MAIN COMPUTER

Newsletter of the International SPACE:1999 ALLIANCE

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Welcome to the New MC

Unless this is your first newsletter, you probably guessed when you removed Main Computer from your mailbox that there was something different about MC. These changes are based both on your responses to the information and questions in previous MCs and on help from other sources. The results of previous ballots are as follows:

1) Can we use 20# instead of 60# paper for MC?	YES	20	NO	0		
2) Should we remove pictures and Xerox the MC?	YES	3	NO	16	?	1
3) Should the Alliance continue to sell merchandise?	YES	17	NO	0	?	3

The results of the logo vote were not as clear cut. Part of this may have been due to the fact that all the choices were not presented at the same time. There were several instances of changed votes after Christopher Paulsen presented his logo (#5) for consideration. The results below lead us to choose Christopher's logo which appears above. If you would like to see the other entries, you should check the last page of MC #2 Vol. 10, Dec. 1987.

Logo votes: #1- 4 / #2- 1 / #3- 5 / #4- 1 / #5- 8

Mayr Fitzgerald also suggested that printing the MC in 11 x 17 format instead of 8 1/2 x 11 might reduce the printing cost. In order to do this we would have to add an extra page. We asked the printer to quote a price this way. It came out just a little less than our previous cost and included the extra page! We would like to thank Mayr for the suggestion. The 11 x 17 format means the MC will be more like a newspaper.

Other suggestions included larger print and two columns per page instead of printing completely across the page. We have printed one page according to each of these requests in this MC. Please let us know your comments on these formats. We would also be interested in your comments on the 11 x 17 format and the new front page. If anyone has any other suggestions or layouts, we would be glad to look them over. Because of large quantities of certain fan response, the next couple of issues will have more pages dedicated to particular items than in the past. If you have been waiting to see your submissions in print, stick with us a little longer.

Thanks to flyers put out by members at cons and Chris Paulsen's ad in Starlog, we have added more members. Thanks to Chris and everyone else who has been spreading the word.

* *

ALLIANCE BIOS

Ian Fryer / 5 Cotefields Ave. / Leeds, W. Yorkshire / Great Britain LS28 SEJ

Interests: guitar, writing, photography, film-making, films, and mainly classic television + collecting related paperbacks and annuals. Favorite Author: Philip K. Dick Favorite Book: UBIK.

I got into classic television in stages. I watched the classic I.T.C. series in afternoon reruns after school when very young. I was marked for life! I grew up fairly normal (but fat) until I turned 16, at which age I became thin and weird. I got into music and movies and gradually into T.V. first through a friend who brought the Gerry Anderson Fan mag "S.I.G.". Then I met Neil Swain, local Fanderson co-ordinator, at a comics fair and my fate was sealed - I became a video junkie. My room became filled with videos and T.V. related annuals and paperbacks. I am now a member of Fanderson, Landau-Bain Assoc. and the Space:1999 Alliance.

Roy Bjellquist / Brakeley Gardens Q-1 / Phillipsburg, NJ 08865

My name is Roy Bjellquist and I am 21 years old. I currently live in a small town called Phillipsburg, New Jersey. I'm currently working as a bank teller, and a part time cashier at a supermarket and eventually hoping to get my degree in Business Administration.

I have been a fan of Space:1999 since it began its telecast on Channel 11 from New York back in 1975. Having been interested in Science Fiction from Star Trek and Lost In Space, I was quickly taken to 1999. As each passing week went by my devotion to the series grew. I can remember a few instances of taking the recorder downstairs to a friends to make audio tapes, the one sticking in my mind at the present "Black Sun". Or the time when Channel 11 took Breakaway and War Games and placed them side by side for a special two hours of Space:1999.

In my opinion that first season had very high quality scripts, ranging from "Black Sun" dealing with an unknown force, or God if you like, to "War Games" where the powerful feeling of fear in humans is explored. There is also the horror of Murder and Death as in "End of Eternity" and the feeling of obsession and unrest as in "Dragon's Domain". Although character development may have been a factor for the first season, it still did not downplay the strong story content of the episodes.

On October 3, 1976, on a Sunday evening I can remember having my cassette recorder set up to record the second season opener of Space:1999 - The Metamorph. My feelings grew more nervous as the time got closer as I waited anxious to see my favorite characters about to start in a new season. I had heard about the addition of Catherine Schell, who I had remembered as the beautiful Guardian Servant (this is a 9 year old thinking) from the first season. That was something I was definitely looking forward to, but I also wondered about the other characters Alan, Paul, Kano... would they be doing what they were in the first season. At the time I didn't have as large access to literature as I do now and I didn't know very much about the changes of Space:1999 to come.

When the Metamorph did end, I was left with a good feeling, that being my favorite show was going to continue with many of my favorite characters continuing. I was disappointed not to see Prentis Hancock as Paul Morrow, but very happy that Alan Carter was there at the controls of Eagle 4, him being a person I respected and admired very much.

As the second season continued I found there was a lot of episodes I enjoyed as much as I did the first season. My opinion of the two seasons now are that each held excellent stories and qualities and were unique in their own way. Perhaps when 1999 started it was seen in a certain way; then as the second season it was seen in another. Anyhow, the main fact is the series was a high quality production which is worthy of a lot. I've been a loyal fan since the beginning and my feelings toward the show have not decreased a bit.

If there is anyone in the Alliance who would be interested in any form of correspondence, I would be very happy to hear and talk with you about Space:1999. I have in just the past two months joined the Alliance and wish I had done so sooner, realizing how much I have missed out on. I also joined the British Nick Tate Fan Club, LBFA, and Morse Code. I just want to say from writing with Eileen Skidmore, she's a terrific person. Thank you Terry Bowers for replying so quickly to my membership, and the great conversation I had with Vivian Stanley in Canada, she was very friendly. My special thanks though to Kathy Von Kamp who must have thought I was a bit off the wall when I called her, never hearing of me and taking me into the Alliance. A special thanks also for Lew Place for his friendship, time and shared knowledge.

Tangi Yonce / 4860 Cook Road / Stockbridge, Ga 30281

I 'd like to take the time to say how I found out about Space:1999. I was ten years old and was bored on Saturdays at 6:00 PM after doing house chores. I was switching channels and there was a man named Anton trying to drink a cup of coffee but it froze at the touch of his hand and so did his friend. I thought, WOW! This is really different, it reminds me of UFO. Hey, what is the name of this or is it a movie? I tuned in late and grabbed a T.V. guide and found it was and hour and a half long. At dinner, it was all I could talk about at the table about a man who was consumed by a sun and nobody could kill him. His wife was in shock not understanding what's going on. Not knowing then, I was hooked and have watched it every time I could find out when it came on.

I remember in school filling out questionaires about what's your favorite color, number, sport and T.V. show and I would always write Space:1999 and still do today. People would stare and say, "What's that?". "Oh, it's a science fiction television show filmed in London starring Barbara Bain and Martin Landau." They simply reply "Huh?" Then I start telling about people on Alpha and how I feel about Earth really making some of those dreams come true.

It was year two when I worried because Paul Morrow, Kano and victor disappeared and I couldn't understand why on Earth I didn't hear anything. In 1983 a friend of mine took me to a little convention called Dixie Trek in Atlanta and there I laid eyes on on a magazine called Starlog. I have tried to lay my hands on anything doing with the show ever since. It didn't matter if it was bubblegum cards, buttons, photos or stories people had been writing to make the show live on.

Last year I met two ladies who told me about Space:1999 fan clubs. For years I felt all alone. It made my day to meet them at Dixie Trek in '87. I would like to say thanks for all the effort and work you put behind this organization because I know I couldn't do it.

I hope to make some pen-pals because I have a lot of ideas on Alpha's future and perhaps I could test the waters with my concepts.



"MERELY PLAYERS"

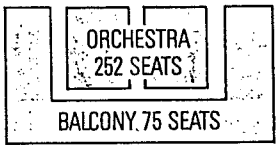
WITH BARRY MORSE

Barry Morse, one of Canada's most versatile and compelling actors delivers a virtuoso performance in "**Merely Players**". He mixes some of the greatest moments in classical drama, including vignettes from Shakespeare, Dickens and Chekov, with warmly intimate anecdotes from his own experience. "**Merely Players**" is at one and the same time a love song to the thespian and a master-example of his art in full flight.

NOVEMBER 16 TO DECEMBER 10



STUDIO THEATRE SEATING PLAN



MERELY PLAYERS RETURNS

Good news. Barry (Victor Bergman - Space:1999) is once again presenting his play "Merely Players" in Hamilton, Ontario, Canada. The play is being held at the Theatre Aquarius from November 16 to December 10. This would be a great chance for you to see Barry in action. If you have been to one of the conventions he has attended, you know how easy it is for him to keep the crowd spellbound. What must it be like when he has prepared something special for presentation to HIS audience! You really don't want to miss this.

If you are interested in attending, the ticket cost is $17.25 for orchestra seats and $10.50 for balcony seats. This is in Canadian currency. If you would like tickets, you can phone in your order Monday through Friday from 9 AM to 5 PM. They will accept VISA MasterCard or American Express cards. Please have your card handy if you order by phone. The number to call is (416) 522-7529. If you would like further information, you can write to:Theatre Aquarius / P.O. Box 620, Station A, Hamilton, Ontario / Canada L8N 3K7.

Doug Pelton has indicated that he would be interested in hosting a get-to-gether for any Alliance fans who might be coming for the opening of the play. If you are going and would like to perhaps meet other Alliance members or just get to know Doug, write him and let him know when you are planning to come to the play. We already know several members are planning to be there on opening night. Doug's address is: 65 Park Street E 508, Port Credit / Mississauga, Ontario / Canada L5G 1M3

**** If you are thinking of attending Barry's play - please note!!! ****

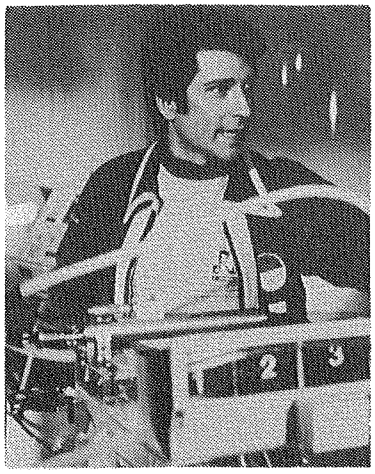
We would like to let Barry know what Alliance members will be at which of his performances - please let Vivian Stanley or Doug Pelton know by Nov. 10, 88

Nov. 16th - Opening Night - Vivian and Mrs. Stanley, Doug Pelton and others will be present; if YOU would like to attend, contact Doug to reserve Alliance member seating; arrangements are being made to meet with Barry before or after the performance or the following day.

