starring role in ABC's "Chopper One" series.

LOST in SPACE

Trademark of Twentieth Century-Fox
Television

PROLOGUE

It is the year 1997, and the Earth is being threatened by overpopulation. Meanwhile, American scientists, hopeful of solving this problem, speculate on the idea of resettlement. They decide on the colonization of another habitable planet, hopefully in the closest star system, Alpha Centauri.

After 10 years of previous extensive research and development, scientists have created the ultimate space ship. Luckily, it is designed for interstellar travel and available for this audacious adventure to the stars.

The space ship, Jupiter II, stands two stories tall, and is shaped like a giant saucer. Its upper level contains the necessary control and guidance systems, the main gyroscope and stabilizers. This level also contains the stasis chambers (freezing tubes), in which the crew will be put into suspended animation during their journey. The lower level contains the great atomic engines which will power the space ship to its destination. It also contains the spacious state rooms and galley for the crew.

The Jupiter II also carries sophisticated and specialized equip-

ment. Upon arrival at the proposed destination, the space ship will release the Space Pod, manned by one of the crew, to survey and measure upper atmospheric conditions. Upon landing, the Jupiter II will release an environmental control robot which will analyze the lower atmospheric and surface conditions. Once the crew begins its surface investigations, it will be aided by a tracked planetary rover called the Chariot.



Photo Above: The Chariot

GENERAL STORY FORMAT

Under the leadership of Professor John Robinson, an expedition sets out to sample life on a planet circling Alpha Centuri. The choice of a planet is that of Maj. Donald West. He has a theory that a planet's fitness for human survival can be determined by radar reflections. Maj. West, a brilliant young city boy (in contrast to the tall, outdoorsy, westerner Robinson) volunteers to join the expedition that will prove his theory.

Also among the party are Mrs. Maureen Robinson, also a scientist, 35, but still attractive and the three Robinson children: Judy 19, Penny, 11, and Will, 9 (who already is showing signs of following in his father's footsteps as a scientist).

World-wide attention centers on the takeoff. Since the trip is to take 98 years, the members of the expedition are flash frozen in special

containers which will release them unharmed on arrival in the atmosphere of another planet. As for the sophisticated space ship itself, it is to be radio-controlled from Earth for the first 50 million miles and, thereafter, directed by it's own guidance system in it's search for a new home for mankind.

With great fanfare, the spaceship takes off with it's glassily-frozen passengers. But, out in space, it



Photo Above: The Jupiter II

encounters a meteor storm of incredible ferocity that damages some of it's delicate guidance mechanisms. The entering of this meteor storm was do to excess weight on board, caused by a stoaway. The stoaway, Dr. Zachary Smith, plans to sabotage the space ship for an alien power. Capable of repairing itself and reorienting its trajectory, with the help of an awakened Maj. West, the ship speeds on after the storm. All seems well with the ship and it's helpless passengers, but..... the all important electronic clock is beyond repair. Now, the party will not know whether they have been traveling in endless space for nine years or ninety. Also, in adjusting its trajectory, the ship has selected for itself a new target, an unknown planet. The crew has become hopelessly LOST IN SPACE.

The expedition is faring quite well on a planet that is hos-



Photo Above: The Jupiter II flying over the mountain range of an alien planet

Their obvious course is to strike out for the portion of the planet closest to the sun, or rather Alpha Centauri, so they think. To their horror they discover that a valley of giants lies between them and safety. There is a near-fatal encounter with one of the seemingly insentient, almost vegetable-like, two-footed monsters.

On their route, the family is menaced by a storm of ferocious lightning bolts that drives them into a system of caves for shelter. There, they find unmistakable evidence that the planet was once inhabited: hieroglyphics on the cave walls and a burial chamber.

Before they can make any serious study of these evidences of intelligent life, a planetquake drives them back out into the menace of the valley of giants. They hurry to the shores of what seems to be a calm inland sea. But the sea is really a trap. It's center is a vast whirlpool which

pitiable to life. They have raised crops of edible vegetation by which they must survive. The work of salvaging equipment from their space ship is their basic concern and they have already put into use a rocket belt and the Chariot to get around in.

Just when they have made such progress that there is hope of beginning the task of fixing their position in the universe, the environment threatens to turn hostile. Their weather instruments predict the advance of a cold season they will not be able to endure.



Photos © 20th Century-Fox Television, Inc.

Photo Above: The Robinsons encounter one of the giants

threatens to drag them to their death. While battling the storm set up by the whirlpool, their vehicle breaks down. Maj. West goes top-side to make repairs and is almost swept away by the enormous waves. Still, the family finally makes it to the other shore.

At the end of this series of episodes, the Robinsons and Smith and West are for the moment safe in the warmth and shelter of their planet's Equatorial jungle. Yet, hidden from their view (but not the audiences), they are being observed by humanoid space inhabitants.

EPILOGUE

As the series continues the Robinsons encounter many dangers from gruesome monsters to hostile alien beings. They find that the universe is teeming with life as they travel from planet to planet in their efforts to return to Earth. They never did return to Earth, but remained always LOST IN SPACE.

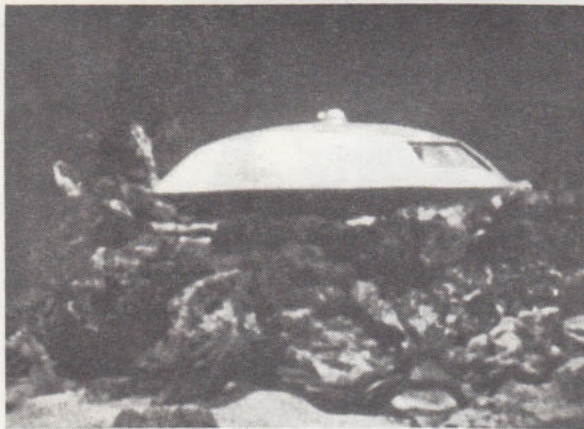


Photo Above: The Jupiter II preparing for takeoff from the episode "Condemned Of Space"

INTERVIEW

The following is a general interview made by the T.V. Chariot with Tony Habeeb, Director of Advertising and Public Relations for Irwin Allen Productions on LOST IN SPACE.

TVC: What was the size of the set used for the on planet shots around the Jupiter II?

TH: It took up half a sound stage at the Fox studios. The Jupiter II itself, which was only a half shell, took up some 10 to 12 feet of space.

TVC: Where were the long shots made that showed the Chariot traveling over the planet terrain?

TH: Many parts of LOST IN SPACE were filmed on location at Red Rock Canyon in California.

