

ALPHA LOG

ISSUE SIXTEEN EDITOR: CHRIS LANDRY

EDITORIAL

Welcome to another new issue of ALPHA LOG. I must apologize for its lateness, but I've been very busy completing The SPACE: 1999 Year Three Guidebook. At press time, The Guidebook is on its way to the publishing office. I am unsure of its exact printing date, so orders for The Guidebook will not be taken until ALPHA LOG #17. In the mean time, a complete listing of episodes is included in this newsletter.

In addition to the episode listing, ALPHA LOG #16 features an interview with SPACE: 1999 author David Hirsch, a new article by Nick Tate, part one of an original SPACE: 1999 adventure, plus our regular lineup of features. I am sure that you will enjoy all of it.

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SPACE: 1999 CONVENTION 1980

The third convention of "The International SPACE: 1999 Alliance" has been scheduled for July 25-27, 1980. It is to be held at the Neil House Hotel in Columbus, Ohio.

Several people have been contacted to be guests at the summer convention. Composer Barry Gray and Prentis Hancock have made promises to attend and tentative acceptances have been received from Martin Landau and Gil Gerard, star of NBC's series BUCK ROGERS IN THE 25TH CENTURY. Stars from DR. WHO and BATTLESTAR GALACTICA/GALICTICA 1980 have been invited as well as others from SPACE: 1999.

Many science fiction films and SPACE: 1999 episodes are being gathered for the con. Episodes of Gerry Anderson's series UFO are among the films. A new, bigger charity auction is also being organized.

Con '80 looks like it could be the best one yet. More information and new developments will be included in upcoming issues of ALPHA LOG.

BARRY MORSE ON MARS

Actor Barry Morse, who played Professor Victor Bergman in SPACE: 1999, recently appeared in the NBC production of Ray Bradbury's THE MARTIAN CHRONICLES. In the third and final portion of the mini-series, Morse portrayed Dr. Hathaway, an Earth scientist.

Barry Morse's role as Hathaway was superbly done. The character was that of an Earth man stranded in the Martian desert after the great Earth holocaust. With android replicas of his wife and daughter, which the viewer does not know at first, he exists hoping for one day of rescue.

It might be of interest to know that many of the other stars of THE MARTIAN CHRONICLES are also veteran science fiction actors. Rock Hudson (EMBRYO), Nicholas Hammond (SPIDERMAN), Roddy McDowall (PLANET OF THE APES and FANTASTIC JOURNEY), Darren McGavin (THE NIGHT STALKER), Fritz Weaver (DEMON SEED), and Michael Anderson Jr. (LOGAN'S RUN) were just a few among the cast.



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INTERVIEW INTRODUCTORY

This issue's interview with author David Hirsch is the last of those done at the SPACE: 1999 Convention. In addition, articles by Nick Tate and Anton Phillips accompany this newsletter.

Next issue, interviews that are to be conducted at the fourth anual Science Fiction Space Happening will be featured.

DAVID HIRSCH INTERVIEW

BIO: David Hirsch is the author of The Moonbase Alpha Technical Notebook. A production assistant for Starlog magazine, he is the editor of its "Space Report" column.

Landry: How did you get involved with SPACE: 1999 and Gerry Anderson Productions?

Hirsch: It happened in my first year of college. I had gone up to ITC to get referance material for a report that I wanted to do for a film class. That's when I met Bob Mandell. We got to talking quite a bit and he seemed to be impressed with the amount of enthusiasm I had for the work. He helped me out quite a bit obtaining whatever materials I needed to do my paper and just to keep me well informed on their projects. I used it to my advantage when it came around to attempting to get a job at Starlog.

Landry: Did you have a favorite episode of SPACE: 1999?

Hirsch: I had a few favorites. I suppose my best favorite is "The Black Sun."

Landry: How did you become involved with Starlog?

Hirsch: Well, I was doing a lecture at a library on Gerry's works and I had invited Starlog to come down. When Kerry O'Quinn found that I had knowledge of the shows, he asked me to come up and supervise the Eagle blueprints. He needed someone to supervise it to make sure that it was as accurate to the show as possible.

Landry: How did you get into your field of writing?

Hirsch: It's just that I enjoyed doing it. I enjoy creating something down on paper.

Landry: Of all of your works, which one is your personal favorite?

Hirsch: I don't really have one, not really. Every time I do something new, I enjoy it more than the last so there is never one single favorite. The Technical Manual I liked; it was alot of work. It was a bastard to put together because we only had about two months to do it.

Landry: Do you have a favorite science fiction author who's work you admire?

Hirsch: I like Alan Dean Foster quite a bit. He's done alot of nice stories, very well written I thought. I enjoy them very mucn.

Landry: Do you have a favorite science fiction film or television series?

Hirsch: I think that's a pretty easy question to answer. But aside from the television series, it's hard to say. Again, it's more of a current thing. I think my current favorite is MOONRAKER right now. I enjoyed that immensely. The special effects were unsurpassed.

