

Our objective--to join together those who enjoy reading, collecting, and watching the adventures of the Moonbase Alpha crew.

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EDITORIAL

Well, I've finally scraped up enough money to get this overly large issue you know have in your hands, printed up and mailed out. I'd like to thank everyone for being so patient but the Con practically wiped me out, money-wise. I'm sure you'll forgive me for being so late with this issue as I know your anger will be appeased when you finish reading it. It is approx. 10 pages longer than usual and contains much new, original material, a lot of which I'm sure you'll enjoy!

Many of you were turned on to 1999 because of it's hardware and technical aspects and we realize this. It is for this reason that we've added still another new editorial column. It is being written by Dean Godin (a fellow Maritimer) and he should be able to answer many of the questions you've been forwarding to me (yes, we fanzine publishers don't know everything!). This issue also contains our usual pack of great material and a few extra surprises. I hope you enjoy it but the best way you can show your appreciation is by subscribing.

As I write this, it's just been a few days since the end of the Space:1999 Convention '78 and I must say that it was nothing short of fantastic! I guess I should also tell you that it was the first Con I've ever attended so I don't really have anything to compare it to. Nonetheless, it was still excellant and for those of you who'd like to hear more about be sure to order our next issue (7) which will be a special double-sized issue entirely devoted to coverage of the Con. It will contain quite a few write-ups on the different aspects of the Con plus many, many photos, as well as our usual material. Because it will be a special double-sized issue the cost will be double also (aha! I knew there was a catch somewhere). If you would like to order a copy forward $2.50 and I'll send you one, and for those of you whose subs. are now running out you should renew if you would like to receive issue 7. If your sub ends with issue 7 I will not send it to you as it will mean that your sub won't cover the full cost of the double-issue, so as a replacement I'll send you issue 8 which will be of normal size. Got it? I hope so.

While at the Con I stumbled across a few interesting items. It seems that the Moonbase Alpha Technical Notebook which is put out by Starlog has not been selling at all well. According to David Hirsch (who worked on the Notebook) they have only sold about half of their initial print run and are having difficulty getting rid of the rest. Apparently, 1999 fans are not devoted enough to spend $10.00 on a book related to their favourite show. I have one and it is one of the finest parts of my 1999 collection. Because the book has not been selling well it has taken such a long time for Starlog to decide if they should produce supplements to it. They are now working on the first supplement and it should be out soon. Look for it! If any of you have a chance to purchase the 1999 con program book buy it! as it contains a set of Hawk blueprints by the Starlog crew.

While at the Con I also heard from a lady who had written to Warner Books in the hopes of them putting out more 1999 books. She received a reply from them in which they stated that they would like to continue the book series by Butterworth and possibly put out photonovels, etc. but they aren't sure if the books will have a large enough amount of buyers to make it worth while. So, if you'd really like to be of service to 1999 fandom buy a Technical Notebook and write, to Warner. You'd be surprised at the amount of power we have.

I'd like to express my sincerest thanks to Jeff Jones and the Alliance for keeping 1999 alive and for the Con. I don't know if many of you know this, but Jeff Jones has just stepped down as President of the Alliance. I would like to congradgulate him on a job well done and I hope he doesn't disappear from 1999 forever! I'd also like to welcome Mare Ganea Fitzgerald as the new Prez. and I'm sure she'll do an excellant job!

Well, I'll see you next issue, and May Your Beta Cloud Not Contain Grime

Curtis J. Duckworth

Curtis Duckworth

Space:1999 Year 2 and Operation Exodus:
A Loss of Mission and Motivation
By Steve Griffis

"The death struggle of inferior species is often their finest hour. But the end is nevertheless, the end."

"I refuse to accept that we have no future."

"Extinction may come a little later. That is all."

This dialogue between Koenig and the aliens from the episode "War Games" (which, in most areas, was the second episode broadcast) seems to set the basic tone of the first season of Space 1999---The theme of survival and the Alphan's struggle to live with an uncertain future in search of a habitable planet. 300 some odd people on a rouge planetoid with as awesome a mission as this would naturally tend to open up a full range of exciting and thought provoking stories and themes. Ignorance of the Alphan's main mission and their primary goal is what so severely blunted most of the episodes of Year 2.

During the first season the viewer was constantly aware of the importance the Alphans placed upon finding a new home. This search and struggle to settle a habitable planet was the main backdrop of at least 10 of the 24 first season episodes. The Alphans were not particular about the planet they'd find just so long it was able to sustain human life. An ideal planet wasn't always the one under consideration. In "Death's Other Dominion" the planet was clearly a frigid nightmare yet the Alphans weren't going to be picky. The planet could support them and that was what counted. In "Collision Course" even while the Alphans were planning a way to avoid imminent disaster they were still investigating the possibilities of Atheria becoming a new home for them, even though the planet was less than "earthlike" (Sandra states that the planet's atmosphere is different from Earth's but at least breathable and that the planet's temperatures ranged from +10 to -20 C...50 to -4 F. A planet with these conditions would have presented quite a challenge of survival). "Another Time, Another Place" gives us an even more convincing example of the Alphan's determined nature and will to survive. The "real" Alphans are willing to give up Alpha for life on a remote and isolated area of a dead Earth. Even more convincing is the life the "alter" Alphans had made for themselves. They had completely given up Alpha for a chance of survival on a real planet, though this meant that if they didn't make it there was no turning back. They had to make their new way of life work for them and, from what we see of their settlement, they had made it work. Other episodes like "Guardian of Piri", The Testament of Arkadia", "Matter of Life and Death", Mission of the Darians", and "Black Sun" continued to promote the theme of preservation of the human race and the search of a new planet to live on. A final example of my point is "War Games". In this episode the Alphan will to survive is demonstrated by Koenig's refusal to believe the aliens when they say that the Alphans have no future. Koenig tells them that they'd fought too long and too hard for them to deny them the right to live. Koenig and the Alphans wait as long as possible, trying to convince the aliens to let them come and live on their world, before they finally decide to fight for a place on the planet. The Alphans try to reason with the aliens (they don't want to take space on someone else's world when they're not wanted) but when all talking failed it was then that they decided to fight the aliens (which isn't unreasonable when one considers that it was the aliens who caused the damage to the moonbase). Although this episode was a "dream" the acts of the Alphans could still be deemed legitimate extrapolations of what they'd actually do in such a situation.

The basic theme of first season and it's beautiful philosophy of man's ability to overcome the problems he's faced with was not destined to survive as the theme of year 2. Freiberger must have felt that this aspect, too, of the show should be changed. And change it he did.

From first season's "survival of mankind" theme we went to a muddled

set of 24-one hour segments of weak "action/adventure" with very little of the first season's philosophy ever managing to surface. Operation Exodus was virtually unheard of during Year 2. In Year 2 there is really no overriding theme. The Alphans seemed to act as if traveling through interstellar space on a rouge moon was a casual affair to be taken with ease. It seemed that more often than not the Alphans were more concerned with finding some sort of rock or crystal than finding a world to live on. There were a number of times during Year 2 that a habitable world was found but the Alphans just chose to ignore it. After the androids were destroyed in "One Moment of Humanity" it would seem like the people of that planet would have been willing to let the Alphans settle there but it is obvious that nothing was done about this. After the alien being left the planet from "Immunity Syndrome" and the planet went back to a normal state it would have been suitable for the Alphans but they simply left without a word. The home planet in "Devil's Planet" could have been settled on by the Alphans since the element in the atmosphere didn't affect humans but this wasn't even considered. Finally, there is the planet in "All That Glisters". This planet had suitable atmosphere, vegetation could grow there, and the problem of water was solved by the Alphans when they started the planet's rain cycle once more--so why didn't the Alphans settle this world? For a group of people in desperate need of a home planet to settle they seemed to be very blind or very stupid. Now don't get me wrong, I still liked Year 2 but this overall ignorance of the Alphan's prime mission was very irritating to say the least. Too, in Year 2 there seemed to be less concentration on man's own abilities to get himself out of his problems. All too often in Year 2 it was up to Maya to get the Alphans out of their bind or the Alphans had to find some convenient contrivance such as "space warp locators" to solve their dilemma. The Alphan's lack of mission and motivation led to a loss of the element of human ingenuity in the episodes of Year 2 (with the rare exceptions of such episodes as "Devil's Planet", Journey to Where", and "The Exiles").

This lack of mission and human motivation in the Year 2 episodes is what I believe to have been the main factor leading to the down-fall of Space:1999 Without a specific mission and goal to achieve the Alphans became no more than a bunch of stranded tourists on a wandering, big, grey, rock, occasionally bumping into some midly interesting situations and a few absurd ones.

End

The Last Episode by Donna Lotze

The Last Episode was on tonight.
Another series would go just right.
I can't believe that it is actually gone.
And I already miss Alan, Maya, and John

But Space:1999 will never die.
And I'm going to tell you the reason why.
Though the last episode is through,
Alpha friends will always stay true.

Alpha's Blight by Timothy Paxton

The moon with her crust so thin,
there stood man's nuclear storage bin.
People died of an unknown blight,
then Waste Area 2 came to atomic light
Moonbase Alpha was blasted into a spin.

On submitting material: If material is not in on time for the next issue it will be held for use in future issues. Articles may be fiction or non-fiction, the only restrictions are that all articles must be legible (preferably typewritten) and must relate to Space:1999 or Sci-Fi. All artwork must likewise relate to Space:1999 or Sci-Fi, and must be done in pen, felt pen, or other dark media (pencil or charcoal not acceptable) and must be mailed flat. Display ads: $3.00 for half page (8 1/2 x 5 1/2"), $5.00 for full page (8 1/2 x 11"). Ads must be actual size they are to appear and must be camera ready. Any material will be mailed back if accompanied by proper postage.

Eagle:1 would like to take on contributing editors who have knowledge on Space:1999 and science fiction. Send samples, ideas, interests to editor.

A scientific/Technical Editorial by Dean Godin.

The following is the first in a series of scientific editorials written exclusively for Eagle:1 by Dean Godin. Beginning with this issue, every issue of Eagle:1 will contain one editorial of the series. The editorials are concerned primarily with the scientific and technical aspects of Space:1999 Year 2. The following editorial is entitled "Lunar Velocity". Some of the editorials which will appear in future issues are "Magus' Telekinetic Powers," "Space Warps," "Antimatter and Antispace," "Hyperspace," The Bio-Computer Psyche: Molecular Transformation," "Space Storms," "Life Support Systems," and hopefully there will be a few question-and-answer columns on various scientific and technical aspects which seem to be troubling the fans. So if any of you who are reading this have any questions regarding the following editorial, please contact the author personally at this address:

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Please do not contact the editor of this publication, since he is not involved in the compiling of data for these editorials. If your letter does not appear (answered) in a future issue of Eagle:1, it will probably be due to the fact that there are too many letters to print. However, the author guarantees that you will receive a personal reply. Once again, we urge you to write if you have any questions.