TVC: I understand that the Chariot was a full sized working vehicle: Who made it?

TH: It was developed by Twentieth Century Fox technicians.

TVC: What was the size of the model of the Jupiter II for shots of it flying through space?

TH: It was approximately 5 feet in diameter.

TVC: What ever became of the robot?

TH: It was on display for awhile at Marineland, but has since been dismantled and stored at the Fox studios.

TVC: Is there any truth to the rumor that Irwin Allen is planning another LOST IN SPACE series?

TH: No, he never thought about it at any time.

TVC: What are the actors and actresses from LOST IN SPACE currently doing?

TH: Billy Mummy and Mark Goddard are still acting, however only playing small roles in various movies and television programs. No one has heard anything from Guy Williams or Bob May. June Lockhart is still taking roles in various movies and doing television commercials. Marta Kristen and Angela Cartwright

are still acting and doing many television commercials. Marta most recently appeared on NBC's PROJECT U.F.O. Angela's latest appearance was on CBS's canceled television series LOGANS RUN. Jonathan Harris is doing a play in Oklahoma.

EPISODE GUIDE

LOST IN SPACE ran for three seasons which included 83 hour long episodes, 54 of which were in color. The following is the list of episodes as they appeared in order.

First Season

The Reluctant Stoaway
The Derelict
Island In The Sky
There Were Giants In The Earth
The Hungry Sea
Welcome Stranger
My Friend, Mr. Nobody
Invaders From The Fifth Dimension
Oasis
The Sky Is Falling
Wish Upon A Star
The Raft
One Of Our Dogs Is Missing
The Attack Of The Monster Plants
Return From Outer Space
The Keeper Part 1
The Keeper Part 2
Sky Pirate
Ghost In Space
The War Of The Robots
The Magic Mirror
The Challenge
The Space Trader
His Majesty Smith
The Space Croppers
All That Glitters
Lost Civilization
Change Of Space
Follow The Leader

Second Season

Blast Off Into Space

Wild Adventure
The Ghost Planet
The Forbidden World
Space Circus
The Prisoners of Space
The Android Machine
The Deadly Games of Gamma 6
The Thief Of Outer Space
The Curse of Cousin Smith
The Dream Monster
West Of Mars
A Visit To Hades
The Wreck Of The Robot
The Golden Man
The Girl From The Green Dimension
The Questing Beast
The Toymaker
Mutiny In Space
The Space Vikings
Rocket To Earth
The Cave Of The Wizards
Treasure of The Lost Planet
Revolt Of The Androids
The Colonists
Trip Through The Robot
The Phantom Family
The Mechanical Men
The Astral Traveler
The Galaxy Gift

Third Season

The Condemned Of Space
Visit To A Hostile Planet
Kidnapped In Space
Hunter's Moon
The Space Primevals
The Space Destructors
The Haunted Lighthouse
Flight To The Future
Flight Into The Future
Collision Of The Planets
The Space Creature
Deadliest Of The Species
The Anti-Matter Man
Castles In Space
A Day At The Zoo
Two Weeks In Space
Target: Earth
The Flaming Planet
The Time Merchant
Princess Of Space
The Promised Planet
Fugitives In Space
Space Beauty
The Great Vegetable Rebellion
The Junk Yard Of Space

CAST AND CREDITS

John Robinson----Guy Williams
Maureen Robinson-June Lockhart
Judy Robinson----Marta Kristen
Will Robinson----Billy Mummy
Penny Robinson---Angela Cartwright
Don West-----Mark Goddard
Dr. Smith-----Jonathan Harris
Robot-----Bob May

Executive Producer---Irwin Allen
Associate Producer---Bill Faralla
Director-----J. Juran
Art Director-----Jack Smith
Art Director-----Robert K.

Special Photographic Effects:
L.B. Abbot and Howard Lydecker

Astronomical Photographics:
California Institute of Technology

Produced By: An Irwin Allen Pro-
duction in association with Van
Bernard Productions, 20th Century-
Fox Television, Inc., and the
CBS Television Network

The preceding interview was based on Tony's memory of LOST IN SPACE when he was working on the production in the sixties. The information may not be totally accurate but interesting enough to be printed. This interview is printed by his permission.

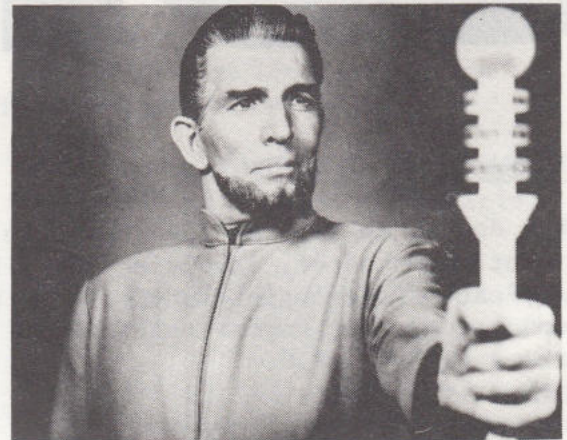


Photo Above: Michael Rennie starred in the episode "The Keeper"



Photo Above: The cast from left to right: Marta Kristen as Judy Robinson, Jonathan Harris as Dr. Smith, Angela Cartwright as Penny Robinson, Guy Williams as John Robinson, June Lockhart as Maureen Robinson, Billy Mummy as Will Robinson, and Mark Goddard as Don West.

U.F.O.

Trademark of ITC Entertainment, Inc.

GENERAL STORY FORMAT

What do you do with an idea, to have a plot composed of, involving the life and death struggle for survival of the human race? You have a television series called U.F.O.

Many people have claimed to have seen flying saucers and the possibility of their existence can not be denied, U.F.O. believes the existence of Unidentified Flying Objects by the 1980's.

They do believe the U.F.O.'s will be a threat to the safety of Earth: and a highly technical defense system is set up known as S.H.A.D.O.-- Supreme Headquarters, Alien Defense Organization. It is well guarded in secrecy in an underground base beneath a film studio in England.

Space fiction becomes fact when the S.H.A.D.O. organization has a control base for interceptor craft, manned by a large staff of women with Gay Ellis in command on the moon.

The head of S.H.A.D.O. is an American military man, commander Ed Straker, who is as deeply concerned with the welfare and protection of the people as he is with the mysteries of space.