Nov. 25 - Von Kamps and Terry Bowers will attend performance.

Dec. 2nd - We are contemplating another group meeting to say "Good-bye" to Barry - What do you think?

* If you would like to send Barry a letter of support or money to the cause, write: Mr. Barry Morse c/o Mr. Ray Wickens / 85 Morse Street / Toronto, Ontario / M4M 2T7 (code)

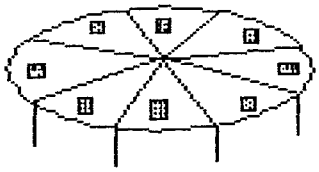


HEY! We could serve pretzels and MY beer during Intermission!

From: Canadian Food and Drug Administration

Dear Mr. Verdeschi
We will not be able to complete tests on your latest beverage submission in time for the play. It has been 22 days since your previous sample, but food testing has been delayed. The entire staff was quarantined for 3 weeks suffering from some strange disease symptoms. We hope to rerun the taste tests on your previous and current sample as soon as the taste testers return to work. Until then, we can not license your product for consumption. Please be patient. We're sure your product will be released shortly.

COMMAND CONFERENCE



ROUNDTABLE

An interpretation of Year II by Michael Godin (Cont.)

Michael Godin / 304 Lake Shore Rd. E. Apt. 10, Port Credit / Mississauga, Ontario / Canada L5G 1H4

To review from the last MC, we left off in the middle of Michael's review of Year II. The review deals with the justification for splitting Year II into distinct "Provinces" based on different thematic similarities. We had progressed through two "Provinces". We would now like to complete this initial analysis. See MC 4 Vol. 10 for the beginning of this article. Michael has additional information and titles for each of the "Provinces" which he would like to present in a future article. Please let him (and us) know your feelings on this article and on your desire to see the additional information.

Have I painted a dizzying picture? Well, you haven't seen anything yet! Just wait till we tackle the last Province.

In summary, we have observed only one strain of evidence for the characterization of that second, or intermediate Province. The first was blessed with four important aspects. Likewise we shall see that the third displays at least three significant cases for thematic characterization, and I must say that they are extremely well represented.

First, of the eighteen episodes in which the Eagle spacecraft is employed, four occur in the first Province, nine in the second, and five in the third. There are only four Eagle crashes among all of those: not an entirely tragic average. Yet, they all occur in that last, or third Province. The region does not contain one-third of all such mishaps, but <u>all</u> of the actual cases. Strange. In fact, the middle Province is wide-open to such an accident (an Eagle is used in every episode of that Province), and yet it is crash-free. If we want to be nit-picky, of course, there is the near miss of Tony's Eagle in "The Rules of Luton", but the vessel never strikes the ground. There is no crash. I'm talking about a collision with incapacitating results. But then, if we want to be truly picky, we'd have to consider the allusion to a crash that is provided in a discussion between Alan Carter and Chief Engineer Pete Garforth in "The Lambda Factor". Even this occurs in that same, third Province. But talk of a crash is only that; it's insubstantial and just won't do. It would seem that four crashes out of five flights are threatening enough an average. What is nice, I suppose, about that "extra" case is that it looms as a statistic begging to be counted, trying to tell us what we already know, that the Province is virtually fatality-sure.

What is especially peculiar is that Commander Koenig is present in all four "legitimate" cases, and piloting in three.

Another side case for the fatality, in a truer sense of that word, is the frequency of actual, tragic death in that Province. Of the dozen or so reported deaths (of crew) throughout the storyline, only three occur outside this region, Picard and Torens of "The Metamorph", and Tom Graham of "The Beta Cloud". All the rest plague the events of that last Province.

The statistics do lend credence to the notion of fatality as a fact of life of that last Province.

Another argument for regional characterisation is the case for the notion of nighttime as the predominate mood of the Province. I always did entertain that feeling about those later episodes, but could never quite put my finger on the cause. I finally did get a handle on it, however. It happens that outer space, indeed, may be conceived as a sea or veil of eternal night. But that may be said of the storyline in general. It would be too tenuous an allusion, anyway, without substantiating detail. The notion would be utterly unfounded if not for one subtle factor. That is the frequency with which the Commander is struck unconscious in that last Province. In six out of seven episodes, at some point in the plot, Commander Koenig is delivered a blow of some degree, enough to put him under for a time, and at length he awakens to discover that critical events have transpired in that interim. Admitted, in "The Lambda Factor", the Commander is not struck physically, but we do see him squirming in his sleep, under the gripping influence of his nightmare. Furthermore, he never actually emerges from that "withdrawn" state until he confesses his conscience, and Dr. Russell administers her theraputic exorcism. The case is rather like an amplified version of what I'm talking about. The event of awakening to important happenings I find reminiscent of the "disturbance through the night." In that sense, the phenomenon lends an air of nocturnal immediacy to the episodes of the Province.

Added to that evidence are the two instances where a mysterious darkness falls upon a part of the moonbase, in "The Seance Spectre" and "The Lambda Factor". In the former, the circumstance is a ritualistic condition for Sanderson's mind-manipulating seance. In the latter, it creeps up on Mark Sanders like an ominous calm before the storm. What is interesting is that darkness does no crop up anywhere else in the storyline with such a haunting effect.

Oddly, nowhere else in the storyline is the Commander put under quite like in the third Province. In fact, it doesn't happen even once. Strange. (Actually, John Koenig does incur a real stroke to his consciousness in the caverns of Kalthon at the outset of "Seed of Destruction". He is further left in limbo until a bit later. That much is indisputable. But I dare to dismiss that. Mind that in the same instant the authentic Commander falls unconscious there is a double, albeit counterfeit, to ursurp his place.Therefore, the office of Command and the persona of John Koenig, however jeopardised, are maintained with effectively no interruption. He is never in the dark about the problem, and consciousness is implied in his "frozen" state when Tony and Maya discover him. Moreover, unlike in the third Province, the onus of the drama is on Tony and Maya, not the Commander. It is their responsibility to restore order. In sum, Koenig is not here cast as a hero struck down; he is not in the spotlight. Rather, it is Maya who plays the heroine, the champion of Alpha's survival and dignity. Naturally, I welcome much debate on this aesthetic point.)

Nightime is the passive element of Provincial circumstance, then, provided that's not too hard an argument to swallow. The active element is manifested in the phenomenon of the Eagle crash. Two physical factors are at work; gravity, which induces the event, and inertia, which defines it. Together they afford the occasion for a crisis of episodic proportion such as an Eagle crash and the turn for the worse that it represents in each episode where it occurs.

There is another qualitative aspect to the third Province. It is not precisely an element of circumstance, not in the formal sense, but like the preoccupation with beauty in the first region, is indeed a factor of characterisation. This time, the Province is cast as a realm of the psychic. Yes, the frequency of psychic phenomena, or mind control, through the seven episodes is another startling statistic. It is practiced by the aliens in "Bringers of Wonder", by Dorzak, and by Carolyn Powell, all in overt fashion. With greater sublety it is also employed by Sanderson upon his cohorts, through the mechanism of the seance, and also by Elizia upon her felonious flock, by way of a grand, beatific deception. Besides that, the alien intelligence in "The Immunity Syndrome" exercises an ease of control over the natural elements of the planet which dwarfs anything like telekinesis. That is not to say that the phenomenon "eclipses" all others in the Province, but rather that it lies in a class somewhat unto itself.

Six out of seven episodes is, for sure, an impressive statistic, especially as they are the only such cases in the entire twenty-three. By the way, whatever psychic influence there may be in "Catacombs of the Moon" does not qualify for consideration, since mind control is not implied; Patrick Osgood was acting in his own interest. Thus, we observe here, another instance of statistical exclusion; where Eagle crashes and psychic phenomena are concerned, the third Province gets the whole pie. Considering that sixteen episodes precede the last seven, isn't that something of an anomaly? I'll leave the specualtion for my next article.

As mentioned earlier, the second Province seems to exhibit only one facet of regional characterisation, that of heat. But that condition is often normalised in the form of sunlight, which we observe candidly upon three occasions. It crops up, rather naturally, together with an abundance of plant life. In two of those three cases, the plant life is the only life around. Moreover, those are the only two instances of the Earth-type planet in which scenes are cast outdoors, affording sweeping vistas and panoramic perspectives. Again, the possible meanings will be addressed in the next article.

In the next article, the emphasis will be on further qualifying these Provinces, thematically, and finally naming them. I would very much like to have your opinions, in order to grasp the consensus before formulating the next installment. I hope you are all interested enough to respond. You'll find my address at the beginning of this article. Until next time.....

MODIFIED SERIES TIMELINE

By Kevin McCorry

Dave Hirsch's proposed timeline in The Moonbase Alpha Technical Notebook was poorly done to say the least. Year 2 log dates by Helena are often ignored, and the suggested Year 1 dating scheme does not convince. Subtle hints in the episodes are ignored, not exploited. The following is my suggestion for a series timeline. I'd like opinions on it.