Landry: Why do you think that science fiction has become so popular, creating a fandom?

Hirsch: It's difficult to say. I don't think it's ever lost popularity. It's in a position now where people are becoming more and more aware that there are other people with the same interest. So they're getting together with conventions and with products coming out. I'm sure it's always been there, it's just never been unified.

Landry: Do you think that its popularity will continue?

Hirsch: I think that as long as there are good science fiction films and good science fiction novels that it will always continue. It's really a matter of personal interest with anyone who's a fan; how long their interest stays.

Landry: What would you like to see in the future of Science fiction?

Hirsch: I would like to see it continue the way it is and continue to build and to create quality products. Not quick flash-in-the-pan stuff that they churn out. It looks terrible. Films that take a long time and effort and look it are very well done. That's what I'd like to see.

Landry: Finally, do you have any current or future projects that you could tell the readers about?

Hirsch: No, nothing really at the moment, aside from Star-log. Nothing is really definite.

FOLLOW UP

I would like to take this time to thank David Hirsch for pausing to do this interview. Recently, David has written a portion of the new Starlog Communications Handbook. The book is an excellent referance guide to science fiction films and fans.

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ANIMATED REVIEWS

ALPHA LOG #16 brings forth another episode in the illustrated SPACE: 1999 series. Produced by Charlton Publications, "The Strange Ones" is this issue's review. Next issue, a beautiful alien woman is not what she seems in "An Alien Charm."

THE STRANGE ONES (Episode 14, July 1976)
Written by Joe Gill
Animated by Pat Boyette

Commander Koenig, Dr. Russell, Victor Bergman, and an Alphan survey team leave the Moonbase to explore a small, nearby planet. Long range scanners show empty cities scattered over the planet's surface. Upon landing, the Alphans discover a poisonous atmosphere surrounding a dead world. However, there are traces of an intelligent civilization and a massive exodus to another planet in the same system. After contacting Alpha, the group proceeds to the new planet where they discover a race of savages. In the center of a dense jungle, a metalic landing pad is found. They land on the second planet, but are soon attacked by the primative aliens. Suddenly, the landing pad descends deep into the ground. There the Alphans find another race of reptiles called the Dolbi. At first, the Dolbi seem friendly, but Commander Koenig learns that they annihilated the human race on the first planet and reduced them to the barbaric slaves on the surface. The aliens confess to Koenig that they've been looking for **more** intelligent slaves and that the Alphans seem to have given them an answer...



Felix Amaral

NICK TATE SPEAKS

Nick Tate is the Australian actor who plays Captain Alan Carter, one of the most popular characters of SPACE: 1999. As many of you will remember, ALPHA LOG #14 featured an interview with Nick Tate. That interview got such a warm response that this suplement was printed for all Nick's supportive fans. Nick chose to speak on several of his new films...

One of the current projects that I'm involved in is the distribution of the pictures that I've done over the last two years. THE DEVIL'S PLAYGROUND is one. That played in England's West End for eleven straight weeks last year and was nominated for best picture by Alexander Walker, one of England's leading screenwriters. That will be running over here. It's been bought by a small American distributor. It's not the kind of movie that's going to sweep the country, at least I don't think it is. It's going to open in Boston in September, I believe.

SUMMARFIELD is the next film. That's just about to open in England and I don't believe it has a distributor here. That's a mystery film and it is current, so it might happen soon here.

And, of course, LISCENCE TO LOVE AND KILL, which I just finished last year. That's being talked about here. It's not an Australian film; it was made in England. Gareth Hunt and I played the two leads in that. That's opening this week (NOTE: That was the week of Con 79 -Ed.) in some Engliah provinces. I know they've been talking to some distributors here, but I don't know if anything's been closed yet. I hope so.

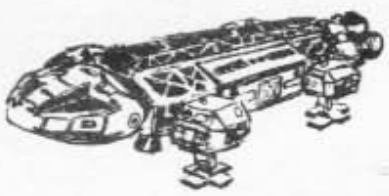
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...AS DOES ANTON PHILLIPS

Actor Anton Phillips (Dr. Bob Mathias on SPACE: 1999), an honorary member of "The Springfield SPACE: 1999 Club", recently reported the success of his stage play THRONE IN AN AUTUM ROOM. The play has just completed a successful run in Holland at the beginning of 1980.

Anton goes on to say that there's a good chance that the play will open in New York later in the season. Updates on this matter will follow in future issues.

Anton Phillips also said that he enjoyed Convention '79 immensely and that he is looking forward to Con '80.



THE ULTIMATE DORCON (PART ONE)

by Jeff Patterson

"Alpha Log, Dr. Helena Russell recording. 2474 days after leaving Earth orbit. Commander Koenig has been very concerned over the alien attack pitted against us during the Albatross test flight eight days ago. The only possible origin of the alien fighters encountered can be the small planet we detected earlier. Captain Alan Carter and Lieutenant Samual Morris are in Albatross One carefully examining the area."