Straker has access to all of Earth's U.F.O. defenses. The first line of defense is S.I.D.-- Space Intruder Detector, a sophisticated computer satellite. S.I.D. would spot any U.F.O.'s heading toward Earth. The

computer then decides if the U.F.O.'s should be attacked by moonbase interceptors or Earth based forces, such as the Skydivers, which are atomic submarines with submersible jet fighters attached to their noses.

The fighter could be launched underwater to attack an intruder either in the atmosphere or above it. If a U.F.O. made it through air defenses and landed in the ocean, several Skydivers could converge on it and destroy it; or if it landed on land tank like vehicles called Mobiles



Photo Above: A U.F.O. crashed in a wooded area in England

Photo © ITC Entertainment, Inc.

would be dispatched to destroy it.

U.F.O. has been in syndication for several years and is now growing in popularity. Perhaps the general public wasn't ready for it six years ago. There is now a new audience prepared for it since science fiction is the rage again in movies and on television.

CAST AND CREDITS

Commander Edward Straker...Ed Bishop
 Colonel Alex Freeman.....George Sewell
 Colonel Paul Foster.....Michael Billington
 Colonel Virginia Lake.....Wanda Ventham
 Lieutenant Gay Ellis.....Gabrielle Drake
 Joan Harrinton.....Antonia Ellis
 Nina Barry.....Dolores Mantez
 Captain Peter Karlin.....Peter Gordeno
 Lieutenant Mark Bradley....Harry Baird
 General Henderson.....Grant Taylor
 S.H.A.D.O. Radio Operator..Keith Alexander
 Skydiver Navigator.....Jeremy Wilkin

Production Studio....ITC/Century 21
 Producer.....Reg Hill
 Executive Producer...Gerry Anderson
 Released Through.....ITC Entertainment Inc.

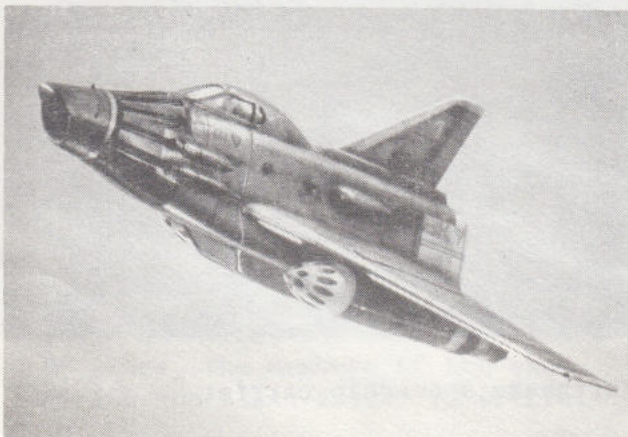
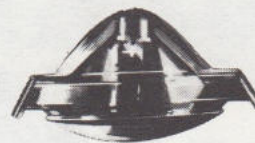


Photo Bottom of Preceeding Column: Sky 1 in pursuit of a U.F.O.



EPISODE GUIDE

Identified
 The Cat With Ten Lives
 Close-Up
 The Computer Affair
 Confetti Check A-Ok
 Conflict
 Court Martial
 The Dalotek Affair
 Destruction
 E.S.P
 Exposed
 Flight Path
 Kill Straker
 The Long Sleep
 The Man Who Came Back
 Mindbender
 Ordeal
 The Psycho Bombs
 A Question Of Priorities
 Reflections in the Water
 The Responsibility Seat
 The Sound Of Silence
 The Square Triangle
 Sub-Smash
 Survival
 Timelash



Photo Above: Skydiver on patrol in the ocean

Photos © ITC Entertainment, Inc.



Photo Above: Moonbase interceptors prepare to attack approaching UFO



Photo Above: S.H.A.D.O. Earthbase spaceship carrier

Photos © ITC Entertainment, Inc.

BIOGRAPHIES

Edward Bishop (Commander Edward Straker)- Ed is from New York who studied drama in London after winning a Fulbright Scholarship, and has lived in England ever since. His West End stage career began as an understudy and small part actor in "Bye, Bye Birdie," followed by "Little Mary Sunshine," "Look Homeward Angel" and then the Broadway production of "The Rehearsal" and "Man and Superman" in Boston.

In 1964 he settled down in London and has spent most of his time in television and telefilms, with his feature movie debut in "The Warlover." His stage work has included the role of John Kennedy in Joan Littlewoods' production of "MacBird."

Gabrielle Drake (Lieutenant Gay Ellis) - Gabrielle as the girl in command of moonbase, played her first running role in a television series with U.F.O. However many viewers know her for her many guest appearances in such shows as "Intrigue," "The Avengers," and "The Saint." Just before taking her role in U.F.O., she appeared with Bette Davis in "Connecting Rooms." Her acting background dates back to drama training, work with a new experimental theatre company, the Malvern Festival Theatre Company, the Birmingham Repertory Company and the Regents Park Open Air Theatre, playing mostly in the classics.



