

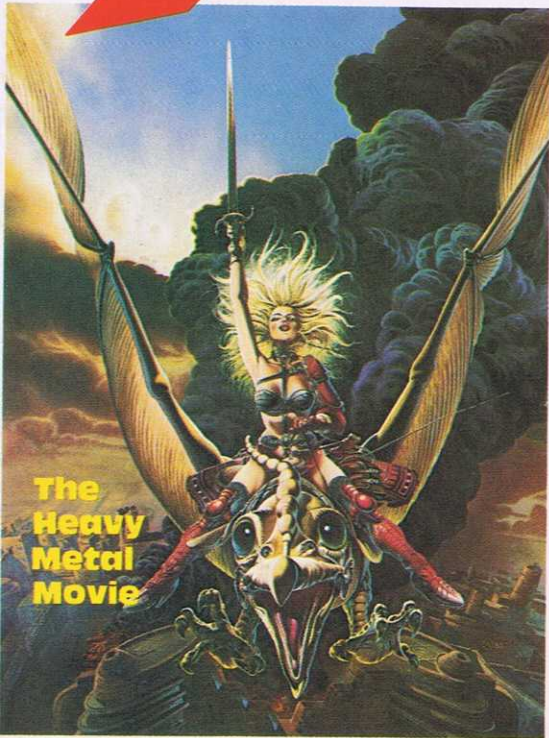
5th
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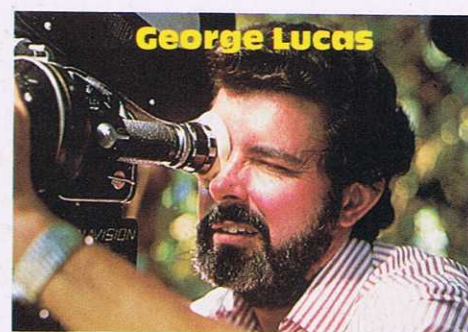
NUMBER 48
JULY



The Heavy Metal Movie



Space Science



George Lucas



Altered States



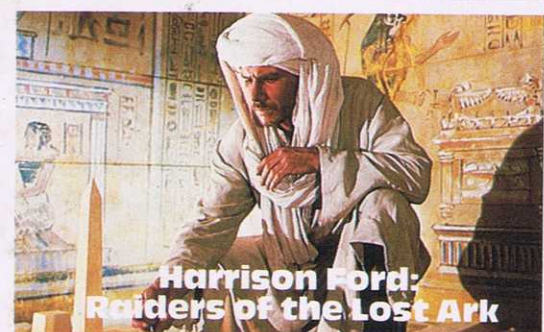
Space Art: Vincent DiFate

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More Color!**

5th Anniversary Contest!

100 WINNERS

- TV Movies
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- Special Previews
- Space Science
- Space Art
- Index to STARLOG
- Celebrity Greetings



Harrison Ford: Raiders of the Lost Ark



Outland



SF Comics



Buck Rogers



The Empire Strikes Back

AND MUCH MORE!



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STARLOG

JULY 1981
Number 48

THE MAGAZINE OF THE FUTURE



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FIFTH ANNIVERSARY CONTEST!

This year, to prolong our Anniversary celebration, we're running a three-issue, three-part, prize-laden contest. Before we get to the contest rules and regulations, here is a list of the prizes:

GRAND PRIZE: Atari's Home Video Computer System, complete with two game cartridges—the popular "Combat" game and Atari's brand-new "Missile Command." In addition, the Grand Prize winner will receive a copy of the rare "Empire Promotional Art Portfolio" limited series, courtesy of Lucasfilm, Ltd. (For full information on this incredible collector's item, see the *Star Wars* Fan Club "Log Entry" on page 9.)

FIRST PRIZE: There will be *three* first prize winners. Each will receive the equivalent of \$50 worth of SF publications—art portfolios and books—from New York's newest SF/comics mart, "Forbidden Planet" (located at 821 Broadway in Manhattan). In addition, first prize winners will get a copy of the incredibly rare "Space: 1999 Year One Promotional Book." These spectacular collector's items sell for up to \$100 each at SF cons, if you can find one. And rounding out the first prize packages are a set of 10x12" four-color *Star Wars* iron-ons.