The bioscans showed that Alan and Sam were alive, but the ship was damaged. Although out of visual range, the Albatross was regestering half power on the sensors.

"How long before radio contact?" asked Koenig.

"One minute," replied Sandra Benes.

"Is Eagle One up yet?"

"Affirmative. Orbit commensing now."

Koenig started blaming himself for sending Alan and Sam out there. Though the Albatross was a great ship, it wasn't invincible.

Soon, the main viewscreen flickered to life. Sam's face appeared, half visible through the smoke.

"Sam!" shouted Koenig, "Are you alright?"

"Yeah," he coughed. "Alan's unconscious, but okay."

"What happened?"

"A flock of those warships popped out of nowhere and opened fire. The Battlecomp handled a few, but we got hit twice."

"Damage?"

"Relays one, three, and four are shot. As well as both booster capacitators. Main propulsion unit got shot up too, almost lost a fuel tank. In other words, we're coming down hot."

"Tony's got Eagle One in orbit. He's going to attempt to catch you."

"If he can. Those fighters really messed us up."

"Did you pick up anything on the origin of those ships?"

"Did we ever. You're not going to like it either. I'll report when I get back. Morris out."

As the Albatross reached Luna's gravitational pull, it picked up speed. Sam was barely able to keep it steady, knowing that if he lost control the ship would slap against the surface hard.

Another power relay panel sputtered out as Sam attempted orbit. He saw Eagle One far ahead of him and activated the transceiver.

"Tony, do you read me?"

"I read you Sam. I'm almost there," said the Security Chief.

"I can't hold orbit for long. My secondary energy relay just went out."

"Hang on. I'm going to launch the magnetic tow lines at you."

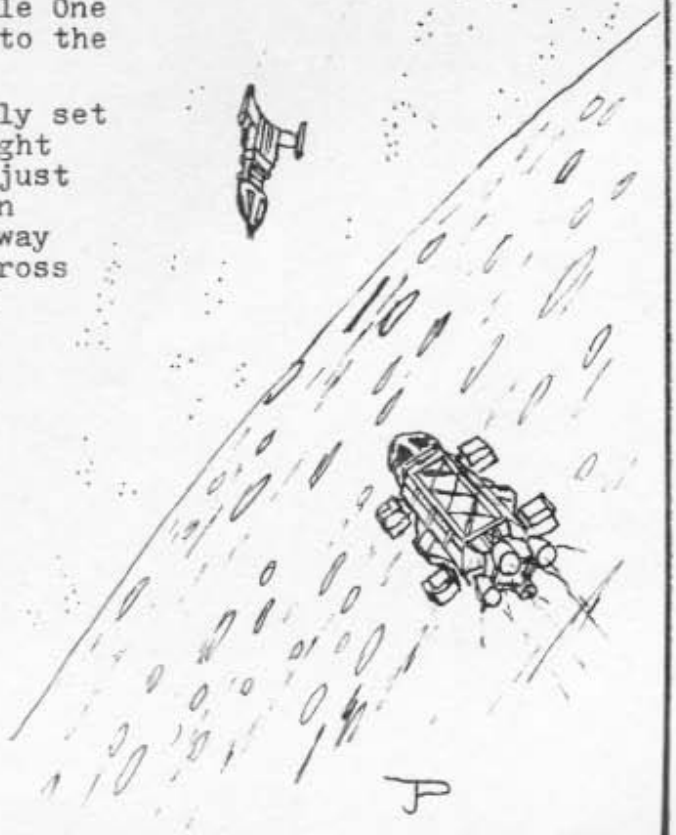
The Albatross slowly began to drop and the Eagle arced downward, moving close to the damaged ship. Tony knew he had one chance to do this, so he set his sights and fired. The Albatross was just beginning to tumble as the two magnetic discs clamped on to its back side.

The tow lines strained as Tony kicked in his main thrusters and snapped the Albatross from its fall. Eagle One dragged the ship over Alpha to the landing pads.

When Albatross One was finally set down, the medical crews brought Alan to the MediCenter. Sam just needed an adhesive bandage on his forehead, then made his way to Command Center. The Albatross was lowered to Reconnaisance for major repairs.

"What happened up there?" asked the Commander.

"Well, we were three AU from that planet with all screens clear. Then the Battlecomp grid went red and we got hit. We managed to kick in the main unit before it got shot at," replied Sam.



"Were they the same fighters?"

"Exact design, right down to the insignia markings."

"Markings?"

"Yes, red markings. I've seen them before... they're Dorcon insignias."

Around Koenig's desk, Tony, John, and Helena went silent. At her console, Maya looked sick.

"Are you sure?" snarled Tony, remembering the Dorcons' hate for Psychons.

"Damn sure. Those are Dorcon fighters," said Sam.

"But why attack us?" asked Helena.