Days after Breakaway	Event
0000	Moon is blasted out of Earth orbit and into a space warp. The warp hurls the moon six light years across space into range of Terra Nova, a satellite orbiting Barnard's Star, a red dwarf star. Millenia ago this star's massive twin became a black sun whose incredible gravity drew much of the stellar matter from it, leaving a red dwarf.
0011	Spectrographic analysis indicates that Terra Nova could be habitable
0014	A mysterious force scans Alpha's crew records
0019	A strange gravitational force is registered by Computer. Source: Unknown.
0023	A phase-one probe of Tera Nova is invaded by a mysterious power. Lee Russell, husband of Dr. Helena Russell, is found inside the ship, but Lee Russell supposedly died years previously when a Jupiter probe broke up.
0026	The Alphans mount a disastrous exploration of Terra Nova
0049	The moon is drawn into a black sun and hurled into an intergalactic void, just outside the Milky Way
0068	Commissioner Simmonds forces a place onboard a Caldorian spaceship with suspended animation caskets, enroute to Earth.
0072	Alpha encounters a spaceship graveyard that Tony Cellini discovered years before in another region of space.
0079	A time-space disturbance throws the moon into orbit about a destroyed Earth of the future and then into another galaxy, into a region of supposedly dead worlds, into a supposedly lifeless solar system.
0086	Commander John Koenig is taken to the planet Zenno for anthropological study.
0091	The Alphans are deceived by the apathetic influence of the Guardian of planet Piri.
0122	Technician Anton Zoref is possessed by a heat-consuming alien force.
0133	Alpha's first infant, Jackie Crawford, is possessed by the evil Jarak, leader of non-corporeal aliens on the run from their home planet.
0149	Objects from the planet Ariel miraculously provide the moon with an atmosphere.
0153	Voyager One returns to endanger Alpha.
0157	An asteroid is on collision course with Alpha.
0158	Previously a cloaked outer planet of the Ariel system, the massive planet Astheria appears on a collision course with Alpha.
0163	Colliding with Astheria, the Moon is hurled into a new solar system.
0171	On Ultima Thule, a frozen outer planet, the Alphans are offered immortality by the survivors of the Uranus Probe.
0176	On Retha, an inner jungle planet, the Alphans are regressed into cavemen after entering a strange mist.
0182	An asteroid obviously from another solar system as indicated by comparative rock analysis, is found to contain an immortal psychotic alien.
0183	Comander Koenig confronts the psychotic Balor.
0189	On the other side of the star, Alpha appears to suffer an atack from the advanced middle planet.
0252	Alpha becomes involved in a war between planets Betha and Delta, two satellites of a star around which Balor's asteroid once passed.
0258	Dan Mateo's ghost haunts Alpha.
0263	Alpha collides witha foamy space brain. Paul Morrow is slightly injured in the foam. Temporarily replaced by Winters.
0265	Gwent visits Alpha in search of a new companion.
0272	The Alphans board the Darian spaceark.
0289	Approaching the planet Arkadia, the Moon is stopped dead in space by a mysterious force.
0303	A small planetoid orbiting a star near Arkadia is found capable of sustaining a small number of Alphans. Among the colonists are Prof. Bergman, Controller Paul Morrow and David Kano. Security Chief Tony Verdeschi is promoted to assume Morrow's position. Main Mission is scrapped to provide equipment for the small Alphan colony on the planetoid.
0306	Dr. Russell types up the entire Cellini story. This begins a trend of status reporting.
0307	Commander Koenig writes up the Arkadia story.

Days after Breakaway	Event
0311	Main Mission is officially shut down. Operations control moved underground to Command Center.
0334	Wardrobe modified to allow more personalizing dress.
0340	A space warp hurls Alpha 6 light-years across space. A life-support system is damaged.
0342	The Alphans are deceived by Mentor of the planet Psychon.
0343	Maya joins the Alphans following the destruction of her home planet, Psychon.
0346	Maya is officially commissioned as Science Officer.
0365	One year anniversary (Moon time) of Breakaway. A memorial is constructed to pay tribute to all who have died or left Alpha.
0403	Exiles from the planet Golos are revived to endanger Alpha.
0458	On Chrom II, the Alphans meet incompatible aliens who were once visited by "a god like race", the Archanons
0477	Commander Koenig announces weekly parties will be held to make life more tolerable on the Moonbase.
0515	Androids of planet Vega plan to manipulate the Alphans into displaying violent emotions.
0527	Dr. Bob Mathias transfers to Data Section to study human stress factors in deep space. He is replaced in Medical by Dr. Ben Vincent.
0540	Alpha receives a neutrino transmission from Texas City, Earth, 2120 AD.
0565	A landing party searching for Milgonite on a desert planet is attacked by a living rock.
0616	Taybor the Trader visits Alpha.
0638	Koenig and Maya depart to explore Blue Quadrant.
0640	Two Archanons are discovered in a stasis chamber buried beneath the Lunar surface.
0663	A tense Greg Sanderson is temporarily reassigned.
0748	Patrick and Michelle Osgood are married.
0772	Nuclear Waste Dome #1 is filled and capped, now located nearer to Alpha so that trouble may be detected easier.
0849	Alpha enters a 42-day long monotonous space storm.
0892	Koenig and Maya must fight three aliens to the death on the planet Luton.
0996	Mark Sanders and Sally Martin become an "item".
1095	Magus the space magician traps Koenig, Russell, Verdeschi & Maya in a "New Eden" on "New Earth".
1150	Brian the Brain visits Alpha.
1159	Michelle Osgood is hospitalized with a fatal heart condition.
1196	Patrick Osgood envisions Alpha's fiery destruction.
1288	Alpha is threatened by shockwaves emanating from a world of Chrysalis sleepers.
1336	Alan Carter mounts an exploration of a nearby solar system. All planets are found to be uninhabitable due to poisonous atmospheres.
1458	Nuclear Waste Domes #2 & #3 are filled and capped.
1503	The Beta Cloud sends an automaton to steal Alpha's central life-support system.
1608	A mirror image of Koenig schemes to regenerate the Seed of Kalthon.
1695	Botanist Shermeen Williams begins helping Tony Verdeschi in brewing beer.
1702	Vindrus of Sunim uses Shermeen Williams in his plot to bring his doomed antimatter race into the matter universe.
1807	A space warp hurls Alpha 5 light years across space. A feverish Maya loses control of her power of molecular transformation and begins ransacking Alpha.
1808	Maya's fever subsides. A derelict spaceship is opened up and examined.
1886	Capt. Tiero's spaceship is adapted to Alpha's Eagles. Being slightly faster, longer travel is now possible.
1912	The Bringers of Wonder scheme to manipulate the Alphans into destroying the Nuclear Waste Domes.
2009	Dorzak, a Psychon criminal, is unwittingly released from stasis aboard a Croton ship and is loosed on Alpha.
2012	A deluded Greg Sanderson tries to undermine Koenig's attempt to avert collision with dust planet Tora.
2117	Mark Sanders and Sally Martin break up.
2213	Pete Garforth crash-lands while testing a modified Eagle. As a result, he is temporarily grounded.
2306	Koenig is captured by Elizia, Keeper of the penal colony of Entra.
2308	Alpha is affected by a lambda cloud. Carolyn Powell and Commander Koenig become mentally disturbed as a result. In the melee Sally Martin and Mark Sanders are killed.
2310	A solitary being unknowingly imperils an Alphan landing party on a strange planet.
2409	Dorcon warriors attempt to abduct Maya for use in brain experiments.
2515	An overworked Helena relives the Bringers of Wonder episode in a dream.
2626	Alpha evacuates to a habitable planet. The quest is over.

THE END

Launch Pad

From: Kerry Keene / 417 NE 18 Ave. / Pompano Beach, Fl 33060-6543 (April, 1988)

Well, here I am again. Basically what I want to do this time around is to respond to some letters that appeared in MC (Vol. 10, No. 2: Dec. '87). Those letters are from Anthony DiPietro (plus his "Command Conference Roundtable" letter), Kevin McCorry, and Kevin Peterson.

First, Anthony DiPietro's "Launch Pad" letter. Anthony made some interesting observations concerning the new Trek series and how some of the characters on that show resemble some of the characters on "Space:1999", if not in content, then in the roles that they are in. I, too, find it interesting that the doctor on the new Enterprises a woman. For once in the history of Trek a key role has gone to a woman. in the beginning, however, Dr. Crusher did very little in the way of contributing to the story. It has improved in recent episodes, but there is still a lot to be done to improve the roles of women in the "Star Trek" universe.

The other characters that are similar to those in 1999 are the roles of Ms Sirtis and as Anthony mentioned, the role of Tasha Yar played by Ms Crosby. The two characters are similar to Maya and Tony Verdeschi, respectively. Both Maya and Troi are female aliens and both are capable of feelings, although, I think Maya is a far more interesting character than Troi is now or maybe will ever be.

Next, Anthony's comments in his "Command Conference Roundtable" letter concerning the tunnel in the Eagle sets and the travel tube sliding doors. He got my curiosity going with his observations. So I checked the tapes and found that he is right about the tunnel to a point. It seems to me that they removed the door that leads from the tunnel into the passenger section and moved the spacesuits into the forward area behind the pilot's section. At least that is what it looks like in the episodes "AB Chrysalis" and "New Adam, New Eve". However, in the episode, "The Seance Spectre", what appears to be equipment containers are seen on the floor when Maya and John Koenig leave the pilot's section after the Eagle crash lands on the forming planet. Later in that same episode, the door that leads from the passenger section into the tunnel is seen on Eagle 2. You can tell this when Maya frees herself from being trapped, she and Koenig are seen re-entering the cockpit from the tunnel. If this weren't the case, when she opened the door behind her, Koenig would've been standing there, as he and Alan were in the "AB Chrysalis" once they returned to the ship after being warned to leave the artificial moon.

Now, to the travel tubes. The doors are the same in BOTH years. Double sliding elevator type doors are seen in both seasons. Also in both seasons, single sliding doors were seen once in a while.

The next letter that I would like to comment on is the one from Kevin McCorry. Frankly, I can't comment or disagree with anything that Kevin M. had to say. He puts it right on the line. I just wish fans would look at the individual shows that a person worked on when they might have worked on more than one, as in Freddie's case and his work on both shows that had some problems, e.g. "Star Trek" and "Space:1999". I think David Gerrold had something to do with labeling him the "show killer". And people just picked up on it without looking at the real facts behind the scenes. Harlan Ellison has said that one of the failings of Trek were the stories done by Roddenberry. It was said by him in an early issue of "Starlog".

Admittedly, the episodes "Space Warp" and "Beta Cloud" weren't the best of stories, although I like "Beta Cloud" for the character development. "Space Warp", although I have no fault with the concept, could have done a lot better. Maybe with less of Maya's transformations and more of her suffering illusions and delusions, even paranoia. That would have been a lot better story.

As for David Gerrold, I think he tends to be one of those who has worked on this show who seems to be a bit narrow minded unless it deals with Roddenberry, and then this man can do no wrong. Fontana seems to be of a similar mind. I notice that both have quit the new series, and what I read in an article form "Starburst", the parting wasn't very friendly.