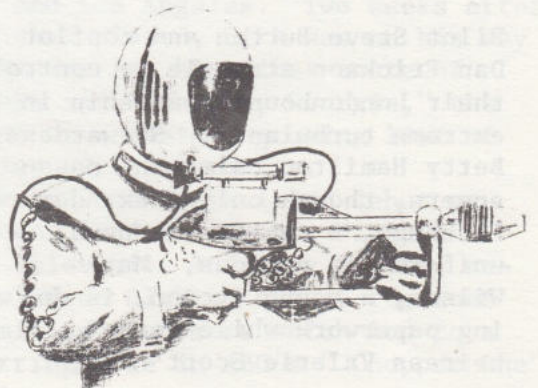
Photo Above: Commander Ed Straker

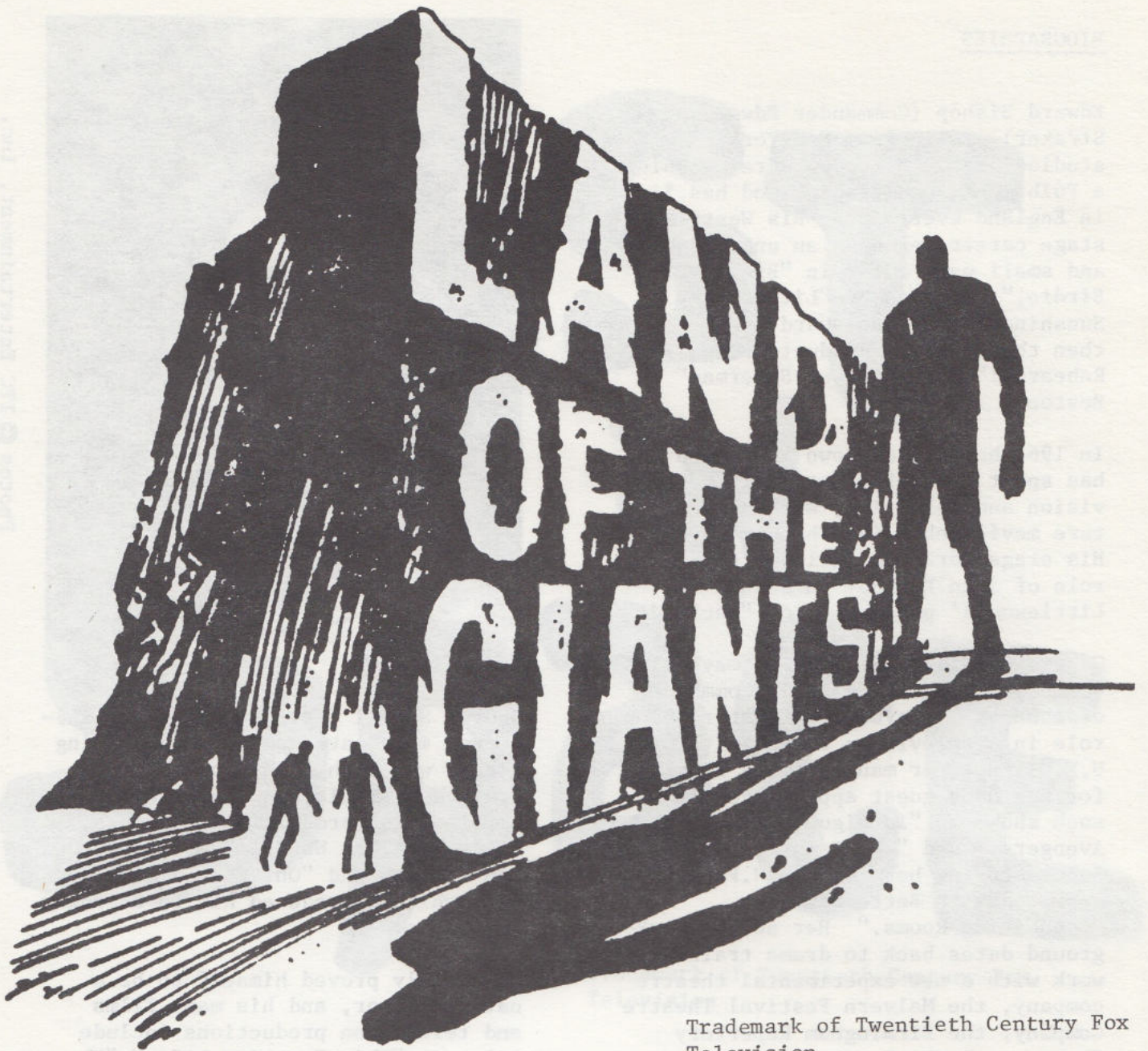


Photos © ITC Entertainment, Inc.

George Sewell (Colonel Alex Freeman)- George is a late comer to the acting scene, who much to his own surprise, achieved immediate success in Joan Littlewoods' production of "Fings Ain't Wot They Used T' Be," "Sparrows Can't Sing" and "Oh, What a Lovely War" which introduced him to Broadway audiences.

He rapidly proved himself to be a natural actor, and his many films and television productions include roles in "This Sporting Life," "The Informer," "The Vengeance of She," "Man in a Suitcase," "Private Eye" and "The Power Game" in which he attracted particular attention as Lady Wilders male friend.





Trademark of Twentieth Century Fox
Television

GENERAL STORY FORMAT

Passengers and crew on a routine 1983 flight to London crash land and find they're in a land of giants!

Pilot Steve Burton and copilot Dan Erickson struggle to control their Londonbound spaceship in extreme turbulence. Stewardess Betty Hamilton calms the passengers, though only Alexander Fitzhugh, a con man in naval uniform, is nervous. Mark Wilson, a young tycoon, is doing paperwork while jetset heiress Valerie Scott naps,

and recently orphaned Barry Lockridge holds his little dog Chipper. Steve lands the spaceship at what he thinks is the London airport, but when he and Dan leave the plane to investigate, they're nearly run down by a huge car. Returning to the ship, they prepare to take off, but a giant boy picks up the ship, and only a blast of full power frees them. Aware that they haven't enough power to get back into orbit, Steve lands again in a wooded area. In forming the passengers of

their plight, they start to recharge, but Fitzhugh, sure it's a police trap, leaves the ship, and Barry and Chipper follow. Steve and Valerie go to search for them. Meanwhile, Fitzhugh and Barry are swiped at by a huge cat. They run back to the ship, but the cat follows and cuffs the ship about. Firing the thruster control frightens the cat away, but the ship is hopelessly disabled. Steve and Valerie fall into a huge box and are carried back to a lab by giant entomologists. Fitzhugh demands that Mark repair the ship, and when the others refuse to leave without Steve and Valerie, he gets a gun. Steve and Valerie, meanwhile, have managed to escape from the box for bugs. Valerie knocks over a test tube, and the giants put them into a bottle. Dan and Mark are organizing a rescue party until Fitzhugh, with his gun orders them to take off. Knowing that Fitzhugh is helpless with-



Photo Above: Fitzhugh gets a grab by one of the giants

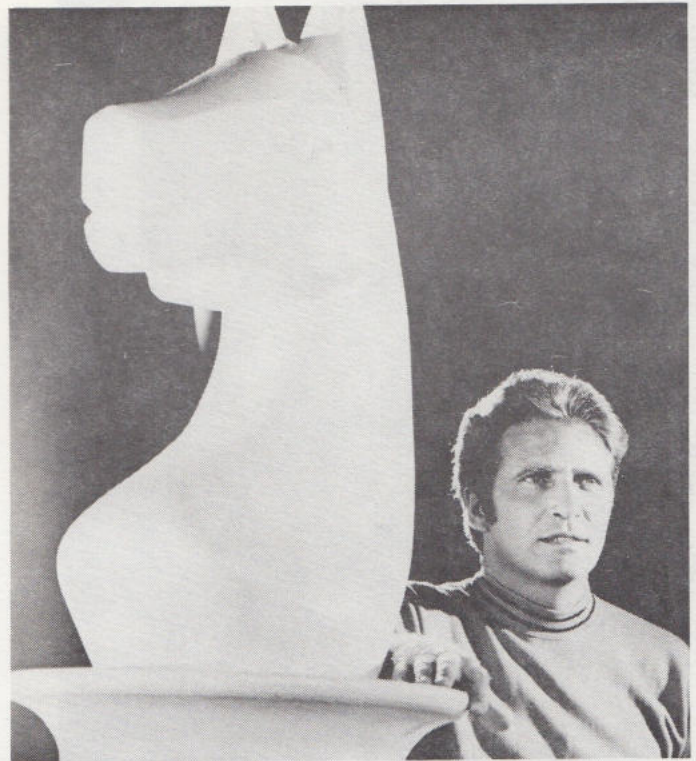


Photo Above: A shot of Don Matheson from the episode "The Deadly Pawn"