Lunar Velocity:

With the storyline based on the random trajectory (speed in a specific direction) of the Moon through deep space, what could be a more important factor to consider than the velocity of the Moon as it travels through space. It is the Moon's velocity (Lunar Velocity) which determines how long it will take the Moon to pass near a certain star, planet, asteroid, or other space phenomenon. Of course, the concept of time is one of the most important factors to consider in such an instance. Although Year 1 and Year 2 carry the same trademark, a few of the same names and faces, and retain the same storyline concept, the two are so totally different that any effort to combine them or consider them as one storyline is futile. They are two totally different concepts.

The writers for Year 2 had some idea of the incerdibly vast distances between major objects in space, such as stars, gas clouds, etc. Because they had to have the Moon and the Alphans coming into contact with a large number of these stars (planets) and gas clouds within a relatively short period of time (from 5 to 7 years), they avoided as much as possible the concept of the lunar velocity, which was a very wise thing to do. Many references are made to the lunar velocity in Year 2, but in no case is it ever given a specific value. However, there is one episode of Year 2 in which the lunar velocity is indirectly revealed. This episode is "The Seance Spectre," and in it is sufficient evidence to determine a very precise value for the lunar velocity. Now, whether or not the writer, producers, and story editor deliberately inserted this information, I don't know. I just know that the direct indications are there, and that the

value I received for it is absoloutely perfect (mind-bending, but nevertheless perfect!) When I first recognized the indications, I thought the figure it represented might be totally ridiculous, and would therefore destroy the plausibility of the Year 2 storyline. (Up until this time, I had thoroughly analyzed every episode I had at my disposal, and I was absolutely shocked by the fact that I found no technical or scientific errors. I was surprised that such a good science-fiction story could still remain within the realm of possibility. Of course, I knew that if the indicated lunar velocity was not a reasonable figure, then the entire storyline would be fantasy-based.) However, the figure I received when I worked out this relatively simple procedure (through a series of logical assumptions) was so perfect for the situation that I couldn't have determined a better value if I had been given the authority myself.

Firstly, you must be made aware of a few laws of physics before we proceed. The Law of Inertia states that any material object in motion will remain in that uniform (with no change) motion unless acted upon by some external force; any material body at rest will remain at rest unless acted upon by some external force. This is a simple law and should be easily understood. It is saying, in other words, that if, for example, an object is thrown into the air, then it will eventually decelerate to zero velocity and eventually fall back to the ground. This is because there are two external forces acting upon the object: gravity, which always pulls downward, and friction, which always works against moving objects by working in the opposite direction of the force (in this case, downward). However, if the original object had been thrown in space about 1 light-year (about 10 trillion kilometers) from the sun, it would continue to move at a uniform speed with very little decrease as it progresses. This is because of the fact that in deep space there is little, very little, gravitation, since the nearest material object (in this case, the sun) is about one or more light-years away. There is also no friction, since there is no matter of any kind other than the moving object itself. Therefore, in deep space, where the moon is travelling in Year 2, an object in motion will remain in that uniform motion unless acted upon by another outside force. As a result of these facts we know for sure that no matter what the lunar velocity is, it is constant; it never changes unless acted upon by another force. In fact, I have calculated that the lunar velocity never changes outside of a tiny fraction of one percent of it's total value. Therefore, no matter what value we come up with by the end of this editorial, we know it is stable, and can be regarded as a constant.

Another factor I should point out is the principle involving the speed of light to which references must and will be made. According to Einstein's Special Theory of Relativity, the absolute limiting velocity for anything possessing mass is the velocity of light. All matter possesses mass; mass is simply, in this case, quantity of matter. (In fact, mass is a physical property of not only matter, but elementary particles as well. However, to totally define the term "mass" would mean to search deep into the field of nuclear physics, and I'm sure you don't want to do that right now. Therefore, let us think of mass as a quantitative property of matter.) Nothing possessing mass can travel at a speed equal to or greater than that of light. The speed of light (in a vacuum) is 299 792.4562 km/s (187 370.28 mi/s), and is symbolized by the letter (c). Therefore, c=299 792.4562 km/s. A material object travelling at the speed of light would, theoretically, have an infinite mass, be two-dimensional (it would have no length), and would not experience the passage of time (time would come to a stop). Therefore, it is impossible for mass to travel at or above the speed of light. Since most massive astronomical objects travel at large speeds, the speed of light (c) is used as a standard for expressing their velocities. For example, an object travelling at 74 948.112 km/s (46 842.57 mi/s) has it's velocity expressed in terms of (c): $\frac{74\ 948.112\ \text{km/s}}{299\ 792.4562\ \text{km/s}} = 0.25c$

With these facts in mind, we are ready to determine Lunar v (Lunar Velocity).

In "The Seance Spectre" one of the first scenes has Commander Koenig and Alan Carter in an Eagle, not far from the moon, apparently carrying out some remote sensing procedures directed at the space phenomenon Torah. Commander Koenig says, "Torah. It's shifting position." Since it is shifting position rather than changing trajectory, it is evident that Torah is not moving, since stationary objects shift position and moving objects change trajectory. (Trajectory is motion in a specific direction.) Here we have a firmly established fact: Torah is stationary, or static. You might question this in view of information I gave earlier, that objects in motion remain in motion unless affected by some external force. Well, apparently Torah was put into motion by, as Maya put it, "a source of internal energy" which pushed it, but once Torah had moved it must have again been acted upon by another source of internal energy, equal in magnitude to the one that set it in motion. However, this energy worked in the opposite direction and therefore made Torah come to a full stop, otherwise, Commander Koenig would have said, "Torah. It's changing trajectory." Alright, we now know that Torah has changed position, is now stationary and it's new position has put the Moon on a direct collision course with it.

In a much later scene Commander Koenig and Maya are approaching Torah. Eagle 1 crashes and Command Center has received a damage report:
Pressure Hull: pierced
Transmission: silenced
Oxygen Recycling Plant: damaged
Engines and Guidance Systems: intact
Alan then tries to bring Eagle 1 back to Alpha by remote control. Now, with the above-mentioned damage report in mind, Command Center wants John and Maya back as soon as possible, naturally. Also, the pressing situation of the collision course leaves them no alternative but to shuttle Eagle 1 back to Moonbase Alpha at full throttle (maximun velocity). It takes relatively little time for the Eagle to accelerate to it's maximum velocity, which is 0.15c (44 970.0 km/s).

Immediately after the Eagle lifts off Torah, and John and Maya relize that Alpha is bringing them back by remote control, Maya says, "It's a three-hour flight back, Commander; we've only got enough oxygen for one hour." When Maya said this, she was obviously well aware that they were going to bring them back at maximum velocity. Alright, here we have another essential fact: a velocity and a period of time, the product of which gives a distance from Torah to the point where the Moon will be in three hours. Remember that Torah is stationary, and the Moon is travelling straight toward it at a uniform velocity. Eagle 1 reaches Alpha. Now this is the important part. It takes about 15 to 20 minutes for Eagle 1 to be lowered into the underground hangar and for John and Maya to be contacted. Then, undoubtedly, (although we do not see this scene,) John and Maya go to Medical Center for a quick examination; this takes about 15 minutes. Then there is the scene where Tony and John are in the main computer circuitry room investigating the sabotage to circuit 3 by, apparently, Gregg Sanderson; this takes about 15 minutes. (Remember that it takes time to walk from one section of Alpha to another, even if you are using the Travel Tube.) Then there is the Command Center scene (and also Travel Tube,) where Koenig is trying to convince Sanderson that he is telling the truth about Torah not being a habitable planet. From the time Tony and John left the main circuitry room until the time John asks Maya how long they have before the actual collision takes place, about 15 minutes elapse. (You must keep in mind that the Moon is on a collision course with Torah, and this is serious. I sincerely doubt that the Alphans are going to waste time during such a critical moment. Therefore, any scenes that take place after Eagle 1 arrives at Alpha and before John orders the immediate and total evacuation of Alpha, other than the logical medical examination, are the only indications of time elapsement, and are therefore the only ones to take into account.) Maya says, "On our present course we collide with the dust planet in eight hours." Now, just one hour before this moment the Moon was nine hours away from Torah. And it was also just one hour before this moment that Eagle 1 arrived at Alpha. (Count the approximate time requirements for the above-mentioned events; you will find that they total one solid hour.) Therefore, it is logical to conclude that at the

distance where the Moon was nine hours away from Torah, Eagle 1 arrived, having travelled at it's maximum velocity for three hours. If the Moon was going to take nine hours (three times the time it took Eagle 1) to travel the same distance it took Eagle 1, at it's maximum velocity, three hours to travel, then the Moon is obviously travelling at a speed which is equal to one-third the maximum velocity of an Eagle, which is 0.15c, since it takes the Moon three times the amount of time it takes the Eagle to travel the same distance. One-third the Eagle's maximum velocity is 0.05c (14 989.625 km/s). With more precise calculations of space, time and distance, outlined below, I came up with an exact value:

Lunar v • t to collision = Eagle v • t to Alpha .

Lunar v • 8.9937735 h (32 377.5846 s) = 44 968.86843 km/s • 3h (10 800.0 s)
Lunar v • 32 377.5846 s = 485 663 779.044 km

$$\text{Lunar v} = \frac{485\ 663\ 779.044 \text{ km}}{32\ 377.5846 \text{ s}}$$

Lunar v = 15 000.0 km/s

In terms of (c):

$$\frac{15\ 000.0 \text{ km/s}}{299\ 792.4562 \text{ km/s}} = 0.050034614580138324 37c$$

To make the coefficient less cumbersome and almost as accurate:

Lunar v = 0.050034615 (or) 0.0500346 c

Of course, 15 000.0 km/s is much easier to remember!

Now that we have determined the exact velocity of the Moon, we must now test it's validity. You should already know that what pushed the Moon off at such a speed was the series of massive nuclear explosions on Sept. 13, 1999. They were not thermonuclear explosions, they were nuclear explosions, as the synopsis just before each Year 2 episode reads. Starlog magazine records them as being thermonuclear, and as always, they're wrong. (I'll explain the difference between the two in one of my future editorials. Yes, there is such a vast difference in the meanings of the two terms.) Anyway, you may be wondering if the Moon could endure such a blast that would send it off at such a mind-bending speed. Well, the answer is yes. I have thoroughly investigated the phenomenon, and it is possible; but of course, there would be some damage done to the Moon, but not a very great amount. In all probability, the Moon would be only shaken up a little bit, and a few large craters would be formed. Also, at this velocity the Moon is permitting the use of the Eagle spacecraft, which have a maximum velocity of 0.15c, three times the velocity of the Moon. You may think this is important, but it is crucial. If the Lunar velocity would be so much as a shade greater than the Eagle's maximum velocity, how do you think an Eagle could leave the base, and later return to a Moon which was moving away from it at a speed greater than the Eagle was capable of attaining? And how could an Eagle possibly leave the base and head in the same direction in which the Moon was travelling at a speed less than that of the Moon? Ridiculous, isn't it? Well, that's what the entire storyline would be had the indications led to a different conclusion, a lunar velocity which exceeded the maximum velocity of an Eagle. This seemingly minor factor salvaged the plausibility of the entire Year 2 storyline.