Now, to Kevin Peterson's letter. Don't get me wrong when I talk about Trek fandom. Not all, not even most are the narrow minded bunch that seems to be the most vocal, criticizing anything and everything that isn't Trek. It is only as Richard Arnold of the "Star Trek" Office has admitted to me, the elitist groups that have sprung up in their fandom. Kevin P. and I have since talked on the phone and we talked about this very thing.

But there is one thing that I do want to clear up. According to Richard Arnold, there is no such thing as a Trekker or a Trekfan, or any other name that one might hear in fandom. There are only Trekkies, that name being given to the fans by Roddenberry himself.

One last thing on the new Trek series. I have come to like it a lot better than I first did. The stories are more original, relying less on the original series. The episode "Hearts of Glory" is my favorite so far. A well done look at Worf's past and his conflicts within himself over loyalties and the old Klingon way. Did anyone notice in "Arsenal of Freedom" how some of that episode looked an awful lot like "Journey to Where"? When Picard and Crusher are trapped, she is injured, he is trying to take care of her. The thing that nailed it down was when she pointed to some growth on the walls, just as Helena did. I said to myself, "This is 'Journey to Where' all over again." Interesting, since most of Trek hated 1999 (In the 60s at least). That's irony man!!

Finally, two things. For those of you who are interested and haven't gotten your Alliance catalog, don't delay. The photos are of the highest quality and so are the patches. And the prices are reasonable.

Second. Have you often felt that your Moonbase Alpha Technical Manual didn't seem complete? Well, don't miss any of the blueprint packages that Keith Young is offering. I have just purchased three of them and have received two. They are beautifully done. They are also more detailed than any other blueprint that I have ever seen. He doesn't miss anything. From the viewscreens in Main Mission and Command Center to the Disposal Depot, the re-entry glider, the Ultra Probe and Swift ships, the pool area in the rec building, etc. His address is in the MC vol. 10, No. 2; Dec. '87. **DON'T MISS THEM.**

From: Robert Wood / Box 1207 / Cochrane, Alberta / Canada T0L 0W0

First and foremost I must thank Kerry Keene for his wonderful letter in the Volume 10, Number 2 MC. He brought to light the fact that we fanzine makers put an insane amount of work into producing the zines that you all read, but we get such poor response to our efforts that we are almost ready to give up.

Proof can be given with the fact that I have decided to end production of "ALL THAT GLISTERS" due to low sales. The Alliance zine is in a doubtful state (I presume from Kerry's letter), and I don't know how Denise Miller or Terry Bowers are doing with their zines (well, I can only hope!), but if they aren't doing well you people who don't seem to care to support us can expect to see the vast majority of fan produced material stop being made. We make it FOR YOU, and all of the hours of typing aren't fun. All we can do is make the zines, the stories, the art, etc... and hope that you will appreciate what we are doing to try to keep the world of SPACE:1999 alive. If you aren't going to do that, then there is one conclusion to make.

This conclusion is a sad one because it is the one which has been referred to recently as "fan apathy". It's set in - trust me!!! There is no one who can rationally believe that the majority of the Alliance (and other clubs) members have not become apathetic to our show. I am a person to know because if it weren't true then a lot more people would be buying ATG. I wasn't one to give in to this conclusion but I have had to! And it pains me to realize this. I don't want it to be true....but it is.

Erwin Stank. I can only wish him all the luck in the world that you people will buy his zines. he has put an incredible amount of work into them (we all do) and I hope they succeed. I do fear, however, that they won't. My advice to Erwin and to all zine makers --- do the very best you can to make your zine something good, and if sales are still low then you must realize that it is not your fault! It is the fault of the many members who don't support your efforts.

But enough on that now. I have other things to mention.

The reviews of "Breakaway" (by Anthony DiPietro and Kerry Keene) were great. Keep up the good work in that area, people!

Thank you, Cathy Conrad, for a hilarious story!!! I loved it! (Ed. A sequel will be printed soon.)

Re: Kevin peterson's (semi)attack on Kerry Keene's opinion (generally) of STAR TREK fans....I support Kerry's ideas. Like I wrote in one of my columns in my fanzine - trek fans are very much like Hitler! They push their thing (Arayan supremecy or Trek fandom) on all others. This is not right, we don't do that to them!! I can't say nice things about Star Trek fans.

Finally, I must comment on "ST:TNG", I don't like it very much. I do enjoy the character of Deanna Troi, played by Marina Sirtis. I can see a lot of people now doing a double-take. But, yes, I do like that character. I don't however like any other to any extent worth mention. Someone should transport that moronic Wesley into outer space. The plots, SPFX, sets, scripts, ships, actors, etc... are all sub-average. And I hate the computer generated effects! How anyone can compliment them I don't know. But I do hope the show will get better. I would like to be able to say that I enjoy it. At the present time I can't.

"Beauty and the Beast" is unique as far as style goes. I can enjoy the show and I appreciate it, but I don't make a point of watching it every week.

There is also "Captain Power", and that is an interesting thing. I don't mind the show. It is very much a younger audience show but it has adult concepts and some things in it go beyond Saturday morning. That is good.

I don't know anyone who saw it, but "Earth‡Star Voyager" was a great 4 hour sci-fi Disney mini-series. I loved it! Great!

I had better be gone now because the editors are probably contacting someone to make a bomb to send in the mail with the next MC to me because this has been so long, but I had things to say. Please make comments on things, if you don't that's part of the apathy.

(Ed. We also encourage you to write. The length is not important - short or long. We want you to say what is on your mind. It's your newsletter.)

(CONT. NEXT PAGE)

From: Daryl Bartosh / 421 S. mollison #21 / El Cajon, Ca 92020

A while ago in Main Computer, members were asked to air opinions of the new Star Trek series. I don't like it. I haven't been a big fan of Trek in the first place but the second generation leaves me cold. Children on the Enterprise - a Klingon officer and the new design of the Enterprise only help to strengthen my opinion of it. I must admit I liked the first series more only because it was new and exciting with the rapport between all the characters of the show. At least their lines played off each other. In the Second Generation they are all cardboard.

I never really knew what science fiction was until I started watching Space:1999. The first season was hard to understand when you got into the middle of it but overall it was a good show. When I watched the second series I immediately loved the show and have loved it ever since. I think the addition of Maya helped me to like the show. Some fans believe that year 2 ruined Space - I believe the opposite. Freiberger had the right idea with Maya but didn't follow through. Even with the introduction of Maya through "Metamorph" - Maya was still cardboard. I have since taken the character further - put her in different situations, times even surroundings, similar to the story "Reflections" by Kerry Keene. I liked the plot of Maya going into the time of past Alpha - I have used the plot myself many times but I think Kerry wasn't realistic about the story. It is a plain fact that Maya would not have been openly welcomed that easily. Au contraire, she would have been locked up, seen as a threat - and possibly even exiled off of the base. The Alphans would not have been able to comprehend someone like her being in their own future. They probably would have thought she was a spy from some alien planet posing as someone from Alpha's future. In some of my stories future people in past times are caught and held for questioning - they end up escaping and somehow get back to their regular time. In different episodes Alphans have proved to be skeptical of aliens, frightened by what they don't understand. Episodes like: "End of Eterrnity", "Wargames", "Alpha Child", "Exiles" - the list goes on. Almost every Space episode whether it be Year 1 or Year 2 shows aliens trying to destroy, harm or generally ruin Alpha's day. Alphans were paranoid of aliens. They would not have welcomed Maya at all - realistically. Of course the fans don't always like to be realistic or true to the show.

On a better note, I enjoyed the story in the July '87 issue of Main Computer titled "The Darkness" by Debbie Ray, she wrote Maya well and the reader was able to sympathize with the character.

In closing this lengthy letter to all the fellow fans, I would like to take this opportunity to thank the Alliance for what they have done - brought people together that hold Space:1999 close to them. My first and only convention of Space was L.A. Con 1986. I couldn't believe I was sitting next to Martin Landau. I had never expected to meet him in person. Hopefully I can make it to more Space:1999 conventions but, unfortunately they all seem to be in Ohio or the East coast - which is not easy to get to from California but, oh well, I shall persevere and make it somehow. Long Live Alpha!

From: Kevin McCorry / 105 Linden Crescent / Fredericton, NB / Canada E3A 5A1

Just thought I'd comment on editors comment on my letter printed in Spet. '87 MC concerning No-cons, boosting membership, and reducing fees.

First off, from frequent member allusions to con "walk-ins" and attracting non-1999ers and, I assumed, non-Alliance members, to the cons. I was under the impression that official cons were an important means of increasing Alliance interest among the general populace and thereby bolstering club membership. Why are we trying to attract non 1999 con-goers via non-1999 guests? Clarification please.

In any event, No-cons, I expect, do not generate much media attention to our club nor would they be printed in "Starlog". In this case, I can't see them being as much service to our club as an official gathering vis-a-vis expansion. True, I haven't yet been to a con, but I've seen videotaped highlights and read post-con reports and would much rather liquidate my meager non-employment generated savings (I haven't had a stable job in three years) and suffer my usual travel trauma(I'm not a good traveller by virtue of restlessness and extensive impatience) by going to a full fleedged con, whether in Ohio, California, or Timbucktu, with 1999 guests and all standard activities.

If we can't mobilize an effective letter campaign with the membership we have, then I'm afraid we've reached an impass. One can't boost membership effectively without an en masse return to the airwaves of 1999 through a letter campaign, and one can't improvise such a campaign, it seems, without boosted membership. Seems we should, thus, do what we can to stop the decline in our numbers by determining what's causing the decline. I proposed that the fees are, in some capacity, responsible. Times are tough for some of us lacking jobs and struggling through university. Money is often a chore. I think we can cut back in places and still have an excellent MC. We could be a bit more thrifty. For starters, we can cut back on the often page-spanning anecdotes like "First Moonbase Alpha Candy Bar" etc. While they're no doubt worth a few chuckles, these "ads" certainly don't need to take up such space or even to be printed in MC at all. I believe we have fanzines specializing in comic captioning that could do this? (ED. Not to our knowledge) I also notice frequent needless reprinting of "Scanning" entries. Let's crack down on this waste of space somehow. Further, the computer diagram on page one could also be cut in favor of more letter/story/review space. Plus, with the possible exception of the Sept. issue, I suggest we limit con entries to one, maybe two pages, the position in the newsletter varying from first page to last according to its perceived importance to the membership. We should also find out which columns are the most/least popular so that, if one proves to be not worth the space, it can be deleted. I have enclosed a possible fan poll on this subject. We can reduce fees while maintaining a high quality standard.

