MAIN COMPUTER
The newsletter of the International Space: 1999 Alliance
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Journey to Where?

Relaxacon #3 August 11 - 13, 1989
Impressions from Kathy Von Kamp

In mid August, 20 Alliance members with accompanying family and friends gathered together at Wapakaneta, Ohio. "Where?" you are probably thinking now and then "why there?" Well, Wapakaneta is a small town midway up the western border of Ohio located just off Interstate Highway 75 which happens to be the birthplace of Neil Armstrong the first man to set foot on the Moon. He also shares a birthday with Helena Russell being born on August 5th. And because of this, there is a small but very nice museum dedicated to his time as an astronaut and to space travel. Plus, there are several tourist type places such as the Lunar Put-Putt golf course and Astro Bowling Lanes that are well-suited to small gatherings. The following is what happened that weekend.

First, I'd like to say that we were all honored to have as special guests Barry Morse and his lovely and dear wife Sydney. For Sydney, this was her first time at any Alliance event. I hope she enjoyed the weekend as much as we enjoyed having her with us. For more on their reactions to Relaxacon 3, please see the next issue of Morse Code. The address for that publication is: Box 2022 / High Level, Alberta / T0H 1Z0 / Canada. Canadian members send a SASE; U.S. members send one IRC, and everyone else send two IRC's for details on how to get this report. This is definitely something not to be missed since Barry has submitted to Vivian his first con report for publication. Anyone who has ever seen and heard Barry talk at an Alliance or Fanderson event will know this is a must to read! Personally, I can't wait to see it! Right now, it will only appear in Morse Code. There are no plans that I'm aware of for this to appear elsewhere.

Now, on to the weekend. the first group arrived at the Holiday Inn on Thursday evening, August 10th, from the Columbus, Ohio airport. John, Heather, Sandra Sprecker (who joined us Wednesday night from the Cleveland airport), and I picked up Barry, Sydney, Vivian, Michele D'Aiuto, and Doug Pelton upon their arrival from Toronto. Yes, Doug who is over six feet tall could stand up again after getting off the very small planes that are used for flights to and from Toronto to Ohio. After the two hour drive from the airport, we all gathered in the hotel for a late supper and spent the rest of the evening talking, getting settled in our rooms, and catching up on some much needed rest before the weekend activities began.

Friday started out also as a restful day waiting for the rest of the Alliance

members. Registration was held in the con suite by having everyone pass the Alphan Dexterity Test. This test consisted of a special hands and mind over matter technique introduced by Robbie Perkins. The details won't be written here since this test may be used again at the next Alliance gathering. but only for those who have never tried it before. Let's just say that one has to fail this test to really pass it. That ought to keep some of you thinking for a while! And those who have tried it are sworn to secrecy!

While waiting for the others, there were videos, swimming in the Anton Zoref Memorial Pool, good conversation, and last minute errands to nearby stores. This lasted well into the afternoon. By evening, all had arrived and after dinner we all piled into cars for some bowling. I think we all had a great time at the Astro Lanes. Some had never bowled before or at least the U.S. way of bowling. I didn't know it was different until that night. Canadians use less pins and a smaller ball without any finger holes! Even though this difference wasn't discovered until much later in the games, everyone did very well. Barry, a thank you for the unexpected treat of paying for everyone's bowling.

Saturday morning after a late breakfast again (one of those nice things about a Relaxacon), we all walked over to the Neil Armstrong Air and Space Museum located right next door to the hotel. There is a large grassy area that surrounds the museum that is great for walks or kite flying. The museum itself is located half underground and jutting out from the side of a large knoll with a large off white dome reminding one of the moon. It is especially striking at night with special outside lighting which seems to make it glow.

By mid afternoon, we had all gathered together again after a break for lunch and free time for the pool or whatever. This time it was down the road to the Lunar Putt-Putt golf course. Each hole had a large model of something to do with space travel such as a shuttle, a lunar lander, a globe of the earth as seen from space, and so on. It was a very warm time of day to be out on the course, but I think we all did fairly well. Barry and Sydney participated the entire time we were out there. I'm not sure whether they had ever played before. Most probably, an account of the golf game will appear in Barry's report to Morse Code.

Later on in early evening, we all had a special dinner together as a group at a restaurant again just down the road. We treated Barry and Sydney and all skipped desert to return to the hotel for a very special surprise for them. In honor of their joining us, a special cake had been made and decorated with a drawing done by Robbie Perkins. Besides the Alphan space suited figure and Eagle spacecraft, the cake read "Thank You Barry and Sydney #1 Intergalactic Grandparents." It honored them as the Alliance's honorary and adopted grandparents. Indeed, they are the best grandparents anyone could wish for!

The rest of the evening, we were treated by Barry to some excellent excerpts from his one man show "Merely Players." Briefly, the show is a combination of some history of the theater and some of how Barry got started in acting and in the theater.

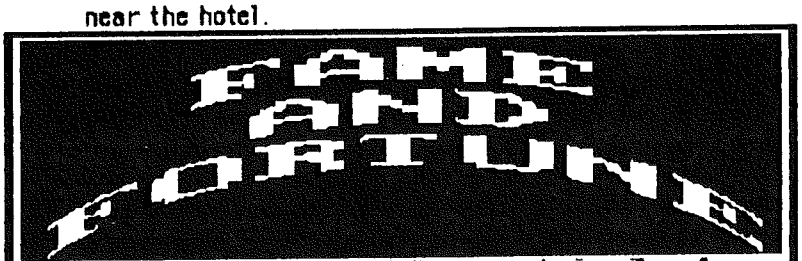
Sunday found us playing the first Alphan Match Game since (I think) Con '83 in Cincinnati, Ohio. To those who may be not familiar with this game, the idea is to see who matches the master of ceremonies, or who can match other team members with the same answer to a question or word or phrase to complete a statement. Usually, a question or phrases posed are of a silly nature. Points are given for matches and if the team with the most points wins. In this case, the team won AlphaBucks.

This game is extremely fun and easy to play and some of the most hilarious answers come out. Barry and Sydney did very well at their first try. The underlined are Barry's responses to some of the questions:

There was a terrible explosion in the Laboratory. John yelled, "What happened?" Victor said,"It's nothing, John. My contract just blew up."

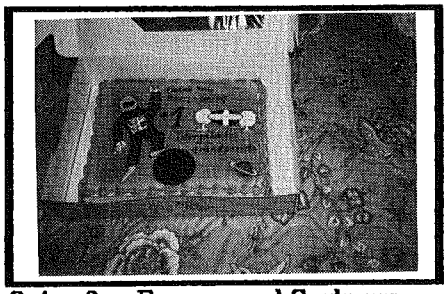
Alan said, "The Bringers or Wonder don't look so bad. To me they look like our scripts."

Sunday afternoon found at least half of the group driving out to West Liberty, Ohio for a "Catacombs" tour of some large, underground caverns. Then to a nearby huge mansion built in the style of a castle well over a hundred years ago. This is old by Ohio standards! The castle was included for the "Journey" part of the Sunday outing. The rest of the group choose to stay at the hotel and spend the last afternoon together watching videos, swimming, talking, and so on. Barry and Sydney spent this time more on their own exploring more of the area near the hotel.



For a sure fire ticket to the above, write letters, articals and stories for the Alliance newsletter:

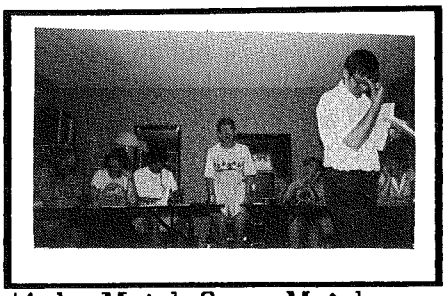
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43402-0222 U.S.A.



Cake for Barry and Sydney Morse. Cake reads, "Thank You Barry and Sydney. #1 Intergalactic Grandparents."



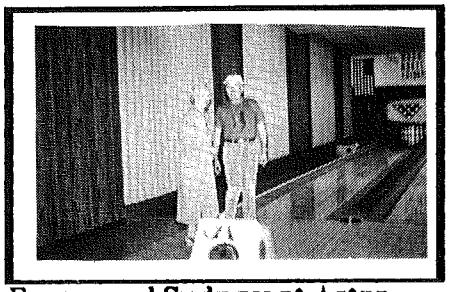
Party for Barry and Sydney. Left to right: Thomas Cicirelli, Sydney and Barry Morse, and Robbie Perkins getting thanks for the cake.



Alpha Match Game Matcher Sandra Sprecker reacting to a funny answer. Sandra is standing in the center.



Lunar Landing Module Model at Lunar Putt - Putt. Rick Russell, Robbie Perkins, and Caryn Steerman.



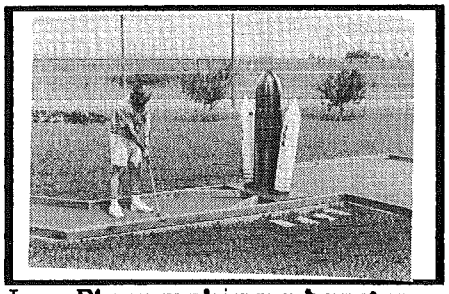
Barry and Sydney at Astro Lanes Bowling Alley.



Alpha Match Game session with John Von Kamp as moderator.



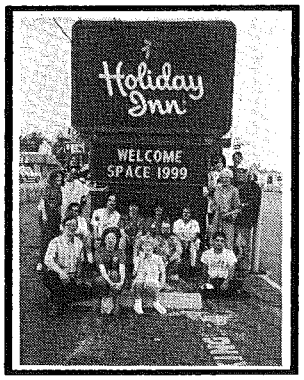
Entrance to Neil Armstrong Air and Space Museum in Wapakaneta, Ohio.