As I said earlier, if any of you have any questions regarding this editorial or other scientific/technical aspects of Year 2, please forward them to the author. Next issue's editorial is entitled, "Magus' Telekinetic Powers," and will thoroughly explain the phenomenon which formed the basis of the episode "New Adam, New Eve."

Second Chance by J. Malcolm Hebert

Gregory Powell felt sick; the knot in his stomach was tightening. He lay unmoving, stiff and inert. His muscles ached, his joints creaked. He was alone. No living being now knew who he was, where he was, or why he was there. He was An Experiment.

Consciousness drifted by. It came within reach. There! - got it. Now, a thought slowly entered his mind, barely an awareness. After two years of cold sleep, Greg Powell was being awakened.

"Commander Koenig, sensors have reported a heat reading at the lower edge of the Mare Humorum. It's awfully faint. Hey! - now I'm getting a stronger, electrical pulse." Computer Technician David Kano looked up. "It looks like... something."

John Koenig, seated at his desk, looked over the hardcopy presented him. "Something is right, David," he concluded. "Sandra, what are you reading?"

The small, attractive brunette turned to her console. Presently: "The same thing, Commander. All levels steady and holding."

"Uh-huh, okay. Paul?" Morrow turned from his desk. "I want Eagle Four on Pad One ready for lift-off in ten minutes." Koenig paused and surveyed the duty roster. Damn, Alan's off duty now. How about..."Pilot and Co-pilot Bill Fraser and Jeff Chaucer will head this mission. Medical and Data Technicians Robert Mathias and Sandra Benes are to accompany them on a recon to wherever those readings are coming from. Sandra, will you notify these people? Ten minutes?" At her nod he continued. "I'll meet you all at the Pad One terminal for a quick briefing." He replaced the roster and stood, looking about. He could see their expectant looks, three months of routine boredom does nothing for morale. Let's hope this one is interesting, he thought. The Commander of Moonbase Alpha turned and exited the Centre.

Slowly, slowly, another thought entered his mind. It is painful, for he hurts. Hours pass while the carefully-tuned instruments monitor the frozen body of Greg Powell

Body Temperature:-120°
Brain Activity:---
Heartbeat:8-BPM ...and on down
Breath Rate:2-bpm the line.

Finally, a tiny diamond-quartz bit stopped moving. For two years it's unceasing movement had kept tens of thousands of mechanisms from handling and touching the frozen corpse. Now these instruments stirred. Contacts and needles of all imaginable types reached for the frigid body, connecting at pre-designated positions. Body temperature rose, brain activity and an unsteady heartbeat picked up.

More injections. Jerky electrical charges swept through Greg Powell's still motionless body. Hours pass, and Gregory Powell, General Technician, is roused.

"All right. About three hours ago sensors picked up a low heat-energy reading at the far, lower edge of the Mare Humorum. Only fifteen minutes ago did Computer inform us of this - the readings had just jumped, drastically - but all the same it's still small scale. It may or may not be natural." Koenig stopped and clicked off the list mentally. "That's about it," he finished. "Now you know as much as I do. Take care, and good luck."

He and the recon team parted.

"Eagle Four ready for lift-off." Fraser.

"Copy, Eagle Four. Ten seconds." Morrow.

Eagle 4's engines revved, gaining power. Then, almost painfully slow, her four pads left the launch. Fraser commented as the craft bore swiftly away: "Picture-perfect lift-off, Paul. Be back soon. Oh! - shall I bring you back anything? A rock? Some dust?

Morrow smiled. "Thanks, but no. Hey! - you might tell the postmaster there to hurry up with the mail, haven't heard from Earth in months."

"Ouch!" came the reply. "Touche, old fella."

"Aw, don't mention it."

"No, I mean it. I'm sorry. Can I make it up to you? What do you say to my bringing the Eagle around at, oh, 4:30. For dinner." Fraser's humor was deadly today.

"If you don't stop right now I'm going to cut you off," Morrow joked. He thought quickly. "Besides, you forgot to put in another ten cents, your three minutes are up." Paul cut the circuit. That'll show him.

An alarm went off. Instruments froze in midstep. The offending pulse came through: Brain activity emergency - oxygen supply weak and failing - amount of oxygen reaching brain below +10 norm - action???

The "question" was rhetorical, it needed no answer. There was nothing the computer could do except revive the patient. There was no more oxygen, the tanks must have ruptured in the accident. There were no more supplies, Powell could not be kept under any longer. The answer came to the computer's racing mind: Oxygen reserve spent - complex reserve in abundance - raise complex oxygen content to maximum - continue procedure - save life.

But although his body would be saved, his mind was already going. It was saved only by the computer. For aside from raising the room's own oxygen content, it had forcedly sped up Powell's breath rate. His lungs expanded to the breaking point as they labored under the electronically induced speed, his gradually warming body heaving under the sudden jump in metabolism. A signal pulsed though: life survival assured. Powell would live, he was safe now, but his mind had suffered. Without their precious supply of oxygen brain cells ruptured, and the computer, which merely recorded data and made decisions, had the impression that everything was all right. It proceeded to wake Gregory Powell.

Within forty minutes, Greg Powell was awake and groaning. His body was weak, his head pounding. He sat up on the bed, fought down the sickening impulse to retch, steadied himself, and looked around.

An automated cart rounded a corner and caught his attention, a bowl of soup at it's center. Nutrient broth. He stared at it for some time and at last reached for the bowl. He sipped at it's contents, sipped again and finished it off. He returned the bowl to it's carrier and watched the cart roll away. It's movement fascinated him, he slid off the bed to follow it. Vertigo. He clutched at the side of the bed and let the dizziness pass, it took the better part of ten minutes so he flexed his unused muscles to stretch them. They hurt, boy did they hurt, but he had to move them sometime. Why not now?

He still had the body of a man, but his mind was - unknown to him - that of a child. Reaching one wall, he inched along until he came to a computer-access panel. He touched all the buttons within arm's reach. The sounds of mechanisms moving reached him through the thick walls of the complex, even the lights came up to full intensity. He could see much better now.

Powell walked awkwardly about the tiny ropm he was in, stopping here and there to inspect carefully anything that caught his eye. Certain things he felt he should know, but their meanings were too vague. He rambled on until he reached a pile of crumpled clothes lying on the floor. Shoes, a belt and a gun were also present. Only the gun triggered a memory. He gripped it and pressed the activation stud. A beam of bright light flared out, striking the far wall. The smell of burnt plastic and wood met him. This is fun he thought. Greg Powell, three year-old, played some more.

"Okay gang. Let's go." Bill Fraser unbuckled himself from the pilot's chair and secured his helmelt. Everyone else was in the center section of the Eagle when he reached it. The air was sucked away and the door opened to reveal the tall, dark structure of the complex.

The complex had been their first surprise. No one, not even the Commander knew about it. Nevertheless, this was where the power emanations were coming from. They had landed and were now making their way through the murky dark of the moon's surface. Fraser was giving a running report of what they were seeing as well as doing."The building looks somewhat new, as compared to Base Alpha. It's got to be man-made, Commander, it has the same architectural structure as Alpha. But I don't think it weathered breaking out of Earth's orbit too well." he explained "Parts of the structure look ragged and torn. Chunks of plastiform litter the immediate area. I wonder if there's an atmosphere in there... could be someone's alive. Koenig made no comment, he knew their worry.

They had reached a lock. "It's sealed, vacuum-welded. Use your laser rifle, Jeff." The surrounding terrain was lit up for a few brief seconds, then all was dark again. The lock lay open, a massive mouth about to swallow them all. Fraser led the way into the dark. Low-level

lighting came on as they entered the lock. The search began...

A laser beam tore at the door. It fell open, and Powell the child was free. He played cops and robbers, cowboys and Indians, and all the other games he had known in his childhood. Looking absurdly foolish the naked Powell rounded a corner.

"Hold it!" Fraser halted the group. Far down the corridor, a figure crouched. Not seeing the weapon it carried, Fraser advanced alone...and lept into a doorway as a flash of laser light ripped at his shoulder! He looked back, the others had found safety. Good. He looked down at his right arm. Bad. About a quarter of an inch of skin was missing, and a fair amount of suit with it. Flashes filled the corridor. He heard a shout. "C'mon, let's play Army" Another flash. "Whatsa matter? Chicken?" Fraser had it. He reentered the smokey hall. "I'll play with you, son!" he called "I'll play. But we've got to make up the rules first. C'mere, we've got to make up the rules." Cautiously at first, then much more boldly, Powell headed up the corridor ...

Koenig looked over the reconnaisance summary. "So you convinced him that you'd play with him if he'd go with you? Unorthodox, but it was smart thinking, Bill. Good job." He turned to Helena Russell, "Well?"

The comely Medical Head turned from the bed and said, "His brain is damaged to only a slight degree, but it's enough. What's got me puzzled is what's been done to his brain."

"Explain."

"Well, his brain - like everyone else's - is divided into three sections, the fore-, hind-, and midbrain. Each of those three sections is subdivided also, but the big difference between his and ours is that his is not only divided normally, there are man-made plates that seperate each section from the others."

"Plates? Why put plates in a man's brain? Koenig pondered.

"Safety," Maya interjected. She had seen the report and was listening quietly now.

"Yes, safety. I'm not sure exactly how, but in case of an emergency, certain sections would cut themselves off from the rest of the brain..."

"...Thus leaving the other, "more important," parts of his mind the remaining low oxygen supply." finished Koenig.

Maya wasn't satisfied. "But why isn't he normal now? If everything was..."

"-That's another thing I don't know. Why he suffered damage is something we've still not worked out. If all was well, he should be up and around right now, instead of in there under sedation."

"Then what is his present condition?" Koenig asked.

"Physically, he's weak. Nothing that time and exercise won't cure. Mentally, now that's something else, John. From reading Bill's report it seems he's only lost memory, he's mentally about 8 years old right now. I'm not sure, but maybe"--

--"Maybe what, Doctor?"

"Maybe we can go in and stimulate some of those divisions, find out what they are, and, possibly, the extent of the damage. Who knows? Maybe we can bring back a partial memory of his life. I'd rather not, though, what's been done to him is risky enough."

Koenig was thinking. "Can you, Doctor?"

"Huh?" Helena's thoughts were elsewhere.

"Can you go in and 'revive' him?"

"John! You're asking me to play with a man's brain. I was only speculating. Maybe after a time, after we try out some ideas other than that. We just may be able to reeducate him. But right now we're in the dark."

"Okay Helena. But if any of your other ideas don't show promising results within a week, I want you to operate. I'm not going to have an 8 year-old running around Moonbase Alpha. The men and women here have work to do, we're still not in the clear about living here. And we can't depend on planets every other day."

"All right, but give me some time. And Ben Vincent. He knows more about the human brain than anyone else on Alpha. I'll let you know when we're ready."

Satisfied, Koenig turned and headed for the door.