SECOND PRIZE: The *three* second prize winners will each receive a copy of Ballantine's full-color "The Empire Strikes Back Art Portfolio," with art by Ralph McQuarrie. Plus, they will receive a copy of the "Space: 1999 Year Two Promotional Book" (as rare as the "Year One" books), and also a set of the colorful *Star Wars* iron-ons.

THIRD PRIZE: *Three* third prize winners will receive either a "Year One" or a "Year Two" promotional book from *Space: 1999* (these books are supplied by ITC's New York office), plus a dozen *Star Wars* iron-ons.

FOURTH PRIZE: There will be *40* fourth prize winners, each receiving a STARLOG T-shirt, plus *Star Wars* iron-ons.

RUNNERS-UP: *Fifty* runners-up will receive a Ballantine Books novelization of either *Star Wars* or *The Empire Strikes Back*, plus the *Star Wars* iron-ons.



Above: Atari's home Video Computer System with "Missile Command" game cartridge. Right: Inside McQuarrie posters and outside packaging for the "Empire Promotional Art Portfolio." The two together form the Grand Prize for the ANNIVERSARY CONTEST.



CONTEST RULES & REGULATIONS

1. Do not send in any entries until all three parts of the contest have been published. Part II will appear in issue #49 and Part III will be printed in #50.
2. After all three parts have been published, place your answers to all three in a single envelope. Make sure that you print your name and return address and place your T-shirt size somewhere on your entry.
3. Send all entries to: Starlog's 5th, 475 Park Avenue South, New York, NY, 10016.

4. Employees of Atari, Lucasfilm, Ltd., O'Quinn Studios and Starlog press and members of their families may not enter the contest.

5. PART I of the contest appears here, on the page opposite. This whimsical illustration by former Starlog artist Ted Enik was based on comments made by the mothership modelers who worked on *CE3K*. For the small detailing of the ship, the craftsmen entertained themselves by sticking small, totally out of place objects around the craft. For the contest, entrants must list as many of the separate elements as they can find in the artwork. For example: "King Kong holding a bi-plane" (at top of illo.). A minimum of fifty (50) items must be named. Good luck!

SCIENCE FICTION Toys & Games For 81-82

By DAVID HIRSCH

The Toy Manufacturers of America hosts the annual American Toy Fair in New York City each February, when toy companies unleash and promote their new lines to store buyers and the press. This past February, at the 78th Annual Toy Fair, the continuing growth of the electronic toy was quite evident, while licensed toys, based on SF films such as *Star Trek*, all but disappeared—with the exception of the ever-popular *Star Wars* lines and Mattel's bid for success with its *Clash of the Titans* set.

According to the TMA's National Statistics Chart, the electronic toy segment of the industry has grown at a staggering rate over the last four years. The electronic toy was introduced in 1977, when, it is estimated, \$21 million worth of such toys were shipped to stores. In 1980, however, the amount of shipments had increased to \$476 million. This figure does not include such items as video games, but is based on the various hand-held and tabletop games available. Growth in this field has slowed, mainly because of the wide variety of electronic toys currently available. But further advances in the industry are allowing manufacturers to come up with new and more complex toys that will be available at a reasonable price ("simple" items are priced between \$20 to \$50 while more complex ones go for as high as \$100).

Poor sales and high license fees have made the licensed toy a short-lived item. Products based on *Star Trek—The Motion Picture*, *The Black Hole* and *Flash Gordon* have failed to meet the popularity of the *Star Wars* line which continues to see the release of new toys from Lucasfilm's two major licensees, Fundimension's MPC division and Kenner.

MPC has added three new kits to its *Star Wars* line. The first is the Imperial Walker, an 8-inch tall replica with movable legs. For the less experienced modeler, MPC offers two snap-together action scene kits: the *Battle on the Ice Planet Hoth*, which includes Walkers, Snowspeeders and rebel troops; and *Encounter with Yoda on Dagobah*, a recreation of the Jedi Master's home complete with Luke, Yoda and R2-D2.