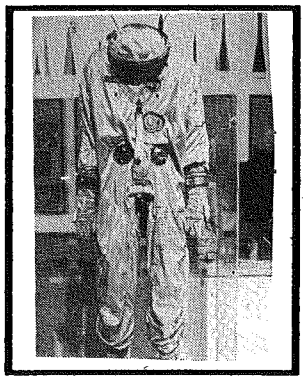
Lew Place making a booster rocket shot at Lunar Putt - Putt.



Goodbye group photo.



Group shot of Alliance and Morse Code members at Wapakaneta, Ohio hotel. (Thanks to Doug Johnson)



Spacesuit Neil Armstrong wore when he walked on the moon in July 1969.



Barry at Lunar Putt-Putt Golf. Michele D'Ainto in background.

That evening, the second AlphaBucks Auction was held for tokens and silly prizes. The first auction was held at Relaxacon #2 in Sandusky, Ohio in 1987. they were bid on and won by those who had the most AlphaBucks earned from points won at the weekend's activities. The AlphaBucks were paper currency in the shape of play money that had different Alpha personnel on each denomination.

The rest of the evening ended up with watching videos together as a whole group. I can't remember whether it was here or earlier, but we were all treated to an original music video on Barry's career on television to the tune of "Forever Young." Thanks to Vivian Stanley and her brother Patrick are in order for a job well done on this video.

Monday morning came all too soon. After breakfast, those of us still present gathered in the con suite for goodbyes. Though for John, Heather, and I goodbyes were done at that Columbus airport. we even got to say goodbye a second time to Lew and Sandy since they arrived for a later flight while we were waiting to see Barry, Sydney, and Doug off for Toronto while Michele and Vivian left for New York.

Thanks to everyone who was able to attend and to those who couldn't but still supported the event with donations. This allowed the Alliance to make a $400 donation to Barry's charity Performing Artist's Lodges (PAL) which is involved with retirement homes for Canadian actors. With currency conversion and Doug Pelton's donation, the total came to just over $500 Canadian! As Barry would say, "Here's to the next time!"

Impressions of Relaxacon 3 from David Kaplan

Let me begin by saying that I was glad to be a part of the convention while I was there and I miss everyone who was there.

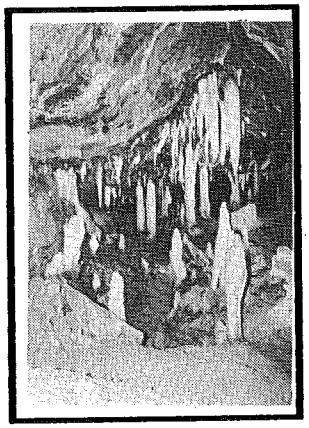
Let me begin by stating that I was scared because Thursday night, just hours before I was to get up to head out to the airport, I had mild chest pains, so I went to the hospital after they examined me, the told me it wasn't my heart. The next day, I went to LGA to board my plane to Chicago. In Chicago, I had to change to an American Eagle (a small plane which they use for local stops) bound for Muncie, Indiana, in which my guess is thank to a mix-up, my luggage began to roam around the Midwest for another 30 hours. Well, when I got there, I was able to rent a car after all. It took me over 1 hour to get from Muncie to Wapakaneta and I was surprised to see 2 lane 55 mph roads.

The first thing I did we I got there was to take a picture of the "Welcome Space: 1999" sign on the marque of the hotel. I then presented myself to John, Kathy, and Heather, but I met Barry, Sydney, and the rest of those attending the con after they were finished having dinner. That night, we all went bowling and this is where I came up with Alliance for our team name. Although, I had been bowling one year earlier in college, I didn't do too well; but, there's always next time.

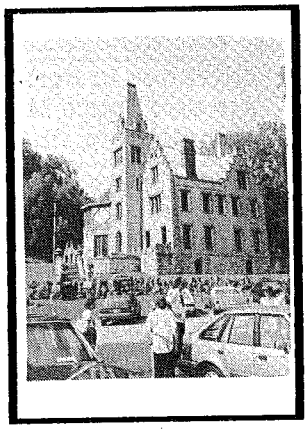
We later played "Win, Lose, or Draw" and when I was to draw something on the bard, my team almost always guessed it. we all enjoyed it as a lot of people took a lot of pictures.

The next day, I got up around 7:30am to check on my luggage, only to find out that there will be a delay in receiving it and I had to wear the same clothes the next day. Anyway, I went to breakfast and afterwards, we went to the Neil armstrong Air and Space Museum. I was amazed at what I saw, especially with the film which repeats throughout the day. Then we went to lunch where I later met some Alliance members at the pool and then we all played putt-putt golf. We all had free time aster that so again I checked on my suitcase only to find out that their baggage service leaves at 7 from Dayton. We all went to dinner at Dodge City for a buffet and after that, Barry did some excerpts from his play "Merely Players." After the play, I finally got my suitcase and Barry was pleased when I told him. The next day, we all played "Alpha Match Game" which wasn't taped [by Lew Place] unfortunately; and then, I had to leave afterwards to catch my plane.

To me, the best highlights were us all taking pictures of Barry and Sydney in front of the "Welcome Space: 1999" sign and the cake which was presented before Barry did the play. I do regret not being able to take Chantel Battison, Albert Leon, and Laura Salerno with me because they really missed out on something. For the first time in my life, I met someone famous. I feel sorry for those who were unable to come and I look forward to the next con and seeing everyone again. Hopefully, I need not rent a car for the next one.



Ohio Caverns, "Catacombs of the Moon tour." West Liberty, Ohio.



One of the two castles in West Liberty, Ohio on the "Journey to Where tour."

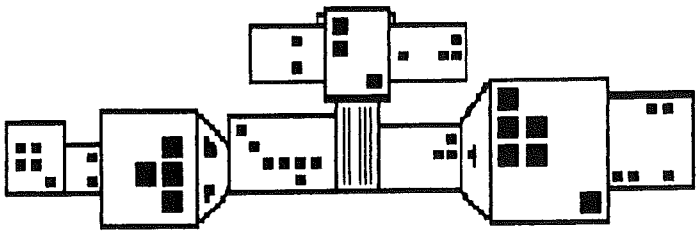
Space: 1999 Dialogue Quiz

Lines and references collected by Chris Hantzopulos and Debbie Sarria

1. "We have laid the foundations down of mankind's future..."
2. "It's better to live as your own man than as a fool in someone else's dreams."
3. "He is unstable, and as such, is a threat to the safety of Alpha."
4. "Those about to live, salute you."
5. "We don't have time to play with words, Tony."
6. "It makes a difference. To me."
7. "Oh, I don't think Dr. Russell would object."
8. "Is that all you have to be grateful for?"
9. "You're destroying our peace Koenig. We're going to kill you now."
10. "I have waited a long time to meet you, John Koenig."
11. "Hope is better than despair."
12. "I do."
13. "I didn't know you cared."
14. "Bang, bang, you're dead!"
15. "You face a power beyond your understanding. It will destroy you."
16. "You never know when you need a doctor."
17. "Friends, Romans, Countrymen, lend me your ears..."
18. "The only reason they've stopped firing is because they don't need to bother."
19. "Don't worry, I'll wear my galoshes."
20. "Well, maybe the computer will pick out some memories of us together, and we can learn from the past."
21. "You will not kill us Dr. Russell. The power of your weapon will be turned against yourself."
22. "We may be on the threshold of a new step in the evolution of man!"
23. "I always sleep with my eyes open when I'm in traction."
24. "We've found Eagle One."
25. "3.25 grams."
26. "Well, Maya, the daughter of Mentor, your struggles are over."
27. "In there, cooped up, there are thoughts we just can't allow ourselves to think."
28. "Right now, you're as sane as I am."
29. "His skin was like ice."
30. "I am I."
31. "It didn't want to hurt us. It only wanted to survive."
32. "You have been selected as the first to die."
33. "And the moon can just keep rolling by."
34. "It's a replica. A college prize."
35. "I wanna stop him, not harm him."
36. "Would you believe, we lost our way?"
37. "How can I command this base if ... if I'm losing my mind."
38. "All this concern? Paul's going to get jealous."
39. "Badly? Then I withdraw."
40. "I hit him with my stick."
41. "We almost made it. You and I."
42. "I will be your hostage."
43. "Remember me? I was the best man at your wedding."
44. "Why don't you write another letter to the space commission."
45. "We're a bit low on sacrificial goats."
46. "My being cries out for vengeance for the collective act which destroyed my existence."
47. "I'm glad you have such tremendous faith in me."
48. "We're looking for answers, Commander, not heroes."
49. "After all, we can't fight city Hall forever."
50. "It makes you feel like doing whatever you want to do, whenever you want to do it."
51. "Accept the challenge, Koenig!"
52. "If you want to check yourself out, that's your affair. Open any airlock!"
53. "It will enrage her lover and we will have won."
54. "It sticks in your throat, you decrepit hag."
55. "I'd sooner be known as a man of taste!"
56. "Helena, you can tell us apart. The things we've shared he can't know."
57. "We reached out and offered them happiness, and they accepted."
58. "He knows that everybody there is dead. That everybody sent there dies."
59. "He will take us to the place of the false spirits."
60. "I know. Me too."
61. "Amen. Before it stick in my throat."
62. "I thought she was your type."
63. "Alan, move Eagles 4, 6, and 10 into extreme intercept position."
64. "Stepping back into the future's past. Interesting thought."
65. "I'll flip you for it."
66. "I think I can neutralize it."
67. "Let Alpha be my long lost past."
68. "Let's hope it sticks; at least until we are out of range."
69. "The death of Dr. Russell is also regrettable."
70. "Good day. This is your alarm call. Duty period begins in thirty minutes. Thank you."

