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David Gerrold: SHOULD SPOCK DIE?

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MAY
NUMBER 58

Harrison Ford
in
**BLADE
RUNNER**

Exclusive Interviews:
Designer & Scriptwriters



★ **BONUS:** ★
John W. Campbell's
"Who Goes There?"
Original Illustrated Fiction
(see page 42)

Color Poster:
BATTLESTAR GALACTICA
John Carpenter's **THE THING**
Holographic Innovations
STAR TREK Bloopers



STARLOG

MAY 1982
Number 58

THE MAGAZINE OF THE FUTURE



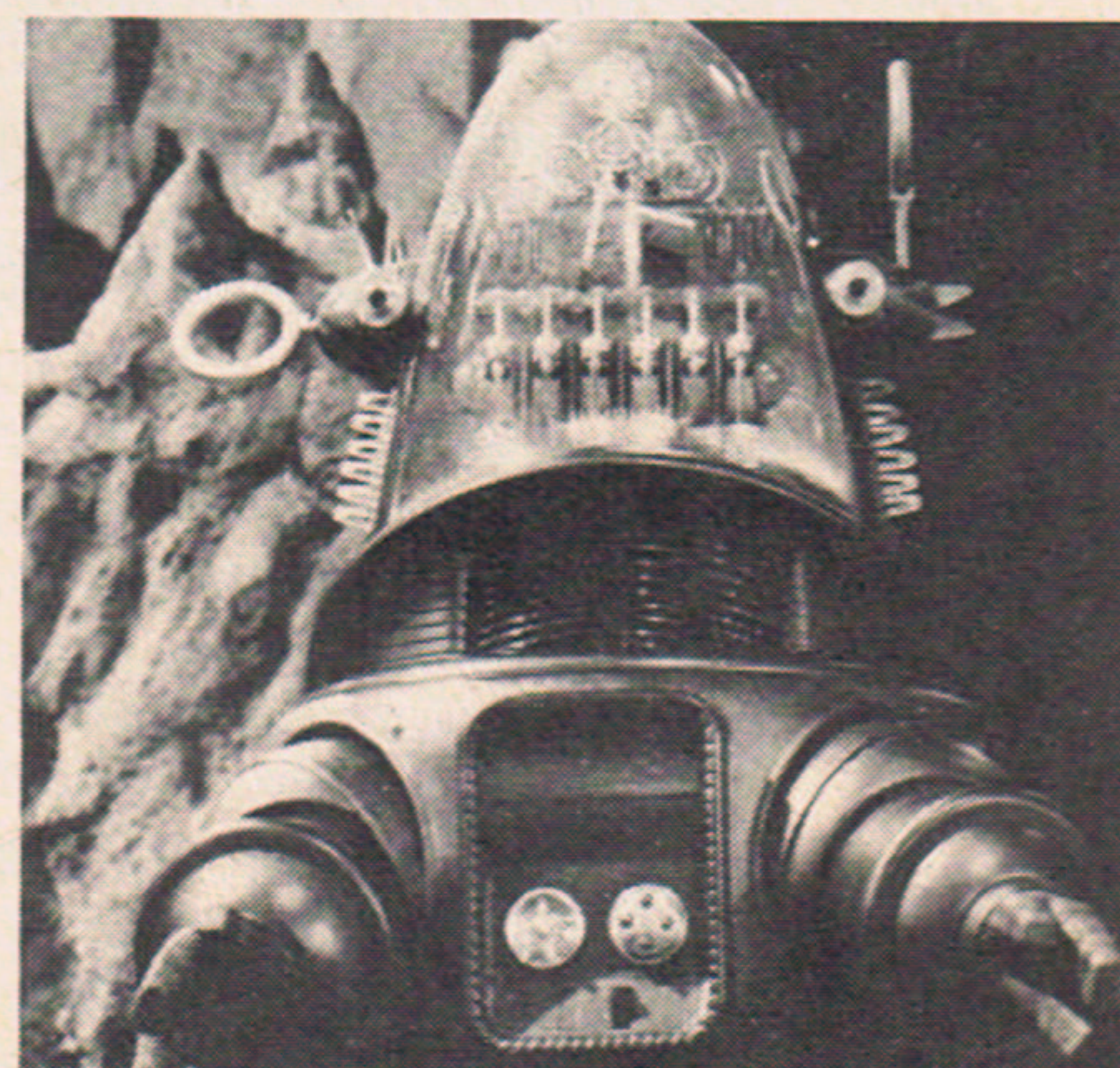
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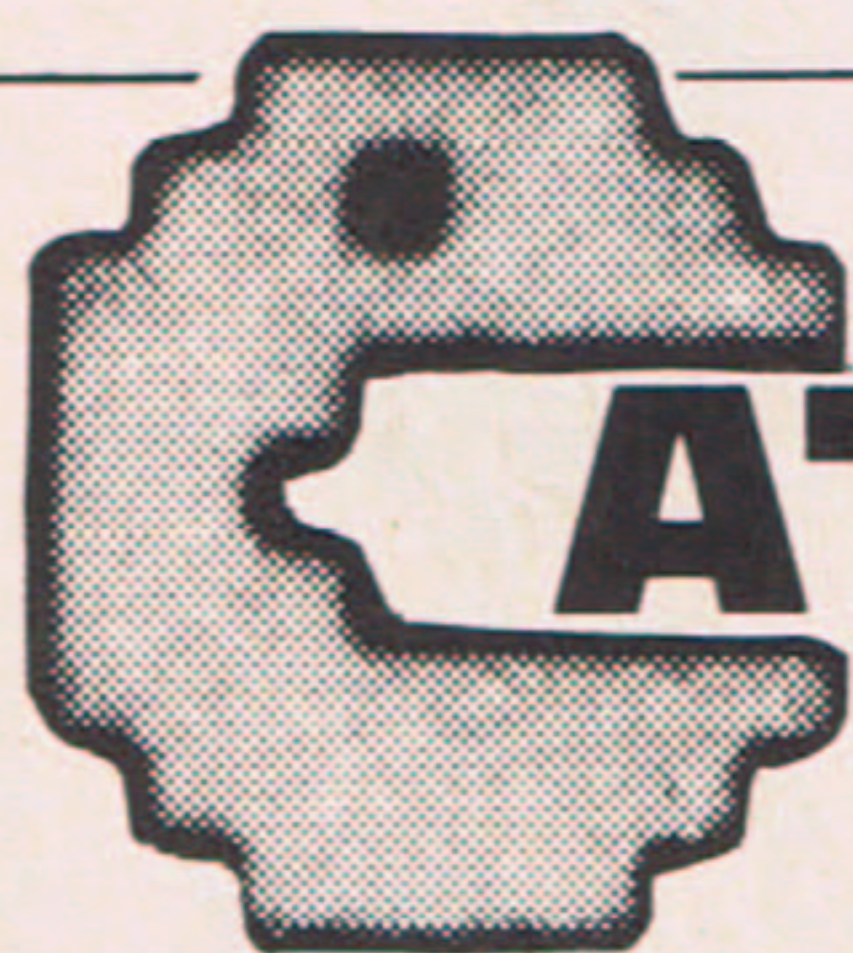
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LOG ENTRIES