MC COLUMN PREFERENCE VOTE

We would appreciate your responses to the poll below. We will tabulate and print the results and use them as a guide for printing material in the MC. If you don't want your favorite column left out, please vote. You can xerox this section or reproduce it in your letter. Fill in the blank to the left of the sections of MC listed below with a number to indicate how much you like the column. You should choose the number as follows: 1 = Your most favorite section; 2 = Your second favorite section etc. through 12 = Your least favorite section. There are only eleven listed sections in case we forgot something. You can fill the extra blank with a write in vote. Please vote for all listed columns to make the poll more effective.

. .Launch Pad	. .Memory Lane	. .Scanning	. .Zine Review	. .We're All Aliens
. .Stories	. .Con report	. .Flashback	. .Humor & cartoons	. .Ads and Notes
. .Command Conference Roundtable			. . . _____ .	

From: Kwong Fay Mah / 2109 Graveley St. / Vancouver, BC / Canada U5L 3B8

To start things off, I'd like to say that you've created another great issue in the form of Volume 10 Number 3! It's one of the best issues to date! Keep up the good work!

I would like to mention something about Christopher Paulsen's logo entry. His logo looks fine. The thing that bugs me is that although his design is pretty simple, the symbolized meaning is pretty descriptive. To me, if someone sees his logo, people will say what's a circle and triangle on a logo supposed to be? I had to read through his five paragraph explanation before I understood his logo. I believe a logo should attract, be looked at and be instantly understood with no confusion as to what it's supposed to be.

Enough on that subject! I wasn't too surprised to hear that there was another 1999 club (in this case from Germany). All I can say is that the Alliance has members from around the world. So it stands to reason that there would be 1999 clubs around the world! I wish to express my warmest welcome to our new German members to the Alliance!

Have a "Spacey" good time now!

From: Karla Von Huben / 3036 Hawthorn #18 / San Diego, Ca 92104

I also support the idea of spending Alliance money for a splash in "Starlog". I agree with Chris Paulsen that this is really our "biggest bang for the buck" (somebody tell me where that comes from?) when it comes to recruiting new members. "Starlog" remains (despite the distressing tendancy toward becoming a STAR TREK fanzine) the most respected, and widely circulated, SF magazine in the U.S.A, if not the world. I think the ad will more than pay for itself in new memberships; after all, if people don't know we're here, they can't join us!

I wish I could be so enthusiastic about the Non-cons that are cropping up. I really miss seeing all the people in the Alliance, because after all, that's what this is really all about. But I always felt a con was that and MORE: guests, panels, costume parades, and especially the dealers room, where I could spend money and load up on goodies I don't have. It's usually difficult for me to justify spending $800 - $1000 and flying 2300 miles to go to a party in somebodies backyard. Why couldn't you all come to my place? I have a TV, VCR, and 46 out of 48 episodes! I guess what I'm saying is that a get-together isn't a Con, and if we're going to have Cons, we're going to have to commit ourselves to doing it right, or else simply have get-togethers. If we could get a big Con going, with at least one guest star, plus all the extras, I can't help but feel it would generate more general interest than the casual get-togethers that have been held recently. The Cons are the places where you were able to sell your merchandise most effectively, and they also seem to be the best way, short of a national TV spot or a full page ad in "Starlog", to draw new members. If hotel guests see us parading around in all our great stuff, it should stimulate at least a few of them to ask what's going on, and perhaps buy one-day memberships. And maybe join the Alliance! But if we just keep sitting around, having get-togethers with only our current members and friends (who are absolutely delightful people, don't get me wrong) then i believe we are going to die as a fan club. Since there's no up-beat ending after that, I think I'll quit! Love to all! Karla

From: Manuel Rui Periera deCarvalho / R. Bernardo Francisco daCosta / 14, 6D / 2800 Almada - Portugal

There is one thing I have against Fred Freiberger, and that is his opinion of Year One. It was not his kind of show, but it appears that he doesn't seem to admit that somebody may have a different way to produce a TV series. He was very negative towards Year One, and his opinions on SF: "...I think science fiction should have young faces..." Bergman:"...He should be a young kid with a beard..." Year One: "...They kept talking about the same thing and there was no plot development..." These opinions for me are... let me see... arguable.

I think that Victor Bergman was perfect., I think that Year One had superb, original plots, and, finally, I don't think that SF HAS to be THIS or THAT. I think that we shouldn't restrain SF with rules or regulations. Old or new, people who work on anything should like and respect what they do, and that's it.

But, I respect his work on Space:1999. He wanted a different show, but I think that he tried to make it a worthy show. His attempt to change the characters worked. Read the interviews made before Year Two; whether the actors and technicians didn't want to go against the producers or not, it's clear that everybody needed a change, everybody felt that the characters should relax more.

But I don't think that the characters were WRONG in Year One, it was a style and a proposition that required a tense, subtle attitude.

I wrote change the characters, but what Freiberger did was modify the atmosphere in which they live. Koenig remained a strong, vulnerable-human-leader. He's not infatuated with the human race, but he has hopes for it, he knows that there is a potential. He's aware that he's not perfect, and he fears that.

Helena Russell is a top pro with a past to deal with, and a concern for the people she lives with.

Alan Carter is still somebody with a strong will to live and who cares for the way he lives. He's the kind of person who's able to see the good side of things.

They are living in a Moonbase that is more confident and more adapted to a new situation - they have seen the Moonbase as their shelter several times - and it shows. Freiberger's intentions coincided with a natural turning point for our Alphans. They are more at ease with their environment and they are beginning to - well, to let it be.

Freiberger was afraid of "philosphical comment". A reaction to Year one critics, in a way. Too bad. But he got a lot of interesting ideas, and he explored the Moonbase inner space with enthusiasm - "Beta Cloud", "Space Warp", and, although he never allowed the sort of thoughtful ending Year One had, the questions that appeared in Year Two episodes would be enough for many, many fan debates. What made Elizia ignore the death of her civilization? Was Vindrus a villain? Was Dorzak a good man? Would YOU be able to control your violent impulses if the Lambda Factor had touched you? Are the AB Chrysalis aware of WHAT perfection is? Is anybody?

Well, this was my bit of fuel for the fire. Thank you, everybody, for wrting and inspiring me! It was the best MC (v. 10, No. 2) in a long time, because the fans were there, finally!

One more thing: about Kevin Peterson's remarks on Star Trek - almost every time 1999 was criticized, it was compared with Star Trek. Most of the times, most of the Trek fans were agressive towards 1999, with comments like, forget this. I say "most", because I'm SURE there are exceptions. Just read the early Starlogs- they whinned because Star Trek and SF weren't taken seriously - why are people narrow minded, they would sob. Then, a couple of fun articles about "the fuzzy M.U.F., "the shallow characters", "the etc....". 1999, in short. They did publish M.B.A.T.N.B., and more. What I'm trying to say is that it's hard to see a series that I didn't think was a good one labeled "legend", and one that I think was very good labeled "forget it." Thank you for reminding me of the Trek fans that are not blind, but understand why there's a certain reaction against Trek - Trek was used against 1999, and some Alphans didn't think it was fair. Having said this, I enjoyed the Trek movies I saw, and I'm overwhelmed with the dedication and organisation that Trek fandom is capable of.

From: Chrissie Horvath / 10011 Winding Lakes Rd. #202 / Sunrise, Fl 33323

Everyone: This is my first time writing in. I usually don't write, not because I don't care, but because my letters seem awkward to me. I'll try since you really want member input and because I think members should all chip in and do their share. Here goes:

First of all, every time I get the Main Computer it's the first thing I read and the first thing I do once I get in the house (I usually start reading at the mailbox if I can get the staple out without ripping off a fingernail!).

I have a small idea of how Chantal Battiston feels. Space:1999 was not showing in New Jersey (where I used to live) for a long time and then when it did come on, it showed at 2:00 A.M. - sometimes I'd make myself wake up just to spend 15 minutes waiting for a show I thought ran over into Space:1999, just to find that somebody scheduled another show over it. The next morning at work I was next to useless if I did watch it, but it was a good hour. From day one, my mother and I watched the show and I made friends angry because they couldn't understand why I'd want to watch T.V. on a Saturday evening (this is when the show first came out years and years ago). We never missed an episode, no matter how we were hassled. After the series was cancelled, I came across a used Space:1999 book and I've been looking for them ever since. I have a used bookstore in New Jersey that sends me any information on Space:1999 they get, whether it's on videos or books. No matter where I go, I look for the used bookstores. I have about 6-7 books and would love to find more. These 6-7 took FOREVER to find.

Michael Godin's "Interpretive Project on the Subject Matter of Year 2" is interesting and I can't wait for him to finish it. It's a little involved, but it seems worth reading again until I understand it all. I like hearing about all aspects of one of my favorite shows. I'm one of those strange people who like both Star Trek and Space:1999 equally. They are entirely different shows, which, like most Science Fiction shows, are going to have some things in common. That's all I'm going to say on the subject because I really don't understand the feud between fans of both series and I'm just going to go on and follow both. I don't have any opinion yet on his interpretation, but please make sure he finishes. I want to see more.

In answer to the questions raised by the editors: The thinner paper is OK by me. To tell you the truth, I didn't even notice. I can still read the print fine and that is what is most important to me. I would prefer keeping the pictures because I like them (can't really say it any other way). Please try to keep the merchandise effort going. I appreciate it. I haven't really supported it financially, only because I live alone and have a lot of bills. ONE OF THESE DAYS, THOUGH. I am interested in back issues, if I can purchase some. I anticipate some money soon and watch out when I get it. I have a wish list THIS big. I would also give a voice of approval on raising membership dues. I understand how expensive things get and are getting - especially now that you printed those records. I like the idea of a flyer. If you could send me one, I'd copy it and put it in those bookstores I haunt and also take it with me on a cruise I'm going on next May. This cruise is going to be full of Star Trek fans and I'm sure there are other people who like both shows. It couldn't hurt.

Well, hope this finds everyone in good health. Take care and please keep on sending out this quality newsletter. This is one person who really appreciates it.