Answers??? Look for them somewhere in this issue! Sneaky, eh?

Alpha News Service



Editorial

Fall has always been my favorite time of year. It could be that I was born in October. It could also be that the new television shows premiere in the fall. I'm not really sure, but I just like the fall season. And speaking of television shows that have just been renewed and put back on the air, *Star Trek: TNG* is getting better but not great.

They still leave the bridge unpopulated with command rank officers when they are toe to toe with a Romulan Death Cruiser. Captain Picard is always quick to call a command conference when those life and death situations occur. In the fourth season, I hope he grows more of a backbone to make decisions on his own. You will note that I said "fourth season" not "third season." I don't think it will happen this season; but I never thought Riker would grow a beard either!

They still separate the saucer from the main ship in battle situations. If I were a Romulan commander, would I go after the heavily armed, warp powered main ship or the sublight, noncombat personnel stuffed saucer section. This is obviously to tough a choice to make because the Romulans in the show always go after the weapon laden spaceship. Good thing I'm not writing for the show; there would be a lot more funerals on the holodeck.

Data, who is still a toaster, gets the best lines; but, Worf is moving up fast with such mindbending comments as, "Good tea. Nice House", "Attack them", and "Delicious." If Worf pulled a military coup on the Enterprise, would the show be renamed *Star Trek: Generations of Conquering*? Of course, the counselor has great lines too, "I feel a great sense of warmth on the ship." and "He is hiding something." I have a feeling she is on the show to help viewers who cannot understand facial expressions of other actors.

The new opening has a comet with a tail orbiting a galaxy. So much for the accreditation that this is a scientifically accurate show, comets with tails do not orbit galaxies. At least the Enterprise still makes delightful whoosh sounds when it zooms across the screen in supposedly empty space. Don't give me that Trekker argument, "Well, the sound is from the point of view of the crew if you were inside the ship." If you were inside the ship as it moved through space, you wouldn't hear the Doppler shift in tonal quality. The whoosh would sound the same since you are moving with the sound. And if you were in space, you wouldn't hear anything anyway since sound needs to pass through substance to be heard. Space has only one hydrogen atom for every cubic meter. With matter at such a density, sound in space is impossible.

Perhaps Captain Picard's opening should be changed to, "Space. My final career."

But, I have to be fair. There are a great deal of things that I like about *TNG*. However, picking out all of the good things isn't as much fun as picking apart the bad things. In my opinion, it is the best science fiction television currently in production. I know a lot of you are going to get bent because I said that. What about *War of the Worlds* or *Ray Bradburry Theater* or *Alien Nation*? All of those shows have merits, but it's TNG for me I'm afraid.

Let's move on to some really nifty old time shows that I have just had the opportunity to see again because I broke down and had cable installed this month. I'm talking old here. Really old, classic, super shows on the USA cable network. Yep, I'm talking about *Lost in Space* and *Land of the Giants*. They are definitely classics just above *Jason of Star Command* and *Space Academy*. I don't know what prompts me to sit in front of the television Monday through Saturday from 10 o'clock until high noon watching those old shows. I am even proud to tell you that I am actually taping *Lost in Space*.

> I am actually taping "Lost In Space."

Why? Why? Why? *Lost in Space* is such trash! It's bubble gum for the mind! It's completely unscientific and irrational!

But, it's great stuff and I love to watch it. I like seeing Dr. Smith swindle the Robinson's every chance he gets in his unending bid to return to Earth. I know that Will will get roped into the scheme and the Robot will follow. The endings are almost always deus ex machima. But, what the heck! The show certainly never took itself seriously aside from the opening episodes of the first year, and I get all misty eyed remembering back

when I used to watch as a kid. I ate up all the blasting, crashing, and suspending of reality that happened at every turn. To watch *Lost in Space* is to really relive that time of innocence about you.

Land of the Giants is another classic that I just cannot turn off. I am always amazed at the amount of detail and great special effects that went into every episode considering the series was done so long ago. The plots aren't bad but are more predictable than *TOS*'s plots. It's this old time stuff that really gets to me, and I just don't have the heart to turn it off no matter how hard I try.

I guess that is one of the reasons I use for my fascination with *Space: 1999*. Sure the show has a lot of problems; but if I get the chance, I watch. Can I defend the show? I can; but, I will only defend it on what it has meant and means to me. I love the show. I can accept that others don't feel the way I do if they can accept that I just don't think everything that Gene Roddenberry produces is so perfect that your fingerprints would harm the value.

What good is fandom if you can't throw rocks at each other once in a while? It's good, healthy debate that builds the genre. Hopefully, we are all smart enough not to destroy all we have built and slaved for.

Let's move on.

You will note that there are several articles in this newsletter that are not written by me. I hope that this trend continues as I am not planning on ever writing Main Computer alone. It is the Alliance's magazine and a reflection of it's members whims and wishes. I hope that many more of you will take the time to write me at Main Computer / P.O. Box 222 / Bowling Green, Ohio 43402-0222 U.S.A. Please, please, please, if you submit something to me, print or type your letter. I cannot read cursive writing worth a darn. I also cannot write cursive worth a darn. Think there is a connection there? My mom has beautiful cursive writing. Whenever I get a letter from her, I have to call and find out what she was telling me. The point is, type or print or I will get your words wrong.

Also, I have received some mail that should be addressed to the Ombudsman for Main Computer. I have a very delicate sense of what is positive and negative feedback. If you have negative feedback, good for you. Write it down and send it to the Ombudsman. It will be intercepted and read by someone other than me who will tactfully give me hints and suggestions on how to improve it.

And if you write a letter that you want a response to, you absolutely, no doubt about it, sure as the sun rises in the morning, must send me a self addressed stamped envelope. All requests for information about the newsletter must have one of these. If not, you won't get any mail from me except four times a year in the newsletter you are currently holding.

Remember that the address for Main Computer cannot help with things that are strictly Alliance matters. I don't know any addresses, telephone numbers, or official information that has to do with running the club. You must write John and Kathy Von Kamp for that information. I have nothing at all to do with club functions that are not directly related to the production of the newsletter.

I hope you like the new format in which Main Computer is printed. This development is because I have purchased a new page layout program called "PFS: First Publisher." Such programs are very expensive for me to acquire alone; and if you want to see more improvements in the newsletter such as more graphics, stunning borders, and more type styles, I need to raise some cash.

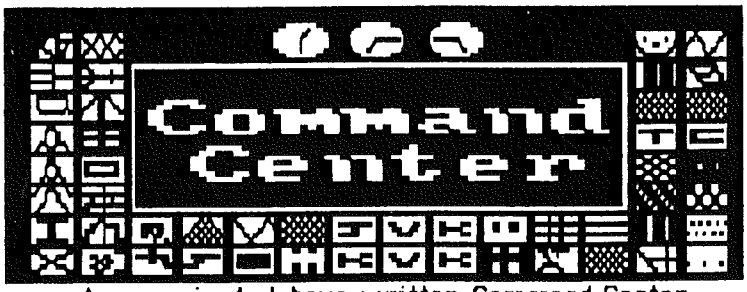
Yes, your editor needs a little liquid capital to raise the overall quality of the newsletter. That is why Main Computer Publishing is offering great deals on old issues of that fantastic Space: 1999 newsletter Main Computer. Every penny of profit that is squeezed from the sales of the old issues will be poured into revamping the new issues with better design and more powerpacked surprizes. Membership to the Alliance only covers costs such as printing and mailing; so, do the future of Main Computer a favor and buy lots of old issues. I kid you not; the newsletter needs a little dough for a much needed facelift.

This editorial is getting way to lengthy; and even though I could go on for 18 pages, I'll let it end here by saying, "When all was said and done, a lot more was said thanwas done." Enough already!

- Thomas J. Cicirelli

NOTICE

Vivian Stanley, President of Morse Code (the Barry Morse fan club), would like to know how many people would be interested in a Con in 1990 in Calgary, Alberta, Canada. Write her at P.O. Box 2022, High Level, Alberta, CANADA, T0H-1Z0



As promised, I have written Command Center this issue to reflect on the current value of Space: 1999 and other science fiction collectibles. It has been some time since I have asked for a catalog from any of the major dealers since the prices they want hurt my pocketbook. Still, it is a good idea to know what some of your items might be worth. When I started college, I threw out all my old comic books. I didn't need them anymore and they weren't of any value. Heck, they only cost 10 to 15 cents each at that time. Strange how times change. I was at a comic book convention a few years ago and saw the same books for sale. I thought it might be nice to get one to relive the good old days. I was shocked at the $400.00 price tag. Gee, if I only had that comic book now! You can never tell what's going to be trash or gems in the rough.

To help you figure what your collection may be worth, Kathy and I went back to the auction we finished earlier this year. The dollar amounts listed below were the amounts that individuals were willing to pay for the items. This should give you some idea of the value if you own any of the items listed. There were 74 items in the auction. We received bids on 41 of the items. That's about 55% of the items. This is not bad considering the broad SF nature of the items and the fact that the auction went mainly to *Space: 1999* oriented fans. An auction open to general SF groups might have done even better. Who knows?

We hope this is of some interest to the membership. If you have recently received a catalog from a dealer who handles *Space: 1999* items, please write and let me know what price they want for each item and the address of the dealer. I know that *Space: 1999* Year I and II color promotional books were going for $50 to $100. The Japanese photo books were also in this price range. I believe the original Eagle and Hawk model kits are also in the $30 to $50 range. If I get enough responses, I will write an update to this article for a future Main Computer. It may then be possible to provide a list of places where 1999 items can currently be purchased for those who are new to 1999, or for those who wish to complete their collection. If you want a list of the 1999 merchandise that was sold, I believe Erwin Stank was working on a list of all 1999 merchandise. If you have any questions, you might want to write him at 955 Escalon Ave. #511 / Sunnyvale, Ca 94086. He may be able to help you although I am not sure if he finished his list.