"We stole their chance at immortality and destroyed their leader," said Maya as she rose. "Their warrior code decrees that any enemy must be eliminated. Of course, they'll try to..." Maya was too scared to continue. Tony walked over to comfort her. John and Sam stepped away.

"She's right," whispered John. "They'll try for her brain stem again."

"They'll blow us to smithereens!" added Sam.

"Those fighters must have a base. Any ideas?"

"Yeah, the planet. It's a perfect spot to strike at us from. The problem is that we can't be sure until we're in scanning range, but that might be too late."

"So we'll wait."

"Not necessarily. I've been thinking; after Albatross One gets patched up, I can take her up..."

The Commander broke in. "You've already tried that."

"If I go in on full throttle with Battlecomp on, I can handle anything. I could reach the planet, check it out, and then come back."

Tony joined the two. "Maya asked me to put her in a maximum security cell for safety."

"Go ahead. They'll have to go looking for her then," replied John.

"She also said that Dorcons try to weaken enemies before killing them."

"Meaning they'll try a large scale attack soon," said Sam.

"Not before they get Maya," added John. "Tony, put her in the toughest cell with triple guard."

Tony took Maya by the hand and left the room. A thought suddenly hit Sam. "Commander, suppose we tried my plan, only modified it?"

"How?"

"Throw in a one or two-man task force. I could drop them off, then tackle any airborne trouble while they sabotage the base."

"Are you crazy!?! If there is a base, we don't know its layout!"

"Did you know the layout of the Dorcon ship when you pulled off your trick?"

John paused, then thought back to the risk he took when he boarded the Dorcon Battlecruiser to save Maya from becoming a vegetable.

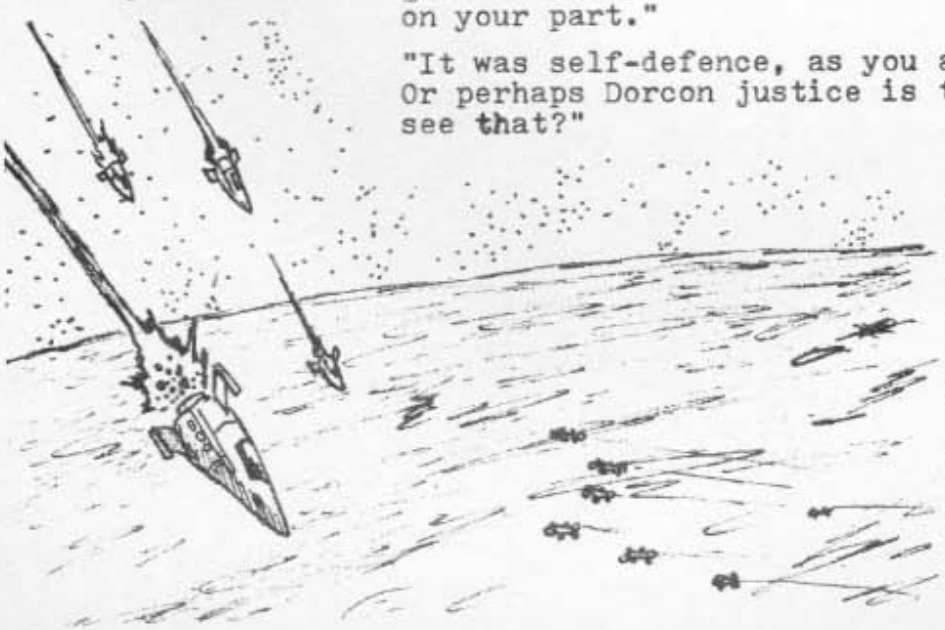
Before he could reply, Sahn spoke up.

"Commander, we're receiving a signal. It's from that alien planet."

John and Sam looked at each other, then watched the main viewscreen. It flickered with static, then showed a lovely dark-haired woman garbed in the dress of a Dorcon Consul. Behind her, several control consoles and viewscreens could be seen.

"I am Velina," she said, "Consul of the Warbase Candra. I am also the sister of Consul Varda, who died at your hands Commander Koenig. Her death, as well as her crew, is a crime on your part."

"It was self-defence, as you already know. Or perhaps Dorcon justice is too vain to see that?"



"Nevertheless, you and your people must be punished. But first, we have business to attend to. Mainly, your resident Psychon. I hope that you are willing to give her up quietly."

"You don't beat around the bush, do you?" asked Sam.

"I do not understand your remark, Alphan, but I do await your answer to my ultimatum."

"You'll have to come after her, if you're willing," remarked John, hoping to cause anger.

"As you wish," said Velina, nodding off screen.

Sandra looked at her console and exclaimed, "Commander, I am getting a high power energy beem from the planet. It is aimed directly at Alpha!"

The emerald glow of the Dorcon Transbeamer flashed in a corner of the Command Center. When it faded, a single Dorcon guard clad in black armor had materialized. Around Command Center, six lasers were pulled.