FROM THE EDITORS: We're sorry about any fingernails broken while trying to remove the MC staples. We used to use regular staples that came out easier but the MC got so thick it became difficult to do them quickly without jamming the stapler. We now have the printer do the stapling and he chooses the staples. SORRY! Chris is not the first person to indicate that they are looking for the Space:1999 paperback books. If anyone knows where these or the British hardbound books can be found, please write and let us know so we can print it for all members to use. We have one complete set of each of the Charleton Comics. These will appear in the large auction planned for the next newsletter.

From: Kerry Keene / 417 NE 18 Ave. / Pompano Beach, Fl 33060-6543

Hi, everybody. Well, another year is over and another year is about to begin. The last issue of "Main Computer" had some very interesting reading in it and there were some very important points brought up. I will attempt to comment on some of these points and hopefully give some ideas for the future.

I first want to thank Michael Godin publically for doing a very interesting analysis of Year 2 without ripping it apart. He has come up with thought provoking concepts.

The main pupose of this letter is to respond to some of the points that were brought out by Chris Paulsen and John and Kathy's response to Chris' letter. Chris and the presidents have brought out some very needed points that have to be discussed by us that concern the future of the Alliance.

Let me get into the points. Advertisement/Promotion - Chris has brought out something that needs to be looked at very closely. As Chris said, new blood brings new ideas; new blood brings new snthusiasm, etc. As Chris says, this feeds on itself as new people bring in more people and so on. But how to do this? We could use one page flyers as a start. And including them in the pages of MC would be just great. But why not include it in two or three issues instead of the first issue of the year?

But a flyer does have one weakness. The flaw is that it goes to fans that are already members of the Alliance. Yes, the members can then put them up in libraries and other public places. We need, however, to reach the masses as quickly as possible. My suggestion is this:

1) Establish a separate advertising fund to be used to place ads in major SF magazines and fanzines. I noticed in the financial reports that there was no account for advertisiments in the expense list. Yes, there is a Misc. Printing Exp. item, but nothing set aside solely for advertisements.

2) Each fan/member could contribute a small donation either once or twice per year to fund the current push for members each year. We members could then choose what magazine and the type of ad that the Alliance would place based on the amount of money in the fund at the time of the push for new members.

3) Fans could get involved in the design of the ads and the presidents could choose from those ads sent in. Or the ads could be sent in near the end of the current year for consideration for use in the following year's ad campaign. That would also give the members time to choose the ad if the members want a say in which ad would be used.

I would hope that we could place some nice glossy ads in magazines like "Starlog" or "Starburst" or other film and SF related magazines. Also, we can advertise in the Fanderson magazine "S.I.G." and other fanzines, even "Star Trek" fanzines.

I couldn't agree with Chris more when he says that we NEED everyone to get involved in some way with this group. It can be doing artwork, fan stories, poetry, analysis of "Space:1999" episodes, or whatever. But whatever you choose, don't sit back and let others do the work. GET INVOLVED!!

I think there is one way to get former members to rejoin the Alliance, and that is, for those fans who are pen pals with former members to urge them to get back involved with 1999 fandom. Just point out to them that the rejoining of the Alliance doesn't mean they have to give up their other interests. We should use ALL of the means at our disposal to get the word out. The flyer is a great starting place. I would be more than happy to have a full or half page B & W ink ad placed in a SF magazine.

In response to questions in MC: Keep the photos in MC but don't use stock lighter than in the June '88 issue. The post mark does bleed through the last page some. I'm willing to pay the dues increase but I fear the jump may cause some foreign members not to renew. I would like to hear from them and also from Canadian members.

(Continued Next Page)

I hope we can keep the merchandise. I have just about everything the Alliance has offered. But, if the members aren't interested, I fear that one of the last sources of 1999 items will go by the boards. We can get 1999 photos at other places, but not at the great prices the Alliance offers. I also hope we can have another auction soon. I have been able to buy items I didn't know existed and it is a good source of funds.

I would love to see a convention in conjunction with the ITC release of the 1999 videotapes in New York. Maybe we could write ITC expressing our support. Finally, we need to support John and Kathy. They NEED US!! Our input, our support, just to know that we care. And it is great to see some old names again in MC. Welcome home Mayr Fitzgerald. Bye for now.
1999 LIVES!!!

* *

TUCKER ROLE CARRIES RUMORS OF OSCAR POSSIBILITIES

Martin Landau is back in film

This article was sent to us by Elenore Claassen. It was printed in the August 18, 1988 Calgary Sun and was written by Mary Jane Kletke.



MARTIN LANDAU: 'People forgot I could act, I guess.'

HOLLYWOOD - Martin Landau has been re-discovered. The accomplished character actor, best known for his work in the 1966 TV series, *MISSION IMPOSSIBLE*, is touted as being a possible Oscar candidate for his role in *Tucker*.

Landau plays Abe Karatz, an elderly New York businessman who helps to finance Preston Tucker's (played by Jeff Bridges) dream car.

"When I started as a young actor, I did a lot of pictures with a lot of great directors," he says. "Somewhere in there I started doing television, and people forgot that I could act, I guess."

Mission Impossible was a mixed blessing for Landau. "In *Mission*, I had a little bit of an advantage over most series actors in that I played a lot of different characters (like Hitler)," he says. "But particularly in those days there was quite a chasm between television and film. I don't think that exists any more. "I think it's easier for Tom Selleck to go from TV to movies because there isn't such a serious resentment of television by the film industry. In those days, the television actor was thought to be overexposed and that people wouldn't pay to see someone in the theatre when they could see them at home for nothing.

The 57 year-old actor starred in more than 50 feature films including *Cleopatra* and Alfred Hitchcock's *North by Northwest*.

"My ten best scenes were cut out of *Cleopatra*, only because it was eight hours long," he laughs. "I didn't think they were going to cut Rex Harrison, Richard Burton or Elizabeth Taylor. Landau has fond memories of his association with Hitch. "When Hitchcock signed me for *North by Northwest*, he'd seen me in *Middle of the Night* where I played a macho musician. And then he casts me as Leonard, which is 180 degrees different. "Leonard is a quiet, contained, deadly homosexual." "While we were shooting, I said 'Hitch, how come you saw me in that, and cast me in this?' And he said, (Landau does a perfect imitation of Hitch). 'You have a circus going on inside, obviously if you can play that, you can do this little trinket.'"

Landau has also been associated with some pretty impressive actors. He was chosen - along with Steve McQueen - from more than 2,000 applicants to join the Actor's Studio. And for the past 30 years he has taught acting to accomplished actors such as James Dean, Harry Dean Stanton and Jack Nicholson. "I always say that an actor needs three things. He needs talent, intelligence, and enormous energy. You can have the first two, and if you don't have the last one, forget it. It's an essential part of the equipment."

With his impressive background, Landau still has to stomp his feet to convince the industry's big guns that he knows what he's talking about. "I wanted Steven Spielberg to direct a TV pilot I was in," he remembers. "He was 22 or 23 years old at the time and the studio fought me. I said, 'No Steve, No Marty.' And I literally got up and walked to the elevator, and they chased me down the hall, and said, 'Okay you've got him.' I had to fight to get Steve Spielberg!" he says incredulously.

It's that fighting spirit, and the lack of cheap commercial cinematic tricks, that Landau loves about *Tucker*. "There's not a car crash or explosion within a hundred miles of it. There's no T and A just stuck in there. It's a serious filmmaker (director Francis Coppola) doing his work well.

* *

THE ARTICLE ON THE NEXT THREE PAGES IS IN DOUBLE COLUMN FORMAT. PLEASE LET US KNOW WHAT YOU THINK OF THIS FORMAT FOR MC.

By Manuel Rui Pereira deCarvalho

Dorcon was one of the roughest, uninspiring planets of the Dorca star system. The early Dorcons evolved in a hostile, dangerous world.

Carnivorous animal and vegetable species and violent climactic conditions were only some of the realities a new born baby would find, when opening his eyes. Only small parts of the planetary surface were habitable, because these areas allowed a relatively calm life, free from the intense magnetic storms and meteor showers which disturbed the planet's gravitational balance, and turned huge portions of Dorcon into graveyards of space debris.

Slowly, Dorcon communities were formed in these areas. This meant long, dangerous migrations, which provoked the death of about 35 % of the primitive Dorcon tribes. These vital marhes are a proud part of Dorcon history, and are known as the Preesadon Path.

Preesadon is the name given to the comparatively docile areas which allowed the tribes to grow food. Food, however, had to be found outside this reluctant paradise. The hunters who found Preesadon had been looking for food, which was a major problem. Animals were constantly on the move, and any vegetables native to Preesadon were constantly raided by them. The Dorcons didn't have at this time an agricultural past - a steady agricultural output was impossible, in view of the ever changing surface conditions.

As a result, in the beginning of their life in Preesadon, Dorcon expeditions had to leave their safety behind and face the search for food for their people.

But, the Preesadon areas grew. With them, the roots of the Dorcon society. With a safe place to give birth to children, learn about the many apsects of growing crops, and reflect on hunting, weapons, and leadership, the Dorcon humanoids had a chance to grow strong. The larger and stronger animals were killed or tamed and the Dorcon humanoid gradually reached what was the most respected status on Dorcon: he became one of the most dangerous animals on the planet.

He shared this honour with the biggest killer in the race's history: a meter and a half insect-like creature the Dorcons called the Cevanon.

The Cevanons lived in huge communities, formed by family groups. These sleek insects have a conical head with two antennae, linked to a body made of four slightly oval lumps connected to each other, ending also in a conical tail. (The Dorcon warship Moonbase Alpha encountered was a metallic replica of a Cevanon's body.) The Cevanon were, as modern Dorcon scientists reluctantly agreed, fitter for survival on Dorcon than the humanoids.

No one has ever seen them feeding themselves and never, ever was a living Cevanon seen touching the planet's surface. It was proven that a decrease in the gravitational pull ocurred near one of them and a major loss of gravity next to a Cevanon family. All these facts pale when confronted with the knowledge that the insect kills at a range of several meters, by direct action on the brain-stem.

(Many theories have appeared stating that the Cevanon is the true native of Dorcon, and casting doubts about the humanoids origins. Discussion of such matters has been forbidden in the Dorcon Empire.) The Dorcon's fights with the Cevanons were not about food or water, they were about living space.

The insects grew in numbers, and when they reached Preesadon areas, a challenge was made. The Cevanons were defeated in the end, but left deep wounds , both physically and culturally, in the humanoids. All early Dorcons were in some way affected by a Cevanon force field, and although, obviuosly, not all encounters were fatal, they produced irrecoverable weakness in the brain-stem, which is the most vivid, and dramatic, genetic heritage from the Dorcons prehistoric past.