out them, they refuse and leave on their rescue mission. Valerie and Steve are taped down on specimen slabs when Dan and Mark get to the lab. While Dan climbs a stack of boxes to the table top, Mark slashes a gas hose and lights a pack of matches, causing an explosion that distracts the giants long enough for Dan to free Steve and Valerie. As the four run from the lab, Dan stumbles and is netted by one of the giants. Fitzhugh shoots the giant who, stung by the bullets, drops the net, and they all escape through a drainpipe and come out in the woods. Returning to the ship, they start repairs and set up camp. Chipper digs up a tape recorder with a message that indicates that others like them have recently tried to survive in this land of the giants.

EDITOR'S NOTE: The preceding information on LAND OF THE GIANTS was reprinted from the storylines release from 20th Century-Fox Inc., on the first season episode "The Crash."



Photo Above: The passengers of the Spindrift, posed in an egg carton

EPISODE GUIDE

LAND OF THE GIANTS ran for two seasons which included 51 episodes. The following is the list of episodes as they appeared in order.

- The Crash
- The Weird World
- The Trap
- The Bounty Hunter
- The Golden Cage
- The Lost Ones
- Manhunt
- Framed
- The Creed
- The Flight Plan
- Undrerground
- Double-Cross
- On A Clear Night You Can See Earth

- Ghost Town
- Brainwash
- Terror-Go-Round
- Sabotage
- Deadly Lodestone
- The Night Of Thrombeldinbar
- Seven Little Indians
- Target: Earth
- Rescue
- Shell Game
- Return Of Inidu
- Genious At Work
- The Chase



Photo Above: Their crashed spaceship, the Spindrift

- Six Hours To Live
- The Inside Rail
- The Mechanical Man
- Deadly Pawn
- Collector's Item
- A Place Called Earth
- Every Boy Needs A Dog
- Chamber Of Fear
- Land Of The Lost
- Comeback
- The Clones
- Return
- Giants, And All That Jazz
- The Unsuspected
- The Delta Effect
- Our Man O'Reilly
- Pay The Piper
- The Secret City Of Limbo
- Doomsday
- No Escape
- The Retaliator
- Graveyard Of Fools
- A Small War
- The Marionettes

Photos © 20th Century-Fox Television, Inc.

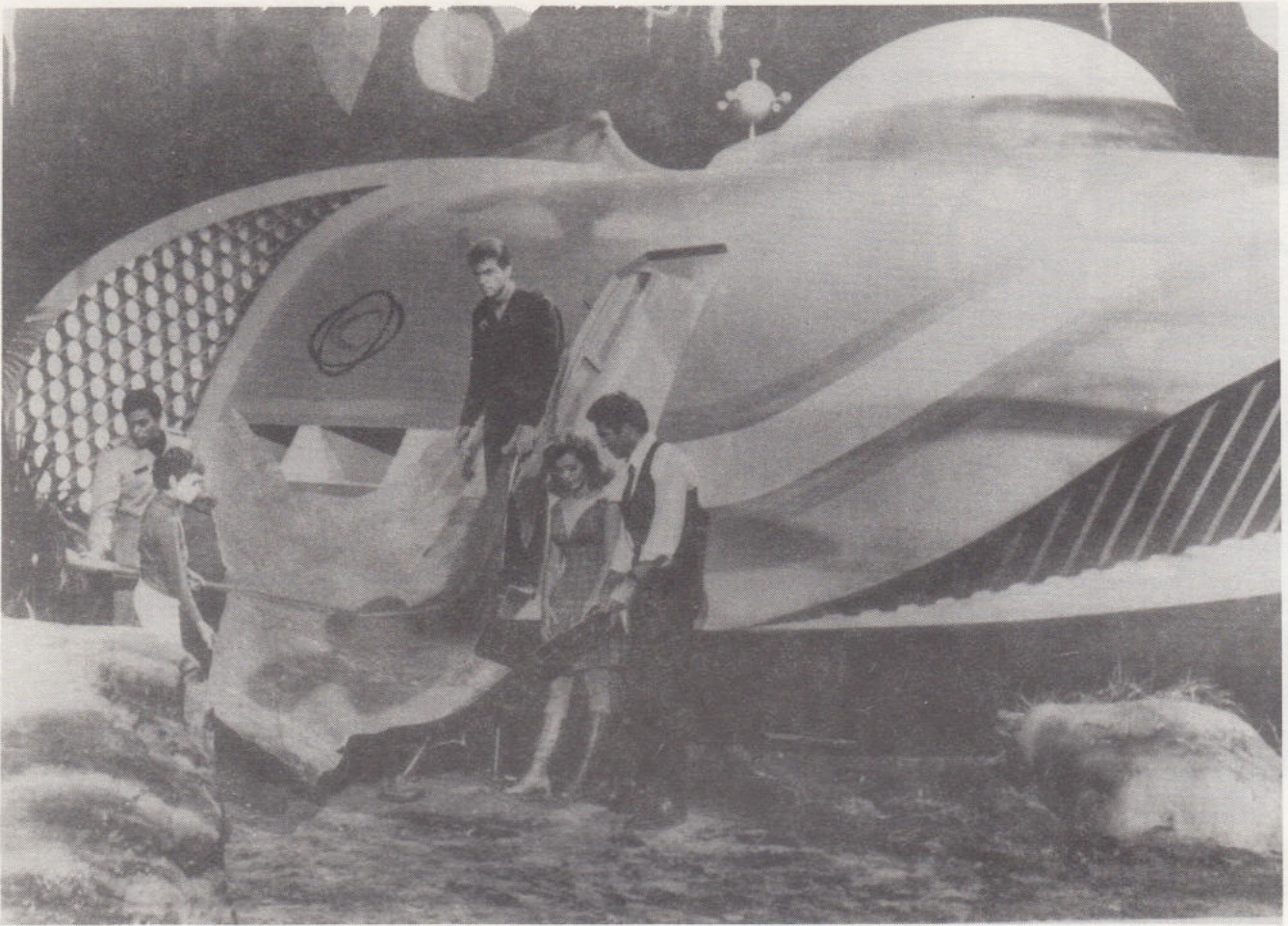
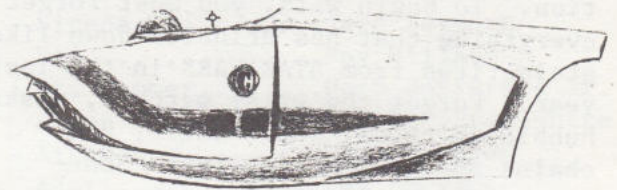