"Behold Rhalar," stated Velina. "He is perfection personified. A warrior graced with biological and cybernetic advancements, immune to everything. In short, he is the ultimate Dorcon. He will extract your Psychon for us. Our new Archon on Dorca awaits her."

"It won't work," said Koenig.

"Wrong, Commander Koenig, so wrong!"

As the image faded, Rhalar moved. Beneath his ebony visor. the Dorcon saw John and Sam fire their lasers. Rhalar stood unharmed.

The Dorcon moved towards the door, but stopped when Tony and Alan darted in and charged the warrior. In one two-handed swing, Tony and Alan were sent to the floor. In the same move, Rhalar grabbed a fire extinguisher from the wall and crushed it. The high-pressure fumes filled the room quickly.

Seconds later, the vents had cleared the room, and the Dorcon was gone. Alan and Tony rose. John looked at them, "How'd you know that thing was in here?"

"We heard it on our Comlocks," replied Tony.

"How are you doing, Alan?" inquired John.

"Fine."

"Well, Commander," said Sam, "looks like we've got no choice."

"I guess you're right. Tony, Alan, go with Sam. He'll explain on the Albatross."

The three dashed out. Helena ran up to John. "We can't let them take Maya," she said.

"I know. Anything in Medical that might help to slow thing down?"

"I'll go see what I can find." Helena left.

John turned to Sahn, "Go to Red Alert. Confine all personnal to quarters. Register the Dorcon's movements. Where did Tony bring Maya?"

Checking her monitor, she replied, "Level H, cell nine. There are six guards with laser rifles posted."

"Good. It will take a while for him to find her."

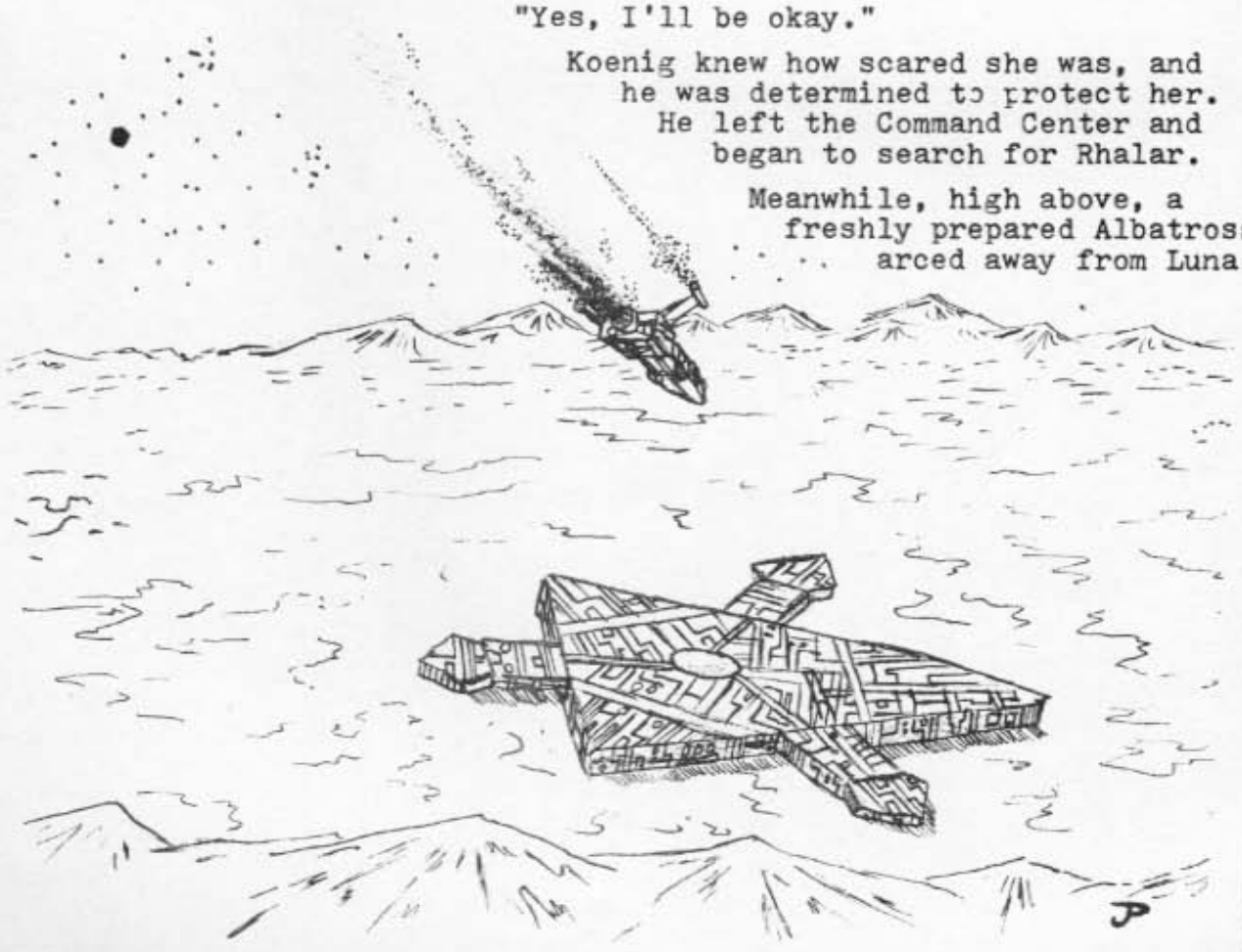
Koenig pondered on what to do next, then decided to stall the Dorcon himself. He activated his Comlock and contacted Maya. She was crying.