"John, this isn't something we do every day either. Although I see your side, I still disagree with your decision. The responsibility will be yours, not mine!"

He nodded and left.

Commander's Personal Log: 544 days after leaving Earth orbit. At 2:07:08 yesterday, Computer reported a heat energy reading at the far

edge of the Mare Humorum, (-28°, -44°). Pilot Bill Fraser and a recon team were sent to investigate. Arriving at the Mare, they spotted a four-story complex containing the most recent scientific equipment. Twenty minutes into their search they came across a man in his late twenties. He was unclothed, carrying a stun-gun, and 'playing'. Upon coming across the man, leader Fraser was fired upon and superficially wounded. The man, whose name is yet undetermined, then cried out, "Let's play!" to the group, thus giving Fraser an idea as to how to take the man without prolonged laser fire. Convincing the man that we would indeed play with him upon returning to Base Alpha, they came back.

The subject they found was the only person at the complex. Obviously, there were some 23 people at the Humorum Complex before the accident. 22 sets of clothing were found at various locations throughout the building in all, their owner owners' bones decaying. Further investigation has shown that, aside from several test animals, he was the only human in a tank. The test animals' tanks do not have timing devices, we suspect that they were there for indefinite timespans.

The survivor has the mind of an 8 year-old boy while his body is that of a 28 year-old man. Somehow a malfunction in his tank caused brain damage, resulting in his present affliction. After almost 3 weeks of study, Drs. Russell and Vincent have determined that they can go in and stimulate his brain in order to "revive" his memory. The operation is tricky, but they seem assured of success. The operation is scheduled for tomorrow...

Medical Log: 546 days after leaving Earth orbit. Doctor Vincent's operation was a success. The patient, whom we now know to be Gregory Powell from study of the Humorum Complex's computer, is doing quite well and will be awakened tonight.
431AB-c/d-86 Endit.

"Do you remember the Ultra Probe, Commander?"

"Yes, we do," replied Koenig. His private office was packed, he and the department heads were seated around the conference table, only John Koenig and Gregory Powell were talking now.

"Then you will see the reasoning behind this venture. Not long after the Ultra Probe returned, the Lunar Science Research Organization began seriously looking into cold sleep, hibernation, cryogenics, call it what you will. They thought that, if achieved, it could be used for interstellar colonization and study - of course there are other uses too. Construction of a test center began about eight months before the accident that sent you off into space - as you told me. We had planned to find a volunteer and put him under for two years."

There was a general gasp. All other attempts at cryogenics had failed miserably, even if only for a few days!

Koenig said nothing, so Powell continued. "I volunteered, there was no special reason, really, I was right for the requirements and they accepted me. I was put into my tank about two weeks before your accident. The others at the complex were to monitor me during the entire period in case anything anything went wrong. In case of failure, I was to be revived or," he paused, "Or killed if the situation were that bad."

"The entire operation was kept secret," Koenig stated. "Why?"

"So you really didn't know. The only people who knew were the men at Humorum, a few men on Earth, Commissioner Simmonds, and myself, of course. Oh! - the present--er, sorry, past Commander of Base Alpha should have informed you. He knew all along.'

"Again, Greg. Why?"

"So that if any fool--sorry Commander, if any unaware pilot flew near or over the complex we'd be spotted. Commander Gorsky, I believe that was his name, checked all flight plans ahead of time to make sure that none would come near the Mare. Everything was kept secret so that if it failed, well, nothing ventured..." he broke off.

"I see," agreed Koenig. "Any idea why Gorsky didn't tell me?"

"Maybe that was Commissioner Simmonds' job. I still don't see why one or the other of them didn't tell you. But to get back to my situation. From reading your report," he looked up, "Mr. Fraser, it sounds like the oxygen tanks must've been punctured when Area 2 went up. The men, my friends, monitoring me must have been killed at about the same time." Powel stopped suddenly, a man lost in memory.

"But that was two years ago," he added quickly. Please let me publicly thank you and your staff for saving

...e from sooner or later killing myself with that laser. Um, where is Doctor Vincent?" Ben Vincent squeezed through to the front of the crowd. "Ah, thank you especially, Doctor. I am greatful to you for everything. You have given me another chance."

Ben beamed and made an effort to look modest. "Shucks, 'tweren't nothin' he kidded. Seriousness broken, the crowd laughed and began talking away, though most of it was aimed at Powell. Koenig decided he'd heard enough for now and got up to--

"Going somewhere?" asked a voice.

He looked around. "Nowhere in particular. How about a victory drink, then? You've done a helluva job, Helena."

"Oh, cut that out." She said. "And let's go get that drink."

As they headed into the corridor, John asked her, "Your quarters or mine?"

She didn't bother to answer.

Commander's Personal Log: 550 days after leaving Earth orbit. Our mystery man, Greg Powell, is getting along very well with thr crew. His job at Mare Humorum was General Technician, and he's proven that he deserves a position here on Alpha. He's a young, imaginative and innovative man, I think he's adapted to life without Earth amazingly well - perhaps too well...

"C'mon Suzie, you know as well as I do that this is possible."

She looked at him reprimandingly, "Possible, yes. Workable, no. Forty people is nowhere near enough. The only way you could convince the Commander to let this plan go through would be if a minimum of 280 Alphans could go. That's excluding the Commander," She smiled secretively, "He'll want to go down with his Moonbase."

He laughed. "Probably would." He stopped and looked at her, she held his gaze. Ever since he had come onto Alpha she was glad that she'd chosen biology over botany.

"But I still think it could work," he stated after the silence.

"You pushy jerk. Sometimes I think the only thing you think about is that ship." Her eyes sparkled.

"That's not all I think about," he began. He leaned over and kissed her. Yep, maybe staying on Alpha won't be so bad after all.

...He's also showing a healthy attitude toward the female population on Base Alpha, which is by no means a problem.

There is one thing that still worries me. Seeing that the cryogenic tank has worked, he is busy working on an idea that calls for the construction of a ship that could conceivably carry us to Earth. I sincerely hope that he accepts the idea that it will fail; we neither have the material nor the fuel to spare, and that ship would be big. Nor do we know if Earth will be where Computer predicts it to be. I must speak with him about it.

"Hey, Commander. I know that this will work. The figures say so."

"Greg," Koenig began, this would not be easy, I don't know about those figures. Remember, you're the only one who knows what is necessary for the cryogenic tanks, and besides, you can't know if they're correct. Your mind has been tampered with. The loss of oxygen that you needed, our fiddling with your brain, and you still don't remember parts of your past. I don't want to chance it."

"Sorry, Commander, that won't work. I've had professor Bergman and Computer look these over, they're right," Powell stated.

"Okay Greg," Koenig gave in. "I'll give the reason why I don't look favorably upon this venture. First, I don't know for sure if your figures are right, at least to the point of where I would go with you. Second, I've been on Alpha since the holocaust. I've seen my people delirious over seeing another planet that approximates Earth conditions. And then I've seen them mope for months after we find out that, for some reason, we can't live there. The biggest problem I have here is morale. The ups and downs are ruining these people. Hell, it doesn't make me none too happy either. We've had so many chances and so many letdowns, and now you come along with this. To me, it's another possible letdown--no, make that probable letdown. Before I consider this, I'd also like to find out how many people you propose to take."

"After looking around Moonbase Alpha over the last few days I've compiled a list of the resources you have against the needs of the ship. It is only enough for...for forty

ople." Damn! Now he'd done it! Koenig ould never let him proceed with only orty people in the balance, and that ould mean taking Alpha apart piece by piece.

"Wow. I'm sorry Greg. I can't see any way I'm going to agree to that. No. Let me finish by telling you this, maybe it will help you change your mind. About 120 days ago we came into contact with Earth." Powell's eyes flashed, his attention was glued onto Koenig.

"A breakthrough in neutron technology helped them find and contact us. We were ecstatic, of course. They had developed a method of neutrino-transference that could "beam" the entire contingent of Alpha back to Earth. They gave us the information for building the sending station. Something happened, went wrong, and we were unable to make the transfer. But, during that time, they told us about Earth. Decades had passed while we were in flight, the Earth had lost all her foliage. All that was left were massive mountains and valleys and wide expanses of nothing. The human population now lives in many immense domes, each one an entire city. Right now they must be more crowded than ever, and there are no trees or grass or blue skies anymore, Greg. Can't you see. Earth is a waste planet. Those who still want to go to Earth will eventually convince the rest of Alpha to go too, and then they'll realize that only your forty people can go. After that, they'll simply be let down again. I don't want to order you to drop this idea, but until you can work out a better one I ask you not to go circulating it around Alpha."

Powell sat and thought about what the Commander had just hit him with. Earth must really be the pits. "Yes, Commander. I'll...he dropped off.

The Commander's private office was empty of the crowd that had been there days earlier, but Helena, Victor, Tony, and Maya were lounging around the perimeter, ready to assist Koenig in his plea to stop Greg from spreading his plan. They were not needed.

"I think you'll see my point, Greg. Thank you for stopping by."

He smiled. "Sure Commander. I think I see what you're driving at. Besides, who'd want to go to Earth anyway?" He got up and left the office.

Victor moved towards Koenig. "You know, John, that idea of his is - just barely - feasible." He shrugged. "That is, if you'd want to risk it."

"Yes," agreed Koenig, "if I'd want to risk it..." he stopped. Enough for one day. John Koenig rose and headed for his quarters. The others stood and followed him out, their chance to go home would come another day.

Further down the corridor, around a few corners, Powell was headed for his quarters. Why forty people? he thought. Why not one? He thought of Suzie. Or rather, why not two?

Whistling, Powell walked on.

Moon Market - classified ads

The Springfield Space:1999 Club (based in Springfield, but not a local organization) publishes a bi-monthly newsletter called Alpha Log. It runs about 12 to 15 pages per issue (lately somewhat larger than that). It is full of news and information concerning Space:1999 as well as the whole world of science-fiction. Short stories, episode reviews, interviews, original art, and other such creative material is included in each issue of the newsletter. Alpha Log is a regular part of the "Springfield Space:1999 Club". Our regular membership fee is $5.00 (this includes one year of Alpha Log, membership card and membership certificate).
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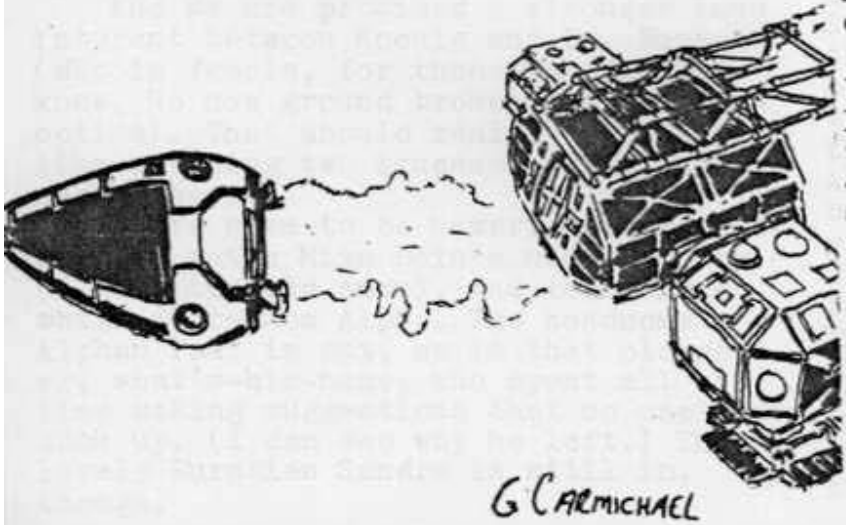


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The Alphan Archives

Space:1939 by Baird Searles
The Magazine of Fantasy and Sci-Fi.
December, 1976

Alert readers will gather from the title of this piece that we are in for another season of Space:1999. Steel yourselves; from here on up it's downhill all the way, as Pogo used to say (or was it the other way around?).