LATEST NEWS FROM THE WORLDS OF SCIENCE FICTION & FACT



ATARI KEEPS 'EM COMING

Last January, at the Consumer Electronics Show in Las Vegas, Atari introduced a new home system.

Atari Video System X, due out in the second half of this year, has more power and memory potential than its predecessor, introduced in 1977. A combination of sophisticated microprocessors allows for a wide range of sound (One chip will eventually give it the ability to reproduce voice and speech.) and advanced graphic capabilities. For instance, the attackers of Space Invaders can do more than flap their wing-shields as they descend; they rotate in 24-stage animation.

One controller combines the operations of the joystick, paddle and keyboard into a single hand-held unit that looks and operates like a pocket calculator. The stick moves in eight directions and is the first to control both direction and speed of the game characters.

The controller is designed to fit comfortably in the palm. Twelve keys and game overlays give computer-like control over game play and a pause button allows for game interruption at any time.

A streamlined console with a single electrical cord includes a storage area for controllers. At least 10 video game cartridges will be immediately available for the new system (suggested retail price: \$349.95) including new versions of Space Invaders, Missile Command, Asteroids and Super Breakout.

Other Atari news includes three new game programs for use on Atari 400 and 800 computers. Arriving in the second half of the year will be home computer versions of the coin-op games Pac-Man (\$44.95) and Centipede (\$44.95). By the time this reaches print, Caverns of Mars (\$39.95) should already be sending 400 and 800 owners, whose computers are equipped with an Atari 810 Disk Drive, beneath the surface of the red planet where they will attempt to reach an alien stronghold. Floating mines, enemy ships on patrol and deadly laser fire will try to prevent this from occurring. Caverns was originally developed for the Atari Program Exchange and won a prize in the APX quarterly software contest for its 17-year-old author.

Owners of Atari's original Video Computer System need not despair. Company officials plan to release one game cartridge each month this year for them. By the end of 1982, more than 50 cartridges will make up the library—the largest selection of any video game manufacturer.



"With this new system," says Michael Moone, president of Atari's Consumer Electronics Division, "We will maintain the leadership for years to come."

Pac-Man (\$37.95) is scheduled for a March release, following January's Super Breakout (\$31.95) and February's Haunted House (\$26.95).