"Maya, the Dorcons have sent some kind of Supersoldier to find you. I'll stall him as long as I can. Can you hold out?"

"Yes, I'll be okay."

Koenig knew how scared she was, and he was determined to protect her. He left the Command Center and began to search for Rhalar.

Meanwhile, high above, a freshly prepared Albatross . . . . . arced away from Luna.



Within the Albatross, Sam was finishing his plan. "You mean we're going to attack the whole base?" asked Alan.

"Just sabotage it," said Sam. "Disrupt the main control systems or something like that."

"What about their defence patrols?" asked Tony.

"We're approaching them sunside, with all weapons on full. Anyone in our way gets fried."

"Subtle, aren't you?" smirked Alan.

"No... realistic."

Meanwhile, Rhalar was searching Level E. Ripping off closet doors and lab entrances was the bulk of his activity. He remained silent as he went about his search. Satisfied that the Psychon was not on the Level, he headed for the travel tube.

As the tube door slid away, the Dorcon was struck in the chest by Koenig's jump kick. Unexpectedly, John found himself flung down the corridor like a fly. Rhalar had vanished into the tube when John finally rose.

"He's like a school bully," he muttered to himself, then reviewed his words, especially 'school,' without hesitation. Then he headed for Medical Center.

"Silicone?" asked Helena, puzzled.

"Right. How much is in stock?" inquired John.

"Six or seven aerosol canisters, why?"

"Did you ever soap the stairways in school?"

"Sure, to make the teachers slip."

"Right idea, but I've got someone else in mind."

"I see what you mean," smiled Dr. Russell.

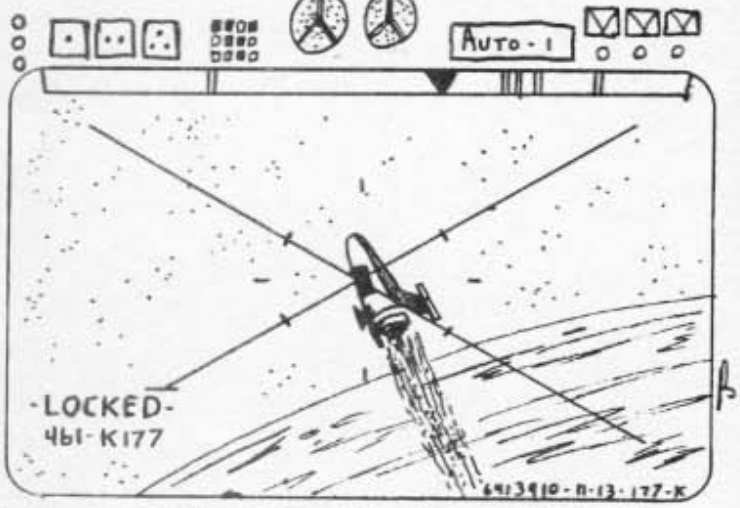
Level G was totally evacuated when the Dorcon stepped out of the tube. He had spent a little over ten minutes examining Level F. As he started down the primary corridor, his ultrasensative ears could hear movement around the next corner. He silently neared the turn, then darted around it.

Koenig stood at the other end of the narrow passageway, laser in hand. He fired two shots. Rhalar stood unharmed, but was provoked into a raging charge at John. He broke into a run at Koenig.

Six steps into his charge, Rhalar's feet shot out and were flung upward. Even when he fell, the thick coating of silicon spray sent him sliding into the left wall. John almost wanted to laugh as he watched the warrior's vain attempts to rise to his feet, always ending in a hard collapse.

After too many useless tries, Rhalar lifted his fist and sent it crashing to the floor. The resulting shock wave was felt by Koenig, who was then thrown forward on to the slippery floor.

The Dorcon rose his fist again, this time over John's head. The Commander rolled away as a second shock wave was caused.



At that moment, Helena and two security men appeared in the corridor. The guards commenced fire at the Dorcon, causing him to slide. Helena pulled John on to dry floor, then ran back to the Communications Post at the nearby intersection. She inserted a small cassette tape into the respective slot.

Rhalar had just managed to work his way off the siliconed floor when Helena hit the 'play' button. The high-pitched sonics filled the passageway instantly. It had no harmful effects on the humans, but Helena was gambling on the Dorcon's tolerance level. Rhalar rose, unaffected by the sound. Surprisingly, the sonics had a different result: they shattered the Dorcon's visor.