Photo Above: The passengers of the Spindrift explore their new world



Photo Above: Deanna Lund as Valerie



CAST AND CREDITS

Steve-----Gary Conway
 Dan-----Don Marshall
 Betty-----Heather Young
 Mark-----Don Matheson
 Valerie-----Deanna Lund
 Fitzhugh-----Kurt Kaszner
 Barry-----Stefan Arngrin

Executive Producer-Irwin Allen
 Associate Producer-Jerry Briskin
 Director-----Irwin Allen

STAR WARS

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REFLECTIONS IN A WOOKIEE'S EYE...

By
Terry Ballard

Another article about STAR WARS?
Oh No!!

Wait! Listen please and try to bear with me. I'll need your co-operation. To begin with, you must forget everything that has dribbled down like stalactites from STAR WARS in the last year. Forget the wrist watches, masks, hubblegum cards, lunch pails, key chains and costume jewelry. Somewhere inside all of that, there's a movie crying to get out. A movie that is still worth talking about.

STAR WARS is a masterpiece of timing, and George Lucas is the master. If you are still unconvinced, go out and catch the return of American Graffiti. Lucas knows what to put into a movie, and he knows exactly when to run it by you.

In the case of STAR WARS, the aces in his hand took the form of visual effects. Remember that first time you saw STAR WARS. The "FLASH GORDON" type headings and the fully orchestrated (not computer sounds) score starts up. Then a 90° pan to

the planetary horizon. The two ships seem to flow from the top of the screen like toothpaste from a tube. The larger ship makes a low humming noise like a panther ready to strike. The brief fireworks show is just a teaser to make you ready for all the things you are going to blow at the end of the movie.

Also it helps to get you through the draggiest part of the film, which comes next. This interlude establishes the major characters: Luke, Obi and Han. Absolutely essential in storytelling. Lucas helps get us over the least visually interesting portion by throwing in some really good visual yummys occasionally. To witness the Artoo "shooting" scene with the Jawas. The scene inside of the Jawas vehicle, and the Cantina episode. We are also made more aware of the villains. The visual contrast is important here; the sleek Roman empire deadly perfection inside the Death Star, verses the "used future" rusted look of the protagonists.



Artwork Above: Artist Gale West's rendition of the alien who lost his arm in a quick fight with Obi Wan in the Cantina

After a fairly routine escape gunfight, the good guys move out of Tatooine and into the most original visual effect; the ship going into Hyperspace. When I first saw STAR WARS, that drew a gasp from an audience of authors and publishing professionals.

On to the Death Star. Think of what a big place it must be. If it is 200 miles wide, with a new layer every 30-40 feet- Well, I don't know how to compute it, but it would have more than the land area of the earth.

The only place in the film that this immensity is brought out is in the scenes of the vertical shaft. This bears more than a passing resemblance to the forbidden planet.

The Death Star scene are lacking in any striking new visuals, but they make up for it with some good running around and shooting.

The gunfight that pops up as they leave the Death Star bends our credibility by showing that only imperial troopers are getting hit. Then we are treated to a slightly modified B-17 action series, that proves once again that only imperials are vulnerable.

The fight scene between Obi-Wan and Darth is notable for the colors of the light sabers- Vader's is pink and kenobi's blue. In most everything else in the movie, the good guys are associated with reddish colors. In that first scene, the good guys' exhaust is reddish, with the imperial ship giving off a blue glow. Tatooine is reddish, the Death Star cold steely blue.

The final battle scenes are brilliantly timed. Lucas does not give us time to realize that the Death Star surface looks like something out of SPACE 1999. The most brilliant idea here is the narrow slot that the ships race through. It is convincingly shown, and a guaranteed nail-biter.

The ships being blown to smithereens

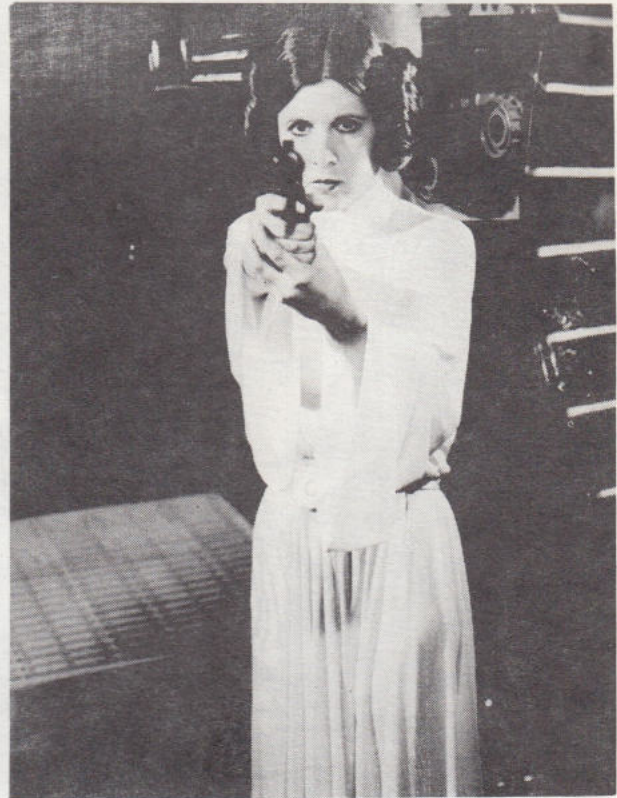
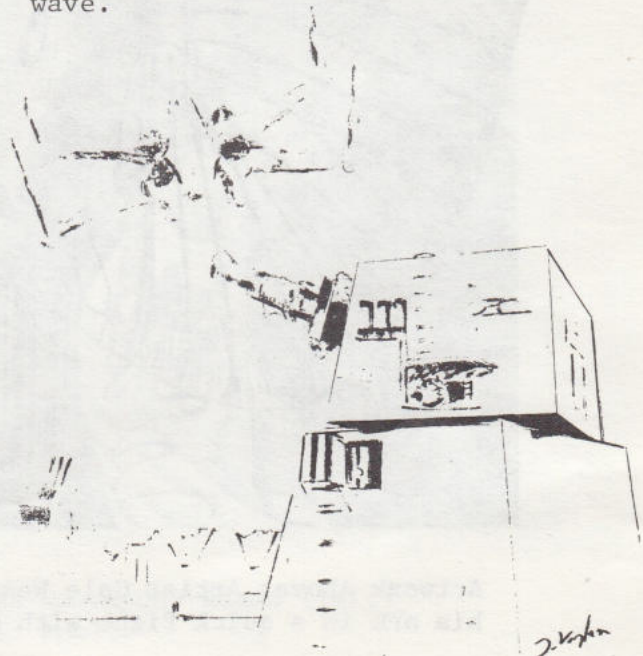


Photo © 1977 Twentieth Century-Fox Film Corp.

