

STARLOG

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NEW SF FILMS
CHESLEY BONESTELL
TV SUPERHEROES
GENE RODDENBERRY
SFX: MAKEUP MEN—PART 2
"STAR WARS" ANIMATION



Trumbull Reveals
SFX Secrets



Interviews: Cast & Crew

Aliens:
Complete Designs



THE MAKING OF
**"CLOSE ENCOUNTERS
OF THE THIRD KIND"**



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THE MAGAZINE OF THE FUTURE

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About the Cover: SF/fantasy illustrator Randy Weidner captures the essence of the final climactic scene from *Close Encounters of the Third Kind*—the mothership coming over The Devil's Tower. This spectacular double-page painting can be seen in its entirety on pages 40-41, the opening spread of our special coverage of the film. Featured in the article are interviews with Doug Trumbull, Teri Garr and Steven Spielberg (among others), incredible special-effects photos, pre-production sketches and behind-the-scenes information.

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THE NEXT SF CRAZE

Science fiction and fantasy are everywhere—on shirts, on records, in print, in ads, on jewelry, and on stage. Their influence is also evident in a great variety of American pastimes. There are several easily accessible games that can give the average person all the thrills of intergalactic battles and the pleasure of testing their skills in the realm of futuristic societies, time travel, and super heroics. And most of them cost a mere quarter. These are the pinball games, and the Atari Company has been blasting the field with a new cycle of solid-state, extra-wide machines and a habit-forming video game which may become the biggest thing since hula hoops. Although other companies, such as Bally, Gottlieb's, Williams, and Sterns have long used SF titles for their machines—most notably *Solar City*, *Super Spin*, *Mars Trek* and *Skylab*—it is Atari that is redesigning the playing area, incorporating clever uses of the themes. Add to that advances in engineering and concept and one can find a new feast for the senses. All the Atari pinball machines have a wider playing field, although the overall width is the same as other machines wasting no arcade space. Each has a full-color, finely delineated glass painting, and solid-state circuitry capable of easy repair and adjustability. But the real treat for enthusiasts is the electronic sounds made by the various thumper bumpers, kick holes, drop targets, sensors, and advance lanes. Instead of the usual "dings and dongs," these machines fill the air with laser, phaser, photon and *Star Wars* fire. *The Atarians*—depicting two futuristic heroes, male and female, doing battle with an omnipresent outer space god as flying saucers zip by, and

Time 2000—showing a delirious female time traveler with flowing blonde hair, were released earlier this year to the delight of the ever-burgeoning pinball fans. *Airborne Avenger* followed later with its striking artwork and conception far exceeding the regular games. Here, a chisel-faced man in glinting sunglasses with a shining two-faced eagle blazing behind him faces off against a bald villain and his blonde moll. Accompanied by a raven-haired beauty, the Airborne Avenger faces a deadly missile racing toward his airship, exploding worlds, and a meteor storm. But the most popular Atari attraction is the video game *Starship 1*. In California, people actually wait in line to play. In New York many arcades have ordered two to handle the demand. Simply described, one stands before a screen, piloting device, photon button, and speed stick. After you pay your two bits and press the credit button, the stars dotting the screen rush toward you and suddenly you are at the helm of your own intergalactic craft—dodging planets, blasting carriers, and doing battle with various Destroyer-class ships intent on doing your ship in. For a delirious few minutes you streak through space, catching ships between your laser sights and annihilating the entire board with one of your five photon torpedoes. If your score is high enough when fuel runs out, the top of the screen reads, "Congratulations! You have saved the Federation!" But if you missed too many times, suffered too much damage at the hands of the enemy or splattered against one-too-many planets, the screen bears the legend, "We detect another quarter in your pocket—play again!"