The warrior threw his hands to his face instinctively. John used the split second distraction to dash behind Rhalar and leap on to his back. Rhalar swung his arms upward, grasped Koenig's collar, and flipped him forward. He landed hard. The Dorcon then rose his head and showed his angular, viscious face. The guards aimed for another shot, but were floored by the lightening fast blows as the warrior darted between them and vanished around the corner.

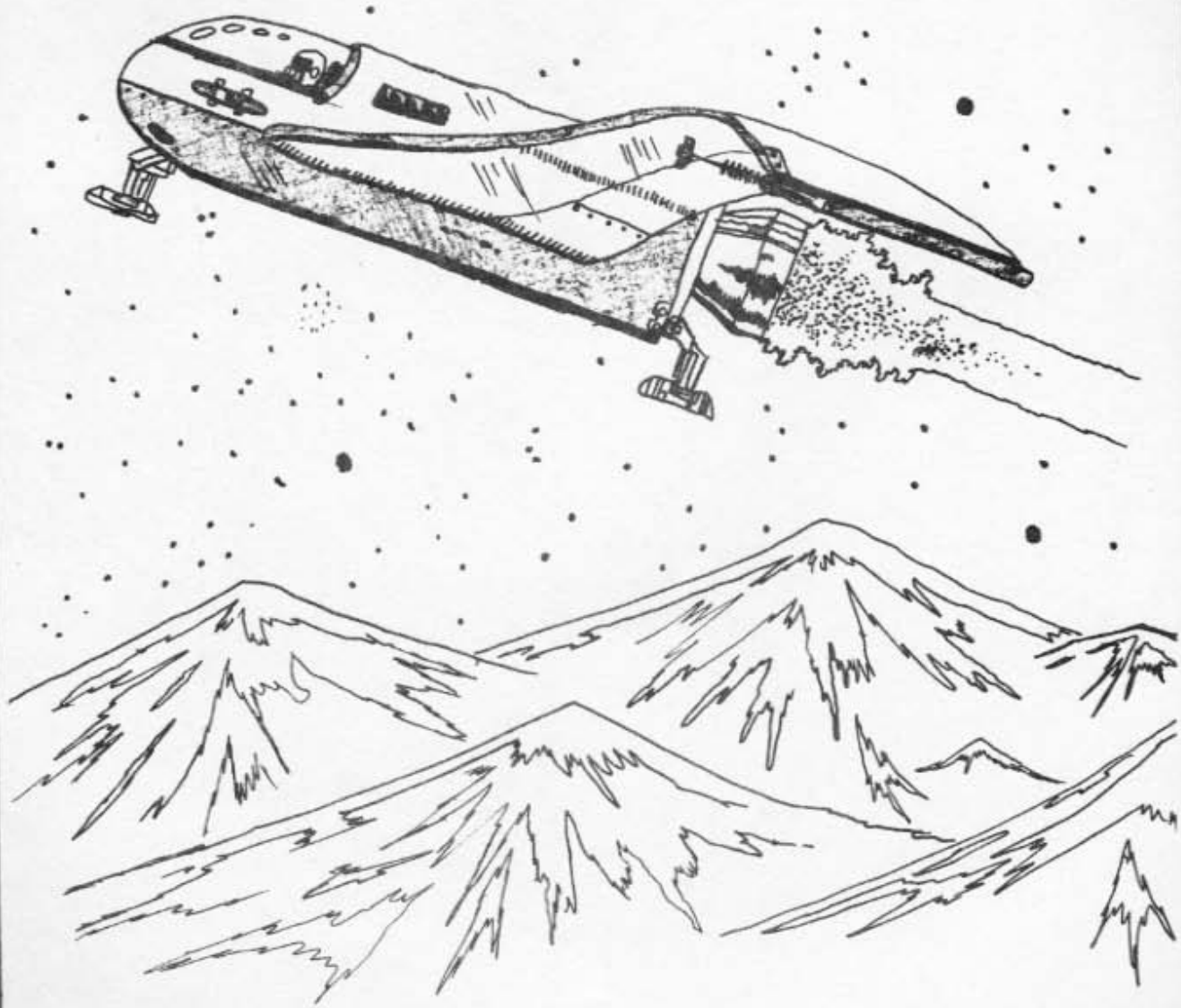
John rose, holding his side, and ran to the intersection. He saw Rhalar entering a travel tube and escaping. He switched on his commlock and contacted Level H.

"Security Brooks here."

"Get your men ready," stated Koenig. "The Dorcon is headed your way."

TO BE CONTINUED...

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SCIENCE FICTION WAVE HITS AMERICAN TELEVISION

In the first three months of 1980, American television has been hit with a wave of science fiction not unlike that of the mid-1970s. Theater films, mini-series, movies for TV, and regular series have featured high quality science fiction since January.