Anywho, a whole new series has been produced in England (coincidentally, production on "Year 2," as the publicists are calling it, didn't begin until it was a sure thing that the series was a moneymaker in the U.S.). There have been highly publicized changes in the format of the show, so I sat down to watch the first episode with some curiosity.

Aha! There is a new, and somewhat handsomer logo. Then we are informed that Alpha (and Luna, too, we presume) is 342 days from leaving Earth orbit. (Funny. It's seemed like years.) They've survived another space warp, and are now 6 light years from home. (There's Barbara Bain, and she has a newer, softer hairdo.)

They need titanium desperately, and so they drop in on a "nearby planet." (I begin to feel a slight sense of deja vu.) It's a messy place with lots of active volcanoes, but the Eagle scout reports that there is titanium, then heads home. It is followed off the surface by a glowing green ball. (By golly, that's new! All the glowing balls last year were blue!) The Eagle is captured by the ball, and soon thereafter the screen on Alpha lights up, and what looks like a fugitive from Flash Gordon announces that he is "Mentor of Psychon." (Right here I begin to feel a definite sense of deja queasiness.)

Mentor lures a rescue party down to Psychon with a smooth manner and promises to play fair. He has a daughter, Maya, who can redo her molecular arrangement a good deal faster than most women can restyle their hair, and can therefore change into anything. It's not made clear whether this is a racial characteristic or her own peculiar talent. Whatever, she has an amazing repertory of Terran animals for somebody that's never heard of the place before. In human form, she wears a dress that continues her father's 30s theme; of sivor lame to the floor,

has a maribou at the hem and down the ms (that's curly ostrich feathers, mmy) and looks like a Mae West reject or She Done Him Wrong. The dress disappears conveniently when Maya is gallivanting around as a lioness, or a dove, or a gorilla and, unfortunately for the randier members of the audience, reappears just as conveniently.

To make a long story short, John Koenig (according to the Space:1999 "Official Handbook," his middle name is Robert, for those of you who really care) Dr. Russell & Co. escape from Mentor of Psychon's nefarious clutches. This is accomplished when Koenig smashes Psyche of Psychon to bits. Who's that? Psyche is a "biological computer" that looks like masses of tubes of boiling Kool Ade, and it was to Psyche that Mentor wanted to feed the human's life force or mental energy or some such (a minimal diet, in any case). But they do it with aid of Maya, who is a good girl despite her Mae West dress and tendency to change into a gorilla at times.

After the planet blows up, they return to Alpha, with Maya in tow - she is to become their "resident alien" i.e. a regular on the show.

There is also a subplot (and sub's the word, all right) about a newly married Alphan couple, the male part of which (of course) is on the captured Eagle scout, and the female part of which (of course) spends a good deal of time expressing anguish and fainting. They end up blowing kisses to each other through the view screen (they deserve each other).

Let's see - what else is new? I forgot to mention the BEMs. It was good to see a BEM again. They were almost as enthralling as the tentacles on last season's second show.

And we are promised a stronger love interest between Koenig and Dr. Russell (who is female, for those who don't know. No new ground broken in that direction). That should really be exciting-like watching two iguanas making eyes at each other.

There seem to be newer, softer costumes to match Miss Bain's new hair style (I miss the old ones), and less large white spaces on Alpha. The handsome Alphan Paul is out, as is that old geezer, what's-his-name, who spent all his time making suggestions that no one ever took up. (I can see why he left.) The lovely Eurasian Sandra is still in, though.

Now with all these major changes, I can see why they couldn't get around to a minor matter such as getting sensible writers (preferably those cognizant with s/f) who could put out stories that at least made a try at convincing speculative concepts.

But I must say the production as a whole is as spectacular as ever, and fun to watch in a mindless way. And I must say one thing on the writer's behalf. Obviously they have been instructed by the producers to stick to the old series classic episode format, a cliff hanger before every commercial; that is at least every ten minutes. It's like instructing a writer to write a short story with a climax to come every two pages exactly. It's hard to work sensibly within that kind of restriction.

But I'm afraid that Year 2 on Alpha looks about the same as Year 1; pretty rudimentary s/f.

Comlock Talk - Letters from our readers

Dear Curt,

Last issue's Comlock Talk brought up a couple of things I'd better reply to. First, I must agree with Myron D. Wieler on his point about Tim starting in on the second season and not going backwards, he could have done some more "elbow greasing" but maybe there were other reasons why he couldn't go back. Finding those people would take money and time. Suppose he couldn't even find half of them? Or maybe he was lazy. But you must also realize one thing about this book's author in relation to "The Making of Star Trek". To Tim this was just another show. He hadn't even heard of it until he was asked to write about it. To Gene Roddenberry, who created Star Trek, and Stephen, who was a fan, they together would explore every facet of the show because it was one man's life and the other's love. So, of course they would probe and be more detailed. Also, "The Making of Star Trek" would be an automatic hit. No matter how much you may argue, there are still more Trekkers than Alphans (though we are rapidly gaining) who would buy the book. Tim was chancing it because Space:1999 articles (the dealers feel) aren't in much demand. I should have used the word improve in regards to the 'saving' statement. I have a story behind this sentence that you'd better know.

I was ready and waiting for Space:1999 when it first came on, hopeing to get rid of the Enterprise stories that I had memorized and into something new. The time slot was Friday at 6:30, I tried to watch the show but soon I was side-tracked and lost interest. I felt that while the stories and over-all concept were excellant, the people were mainly robots with human minds. Not knocking the acting, it was good, but all the humaness went into the guest stars, especially Commissioner Simmonds (Roy Dotrice), Raan (Peter Cushing), Dr. Ernst Linden (Jeremy Kemp), and Luke and Anna (Lisa Harrow and Mike Sheard) As for the regulars, they were unatural around each other. In 'The Full Circle' when Helena came out of the fog to meet John, their embrace was very unnatural and cardboard-like. The same in 'Black Sun', so I left it.

Then about the beginning of the second season I tuned in again, this time Saturday at 5:00. The episode was "The Metamorph". I was just into it when the station went on the fritz, I had to know what had happened. Luckily, the next week the station replayed the show and now you have an Alphan. I was hooked, Maya had caught my interest. And with Maya came Tony and their fun relationship. The characters were more human (to me) and up-dated in costumes and hairstyles. From what I gathered Fred introduced these two and added a spark of humor and romance.

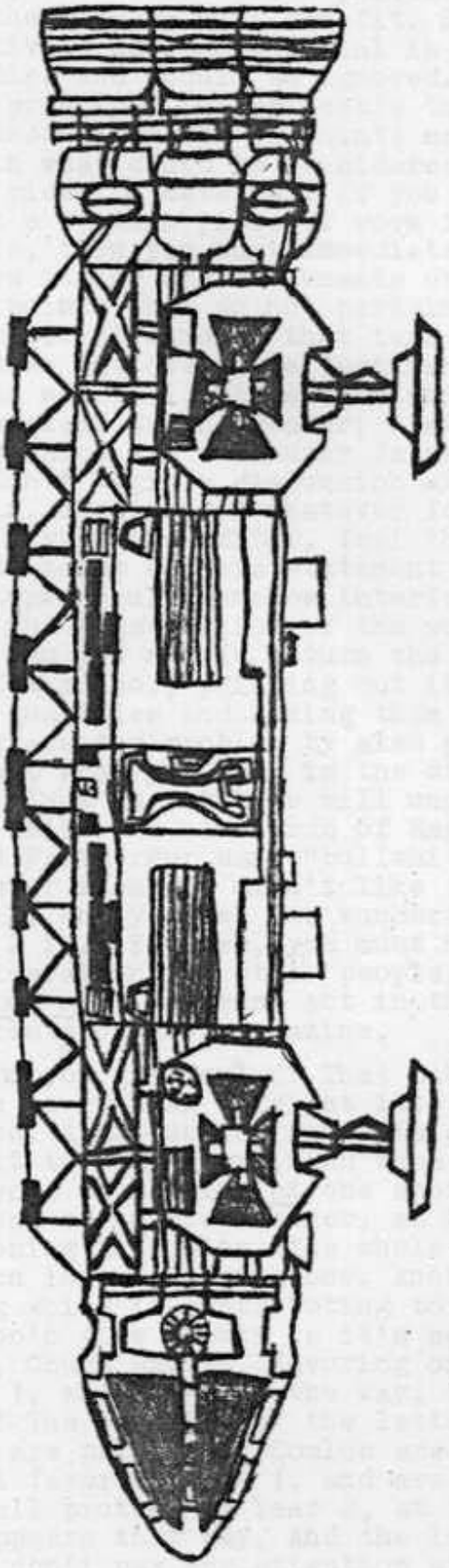
In reference to the juvenile intelligence I must say that "Brian the Brain" may not have been the greatest in regards to science fiction scripts, but, if you can't sit back and enjoy the humor and fun in a show such as this script, then why are you watching if not to be entertained?

I never saw "The Taybor" so I can't comment.

As for Fred messing up Lee's show, Lee was just too strong for any human foe or foes, so to make him not look like a strong-arm for the OSI he had to take on more dangerous foes. As for "Star Trek", I enjoyed and remember best the third season shows than the others because of the intricate scripts. Example: "All Our Yesterdays" in which they time-travelled backward and "Requeim for Methuselah" in which Kirk fell in love with a robot. Those two episodes have always impressed me.

I'm sorry about rubbing you the wrong way but to each his own opinion and I hope you can see my way and understand a bit more, Myron.

Sincerely yours,
Sandra Sprecker



Comlock Talk - Letters from our readers

Curt,

I am extremely pleased with your positive attitude toward my work, which I am doing exclusively for Eagle:1. Why am I writing exclusively for Eagle:1? Well, I feel it has the greatest potential for becoming the most popular Space:1999 Fanzine, as it contains various kinds of material; it isn't specialized in one particular field, such as news, or creative writing - it's a little bit of each. Like you said, all you really need right now is good material to print. Well, I have seen two issues of Eagle:1 so far, and from what I can see, most of the material is good. I really enjoy the "Stunners" by Tod Ellsworth, and the letters of comment are interesting and thought-provoking. I thouroughly enjoy the photos and I especially appreciate the merchandising info. I also think that "The Alphan Archives" is not only an excellant idea, but something which is necessary if fans are to be well informed as to the manner in which the series was publicized and promoted. However, I think I know where your real problem lies...