SCATTERED NOTES -

-About Dorcon art, we find that music, books, films, videolines, clipfeel and all the many systems that bring entertainment or ides, repeat constantly the same themes, or ideals. These themes are subject to the development of Dorcon communication systems, but the intention is to transmit the same values from generation to generation, without the clash that could be expected from suchan attempt. A basic idea is that the individual is nothing without a group. Any reaction to this (different attitudes or clothes) is violently repressed by every level of Dorcon society. We can only imagine what the Dorcons thought of Commander Koenig's desperate and isolated attempt to save Science Officer Maya.

Still about art, Ruzal, an important Dorcon, wrote: "The Dorcon mind has always worked on solid virtues: strength, determination, morality. All the rest are decayed views of these three words. To create is dangerous, to create is impossible. What is, has been, will be. The few Dorcons that talk about creating will live to feel ashamed and ridiculous. Art is a state of the true mind, the Dorcon mind. It will always remain that way."

It's no wonder there is not much to tell about Dorcon art: its manifestations are not innovative, and they don't reflect the feelings of each new generation. The Dorcons are ruthlessly taught to obey art, not create it. (It's also interesting to note that the clothes, uniforms and ornaments the Alphans were able to observe on the Dorcons seem to be equal in design and concept to the ones observed by the Psychons decades ago.)

MALE/FEMALE

There was never a question of dividing individual capabilities into male-female catagories. The Dorcons were always too desperate for human resources to waste time on such notions. Women used to physically compete with men when a job, a leading post, any position that had to be filled, appeared. Things have changed little for the Dorcon society since those days.

NOTE: (Science Officer Maya has expressed continuous amazement at the social roles that men and women have been expected to play since the early years of Earth's history. Her views on our society should be recorded, for better understanding the Psychon society.)

RELIGION-

The legendary Dorcon gods are not immortal, and their main function is to provide barriers to be overcome - a general Dorcon belief is that the meaning of creation is to go where gods have not been - the Dorcons must become gods to themselves. They must outdo the legendary feats and look upon their gods as honoured warriors that have met a superior force.

The reason for this can be found in the fact that the Dorcon society can not endure somebody, or something, that is stronger or forever powerful. That is a provocation, and a source of insecurity.

Their relation with their gods has been, from the start, one of envy. Now, the Dorcon Empire feels it has finally reached god-like status, according to their own standards. Therefore, their own mortality is a sore subject in Dorcon official circles.

THE DORCON INTERPLANETARY DIPLOMACY-

Counsel Varda's attempt to capture Maya without a confrontation was not an attempt to avoid violance. It was a result of a new Dorcon technique. The Dorcon Interplanetary Diplomacy is a product of the advance of technology. Birth rights were just like those from the Spartan code of old Earth - only the strong were allowed survival. But as the Dorcon society became richer, individuals who might have been eliminated in the past were given the right to compete. These individuals soon understood that their physical abilities could not help them to survive against their playmates or rivals. They had to find a system they could use - and use it as a weapon. This need marks the beginning of the true, present day, Dorcon Empire.

Cechant was the non-official name given to anybody with less than average physical capabilities. They were, generally, very rational beings. They studied and soon organised themselves. Soon, thee was a Cechant in Dorcon banks, schools, laboratories, factories, early Land-Space research centers, etc. They were fitter for intelectual work, they knew it and cultivated it. The Cechant were first given work to fill gaps, but soon proved that they were needed in many areas, and a market for Cechant labour was created at an astonishing speed. They became the planet's bureaucrats and got very close to dominating it.

Under their supervision, diplomacy and a devious smile began to be used when dealing with other civilizations. This, and the violent energy unleashed at the right moments, provided the engine for the powerful structure of the Dorcon Empire. Worlds began to owe favors, or the lack of them, to the Dorcons, while others were defeated by the untamed determination of the Dorcon warrior class.

So, the consequences? A major change in style: it meant long, elaborate battle tactics, instead of the brutal frontal attack of the traditional Dorcon approach. Thee were long discussions when the Cechant first introduced battle and conquest plans that relied on previous studies and diplomatic schemes. Traditional Dorcon battle commanders objected to a "soft" approach, but the Cechant won the arguement in their own unbeatable way: with facts and figures.

The Cechant methods spared thousands of ships and human resources, and became standard procedure, in other words, became the Dorcon Inteplanetary Diplomacy.

THE PSYCHON/DORCON CONFLICT

-This is a very painful matter for Maya, our science officer. She has been providing all the information for this report, so, on this subject, it's better to start with her own words:

"The Dorcons changed us all. The sort of feelings they brought with them...were...unknown. what they wanted fom us was like nothing we had ever experienced. They didn't want us killed, it went beyond that. They wanted a part of us for something we thought was wrong...a society that tried to change and own other living beings.

Well, they were as awed as they were menaced by our technology. They had not yet encountered our level of battle potential. They went as far as proposing an alliance, a big thing for them, believe me. It was then that everything exploded. From the moment the first contacts began, it became clear that co-operation between Psychon and Dorcon was impossible. They could not understand that a race with our potential was not interested in power over other worldss. We were living proof of a breach in their ideology. They murdered our representative at the second official meeting. It was through that crime that they discovered that a Psychon brain stem is priceless for a Dorcon. We were a naive race concerning war, and the Dorcons forced us to 'grow up' fast." The following decades were a long period of change and adaptation for the Psychon race. They were hunted like animals. Thanks to their technology, they managed to protect their own planet and avoid the capture of living Psychons. This was a point of honour for Psychons at the battle front. Suicide systems were part of the standard fighting gear. A detail that shows how the Psychon society was marked by the Dorcon mentality.

The Psychon/Dorcon war created a problem in the social harmony of the Dorcon Empire. A few Psychons were, tragicaly, captured. Their bodies were used in deplorable ways and their brain stems were transferred to powerful, influential Dorcons. To those who could pay huge amounts of money for the privilege, a Psychon, or immortality, was a very expensive luxury. It's no wonder that many leaders, such as Archon, saw their ambitions of immortality fail. Any powerful dealer with an immediate and illegal access to the rare Psychons captured alive had no difficulty in drowning any feelings of loyalty and patriotism. Many Dorcon Battle commanders became very rich in a very short time.

The internal and political conflicts this situation caused were, ironically, almost fatal to the well organized Dorcon system. Rumors of breaches in organisation, significantly, of Dorcons rebelling against their centuries old traditions, were spread throughout the worlds under Dorcon rule. News of Dorcon people turning against their laws was always appearing. Whether the news was true or not is hard to tell. Is it likely that an entire race would want to live with ideals that enslaved other beings? Probably crushed by a powerful social machine, the unknown Dorcon rebels deserve some thought and the benefit of the doubt.

CONCLUSION

The social and political turmoil in the Dorcon Empire was the last news to reach Psychon before the arrival of Moonbase Alpha to the planet's range. That was 342 days since leaving Earth orbit, Alphan time.

As we all konw, the history of the planet Psychon ended then. This must have shocked the Dorcons when they were performing routine surveillance missions. They must have recorded our moon's characteristics for future reference. They must have suspected that a living Psychon had escaped their home world's destruction. Did they find the few Psychons that left their home planet before its destruction? Maybe they don't know the Psychons exist. Maya says they left under heavy security. However, the trail Moonbase Alpha had been leaving behind was easy to follow. Maya had hoped the Dorcons were convinced that the last of the Psychons had died with their planet, and maybe they were for a while, but some clue must have appeared. The presence of Archon, the leader, on the battleship is odd. Why should a supreme ruler and his direct heir appear personally in a potentially dangerous mission? It was important, the search for the last living Psychon, but why risk a leader's life in an attempt to preserve it?

A matter of tradition? Maybe, but there is an interesting, and palusible theory: the rumors of rebellion in Dorcon may have been true, and serious. It's possible that Archon's life was threatened on Dorcon. This expedition was probably an attempt to secure once and for all Archon's position, both physically and politically. As a gesture of strength, it would be very effective for Archon to go personally in search of his immortality, and to come back in triumph.

One other question. As the last living Psychon, how much is Maya worth? A lot, for the Dorcon, at least. It is a disturbing thought, because the return of the Dorcons is real. Alpha's Command Center and deep space tracking remain with that in mind.

Has the death of Archon and his heir heralded the end of the Dorcon Empire? If it did, is there a new Dorcon Empire? Will it follow old traditions of war and mind or will it try to build something new? Only time will reveal that.

Let's hope that a desperate attempt to help a good friend may touch many lives on many worlds. How would each Alphan feel if Alpha had delivered a friend to preserve itself? What would have been lost in each of us? Would we still be worthy of trying to create a new, better Earth? Wouldn't we all be like Malic, killing to attain something out of our reach, something we don't know how to keep, or deserve? Malic his power, us, our security?

But, would it be fair to sacrifice all the Alphans for one? I won't try to answer this. I'm just glad that Commander Koenig did what he did and that an alien, somebody from another world, is going to judge the people of Earth with the Commander's behavoir in mind. Not just with what she has learned in the library, but also with that one, stubborn gesture.

Manuel Rui A.F. Pereira De Carvalho / Section I.D. No. 15564 / Lunar Space Research Center / Moonbase Alpha

This report is based entirely on data drawn directly from the Dorcon encounter, 2409-2416 days since leaving Earth orbit, and memories of Maya, Science Officer, Command Center.

Filed-0092565

Moonbase Alpha, 2431 days since leaving Earth orbit.

We would like to thank Manuel for this article for MC. Unlike most of the writing we receive, it deals with aspects of the Space:1999 series other than Moonbase and Alpha's personnel. We would like your comments on this. If you like the idea, perhaps YOU could create a background for Taybor or Balor or, perhaps, even the Bringers of Wonder. There's lots of room for creative thought.

A LETTER TO ITC

Several members have indicated they feel we should mount a letter campaign to ITC in support of the intended release of Space:1999 on videotape. We agree 100%. We don't want to issue a form letter because this does not carry as much weight when read by the ITC executives. We would however like to have a basic similarity in the letters. In order to do this we would like you to use the following guidelines when composing your letter.