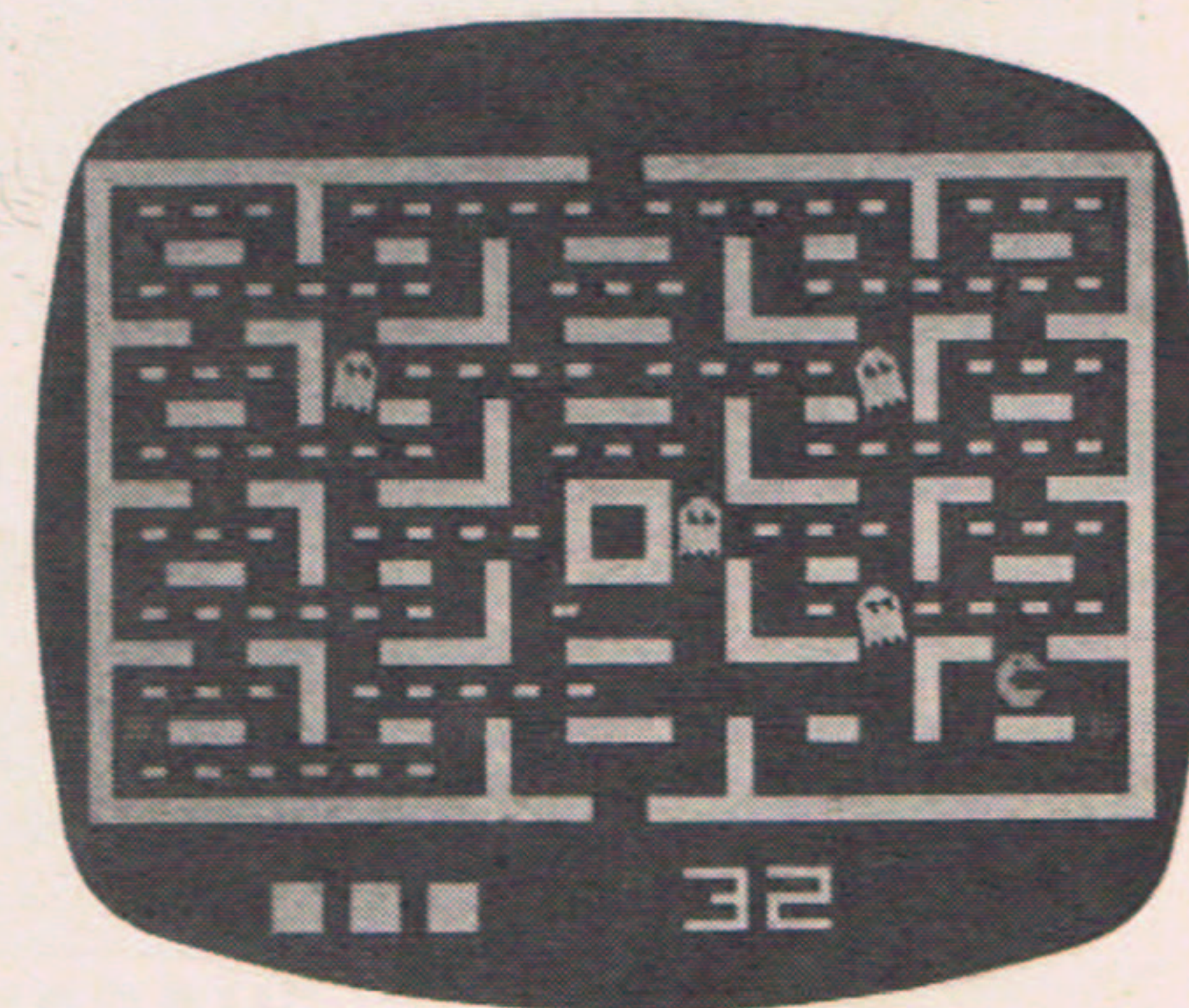
An Atari spokesman tells us that Yar's Revenge, due in May, will satisfy the most ravenous game players. Named in honor of Raymond E. Kassir, Chairman of the Board, Yar's Revenge works something like this: A pesky fly, the Yar Scout, "scores points by shooting at and eating brick in a red shield that protects a chameleon-like Quotile. When Yar breaks through and bites the Quotile a powerful Zorlon Cannon appears that can blast the Quotile to smithereens. But the stouthearted scout does not have it easy—he is stalked constantly by a lethal drone and, from time to time, the harmless Quotile transforms into a swirling fireball that seeks out Yar like a tracing missile."

June brings Atari's version of Williams Electronics coin-op Defender (\$37.96) game. In July, Math Gran Prix (\$22.95) arrives and in the heat of August a version of Stern Electronics arcade game Beserk (\$31.95) will hope to make players just that.

Back to school time will be that much easier with Star Raiders on the horizon. A galactic shoot-em-up that has been available to Atari computer owners, Raiders transforms an ordinary TV into a spaceship. The player steers through distant galaxies in search of alien spacecraft. A radar scope anticipates enemy maneuvers and photon torpedoes and a protective shield have been known to come in handy.

Serious gamers will be offered four adventure games, whose titles will be the numbers of the order in which they are released. These games combine electronic games, game manuals, comic books and buried treasure. Each game has an element: Earth, Fire, Water or Air. Although each game can be played independently from the others, the challenge is to find the secret in the first game and carry it over to the next. A player can pass into the next element only if he succeeds in the first. To facilitate that, clues will be hidden inside the game manuals and monthly comics books, created by teams at DC Comics, featuring favorite game heroes.

Hand/eye coordination never had such a workout! ☆



You may never leave your home again. Atari's home version of Pac Man has arrived.