It appears as though you are not using your full editorial power for the benefit of your magazine. Your own editorial is well done, is informative as well as informal, and I enjoy your cute little hilarious insertions every now and then. However, the problem is in the type of material you are printing. I'm not criticizing, I'm trying to make some helpful suggestions. Take, for example, the letter of comment by James D. Denny in issue 4. It is obvious that Denny's opinions on "The Beta Cloud" were not based on fact, and they didn't make any sense, so the whole letter was useless. All it did was make a lot of false statements about an episode which, although it was far from being the best of Year 2, was on the most part, good. Now, you may think it would be a good idea to print such a letter so that readers will recognize Denny's inability to form well based opinions, and so that they would be able to respond person ally to his letter, therefor helping Denny by giving him (possibly) some insight into opinion-making. It seems right to help someone out in this way. On the other hand, an article which is going to benefit only one person should be adapted into a personal letter of communication to the person it is going to help; it should not consume valuable time and money which could be used toward good ideas, ideas from which practically all the readers will benefit. Such relatively useless material is ignorable, and should be ignored. The same principle is applicable to useless statements or points made within what could be considered a good piece of material. If you think a certain piece of work is usable, then you must immediately review it for any statements or made points that do not pertain to the topic at hand or that tend to bog down the overall effectiveness of the material, statements which are useless to the reader; statements which are obviously false. You don't begin a discussion with trivia, it degrades whatever follows it. If you, the editor, feel that the omission of this statement or sub-topic would somehow interfere with the presentation of the work, then you you should return the work to it's author, pointing out it's good qualities and asking them to alleviate the problem by also point ing out what you feel is the mistake. Such an attitude will undoubt edly raise the standards of Eagle:1. (Fred Freiberger said "bullshit" to whatever ideas he didn't like for Year 2, and you see how wonderful Year 2 is.) You see, you must have consideration for other people, <u>but most of all</u>, you must act in the interests of your magazine.

Do you get Comloc? That publication is running straight into the ground. A discussion 'zine is difficult to keep alive, and when everyone is talking <u>at</u> one another, instead of <u>to</u> one another, as is happening in Comloc, the whole situation is an annoying one. Another thing which is contributing to Comloc's slow growth is it's editor's, Chuck Raue's, favoring of Year 1, which is, by the way, the pits! The majority of the letters that are printed in Comloc are in total favor of Year 1, and are also in full protest of Year 2, at least it appears that way. And the letters don't pay any attention at all to one another; the only time they speak with reference to someone else's letter is when they disagree, and even then they don't explain

y they think as such. This makes for ery slow discussion.

I also have a few corrections to make: Tod Ellsworth's column "Command Center" records "One Moment of Humanity" as having no established date; this is not so. There was a status report and the date was clearly given as 515 days after leaving Earth orbit. "The Mark of Archanon" also had a date, but then you've already made that point clear in your remark. And yes, in reference to your statement about "The Bringers of Wonder," the producers did make such a glaring mistake as to have parts 1 and 2 603 days apart! However, it is undoubtedly one of those common, excusable typographical errors. The episode was definitely meant to occur around the date 1912, however, such an error is quite simple. You see, the final draft was probably typed up by someone whose mind was distracted for a moment, and probably, for some reason, thinking of the number 25, typed that number instead of 19. The last two digits were probably meant to be just as they are, since 1915 days would have been an appropriate date for part 2. Another thing, the date for "The Seed of Destruction" is distinctly given as 1608 days, and I think, as you said, you must have bad hearing, but that's excusable. You see, no one is perfect, as some people seem to think the contrary. That's exactly why you must expect some technical errors in anything, even Year 2. However, you will be pleased to learn that I have thoroughly analyzed every Year 2 episode at my disposal for scientific accuracy and technical consistency and have turned up no errors whatsoever, other than 2 or 3 definite typographical errors. It is quite easy to distinguish between an error made do to the fallibility of the human being and one made due to absolute scientific ignorance or lack of technical reasoning. I also expect that the other 12 episodes that I do not have on tape, most of which I have not even seen yet, are also amazingly accurate and consistent. And about Starlog's timeline for Year 2, forget it. I recently spoke to David Hirsh over the telephone and he told me that most of the dates are wrong because Starlog worked from the scripts, and not from the actual episodes, and there were vast alterations in the dates before the final drafts were complete. I can't understand why most fans despise Fred Freiberger, as his work shows that he is more than just competent to perform the job of producer/story editor. It is quite reasonable to conclude that the more versatile your working team is, the better the final product is, which is why Year 2 is much, much better than Year 1.
Continued luck with Eagle:1.

Sincerely,
Dean Godin

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Your mailing label explained

6 - The number after your name on the mailing label is the number of the last issue you will receive.
Last - Your last issue unless you respond.
Futr - Your article or artwork is in our files and will be used in the future.
Free - You are receiving a free subscription.
Trad - This is a trade copy.
Samp - This is a sample copy.
Sing - You didn't order a sub. but you purchased a single copy.
Owe 6 - The number after the word owe states that I owe you that single issue and It will be sent to you when it is printed.

Answers to last issue's 1999 stunners

1) Zarl 2) Her Bonzi tree 3) A German Sheperd 4) Helena, she broke Cantar's protective membrane and talked him to death 5) Dr. Shaw 6) Sahn 7) His comlock, when Koenig's calling irritated him 8) Two--Sally Martin and Mark Sanders 9) Orange 10) Three hours 11) Eagle 1 (appropriate, isn't it?) 12) "I am your creator!" 13) Two 14) Pure white 15) 248 16) Eagle 6 17) Third 18) "Moonbase Alpha Status Report, 1912 days since leaving Earth orbit." 19) Eagle 4 20) Protons 21) Blake Maine 22) The Universal Plague Warning Signal 23) Three--Sahn, Tony, and Maya 24) Tony, he gasped, Sahn, Tony, Guido, Commander Koenig.

Space:1999---Critical Overview

By Alec Barwick

Episode: "The Metamorph"
Writer: Johnny Byrne (though extensively re-written and changed by Fred Freiberger)

"The Metamorph" opens with the beginning credits running first thing. The special effects of the planets in space, the Eagle flying over Alpha, the nuclear waste fields exploding, etc. were very nicely done. The captions credits that roll by, along with the scenes, were well done and did much to explain to the average viewer watching the show for the first time just what the situation was that existed in the program. A nice touch so people would know that Alpha was a base on an uncharted trip through space. The credits for Koenig/Landau, Bain/Russell, and Maya/Schell were also very nicely done....though I must admit that I find it interesting that Koenig is sitting nicely at his desk and then he suddenly turns to what was behind him and shoots....ever wonder what in the heck he's shooting at, or are the Alphans in second season that trigger happy, shooting at anything that moves?

The episode itself opens with Helena Russell recording a segment in her medical log. The scene shows us for the first time the new Medical Center, the new Female uniform, and Mrs. Bain's new hairstyle, three nice things. The scene then trips all over itself in format flaws. First of all, Helena Russell says that it's been 342 days since the Moon had left Earth's orbit. This is blatently impossible because not only is it impossible to believe that the Moon encountered all the situations that occured during first season in the span of less than one year, but in the first season episode "Dragon's Domain" Helena states that it had been 877 days since the Moon had left Earth....clearly making the date in "The Metamorph" impossible (and explanations by David Hirsch aren't withstanding....the things that Hirsch writes in the Moonbase Alpha Technical Notebook are his own contrivances to make the two series fit together....the series stands for itself). The second technical error related to format is that Helena says that there are 297 people on Alpha at the time of "The Metamorph". This is impossible because taking into consideration the deaths that occured on Alpha during "Breakaway" and the remaining first season episodes it would be impossible for Alpha to have more than about 275 people alive by the beginning of the second season.

The story of "The Metamorph" is a relatively simple one: Mad scientist confronts Alpha---Alpha defeats mad scientist---Mad scientist's daughter joins the Alphans. Mentor, a scientist of the planet Psychon is trying to restore his planet to it's natural beauty by a machine he has invented. This idea is interesting. A man so devoted to his world that he is willing to risk his life and put all of his energies into a project to correct the death contorsions his planet is experiencing. The bad portion of his idea is that to power his computer he has to drain the minds of living beings with little bowls that fit over their heads and leave them mindless hulks when through. This undoubtedly is one of the most cliched concepts in all of science fiction writing. There's a good idea here but the development of the means by which the scientist is to carry out his project isn't. Psyche, itself, is ridiculous looking....bubbling multi colored Kool-Aid in glass tubes. Anyway, the story of "The Metamorph" is a hodgepoge of the good and the bad.

The character of Maya, who this episode is to introduce, is played very well by Catherine Schell. Ms. Schell brought to this role a touch of elegance and grace that few other actresses could. A character like Maya could easily be made into a one dimensional character of cardboard but thankfully Ms. Schell put as much as she could into her role. The powers of Maya are an old sf/fantasy /comic book standard....about as original as the idea of the brain-drain machinery of Psyche. Again we have a mixture of good and bad. The characterization of Maya is very well done but the powers of the character are badly done and would surely cause many problems in the scripts that came along later in the season.

The acting in "The Metamorph" is very uneven. Many of the people over act terribly and the worst of these is Brian Blessed. I believe this can be attributed to Fred Freiberger's

ject to make the actors "act" better. Instead of realism the acting projects to the viewer a very false feel.

Special effects in this episode are pretty well done for the most part. The space shots, explosions, planet scenery, etc. all come across as real, and impressively so. Brian Johnson's handiwork is still there in force.

The story of "The Metamorph" goes along well with flaws popping up here and there until one reaches the scene in which Koenig orders Tony to blow up the planet. Blow up the planet??? Wait a minut! This is Space:19999 Fred, not Star Trek. Since when did Alpha have the power to destroy whole planets? Alpha has very limited energy resources and very limited materials at their disposal. Now, suddenly, Alpha is going to have the ability to wipe out entire worlds? Talk about trigger happy.

Anyway, so Mentor blows up the Eagle carrying the blast charges and then starts blowing up sections of Alpha. Koenig tells Maya about her father, she sees the truth, and then releases Koenig. Koenig destroys Psyche and Mentor dies, telling Koenig to take Maya with him, before he meets his end. The Eagle escapes and the planet blows up.

My first gripe with this ending is that the planet blows up and becomes a blazing nova/star. Why? This is totally ignorant of all science. A planet can not blow up and become a nova/star. If Psychon exploded it'd break up into large chunks....it wouldn't become a star.

Another flaw is the relative ease with which Koenig accepts Maya as a member of the Alpha crew and invites her to be their Science Officer. Koenig is too suspicious and careful a commander to offer such a thing to Maya that easily. Comfort her, yes, but Koenig wouldn't make such an offer like he did that quickly.