I look forward to finding out what *Space: 1999* items are worth and how easy or hard they are to find. What follows is a listing of items, followed by the winning bid given in the auction, and a detailed description.

ANNUALS

1976 British *Space: 1999* Annual. $25. Contains excellent color pictures and synopsis of the major characters and the actors who portrayed them. It also contains information on the Apollo 11 moon flight, comic style stories, and more. Good condition.

1977 British *Space: 1999* annual. $24. Contains excellent color pictures and synopsis of Maya and her background. There is a focus on Tony Verdeschi, comic style stories, and more. Good condition.

1978 British *Space: 1999* annual. $55. Contains many excellent color pictures from Year II and a story about Maya that uses pictures from "Taybor", "Dorcons", and "Immunity Syndrome". Very strange! Also comic style stories and more. Good condition.

1979 British *Space: 1999* annual. $9. Contains six stories in the comic book style. There are no color pictures in this annual. Good to excellent condition.

1975 British *Space: 1999* annual. $22. Contains color pictures mainly from Year I. Interviews with Landau and Koenig, Bain and Russell, and Morse and Bergman. Also a moon map and an item titled the "MEN - The Machines and More." Good condition.

1971 British Countdown annual. $10. Contains color pictures and comic story from UFO and comic stories of *Thunderbirds, Captain Scarlet, Secret Service, Dr. Who,* and *Joe 90.* Good condition.

Bubblegum Cards

Complete set of *Space: 1999* gum cards from Holland. $30. Cards 1 - 64 and a wrapper. First season only.

Set of British Basset *Space: 1999* gum cards missing card 42 of the set of 50. $16.

New complete set of American *Space: 1999* cards in uncut poster size sheet. $30. Contains color photo of 1999 logo and Eagle above a launch pad on one side with a pictures from year one on the other side.

PAPERBACK BOOKS

The Making of *Space: 1999* by Tim Heald. $28. Contains black and white picture section and much information on the making of the first season. 254 pages, hard to find book. Excellent condition.

British edition of 1999 book "Mind-Breaks of Space." $25. Contains black and white pictures

from Year II.

American edition of 1999 book #1 "Breakaway." $44. Contains black and white photo section.

American edition of 1999 book #2 "Moon Odyssey." $8. Contains black and white photo section.

American edition of 1999 book #5 "Lunar Attack." $40 Contains black and white photo section.

Canadian edition of "*Battlestar Galactica*. The Photostory." $10. Full of color pictures.

Scholastic Books edition of "TV's Fabulous Faces". $20. Contains black and white photos and a nine page 1999 review and other TV shows.

Moon Zero. $7. American edition of 1969 movie with Catherine Schell in spacesuit on back cover.

POSTER MAGAZINES

"Empire Strikes Back" poster magazines 1, 2, and 3. $8. Excellent condition.

"Return of the Jedi" poster magazine 1. $1.

Sci-Fi Blockbusters poster magazine. $4. Major theme is "Indiana Jones and the Temple of Doom". The large foldout poster is Harrison Ford as Indiana Jones.

COMIC BOOKS

Two small *Space: 1999* Charlton comic books #5 and #6. $2.

Set of 8 large Charlton comics, November 1975 to October 1976. $17. Contains black and white comics of 1999. Last issue contains comics with Maya. Very good condition. Very hard to find.

Mission Impossible comic book. $35. Cover has black and white pictures of Greg Moris, Barbara Bain, Peter Lupus, and Steven Hill. Issue #3, 1967.

MISCELLANEOUS

TV Radio Mirror magazine, March 1968 issue. $20. Martin and Barbara on front cover. Story is "Why We Got Married After Living Together."

1975 and 1976 Canadian TV Guide. $20. Fall Preview with listing and ad for Space: 1999.

Book, "Skywalking - The Life and Films of George Lucas." $8. Hardbound. 304 pages.

Space: 1999 16mm film trailer on small reel. $40. Episode "Another Time, Another Place."

Space: 1999 16mm film trailer on small reel. $40. Episode "The Last Sunset."

Set of 1976 Donruss (American) *Space: 1999* bubblegum cards still in wrappers and original display box. $20. 24 wrapped packs.

Video cassette poster for the movie "Cyclone". 415. Martin Landau played the part of the agent Bosarian. His picture and name appear on the poster.

Two *Space: 1999* mini posters. $34. 1 - 11" x 14" black and white picture of John, Helena and Barry with a Moon, Eagle, and explosion behind them. 1 - 13" x 10" black on silver caricature drawing of John, Helena, and Barry with Eagle in background.

Set of six British 1999 black and white greeting cards. $12. The cards are approximately 6" x 4" and have the *Space: 1999* logo at the top of six different Year I pictures. The inside of each card depicts an Eagle blasting off and the words "GREETINGS FROM" and room for a message at the bottom of the card.

Latch hook rug 32" x 20" with the words "SPACE 1999" in white on a yellow background. $10. This was made by an Alliance member.

Space: 1999 viewmaster reel in original wrapper. $11. 21 photos of the episode "war Games" in excellent condition. Rare item.

Rare *Space: 1999* hand held pinball game. $25 Has color photos of Year I cast. Called Super Orbit Spaceshooter.

Two opened *Space: 1999* 150 piece color puzzles. $11. John holding a large laser gun scene not from the series. The second is a picture of John, Helena, and Victor with moon, explosion and Eagle in background. Not from the series.

Complete *Protectors* episode in 16mm film on reel. $12. Starred Robert Vaughn Nyree, Dawn Porter, and Tony Anholt. Episode "The Insider".

Complete *Protectors* episode in 16mm film on reel. $12. Starred Robert Vaughn Nyree, Dawn Porter, and Tony Anholt. Episode "A Matter of Life and Death."

FAN PUBLICATIONS

Alpha Newsletter #9-14, Summer 1977 to Spring 1978. $15. Published by Steve Eramo. Excellent fan stories, black and white art, trivia quizzes, news of stars and bios.

Command Center newsletter put out by Main Mission Alpha. $16. Issues Jan / Feb 1978 to Jul / Aug 1980. Issues contain stories and artwork by early fans of Space: 1999. Published by Mary Bloemker.

Alpha Log 2, 3, and 4. $14. Collections of art and fan fiction by Main Mission Alpha and Mary Bloemker.

- John Von Kamp

??????????????

Do you have questions or comments about the Alliance? Write to the International Space: 1999 Alliance at 86 First Street, New London, Ohio 44851, U.S.A. for news and official information on all club matters.

Peterson's Guide to Space: 1999 Fanzines

By : Kevin Peterson

"Full Moon II"
Can Terry howl or what?

Editor Terry Bowers has outdone herself with the second Full Moon effort in bringing together a collection of 1999 stories and art that works. I liked the layout - similar to the first issue, yet more compact. She makes her page space count. While the zine hasn't - er - "gone where no zine has gone before", it is also not a trashed out rehash of weary fan fiction themes.

"Why Life and Death?" by Robert Wood is a clever tie in tale for all the borderline stories being written which feature both Maya and Victor. It's a provocative story since it doesn't answer the question of who they are, who seem to be vaguely Clarkesque. I have to credit him for so tastefully dealing with the one subject that fandom has avoided writing about - Victor's return to Alpha.

"Eroticism On Alpha," a five parter authored by various and sundery people (Charmayne Scotland, Caz Hart, Isobel Hoy, Mavis Conti, and Amanda Russell, respectively) is a serial that has some potential. It's rude, racy, sexist, irreverent, gossipy, and quite wonderful. Speaking of gossip... "Gossip I" is a rhyming extension of "Eroticism On Alpha." It follows that rampant rumor mongering would occur in a closed environment like Alpha, and oh, what rumors they are...

"Neighbors" by Amanda Russell deals with Larry Peckcheck's frustrations over the sound carrying walls between living quarters. Everyone seems to be getting into the act except poor Larry.

"Deathmask" by Kevin F. Peterson is one vignette the MC Editor can review!

"Gossip II" by Dallas Hadaway is another hilarious free for all "Eroticism On Alpha" poem. Only thing to remember is this: Queen Victoria would not have been amused.

"The Entertainers" by Fawn T. Ana is a politely romantic story concerning a stranded all male band of performers who the women of Alpha find virtually irresistible, and their own men are fifth wheels in comparison. Not that it's their fault, mind you - the aliens' pheromones talk louder than ordinary human lust. The writing is a little wordy in places, but it's okay. It works here.

As for the art by Becky Eisenhuth, there's some decent work here. The art work of John (pg 27) is good, as is that of Helena (pg 25), but the best is a stunning portrait of Maya (pg 16). Applause! Suitable for framing and a must have for Maya fans.

"All That Glisters #1 and #2"
Edited by Robert Wood

The only thing to keep in mind when viewing this zine for the first time is that two sixteen year olds put it together. The following reviews should be seen from that perspective.

My advice to Robert where the art is concerned is to try to work more with inks when he draws something. The effect of pencils are lost all too readily in the printing process. Only other improvements I can suggest, not being anything of an artist [myself], is to concentrate more on shadow versus light rather than "let's put this object here, and this one over here, and..."

Layout seems fine. There aren't any sections where there's too much story. Robert and Jay fill the spaces between the stories with smaller features and comments, some of which seems a little too moralizing on the old issue of Trek versus 1999. Come on, now. After all this time, why can't we leave that one in the closet with the mothballs? Dividing science fiction fans into camps of Us and Them is self-defeating.

Even though the guidelines say "Nothing but 1999", there's plenty of side interest stuff in the one page features (namely, "Can we Talk?", and the Video/Audio sections in the second issue).