Photo Above: Princess Leia defending herself from Stormtroopers

made for a show, but the final Death Star explosion in "SILENT RUNNING" was worlds more convincing.

So there is STAR WARS- a perfect blend of new talent, slick professionalism, and good old fashioned entertainment values. Long may it wave.



FIREBALL XL-5

GENERAL STORY FORMAT

In 1961, a whole new world opened up for television viewers—the world of outer space; a world of exciting, never before dreamed of adventures; a world in which mankind flies from planet to planet. The series: FIREBALL XL5.

The stories in FIREBALL XL5 were thrill packed and offbeat. There had never been such unusual adventures on the television screen.

What made FIREBALL XL5 unique was the puppet characters which were electronically operated. The puppets had heart and warmth and were almost human in their appeal.

The star is Steve Zodiac and he is in charge of FIREBALL XL5. His duties are to patrol sector 25 of the universe beyond the solar system. Steve never knows what may be in store for him. He has run into situations such as to intercept a missile which has been fired by an enemy planet. The missile is powerful enough to destroy the Earth. He explores mysterious underground caverns on a planet and meets the wierd Green Men who take him prisoner. He has also rounded up spies in space.

There is no bloodshed in the series. When it is necessary, a ray gun is fired at the enemy. It fires coma rays which render the enemy temporarily unconscious. FIREBALL XL5 is not a war machine, but a vehicle used to patrol outer space and keep the peace.

Technical Information

FIREBALL XL-5 is the largest spaceship of its type and is well over 300 feet in length, and rocket propelled. If necessary, it can be away from its base for months at a time. It is completely self-contained and has living quarters for all its crew, including an ultra-modernistic lounge, observation

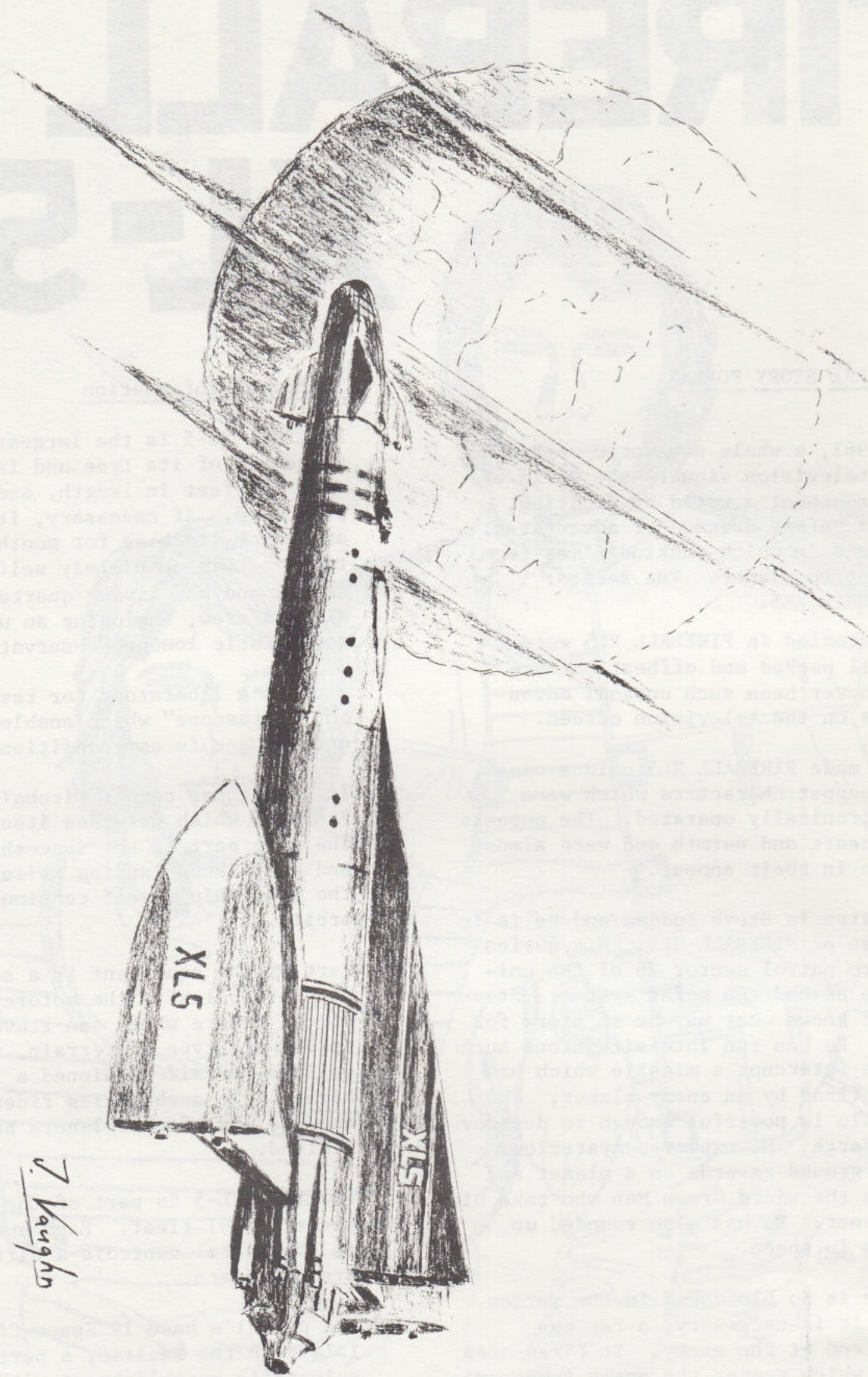
window, a laboratory for research and an "astrascope" which enables its crew to see in any conditions.