All in all, "The Metamorph" is an episode with some good ideas and some good scenes but which is flawed by technical/format errors, bad scripting, and poor acting. Done a bit differently this could have been a good episode.

Rating (out of 100 points)

Scripting--------30	(out of 60 points)
Concept---------- 7	(out of 10 points)
Acting----------10	(out of 20 points)
Special Effects-- 8	(out of 10 points)
55 points total	

90-100--Excellent
80-90---Good
70-80---Fair
60-70---Poor
50-60---Bad
less than 50---Disaster

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"Chop, Chop, Fizzles The Plot"
or
"The Axe Man Cometh" by Paul Shorr

Having always seen Space:1999 on a station that never edited any of the episodes, I always found it hard to relate to the predicament of the many fans whose stations cut a bit of the shows to make room for an extra commercial or two. I always figured "what could 2-3 minutes out of 54 minutes hurt?" Little did I know what I would soon find out.

About two weeks ago a station I get via cable TV picked up 1999. I found out that they were going to be showing it every day of the week and my happiness knew no bounds. The first night it was shown I had to miss it because of a biology exam. The next night, though, I was right there, ready and waiting to see one of my favourites, "War Games". What I saw was labeled "War Games", though it bore little resemblance to my favourite show. At 6:00 when the episode was to begin there was no spinning ITC logo, no view of Hawks coming to Alpha, no Victor standing behind Koenig reminding him that they're in trouble. Instead, they showed the Bain/Landau credits and the series credits. They removed the entire teaser! Undaunted, I figured I may as well continue watching--afterall, how much more could they possibly need for commercials. I found that out when they removed the entire Command Conference scene and half of Koenig's and Helena's Eagle trip to the planet. Later, after they cut out the landing sequence and the portion where our fearless duo leave the Eagle and just cut directly to them in the alien chamber, they show koenig being hit by the alien ray and killed. What they don't show though is the part where Helena revives him! ARRRGGHHH!!! Oh, and I mustn't forget the real gem of a mistake in the parts they

d show. Remember the scene where Medical enter is in a state of chaos and the window springs a leak? Well, when this wonderful station showed it they started it by having Koenig and Paul running into the room, pulling people out, and then having them all run out into the hall just in time for Mathias to get sucked out the window. After they're all standing out in the corridor, safe and sound, the scene changes to Koenig in Main Mission answering a frantic call from Helena warning him about the fact that the window has cracked, and in the background is Mathias attempting to repair it. Neat trick, huh? And this is just one example of the wonderful editing this station does. They've continued to show teaserless episodes up until this past Wednesday when they actually showed one for "Dragon's Domain"---unfortunately, they made up for this unprecedented deed by hacking out almost a 15 minute segment from the middle.

The point I'm trying to make is suppose you had never seen "War Games" and you were to have seen it on this station. What do you think your reaction to it would have been? Not very positive, I dare say. And when you think that there are many stations that show 1999 cut like that, it makes it very easy to understand why so many fans in so many areas reacted negatively towards the show. Year one episodes could be completely ruined by the haphazard deletion of a single segment of dialog and important scenes that reveal the entire message of the episode, can be wiped out with one quick snip of the scissors. Imagine "Collision Course" without the teaser, portion of Arra's speech, and the tag; try to imagine "Dragon's Domain" without knowing that Helena is relating parts of it as a story or without Helena's questioning of Celleni on Earth at the hospital; or imagine "Guardian of Piri" without the teaser and a lot of vital Koenig/Guardian's sevent dialog. What do you get: a 40-45 minute segment of film that has a lot of pretty special effects, no continuity, and most importantly, no story.

Okay, so we have stations all over the country that show 1999 edited to extremes and which have given 1999 a bad name in general. What can we do about it? We can write letters. Letters to ITC suggesting that they renew 1999 could also be accompanied by the suggestion that they see to it that a station does not cut the episodes, or, if they do have to cut for more commercials, they cut parts that have been pre-selected and approved by ITC, Gerry Anderson, or the writer of the episode so that the part deleted will not destroy the continuity of the story. Fandom has probably lost many a good potential 1999 fan due to the fact that a person who might have enjoyed "War Games", "The AB Chrysalis", "Dragon's Domain", etc. only got to see a piece of senseless gibberish. If we do get a Year 3 let's see to it that all fans in all parts of the country get to see coherent stories.

Post Note--WGNO-TV strikes again! After working a shift that prevented me from watching 1999 I had a day off and got ready to watch "Dorzak" (not a favourite by any means), and as I sat there, the station began to roll the beginning credits to the first season episode "Space Brain". Great!, I thought, I can see a Year 1 episode. Then, when the station came back from a commercial you see the title "Dorzak" superimposed over Maya. Wonderful! They show the trailer and credits to the wrong episode, from the wrong season, and they then join the episode in progress without showing the teaser which leaves one wondering why Maya is in Medical Center and why all the scenes that were from "This Episode" weren't in that episode. Ah, what a wonderful station!

Comlock Talk - Letters from our Readers Cont'd.

Dear Curtis,

I've borrowed a friends copy of the latest (?) issue of Eagle:1, no.5, and though I haven't had a chance to read all of it yet, it does look like a great improvement over no.2 and no.4 (the only other issues that I've seen to date).

In "Command Center", when Tod Ellsworth states that "Bringers of Wonder" had log dates that seperated them by 603 days you said that you felt that wrong. Sorry, but Tod's right. If you were to take the log dates from the series as being the actual sequence in which events in Year 2 occured, you'd have "Dorzak", "Devil's Planet", "Seance Spectre", "Lambda Factor",

munity Syndrome", and "The Dorcons" all curing while our fearless leader was laying incapacitated in Medical Center. Active and sneaky little bugger, ain't he? Just goes to prove that Fred Freiberger is willing to go that extra mile for us to make a truely stupid episode even more screwed up than it was in the first place.

You will have to forgive Tod for mistakes that may crop up every now and then when he compiles information from the episodes. WUAB-channel 43 in Cleveland is a very bad station when it comes to editing 1999. Often they are guilty of deleting important scenes and dialog from the episodes.

I'm not one to complain, but can I ask a question or two? First of all, why waste valuable space in your 'zine for something as useless as a list of the technical people, stars, writers, etc. of Year 1 and the episodes. This information is available readily to your readership in The Moonbase Alpha Technical Notebook and in The Making of Space:1999. Surely most of Eagle:1's readership have either one or the other of these publications, so why re-hash material that they already have? Why not fill this space with well written stories, articles, reviews, etc? In general, why not use new, interesting, original material instead of obvious filler material? Also, the "Alphan Archives" comes under this heading of filler material. Why not offer an alternate method to approach this situation. Okay, so some people want to see and read 1999 articles that have appeared in various magazines, newspapers, books, etc. Why don't you collect articles on 1999 from your subscribers and then when you've got a good number of articles you could publish a list of the articles you have and then offer to xerox them for your subscribers at cost plus postage. This way you would not have a good portion of your readership reading an article that they'd read long before (as I fear was possibly the case with the reprint of the Time Magazine article).

Please, don't think that I'm idly complaining. I'm not. I like Eagle:1 and think it could become one of the best, most vital, and most well done 1999 'zines around. That is why I offer my suggestions, for what they're worth.

Now, for a constructive suggestion rather than a constructive criticism.

Your printer does a good job with your 'zine. The print is nice and dark and reads clearly. Your format is well laid out generally, and is easy on the eyes. Your use of letter transfers is well done and straight (ever wonder why some people can't get those things on right? You'd think that if they were going to go to all the trouble and expense of getting them that they'd use them correctly). A little more artwork to break up the pages might benefit your format but other than that I think Eagle:1's format is excellant. Now for my suggestion....

Offset printing is expensive, there's no way around that. It's more expensive than either ditto or mimeo, the other most widely used means of fan printing, and even in some cases it can be more expensive than xerox (but not often). This expense can often be reduced overall by attaining a large readership (an area where you are well working in) and by the utilization of photo reduction in the print. Many 'zines utilize a reduced offset format in digest size and are well printed, nicely laid out, and easy to read. 'Zines like Alphan Moonscapes, The Clipper Trade Ship, Alpha Chronicle, and Comloc all used different types of printing methods before they settled on reduced offset as their main means of reproduction (TCTS used to be mimeo and then full format, 81/2 x 11, offset; Alpha Chronicle went the route of ditto and the xerox and full sized offset; and Comloc was xerox until they all went to reduced format). Reduced offset is a relatively simple and easy (as well as economical) way of printing. Basically, it entails your typing up your material on legal sized paper (8½ x 14) and then having your printer run off two sheets of material to one side of the paper. Your printer takes two pages of your material then shoots it for printing by reducing the two pages to one sheet of paper. By going to reduced offset you can print twice as many pages of material for the same amount that it'd cost you to print an issue anyway. Like I said, this is only a suggestion and you can judge the merit of it. I just think that with a smaller format you can give your readers more material without even having to raise your

...ces...and that, I think, would delight a number of your readers.

Chuck Rauc also showed me the copy of the Information Guide to 1999 Fandom, that you sent him. Very nicely done. I found a couple of things in there that I didn't know about before and will have to look into. I thought that I might mention that Eagle, the 1999 fanzine that you have listed for Chuck, is non-existant. It was to have been the club 'zine for the Space:1999 Association of Fans but when the club was disbanded the 'zine was cancelled. Voyager, though, is still in formation, as far as I know.

I didn't intend to write this long but I had a few things that I wanted to say. I'm looking forward to reading Eagle:1 #6. Until then, take care.

"To everything that could have been." *
"To everything that was!" **

Steve Griffis

*--Very appropriate line for 1999. Considering everything that the show had to overcome just to get as far as it did, it's a miracle that it came out well at all. The show overcame ITC ineptitude, bad handling by local stations, snubbing by the networks, bigotry from Star Trek fandom, bad time slots, Freiberger, and other things that went to hurt the show rather than help it, but the show could still have been better. It makes one really wonder what could have been done with the 1999 format if all these problems hadn't presented themselves.

**--Even with all that it's gone through, 1999 is still a fantastic science fiction television series. We have had the bad episodes (Taybor, Brian the Brain, The Metamorph, etc.) but we've also had the good ones (The AB Crysalis, Black Sun, Last Sunset, Journey to Where, etc.). We've had the good characters (Victor, Koenig, Alan, Paul, Helena, Sandra, Kano, etc.) and the bad ones (Tony). But, in all things, 1999 met the challenges and proved itself to be not only a good but a great science fiction series.

Ed.--Thanks for taking the time to write me and sending in your suggestions. I've taken your ideas into consideration and am going to act on most of them. I've been looking into the possibilities of a changed format for some time now and I will likely go to the reduced size next issue. With all of those 'zines going to reduced size it must have some advantages!

As you yourself pointed out, I have been using filler material in past issues but this was only because we hadn't been receiving very many good 1999 contributions. This practice will likely not be used anymore as of late we've been receiving many, many, good articles as you can see from reading this issue.