1. Be neat and use correct grammar and spelling in a standard letter format.
2. Type the letter or use a computer printer if possible. It looks neater and is easier to read. If you don't have a typewriter or word processer printer, use your best writing.
3. Thank them for using Space:1999 as their first series for the home video market. Express that you are looking forward to the first release and hope to purchase as many tapes as you can. Also ask if the release date has been established so you will know when to check the video stores and video catalogs.
4. Tell them if you are looking for any particular episodes or if there is a special episode you would really like to see first but, be brief here. Don't use any long lists. Keep it to only your top two or three episodes.
5. Don't mention the Alliance or that you are a member since many, unfortunately, don't take fan clubs seriously. Contrary to what a few members may think, we are not an enormous group with a lot of influence. As stated in previous information on letter writing, they feel that there will normally be 3 or 4 people who don't write in for every 1 who does as long as they don't feel it is a group effort. We will contact them ourselves for the club.
6. Members outside the United States should ask what plans there are for release to their country. Again, be polite, brief and thank ITC for considering you.
7. Wait about 3 weeks for a response. If you have not received a reply, you can write another short letter. Reference your previous letter and be courteous and brief. Again thank them for putting Space:1999 on home video and repeat your request for a release date. Indicate that you are looking foraward to purchasing the tapes.
8. Always sign your letter (not typed or printed) and include your address and phone number.

WHEN WRITING, ALWAYS ENCLOSE A STAMPED, SELF ADDRESSED ENVELOPE (SASE) (INTERNATIONAL REPLY COUPONS FOR OVERSEAS MEMBERS) TO GET THE BEST CHANCE OF A REPLY. WRITE TO: ITC / c/o ED GILBERT - HOME VIDEO / 115 E. 57th / New York, NY 10022

This was typed using a larger type style. We would like to know if you would like to see MC printed in this style. We can use any format printed in this MC, however use of this type size would reduce the printed content by about 25%.

†††

ADS AND NOTES

INTERCOM 1 - IF YOU THINK YOU'VE READ EVERYTHING THERE IS ON SPACE:1999, then think again. Intercom 1 is an excellent fan publication that offers 67 pages of fascinating reading on many aspects of Space:1999. The zine contains a 25 page photo interview with 1999 script writer and editor Johnny Byrne (Metamorph, Immunity Syndrome, etc.) revealing many unknown insights and behind the scenes work in a detailed dialogue about episodes, events between year I & II, his feelings on Gerry Anderson & Fred Freiberger, an unfilmed script, relationship with Martin & Barbara, and much more! The zine contains the fan story "A Textbook Case" by Lis Therkildsen; also an in depth review called War Games Special. Cost is $3.50 in the U.S. / $3.75 in Canada / $4.00 Overseas. All checks or money orders should be made out in US funds and sent to: International Space:1999 Alliance / 86 First Street / New London, Oh 44851 USA

1999 MERCHANDISE - Space:1999 merchandise is available through the Alliance. If you would like to see everything we have to offer, you can order a catalog. The catalog contains 22 pages of pictures, zines, patches and other items available from the Alliance. If you would like a catalog, send $2.75 US & Canada or $3.00 Overseas in a check or money order (US FUNDS ONLY) made payable to: International Space:1999 Alliance. Send to: Intenational Space:1999 Alliance / 86 First Street / New London, Oh 44851 USA.

JUST WHEN YOU THOUGHT IT WOULDN'T SEE THE LIGHT OF DAY - OR THE NEXT BLUE MOON! - ! The final annual of the Prentis Hancock Fan Club. Mayr tells us it is almost ready!! Part of the journal is Titled - **"AS THE MOON TURNS"**, this issue is for all former members of the PHFC. HOWEVER, if you would be interested in a copy of the marvellous publication, you should write to Mayr Fitzgerald / 123 Fawn Valley Dr. / McMurray, Pa 15317 to discuss costs. Please include a SASE for a reply. The following is an excerpt from: SEARCH FOR PAUL MORROW "Kano, what does Main Computer say?" Silence. "Kano? Where the blazes is Kano?" The commander was clearly annoyed. A ballpoint pen dangled from his lips, cigarette-style, a sure sigh that he was not in the best mood. "Sandra, why isn't Kano at his post?" "W...well, sir, he hasn't been around here for weeks." At his surprised look she continued sheepishly, "And, well, you've kept us so busy that nobody had time to go look for him." Her voice trailed off as he began to pace the floor. "Hasn't *anybody* seen him?" The commander would obviously not get any satisfactory answers so he snapped at Sandra, "Well, send Victor to my office right away!" As she hesitated he shouted, "That's an order, Ms. Benes; make it sooner than possible!" With a quiver in her voice, Sandra blurted out, "No one has seen the Professor either, sir." "What do you mean...Kano and Victor are ***both*** missing? Well, why didn't somebody tell me?.....Well,We'll see about this. Paul, take over for me while I... Paul? Where's the Controller? Sandra, where's Paul?"...And now a word from our sponsors.....Not sure what to give your special lady? LUTON FLORISTS has the answer. Express your admiration with one of our bouquets. Remember...our flowers speak for themselves. ***ALL MY ALPHANS - MAYA'S HOPE & THE YOUNG AND THE RECKLESS*** are just examples of what you'll get in "AS THE MOON TURNS"

FOR SALE - THE ITV ENCYCLOPEDIA OF ADVENTURE by Dave Rogers. Over 3200 entries on British produced series over the past 32 years covering over 5400 episodes. Thi book contains complete episode guides for The Avengers, Captain Scarlet and the Mysterons, Fireball XL-5, Joe 90, The Prisoner, The Saint, Space:1999, Super Car, Terrahawks, UFO and more. Nearly 600 pages of incredible information. Cost is $19.95 and can be purchased from Star Tech / PO Box 456 SL / Dunlap, Tn 37327

MUST SELL- MATTEL EAGLE, large model. Missing crane and no box but the rest is intact. Will take best offer! Call David Bobzein (415) 927-7517 Pacific time after 5:30 PM. Anytime on weekends.

ANY INTEREST in compiling a complete list of all magazines which covered 1999? If you are interested, I am willing to compile the list for possible printing in a future MC. If you would like to contribute, please send a list of the articles you know of. Please include the magazine title, the volume and issue numbers, dates, and the name of the article. This would provide persons looking for information an idea of what magazines to look for. Send all lists to: David Williams / P.O. Box 13 / Eastville, Va 23347 (804) 678-7701

ANGLOFILE - is a bi-monthly publication which covers British popular culture and entertainment. It informs you about upcoming British television shows, films, books, stage performances, music and other entertainment specials. ANGLOFILE features interviews with and stories of old and new favorite British stars. The cost is $10 for 6 issues ($13 in Canada). Send subscription to: ANGLOFILE / P.O. Box 33515 / Decatur, Ga, 30033.

SHADOW-USECC - This UFO club is now being run by Alliance member Helen Weber. You receive 4 newsletters per year and a membership package for dues of $21 per year. You can join or get more information by writing to: Helen Weber / 514 Delaware Ave. / Lansdale, Pa 19446 Please include a SASE.

WANTED - Photocopies of information, articles, interviews etc. to swap with other members. If you are willing to swap copies of your collection for copies of mine, contact: John Trone / 20 Orient Road / Yeronga, Brisbane / AUSTRALIA QLD 4104 Send two International Reply Coupons for a reply.

WANTED - all Space:1999 episodes on VHS format and any and all Space:1999 books available. Please contact: Chrissie Horvath / 10011 Winding Lakes Rd. #202 / Sunrise, Fl 33323

CORRECTION - We printed an address for SIG which is no longer correct. The correct address is: SIG / David Nightingale / 332 Lytham Rd. / South Shore-Blackpool, Lancashire / Great Britain FY4 1DW

WANTED - Someone to tape the British movie called "Escape" which is being shown on the A&E cable network. I have a VHS recorder, so please tape on a VHS machine. I will either pay the person for the tape (Extra High Grade) or I will send a blank tape. Please let me know as soon as possible. I will also be glad to pay postage. Send replys to: Kerry Keene / 417 NE 18 Ave. / Pompano Beach, FL 33060-6543

QUESTION - How much interest would there be in a compilation of THE LONER stories by Michael Heyes? I've talked to Denise Miller about that possibility. I believe there may be many members who have joined since those stories were in print. They are excellent stories! If there is a definite interest, we'd need copies of the stories Denise doesn't have to make a complete volume. If you are interested, write Kevin Peterson / 930 1/2 5th St. / Golden, Co 80403-1454 USA Please include a SASE.

PLEASE LET US KNOW WHAT YOU THINK ABOUT THE DIFFERENT SECTIONS IN THIS MC. THANKS IN ADVANCE. YOUR EDITORS.

* * * IMPORTANT NEWS * * *

WE HAVE JUST HEARD FROM BARRY MORSE. HE WANTS TO MEET WITH THE GROUPS OF ALLIANCE/MORSE CODE MEMBERS WHO ARE COMING TO HIS PLAY. HE WOULD LIKE TO MEET WITH US IN THE AFTERNOON BEFORE THE PLAY DEPENDING ON THE DAY WE ATTEND. (HE HAS MATINEES [TWO PERFORMANCES] ON A COUPLE OF DAYS.) IT IS IMPERATIVE THAT WE KNOW HOW MANY PEOPLE ARE GOING AND ON WHICH DAYS (SEE PAGE 3 FOR MORE INFO!!)!!! PLEASE LET US KNOW AS SOON AS POSSIBLE SO WE CAN CALL BARRY TO LET HIM KNOW WHAT DAYS WE WILL BE THERE. SYDNEY MAY ALSO BE THERE IF THINGS WORK OUT RIGHT. IF WE KNOW ENOUGH IN ADVANCE WE CAN ALSO TRY TO GET GROUP RATES AND ALSO GET SEATS TOGETHER IF POSSIBLE. DON'T DELAY. TIME IS OF THE ESSENCE.

MAIN COMPUTER ©

1988 International Space:1999 Alliance/ a Non-profit organization

Main Computer # 1 Volume II Sept. 1988

John and Kathy Von Kamp, MC Editors, 86 First Street, New London, Ohio 44851-1196 USA

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NEW LONDON, OHIO 44851-1196 USA



Tony Wynn Mar 89
LOGMAN Div. (SHAPE)
APO NY
09055

AN X BY YOUR NAME MEANS
IT'S TIME TO PAY DUES FOR ANOTHER YEAR