As was mentioned earlier, THE MARTIAN CHRONICLES was shown for three consecutive nights in January. Other such novels adapted for television included Aldous Huxley's BRAVE NEW WORLD and Ursula LeGuin's THE LATHE OF HEAVEN. Tele-films featured THE MARTIANS ARE COMING and MAJOR EFFECTS, a promotional film for THE BLACK HOLE. First run motion pictures on television were THE EXORCIST and THE EXORCIST 2, THE OMEN 2, SINBAD AND THE EYE OF THE TIGER, THE ISLAND OF DR. MOREAU, and THE FRANKEN PROJECT.

American science fiction fans are happy with five regular science fiction series on television. BUCK ROGERS IN THE 25TH CENTURY, MORK AND MINDY, THE INCREDIBLE HULK, the new BEYOND WESTWORLD, and the return of GALACTICA 1980.

In retrospect, it looks as if this is the beginning of a fantastic year on television.

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SPACE: 1999 YEAR 3 EPISODES

As was mentioned previously, the following is a listing of the episodes in The SPACE: 1999 Year 3 Guidebook and their authors. They are printed here in alphabetical order, rather than chronological. An order form for the Guidebook will accompany the next issue of ALPHA LOG.

1. "The Adaptoids" Written by: Ed Finneran
2. "Alien Spectres" Written by: Rebecca Eisenhuth
3. "The Covenant of Hate" Written by: Jeff Patterson
4. "The Destiny Ship" Written by: Chris Landry
5. "The Entropic Colony" Written by: Jeff Patterson
6. "Epitaph" Written by: Chris Landry
7. "Illusions of Paradise" Written by: Rebecca Eisenhuth
8. "An Inhuman Sacrifice" Written by: Ed Finneran
9. "In the Name of Earth" Written by: Chris Landry
10. "'Kill Tony Verdeschi'" Written by: Jeff Patterson
11. "Labyrinth" Written by: Chris Landry
12. "The Luck of the Alphans" Written by: Terri Woodworth
13. "Moonquake" Written by: Jeff Patterson
14. "Netherspawn" Written by: Jeff Patterson
15. "The Otherworlders" Written by: Jeff Patterson
16. "The Peace Planet" Written by: Jeanne Arnone
17. "The Rules of War" Written by: Rebecca Eisenhuth
18. "The S.H.A.D.O. Incident" Written by: Chris Landry
19. "Sea of Life, Sea of Death" Written by: Chris Landry
20. "The Sorcerer's Metamorph" Written by: Jeff Patterson
21. "Star Knights" Written by: Jeff Patterson
22. "Test Flight" (Opening Episode) Written by: Jeff Patterson
23. "The Ultimate Dorcon" Written by: Jeff Patterson
24. "Virgin World" Written by: Jeff Patterson



ACKNOWLEDGEMENTS

ALPHA LOG wishes to thank those members who contributed to this issue of the newsletter:

Felix Amador for his SPACE: 1999 artwork.

Michael DelTergo for his photography on location with A CHANGE OF SEASONS.

Jeff Patterson, the prolific one, for his SPACE: 1999 story, artwork, and the special "Virgin World" supplement.

Mark Valentine for his LATHE OF HEAVEN art.

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POINT OF INTEREST

Earlier this year, ALPHA LOG Editor Chris Landry attended location shooting of the upcoming movie A CHANGE OF SEASONS. The film stars Anthony Hopkins (MAGIC), Shirley MacClaine (BEING THERE), and Bo Derek (TEN), and was filmed at Williams College in Williamstown, Massachusetts.

The editor and two other students from a film class saw the actors and crew in action, and later separated to follow different areas of interest. By following Director Noel Black, Landry was given a small part in a scene with Shirley MacClaine. Whether or not the scene will remain in the final print is yet to be seen, "but I sure hope so."

A CHANGE OF SEASONS is being produced by Aspen Productions and released through Universal Pictures.

MORE "SPACE: 1999" FAN CLUBS

Alpha Newsletter; c/o Steve Eramo; 5 Kimball Drive; Stoneham, MA; 02180.

Alpha News Service; c/o Dick DiPirro; 160 West Foster Street; Melrose, MA; 02176.

The British Nick Tate Club; c/o Phyl Proctor and Eileen Skidmore; 69 Francis Road; Acocks Green, Birmingham; England; B27 6LT.

The International SPACE: 1999 Alliance; c/o John and Kathy VanKamp; 86 First Street; New London, OH; 44851.

Morse Code; c/o Vivian Stanley; Box 1572; Jasper, Alberta; Canada; T0E 1E0.

The Prentis Hancock Fanclub; c/o Mare Fitzgerald; 123 Fawn Valley Drive; McMurray, PA; 15317.

The SPACE: 1999 Society; c/o Daniel Pallotta; Box 11123; Cleveland, OH; 44111.

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ALPHA LOG #16
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