All the stories in the first issue are by Robert Wood. The first of these, "The Lights of Losira," seemed disjointed and, well, lumpy. For one thing, we never know if Professor Bergman takes the time to study or get the plans for the alien's cloaking device projectors, a concern which he expresses early in the story. Also, no reason is ever given for the untimely demise of the co-pilot, Cathy. That made it seem, even if not true, that "sideliner" characters were in some way disposable. That is, unfortunately, the attitude of any television produced science fiction. I did like the idea of the planet being terraformed, which accounts for the conditions seeming too perfect - except, of course, there's no reason why the planet should have seemed a paradise to the Alphans.

"A Trap in Time" had that "space opera" flavor of Year Two, but here Robert resorts to the old MUF type of story. Not enough science backs up the story. That would have been the only problem with it had there not been some truly appalling constructions in grammar and in the plot of the story. For example, the description of what

happened when Maya broke open the rocks, what was that? What happened? It was all too rushed and simplistic. If the alien that recorded the tape figured out how to stop the aging process, why hadn't his people stopped it. So really, there's no story there.

"The Cosmic Stand-Off" was a fascinating story involving shadow galaxies and a resurrection of the Operation Shockwave almost used in the Year One episode "Collision Course."

There's an immediate improvement with issue #2. The cover's much cleaner, more compact, and just plain better.

The first story, "A Beginning," by Terry Bowers, shows her usual good insight concerning characters' personalities. I especially liked the opening about Meta, the mystery and hope that planet must have engendered in the Alphans.

"A Princess For A Day Has Nightmares Forever," by Robert Wood has overall good writing. I only wonder as to the wisdom of introducing a new character with special powers to Moonbase Alpha. I myself had the idea of a telepathic - telekinetic joining the crew of Alpha, but later on scrapped the idea in favor of showing aspects of existing characters' personalities the readership hadn't seen before. I guess I felt that two superpowered female aliens on one base was a bit much. However, now that Yonne is here, I hope that Robert will play with the character. Some interesting stuff could come of it.

"Paradise Lost" by Robert Wood was, I hate to say it, trite. Robert comes up with some pretty good ideas, but lose something in the treatment. For me, the reason the Alphans left the planet of the story just wasn't strong enough. The resolution of the story smacks of Trek's prime directive. I can appreciate the sentiment of the Alphans' altruistic impulse to leave the planet to its primitive denizens, but I don't find it very believable. In a philosophical story such as this, I suppose anything could be rationalized, and no amount of kibitzing would do any good. This is one of those question mark stories that does, if nothing else, make you think in trying to understand the character's behavior.

"Moonquake: Lessons In Frustration and Hope" by Robert Wood had some excellent descriptive passages in it. I was left with only one nagging doubt: if that kind of destruction occurred, why didn't the entire superstructure of the base crack apart and most, if not all, of their atmosphere become lost into space?

These reviews are not meant to be hatchet jobs. My hope is that Robert will learn some of the nastier lessons of writing earlier than I did. He certainly got a start at writing earlier than I did. I am absolutely certain of three things: Given how prolific he is, his future efforts will be something to be reckoned with; the fact that he put together the zine shows he's a concerned and serious minded fan; and what I've seen of All That Glisters so far illustrates a love of 1999 that can't be knocked, period.

- Kevin Peterson

Alpha Notes
Premire Issue Available

Stories:

"Transition"
By Kerry Keene

"A Double Loss?"
By Elenore Claassen

"Dragon Secret"
By Kevin F. Peterson

Feature Columns:

Opening Notes
Voices
Landau/Bain Page
1999 Episode Review

To order send $4.25 Canadian to:

Alpha Notes
Robert Wood, Editor
Box 1207
Cochrane, AB
TOL 0W0
CANADA

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- Keeping the faith!

LAUNCHPAD

Lora Deluca / 28 Glenbrook Ave. / Toronto, ON / Canada / M6B 2L8 / Dated: September 1989

I particularly agreed with Jan Sparks' letter, dated August 1988, in the March '89, Vol. 11 issue of MC, regarding the music of Space: 1999.

From a musical viewpoint, the theme music definitely sounded like science fiction, very different indeed from say the Star Trek theme, which is haunting and scary! Very "far out" for it and very "in tune" with Star Trek's overall theme. Space: 1999's [theme] has a fast paced beginning while the ending sounds slightly mysterious with various high tones. I suppose one would have to listen to it to get the exact definition. Each scene's mood in the show, whether it's at the start of a particular sequence or otherwise, is enhanced by varying background music which does blend admiringly.

I don't recall very well the musical themes and or backgrounds from other science fiction [television] shows, though I used to watch reruns at one time of Lost In Space, Land of the Giants, even The Starlost. Has anyone seen The Starlost? It was a Canadian made science fiction show which aired briefly sometime in the late 70's. Seems that many of these science fiction fantasy shows all had different themes; none was the same. A lot of them also had catchy beginnings in the visual sense. The music in turn would give a sense of harmonization if that's the proper wording to describe the entire package so to speak. After all, aren't many science fiction fantasy shows easily remembered by either their themes or the special effects?

Certainly! I still enjoy listening to the early Mission: Impossible theme many times over. Or, how about the theme from Star Trek as I mentioned previously?

I found all this interesting which is why I wrote. And, let's not forget to keep the MC fine tuned!!!

Complements on Cathy Conrad's zany, hilarious, and yes, definitely "kooky" story "The Third Season in the Fourth Dimension: The Revolt" which appeared in Vol. 11, March '89 MC. It certainly made for good reading and plenty of laughs!

Happy trails, Lora

Anthony DiPietro / 342 South Washington Street / North Attleboro, MA / 02760 / Dated: October, 1989

I would like to make a few comments on the Alliance newsletter and Space: 1999.

I was slightly disappointed to say the least about the first newsletter by our new editor. I assume that some of the sloppy editing (eg, look at the first sentence of the newsletter) went by because everyone was in a rush to get out this issue. Can we eliminate the handwritten underlines, missing page numbers, etc? They seem to stick out like a sore thumb and would better be left out than included. I am hoping that the next few issues are better edited and better formatted.

Some suggestions on the format [of future MCs]. How about double column printing throughout? The nice title format used on the cover can certainly be duplicated for each of the sections of the newsletter. Also, if possible, how about having each section start on it's own page? Finally, in the letter section, how about having the author's name, etc. placed after the letter as newspapers do it? One last comment on the newsletter: what is seasonal? Could you have a calendar of the months / season that we can expect an issue (eg, Jan, Feb, Mar [would be] Winter)? It would help to make sure that one is not missing an issue.

A few issues back, there was mention of UFO on videotape. T.H.E. has already released 8 episodes, 2 episodes per video cassette, of the series. Check your local video store to see if they have them or can order them for you.

Next, I'd like to discuss the new column Alpha*Bits. I think it should stay in Main Computer because there are several other synopsis done that members could purchase (i.e. Starlog). To make the series a little different from

the rest, why not have a segment on the new technology that was introduced in the episode and how close it is to becoming reality or if it has actually been produced? The accompanying pictures [in the column] are a nice feature and the length is just about right. As far as critical commentary, I think we ought to leave that to Command Conference. But, Dave could pose critical questions that could be used as starting point for someone else to expand on in Command Conference. [I think Anthony meant to say Thomas, current editor, instead of Dave; but, I could be wrong. -ed]

Finally, I'd like to discuss a point that was brought up in a previous issue that I think hit many nerves and jolted us to reality: the growing apathy in the Alliance and the need for the Presidents to make changes. I think I have an answer, though it's certainly not the one many people would like to read. Perhaps, the reason for the apathy is the show itself. What exactly do I mean by this?

Let me explain.

Space: 1999 is a fun show to watch; at least that's the way we remember it. But in reality, some of the episodes do drag (especially the first season's [episodes]). If deep down you had to admit it, many of the criticisms are fact based. Some of the episodes lose meaning or purpose in the middle or get onto another track. In the end, you are left with awe and wonder; but, also a sense of confusion, as you're not too sure why everything just took place. But, an even deeper reason why some may be losing interest, and apathy is settling in, is the mere fact that the year 1999 is just around the corner. I recall reading an interview once (I think it was with Gerry Anderson) as to why Space: 1999 was so popular and the response was something to the effect that many people could identify with the characters and situation because the year 1999 was just around the corner. Of course, when the show came out, 1999 was 25 years away and there was still time to speculate about a moonbase. Now, just ten years into the future, there is no hope for a moonbase by 1999 and little hope for further exploration of the solar system. Also, as time moves on, many of the things mentioned in the show as having happened in a certain year are of course not occurring, thus reducing a little bit more the show's foundation in reality (ie- the comment by Gerry Anderson). To put it simply, the show has dated itself. While this occurred in old movies before space travel was a reality, it has seldom occurred since (at least not in major hits). This problem also crops up in UFO. Again, this is not to say the two shows aren't fun to watch, analyze, etc. It's just that reality has crept in and has hit hard because the time frame is now being closed as we approach the year 1999 (does all that make sense?).

To clarify it a bit, when we started watching the show 15 years ago, we could easily project ourselves 25 years into the future and imagine ourselves on Moonbase Alpha. Now that we are rapidly approaching 1999 and find that we are not going to be able to go to alpha, nuclear weapons are still here, war is still going on, etc. we have subconsciously become disillusioned. This helplessness turns into apathy (the same is seen in the political world) and we have the situation we are in now. Now that I have identified the problem, as I see it, I must have an answer, right? Wrong! I don't have an answer, though, I know we shouldn't give up on the Alliance or Space: 1999. The episodes are still fun to watch even when they drag or are confusing. The special effects are still some of the best. And the situation of drifting endlessly is still intriguing.