Nine new action figures will be added to Kenner's own *Star Wars* line. Among these

are two more bounty hunters, an Imperial Walker pilot, Lobot, Han Solo and Princess Leia (in Hoth Outfit). New playsets will include Yoda's home, Hoth Laser Turret (with probot), Boba Fett's ship, an Imperial Walker and assorted craft (not from the films, but possibly early concepts).

Mattel appears to be cautiously entering with *Clash* toys, probably waiting to see how well the film fares at the box office before expanding the line. Six figures will be introduced first: Perseus, Thallo, Calibos, Charon (all 4" tall), Pegasus, the winged horse (6 1/4" tall) and the monstrous Kraken (14 3/8" tall). There will also be a toy of the mechanical magical owl, Bubo.

Electronic toys are coming on strong thanks to the public's fascination with gadgets. Mattel Electronics introduces a number of new items. There's I.A.N.—The Invisible Alien Neutralizer, which helps youngsters ages 8 and up track down unseen invaders and zap them. And there is also the Amazing Ralph, a two-wheeled radio-controlled robot that changes direction literally at the nod of its user's head.

Tiger Electronics introduces its spaceship-shaped Space Chaser with capabilities of playing three different games: Race in Space, Space Maze and Space Battle. This hand-held game has three skill levels, arcade sounds and records scores.

Ever wanted to see your name up in lights? Ideal's Skywriter projects any 40-character word or phrase up to 50 feet, thanks to high intensity LEDs.

Bandai America brings the excitement of being a real air traffic controller home with the TC-7 Air Traffic Controller game. By controlling the air speed and altitude you control the take-offs and landings of each plane. Miracle Baseball allows two players to control the pitching and batting of an LCD display which carries the images of figures as opposed to dots.

Those wonderful folks who brought you Milton, the talking game, have introduced something new this year for sword and sorcery fans. MB Electronics' Dark Tower

combines the challenge of board game strategy with the sophistication of an electronic computer. The object of the game is to defeat the Brigands who guard the Power Scepter within the tower. You must also solve the Riddle of the Keys, as your crusade takes you across four kingdoms. The game has many variations—so many in fact no clear winner emerges until the final moves.

Parker Brothers introduces Reflex, a game that lives up to its name. Each of the five games requires the players to act fast. One, called Windup, is an electronic tether ball. Pounce is a race to discover the source of one to two spinning lights.

For the most adventurous (i.e. those who can afford it), Mattel Electronics Intelli-Vision system features seven new game cartridges with the same colorful visuals as the current line. Mattel is also adding on personal computer cassettes programmed to record stocks or banking business.

Atari, the people who've taken both the home and the arcade video game scene by storm the last few years, are introducing a holographic game unit called Cosmos, which can be programmed with nine different games including the Popular Space Invaders, Superman and Asteroids. Cosmos combines a three-dimensional image called *Holoptic* with sounds and LED game play. Atari is also improving their home system by introducing remote control which will eliminate the wires and the huddling around the control box.

With the launch of the space shuttle, Revell is of course keeping stores stocked with space shuttle kits.

In an effort to add additional play value to Lionel Trains and to attract a younger audience, Fundimensions introduces L.A.S.E.R Train (Land And Space Early Reaction Train). This is a set of five cars, featuring engine, a ram-jet cruise missile, flat-bed with helicopter, tracking car, and L.A.S.E.R. security car with laser guns. A 36" x 54" play mat included.

So, get that model glue out of the cabinet and start flexing your favorite game fingers. The toy industry's going to keep you whirring, bleeping and buzzing throughout the year. Enjoy! ★

Clockwise from top left: Fundimension's L.A.S.E.R. Train, Perseus from Mattel's *Clash of the Titans* line, Atari's holographic Cosmos game, Perseus' winged horse, Pegasus, taking aim with I.A.N., one of Revell's Space Shuttles and MPC's Imperial Walker.



COLLAGE: JARROLD/BBDO