It has a nose cone ("Fireball Junior") which detaches itself from the main part of the spaceship and can make a landing while the spaceship itself continues in orbit.

Part of the equipment is a set of "jetmobiles" - the motorcycles of the future which can travel across any type of terrain, either on land, or air-cushioned a few feet higher. It enables its riders to explore any of the planets being visited.

FIREBALL XL-5 is part of the World Space Patrol fleet. Each spaceship in the patrol controls a different area in space.

The patrol's base is Space City on an Island in the Pacific, a purely scientific establishment with a revolving skyscraper, enormous control tower, laboratories and equipment for



Artwork Above: Technical advisor Thomas Vaughn's rendition of FIREBALL XL-5

propelling the ship into space. Communication can be maintained between base and the spaceships patrolling outer space.

THEME SONG LYRICS

I wish I was a spaceman
The fastest guy alive
I'd fly you round the universe
in FIREBALL XL-5
Way out in space together
Conquerors of the skies
My heart would be a FIREBALL, a
FIREBALL
Every time I gaze into your starry
eyes

We'd take the path to Jupiter
Then maybe very soon
We'd cruise along the milky way
Land upon the moon
The wonderland of stardust
We'd zoom away to Mars
My heart would be a FIREBALL, a
FIREBALL
Just you and me, my Venus of the stars

But tho' I'm not a spaceman
Famous and renowned
I'm just a guy that's down to earth
with both feet on the ground
Tho' It's all imagination
and I'll never reach the skies
My heart is still a FIREBALL, a
FIREBALL
Every time I gaze into your starry
eyes

FIREBALL, FIREBALL
Every time I gaze into your starry
eyes

FIREBALL, FIREBALL
Every time I gaze into your starry
eyes

The Cast

STEVE ZODIAC: He is blonde, handsome, virile and in charge of FIREBALL XL-5. His duties are to patrol Sector 25 of the universe beyond the solar system.

PROFESSOR MATTHEW MATIC: He is a navigation mathematics genius,

who has his own navigation bay in the spaceship.

VENUS: She is an attractive blonde, who is a doctor of space medicine, with her own laboratory in the craft.

ROBERT THE ROBOT: He is a mechanical man and automatic pilot in the spaceship.

ROBERT THE ROBOT: He is a transparent mechanical man and automatic pilot in the spaceship.
COMMANDER ZERO and LIEUTENANT 90:
They are in charge of Space City.

EPISODE GUIDE

Space City Special
The Fire Fighters
Space Magnet
The Ghosts Of Space
Trial By Robot
The Day In The Life Of A Space General
The Day The Earth Froze
Drama At Space City
Invasion Earth
Space Immigrants
Space Monster
Flying Zodiac
Convict In Space
Space Pen
The Last Of The Zanadus
Whistle For Danger
Faster Than Light
The Robot Freighter Mystery
The Wings of Danger
The Triads
Sabotage
The Granatoid Tanks
Dangerous Cargo
1875
Mystery Of The TA2
Robert To The Rescue
The Forbidden Planet
The Doomed Planet
Plant Man From Space
The Sun Temple
Prisoner On The Lost Planet
Flight To Danger
Space Vacation
XL to H2O
A Spy In The Sky
Space Pirates
Planet 46
Hypnotic Sphere
Planet Of Platonia

SUPERMARIONATION

SUPERMARIONATION is a revolutionary technique of filming puppets in action created by Gerry Anderson, producer of SUPERCAR and FIREBALL XL-5.

With SUPERMARIONATION, lip movements of the puppets are synchronized with the vocal pitch of the human voices speaking the words with the result that the puppets' mouths remain open for long vowels and close quickly for short vowels, creating an amazingly lifelike effect. This is accomplished with a "brain," an electronic device in the puppet's head by means of which pulses are taken off the sound dubbing tape, converted by diodes to DC pulses which operate the puppet's mouth by 50-volt DC solenoids. The human voices are pre-recorded and then taped on four channels, each wired to the respective puppet performers.

In addition, SUPERMARIONATION includes control of puppet movements by virtually invisible wires: use of studio effects including back-projection with film, model shots and electronic and chemical special effects; use of a special narrow-angle reflective back screen which provides unusual brilliance back to the camera eliminating shadows normal under studio lighting; use of closed-circuit TV and placement of monitors for determining proper views and angles as they will appear on the television screen.

The result of the "brains" and the new techniques is that the viewer soon loses sight of the fact that the performers are puppets and accepts them as the space adventurers they really are.

Editors Note: The preceding article on SUPERMARIONATION was reprinted from ITC Entertainment's release for FIREBALL XL-5.



Photo Above: The crew of FIREBALL XL-5 in conference with the leaders of Earth

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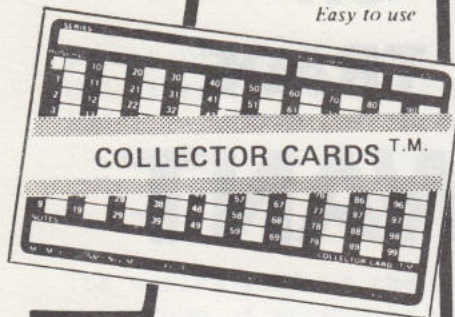
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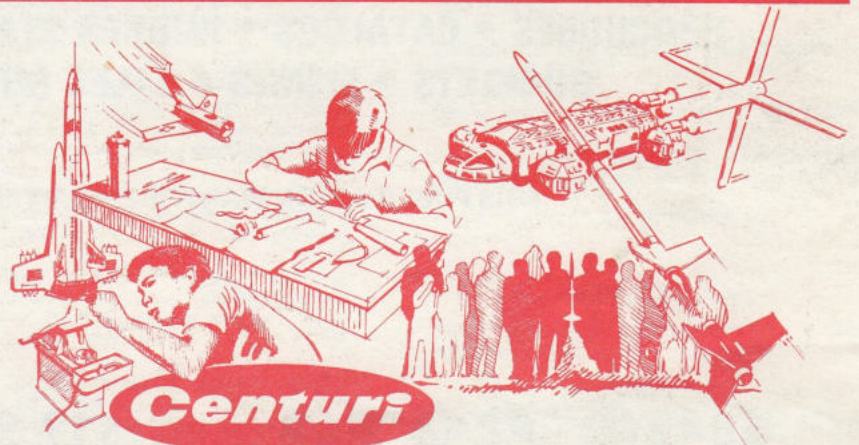
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