1999 Lives, Anthony

Dean Godin / Nash Creek, NB / EOB 1ZO / Canada / Dated: December 1989

Thomas, welcome to the editor's desk of the Alliance's newsletter. I had begun a habit of contributing to the publication about a year back. That lapsed for different reasons of late. I would truly like to resume the work, and hope the MC is still receptive to such material. The focus of these articles was the symbological value of aesthetic suggestion throughout Year II. Despite the disdain of all those high minded proponents of first season, it appears that a certain strain of artistic splendor is determined to shine through the

"melodramatic" murk of Freiberger's "damnable" handiwork.

The argument had already assumed a definite bearing before the intercession of this past year's silence. Moreover, certain proposals had already been forwarded for future treatment, which hang in abeyance ever since. In short, the argument had only just begun; and I suspect from the response garnered at first, many readers wonder why it may have gone astray. So, in order to avoid the misunderstanding the omission could be a deliberate, editorial discretion, I suggest we get on with the show.

On a final note, I wish to question your proud prohibition of impromptu telephone calls. Their timing, alas, is often an annoyance, but that's a sacrifice any leader of this club will have to make, at least on my ticket. Our abysmally low budget doesn't allow us the luxury of dismissing such a voluntary expense. Furthermore, communication is our lifeblood. If someone calls at an exceptionally poor moment, and they haven't the good sense to question the possible inconvenience of their intrusion, then summon some of that renowned gall of yours, Thomas, and do them the favor of informing them to the indelicacy. After all, this is one of the main social hazards of technology, but I'd dare say it's a puny price to pay for the value of the device itself. I for one refuse to commit any work to an organ of publication that denies me direct contact.

Neither shall I submit to any "authoritarian" regime, no matter how much it promises to "get done." Surely, at this rate the Von Kamps have always gotten just as much done just as efficiently. I'm sure no one will contest your right to make decisions, but seeing as the club itself subsists on a prayer, you'd do well to offend or alienate as few readers as possible. I myself got along not so badly (in my research) without the Alliance for quite a while and I believe I can do it again. If cooperation and receptivity are going to be in severe shortage, than I'll choose to exercise that option.

So, let's pull together and accomplish something for everyone.

Faithfully yours, Dean

[Alliance members are more than welcome to send any and all submissions to MC. However, such submissions must be available for editorial discretion and lots of blue ink. If members did call, they would spend more time talking to my answering machine than getting me directly. The prohibition against calling me at home remains; however, I will be more than happy to respond to any questions so long as members include a self addressed stamped envelope. Regarding it to be an open forum, I don't normally respond to a letter in Launch Pad; but the part about my "renowned gall" brought out the nasty editor in me. Back to the discussion. -ed]

Linda Doris Reallis / 1590 Anderson Ave. / Apartment 11C / Fort Lee, New Jersey / 07024 / Dated: November, 1989

Thomas - good luck as the new editor of Main Computer. Main Computer is an excellent paper that I anxiously look for in my mailbox. Over the years, (I was one of the first members. Yes, virtually from the start of the Alliance.) I have seen Main Computer come out in different styles; but, the ones I especially liked was the book like version that was Volume 11, Numbers 1, 2, and 3 and this one Volume 11, Number 4. It would be hard to choose between either one; but if I had to, I would have to say I would choose the last one - Volume 11, Number 4 - which was printed on a laser printer. I must say the laser print makes Main Computer look very impressive. So professional!

Thomas, I look forward to receiving my next Main Computer.

The only question I would like to ask is when in the Main Computer it was stated that the Main computer would now come seasonal - what exactly does that mean? What months are we talking about? Can you tell me, approximately, when to expect my Main Computer? I don't want to miss any issues.

I hope everyone stays healthy and that the outlook for the Alliance is a healthy one as well. Again, John, Kathy, and Thomas, keep up the excellent work.

Sincerely Yours, Linda

Karen Rene Domain / Box 75 / Menwith Hill / APO New York / 09210 / Dated: January, 1990

I've been away from the Alliance

for over a year, but I'm very anxious to see what's going on again. No doubt I've been missing a lot since my space warp jump across the Atlantic. It's taken me three years to orchestrate the maneuver, but it was worth it and I feel very much at home in England. What's also nice is seeing a lot of familiar faces on the tele! I don't know what all you hear from this end, but Kerry Keene tipped me that Catherine would be in a mini-series and sure enough I've seen two episodes. Tony is on a soap here, but I haven't figured out which yet.

On January 19th, they announced his birthday on the national radio while I was driving to work. Took me by surprise!

I was taken aback by what seems to be a popular opinion here that Space: 1999 may see a comeback in the vein of Star Trek. Maybe it's because I never really considered the possibility of renewal after all this time. It's true that Star Trek did well with 5 movies and three new seasons, but other than a moment here and there, I think most Star Trek fans would agree that the new material doesn't quite live up to the expectations based on a reverence for the original episodes.

Myself, I watch ST: TNG and it's like a Saturday morning cartoon - not to be taken seriously. If Space: 1999 was to come back that way, it would leave me cold. Unfortunately, SF doesn't seem to be "prime time" thought provoking material anymore. Also, it's highly doubtful that a new Space: 1999 could make it as a theatrical release - simply not enough of a following. Then, unlike Star Trek where new characters can be gleaned from the vastness of Star Fleet, Space: 1999 has few resources for new characters unless you assume that Command personnel have all finally met their ultimate fate or else focus on future descendants. Even so, the prospect of several decades of confinement to the lunar rock is rather depressing. Consider also that there is a limit to plot ingenuity before things become redundant, exemplified by the similarities between "Troubled Spirit" and "Lambda Factor". If you do come up with plausible new characters, a lot of work would have to be put into characterization or the whole situation falls flat, especially for such a closed community. Witness the fact TNG's personnel often appear more wooden than a Year 1 Command Conference. Another problem with TNG is a definite lack of action sequences that lulls the viewer to sleep. Of course, much as I loved the old Star Trek, Space: 1999 means even more to me and all I'm saying is I would hate for the same stupidity to occur in a regeneration of the latter. As Koenig might have added to his "AB Chrysalis" speech, "Quality is better than tenuous substance!"

One other thing, Kerry tells me that a con is planned for my area, Yorkshire, in October 1990. Does anyone know who's organizing it or have any further information for me?

Naturally, I will be attending and helping out any way I can!

I am sorry to have missed Thomas' debut as editor, but I have the utmost confidence in you (such ebullience from past cons did not escape my attention!) and I know Kathy and John are enjoying a well earned retirement.

Alphanly, Karen

What is "seasonal"?

Because Main Computer is basically put together on three factors, it was decided by the various members involved in production of Main Computer not to pin down an exact month anymore. Those three factors are: submissions available, time available to write the newsletter, time available to print, collate, address, and mail the newsletter. Admittedly, the newsletter has been running three months behind schedule. This problem should rectify itself by the Summer 1990 issue. Please be patient.

If you are worried about missing an issue, the volume and number categorizing will remain the same. For example, this issue is clearly coming to you in 1990, but it carries the date Fall, 1989, Volume 12, Number 1. You will probably get several issues following very closely in the coming months to put Main Computer back on schedule. We are trying very hard not to do a double issue because of the costs involved.

- Kathleen Griffith, Ombudsman

Before reading *Lunacy...*



I was a mild-mannered businessman in good social standing with a wife, two kids, and a mortgage. I was a model citizen, athlete, and church-goer.

"I'm late for a very important business meeting."

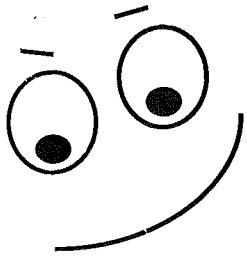
...and just look at me now!



"Wanta play a game of tiddlywinks?"

LUNACY

TOTALLY INSANE!



First there was *MAD.* Then came *Cracked.* And now there's *Lunacy.* Yes, look out *Moon Madness,* look out *Full Moon,* look out world!, *Lunacy,* the hilarious, new Sp*ace: 1999* parody, satire, comedy, and spoof fanzine is finally here! We're bigger, better, and more hilarious than any other *Space: 1999* fanzine you have ever read! *Lunacy...* Simply put, one of the best *1999* zines ever produced! But don't let our marketing hype brainwash you. See, firsthand, just how thin the line between genius and insanity really is! Be a lunatic and send for your free nine-page *Lunacy* preview packet today! For your packet, send a SASE (overseas lunatics send a SAE & IRC) to Lunacy Headquarters / c/o Erwin Stank / 955 Escalon Ave. #511 / Sunnyvale, CA 94086 / USA.