I've also been toying with the idea of offering xerox's of 1999 articles but at the present time I just don't have the time to follow through on this idea. If I ever do get the time you'll be the first to know.

Again, thanks for all the wonderful comments and I've taken the suggestions to heart. I want to remind everyone that I read all the letters I receive and appreciate what you have to say. I also answer all letters.

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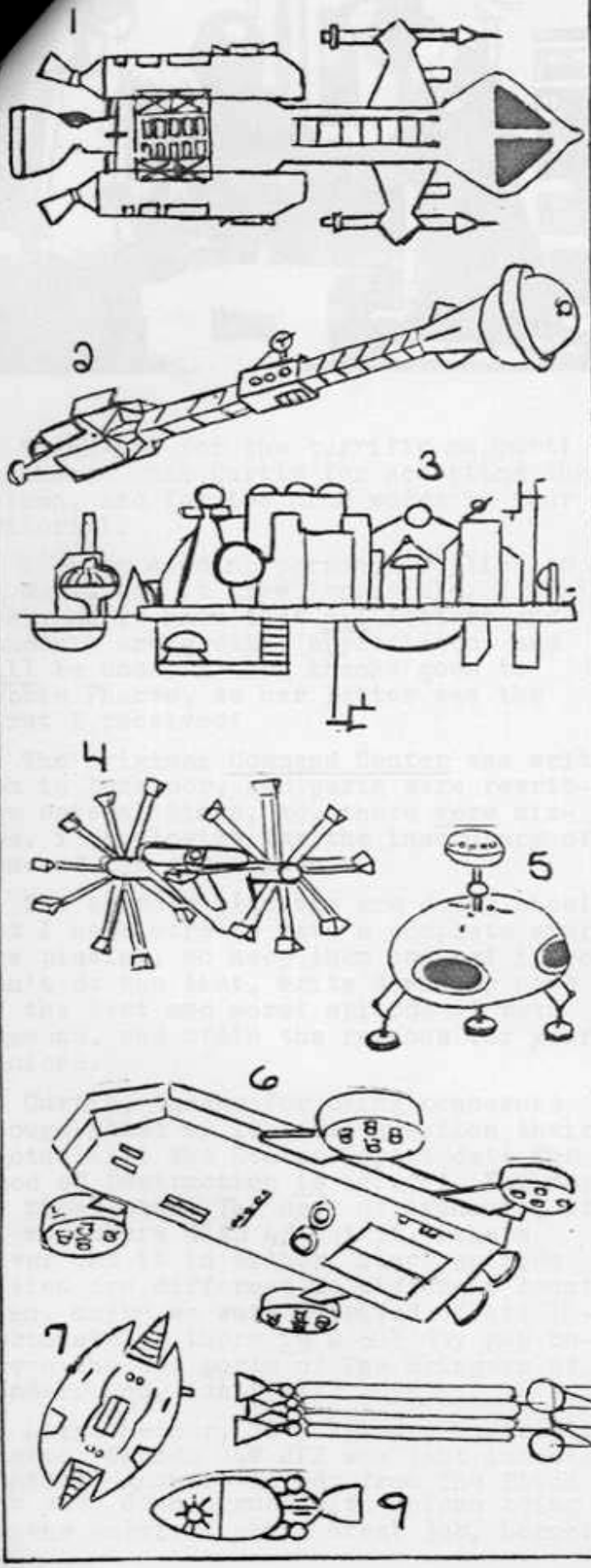
Michael Gallagher (Etrec) takes a break during "Mark of Archanon".

p Portfolio (Year 1)
. Jones

1 - Hawk Attack Ship from "War Games"
2 - Battleship from "War Games"
3 - Space Ship City from "Mission of the Darians"
4 - Gwent - "The Infernal Machine"
5 - Captain Zantor's ship Earth Bound
6 - Bethan Gunship from "The Last Enemy"
7 - Jarak's ship "Alpha Child"
8 - Ultra Probe from "Dragon's Domain
9 - Escape Pod from "The Last Enemy"



Behind the scenes shot of John and Mayo, complete with camera crew, from "The Valley Of Lutan".





COMMAND CENTER

Thank-you for the terrific support! Thanks so much Curtis for accepting the column, and for the kind words in your editorial.

I began sending personal replies to my mail, but it grew impossible. I want everyone to know that all letters and comments are greatly appreciated, and will be used. A warm thanks goes to Debbie Phares, as her letter was the first I received!

The original Command Center was written in December, and parts were rewritten several times, so, there were mix-ups. I appologize for the inaccuracy of some of the con comments.

The episode placings are doing nicely, but I need more to have a complete average placing, so keep them coming! If you can't do the list, write down the name of the best and worst episode of both seasons, and state the reasons for your choices.

Curtis, thanks for being concerned enough about my lists to question their factuality! The Status Report date for Seed of Destruction is correct. You may be right about The Mark of Archanon, if it was there WUAB 43 cut it. Others never had it in either. Since episode titles are different in different countries. maybe we were deprived of it! Unfortunately, there is a 603 day gap between the two parts of The Bringers of Wonder. Sad, isn't it?

Lorne Lecker, 5607 Palmer, Montreal, Quebec, Canada H4W 2P2 won last issue's contest! Answer--It was from The Black Sun when John argued with Helena being on the survival ship. Great job, Lorne! Times change as did the prize. The runner-up gets a Xerox, and the winner gets a xerox and a color Space photo! Ask Lorne about his...

Contest No.2--One of the regular Year 2 cast members received credit for an episode, and never said a word! Who was it, and in which episode? Clue-Martin Landau and Barbara Bain are Not included.

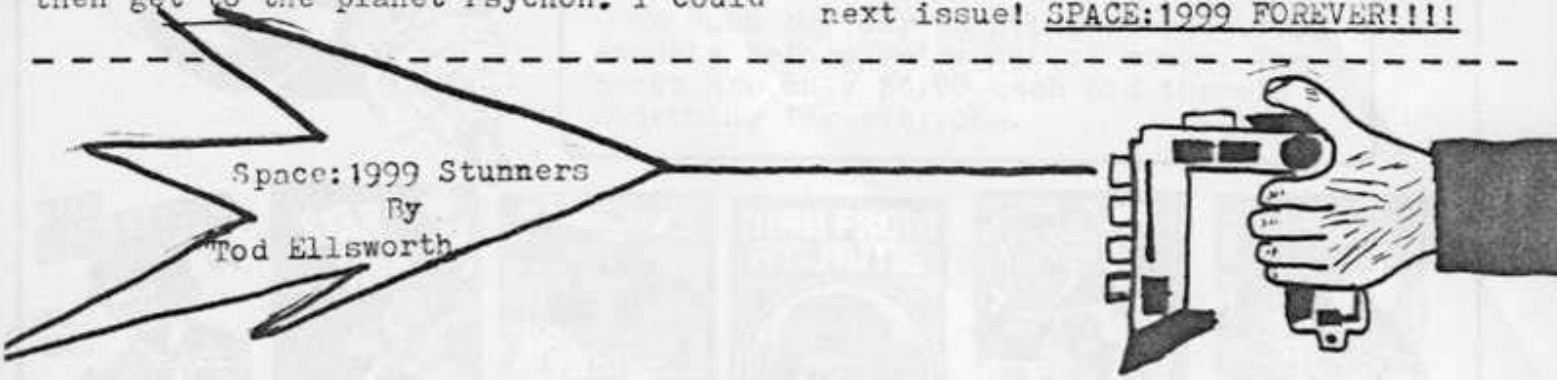
Make sure you date your letters! Canadian mail takes a week to reach me but if the answer is correct and it was written before any of those from America, you win! Because of that week, some of you will have to work extra hard. Fortunately, Lorne thought of the problem before!

Timothy Paxton was commented on by Lorne--"To Timothy Paxton who wanted to know who Carter was with on page 7. Alan Carter is alone! What you think you see is an illusion (named Jeanie) created by the creatures in Bringers of Wonder." Lorne also brought up a question for Command Center--"I have been a Space fan for quite awhile, and one of my favourite things is the Comlock. With the aid of the Tech. Notebook I have mastered most of the Comlock systems. The only thing that stumps me is, when you transmit, how do you get a specific person? Could you help me with this?" Lorne posed a very good question! Send me your suggestions. In fairness, I will withhold mine until the results come in.

"My feelings about F.F.? Utter cold hatred", wrote Suzie Molnar, "I feel that he went overboard in making

anges. Not that some changes couldn't have helped. I'm not about to say that Year 1 was perfect, but I feel that the changes of cast were wrong, that problems of characterizations could have been solved via scripts. In addition, I have gotten the strong impression that he deliberately chose to start over as though Year 1 did not even exist. For starters, 342 days is a very short time in which to go through 23 incidents and then get to the planet Psychon. I could say more, but the general idea is that some of Year 2 was a lot to take for those of us who really liked Year 1 and were involved with the Year 1 people".

There you have it, some of the first feedback, and terrific feedback at that! The address again is--Command Center, 4691 Sheridan Rd., Portsmouth, Ohio 45662. For personal replies please send a SASE. Thanks! See you next issue! SPACE:1999 FOREVER!!!!



Light Stun--1) Where did Patrick Osgood have a gash due to the explosion in the catacombs?
2) What was the first name of Helena's husband?
3) In Voyager's Return, how many Alphans died?
4) What did Helena receive as a college prize?
5) From where did the Triton's kidnap Helena?
6) When Ariel gave the Moon an atmosphere, who tested it?
7) Who tested the Vegan's food first?

Heavy Stun--8) On Extra, how many women chased the first prisoner in The Hunt?
9) In The AB Crysalis, either A or B was blond, which one was it?
10) Tony crushed his comlock in which hand during The Immunity Syndrome?
11) What number is in the corridor by Records Lab?
12) In The Exiles, Maya turned into Helena as a joke on John. Was the real Helena on John's right, or his left?
13) Onto which shoulder did John place his hand to check if Vindrus was matter or Anti-matter?
14) When Sanderson and his team took over Command Center, who pushed Maya off the Command desk?
15) How many Eagles pursued the Swift when Brian the Brain kidnapped John and Helena?
16) How long had Bill Fraser been married to his wife during The Metamorph?
17) When the rock trapped Helena in Eagle 4, it first beamed it's green light where?
18) When the male Alien aimed his weapon at John in War Games, he held it in which hand?
19) When John, Helena, Maya stormed Command Center, who blasted the man to John's left?
20) Did Maya wear slacks or a skirt in Seed of Destruction?
21) What is the full name of the head scientist at Space Station One?
22) Who went onto the lunar surface to look for Taybor's ship when it vanished?
23) When the rescue team saved Maya from the Eagle wreck in Space Warp, they wore protective suit numbers ____ and ____?

Kill--... 24) On Luton, someone picked a berry, and someone picked a flower. Who picked the berry? Who picked the flower? Who committed their crime first? During which crime did the plants first shriek?



Koenig to Alpha, I want two Eagles on the pad ready for immediate take-off, get computer to fix co-ordinates for the following destination....

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