Editor Erwin Stank • **Writers** (in alphabetical order) James Forde Brown • A. Harry Butt • Stacy Delight • Curious George • Abby Hayhurst • Jenny Lobb • Richard London • Robert Mathias, M.D. • The Mysterious Unknown Author • Lew Place • Susan Sassy • Boogaloo Shrimp • Erwin Stank • Caryn Steerman • Justin Wright • **Artwork** Lew Place • **Proofreaders** Terry Bowers • Destiny Bryant • **Layout & Design** Erwin Stank • **Creative Consultants** Terry Bowers • Destiny Bryant

Star Trek: The Next Generation Drinking Game *

By: Terry Bowers

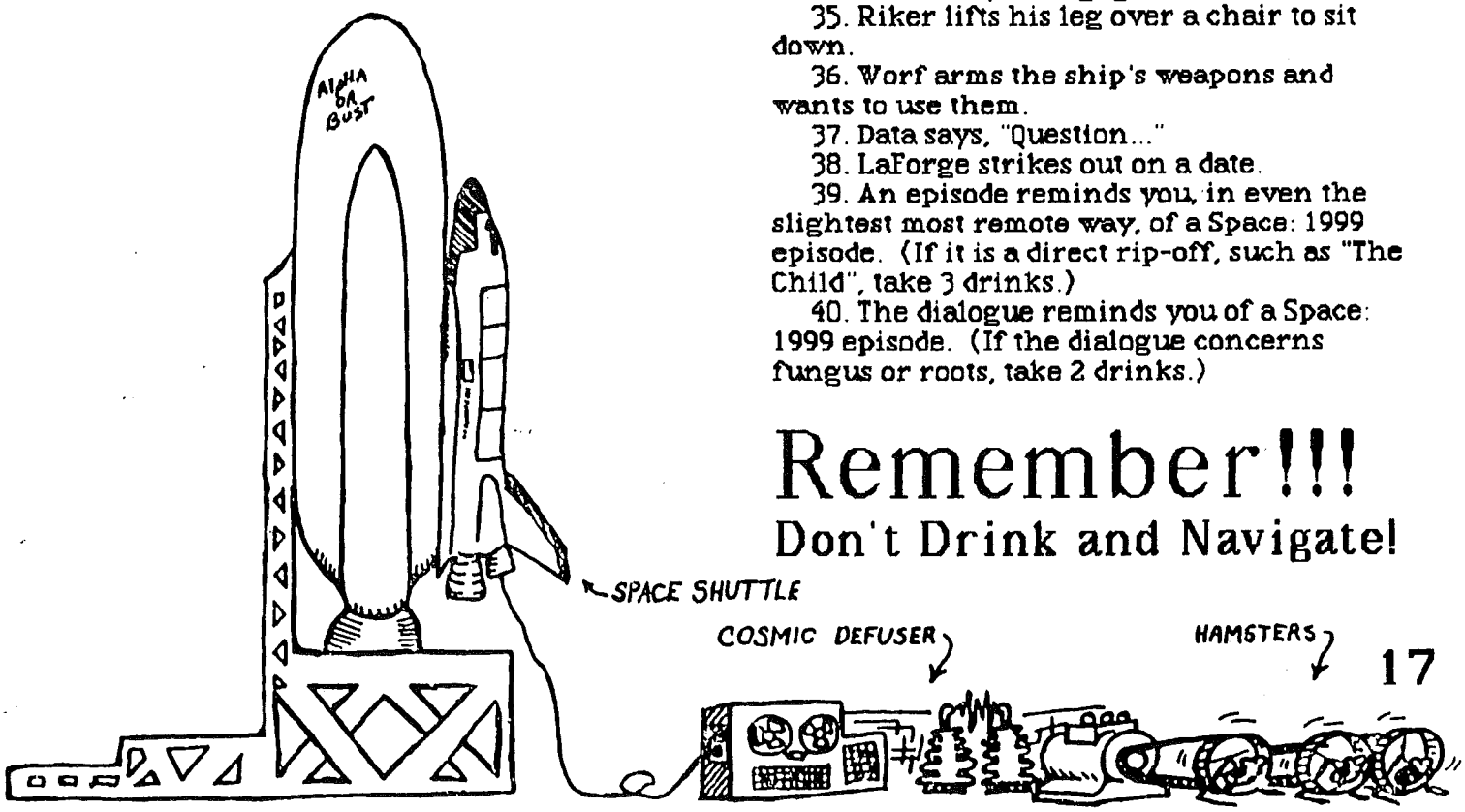
* Hot chocolate may be substituted for alcoholic beverages.

Take a drink whenever:

1. You see a blatant rip off of the old series. (If the whole episode is a blatant rip off, such as "The Naked Now", take 3 drinks.)
2. Troi names an emotion.
3. Wesley says "Gee", "Gosh", "Golly", or "Wow."
4. Wesley gets that impish grin on his face.
5. Wesley creates some powerful science project.
6. Wesley saves the ship.
7. Data asks for a word definition.
8. Data corrects someone on their grammar.
9. Data catches himself giving a long-winded lecture at an inopportune moment.
10. Data learns a new colloquialism.
11. Picard leaves the bridge during a time of crisis to visit Dr. Crusher.
12. Picard defends the honor of France in response to Data's ancient Earth trivia.
13. Picard tries to surrender the Enterprise. If it is within the first 5 minutes, then take 2 drinks.
14. Picard and Riker initiate the self destruct sequence for the Enterprise.
15. Picard talks about death to Dr. Crusher.
16. LaForge doesn't want normal eyes.
17. LaForge is used as a "human tricorder".
18. Riker acts like Kirk.
19. Worf spoils for a fight.
20. Worf announces he's a Klingon.
21. Yar decks someone. (If it is a male, take 2 drinks. If it is in response to a sexist comment, take 3 drinks.)
22. Dr. Crusher addresses Picard as "Jean" or "Jean-Luc."
23. Picard addresses Dr. Crusher as "Beverly."
24. The Enterprise is taken over by a superior alien power.
25. The camera pans more than 90 degrees to show how big the Enterprise is.
26. Someone's weapon becomes powerless.
27. There's a "Captain's Log." If it's a "supplemental", take 2 drinks.
28. A deadline is met or not met.
29. Someone says, "It's our only hope."
30. Picard and Crusher get in a quarrel.
31. Someone gets preachy.
32. Riker stands up straight.
33. They separate the saucer section from the rest of the Enterprise. (If Picard and or Riker are stranded on a planet, take 2 drinks.)
34. Picard says, "Engage."
35. Riker lifts his leg over a chair to sit down.
36. Worf arms the ship's weapons and wants to use them.
37. Data says, "Question..."
38. LaForge strikes out on a date.
39. An episode reminds you, in even the slightest most remote way, of a Space: 1999 episode. (If it is a direct rip-off, such as "The Child", take 3 drinks.)
40. The dialogue reminds you of a Space: 1999 episode. (If the dialogue concerns fungus or roots, take 2 drinks.)

Remember!!!

Don't Drink and Navigate!



Ads and Notes

APA - Century 21 is not an APA publication dedicated to real estate agents but the live action (UFO, Space: 1999) and Supermarionation (Thunderbirds, Captain Scarlet, Joe 90, etc.) works of Gerry Anderson. I also have tones of Anderson videos for trade. Send SASE for video list and information on the APA. Allyson Dyar / 40-A Cecil Lane / Montgomery, AL 36109 / USA

Used clarinet made from high quality plastic for $25. Good starter instrument for upper elementary student. Needs repacking. Write Robbie Perkins / 602 East Gypsy Lane / Bowling Green, Ohio 43402 / USA

Space: 1999 album (story format - not musical track). Good Condition. Will sell for $5 or better offer. David Kaplan / 321 Frost Pond Road / Glen Head, NY 11545-2413 / USA

David Kaplan expresses his sincere condolence for his cat who was his faithful friend for over 11 years and he will miss him very much.

Gerry Anderson has plans for a new "Thunderbirds" feature film with possible involvement of Jim Henson's company. This was reported in Anglofile news magazine. Any member with more information, please contact Main Computer.

The Railway Dragon with Barry Morse doing the voice of the dragon in this children's animated half hour show has just aired in Candada on their YTV network. Hopefully, the program will come to the U.S. Keep an eye out for it!

Martin Landau has had great reviews for his recent appearence in the Woody Allen film "Crimes and Misdemeanors." Also, good notices for "Neon Empire." For more details on these and more write: The Landau - Bain Fan Association / c/o Terry Bowers / 603 North Clark St. / River Falls, WI 54022 / USA. Please enclose a SASE or IRC for those outside the U.S.

We are proud to announce a new birth in the Alliance family! To those of you who know Ron and Linda Butler, on December 6th they had a healthy baby boy named Neil Logan Butler. He weighed in at 9 lbs and 5 ounces and 20 and a half inches long with blue eyes and light brown hair. He is reported to have his mother's chin and nose and his father's overbite. Congratulations to the proud parents from all of us!

Dialogue Quiz Answers

1. Last Sunset, 2. Bringers of Wonder, 3. Dragon's Domain, 4. The Dorcons, 5. Beta Cloud, 6. Black Sun, 7. Black Sun, 8. Mark or Archanon, 9. Guardian of Piri

10. Collision Course, 11. AB Chrysalis, 12. One Moment of Humanity, 13. Breakaway, 14. One Moment of Humanity, 15. A Matter of Life and Death, 16. Journey to Where, 17. One Moment of Humanity, 18. War Games, 19. Collision Course

20. Brian The Brain, 21. War Games, 22. Death's Other Dominion, 23. Beta Cloud, 24. Space Brain, 25. Lambda Factor, 26. The Dorcons, 27. Last Sunset, 28. Death's Other Dominion, 29. Seed of Destruction

30. Immunity Syndrome, 31. All That Glisters, 32. Alpha Child, 33. Taybor, 34. Breakaway, 35. Metamorph, 36. Journey to Where, 37. Lambda Factor, 38. Full Circle, 39. Infernal Machine

40. Bringers of Wonder, 41. Matter of Life and Death, 42. Earthbound, 43. Catacombs of the Moon, 44. Dragon's Domain, 45. New Adam, New Eve, 46. Troubled Spirit, 47. Catacombs of the Moon, 48. Breakaway, 49. New Adam, New Eve

50. Taybor, 51. End of Eternity, 52. Missing Link, 53. One Moment of Humanity, 54. One Moment of Humanity, 55. Exiles, 56. Seed of Destruction, 57. Guardian of Piri, 58. Devil's Planet, 59. Mission of the Darians

60. AB Chrysalis, 61. Death's Other Dominion, 62. Bringers of Wonder, 63. Voyager's Return, 64. Another Time, Another Place, 65. Dragon's Domain, 66. The Metamorph, 67. Journey to Where, 68. The Last Enemy, 69. Ring Around the Moon, 70. Force of Life

Have you got an article to sell or information that might be of value for other members? Well, dust off that typewriter and send your message and or add to: Main Computer / P. O. Box 222 / Bowling Green, Ohio 43402-0222 / USA

MAIN COMPUTER PUBLISHING
PRESENTS
BACK ISSUES OF MAIN COMPUTER

Yes, thrill once more to those glorious days of yesteryear and pick up those issues of the Main Computer that you have been meaning to add to your library. All profits from this endeavor will go immediately toward purchasing new publishing software to make Main Computer an even better newsletter in the future. Prices are listed on a per issue basis:

Volume 1	Volume 2	Volume 3	Volume 4	Volume 5	Volume 6
#1: $1.05	#1: $0.90	#1: $1.20	#1: $1.05	#1: $1.20	#1: $1.50
#2: $1.05	#2: $1.05	#2: $1.05	#2: $0.90	#2: $1.20	2/3: $2.25
#3: $1.20	#3: $1.35	#3: $1.20	#3: $1.20	#3: $1.50	#4: $1.20
#4: $1.05	#4: $1.80	#4: $1.35	#4: $1.50	#4: $1.20	#5: $1.50
	#5: $1.20	#5: $1.05	#5: $1.20	#5: $1.80	#6: $1.50
	#6: $1.35	#6: N/A	#6: $1.50	#6: $1.20	
	#7: $1.20	#7: $0.90	#7: $1.20		

Volume 7	Volume 8	Volume 9	Volume 10	Volume 11
1/2: $2.40	#1: $1.50	#1: $1.80	#1: $2.70	#1: $3.00
#3: $1.50	#2: $1.95	2/3: $3.00	#2: $2.70	#2: $3.00
#4: $1.50	#3: $1.80	#4: $1.80	#3: $2.70	#3: $3.00
#5: $1.50	#4: $2.10	#5: $1.80	#4: $2.70	#4: $2.70
#6: $1.50	#5: $2.10	#6: $1.80		
	#6: $2.25			

Combined issues are much bigger than the regular issues of that year and are Volume 6 2/3, Volume 7 1/2, and Volume 9 2/3. Volume 3 Number 6 is currently not available. How to order these really great additions to your personal library: Send a letter or the form below to Main Computer / P.O. Box 222 / Bowling Green, Ohio 43402-0222 USA which lists all of the issues you want with a check made out to your trustworthy and busy editor, Thomas Cicirelli, for the total cost of the issues plus $1.00 postage and handling for the first issue and include 50 cents for each additional issue priced BELOW $2.00. Issues more than $2.00 are extra heavy so postage cost is 75 cents. Mailing costs to countries outside the United States and Canada are quadrupled. All issues will be shipped first class mail, or air mail if going overseas, to your address written in the letter you send to me. As previously stated, all proceeds will go toward gathering quality publishing software to help make Main Computer better.

Please send me the following back issues of Main Computer that I have CIRCLED.
My Name and address:_____

Volume 1	Volume 2	Volume 3	Volume 4	Volume 5	Volume 6
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#2: $1.05	#2: $1.05	#2: $1.05	#2: $0.90	#2: $1.20	2/3: $2.25
#3: $1.20	#3: $1.35	#3: $1.20	#3: $1.20	#3: $1.50	#4: $1.20
#4: $1.05	#4: $1.80	#4: $1.35	#4: $1.50	#4: $1.20	#5: $1.50
	#5: $1.20	#5: $1.05	#5: $1.20	#5: $1.80	#6: $1.50
	#6: $1.35	#6: N/A	#6: $1.50	#6: $1.20	
	#7: $1.20	#7: $0.90	#7: $1.20		

Volume 7	Volume 8	Volume 9	Volume 10	Volume 11
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#4: $1.50	#3: $1.80	#4: $1.80	#3: $2.70	#3: $3.00
#5: $1.50	#4: $2.10	#5: $1.80	#4: $2.70	#4: $2.70
#6: $1.50	#5: $2.10	#6: $1.80		
	#6: $2.25			

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Postage 50 cents for each additional issue priced BELOW $2.00:_____
Postage 75 cents for each additional issue priced OVER $2.00:_____
Outside Canada or USA? Quadruple the total postage cost:_____
GRAND TOTAL (Please! Please! Please! US funds only!):_____

Inside this issue:

Relaxacon Reports
Peterson's Guide to 1999 Fanzines
Space: 1999 Dialogue Quiz
Alpha News Service Editorial
Command Center
Launchpad
Two Fanzine Announcements
ST: TNG - The Drinking Game! (No, I'm not kidding.)

Upcoming issues:

The McCorry Papers
Barry Morse on Science Fiction
Antimatter Engines
What Really Happens at MC
More 'Zine Reviews
And Maybe a Story... or two..

MAIN COMPUTER©

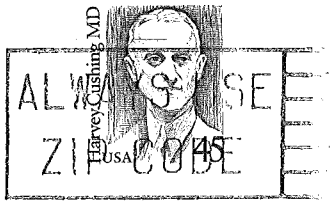
The newsletter of the International Space: 1999 Alliance, a nonprofit organization. Questions for the Alliance should be sent to: John and Kathy Von Kamp, 86 First Street, New London, Ohio 44851-1196, USA. Newsletter submissions, letters, and questions should be sent to: Main Computer, Thomas Cicirelli, Editor, P.O. Box 222, Bowling Green, Ohio 43402-0222, USA.

Volume 12, Number 1, Fall 1989

Newsletters are published quarterly in the following seasons: Fall, Winter, Spring, and Summer. The International Space: 1999 Alliance is a member of the National Association of Fan Clubs, 2730 Baltimore Ave., Pueblo CO, 81003.

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Alexandria, La
71303

If there is an 'X' by your name, time to pay your dues for another year.

LAST MINUTE THOUGHTS

We know! We know! You are all wondering after finally seeing another issue of MC, "Why in the world is is labeled Winter 1990 when it is obviously July and obviously summer for most of us!". Actually since we have members scattered everywhere, this issue is dedicated to our New Zealand and Australian members where it is winter for them!

Don't buy that idea?! Didn't think you would but it was worth a try. Actually we ran into some technical problems and additional unforseen (and too frequent) delays with both the printer and our personal lives. Tom also changed computers and had to wait for an unexpected back order. Tom also has his graduate school work and an outside job to worry about.

On our front, John has had time only to eat, sleep and go to work. (up to 6 days a week) That leaves the co-president (Kathy) to deal with Alliance mail to and from members and to Tom, managing a household, school schedules and projects with Heather, helping to take car of my aging parents, trying to get a career in teaching going again (an effort in frustration), and dealing with allergies that caused a major life style change. There's more but that can be for "another time and place". It has been a very busy roller coaster, just get by, day by day year.

As far as the newsletter goes, it isn't unusual for it to take some time to get the bugs out. It usually takes about a year to shake out the new system after transferring club duties. Ask Mayr Fitzgerald or Rosie Badgett. We realize Tom's style is different from ours. Mayr's was different from Jeff Jones, Marty Siegrist's was different from Mayr's and ours was different from Marty's. This is not bad, just different. It is not bad to change styles once in a while. Sometimes you can get tired of the same old thing. A change now and then keeps things interesting and gives you a fresh viewpoint and opportunity to increase your input and contribute to an improved newsletter. Tom is still learning about the membership and what members want in MC. This isn't easy. The MC IS the club when there aren't any conventions. Tom hasn't had a chance to show what he can do. In fact he has managed to get the MC's out on a regular schedule. If we hadn't gotten behind, he would be right on schedule. Tom has also purchased some additional software to help him put out an even better looking newsletter. We voluntered to help pay for improved software, but Tom insisted that the money should be used for improved advertising. We think he deserves more time. This is especially true since we have not heard any complaints directly from other than a few members who complained the entire time we were doing the newsletter. Apparently Tom also has not had much feedback. He is out of Launch Pad comments. The newsletter is only as good as the input it receives. If you don't like something, say so; if you like something, say so; but please say so. If, after the next two or three issues, you, as a very valued member, still don't like MC as it is now with Tom's style, please let Tom know in your letters to MC and your co-presidents know in a letter or by phone. (Sept. through May, no calls after 9 PM Eastern Std. Time and no collect calls). We would also appreciate only constructive criticism, suggestions or comments. Attacks on people or organizations and unverified rumors gets the club nowhere and YOU are the club.

In closing, we thank everyone who has been so patient with us and for their support. Things will be changing. We are sure of that. Please fill out the questionnaire in this MC in order to help Tom and us know what you want. If, within the next year, things don't get any better, then a major decision for the club will be made. We are glad new 1999 clubs, zines and cons (especially overseas) are forming. We support this growth in any way possible but expect the same in return. Main Mission Alpha, ComLoc, Alpha Newsletter, Alpha Chronicle, Psychon 100 Society, Eagle 1, Alphan's Club, Prentis Hancock Fan Club, Alpha News Service are all clubs or newletters that existed prior to or during Alliance history. All are now gone. They existed because someone loved 1999. They are gone, because times change and people move on to other things. For any club to remain strong, the members have to participate and the club officers have to maintain their support for the series. Our support is as strong as ever, our time to devote has diminished. You can help keep the club strong by contributing more. This makes it easier for Tom, Kathy and John to do a better job with less time.

With love, sincerity and respect to all Alphan fans - John & Kathy Von Kamp.

P.S. - The next MC will be a double issue out probably in August. We are doing this to catch us up with the seasons so that the MC will be back on time again. We think Tom will keep us there.

P.P.S - We are sorry to report that Barry Morse will not be able to attend Satellite One Con in Louisana in Sept. due to work commitments for the BBC in England until at least November. At this time there is such a poor response to a 1999 gathering at Satellite One, that there probably will not be a 1999 gathering. It would appear that 1999 fans aren't as interested in attending 1999 cons any more even when a 1999 guest might have attended. Perhaps I am wrong. Convince me! The good news is that he can attend the first convention of the French 1999 club which is being held in France this fall.